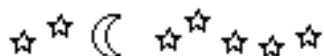


**MEPBM Games**  
**presents**

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



GAME # 141



## **Alvernus**

Victory points : 1442

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 [ 1442 ] Once Upon a Time [ 1300 ] Sing a Song [ 1092 ]**

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 # : 22  
Account : \$ 0.00  
Free Turns : 0  
Security Code : 2269  
Special Service : YES

<b>Echiant</b>	Location : @ 2822 in Fens & Swamp				Climate is Warm			
Size : Camp	Fortifications : None		Loyalty : 19	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	-

**Lirith Tol** Location : @ 0507 in Mixed Forest Climate is Mild  
 Size : Major Town Fortifications : Tower Loyalty : 78 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 0 305 0 -  
 An army bearing the banner of the Alvernus under Lord Agbathû is here.

**Lisgardh** Location : @ 0608 in Mountains Climate is Mild  
 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 0 352 0 48 0 0 0 -

**Melkor** Location : @ 0306 in Shore/Plains Climate is Mild  
 Size : Village Fortifications : None Loyalty : 55 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 0 0 28 -

**Northern Way** Location : @ 0702 in Shore/Plains Climate is Polar  
 Size : Camp Fortifications : None Loyalty : 35 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 78 0 0 0 0 0 6 -

**Nosebleed** Location : @ 3624 in Mountains Climate is Mild  
 Size : Camp Fortifications : None Loyalty : 31 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 90 0 0 0 -

**Taverna** Location : @ 3912 in Shore/Plains Climate is Mild  
 Size : Major Town Fortifications : Tower Loyalty : 79 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 249 0 0 0 0 0 182 -

**Tol Cirith** Location : @ 0408 in Shore/Plains Climate is Mild  
 Size : Major Town Fortifications : Tower Loyalty : 90 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 0 0 14 -

Foreign characters reported in the hex : **Al'leneluk - Anya the Red - Criknrog - Delta - Urdo Bloodtongue -**  
**Wojuruk - Yozhurg - Zog u Grai.**

*A navy bearing the banner of the Great Trollusk under Veteran Elosian 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 0 715 0 -

## ARMIES AND NAVIES

**Army Commander : Lord Agbathû** Location : @ 0507 in Mixed Forest Climate is Mild  
 Army morale : 27 Warships : 0 Transports : 0 (4) 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 14 10 0 257 Heavy Infantry  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0 0  
 Armor 0 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.

**Army Commander : Lord Barrow Wight** Location : @ 0308 in Open Plains Climate is Mild  
 Army morale : 26 Warships : 0 Transports : 0 (1) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Eriadoran footmen w/spears 10 10 0 199 Heavy Infantry  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0  
 Armor 0 0  
 Food 0 Out of Food !!  
 War machines 0  
**The Village of Barad Cirth flying the flag of the Great Trollusk is here.**

**Army Commander : Warlord Carlin** Location : @ 0206 in Mixed Forest Climate is Mild  
 Army morale : 85 Warships : 0 Transports : 0 (5) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Lesser Dúnadan horsemen w/broadswords 14 10 5 604 Heavy Cavalry  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0  
 Armor 0 0  
 Food 0 Out of Food !!  
 War machines 1  
**The Town/Tower of Gorgon flying the flag of the Great Trollusk is here.**

**Army Commander : Commander Carvedas** Location : @ 0207 in Mixed Forest Climate is Mild  
 Army morale : 30 Warships : 0 Transports : 0 (1) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Lesser Dúnadan horsemen w/broadswords 10 10 5 100 Heavy Cavalry  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0  
 Armor 0 0  
 Food 1 Low Supplies !!  
 War machines 0  
**The City/Tower of Baltus flying the flag of the Alvernus is here.**

**Army Commander : Hero Erester** Location : @ 0505 in Open Plains Climate is Mild  
 Army morale : 34 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  
 Armor 0 0  
 Food 276 Low Supplies !!  
 War machines 0  
 Characters traveling with army : - **Gwaihir Eagles.**  
**A small army bearing the banner of the Alvernus under Lord Faika is here.**

**Army Commander : Lord Faika** Location : @ 0505 in Open Plains Climate is Mild  
 Army morale : 40 Warships : 0 Transports : 0 (3) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Lesser Dúnadan horsemen w/broadswords 12 10 60 270 Heavy Cavalry  
 Eriadoran mercenaries w/shortswords 89 30 10 67 Men-at-Arms  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0  
 Armor 0 0  
 Food 0 Out of Food !!  
 War machines 0  
 Characters traveling with army : - **Malendur.**  
**A small army bearing the banner of the Alvernus under Hero Erester is here.**

**Army Commander : Regent Llewi** Location : @ 0605 in Mountains Climate is Cool  
 Army morale : 68 Warships : 0 Transports : 0 (2) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Eriadoran footmen w/spears 11 10 0 355 Heavy Infantry  
 Eriadoran mercenaries w/shortswords 66 30 10 30 Men-at-Arms  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0 0  
 Armor 0 0 0  
 Food 1315  
 War machines 0  
 Characters traveling with army : - Moraiza.  
**The Town of Sanká flying the flag of the Sheri-Urk is here.**

**COMPANY COMMANDERS :**

Veteran Iarless Location : @ 0611 Traveling with him are : JF Breau.

**MARKET PRICES**

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	25024	29132	8949	1686	294907	12092	947
Purchase at market price/unit	3	3	4	25	2	4	15
Sell to market price/unit	1	1	2	13	1	2	8

**MISCELLANEOUS**

Maintenance Costs expected next turn are:	Totals for Nation:	Stores	Production
Armies/Navies : 14011	Leather	1647	682
Pop Centers : 4500	Bronze	560	280
Characters : 35220	Steel	0	429
	Mithril	189	63
Total : 53731	Food	0	2433
	Timber	2515	200
Current Tax rate : 60%	Mounts	397	66
Revenue expected next turn : 36670 (-17061)			
Current Gold reserve : 19179			

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 0206 - 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.
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

*The loyalty was influenced/reduced at Barad Cirith.*

*Barad Cirith is no longer under our control.*

*Rómenya is no longer under our control.*

*13336 Gold was transported from the Once Upon a Time to Baltus.*

*There are rumors of an encounter involving Borlach at 1411.*

## ENCOUNTER MESSAGES

None

## COMBAT MESSAGES

### Battle at 0505

In the Mild climate of the Open Plains of 0505, a conflict took place in the early afternoon under an overcast sky.

At the head of a rebellious army rode **Hero Erester** 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
1400 Eriadoran footmen w/spears	wooden	none	a mob

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
1000 Lesser Dúnadan horsemen w/broadswords	wooden	none/leather	a mob

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
1200 Eriadoran footmen w/spears	wooden	none	a mob
100 Eriadoran mercenaries w/shortswords	bronze	leather	solid ranks

At the head of a demoralized army rode **Warlord Del Imat** of the nation of the North Kingdom. The mount on which he rode stood cautiously at the rear of the battle lines. Behind him the forming ranks were filled

with:

Troops	Weapons	Armor	Formations
2554 Dúnadan knights w/lances	wooden/bronze	leather/bronze	ragged ranks
224 Lesser Dúnadan knights w/shortswords	bronze/steel	bronze/steel	exemplary

At the head of a rebellious army rode **Lord Faika** 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
400 Lesser Dúnadan horsemen w/broadswords	wooden	steel	a mob
100 Eriadoran mercenaries w/shortswords	bronze	leather	exemplary

At the head of a rebellious army rode **Lord 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
500 Lesser Dúnadan horsemen w/broadswords	wooden	steel	a mob
400 Eriadoran footmen w/spears	wooden	none	a mob

Report from Erestor.....My commanders moved among the troops before battle, readying them, bolstering their resolve, and issuing last minute orders. Some of the troops needed this encouragement but others were checking the readiness of their weapons. Finally the order was given by the blare of the bugles.. Charge!! Charge!! The men glanced anxiously above as a few boulders and some flying debris struck among our troops. Against the forces of Del Imat, they met our charge with one of their own.

Report from Carlin.....My commanders moved among the troops before battle, readying them, bolstering their resolve, and issuing last minute orders. The troops howled their readiness and it was difficult to restrain the front lines from striking before the attack order was given. Finally the order was given in loud commands.. Charge!! Charge!! The men glanced anxiously above as a few boulders and some flying debris struck among our troops. Against the forces of Del Imat, they met our charge with one of their own.

Report from Llewï.....My commanders moved among the troops before battle, readying them, bolstering their resolve, and issuing last minute orders. These troops didn't need much encouragement and waved and joked with their Commanders, offering bets on who would find the best plunder. Finally the order was given by the blare of the bugles.. Charge!! Charge!! The men glanced anxiously above as a few boulders and some flying debris struck among our troops. Against the forces of Del Imat, they met our charge with one of their own.

Report from Faika.....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 shouted across the battlefield.. Charge!! Charge!! The men glanced anxiously above as a few boulders and some flying debris struck among our troops. Against the forces of Del Imat, they met our charge with one of their own.

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 given by the clear voice of their Commander.. Charge!! Charge!! The men glanced anxiously above as a few boulders and some flying debris struck among our troops. Against the forces of Del Imat, 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. **Gwaihir Eagles** screamed out of the sky to attack and carry away those of the enemy who were not quick enough to evade their savage onslaught! **Carlin** burst forth with a blood curdling yell and rushed to meet whatever foes would face his glowing Horn. **Malendur** rode among the troops with his glowing Sword, exhorting them to do their best and daring the enemy to meet him. **Moraiza** burst forth with a blood curdling yell and rushed to meet whatever foes would face his glowing Sword.

Report from Erestor.....Our foot soldiers engaged the other troops in the open and took the battle to them. The troops fought well, but they could have been better trained. They fought as if uninspired. Although the enemy fought hard, we finally succeeded in overwhelming them after a long battle.

Report from Carlin.....Our cavalry rode swiftly across the open plains and thundered into the enemy, killing many. The troops fought heroically, and I was proud to lead them. They fought with passion! Although the enemy fought hard, we finally succeeded in overwhelming them after a long battle.

Report from Llewli.....Our foot soldiers engaged the other troops in the open and took the battle to them. The troops fought very well, but more training would have raised them to great heights. They fought with great spirit. Although the enemy fought hard, we finally succeeded in overwhelming them after a long battle.

Report from Faika.....Our cavalry rode swiftly across the open plains and thundered into the enemy, killing many. Our foot soldiers engaged the other troops in the open and took the battle to them. The troops fought well, but they could have been better trained. They fought as if uninspired. Although the enemy fought hard, we finally succeeded in overwhelming them after a long battle.

Report from Agbathû.....Our cavalry rode swiftly across the open plains and thundered into the enemy, killing many. Our foot soldiers engaged the other troops in the open and took the battle to them. The troops fought well, but they could have been better trained. They fought as if uninspired. Although the enemy fought hard, we finally succeeded in overwhelming them after a long battle.

Commanders on the scene ordered their troops to salvage what they could from the remains of the enemy forces..

Warlord Carlin: 1 War machines

After the battle.... Erestor's forces were victorious in the battle, but suffered severe losses. Erestor appeared to have survived. Carlin's forces were victorious in the battle, but suffered some losses. Carlin appeared to have survived. Llewli's forces were victorious in the battle, but suffered severe losses. Llewli appeared to have survived. Del Imat's forces were destroyed/routed in the battle. Del Imat was captured. Faika's forces were victorious in the battle, but suffered some losses. Faika appeared to have survived. Agbathû's forces were victorious in the battle, but suffered some losses. 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](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	230	AttEnemy	ch
Agbathû	860	ForcMar	sw se ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Angus	685	StlArt	184
Angus	825	CstMvSp	314 4435
Barrow Wight	765	SplArmy	carve 100 ^ ^ ^ ^ ^
Barrow Wight	850	MovArmy	se e ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Carlin	230	AttEnemy	ch
Carlin	860	ForcMar	w sw w ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Carvedas	408	HvInfan	199 ^ ^
Carvedas	325	NatSell	st 100
Elendil	325	NatSell	fo 100
Elendil	948	TranCar	3912 2317 mo 400
Elostirion	525	InfOthr	
Elostirion	810	MovChar	0702
Erestor	215	RfsPers	
Erestor	230	AttEnemy	ch
Faika	215	RfsPers	
Faika	230	AttEnemy	ch
Iarless	610	GrdChar	angus
Iarless	820	MovCmpy	0611
JF Breau	215	RfsPers	
JF Breau	685	StlArt	43
Kônebra	710	PrenMgy	
Kônebra	940	CstLoSp	412 66
Llewi	230	AttEnemy	ch
Llewi	850	MovArmy	e ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Lumban	810	MovChar	0607
Lumban	940	CstLoSp	412 67
Malendur	210	IssPers	patro
Malendur	785	JnArmy	faika
Modulator	810	MovChar	3231
Modulator	900	FindArt	1
Moeskin	210	IssPers	menel
Moeskin	940	CstLoSp	418 210
Moraiza	210	IssPers	del i
Moraiza	940	CstLoSp	412 63
Myrthrandir	810	MovChar	0405
Myrthrandir	940	CstLoSp	428 4
Soil Nûnaw	690	StlGold	
Soil Nûnaw	810	MovChar	2325
Transmitter	330	CstCjSp	508 500
Transmitter	940	CstLoSp	418 176

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 Open Plains at 0505.

He was ordered to have his army attack all of his enemies. See Combat Messages.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

He 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 0507. The Major Town/Tower of Lirith Tol flying the flag of the Alvernus is here.**

Angus



Ranks : Command 0 Agent 81 (91) Emissary 0 Mage 30  
 Health 100 Stealth 0 (15) Challenge 85  
 Artifacts : #48 Rat Gauntlets #49 Helm of Shadow #171 Gildagor√  
 Spells (+0) : #314 Teleport(78) #412 Research Artifact(86)  
 #418 Locate Artifact(85)

Angus was located in the Open Plains at 0505.

He was ordered to steal an artifact. He was not able to steal the artifact because Carlin is of the same nation.

He moved with the company to 0611.

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

**He is currently in the Mountains at 4435.**

Barrow Wight



Ranks : Command 57 Agent 68 Emissary 21 Mage 0  
 Health 100 Stealth 0 Challenge 72  
 Artifacts : None  
 Spells (+0) : None

Barrow Wight was located in the Mixed Forest at 0207.

He was ordered to split the army. The army was split. 1 Food was transferred.

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

**He commands an army in the Open Plains at 0308. The Village of Barad Cirith flying the flag of the Great Trollusk is here.**

Carlin



Ranks : Command 73 Agent 0 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 83  
 Artifacts : #43 Dagnirdraug #73 Mothras #184 Deepwood Bracelet  
 #194 Amulet of Sea Mastery  
 Spells (+0) : None

Carlin was located in the Open Plains at 0505.

He was ordered to have his army attack all of his enemies. See Combat Messages.

He captured Del Imat during combat. Artifact(s) were discovered on Del Imat.

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 0206. The Town/Tower of Gorgon flying the flag of the Great Trollusk 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 have the nation sell to the caravans. 533 Steel were sold for 1599 Gold.

He was ordered to recruit some heavy infantry. 199 Heavy Infantry w/Wood weapons and No armor were recruited.

***He commands an army in the Mixed Forest at 0207. The City/Tower of Baltus 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. 20466 Food were sold for 20466 Gold.

He was ordered to transport by the caravans. 400 Mounts (+10%) transported from Taverna to The Gathering.

***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 88 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(94)

Elostirion was located in the Mountains at 0605.

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

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

*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 72 Mage 0  
 Health 100 Stealth 0 Challenge 43  
 Artifacts : None

Spells (+0) : None

Erestor was located in the Open Plains at 0505.

He was ordered to refuse all personal challenges.

He was ordered to have his army attack all of his enemies. See Combat Messages.

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

Foreign armies identified: None. See report below.

*He commands an army in the Open Plains at 0505.*

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 refuse all personal challenges.

He was ordered to have his army attack all of his enemies. See Combat Messages.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

*He commands an army in the Open Plains at 0505.*

Iarless



Ranks : Command 13 Agent 54 Emissary 0 Mage 0  
 Health 100+ Stealth 0 Challenge 43  
 Artifacts : None  
 Spells (+0) : None

Iarless was located in the Open Plains at 0505.

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 0611. The Village of Blackbasin flying the flag of the Great Trollusk is here.***

JF Breau



Ranks : Command 0 Agent 57 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 42  
 Artifacts : None  
 Spells (+0) : None

JF Breau was located in the Open Plains at 0505.

He was ordered to refuse all personal challenges.

He was ordered to steal an artifact. He was not able to steal the artifact because Carlin is of the same nation.

He moved with the company to 0611.

***He is traveling with Iarless in the Mixed Forest at 0611. The Village of Blackbasin flying the flag of the Great Trollusk is here.***

K nebra



Ranks : Command 0 Agent 0 Emissary 0 Mage 61  
 Health 80 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(93)  
 #419 Divine Nation Forces(74)

Kônebra was located in the Mountains at 0608.

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

He was ordered to cast a lore spell. Research Artifact - Talisman of Absorption #66 is a Ring - allegiance: Evil - increases Mage Rank by 20.

***He is currently in the Mountains at 0608. The Village of Lisgardh flying the flag of the Alvernus is here.***

Llewi



Ranks : Command 66 Agent 0 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 66  
 Artifacts : None  
 Spells (+0) : None

Llewi was located in the Open Plains at 0505.

He was ordered to have his army attack all of his enemies. See Combat Messages.

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

*He commands an army in the Mountains at 0605. The Town of Sanká flying the flag of the Sheri-Urk is here.*

Lumban



Ranks : Command 0 Agent 0 Emissary 0 Mage 51  
 Health 17 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 Hills & Rough at 1005.

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

He was ordered to cast a lore spell. Research Artifact - Tinculin #67 is a Harp - allegiance: None - increases Mage Rank by 40.

*He is currently in the Mountains at 0607. The Camp of Andakro flying the flag of the Alvernus is here.*

Malendur



Ranks : Command 0 Agent 0 Emissary 0 Mage 63 (73)  
 Health 84 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(83)

Malendur was located in the Open Plains at 0505.

He was ordered to challenge Patrocles to personal combat.

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

Malendur was wounded during combat.

He was ordered to join an army. He joined the army commanded by Faika.

*He is traveling with Faika in the Open Plains at 0505.*

Modulator



Ranks : Command 0 Agent 0 Emissary 68 Mage 0  
 Health 100 Stealth 0 Challenge 34  
 Artifacts : None  
 Spells (+0) : None

Modulator was located in the Hills & Rough at 3922.

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

He was ordered to find an artifact. An artifact search was attempted. No artifact was found at 3231.

*He is currently in the Hills & Rough at 3231. The Village of Malduin flying the flag of the Benîm an Pharazôn 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(89)

Moeskin was located in the Open Plains at 0505.

He was ordered to challenge Menelaus to personal combat.

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

He was ordered to cast a lore spell. Locate Artifact - Wood-shadow #210 may be possessed by Wayfarer at or near 4435.

*He is currently in the Open Plains at 0505.*

Moraiza



Ranks : Command 70 (80) Agent 0 Emissary 0 Mage 44  
 Health 100+ Stealth 0 Challenge 131  
 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 Open Plains at 0505.

He was ordered to challenge Del Imat to personal combat.

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

He moved with the army to 0605.

He was ordered to cast a lore spell. Research Artifact - Sceptre of Hent #63 is a Sceptre - allegiance: Good - increases combat damage by 750 pts.

*He is traveling with Llewi in the Mountains at 0605. The Town of Sanká flying the flag of the Sheri-Urk is here.*

Myrthrandir



Ranks : Command 0 Agent 0 Emissary 0 Mage 67  
 Health 100 Stealth 0 Challenge 67  
 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(89) #430 Reveal Character True(56)

Myrthrandir was located in the Open Plains at 0505.

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

He was ordered to cast a lore spell. Locate Artifact True - Collohwesta #4 may be possessed by Insko Imlador in the Hills & Rough at 3031.

**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 68 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 51  
 Artifacts : None

Spells (+0) : None

Soil Nûnaw was located in the Open Plains at 1921.

He was ordered to steal the Gold. 900 Gold was stolen at Lamronost.

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

**He is currently in the Shore/Plains at 2325. The Village of Novellond flying the flag of the Dark Feast is here.**

Transmitter



Ranks : Command 0 Agent 0 Emissary 70 Mage 60  
 Health 89 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(85)  
 #428 Locate Artifact True(75) #508 Conjure Mounts(90)

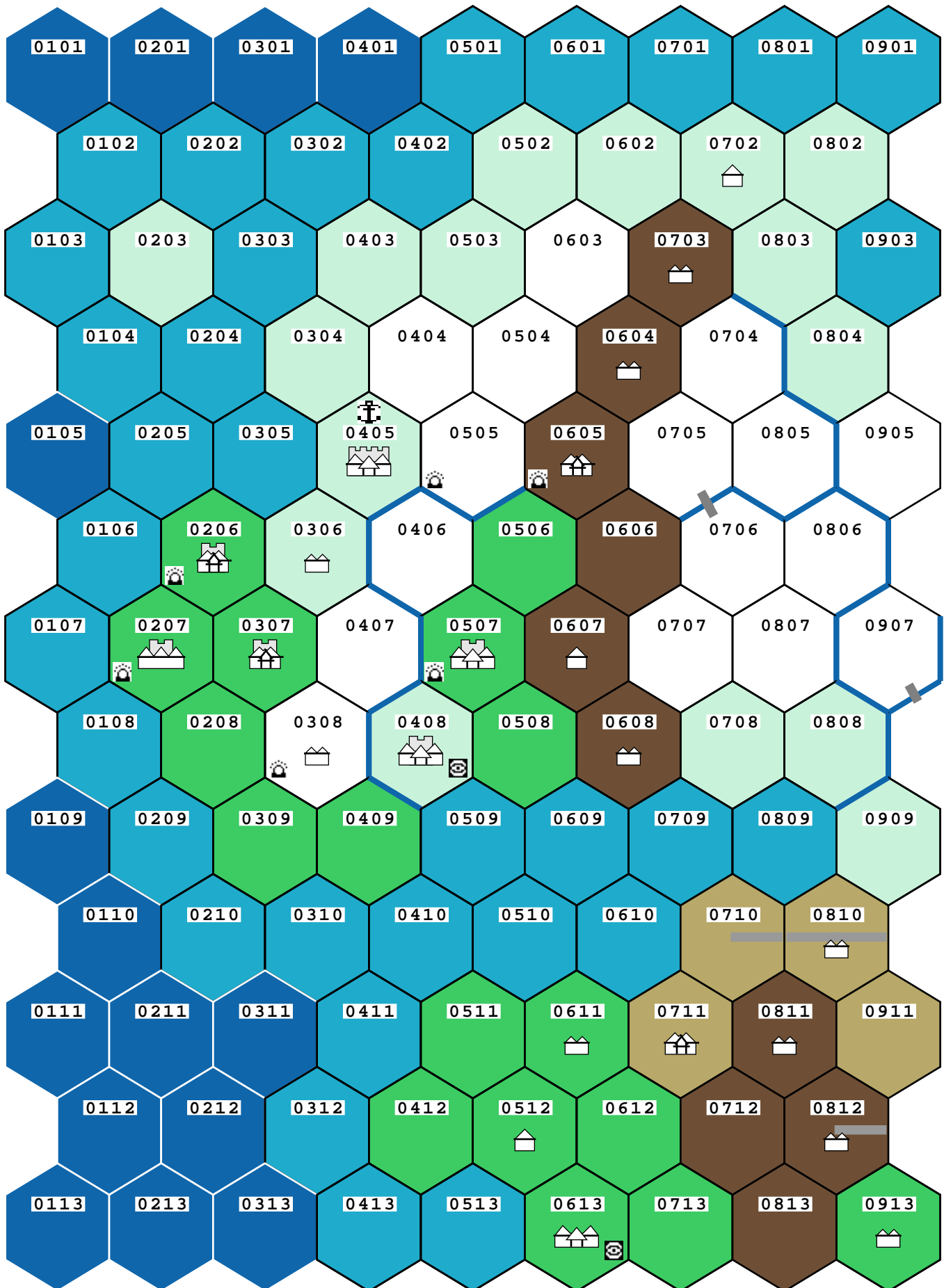
Transmitter was located in the Shore/Plains at 3912.

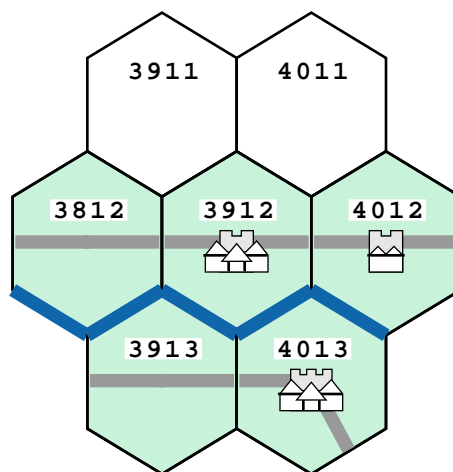
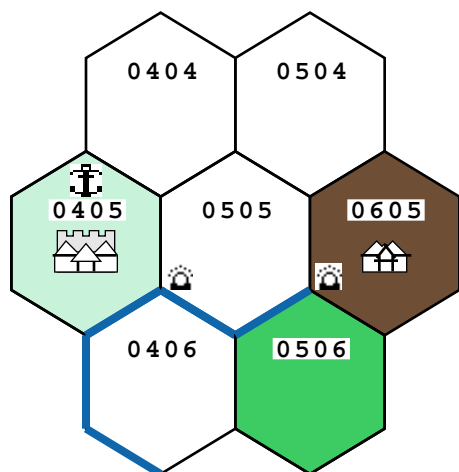
He was ordered to cast a conjuring spell. Conjure Mounts was cast. There were insufficient Mounts available to conjure. 300 Mounts were conjured.

He was ordered to cast a lore spell. Locate Artifact - artifact #176, a Ring, is possessed by Kesha at or near 2410. He suffered a loss of health due to casting two spells.

**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) @ 0206 Command

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

Carvedas (ID: carve) @ 0207 Command Agent

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

Elendil (ID: elend) @ 0207 Emissary

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

**Elostirion** (ID: elost) @ 0702 Emissary Mage

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

Erestor (ID: erest) @ 0505 Command Emissary

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

**Faika** (ID: faika) @ 0505 Command

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

**Iarless (ID: iarle) @ 0611 Command Agent**

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

**JF Breau (ID: jf b) @ 0611 Agent**

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

**Kônebra (ID: koneb) @ 0608 Mage**

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

**Llewi (ID: llewi) @ 0605 Command**

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

**Lumban (ID: lumba) @ 0607 Mage**

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

**Malendur (ID: malen) @ 0505 Mage**

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

**Modulator (ID: modul) @ 3231 Emissary**

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

**Moeskin (ID: moesk) @ 0505 Command Mage**

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

**Moraiza (ID: morai) @ 0605 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 ) @ 2325 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			_____				
			_____								_____				