

MEPBM Games**presents**

Middle-earth Play-By-Mail™

Fourth Age, circa 1000



GAME # 141

**Wise Council**

Victory points : 975

Victory Conditions :

To hold at game end the population center of Vegas at 2112.
 To hold at game end the population center of Trannel at 3707.
 To see to the termination of Augustus by any means whatsoever.
 To hold at game end the population center of Lagna Sa at 3706.
 To hold at game end the artifact: Curaran #22.

Top 3 Free Peoples :

Alvernus [1275] Once Upon a Time [1183] Wise Council [975]

Special Nation Abilities :

#08 Buy/sell orders receive 20% market adjustments.
 #10 New mages start at rank up to 40.
 #19 Build fortifications at 1/2 timber cost.

Internet G141N03
 DAVID HAGERSON 109200
 NONE
 NONE
 NONE

Game # : 141
 Player # : 3
 Turn # : 31
 Account : \$ 0.00
 Free Turns : 0
 Security Code : 4334
 Special Service : YES

Wise Council

(A Free People)

Season : Fall

RELATIONS WITH OTHER NATIONS

# 1 North Kingdom	: Hated	# 2 South Kingdom	: Hated	# 4 Acadians	: Tolerated
# 5 Silent Assembly	: Tolerated	# 6 Thorinar	: Tolerated	# 7 Sapphic Enclave	: Tolerated
# 8 Nameless	: Tolerated	# 9 Ground Pounders	: Tolerated	#10 Sundered	: Tolerated
#11 Lohmai'gwaith	: Tolerated	#12 Sheri-Urk	: Hated	#13 Red Witches	: Hated
#14 Dark Feast	: Hated	#15 Twilight Hammer	: Hated	#16 Sh'iar Empire	: Hated
#17 Great Trollusk	: Hated	#18 Benîm an Pharazôn	: Disliked	#19 RhunLandChattelCo	: Disliked
#20 Tribes of Angmar	: Hated	#21 Lands	: Neutral	#22 Sing a Song	: Tolerated
#23 Once Upon a Time	: Friendly	#24 Plane	: Neutral	#25 Alvernus	: Friendly

POPULATION CENTERS

Ar-Kuinder (Capital) Location : @ 2903 in Open Plains Climate is Polar

Size : Major Town	Fortifications : None	Loyalty : 76	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	7	0	0	0	20	0	0	0
Current stores	7	0	0	0	0	0	0	-

A small army bearing the banner of the Wise Council under Warlord Micheasi is here.

Bar-Ariin Location : @ 2803 in Mountains Climate is Polar

Size : Village	Fortifications : None	Loyalty : 31	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	12	2	0	0	0	300
Current stores	0	0	96	18	0	0	0	-

Gelydh Location : @ 3209 in Open Plains Climate is Cool

Size : Village	Fortifications : None	Loyalty : 52	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	237	0	0	0	749	0	13	0
Current stores	237	0	0	0	0	0	13	-

Kadarêth Location : @ 2730 in Hills & Rough Climate is Warm

Size : City	Fortifications : Fort	Loyalty : 55	Docks : Harbor	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	14	0	0	32	0	1200
Current stores	490	0	56	0	0	160	588	-

Keolan Location : @ 2510 in Open Plains Climate is Cool

Size : Camp	Fortifications : None	Loyalty : 17	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	176	0	0	0	928	0	16	0
Current stores	176	0	0	0	0	0	16	-

Lagna Sa Location : @ 3706 in Open Plains Climate is Cold

Size : Village	Fortifications : None	Loyalty : 42	Docks : None	Hidden ? : No	Sieged ? : YES			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	74	0	0	0	60	0	7	0
Current stores	56	0	0	0	0	0	89	-

A small army bearing the banner of the Wise Council under General Cjain is here.

A small army bearing the banner of the Wise Council under Lord Dernwyn is here.

Lor-Junisn Location : @ 3105 in Open Plains Climate is Cold

Size : Town	Fortifications : Fort	Loyalty : 42	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	34	0	0	0	169	0	5	0
Current stores	34	0	0	0	0	0	5	-

Mt Gundabad

Location : @ 2305 in Mountains Climate is Polar

Size : Major Town	Fortifications : None	Loyalty : 94	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	26	0	2	0	0	0	360
Current stores	800	26	0	31	0	0	1129	-

A small army bearing the banner of the Wise Council under Captain Arahad is here.

Murk-Lomil

Location : @ 2902 in Mountains Climate is Polar

Size : Major Town	Fortifications : None	Loyalty : 93	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	34	8	0	0	0	0	300
Current stores	0	34	74	0	0	0	0	-

Nulla

Location : @ 2808 in Hills & Rough Climate is Cool

Size : Village	Fortifications : None	Loyalty : 23	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	109	0	0	0	0	192	0	1300
Current stores	109	0	0	0	0	0	0	-

Numi Hrol

Location : @ 3004 in Mountains Climate is Polar

Size : Town	Fortifications : None	Loyalty : 42	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	25	0	2	0	0	0	420
Current stores	0	25	0	18	0	0	0	-

Overview

Location : @ 2214 in Mountains Climate is Cold

Size : Major Town	Fortifications : None	Loyalty : 43	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	65	19	0	0	0	0	660
Current stores	0	65	38	0	0	0	0	-

Foreign characters reported in the hex : - Iago the Lucky - Maedengil.

Pul Rug Na

Location : @ 3906 in Open Plains Climate is Cold

Size : Village	Fortifications : None	Loyalty : 27	Docks : None	Hidden ? : No	Sieged ? : YES			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	62	0	0	0	65	0	2	0
Current stores	188	0	0	0	0	0	46	-

Timber Town

Location : @ 2413 in Mixed Forest Climate is Warm

Size : Village	Fortifications : None	Loyalty : 19	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	952	96	8	0
Current stores	0	0	0	0	0	0	8	-

Tui Juai

Location : @ 3305 in Open Plains Climate is Cold

Size : Town	Fortifications : None	Loyalty : 42	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	72	0	0	0	68	0	2	0
Current stores	72	0	0	0	0	0	2	-

An army bearing the banner of the Wise Council under Captain Söldun is here.

Yalúmea

Location : @ 3009 in Mixed Forest Climate is Cool

Size : Village	Fortifications : None	Loyalty : 28	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	589	192	0	0
Current stores	0	0	0	0	0	0	0	-

ARMIES AND NAVIES

Army Commander : Captain Arahad Location : @ 2305 in Mountains Climate is Polar
 Army morale : 43 Warships : 0 Transports : 0 (4) Travel mode : Normal

Troops	Training	Weapon	Armor	# Troops	Troop Type
Woodman horsemen w/maces	12	10	0	500	Heavy Cavalry
Baggage Train Leather			Mithril		
Weapons		0	0		
Armor		0	0		
Food	100	Low Supplies !!			
War machines	0				

Characters traveling with army : - **Arthorotur Eagles.**
 The Major Town of Mt Gundabad flying the flag of the Wise Council is here.

Army Commander : General Cjain Location : @ 3706 in Open Plains Climate is Cold
 Army morale : 41 Warships : 0 Transports : 0 (3) Travel mode : Normal

Troops	Training	Weapon	Armor	# Troops	Troop Type
Woodman horsemen w/maces	25	10	0	159	Heavy Cavalry
Woodman footmen w/battle axes	22	10	0	277	Heavy Infantry
Baggage Train Leather			Mithril		
Weapons		0	0		
Armor		0	0		
Food	0	Out of Food !!			
War machines	0				

The Village of Lagna Sa flying the flag of the Wise Council is here.
 A small army bearing the banner of the Wise Council under Lord Dernwyn is here.

Army Commander : Lord Dernwyn Location : @ 3706 in Open Plains Climate is Cold
 Army morale : 27 Warships : 0 Transports : 0 (3) Travel mode : Normal

Troops	Training	Weapon	Armor	# Troops	Troop Type
Woodman footmen w/battle axes	16	10	0	545	Heavy Infantry
Baggage Train Leather			Mithril		
Weapons		0	0		
Armor		0	0		
Food	0	Out of Food !!			
War machines	0				

The Village of Lagna Sa flying the flag of the Wise Council is here.
 A small army bearing the banner of the Wise Council under General Cjain is here.

Army Commander : Warlord Micheasi Location : @ 2903 in Open Plains Climate is Polar
 Army morale : 38 Warships : 0 Transports : 0 (1) Travel mode : Normal

Troops	Training	Weapon	Armor	# Troops	Troop Type
Woodman footmen w/battle axes	10	10	0	100	Heavy Infantry
Baggage Train Leather			Mithril		
Weapons		0	0		
Armor		0	0		
Food	4	Low Supplies !!			
War machines	0				

The Major Town of Ar-Kuinder flying the flag of the Wise Council is here.

Army Commander : Captain Sûldun Location : @ 3305 in Open Plains Climate is Cold
 Army morale : 25 Warships : 0 Transports : 0 (4) Travel mode : Normal

Troops	Training	Weapon	Armor	# Troops	Troop Type
Woodman footmen w/battle axes	10	10	0	800	Heavy Infantry
Baggage Train Leather			Mithril		
Weapons		0	0		
Armor		0	0		
Food	32	Low Supplies !!			
War machines	0				

The Town of Tui Juai flying the flag of the Wise Council is here.

Army Commander : Regent Wiulii Location : @ 3506 in Hills & Rough Climate is Cold
 Army morale : 34 Warships : 0 Transports : 0 (4) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Woodman footmen w/battle axes 10 10 0 900 Heavy Infantry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0
 Food 450 Low Supplies !!
 War machines 0
 Characters traveling with army : - Jopinii.
The Village of Sisska flying the flag of the Dark Feast is here.

COMPANY COMMANDERS :

Veteran Dírhael Location : @ 2730 Traveling with him are : Cauligius - Ericus - **Modulator**.

MARKET PRICES

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	19131	29442	11830	2721	273972	22967	3936
Purchase at market price/unit	3	3	4	16	2	3	8
Sell to market price/unit	2	2	2	9	1	2	5

MISCELLANEOUS

Maintenance Costs expected next turn are:	Totals for Nation:	Stores	Production
Armies/Navies : 14442	Leather	2169	771
Pop Centers : 2250	Bronze	150	150
Characters : 27360	Steel	264	53
	Mithril	67	6
Total : 44052	Food	0	3600
	Timber	160	512
	Mounts	1896	53
Current Tax rate : 60%			
Revenue expected next turn : 45040 (+988)			
Current Gold reserve : 0			

Ships have been left anchored at the following locations:

None

You have the following double agents:

Elostirion of the Alvernus @ 2731

Double agent Elostirion reports he was ordered to influence their population center loyalty. The loyalty was influenced/reduced at Zigurunzaden. Current loyalty is perceived to be marginal.

Double agent Elostirion reports he was ordered to cast a lore spell. Scry Character - Tawar Woses could not be scryed... Continued efforts may succeed.

You have the following hostages:

None

You possess the following artifacts:

Name of artifact	Item	#	Latent	Alignment	Known Powers
Gúthwinë	Sword	95	No	Good	COMBAT - Increases damage by 750 points.
Staff of Earthmastery	Staff	109	Yes	None	Increases Mage Rank by 15.
Collar of Command	Collar	129	Yes	None	Increases Command Rank by 30.

You have hidden the following additional artifacts:

None

NATION MESSAGES

The loyalty was influenced/reduced at Overview.
There are rumors of an assassination attempt involving Sotida and Gallan.
The Port was sabotaged at Kadarêth.
900 Gold was stolen at Yalúmea.
3293 Gold was stolen at Kadarêth.

ENCOUNTER MESSAGES

Report from the major town at 2214.

The tremors which have occurred in the neighboring regions at first struck fear into the hearts of our citizens. Then, however, they began to rejoice that the founders had been wise enough not to build on a dormant volcano as it was evident that some others had done. Even though we tried to tell them that any of the mountains in the region could hide dormant volcanos, they refused to listen to us as usual and loyalty has increased accordingly.

Encounter for Captain Arahad at 2305

During the past several days, troops have noticed more and more giant Eagles flying above us in the skies. They fly higher than any bow shot can reach and seem to circle and watch our advance for hours on end. It is difficult to see their size because they are at such a great distance, but some of the troops swear that they are larger than any they have ever seen. Finally, one of the Eagles landed near my tent. Several of the boldest troops drew weapons, but I warned them away. The leader of the Eagles seemed to speak to me. He said that the Eagles had decided to partake in the fight for a short time. Therefore, he and his group would scout for our army during the next few weeks. How long they would remain was uncertain. I have the feeling, however, that as long as they want to do scouting for me, I would be most happy to accept their services.

COMBAT MESSAGES

Battle at 3706

In the Cold climate of the Open Plains of 3706, a conflict took place in the early morning hours during a driving storm.

At the head of a rebellious army rode **General Cjaiin** of the nation of the Wise Council. The mount on which he rode moved with trepidation to the center of the battle lines. Behind him the forming ranks were filled with:

Troops	Weapons	Armor	Formations
199 Woodman horsemen w/maces	wooden	none	a mob
346 Woodman footmen w/battle axes	wooden	none	a mob

The Town of Lagna Sa flying the flag of the Dark Feast is situated in the Open Plains here.

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

The battle for Lagna Sa 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.... Cjaiin's army survived the attack on the Town, but suffered minor losses. Cjaiin appeared to have survived. The Town has been reduced to a Village. The Village has been under siege/attack this turn. The Village now flies the flag of the Wise Council.

Battle at 3906

In the Cold climate of the Open Plains of 3906, a conflict took place in the early hours of the evening

under a omen-filled sky.

At the head of a rebellious army rode **Lord Dernwyn** of the nation of the Wise Council. 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
700 Woodman footmen w/battle axes	wooden	none	a mob

The Town of Pul Rug Na flying the flag of the Dark Feast is situated in the Open Plains here.

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

The battle for Pul Rug Na 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.... Dernwyn's army survived the attack on the Town, but suffered minor losses. Dernwyn appeared to have survived. The Town has been reduced to a Village. The Village has been under siege/attack this turn. The Village now flies the flag of the Wise Council.

Battle at 1411

In the Mild climate of the Hills & Rough of 1411, a conflict took place in the early morning hours under a clear sky.

At the head of a demoralized army rode **Lord Calmorik** of the nation of the Tribes of Angmar. 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
280 Mixed Mannish horsemen w/shortswords	wooden	none	a mob

The Camp of Hodrond flying the flag of the Wise Council is situated in the Hills & Rough here.

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

The battle for Hodrond 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.... Calmorik's army survived the attack on the Camp, but suffered minor losses. Calmorik appeared to have survived. The Camp has been reduced to a Ruins. The Ruins of Hodrond 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. 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.....
Ablish	605	GrdLoc	
Ablish	325	NatSell	ti 100
Arahad	400	HvCvlyr	400 ^ ^
Arahad	315	PrchCar	le 445
Baragund	555	CreCmp	^
Baragund	810	MovChar	3017
Beirusa	940	CstLoSp	412 113
Beirusa	710	PrenMgy	
Cauligius	525	InfOthr	
Cauligius	215	RfsPers	
Cjaiin	255	CptrPop	ch
Cjaiin	940	CstLoSp	412 96
Dernwyn	255	CptrPop	ch
Dernwyn	850	MovArmy	w w ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Dírhael	215	RfsPers	
Dírhael	925	Recon	
Ericus	215	RfsPers	
Ericus	525	InfOthr	
Gamling	685	StlArt	109
Gamling	810	MovChar	1627
Gilrean	520	InfYour	
Gilrean	215	RfsPers	
Gimforn	610	GrdChar	brytt
Gimforn	810	MovChar	1114
Gundor	610	GrdChar	miche
Gundor	325	NatSell	fo 100
Jopinii	710	PrenMgy	
Jopinii	940	CstLoSp	419 14
Micheasi	185	DnStNat	2
Micheasi	765	SplArmy	suldu ^ ^ 800 ^ ^ ^
Oretur	555	CreCmp	^
Oretur	810	MovChar	2104
Silusini	940	CstLoSp	412 116
Silusini	205	UsCbArt	108
Sûldun	408	HvInfan	400 ^ ^
Sûldun	860	ForcMar	e e se se e ^ ^ ^ ^ ^ ^ ^ no
Widfara	610	GrdChar	myrth
Widfara	215	RfsPers	
Wiulii	408	HvInfan	300 ^ ^
Wiulii	850	MovArmy	e e se ^ ^ ^ ^ ^ ^ ^ ^ ^ no

Ablish



Ranks : Command 0 Agent 48 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 36
 Artifacts : None
 Spells (+0) : None

Ablish was located in the Open Plains at 2903.

He was ordered to have the nation sell to the caravans. 960 Timber were sold for 1152 Gold.

He was ordered to guard the location. Ar-Kuinder was guarded.

He is currently in the Open Plains at 2903. The Major Town of Ar-Kuinder flying the flag of the Wise Council is here.

Arahad



Ranks : Command 46 Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 46
 Artifacts : None
 Spells (+0) : None

Arahad was located in the Mountains at 2305.

He was ordered to purchase from the caravans. 445 Leather were bought for 712 Gold.

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

He had a special encounter. See Encounter Messages.

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

Foreign armies identified: None. See report below.

He commands an army in the Mountains at 2305. The Major Town of Mt Gundabad flying the flag of the Wise Council is here.

Baragund



Ranks : Command 0 Agent 0 Emissary 47 Mage 0
 Health 100 Stealth 0 Challenge 23
 Artifacts : None
 Spells (+0) : None

Baragund was located in the Hills & Rough at 3529.

He was ordered to create a camp. He was not able to complete the creation of the camp because there was insufficient populace. Continued efforts may succeed.

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

He is currently in the Open Plains at 3017. The un-owned Ruins of The Lost Tavern is here.

Beirusa



Ranks : Command 0 Agent 0 Emissary 0 Mage 64
 Health 50 Stealth 0 Challenge 64
 Artifacts : None

Spells (+0) : #104 Resistances(94) #108 Blessings(92) #302 Long Stride(82)
 #308 Capital Return(100) #412 Research Artifact(100)

Beirusa was located in the Open Plains at 3706.

Beirusa was wounded during combat.

Beirusa was kidnaped. Artifact(s) were removed from Beirusa.

Beirusa could not escape from being held hostage.

He was ordered to prentice magery. He was not permitted orders because he was held hostage.

He was ordered to cast a lore spell. He was not permitted orders because he was held hostage.

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

Cauligius



Ranks : Command 0 Agent 0 Emissary 77 Mage 0
 Health 100 Stealth 0 Challenge 38
 Artifacts : None

Spells (+0) : None

Cauligius was located in the Hills & Rough at 2730.

He was ordered to refuse all personal challenges.

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

He is traveling with Dîrhael in the Hills & Rough at 2730. The City/Fort of Kadarêth flying the flag of the Wise Council is here.

Cjaiin



Ranks : Command 85 Agent 0 Emissary 10 Mage 50
 Health 100 Stealth 0 Challenge 98
 Artifacts : None

Spells (+0) : #104 Resistances(71) #108 Blessings(73) #302 Long Stride(83)
 #412 Research Artifact(90) #418 Locate Artifact(72)

Cjaiin was located in the Open Plains at 3706.

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

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

He was ordered to cast a lore spell. Research Artifact - Aracu #96 is a Bow - allegiance: Good - increases combat damage by 1500 pts.

He commands an army in the Open Plains at 3706. The Village of Lagna Sa flying the flag of the Wise Council is here.

Dernwyn



Ranks : Command 59 Agent 0 Emissary 0 Mage 12
 Health 100 Stealth 0 Challenge 62
 Artifacts : None
 Spells (+0) : #302 Long Stride(49)

Dernwyn was located in the Open Plains at 3906.

He was ordered to capture the Town of Pul Rug Na. See Combat Messages.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

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

He commands an army in the Open Plains at 3706. The Village of Lagna Sa flying the flag of the Wise Council is here.

Dírhrael



Ranks : Command 10 Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 10
 Artifacts : None
 Spells (+0) : None

Dírhrael was located in the Hills & Rough at 2730.

He was ordered to refuse all personal challenges.

He was ordered to recon the area. A recon of the area was attempted. Foreign armies identified: None. See report below.

He commands a company in the Hills & Rough at 2730. The City/Fort of Kadarêth flying the flag of the Wise Council is here.

Ericus



Ranks : Command 10 Agent 0 Emissary 98 Mage 20
 Health 100 Stealth 0 Challenge 56
 Artifacts : None
 Spells (+0) : #104 Resistances(99)

Ericus was located in the Hills & Rough at 2730.

He was ordered to refuse all personal challenges.

He was ordered to influence their population center loyalty. The loyalty was influenced/reduced at Kadarêth. Kadarêth is now under our control.

He is traveling with Dírhrael in the Hills & Rough at 2730. The City/Fort of Kadarêth flying the flag of the Wise Council is here.

Gamling



Ranks : Command 0 Agent 70 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 52
 Artifacts : #109 Staff of Earthmastery
 Spells (+0) : None

Gamling was located in the Open Plains at 2522.

She was ordered to steal an artifact. Staff of Earthmastery #109 was stolen.

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

She is currently in the Shore/Plains at 1627. The Village of Kinabu flying the flag of the Benîm an Pharazôn is here.

Gilrean



Ranks : Command 0 Agent 0 Emissary 48 Mage 0
 Health 100 Stealth 0 Challenge 24
 Artifacts : None
 Spells (+0) : None

Gilrean was located in the Mountains at 2214.

He was ordered to refuse all personal challenges.

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

He is currently in the Mountains at 2214. The Major Town of Overview flying the flag of the Wise Council is here.

Gimforn



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

Gimforn was located in the Mountains at 2212.

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

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

He is currently in the Open Plains at 1114.

Gundor



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

Gundor was located in the Open Plains at 2903.

He was ordered to have the nation sell to the caravans. 3475 Food were sold for 4171 Gold.

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

He is currently in the Open Plains at 2903. The Major Town of Ar-Kuinder flying the flag of the Wise Council is here.

Jopinii



Ranks : Command 0 Agent 0 Emissary 0 Mage 65
 Health 100+ Stealth 0 Challenge 65
 Artifacts : None

Spells (+0) : #104 Resistances(88) #302 Long Stride(71) #308 Capital Return(75)
 #410 Divine Allegiance Forces(87) #412 Research Artifact(96)
 #419 Divine Nation Forces(78)

Jopinii was located in the Open Plains at 3305.

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

He moved with the army to 3506.

He was ordered to cast a lore spell. Divine Nation Forces - Dark Feast forces near 3506 - None.

He is traveling with Wiulii in the Hills & Rough at 3506. The Village of Sisska flying the flag of the Dark Feast is here.

Micheasi



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

Micheasi was located in the Open Plains at 2903.

He was ordered to downgrade our relations. Our relations with the South Kingdom were downgraded.

He was ordered to split the army. The army was split. 32 Food was transferred.

He commands an army in the Open Plains at 2903. The Major Town of Ar-Kuinder flying the flag of the Wise Council is here.

Oretur



Ranks : Command 0 Agent 0 Emissary 44 Mage 0
 Health 83 Stealth 0 Challenge 22
 Artifacts : None
 Spells (+0) : None

Oretur was located in the Mountains at 2006.

He was ordered to create a camp. He was not able to complete the creation of the camp because there was insufficient populace. Continued efforts may succeed.

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

He is currently in the Mountains at 2104. The Camp of Engrin flying the flag of the North Kingdom is here.

Silusini



Ranks : Command 48 Agent 0 Emissary 0 Mage 65
 Health 100 Stealth 0 Challenge 77
 Artifacts : None

Spells (+0) : #104 Resistances(78) #108 Blessings(83) #302 Long Stride(94)
 #406 Divine Army(85) #412 Research Artifact(100) #418 Locate Artifact(73)

Silusini was located in the Open Plains at 3706.

He was ordered to use a combat artifact. He was not able to use the artifact because it was not in his possession.

Silusini was kidnaped. Artifact(s) were removed from Silusini.

Silusini could not escape from being held hostage.

He was ordered to cast a lore spell. He was not permitted orders because he was held hostage.

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

S ldun



Ranks : Command 48 Agent 42 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 55
 Artifacts : None
 Spells (+0) : None

S ldun was located in the Open Plains at 2903.

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

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

He commands an army in the Open Plains at 3305. The Town of Tui Juai flying the flag of the Wise Council is here.

Widfara



Ranks : Command 0 Agent 59 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 44
 Artifacts : None
 Spells (+0) : None

Widfara was located in the Shore/Plains at 0405.

He was ordered to refuse all personal challenges.

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

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

Wiulii



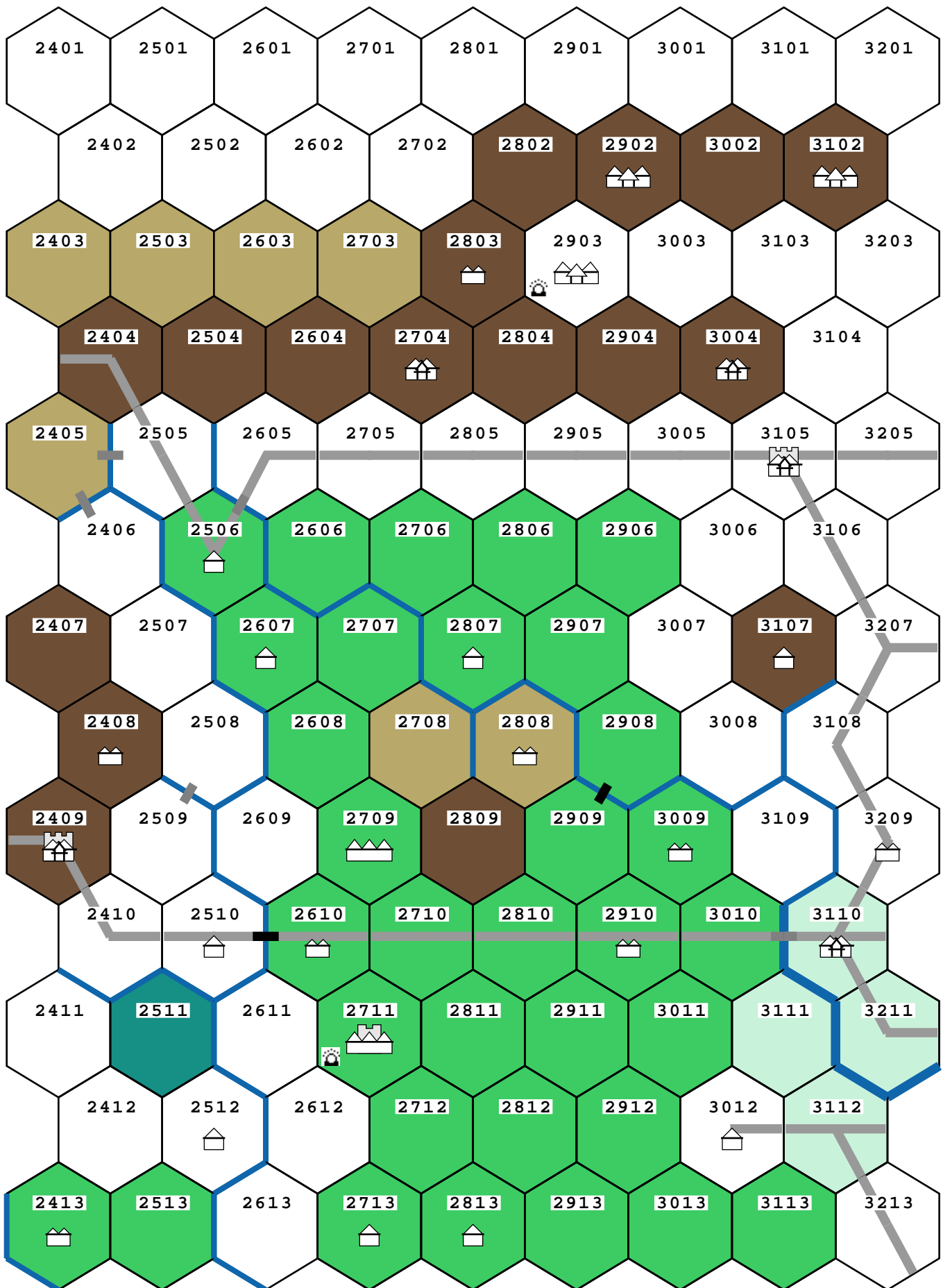
Ranks : Command 68 (98) Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 113
 Artifacts : #95 Gúthwinē√ #129 Collar of Command
 Spells (+0) : None

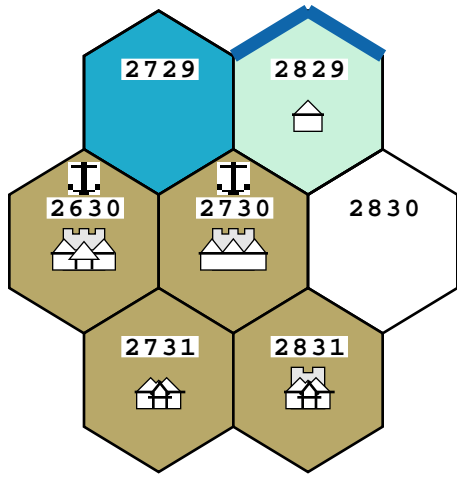
Wiulii was located in the Open Plains at 3305.

He was ordered to recruit some heavy infantry. 300 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 Hills & Rough at 3506. The Village of Sisska flying the flag of the Dark Feast is here.

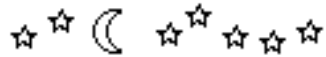




MEPBM Games
Middle-earth Play-By-Mail™
Fourth Age, circa 1000

Wise Council

URNSHEET



Game # 141



DAVID HAGERSON 109200
 NONE
 NONE
 NONE

Game # : 141
 Player # : 3
 Turn # : 32
 Security # : 4334

Return this turnsheet before DECEMBER 15 2013

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Daytime Phone #: _____

Ablish (ID: ablis) @ 2903 Agent

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

Arahad (ID: araha) @ 2305 Command

Order -> # _____ Code _____ Type _____ Required _____ Information _____ _____	Order -> # _____ Code _____ Type _____ Required _____ Information _____ _____
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Baragund (ID: barag) @ 3017 Emissary

Order -> # _____ Code _____ Type _____ Required _____ Information _____ _____	Order -> # _____ Code _____ Type _____ Required _____ Information _____ _____
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Cauligius (ID: cauli) @ 2730 Emissary

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

Cjaiin (ID: cjaii) @ 3706 Command Emissary Mage

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

Dernwyn (ID: dernw) @ 3706 Command Mage

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

Dírhael (ID: dirha) @ 2730 Command

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

Ericus (ID: ericu) @ 2730 Command Emissary Mage

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

Gamling (ID: gamli) @ 1627 Agent

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

Gilrean (ID: gilre) @ 2214 Emissary

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

Gimforn (ID: gimfo) @ 1114 Agent

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

Gundor (ID: gundo) @ 2903 Agent

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

Jopinii (ID: jopin) @ 3506 Mage

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

Micheasi (ID: miche) @ 2903 Command

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

Oretur (ID: oretu) @ 2104 Emissary

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

Sûldun (ID: suldu) @ 3305 Command Agent

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

Widfara (ID: widfa) @ 0405 Agent

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

Wiulii (ID: wiuli) @ 3506 Command

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