

MEPBM Games**presents**

Middle-earth Play-By-Mail™

Fourth Age, circa 1000



GAME # 141

**Alvernus**

Victory points : 1367

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 [1367] Sing a Song [1233] Once Upon a Time [1067]

Special Nation Abilities :

#10 New mages start at rank up to 40.
 #30 Can learn lost teleport spell.
 #32 Navies can travel open seas w/o fear of storms/lost.

Internet G141N25
 LUCIO PIMENTEL 110728
 NONE
 NONE
 NONE

Game # : 141
 Player # : 25
 Turn # : 16
 Account : \$ 0.00
 Free Turns : 0
 Security Code : 9561
 Special Service : YES

Alvernus

(A Free People)

Season : Spring

RELATIONS WITH OTHER NATIONS

# 1 North Kingdom	: Hated	# 2 South Kingdom	: Neutral	# 3 Wise Council	: Neutral
# 4 Acadians	: Neutral	# 5 Silent Assembly	: Neutral	# 6 Thorinar	: Neutral
# 7 Sapphic Enclave	: Neutral	# 8 Nameless	: Neutral	# 9 Ground Pounders	: Neutral
#10 Sundered	: Neutral	#11 Lohmai'gwaith	: Neutral	#12 Sheri-Urk	: Disliked
#13 Red Witches	: Disliked	#14 Dark Feast	: Neutral	#15 Twilight Hammer	: Disliked
#16 Sh'iar Empire	: Neutral	#17 Great Trollusk	: Disliked	#18 Bením an Pharazôn	: Neutral
#19 RhunLandChattelCo	: Neutral	#20 Tribes of Angmar	: Hated	#21 Lands	: Tolerated
#22 Sing a Song	: Tolerated	#23 Once Upon a Time	: Tolerated	#24 Plane	: Tolerated

POPULATION CENTERS

Andakro Location : @ 0607 in Mountains Climate is Cool

Size : Camp	Fortifications : None	Loyalty : 19	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	102	38	0	0	0	-

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

Size : City	Fortifications : Tower	Loyalty : 75	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	2273	0	1020	42	501	225	607	-

An 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 : 38	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	0	0	0	0	1275	0	84	-

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

Size : Major Town	Fortifications : Fort	Loyalty : 64	Docks : Port	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	79	0	0	0	166	0	7	0
Current stores	0	0	0	0	498	6000	42	-

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

Drú Dôr Location : @ 0703 in Mountains Climate is Polar

Size : Camp	Fortifications : None	Loyalty : 24	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	24	43	0	0	0	-

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

Size : Camp	Fortifications : None	Loyalty : 24	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	48	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	1734	1105	0	-

Lirith Tol

Location : @ 0507 in Mixed Forest Climate is Mild

Size : Town	Fortifications : None	Loyalty : 66	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	729	675	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	352	0	64	0	0	0	-

Melkor

Location : @ 0306 in Shore/Plains Climate is Mild

Size : Village	Fortifications : None	Loyalty : 61	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	144	0	0	0	583	0	14	0
Current stores	0	0	0	0	1749	0	84	-

Northern Way

Location : @ 0702 in Shore/Plains Climate is Polar

Size : Camp	Fortifications : None	Loyalty : 38	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	26	0	0	0	49	0	3	0
Current stores	0	0	0	0	0	0	0	-

Rómenya

Location : @ 0604 in Mountains Climate is Cold

Size : Camp	Fortifications : None	Loyalty : 21	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	53	36	0	0	0	-

Sanká

Location : @ 0605 in Mountains Climate is Cold

Size : Camp	Fortifications : None	Loyalty : 33	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	61	71	0	0	0	-

Taverna

Location : @ 3912 in Shore/Plains Climate is Cool

Size : Major Town	Fortifications : Tower	Loyalty : 51	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	0	0	0	0	1580	0	0	-

Tol Cirith

Location : @ 0408 in Shore/Plains Climate is Mild

Size : Major Town	Fortifications : Tower	Loyalty : 88	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	126	0	0	0	184	0	7	0
Current stores	0	0	0	0	552	0	42	-

Zhantus

Location : @ 0307 in Mixed Forest Climate is Mild

Size : Town	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	502	65	0	0
Current stores	0	0	0	0	1506	325	0	-

Foreign characters reported in the hex : **Anya the Red - Diomedes - Urdo Bloodtongue - Wojuruk - Zog u Grai.**

ARMIES AND NAVIES

Army Commander : Regent Carlin Location : @ 0207 in Mixed Forest Climate is Mild
 Army morale : 76 Warships : 0 Transports : 0 (3) Travel mode : Normal

Troops	Training	Weapon	Armor	# Troops	Troop Type
Eriadoran footmen w/spears	14	10	0	500	Heavy Infantry
Eriadoran mercenaries w/shortswords	80	30	10	100	Men-at-Arms

Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0
 Food 21 Low Supplies !!
 War machines 0

Characters traveling with army : - Agbathû - Barrow Wight - Faika - Moeskin - Moraiza.
 The City/Tower of Baltus flying the flag of the Alvernus is here.

Army Commander : Commander Carvedas Location : @ 0405 in Shore/Plains Climate is Mild
 Army morale : 33 Warships : 0 Transports : 0 (4) Travel mode : Normal

Troops	Training	Weapon	Armor	# Troops	Troop Type
Eriadoran footmen w/spears	12	10	0	1000	Heavy Infantry

Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0
 Food 123 Low Supplies !!
 War machines 0

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

Navy Commander : Regent Llewli Location : @ 1501 in Shore/Plains Climate is Polar
 Army morale : 46 Warships : 9 Transports : 4 (1) Travel mode : Normal

Troops	Training	Weapon	Armor	# Troops	Troop Type
Eriadoran mercenaries w/shortswords	64	30	10	100	Men-at-Arms

Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0
 Food 1900
 War machines 0

The Major Town/Tower of Toad Suck flying the flag of the Tribes of Angmar is here.
 An army bearing the banner of the Once Upon a Time under Regent Gatto is here.

COMPANY COMMANDERS :

Veteran Iarless Location : @ 1407 Traveling with him are : Angus.

MARKET PRICES

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	17303	14985	15045	0	254196	0	3692
Purchase at market price/unit	2	2	4	107	2	10	7
Sell to market price/unit	1	1	2	55	1	5	4

MISCELLANEOUS

Maintenance Costs expected next turn are:	Totals for Nation:	Stores	Production
Armies/Navies : 6850	Leather	2273	651
Pop Centers : 4000	Bronze	352	176
Characters : 31320	Steel	1308	424
	Mithril	294	71
Total : 42170	Food	10124	3249
	Timber	8330	466
Current Tax rate : 60%	Mounts	859	55
Revenue expected next turn : 37810 (-4360)			
Current Gold reserve : 16005			

No new characters available at this time

Ritual character terminations: 0

Ships have been left anchored at the following locations:

None

You have the following double agents:

Broussard of the Acadians @ 1005

Saint-Etienne of the Acadians @ 0714

You have the following hostages:

Tor Mitari of the North Kingdom is held by Angus at 1407 - No Gold ransom demanded at this time.

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.
Wôlor Priest Ring	Ring	164	Yes	Evil	Increases Mage Rank by 25.
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

The loyalty was influenced/reduced at Sanká.

ENCOUNTER MESSAGES

Encounter for Soil Nûnaw at 1612

Soil Nûnaw was hastening to take cover from a sudden and unseasonal storm when he came across an overgrown (or perhaps hidden!) path. Daring the unexpected opportunity as a welcome respite from the foul weather, he followed the path, finding it to be both narrow and broken. After a brief but difficult trek, he was relieved to enter the small, hidden cave found at the path's end. To his surprise, the cave was already occupied by what appeared to be an old man crouching beside a roaring campfire. But although the man appeared old, there was a fire in his eye and a boldness to his movements that indicated someone much younger. Looking up as he entered the cave, the old man threw back the hood of his blue robes and spoke. "You DARE to enter my abode without invitation and disturb my ruminations? Bah! Waste someone else's time!" With a casual flick of his fingers, Soil Nûnaw felt himself teleported to an unknown location. It took several days to determine where he was.

Encounter for Malendur at 3329

Malendur made camp for the night along the edge of a high ravine. During the night, high winds forced him to

seek shelter among the rocks and threatened to cast him from the heights. Finally, in apparent luck, he succeeded in finding a large hidden cave which protected him from the force of the winds. As soon as he made his way inside, however, he felt an ominous presence and a terrible foreboding. As he explored the cave, he came upon the body of a dark haired woman caught in a fantastically huge web. The woman was not moving, but a small glow seemed to emanate from a sack at her side. The maker of the web does not seem to be in the area.

ATTACK the woman
 FREE the woman
 STEAL the sack
 BURN the web and the woman
 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 1407

In the Cool climate of the Hills & Rough of 1407, a conflict took place in the early hours of the evening under a clear sky.

At the head of a demoralized army rode **Veteran Rulart** 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
1200 Dúnadan footmen w/broadswords	wooden	none	a mob

At the head of a calm army rode **Captain Faika** of the nation of the Alvernus. The mount on which he rode moved calmly to the front of the battle lines. Behind him the forming ranks were filled with:

Troops	Weapons	Armor	Formations
479 Lesser Dúnadan horsemen w/broadswords	wooden	leather	ragged ranks

The Village of Fornost Erain flying the flag of the North Kingdom is situated in the Hills & Rough here. It is fortified by a Tower.

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 given by the blare of the bugles.. Charge!! Charge!!

Against the forces of Rulart, we charged...right into their ambush.

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

Report from Faika.....Our cavalry rode swiftly around and over the small hills and attacked the enemy savagely. The troops fought well, but they could have been better trained. They fought as if uninspired. Although we fought hard, and although the battle lasted many days, we were defeated..

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

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

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.

[illegible]

Agbath



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

Agbathû was located in the Mixed Forest at 0207.

He was ordered to have the nation sell to the caravans. 2540 Steel were sold for 15240 Gold.

He was ordered to recruit some heavy infantry. 500 Heavy Infantry w/Wood weapons and No armor were recruited.

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

Angus



Ranks : Command 0 Agent 76 (86) Emissary 0 Mage 30
 Health 100 Stealth 0 (15) Challenge 81
 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 Hills & Rough at 0810.

He was ordered to refuse all personal challenges.

He was ordered to kidnap a character. Tor Mitari was kidnaped.

He moved with the company to 1407.

He is traveling with Iarless in the Hills & Rough at 1407. The Village/Tower of Fornost Erain flying the flag of the North Kingdom is here.

Barrow Wight



Ranks : Command 52 Agent 60 Emissary 21 Mage 0
 Health 100 Stealth 0 Challenge 65
 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 Red Witches were downgraded.

He was ordered to guard the location. Baltus 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 68 Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 78
 Artifacts : #73 Mothras/ #194 Amulet of Sea Mastery
 Spells (+0) : None

Carlin was located in the Mixed Forest at 0207.

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

He was ordered to transport by the caravans. 5000 Gold (+10%) transported from Baltus.

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

Carvedas



Ranks : Command 36 Agent 35 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 42
 Artifacts : None
 Spells (+0) : None

Carvedas was located in the Shore/Plains at 0405.

He was ordered to purchase from the caravans. 6000 Timber were bought for 12000 Gold.

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

He commands an army in the Shore/Plains at 0405. The Major Town/Fort of Dire flying the flag of the Alvernus is here.

Elendil



Ranks : Command 0 Agent 0 Emissary 77 Mage 0
 Health 100 Stealth 0 Challenge 38
 Artifacts : None
 Spells (+0) : None

Elendil was located in the Shore/Plains at 0702.

He was ordered to create a camp. A camp named Northern Way was created.

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 69 Stealth 0 Challenge 51
Artifacts : None

Spells (+0) : #314 Teleport(76) #414 Scry Hex(96) #415 Scry Area(83)
#436 Scry Character(90)

Elostirion was located in the Mountains at 0605.

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

He was ordered to cast a lore spell. Scry Character - Demon of Aglarond is a Maiar Spirit that retains the following title(s): Commander. Artifacts held: None could be scryed.

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

Erestor



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

Spells (+0) : None

Erestor was located in the Mixed Forest at 0814.

He was ordered to create a camp. He was not able to create the camp because there was insufficient populace.

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

He is currently in the Mountains at 0703. The Camp of Drú Dôr flying the flag of the Alvernus is here.

Faika



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

Spells (+0) : None

Faika was located in the Hills & Rough at 1407.

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

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

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

Iarless



Ranks : Command 13 Agent 45 Emissary 0 Mage 0
 Health 100+ Stealth 0 Challenge 36
 Artifacts : None
 Spells (+0) : None

Iarless was located in the Hills & Rough at 0810.

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

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

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

K nebra



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

Spells (+0) : #104 Resistances(78) #214 Call Winds(70) #302 Long Stride(100)
 #314 Teleport(85) #410 Divine Allegiance Forces(96) #412 Research Artifact(87)
 #414 Scry Hex(97) #417 Divine Characters w/Forces(92)

Kônebra was located in the Mountains at 0604.

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

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

He has encountered the entrance to an obscure trail which can be investigated.

He is currently in the Open Plains at 3304.

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 0403.

He was ordered to post a camp. He was not able to post the camp because there was insufficient populace.

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

He commands a navy offshore at 1501. The Major Town/Tower of Toad Suck flying the flag of the Tribes of Angmar 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 #164 Wôlor Priest Ring
 Spells (+0) : #102 Barriers(88) #218 Wall of Wind(59) #302 Long Stride(91)
 #412 Research Artifact(96)

Lumban was located in the Open Plains at 1814.

He was ordered to find an artifact. An artifact search was attempted. Wôlor Priest Ring #164 was found in the Open Plains at 1814.

He was ordered to cast a lore spell. Research Artifact - Sulhelka #91 is a Sword - allegiance: None - increases combat damage by 1000 pts.

He is currently in the Open Plains at 1814.

Malendur



Ranks : Command 0 Agent 0 Emissary 0 Mage 59 (69)
 Health 85 Stealth 0 Challenge 109
 Artifacts : #41 Silmaruth√ #154 The Black Book
 Spells(+10) : #314 Teleport(79) #412 Research Artifact(94) #414 Scry Hex(77)
 #418 Locate Artifact(83) #428 Locate Artifact True(63)

Malendur was located in the Hills & Rough at 0810.

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

He was ordered to cast a lore spell. Research Artifact - Taurin #212 is a Staff - allegiance: None - increases combat damage by 2000 pts. He suffered a loss of health due to casting two spells.

He had a special encounter. See Encounter Messages.

He is currently in the Mountains at 3329. The Village of Núath flying the flag of the Sapphic Enclave is here.

Modulator



Ranks : Command 0 Agent 0 Emissary 55 Mage 0
 Health 100 Stealth 0 Challenge 27
 Artifacts : None
 Spells (+0) : None

Modulator 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 transport by the caravans. The transport was changed because there was insufficient Mounts. 607 Mounts (+10%) transported from Taverna to Baltus.

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

Moeskin



Ranks : Command 48 Agent 0 Emissary 0 Mage 68 (78)
 Health 100 Stealth 0 Challenge 100
 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(69)
 #430 Reveal Character True(86)

Moeskin was located in the Mixed Forest at 0207.

He was ordered to change the tax rate. The tax rate was changed to 60. Loyalty has been affected.

He was ordered to cast a lore spell. Locate Artifact True - Orcruin #51 is located in the Open Plains at 1813.

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 65 Agent 0 Emissary 0 Mage 44
 Health 100+ Stealth 0 Challenge 76
 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 South Kingdom were downgraded.

He was ordered to have the nation transport by the caravans. 2273 Leather (+10%) transported to Baltus.

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 55 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(87) #430 Reveal Character True(56)

Myrthrandir was located in the Mountains at 3122.

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

He was ordered to cast a lore spell. Locate Artifact True - Listening Helm #53 is located in the Open Plains at 4419.

He has encountered the entrance to an obscure trail which can be investigated.

He is currently in the Open Plains at 2320.

Soil N naw



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

Soil Nûnaw was located in the Mountains at 0812.

He was ordered to steal the Gold. 1549 Gold was stolen at Tracadie.

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

He had a special encounter. See Encounter Messages.

He is currently in the Shore/Plains at 3813.

Transmitter



Ranks : Command 0 Agent 0 Emissary 66 Mage 60
 Health 100 Stealth 0 Challenge 68
 Artifacts : None

Spells (+0) : #314 Teleport(65) #412 Research Artifact(85)

#413 Scry Population Center(85) #415 Scry Area(77) #418 Locate Artifact(84)

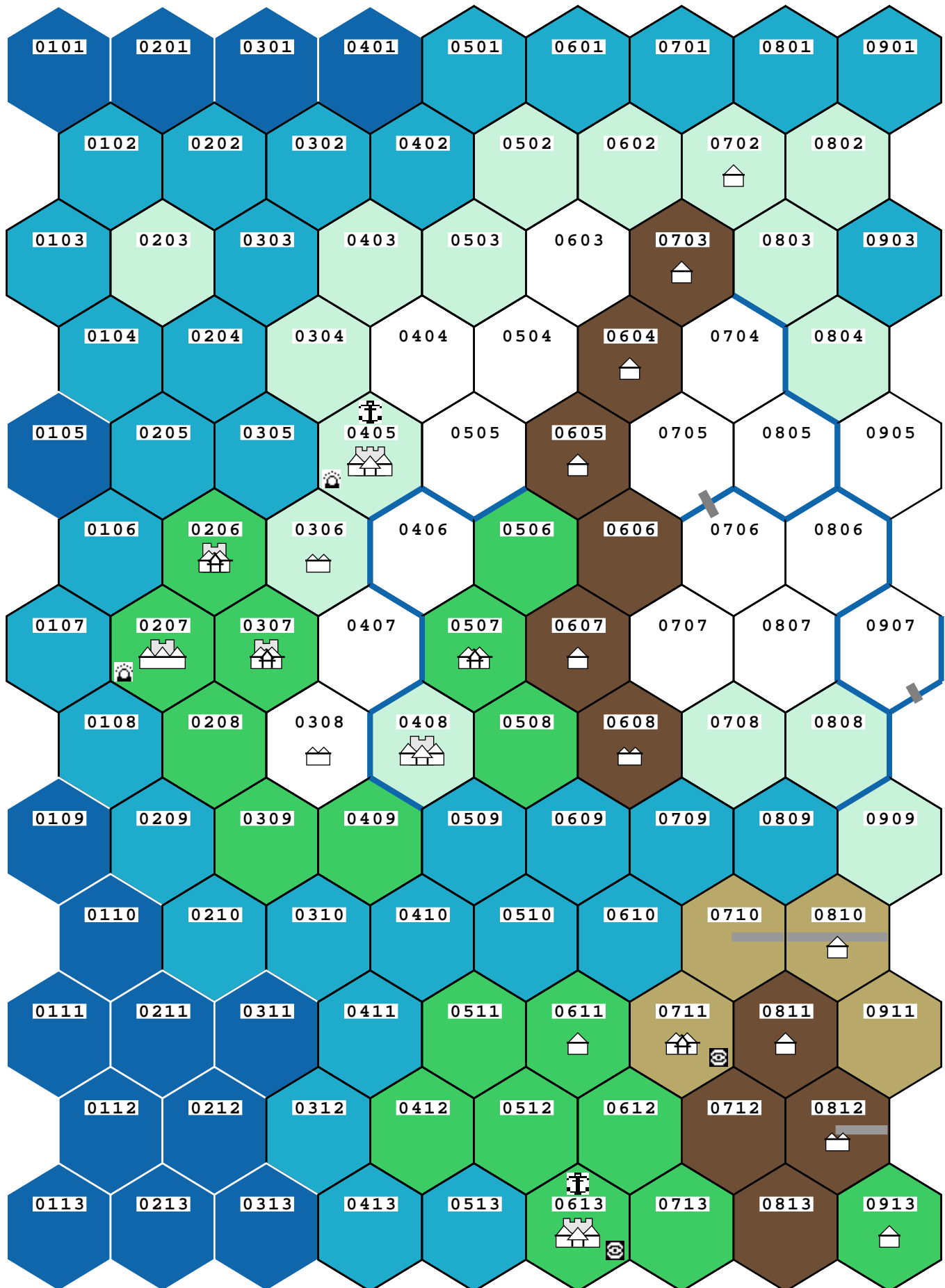
#428 Locate Artifact True(73) #508 Conjure Mounts(84)

Transmitter was located in the Shore/Plains at 3912.

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

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

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



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

Carlin (ID: carli) @ 0207 Command

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

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

Carvedas (ID: carve) @ 0405 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) @ 0605 Emissary Mage

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

Erestor (ID: erest) @ 0703 **Command Emissary**

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

Faika (ID: faika) @ 0207 Command

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

Iarless (ID: iarle) @ 1407 Command Agent

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

Kônebra (ID: koneb) @ 3304 Mage

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

Llewi (ID: llewi) @ 1501 Command

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

Lumban (ID: lumba) @ 1814 Mage

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

Malendur (ID: malen) @ 3329 Mage

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

Modulator (ID: modul) @ 3912 Emissary

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

Moeskin (ID: moesk) @ 0207 Command Mage

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

Moraiza (ID: morai) @ 0207 Command Mage

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

Myrthrandir (ID: myrth) @ 2320 Mage

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

Soil Nûnaw (ID: soil) @ 3813 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			_____				
			_____								_____				
			_____								_____				