

MEPBM Games**presents**

Middle-earth Play-By-Mail™

Fourth Age, circa 1000



GAME # 141

**Alvernus**

Victory points : 1400

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 [1400] Sing a Song [1334] Once Upon a Time [1067]

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 # : 15
 Account : \$ 0.00
 Free Turns : 0
 Security Code : 8817
 Special Service : YES

Alvernus

(A Free People)

Season : Spring

RELATIONS WITH OTHER NATIONS

# 1 North Kingdom	: Hated	# 2 South Kingdom	: Tolerated	# 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	: Neutral	#14 Dark Feast	: Neutral	#15 Twilight Hammer	: Disliked
#16 Sh'iar Empire	: Neutral	#17 Great Trollusk	: Disliked	#18 Bením an Pharazôn	: Neutral
#19 RhunLandChattelCo	: Neutral	#20 Tribes of Angmar	: Hated	#21 Lands	: Tolerated
#22 Sing a Song	: Tolerated	#23 Once Upon a Time	: Tolerated	#24 Plane	: Tolerated

POPULATION CENTERS

Andakro Location : @ 0607 in Mountains Climate is Cool

Size : Camp	Fortifications : None	Loyalty : 18	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	150	28	0	0	0	-

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

Size : City	Fortifications : Tower	Loyalty : 66	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	0	0	3000	42	334	180	0	-

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

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

Size : Village	Fortifications : None	Loyalty : 31	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	606	0	0	0	850	0	70	-

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

Size : Major Town	Fortifications : Fort	Loyalty : 59	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	237	0	0	0	332	0	35	-

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

Drú Dôr Location : @ 0703 in Mountains Climate is Polar

Size : Camp	Fortifications : None	Loyalty : 26	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	36	9	0	0	0	330
Current stores	0	0	36	34	0	0	0	-

Foreign characters reported in the hex : **Anya the Red.**

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

Size : Camp	Fortifications : None	Loyalty : 22	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	70	0	0	0	0	-

Gorgon Location : @ 0206 in Mixed Forest Climate is Mild

Size : Town	Fortifications : Tower	Loyalty : 35	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	1156	884	0	-

Lirith Tol Location : @ 0507 in Mixed Forest Climate is Mild
 Size : Town Fortifications : None Loyalty : 62 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 0 0 0 243 135 0 700
 Current stores 0 0 0 0 486 540 0 -

Lisgardh Location : @ 0608 in Mountains Climate is Cool
 Size : Village Fortifications : None Loyalty : 20 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 0 176 0 48 0 0 0 -

Melkor Location : @ 0306 in Shore/Plains Climate is Mild
 Size : Village Fortifications : None Loyalty : 51 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 432 0 0 0 1166 0 70 -

Rómenya Location : @ 0604 in Mountains Climate is Cold
 Size : Camp Fortifications : None Loyalty : 16 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 78 18 0 0 0 -

Sanká Location : @ 0605 in Mountains Climate is Cold
 Size : Camp Fortifications : None Loyalty : 40 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 0 90 18 0 0 0 780
 Current stores 0 0 90 53 0 0 0 -

Foreign characters reported in the hex : - **Urdo Bloodtongue.**

Taverna Location : @ 3912 in Shore/Plains Climate is Cool
 Size : Major Town Fortifications : Tower Loyalty : 38 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 222 0 0 0 1228 0 358 -

Tol Cirith Location : @ 0408 in Shore/Plains Climate is Mild
 Size : Major Town Fortifications : Tower Loyalty : 80 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 378 0 0 0 368 0 35 -

Zhantus Location : @ 0307 in Mixed Forest Climate is Mild
 Size : Town Fortifications : Tower Loyalty : 64 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 1004 260 0 -

ARMIES AND NAVIES

Army Commander : Regent Carlin Location : @ 0207 in Mixed Forest Climate is Mild
 Army morale : 74 Warships : 0 Transports : 0 (1) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Eriadoran mercenaries w/shortswords 76 30 10 100 Men-at-Arms
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0 0
 Armor 0 0 0
 Food 21 Low Supplies !!
 War machines 0
 Characters traveling with army : - Agbathû - Barrow Wight - Moeskin - Moraiza.
 The City/Tower of Baltus flying the flag of the Alvernus is here.

Army Commander : Commander Carvedas Location : @ 0405 in Shore/Plains Climate is Mild
 Army morale : 30 Warships : 0 Transports : 0 (3) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Eriadoran footmen w/spears 14 10 0 600 Heavy Infantry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0
 Food 123 Low Supplies !!
 War machines 0
 The Major Town/Fort of Dire flying the flag of the Alvernus is here.

Army Commander : Captain Faika Location : @ 1407 in Hills & Rough Climate is Cool
 Army morale : 37 Warships : 0 Transports : 0 (4) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Lesser Dúnadan horsemen w/broadswords 33 10 10 479 Heavy Cavalry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0
 Food 0 Out of Food !!
 War machines 0
 The Village/Tower of Fornost Erain flying the flag of the North Kingdom is here.
 An army bearing the banner of the North Kingdom under Veteran Rulart is here.

Navy Commander : Regent Llewli Location : @ 0403 in Shore/Plains Climate is Mild
 Army morale : 43 Warships : 9 Transports : 4 (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 2000
 War machines 0

COMPANY COMMANDERS :

Veteran Iarless Location : @ 0810 Traveling with him are : Angus.

MARKET PRICES

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	23903	19211	306	2905	207429	21265	1404
Purchase at market price/unit	2	2	10	16	2	2	12
Sell to market price/unit	1	1	6	9	1	1	7

MISCELLANEOUS

Maintenance Costs expected next turn are:	Totals for Nation:	Stores	Production
Armies/Navies : 6124	Leather	1875	625
Pop Centers : 4000	Bronze	176	176
Characters : 30760	Steel	3424	424
	Mithril	223	71
Total : 40884	Food	6924	3200
	Timber	1864	466
Current Tax rate : 73%	Mounts	568	52
Revenue expected next turn : 44960 (+4076)			
Current Gold reserve : 21790			

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.
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.
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.
Corantir	Headband	166	Yes	None	Increases Mage Rank by 10.
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 Silent Assembly at 2209.

There are rumors of an armed conflict involving the South Kingdom and the Plane at 2535.

ENCOUNTER MESSAGES

Encounter for Malendur at 2511

He called the old man over to the campfire and offered to share food with him. The man accepted graciously and ate ravenously. During the meal, he determined that the old man was really senile and knew nothing at all about a gold band. The old man left soon thereafter.

Encounter for Myrthrandir at 3122

As he stopped for camp one night, he spotted the ruins of Durthang 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. He fought with every skill at his command, and, at last, he was able to make good his escape, although he took several wounds in the fight.

COMBAT MESSAGES

Battle at 0810

In the Mild climate of the Hills & Rough of 0810, a conflict took place in the early hours of the evening during a driving storm.

At the head of a rebellious army rode **Captain Tor Mitari** of the nation of the North Kingdom. 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
1000 Dúnadan knights w/lances	wooden	none	a mob

At the head of a rebellious army rode **Captain Agbathû** 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
900 Eriadoran footmen w/spears	wooden	none	a mob

The Camp of Menagaueche flying the flag of the North Kingdom is situated in the Hills & Rough here.

Report from Agbathû....My commanders moved among the troops before battle, readying them, bolstering their resolve, and issuing last minute orders. Some of the troops needed this encouragement but others were checking the readiness of their weapons. Finally the order was passed down the ranks.. Charge!! Charge!! Against the forces of Tor Mitari, they met our charge with one of their own.

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

Report from Agbathû....Our foot soldiers struggled up and down the slopes in order to engage the enemy lines. The troops fought well, but they could have been better trained. They fought as if uninspired. However, we were overrun in less than a few hours.

After the battle.... Tor Mitari's forces were victorious in the battle, but suffered some losses. Tor Mitari appeared to have survived. Agbathû's forces were destroyed/routed in the battle. Agbathû appeared to have survived.

SPECIAL MESSAGES

FREE TURNS! Do you have any friends that would enjoy playing ME-PBM? MEPBM will credit you with a free turn for each NEW player that signs up and mentions your name (New players can only mention one name). If you would like to start a game with several friends, just let us know! Please try to collect all names & required funds, and mail together, when joining with friends. Current player set-ups are: £5.00, new player registrations are: £10.00

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	870	MovJoin	0207 carli
Agbathû	255	CptrPop	ch
Angus	690	StlGold	
Angus	915	ScoHex	
Barrow Wight	185	DnStNat	15
Barrow Wight	610	GrdChar	carli
Carlin	435	ArmyMan	
Carlin	765	SplArmy	carve ^ ^ 600 ^ ^ ^
Carvedas	408	HvInfan	500 ^ ^
Carvedas	850	MovArmy	e ne ne ^ ^ ^ ^ ^ ^ ^ ^ no
Elendil	505	Bribe	jf b 17900
Elendil	810	MovChar	0702
Elostirion	825	CstMvSp	314 0605
Elostirion	940	CstLoSp	436 huorn
Faika	430	TrpsMan	hc
Faika	860	ForcMar	e e h h se sw ^ ^ ^ ^ ^ ^ ^ no
Iarless	610	GrdChar	angus
Iarless	820	MovCmpy	0810
Kônebra	710	PrenMgy	
Kônebra	940	CstLoSp	417 tor m
Llewi	315	PrchCar	fo 2000
Llewi	830	MovNavy	se sw w w nw nw nw ne ne ne ne nw se e no
Lumban	810	MovChar	1814
Lumban	940	CstLoSp	412 53
Malendur	285	ReacEnc	Food
Malendur	825	CstMvSp	314 0810
Modulator	500	Double	decod
Modulator	810	MovChar	3912
Moeskin	185	DnStNat	2
Moeskin	315	PrchCar	st 3000
Moraiza	185	DnStNat	20
Moraiza	325	NatSell	mi 100
Myrthrandir	810	MovChar	3122
Myrthrandir	940	CstLoSp	428 51
Soil Nûnaw	630	Rescue	erest y
Soil Nûnaw	810	MovChar	0812
Transmitter	520	InfYour	
Transmitter	330	CstCjSp	508 ^

Agbath



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

Agbathû was located in the Hills & Rough at 0810.

He was ordered to capture the Camp of Menagaueche. See Combat Messages.

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

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

Angus



Ranks : Command 0 Agent 73 (83) Emissary 0 Mage 30
 Health 100 Stealth 0 (15) Challenge 79
 Artifacts : #48 Rat Gauntlets #49 Helm of Shadow #171 Gildagor✓
 Spells (+0) : #314 Teleport(77) #412 Research Artifact(85)
 #418 Locate Artifact(84)

Angus was located in the Shore/Plains at 1501.

He was ordered to steal the Gold. 6225 Gold was stolen at Toad Suck.

He moved with the company to 0810.

He was ordered to scout the hex. A scout of the hex was attempted. Terrain is Hills & Rough. Climate is Mild. A Camp named Menagaueche is here and Menagaueche is owned by the North Kingdom and the hex has production of - Food: 250 Mounts: 30 Steel: 50 . Foreign forces present: - Tor Mitari of the North Kingdom. Anchored ships reported: None.

He is traveling with Iarless in the Hills & Rough at 0810. The Camp of Menagaueche flying the flag of the North Kingdom is here.

Barrow Wight



Ranks : Command 50 Agent 57 Emissary 21 Mage 0
 Health 100 Stealth 0 Challenge 63
 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 Twilight Hammer were downgraded.

He was ordered to guard a character. Carlin 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 67 Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 77
 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. 123 Food was transferred.

The Gwaihir Eagles have left his troops. No one saw them leave!

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 36 Agent 35 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 42
 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 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.

Elendil



Ranks : Command 0 Agent 0 Emissary 76 Mage 0
 Health 100 Stealth 0 Challenge 38
 Artifacts : None
 Spells (+0) : None

Elendil was located in the Mixed Forest at 0612.

He was ordered to bribe/recruit a character. He was not able to bribe the character because there was insufficient Gold.

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

He is currently in the Shore/Plains at 0702. The un-owned Ruins of Northern Way is here.

Elostirion



Ranks : Command 0 Agent 0 Emissary 83 Mage 40
Health 55 Stealth 0 Challenge 51
Artifacts : None

Spells (+0) : #314 Teleport(76) #414 Scry Hex(96) #415 Scry Area(83)
#436 Scry Character(89)

Elostirion was located in the Mountains at 3421.

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

He was ordered to cast a lore spell. Scry Character - Huorns and Ents retains the following title(s): Lord Marshal - Acolyte. Artifacts held: None could be scryed. Spells known: None could be scryed. He suffered a loss of health due to casting two spells.

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

Erestor



Ranks : Command 23 Agent 0 Emissary 64 Mage 0
Health 100 Stealth 0 Challenge 37
Artifacts : None

Spells (+0) : None

Erestor was located in an unknown location.

Erestor has been rescued by Soil Nûnaw from being held hostage by Cagh Monûnaw.

He is currently in the Mixed Forest at 0814.

Faika



Ranks : Command 44 Agent 0 Emissary 0 Mage 0
Health 100 Stealth 0 Challenge 44
Artifacts : None

Spells (+0) : None

Faika was located in the Hills & Rough at 1106.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

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

He was ordered to force march the army. He accepted the forced march orders. Morale was reduced. Movement was stopped by non-(friendly/tolerant) fortifications.

He commands an army in the Hills & Rough at 1407. The Village/Tower of Fornost Erain flying the flag of the North Kingdom is here.

Iarless



Ranks : Command 13 Agent 43 Emissary 0 Mage 0
 Health 100+ Stealth 0 Challenge 35
 Artifacts : None
 Spells (+0) : None

Iarless was located in the Shore/Plains at 1501.

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 Hills & Rough at 0810. The Camp of Menagaueche flying the flag of the North Kingdom is here.

K nebra



Ranks : Command 0 Agent 0 Emissary 0 Mage 55
 Health 100 Stealth 0 Challenge 55
 Artifacts : None

Spells (+0) : #104 Resistances(78) #214 Call Winds(70) #302 Long Stride(100)
 #314 Teleport(84) #410 Divine Allegiance Forces(96) #412 Research Artifact(87)
 #414 Scry Hex(97) #417 Divine Characters w/Forces(92)

Kônebra was located in the Mountains at 0604.

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. Divine Characters w/Forces - Characters traveling with the army commanded by Tor Mitari : None.

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

Llewi



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

Llewi was located in the Shore/Plains at 0408.

He was ordered to purchase from the caravans. 2000 Food were bought for 4000 Gold.

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

He commands a navy offshore at 0403.

Lumban



Ranks : Command 0 Agent 0 Emissary 0 Mage 51
 Health 100 Stealth 0 Challenge 61
 Artifacts : #16 Navorn√ #47 Dragon Helm of Dor-Lómin
 Spells (+0) : #102 Barriers(88) #218 Wall of Wind(59) #302 Long Stride(91)
 #412 Research Artifact(95)

Lumban was located in the Hills & Rough at 1108.

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

He was ordered to cast a lore spell. Research Artifact - Listening Helm #53 is a Helm - allegiance: None - increases Agent Rank by 10.

He is currently in the Open Plains at 1814.

Malendur



Ranks : Command 0 Agent 0 Emissary 0 Mage 59 (69)
 Health 100 Stealth 0 Challenge 109
 Artifacts : #41 Silmaruth√ #154 The Black Book
 Spells(+10) : #314 Teleport(78) #412 Research Artifact(93) #414 Scry Hex(77)
 #418 Locate Artifact(83) #428 Locate Artifact True(63)

Malendur was located in the Fens & Swamp at 2511.

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

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

He is currently in the Hills & Rough at 0810. The Camp of Menagaueche flying the flag of the North Kingdom is here.

Modulator



Ranks : Command 0 Agent 0 Emissary 52 Mage 0
 Health 100 Stealth 0 Challenge 26
 Artifacts : None
 Spells (+0) : None

Modulator was located in the Mountains at 3421.

He was ordered to recruit a double agent. He was not able to recruit the double agent because he was not able to influence the character. Continued efforts may succeed.

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

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

Moeskin



Ranks : Command 46 Agent 0 Emissary 0 Mage 68 (78)
 Health 100 Stealth 0 Challenge 99
 Artifacts : #122 Spear of Following\ #166 Corantir
 Spells(+10) : #314 Teleport(72) #412 Research Artifact(96)
 #416 Reveal Production(77) #418 Locate Artifact(85) #420 Reveal Character(70)
 #422 Perceive Power(77) #428 Locate Artifact True(68)
 #430 Reveal Character True(86)

Moeskin was located in the Mixed Forest at 0207.

He was ordered to downgrade our relations. He was not able to downgrade our relations because the populace did not support it. Continued efforts may succeed.

He was ordered to purchase from the caravans. 3000 Steel were bought for 9000 Gold.
He is traveling with Carlin in the Mixed Forest at 0207. The City/Tower of Baltus flying the flag of the Alvernus is here.

Moraiza



Ranks : Command 63 Agent 0 Emissary 0 Mage 44
 Health 100+ Stealth 0 Challenge 74
 Artifacts : None
 Spells (+0) : #104 Resistances(100) #308 Capital Return(73)
 #412 Research Artifact(100)

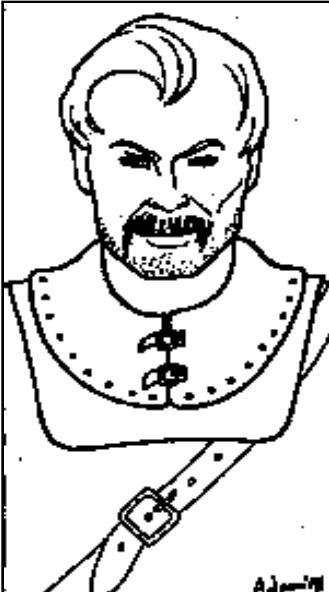
Moraiza was located in the Mixed Forest at 0207.

He was ordered to downgrade our relations. Our relations with the Tribes of Angmar were downgraded.

He was ordered to have the nation sell to the caravans. The stores sold was changed because the total product sold was more than the market purchase limit. 306 Mithril were sold for 19890 Gold.

He is traveling with Carlin 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 66 (76)
 Health 41 Stealth 0 Challenge 76
 Artifacts : #184 Deepwood Bracelet
 Spells(+10) : #314 Teleport(81) #412 Research Artifact(85)
 #416 Reveal Production(89) #418 Locate Artifact(89) #420 Reveal Character(90)
 #428 Locate Artifact True(86) #430 Reveal Character True(56)

Myrthrandir was located in the Hills & Rough at 3832.

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

He was ordered to cast a lore spell. He was not able to cast the spell. Continued efforts may succeed.

He had a special encounter. See Encounter Messages.

He is currently in the Mountains at 3122.

Soil N naw



Ranks : Command 0 Agent 50 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 37
 Artifacts : None
 Spells (+0) : None

Soil Nûnaw was located in the Mixed Forest at 0714.

He was ordered to rescue a hostage.

He injured Cagh Monûnaw of the North Kingdom and thwarted his custody mission. Erester was rescued and released.

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

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

Transmitter



Ranks : Command 0 Agent 0 Emissary 64 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)

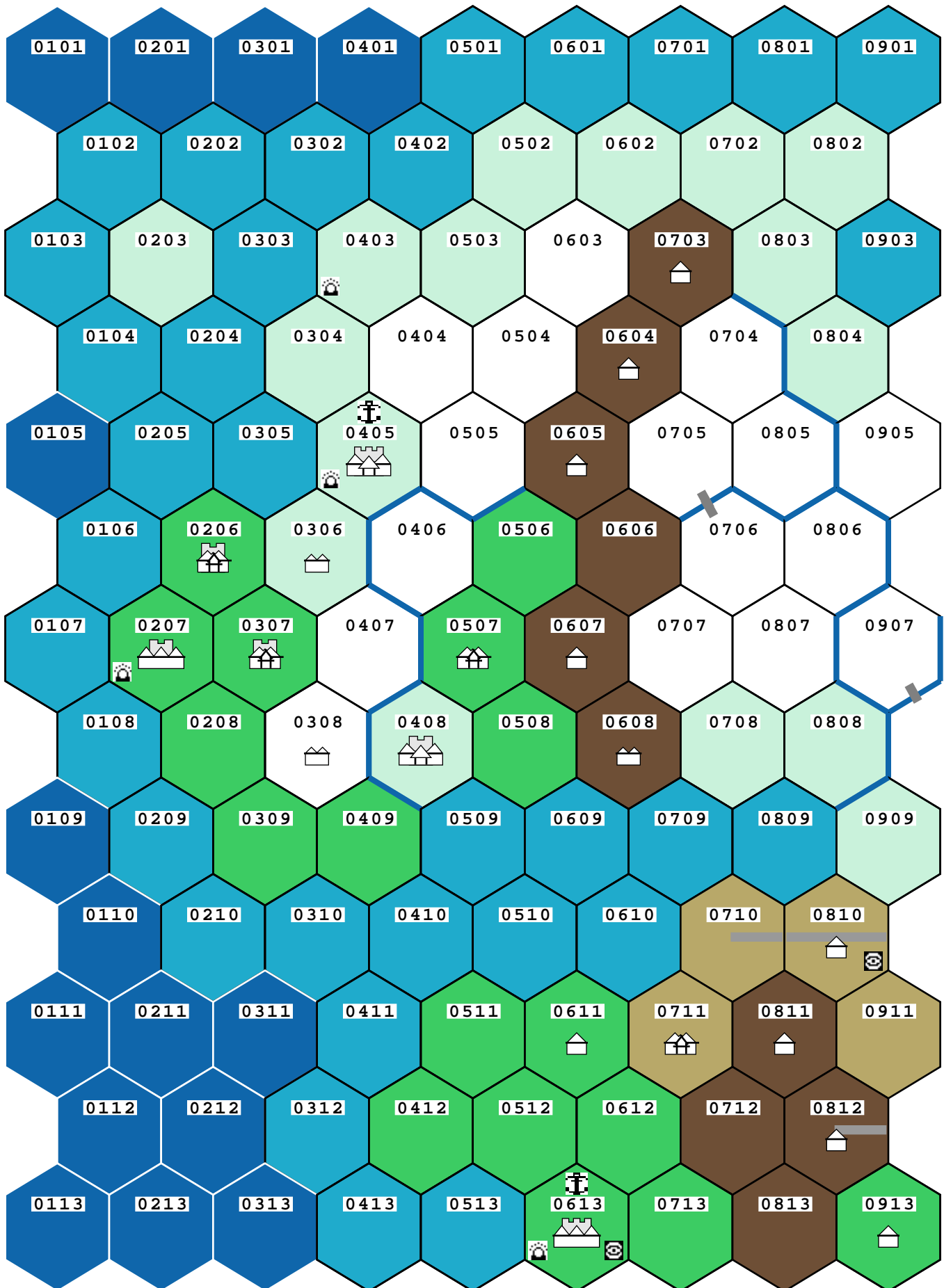
#428 Locate Artifact True(73) #508 Conjure Mounts(83)

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) @ 0405 Command Agent

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

Elendil (ID: elend) @ 0702 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) @ 0814 Command Emissary

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

Faika (ID: faika) @ 1407 Command

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

Iarless (ID: iarle) @ 0810 Command Agent

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

Kônebra (ID: koneb) @ 0604 Mage

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

Llewi (ID: llewi) @ 0403 Command

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

Lumban (ID: lumba) @ 1814 Mage

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

Malendur (ID: malen) @ 0810 Mage

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

Modulator (ID: modul) @ 3912 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) @ 3122 Mage

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

Soil Nûnaw (ID: soil) @ 0812 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			_____				
			_____								_____				