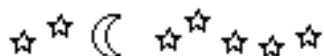


**MEPBM Games**  
**presents**

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



GAME # 141



## **Alvernus**

Victory points : 1275

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 :

**Sing a Song [ 1317 ] Lands [ 1283 ] Alvernus [ 1275 ]**

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 # : 14  
Account : \$ 0.00  
Free Turns : 0  
Security Code : 8261  
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	: Neutral
#16 Sh'iar Empire	: Neutral	#17 Great Trollusk	: Disliked	#18 Bením an Pharazôn	: Neutral
#19 RhunLandChattelCo	: Neutral	#20 Tribes of Angmar	: Disliked	#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 : 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	56	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	0	100	167	135	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	404	0	0	0	425	0	56	-

**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	158	0	0	0	166	0	28	-

**Drú Dôr** Location : @ 0703 in Mountains Climate is Polar

Size : Camp	Fortifications : None	Loyalty : 27	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	0	72	0	0	0	-

**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	0	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	578	663	0	-

**Lirith Tol** Location : @ 0507 in Mixed Forest Climate is Mild  
 Size : Town Fortifications : None Loyalty : 63 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 0 243 405 0 -

**Lisgardh** Location : @ 0608 in Mountains Climate is Cool  
 Size : Village Fortifications : None Loyalty : 22 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 0 176 0 16 0 0 0 1100  
 Current stores 0 0 0 98 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 288 0 0 0 583 0 56 -

**Rómenya** Location : @ 0604 in Mountains Climate is Cold  
 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 78 18 0 0 0 900  
 Current stores 0 0 0 24 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 0 108 0 0 0 -

**Taverna** Location : @ 3912 in Shore/Plains Climate is Cool  
 Size : Major Town Fortifications : Tower Loyalty : 34 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 74 0 0 0 352 0 10 0  
 Current stores 148 0 0 0 876 0 48 -

**Tol Cirith** Location : @ 0408 in Shore/Plains Climate is Mild  
 Size : Major Town Fortifications : Tower Loyalty : 81 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 126 0 0 0 184 0 7 0  
 Current stores 252 0 0 0 184 0 28 -

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

**Zhantus** Location : @ 0307 in Mixed Forest Climate is Mild  
 Size : Town Fortifications : Tower Loyalty : 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 0 502 195 0 -

## ARMIES AND NAVIES

**Army Commander : Captain Agbathû** Location : @ 0810 in Hills & Rough Climate is Mild  
 Army morale : 26 Warships : 0 Transports : 0 (4) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Eriadoran footmen w/spears 21 10 0 900 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 Camp of Menagaueche flying the flag of the North Kingdom is here.

An army bearing the banner of the North Kingdom under Captain Tor Mitari is here.

**Army Commander : Regent Carlin** Location : @ 0207 in Mixed Forest Climate is Mild  
 Army morale : 71 Warships : 0 Transports : 0 (1) Travel mode : Normal

Troops	Training	Weapon	Armor	# Troops	Troop Type
Eriadoran footmen w/spears	20	10	0	100	Heavy Infantry
Eriadoran mercenaries w/shortswords	74	30	10	100	Men-at-Arms

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

Characters traveling with army : - Barrow Wight - Carvedas - **Gwaihir Eagles** - Moeskin - Moraiza.  
 The City/Tower of Baltus flying the flag of the Alvernus is here.

**Army Commander : Captain Faika** Location : @ 1106 in Hills & Rough Climate is Cool  
 Army morale : 42 Warships : 0 Transports : 0 (4) Travel mode : Normal

Troops	Training	Weapon	Armor	# Troops	Troop Type
Lesser Dúnadan horsemen w/broadswords	29	10	10	479	Heavy Cavalry

Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0 0  
 Armor 0 0 0  
 Food 398 Low Supplies !!  
 War machines 0

**Navy Commander : Regent Llewli** Location : @ 0408 in Shore/Plains Climate is Mild  
 Army morale : 41 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 0  
 Armor 0 0 0  
 Food 0 Out of Food !!  
 War machines 0

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

#### COMPANY COMMANDERS :

Veteran Iarless Location : @ 1501 Traveling with him are : Angus.

#### MARKET PRICES

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	32411	21956	10562	0	231447	22605	6052
Purchase at market price/unit	3	3	3	92	2	3	6
Sell to market price/unit	2	2	2	65	1	2	4

#### MISCELLANEOUS

Maintenance Costs expected next turn are:	Totals for Nation:	Stores	Production
Armies/Navies : 7724	Leather	1250	625
Pop Centers : 4000	Bronze	0	176
Characters : 30220	Steel	0	424
	Mithril	458	71
Total : 41944	Food	3724	3200
	Timber	1398	466
	Mounts	216	52
Current Tax rate : 73%			
Revenue expected next turn : 44960 (+3016)			
Current Gold reserve : 5659			

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

Muxes of the Nameless @ 3421

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 a theft attempt involving Kesha at Shathûr.  
307 Gold was stolen at Echiant.*

## ENCOUNTER MESSAGES

Encounter for Myrthrandir at 3832

Readying his spells and marshalling his defenses, he leapt to the attack with a grim resolve. As he was just about to reach the valuable artifact and hail the lack of any apparent guardian, Myrthrandir suddenly realized that where the stone block used to be, standing between himself and the artifact, was a towering Pûkel-creature, originally the creation of the Drúedain and the Daen Coentis. Only his lightning-like reflexes, reflected in a backward leap, saved him from the first swift and deadly attack - a ball of lightning aimed at his head! If that had landed, the fight would already be over. He reviewed his tactics quickly, circling the enchanted creature and casting spell after spell that seemed to have no effect. But it seemed that the creature was likewise unable to injure him. Finally, he realized that the glow of the creature was beginning to dim. Suddenly, he cast an inspired spell which surrounded the weakened manlike being. He watched in awe as the dim glow finally extinguished - the sign of its final death. On the floor a magical Gauntlet named Deepwood Bracelet lay quietly glowing. Myrthrandir took it with him.

**Encounter for Malendur at 2511**

Malendur had traveled across the plains all day. The land seemed to be unendingly flat, with nothing to relieve the sense of boredom. There seemed to be good soil with lots of available water. Up ahead he saw the confluence of two rivers pouring into a small lake in the area known as the Gladden Fields. As he neared the lake, he noticed large stretches of reeds upon which rested many of the flowers called "Iris". Camp was set up near the lake to take advantage of the nearness of the water. All was peaceful when a wizened old man hobbled into camp and greeted him. The elderly man offered to lead him back to his hut in order to show a scroll that held the Secret of the Golden Band.

ATTACK the man  
 Offer the man FOOD  
 State your ALLEGIANCE  
 GO to the man's hut to see the scroll  
 Say \_\_\_\_\_ (only one word)  
 FLEE

How will Malendur react ? (Choose any reaction shown in all CAPS or provide info requested in parenthesis. If no reaction is given, he will be assumed to have chosen "FLEE".)

**COMBAT MESSAGES****Battle at 0702**

In the Polar climate of the Shore/Plains of 0702, a conflict took place in the early morning hours under a clear sky.

At the head of a rebellious army rode **Commander 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
491 Lesser Dúnadan horsemen w/broadswords	wooden	leather	ragged ranks

The Camp of Northern Way flying the flag of the Tribes of Angmar is situated in the Shore/Plains here.

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

The battle for Northern Way 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.... Faika's army survived the attack on the Camp, but suffered minor losses. Faika appeared to have survived. The Camp has been reduced to a Ruins. The Ruins of Northern Way now flies no known flag.

**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	850	MovArmy	sw ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Agbathû	430	TrpsMan	hi
Angus	690	StlGold	
Angus	915	ScoHex	
Barrow Wight	610	GrdChar	carli
Barrow Wight	185	DnStNat	1
Carlin	435	ArmyMan	
Carlin	325	NatSell	st 100
Carvedas	310	BidCar	mi 100 24
Carvedas	610	GrdChar	barro
Elendil	520	InfYour	
Elendil	810	MovChar	0612
Elostirion	505	Bribe	modul 9000
Elostirion	940	CstLoSp	436 huorn
Faika	255	CptrPop	ch
Faika	860	ForcMar	se se e e se se ^ ^ ^ ^ ^ ^ ^ ^ no
Iarless	930	ScoChar	
Iarless	820	MovCmpy	1501
Kônebra	940	CstLoSp	412 51
Kônebra	810	MovChar	0604
Llewi	830	MovNavy	w w w w nw ^ ^ ^ ^ ^ ^ ^ ^ no
Llewi	765	SplArmy	agbat ^ ^ 900 ^ ^ ^
Lumban	810	MovChar	1108
Lumban	900	FindArt	60
Malendur	810	MovChar	2511
Malendur	210	IssPers	lorga
Moeskin	185	DnStNat	12
Moeskin	940	CstLoSp	430 shelo
Moraiza	185	DnStNat	20
Moraiza	325	NatSell	br 100
Myrthrandir	285	ReacEnc	Magically
Myrthrandir	940	CstLoSp	428 151
Soil Nûnaw	905	ScoArmy	cagh y
Soil Nûnaw	810	MovChar	0714
Transmitter	520	InfYour	
Transmitter	705	RsrchSp	314

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 Shore/Plains at 0909.

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

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

***He commands an army in the Hills & Rough at 0810. The Camp of Menagaueche flying the flag of the North Kingdom is here.***

Angus



Ranks : Command 0 Agent 70 (80) Emissary 0 Mage 30  
 Health 100 Stealth 0 (15) Challenge 77  
 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 Mixed Forest at 1409.

He was ordered to steal the Gold. 5625 Gold was stolen at Bree.

He moved with the company to 1501.

He was ordered to scout the hex. A scout of the hex was attempted. Terrain is Shore/Plains. Climate is Polar. A Major Town named Toad Suck is here and fortified with a Tower, including a Port and Toad Suck is owned by the Tribes of Angmar and the hex has production of - Leather: 170 Food: 1130 Mounts: 20 . Foreign forces present: None. Anchored ships reported: Tribes of Angmar.

***He is traveling with Iarless in the Shore/Plains at 1501. The Major Town/Tower of Toad Suck flying the flag of the Tribes of Angmar is here.***

Barrow Wight



Ranks : Command 47 Agent 56 Emissary 21 Mage 0  
 Health 100 Stealth 0 Challenge 60  
 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 North Kingdom 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 65 Agent 0 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 75  
 Artifacts : #73 Mothras/ #194 Amulet of Sea Mastery  
 Spells (+0) : None

Carlin was located in the Mixed Forest at 0207.

He was ordered to have the nation sell to the caravans. 424 Steel were sold for 1696 Gold.

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

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

Carvedas



Ranks : Command 34 Agent 35 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 40  
 Artifacts : None  
 Spells (+0) : None

Carvedas was located in the Mixed Forest at 0207.

He was ordered to bid from the caravans. 100 Mithril was bought for 2400 Gold.

He was ordered to guard a character. Barrow Wight 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.***

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 Mountains at 0604.

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

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

***He is currently in the Mixed Forest at 0612.***

Elostirion



Ranks : Command 0 Agent 0 Emissary 83 Mage 40  
Health 97 Stealth 0 Challenge 51  
Artifacts : None

Spells (+0) : #314 Teleport(74) #414 Scry Hex(96) #415 Scry Area(83)  
#436 Scry Character(88)

Elostirion was located in the Mountains at 3421.

He was ordered to bribe/recruit a character. Modulator was successfully recruited.

He was ordered to cast a lore spell. Scry Character - Huorns and Ents could not be scryed... Continued efforts may succeed.

*He is currently in the Mountains at 3421. The Village of Fiaba flying the flag of the Once Upon a Time 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 could not escape from being held hostage.

*He is currently being held hostage. Location unknown. No Gold ransom demanded at this time.*

Faika



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

Spells (+0) : None

Faika was located in the Shore/Plains at 0702.

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

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

*He commands an army in the Hills & Rough at 1106.*

Iarless



Ranks : Command 13 Agent 40 Emissary 0 Mage 0  
 Health 100+ Stealth 0 Challenge 33  
 Artifacts : None  
 Spells (+0) : None

Iarless was located in the Mixed Forest at 1409.

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

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

Found: No foreign characters found.

*He commands a company in the Shore/Plains at 1501. The Major Town/Tower of Toad Suck flying the flag of the Tribes of Angmar is here.*

K nebra



Ranks : Command 0 Agent 0 Emissary 0 Mage 54  
 Health 100 Stealth 0 Challenge 54  
 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(91)

Kônebra was located in the Open Plains at 0707.

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

He was ordered to cast a lore spell. Research Artifact - Orcruin #51 is a Sword - allegiance: Good - increases combat damage by 2250 pts.

*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 0909.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

He was ordered to split the army. The army was split. 0 Food was transferred.

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

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

Lumban



Ranks : Command 0 Agent 0 Emissary 0 Mage 51  
 Health 100 Stealth 0 Challenge 61  
 Artifacts : #16 Navorn\ #47 Dragon Helm of Dor-Lómin  
 Spells (+0) : #102 Barriers(88) #218 Wall of Wind(59) #302 Long Stride(91)  
 #412 Research Artifact(94)

Lumban was located in the Open Plains at 0406.

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 1108. Continued efforts may succeed.

*He is currently in the Hills & Rough at 1108. The City/Keep of Annúminas flying the flag of the North Kingdom is here.*

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(77) #412 Research Artifact(93) #414 Scry Hex(77)  
 #418 Locate Artifact(83) #428 Locate Artifact True(63)

Malendur was located in the Mixed Forest at 3022.

He was ordered to challenge Lorgan to personal combat.

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

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

He had a special encounter. See Encounter Messages.

*He is currently in the Fens & Swamp at 2511.*

Modulator



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

*He is currently in the Mountains at 3421. The Village of Fiaba flying the flag of the Once Upon a Time is here.*

Moeskin



Ranks : Command 44 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. Our relations with the Sheri-Urk were downgraded.

He was ordered to cast a lore spell. Reveal Character True - Shelob could not be located... Continued efforts may succeed.

**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 61 Agent 0 Emissary 0 Mage 44  
 Health 100+ Stealth 0 Challenge 72  
 Artifacts : None

Spells (+0) : #104 Resistances(100) #308 Capital Return(73)  
 #412 Research Artifact(100)

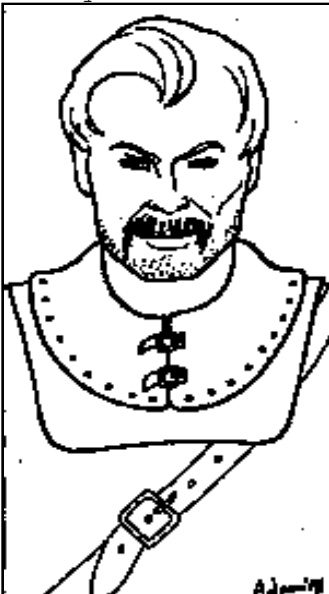
Moraiza was located in the Mixed Forest at 0207.

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. 1946 Bronze were sold for 3892 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 44 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 react with the encounter. See Encounter messages.

He was ordered to cast a lore spell. Locate Artifact True - Palantir of Minas Ithil #151 is located in the Open Plains at 2002.

**He is currently in the Hills & Rough at 3832.**

Soil N naw



Ranks : Command 0 Agent 47 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 35  
 Artifacts : None  
 Spells (+0) : None

Soil Nûnaw was located in the Open Plains at 1308.

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

He was ordered to scout an army. A scout of the army was attempted. Lord Cagh Monûnaw of the North Kingdom is located in the Mixed Forest at 0714 Travel mode is Normal. Morale is 29. Troops: Heavy Cavalry: 522 Heavy Infantry: 120 Men-at-Arms: 240 . Scouted army movement to new location at 0714.

**He is currently in the Mixed Forest at 0714.**

Transmitter



Ranks : Command 0 Agent 0 Emissary 62 Mage 60  
 Health 100 Stealth 0 Challenge 67  
 Artifacts : None

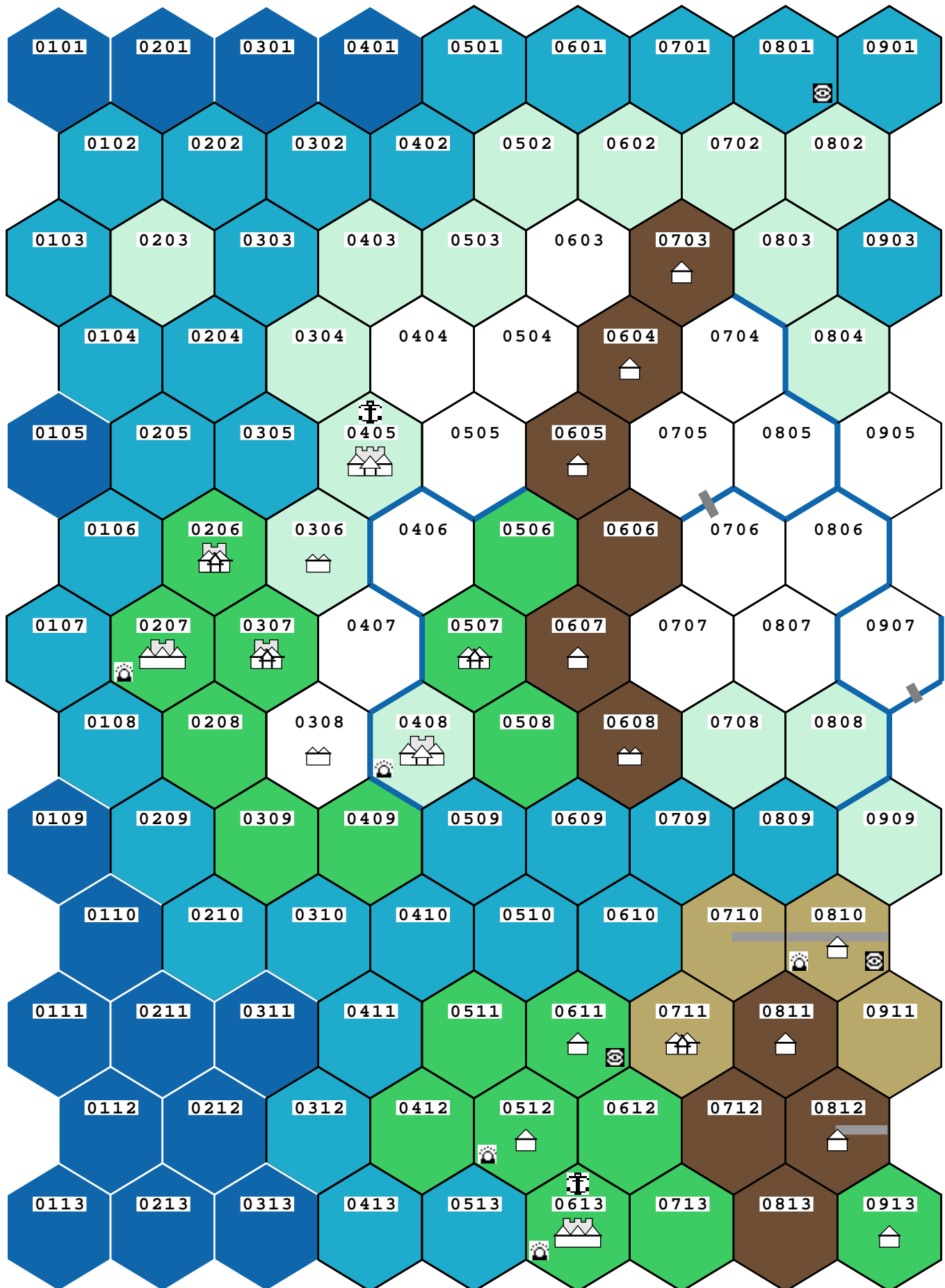
Spells (+0) : #314 Teleport(65) #412 Research Artifact(85)  
 #413 Scry Population Center(85) #415 Scry Area(77) #418 Locate Artifact(84)  
 #428 Locate Artifact True(73) #508 Conjure Mounts(82)

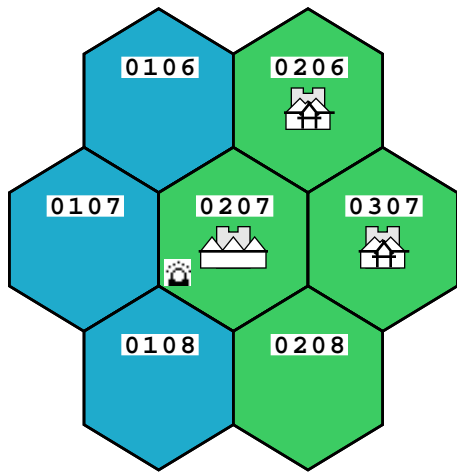
Transmitter was located in the Shore/Plains at 3912.

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

He was ordered to research a spell. Teleport #314 was successfully researched.

**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) @ 0207 Command Agent**

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

**Elendil (ID: elend) @ 0612 Emissary**

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

**Elostirion (ID: elost) @ 3421 Emissary Mage**

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

**Faika (ID: faika) @ 1106 Command**

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

**Iarless (ID: iarle) @ 1501 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) @ 0408 Command**

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

**Lumban (ID: lumba) @ 1108 Mage**

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

**Malendur (ID: malen) @ 2511 Mage**

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

**Modulator (ID: modul) @ 3421 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) @ 3832 Mage**

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

**Soil Nûnaw (ID: soil ) @ 0714 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			_____				
			_____								_____				
			_____								_____				