

MEPBM Games**presents**

Middle-earth Play-By-Mail™

Fourth Age, circa 1000



GAME # 143

**Aerithryn**

Victory points : 892
 Victory Conditions :
 To hold at game end the artifact: Anarmacil #157.
 To hold at game end the artifact: Raukambar #145.
 To hold in stores at game end the greatest amount of Mithril.
 To hold at game end the artifact: Rat Gauntlets #170.
 To terminate 10 characters by personal challenge or by assassination.

Top 3 Free Peoples :

Aerithryn [892] Dustbighters [875] Frost Men [817]

Special Nation Abilities :
 #08 Buy/sell orders receive 20% market adjustments.
 #18 Build ships at 1/3 timber cost.
 #23 Can learn lost weakness spell.
 #30 Can learn lost teleport spell.

Internet G143N05
 PAUL MAHONEY 110713
 NONE
 NONE
 NONE

Game #	:	143
Player #	:	5
Turn #	:	6
Account	:	\$ 0.00
Free Turns	:	0
Security Code	:	7565
Special Service	:	YES

Aerithryn

(A Free People)

Season : Fall

RELATIONS WITH OTHER NATIONS

# 1 North Kingdom	: Neutral	# 2 South Kingdom	: Neutral	# 3 Frost Men	: Tolerated
# 4 Dustbighters	: Tolerated	# 6 Amestrians	: Tolerated	# 7 Faux Meddle Aarmy	: Tolerated
# 8 Twin Scorpions	: Tolerated	# 9 Rhosgobel	: Tolerated	#10 Half-Orcs	: Tolerated
#11 Galadhrim	: Tolerated	#12 Drib Le Chin	: Hated	#13 Ull Navala	: Hated
#14 Farrely	: Hated	#15 Nacth Strum	: Disliked	#16 Shadowborn	: Disliked
#17 Heathen Kings	: Disliked	#18 Vampiric Order	: Disliked	#19 Scourge	: Disliked
#20 Black Numenroens	: Disliked	#21 Enlightned Shadow	: Neutral	#22 Fallen	: Neutral
#23 Amun-Musa	: Neutral	#24 Darokin	: Neutral	#25 Karamaikos	: Neutral

POPULATION CENTERS

Big Woods		Location : @ 0814 in Mixed Forest		Climate is Mild				
Size : Town	Fortifications : Tower	Loyalty : 47	Docks : Harbor	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	254	113	0	0
Current stores	0	622	0	0	327	3045	0	-

A small army bearing the banner of the Aerithryn under Veteran Lhingril is here.

Ginglith		Location : @ 0611 in Mixed Forest		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	0	0	333	297	0	0
Current stores	0	0	0	0	400	5	0	-

Littleton		Location : @ 0612 in Mixed Forest		Climate is Mild				
Size : Camp	Fortifications : None	Loyalty : 79	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	1008	126	0	0
Current stores	0	0	0	0	1298	2	0	-

Nowhere		Location : @ 0712 in Mountains		Climate is Cool				
Size : Village	Fortifications : None	Loyalty : 60	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	224	56	24	0	0	0	0
Current stores	0	2	170	77	0	0	0	-

Redwood (Capital)		Location : @ 0713 in Mixed Forest		Climate is Mild				
Size : Major Town	Fortifications : Tower	Loyalty : 100	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	72	0	0	400	94	0	0
Current stores	0	0	0	235	400	2	0	-

A small army bearing the banner of the Aerithryn under Commander Ithilvir is here.

Sapling		Location : @ 0512 in Mixed Forest		Climate is Mild				
Size : Camp	Fortifications : None	Loyalty : 56	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	738	306	0	840
Current stores	0	0	0	0	950	6	0	-

Selen		Location : @ 1015 in Mixed Forest		Climate is Mild				
Size : Camp	Fortifications : None	Loyalty : 30	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	603	180	0	1400
Current stores	0	0	0	0	724	4	0	-

Shathûr Location : @ 4408 in Open Plains Climate is Cool
 Size : Village Fortifications : None Loyalty : 43 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 160 0 0 0 698 0 19 0
 Current stores 850 0 0 0 1100 0 102 -

Smallville Location : @ 0813 in Mountains Climate is Cool
 Size : Camp Fortifications : None Loyalty : 86 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 300 60 0 0 0 0 1200
 Current stores 0 3 182 0 0 0 0 -

The Gnarl's Location : @ 0711 in Hills & Rough 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 40 40 0 0 0 50 0 0
 Current stores 240 0 18 0 0 1 0 -

Tokeliant Location : @ 0613 in Mixed Forest Climate is Mild
 Size : Camp Fortifications : None Loyalty : 31 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 0 0 0 549 297 9 0
 Current stores 0 0 0 0 683 5 36 -

Tuilindo Location : @ 0614 in Mixed Forest Climate is Mild
 Size : Camp Fortifications : None Loyalty : 23 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 0 0 0 954 108 0 0
 Current stores 0 0 0 0 1049 3 0 -

Westwood Location : @ 0412 in Mixed Forest Climate is Mild
 Size : Town Fortifications : Tower Loyalty : 54 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 54 0 0 648 108 0 0
 Current stores 0 0 0 0 834 3 0 -

ARMIES AND NAVIES

Army Commander : Commander Ithilvir Location : @ 0713 in Mixed Forest Climate is Mild
 Army morale : 39 Warships : 0 Transports : 0 (1) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Wood Elf footsoldiers w/broadswords 20 16 8 200 Heavy Infantry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0 0
 Food 133 Low Supplies !!
 War machines 0
 Characters traveling with army : - Gwanod Neber.
 The Major Town/Tower of Redwood flying the flag of the Aerithryn is here.

Army Commander : Veteran Lhingril Location : @ 0814 in Mixed Forest Climate is Mild
 Army morale : 12 Warships : 0 Transports : 0 (2) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Wood Elf footsoldiers w/broadswords 10 60 60 400 Heavy Infantry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0 0
 Food 115 Low Supplies !!
 War machines 0
 The Town/Tower of Big Woods flying the flag of the Aerithryn is here.

Navy Commander : Captain Lhimlug Location : @ 1319 in Shore/Plains Climate is Mild
 Army morale : 53 Warships : 6 Transports : 8 (8) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Wood Elf footsoldiers w/broadswords 20 42 41 2000 Heavy Infantry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0
 Food 1756 Low Supplies !!
 War machines 10
 Characters traveling with army : - Celeglang.
The Camp of Lagalen flying the flag of the Karameikos is here.
A navy bearing the banner of the Karameikos under Commander Rolf Hendrics is here.
A small navy bearing the banner of the Darokin under Commander Shen al calhar is here.

COMPANY COMMANDERS :

None

MARKET PRICES

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	20726	17845	316	2961	154698	8967	2573
Purchase at market price/unit	2	2	9	15	2	4	9
Sell to market price/unit	1	1	6	9	1	2	6

MISCELLANEOUS

Maintenance Costs expected next turn are:	Totals for Nation:	Stores	Production
Armies/Navies : 11100	Leather	1090	200
Pop Centers : 3250	Bronze	627	690
Characters : 15720	Steel	370	116
	Mithril	312	24
Total : 30070	Food	7765	6185
	Timber	3076	1679
Current Tax rate : 39%	Mounts	138	28
Revenue expected next turn : 15140 (-14930)			
Current Gold reserve : 701			

Ritual character terminations: 0

Ships have been left anchored at the following locations:

None

You have the following double agents:

None

You have the following hostages:

None

You possess the following artifacts:

Name of artifact	Item	#	Latent	Alignment	Known Powers
Sickle of the Heavens	Sword	71	No	None	COMBAT - Increases damage by 1000 points.
Rat Gauntlets	Gauntlet	170	Yes	None	Increases Agent Rank by 15.

You have hidden the following additional artifacts:

None

NATION MESSAGES

None

ENCOUNTER MESSAGES**Encounter for Rustfindel at 0511**

In the presence of an intimidating magical power, Rustfindel stood forth and answered, "Beleriand." Nothing happened for a moment, and then, with an almost palpable shudder, the walls wavered and the light went out. On the floor a magical Sword named Sickle of the Heavens lay quietly glowing. Rustfindel took it with her.

Report from the village at 0712.

Loyalty in this population center has been lowered during the past two weeks as noxious gases and thunderclouds of black smoke have been seen erupting from the mountain peak near their location. The citizens are rapidly losing heart and many are talking about abandoning the location.

Report from the camp at 0813.

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.

Report from the major town at 0713.

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.

Report from the camp at 0612.

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.

Report from the major town at 0711.

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.

COMBAT MESSAGES

None

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.....
Caranachad	520	InfYour	
Caranachad	710	PrenMgy	
Celeglang	215	RfsPers	
Celeglang	925	Recon	
Glanalph	550	ImprPop	
Glanalph	810	MovChar	4215
Gwanod Neber	728	NamComm	^ m
Gwanod Neber	947	NatTran	0814 ti 90
Ithilvir	325	NatSell	mi 55
Ithilvir	435	ArmyMan	
Lhimlug	215	RfsPers	
Lhimlug	830	MovNavy	ne ne e ne ne ne ne ne ^ ^ ^ ^ ^ no
Lhingril	605	GrdLoc	
Lhingril	710	PrenMgy	
Menelrandir	710	PrenMgy	
Menelrandir	947	NatTran	0814 br 90
Mornedhel	810	MovChar	2309
Mornedhel	930	ScoChar	
Rustfindel	285	ReacEnc	Beleriand
Rustfindel	810	MovChar	0611
Sereglier	870	MovJoin	1713 lhiml
Sereglier	925	Recon	
Tinnungil	360	TrArt	morne 170 ^ ^ ^ ^ ^
Tinnungil	940	CstLoSp	415 2009

Angelimar



Ranks : Command 30 Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 30
 Artifacts : None
 Spells (+0) : None

He is currently in the Mixed Forest at 0713. The Major Town/Tower of Redwood flying the flag of the Aerithryn is here.

Caranachad



Ranks : Command 0 Agent 0 Emissary 56 Mage 52
 Health 100 Stealth 0 Challenge 59
 Artifacts : None
 Spells (+0) : #314 Teleport(83) #412 Research Artifact(100)
 #418 Locate Artifact(77) #428 Locate Artifact True(63) #502 Weakness(76)

Caranachad was located in the Open Plains at 4408.

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

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

He is currently in the Open Plains at 4408. The Village of Shathûr flying the flag of the Aerithryn is here.

Celeglang



Ranks : Command 34 Agent 0 Emissary 0 Mage 33
 Health 100 Stealth 0 Challenge 42
 Artifacts : None
 Spells (+0) : #104 Resistances(80) #108 Blessings(86) #314 Teleport(60)

Celeglang was located in the Coastal Waters at 1220.

He was ordered to refuse all personal challenges.

He moved with the navy to 1319.

He was ordered to recon the area. A recon of the area was attempted. Foreign armies identified: - Rolf Hendrics of the Karameikos with about 100 troops at 1319 - Shen al calhar of the Darokin with about 100 troops at 1319 - Ludwig Hendrics of the Karameikos with about 1100 troops at 1419. See report below.

He is traveling with Lhimlug in the Shore/Plains at 1319. The Camp of Lagalen flying the flag of the Karameikos is here.

Glanalph



Ranks : Command 0 Agent 0 Emissary 58 Mage 20
 Health 100 Stealth 0 Challenge 34
 Artifacts : None
 Spells (+0) : #302 Long Stride(90) #304 Fast Stride(95)

Glanalph was located in the Open Plains at 4408.

She was ordered to improve the population center size. Shathûr was improved to a Village.

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

She is currently in the Mountains at 4215. The Camp of Hinterland flying the flag of the Ull Navala is here.

Gwanod Neber



Ranks : Command 35 Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 50+
 Artifacts : None
 Spells (+0) : None

Gwanod Neber was located in the Mixed Forest at 0713.

She was ordered to name a new commander. No character name was provided. A new commander named Angelimar was available.

She was ordered to have the nation transport by the caravans. 2819 Timber (+10%) transported to Big Woods.

She is traveling with Ithilvir in the Mixed Forest at 0713. The Major Town/Tower of Redwood flying the flag of the Aerithryn is here.

Ithilvir



Ranks : Command 36 Agent 0 Emissary 13 Mage 30
 Health 100 Stealth 0 Challenge 45
 Artifacts : None
 Spells (+0) : #4 Major Heal(57) #104 Resistances(85) #308 Capital Return(87)

Ithilvir was located in the Mixed Forest at 0713.

She was ordered to have the nation sell to the caravans. The stores sold was changed because the total product sold was more than the market purchase limit. 366 Mithril were sold for 21960 Gold.

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

She commands an army in the Mixed Forest at 0713. The Major Town/Tower of Redwood flying the flag of the Aerithryn is here.

Lhimlug



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

Lhimlug was located in the Coastal Waters at 1220.

He was ordered to refuse all personal challenges.

He was ordered to move the navy. He accepted the navy movement orders. Movement was delayed by evasive or non-(friendly/tolerant) forces. Movement was stopped by non-(friendly/tolerant) forces.

He commands a navy offshore at 1319. The Camp of Lagalen flying the flag of the Karameikos is here.

Lhingril



Ranks : Command 13 Agent 19 Emissary 0 Mage 20
 Health 100 Stealth 0 Challenge 26
 Artifacts : None
 Spells (+0) : #308 Capital Return(94)

Lhingril was located in the Mixed Forest at 0814.

She was ordered to guard the location. Big Woods was guarded.

She was ordered to prentice magery. The prentice magery was successful and her Mage rank has been improved.

She commands an army in the Mixed Forest at 0814. The Town/Tower of Big Woods flying the flag of the Aerithryn is here.

Menelrandir



Ranks : Command 0 Agent 0 Emissary 0 Mage 40
 Health 100 Stealth 0 Challenge 40
 Artifacts : None
 Spells (+0) : #102 Barriers(88) #308 Capital Return(67)
 #416 Reveal Production(51)

Menelrandir was located in the Mixed Forest at 0713.

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

He was ordered to have the nation transport by the caravans. 622 Bronze (+10%) transported to Big Woods.

He is currently in the Mixed Forest at 0713. The Major Town/Tower of Redwood flying the flag of the Aerithryn is here.

Mornedhel



Ranks : Command 0 Agent 40 (55) Emissary 36 Mage 30
 Health 100 Stealth 0 Challenge 53
 Artifacts : #170 Rat Gauntlets
 Spells (+0) : #314 Teleport(57) #408 Perceive Nationality(63)
 #422 Perceive Power(90)

Mornedhel was located in the Shore/Plains at 1713.

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

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

Found: No foreign characters found.

She is currently in the Mountains at 2309. The Town/Tower of Abdulvahap flying the flag of the Farrelly is here.

Rustfindel



Ranks : Command 0 Agent 0 Emissary 45 Mage 10
 Health 100 Stealth 0 Challenge 44
 Artifacts : #71 Sickle of the Heavens
 Spells (+0) : #314 Teleport(50)

Rustfindel was located in the Mixed Forest at 0511.

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

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

She is currently in the Mixed Forest at 0611. The Camp of Ginglith flying the flag of the Aerithryn is here.

Sereglir



Ranks : Command 30 Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 30
 Artifacts : None
 Spells (+0) : None

Sereglir was located in the Shore/Plains at 1713.

He was ordered to move and join the army. He accepted the movement orders. He was not able to join the army because the target commander was not present.

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

He is currently in the Shore/Plains at 1713.

Tinnungil



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

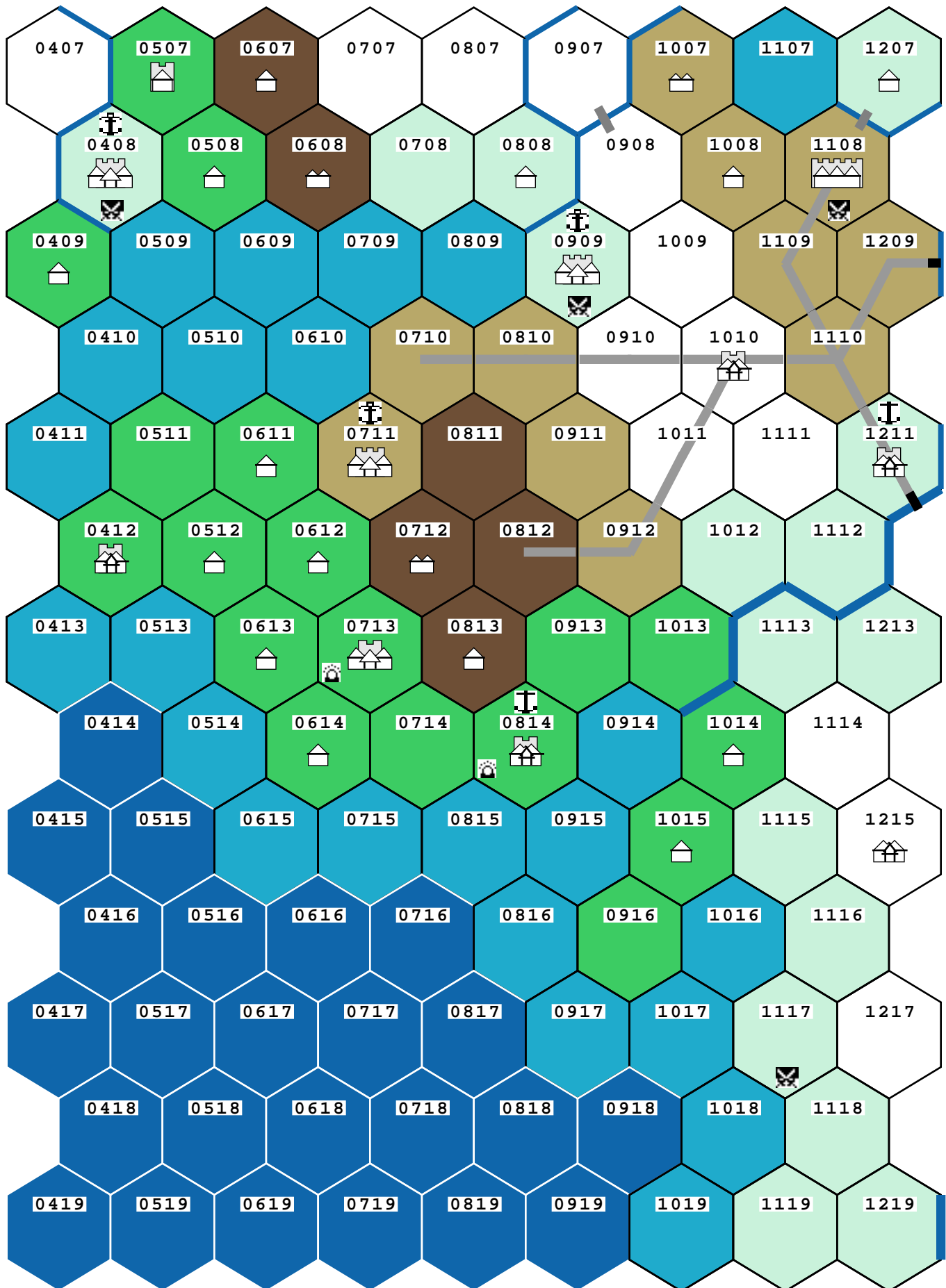
Spells (+0) : #314 Teleport(78) #413 Scry Population Center(100)
 #415 Scry Area(95) #416 Reveal Production(87) #420 Reveal Character(85)
 #502 Weakness(100)

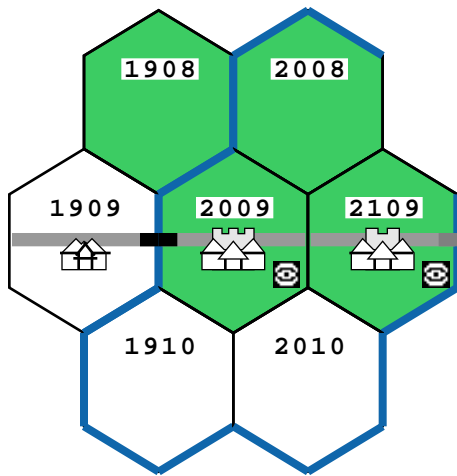
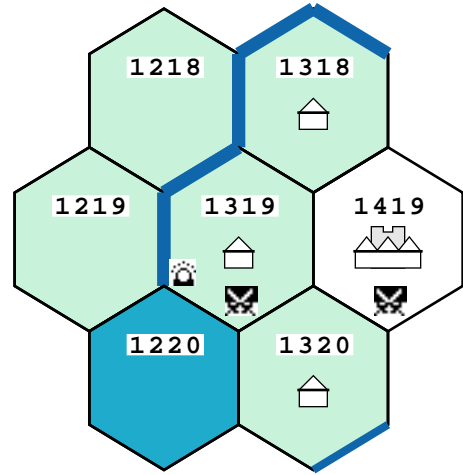
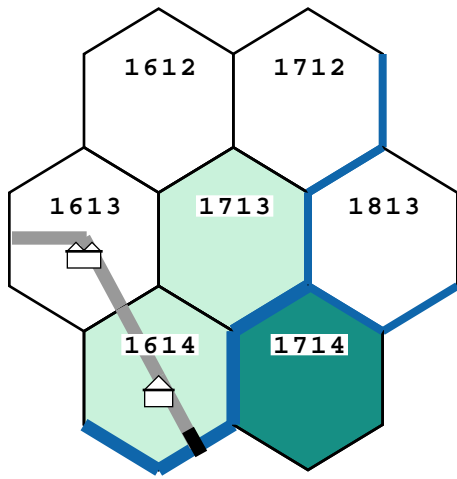
Tinnungil was located in the Shore/Plains at 1713.

He was ordered to transfer some artifacts to a character. Rat Gauntlets #170 was transferred.

He was ordered to cast a lore spell. Scry Area - Foreign armies identified: None. See report below.

He is currently in the Shore/Plains at 1713.





Required Information	Required Information
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Glanalph (ID: glana) @ 4215 Emissary Mage

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

Gwanod Neber (ID: gwano) @ 0713 Command

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

Ithilvir (ID: ithil) @ 0713 Command Emissary Mage

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

Lhimlug (ID: lhiml) @ 1319 Command

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

Lhingril (ID: lhing) @ 0814 Command Agent Mage

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

Menelrandir (ID: menel) @ 0713 Mage

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

Mornedhel (ID: morne) @ 2309 Agent Emissary Mage

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

Rustfindel (ID: rustf) @ 0611 Emissary Mage

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

Sereglir (ID: sereg) @ 1713 Command

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

Tinnungil (ID: tinnu) @ 1713 Mage

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