

MEPBM Games
presents

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



GAME # 47



Eriadorian

Victory points : 675
Victory Conditions :

To see to the termination of Maeg Tylenon by any means whatsoever.
To see to the termination of Illianna by any means whatsoever.
To see to the termination of Adrahil by any means whatsoever.
To hold at game end the artifact: Orc Slayer #110.
To hold at game end the population center of Bonbiand at 2224.

Top 3 Neutrals :

North Kingdom [1900] Riverlands [1350] Shadow Crew [1300]

Special Nation Abilities :

#10 New mages start at rank up to 40.
#17 Build ships at 1/2 timber cost.
#23 Can learn lost weakness spell.
#24 Can learn lost conjure mounts spell.

Internet G047N22
BRANDON FLETCH 110859
NONE
NONE
NONE

Game #	:	47
Player #	:	22
Turn #	:	33
Account	:	\$ 0.00
Free Turns	:	0
Security Code	:	3820
Special Service	:	YES

Eriadorian

(A Neutral)

Season : Winter

RELATIONS WITH OTHER NATIONS

# 1 North Kingdom	: Friendly	# 2 South Kingdom	: Friendly	# 3 Duaron	: Hated
# 4 Stonekeep's Watch	: Hated	# 5 Wardens	: Neutral	# 6 Nurn Freeholders	: Neutral
# 7 Daloriennes	: Neutral	# 8 Vallian	: Hated	# 9 Esgal Edhel	: Disliked
#10 Beogrim	: Neutral	#11 Dothraki	: Hated	#12 Hastily Patient	: Neutral
#13 Haven's Bane	: Neutral	#14 Unseeing Eye	: Hated	#15 Gondimarim	: Neutral
#16 Isteroth Kingdom	: Neutral	#17 Clavero	: Neutral	#18 Cechove	: Neutral
#19 Tsalagi	: Hated	#20 Corsairs	: Neutral	#21 Nothraman	: Disliked
#23 Shadow Crew	: Friendly	#24 Riverlands	: Friendly	#25 Deepwood Rangers	: Friendly

POPULATION CENTERS

Axman Waste Location : @ 2801 in Open Plains Climate is Polar

Size : Village	Fortifications : None	Loyalty : 17	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	10	0	0	0	86	0	1	0
Current stores	0	0	0	0	0	0	2	-

Black Ice Location : @ 2901 in Open Plains Climate is Polar

Size : Village	Fortifications : Fort	Loyalty : 18	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	16	0	0	0	36	0	2	0
Current stores	0	0	0	0	0	0	4	-

Brinwood Location : @ 1418 in Mixed Forest Climate is Mild

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	0	0	1107	306	0	0
Current stores	0	0	0	0	0	0	0	-

Dannedhir Location : @ 1614 in Shore/Plains Climate is Mild

Size : Town	Fortifications : None	Loyalty : 24	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	65	0	0	0	524	0	11	0
Current stores	0	0	0	0	0	0	22	-

Esgalduin Location : @ 1320 in Shore/Plains Climate is Mild

Size : Village	Fortifications : None	Loyalty : 42	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	245	0	0	0	468	0	22	0
Current stores	0	0	0	0	0	0	44	-

Foreign characters reported in the hex : **Death.****An army bearing the banner of the Shadow Crew under Regent The Immortal is here.**

Lost City (Capital) Location : @ 1120 in Shore/Plains Climate is Mild

Size : City	Fortifications : Fort	Loyalty : 76	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	18	0	0	0	191	0	4	0
Current stores	1375	0	0	0	0	0	1928	-

An army bearing the banner of the Eriadorian under Commander Ortrane is here.

Malduin Location : @ 1119 in Shore/Plains Climate is Mild

Size : Major Town	Fortifications : None	Loyalty : 44	Docks : Harbor	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	101	0	0	0	245	0	11	0
Current stores	0	0	0	140	0	0	22	-

A large army bearing the banner of the Eriadorian under Commander Jesen is here.

Thara-pata Location : @ 1726 in Shore/Plains Climate is Mild
 Size : Village Fortifications : None Loyalty : 36 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 94 0 0 0 734 0 22 0
 Current stores 0 0 0 0 0 0 44 -

Tumbalemorna Location : @ 1202 in Shore/Plains 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 30 0 0 0 91 0 2 0
 Current stores 0 0 0 0 0 0 4 -

Tyalangan Location : @ 1327 in Mountains Climate is Cold
 Size : Camp Fortifications : None Loyalty : 36 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 0 54 6 0 0 0 780
 Current stores 0 0 198 6 0 0 0 -
 Foreign characters reported in the hex : **A Balrog.**

Ūsakan Location : @ 1219 in Shore/Plains Climate is Mild
 Size : Major Town Fortifications : Tower Loyalty : 61 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 144 0 0 0 97 0 4 0
 Current stores 0 0 0 0 0 0 8 -
An army bearing the banner of the North Kingdom under Lord Ashdam is here.

ARMIES AND NAVIES

Army Commander : Captain Hedren Location : @ 1421 in Mixed Forest Climate is Mild
 Army morale : 30 Warships : 0 Transports : 0 (2) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Eriadoran footmen w/spears 11 10 0 496 Heavy Infantry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0 0
 Food 0 Out of Food !!
 War machines 0

Army Commander : Commander Jesen Location : @ 1119 in Shore/Plains Climate is Mild
 Army morale : 21 Warships : 0 Transports : 0 (9) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Eriadoran footmen w/spears 10 10 0 2100 Heavy Infantry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0 0
 Food 19 Low Supplies !!
 War machines 0
 Characters traveling with army : - Neddet.
 The Major Town of Malduin flying the flag of the Eriadorian is here.

Army Commander : Lord Lumban Location : @ 3506 in Hills & Rough Climate is Severe
 Army morale : 5 Warships : 0 Transports : 0 (6) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Lesser Dúnadan horsemen w/broadswords 48 32 26 826 Heavy Cavalry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0 0
 Food 0 Out of Food !!
 War machines 0

Army Commander : Commander Ortrane Location : @ 1120 in Shore/Plains Climate is Mild
 Army morale : 19 Warships : 0 Transports : 0 (7) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Eriadoran footmen w/spears 10 10 0 1600 Heavy Infantry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0
 Food 2 Low Supplies !!
 War machines 0
 Characters traveling with army : - Dulish.
 The City/Fort of Lost City flying the flag of the Eriadorian is here.

COMPANY COMMANDERS :

Commander Iarless Location : @ 1321 Traveling with him are : Baranor - Del Imat - Fioral - Fioril - Handen
 - Izainson - **King Slayer** - Tartas Izain.

MARKET PRICES

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	15226	22726	3747	0	62743	21798	2955
Purchase at market price/unit	3	3	7	105	2	3	9
Sell to market price/unit	1	1	3	49	1	1	4

MISCELLANEOUS

Maintenance Costs expected next turn are:	Totals for Nation:	Stores	Production
Armies/Navies : 21740	Leather	1375	723
Pop Centers : 2750	Bronze	0	0
Characters : 26300	Steel	198	54
	Mithril	146	6
Total : 50790	Food	0	3579
	Timber	0	306
Current Tax rate : 59%	Mounts	2078	79
Revenue expected next turn : 25855 (-24935)			
Current Gold reserve : 15156			

No new characters available at this time

Ships have been left anchored at the following locations:

None

You have the following double agents:

Ajede of the Riverlands @ 4019

Double agent Ajede reports he was ordered to kidnap a character. Dernwyn was kidnaped.
 Double agent Ajede reports he was ordered to move. He accepted the movement orders.

Angel of Death of the Shadow Crew @ 2327

Double agent Angel of Death reports she was ordered to refuse all personal challenges.
 Double agent Angel of Death reports she moved with the company to 2327.
 Double agent Angel of Death reports she was ordered to scout for any characters. A scout for characters was attempted. Found: Riadeegha. Loki. Proclamator Ablish - Eriadorian. Spy Hisab - South Kingdom. Proclamator Durbaran - South Kingdom. Huron. Captain Uvhara - Duaron. Commander Tatiannya - Duaron. Nothing else was reported at this time.

Athos of the Shadow Crew @ 1423

Double agent Athos reports he was ordered to move. He accepted the movement orders.
 Double agent Athos reports he was ordered to scout for any characters. A scout for characters was

attempted. Found: No foreign characters found.

Bauglir of the North Kingdom @ 1321

Double agent Bauglir reports he was ordered to refuse all personal challenges.

Double agent Bauglir reports he was ordered to kidnap a character. Sirianna was kidnaped.

Dark Angel of the Shadow Crew @ 2018

Double agent Dark Angel reports she was ordered to refuse all personal challenges.

Double agent Dark Angel reports she was ordered to influence the population center loyalty. The loyalty was influenced/improved at Gheldar.

Huron of the South Kingdom @ 2327

Double agent Huron reports he was ordered to steal the Gold. 7600 Gold was stolen at Carcomy.

Double agent Huron reports he was ordered to move the company. He accepted the company movement orders.

Loki of the Riverlands @ 2327

Double agent Loki reports he was ordered to sabotage the fortifications. He was not able to sabotage the fortifications because of tight security. He was injured by local militia while performing his sabotage mission.

Double agent Loki reports he moved with the company to 2327.

Double agent Loki reports he was ordered to scout the population center. A scout of the population center was attempted. City named Madenor - capital - owned by the Duaron - fortified with a Castle - includes a Port - loyalty = 90. Production - Leather: 110 - Food: 620 - Mounts: 10. Stores - Leather: 10244 - Steel: 1 - Food: 847 - Mounts: 231. Foreign armies present: - Duaron.

Night Stalker of the Shadow Crew @ 1321

Double agent Night Stalker reports he was ordered to move. He accepted the movement orders.

Double agent Night Stalker reports he was ordered to scout an army. He was not able to scout the army because no such character was an army commander or with an army.

Shadow Lord of the Shadow Crew @ 1321

Double agent Shadow Lord reports he was ordered to move. He accepted the movement orders.

Double agent Shadow Lord reports he was ordered to scout an army. He was not able to scout the army because no such character was an army commander or with an army.

Uruitë of the South Kingdom @ 3124

Double agent Uruitë reports he was ordered to assassinate a character. He was not able to complete his mission because the character was too well guarded. He was captured by Eldred while performing his assassination mission.

Double agent Uruitë reports Uruitë escaped from being held hostage to 3124.

Double agent Uruitë reports he was ordered to scout the population center. A scout of the population center was attempted. Camp named Darktor - owned by the Wardens - fortified with a Tower - loyalty = 38. Production - Bronze: 120 - Gold: 2100 - Mithril: 20.

You have the following hostages:

None

You possess the following artifacts:

Name of artifact	Item	#	Latent	Alignment	Known Powers
Morgurth	Sword	13	No	None	COMBAT - Increases damage by 1000 points.
Palantír of Minas Ithil	Orb	15	No	None	SCRYING - "Scout Area" on any hex.
Staff of Earthmastery	Staff	44	Yes	None	Increases Mage Rank by 25.
Thôlogaer Ciryatano	Helm	60	Yes	None	Increases Mage Rank by 30.
Maikarama	Spear	67	No	Good	COMBAT - Increases damage by 750 points.

You have hidden the following additional artifacts:

None

NATION MESSAGES

*The loyalty was influenced from the efforts or presence of A Balrog at Tyalangan.
There are rumors of an assassination attempt involving The Jackal and Valden the Fat.
10471 Gold was transported from the Riverlands to Lost City.*

ENCOUNTER MESSAGES

None

COMBAT MESSAGES

Battle at 1321

In the Mild climate of the Mixed Forest of 1321, a conflict took place in the early morning hours under an overcast sky.

At the head of a demoralized army rode **Commander Neddett** of the nation of the Eriadorian. 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
--------	---------	-------	------------

500 Eriadorian footmen w/spears	wooden	none	a mob
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At the head of a calm army rode **Commander Sirianna** of the nation of the Duaron. The mount on which she rode moved calmly to the front of the battle lines. Behind her the forming ranks were filled with:

Troops	Weapons	Armor	Formations
--------	---------	-------	------------

2884 Mixed Mannish footmen w/spears	wooden	none	a mob
-------------------------------------	--------	------	-------

The City of Gorbana flying the flag of the Eriadorian is situated in the Mixed Forest here. It is fortified by a Tower, and it is under siege or attack.

Report from Neddett....My commanders moved among the troops before battle, readying them, bolstering their resolve, and issuing last minute orders. The troops needed this encouragement because many feared that they would die in the battle. Finally the order was passed down the ranks.. Keep close ranks. Use standard formation. Like we practiced!

Against the forces of Sirianna, our standard formation adjusted as they veered off and hit our flank.

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

Report from Neddett....Our foot soldiers fought around every bush and tree, always trying to push through the underbrush. The troops tried to fight well, but they needed much more training. They fought very poorly. However, we were overrun in less than a few hours.

After the battle.... Neddett's forces were destroyed/routed in the battle. Neddett appeared to have survived but suffers from light wounds. Sirianna's forces were victorious in the battle, but suffered minor losses. Sirianna appeared to have survived.

The battle for Gorbana was vicious and quick. Although the defending militia fought hard to stem the assault, they were outnumbered and eventually fell before the onslaught!

After the attack on the population center.... Sirianna's army survived the attack on the City, but suffered some losses. Sirianna appeared to have survived. The City has been reduced to a Ruins. The Tower has not been affected. The Ruins of Gorbana now flies no known flag.

Battle at 3806

In the Severe climate of the Hills & Rough of 3806, a conflict took place in the early afternoon under a clear sky.

At the head of a demoralized army rode **Lord Lumban** of the nation of the Eriadorian. 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
--------	---------	-------	------------

894 Lesser Dúnadan horsemen w/broadswords	bronze/steel	leather/bronze	ragged ranks
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The Town of Hillium flying the flag of the Vallian is situated in the Hills & Rough here.

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

The battle for Hillium 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.... Lumban's army survived the attack on the Town, but suffered minor losses. Lumban appeared to have survived. The Town has been reduced to a Ruins. The Ruins of Hillium 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	215	RfsPers	
Ablish	525	InfOthr	
Arbit	325	NatSell	fo 100
Arbit	610	GrdChar	fiore
Armit	605	GrdLoc	
Armit	947	NatTran	1120 le 100
Baranor	330	CstCjSp	508 ^
Baranor	710	PrenMgy	
Del Imat	710	PrenMgy	
Del Imat	940	CstLoSp	428 58
Dulish	870	MovJoin	1120 ortra
Dulish	610	GrdChar	shado
Fioral	330	CstCjSp	508 ^
Fioral	710	PrenMgy	
Fiorel	185	DnStNat	8
Fiorel	930	ScoChar	
Fioril	330	CstCjSp	508 ^
Fioril	710	PrenMgy	
Handen	330	CstCjSp	508 ^
Handen	710	PrenMgy	
Hedran	810	MovChar	1321

Hedran	930	ScoChar	
Hedren	850	MovArmy	nw w ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Hedren	925	Recon	
Iarless	728	NamComm	^ ^
Iarless	820	MovCmpy	1321
Izainson	330	CstCjSp	508 ^
Izainson	710	PrenMgy	
Jesen	408	HvInfan	400 ^ le
Jesen	925	Recon	
Lumban	250	DstPop	ch
Lumban	850	MovArmy	w w w w w w w ^ ^ ^ ^ ^ ^ no
Meglivorn	325	NatSell	ti 100
Meglivorn	185	DnStNat	11
Neddet	215	RfsPers	
Neddet	870	MovJoin	1119 jesen
Ortrane	408	HvInfan	500 ^ ^
Ortrane	925	Recon	
Tartas Izain	330	CstCjSp	508 ^
Tartas Izain	710	PrenMgy	

Ablish



Ranks : Command 0 Agent 0 Emissary 82 Mage 0
 Health 100 Stealth 0 Challenge 41
 Artifacts : None
 Spells (+0) : None

Ablish was located in the Hills & Rough at 2427.

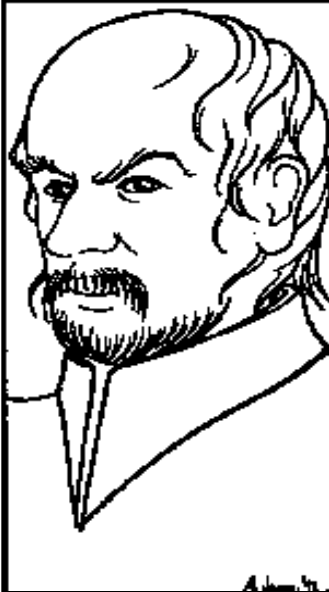
He was ordered to refuse all personal challenges.

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

He moved with the company to 2327.

He is traveling with Huron of the South Kingdom in the Hills & Rough at 2327. The City/Castle of Madenor flying the flag of the Duaron is here.

Arbit



Ranks : Command 0 Agent 68 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 51
 Artifacts : None
 Spells (+0) : None

Arbit was located in the Shore/Plains at 1120.

He was ordered to have the nation sell to the caravans. 10906 Food were sold for 10906 Gold.

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

He is currently in the Shore/Plains at 1120. The City/Fort of Lost City flying the flag of the Eriadorian is here.

Armit



Ranks : Command 0 Agent 52 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 39
 Artifacts : None
 Spells (+0) : None

Armit was located in the Shore/Plains at 1120.

He was ordered to guard the location. Lost City was guarded.

He was ordered to have the nation transport by the caravans. 1338 Leather (+10%) transported to Lost City.

He is currently in the Shore/Plains at 1120. The City/Fort of Lost City flying the flag of the Eriadorian is here.

Baranor



Ranks : Command 0 Agent 0 Emissary 0 Mage 55
 Health 100 Stealth 0 Challenge 55
 Artifacts : None

Spells (+0) : #102 Barriers(67) #218 Wall of Wind(89) #308 Capital Return(85)
 #314 Teleport(65) #416 Reveal Production(76) #502 Weakness(85)
 #508 Conjure Mounts(86)

Baranor was located in the Shore/Plains at 1120.

He was ordered to cast a conjuring spell. Conjure Mounts was cast. 265 Mounts were conjured.

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

He moved with the company to 1321.

He is traveling with Iarless in the Mixed Forest at 1321. The un-owned Ruins/Tower of Gorbana is here.

Del Imat



Ranks : Command 0 Agent 0 Emissary 0 Mage 73
 Health 82 Stealth 0 Challenge 73
 Artifacts : None

Spells (+0) : #412 Research Artifact(88) #418 Locate Artifact(77)
 #428 Locate Artifact True(77) #502 Weakness(100) #508 Conjure Mounts(100)

Del Imat was located in the Shore/Plains at 1120.

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

He moved with the company to 1321.

He was ordered to cast a lore spell. Locate Artifact True - artifact #58, a Cloak, is possessed by Azurenda in the Shore/Plains at 2924.

He is traveling with Iarless in the Mixed Forest at 1321. The un-owned Ruins/Tower of Gorbana is here.

Dulish



Ranks : Command 73 Agent 41 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 80
 Artifacts : None

Spells (+0) : None

Dulish was located in the Open Plains at 1422.

He was ordered to guard a character. Shadow Lord was guarded.

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

He is traveling with Ortrane in the Shore/Plains at 1120. The City/Fort of Lost City flying the flag of the Eriadorian is here.

Fioral



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

Spells (+0) : #104 Resistances(100) #216 Wild Winds(94) #308 Capital Return(100)
 #404 Perceive Relations(81) #502 Weakness(83) #508 Conjure Mounts(99)

Fioral was located in the Shore/Plains at 1120.

He was ordered to cast a conjuring spell. Conjure Mounts was cast. 315 Mounts were conjured.

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

He moved with the company to 1321.

He is traveling with Iarless in the Mixed Forest at 1321. The un-owned Ruins/Tower of Gorbana is here.

Fiorel



Ranks : Command 71 Agent 70 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 84
 Artifacts : None

Spells (+0) : None

Fiorel was located in the Shore/Plains at 1120.

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

He was ordered to scout for any characters. A scout for characters was attempted.
 Found: No foreign characters found.

He is currently in the Shore/Plains at 1120. The City/Fort of Lost City flying the flag of the Eriadorian is here.

Fioril



Ranks : Command 0 Agent 0 Emissary 0 Mage 69
 Health 100 Stealth 0 Challenge 89
 Artifacts : #13 Morgurthv #15 Palantir of Minas Ithil
 Spells (+0) : #102 Barriers(79) #206 Wall of Fire(84) #308 Capital Return(74)
 #412 Research Artifact(86) #502 Weakness(97) #508 Conjure Mounts(87)

Fioril was located in the Shore/Plains at 1120.

He was ordered to cast a conjuring spell. Conjure Mounts was cast. 335 Mounts were conjured.

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

He moved with the company to 1321.

He is traveling with Iarless in the Mixed Forest at 1321. The un-owned Ruins/Tower of Gorbana is here.

Handen



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

Spells (+0) : #104 Resistances(71) #206 Wall of Fire(100) #302 Long Stride(98)
 #406 Divine Army(100) #502 Weakness(96) #508 Conjure Mounts(100)

Handen was located in the Shore/Plains at 1120.

She was ordered to cast a conjuring spell. Conjure Mounts was cast. 275 Mounts were conjured.

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

She moved with the company to 1321.

She is traveling with Iarless in the Mixed Forest at 1321. The un-owned Ruins/Tower of Gorbana is here.

Hedran



Ranks : Command 0 Agent 68 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 51
 Artifacts : None

Spells (+0) : None

Hedran was located in the Open Plains at 1718.

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

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

Found: Shadow Lord. Maeg Tyleneon. Moraiza. General Pathan - North Kingdom. Night Stalker. Llewli. Marshal Tarkas Häs - North Kingdom. Bauglir. King Slayer. Nothing else was reported at this time.

He is currently in the Mixed Forest at 1321. The un-owned Ruins/Tower of Gorbana is here.

Hedren



Ranks : Command 47 Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 47
 Artifacts : None

Spells (+0) : None

Hedren was located in the Open Plains at 1422.

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. Movement was stopped because the terrain restricted movement.

He was ordered to recon the area. A recon of the area was attempted. Foreign armies identified: - Moraiza of the Shadow Crew with about 1700 troops at 1321 - Tarkas Häs of the North Kingdom with about 3300 troops at 1321 - The Immortal of the Shadow Crew with about 2000 troops at 1320. See report below.

He commands an army in the Mixed Forest at 1421.

Iarless



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

Iarless was located in the Shore/Plains at 1120.

He was ordered to name a new commander. No character name was provided. A new commander named Samaub was available.

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

He commands a company in the Mixed Forest at 1321. The un-owned Ruins/Tower of Gorbana is here.

Izainson



Ranks : Command 0 Agent 0 Emissary 0 Mage 75 (130)
 Health 100 Stealth 0 Challenge 130
 Artifacts : #44 Staff of Earthmastery #60 Thôlogaer Ciryatano
 Spells(+55) : #104 Resistances(68) #214 Call Winds(83) #302 Long Stride(66)
 #406 Divine Army(84) #412 Research Artifact(100) #502 Weakness(100)
 #506 Curses(52) #508 Conjure Mounts(100)

Izainson was located in the Shore/Plains at 1120.

He was ordered to cast a conjuring spell. Conjure Mounts was cast. 365 Mounts were conjured.

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

He moved with the company to 1321.

He is traveling with Iarless in the Mixed Forest at 1321. The un-owned Ruins/Tower of Gorbana is here.

Jesen



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

Jesen was located in the Shore/Plains at 1119.

He was ordered to recruit some heavy infantry. The troop recruitment was changed because of insufficient armor. 400 Heavy Infantry w/Wood weapons and No armor were recruited.

He was ordered to recon the area. A recon of the area was attempted. Foreign armies identified: - Ashdam of the North Kingdom with about 2000 troops at 1219. See report below.

He commands an army in the Shore/Plains at 1119. The Major Town of Malduin flying the flag of the Eriadorian is here.

Lumban



Ranks : Command 53 Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 53
 Artifacts : #67 Maikarama
 Spells (+0) : None

Lumban was located in the Hills & Rough at 3806.

He was ordered to destroy the Town of Hillium. 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. Movement was stopped because the terrain restricted movement.

He commands an army in the Hills & Rough at 3506.

Meglivorn



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

Meglivorn was located in the Shore/Plains at 1120.

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

He was ordered to have the nation sell to the caravans. 1224 Timber were sold for 1224 Gold.

He is currently in the Shore/Plains at 1120. The City/Fort of Lost City flying the flag of the Eriadorian is here.

Neddet



Ranks : Command 37 Agent 0 Emissary 0 Mage 0
 Health 79 Stealth 0 Challenge 37
 Artifacts : None
 Spells (+0) : None

Neddet was located in the Mixed Forest at 1321.

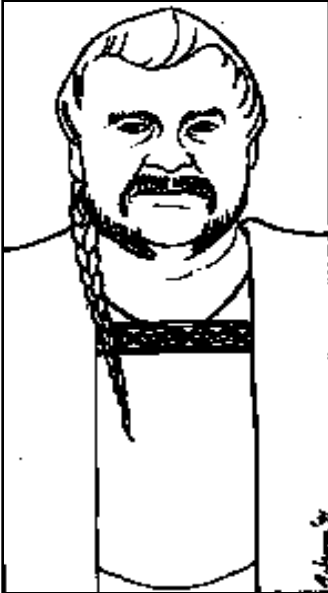
He was ordered to refuse all personal challenges.

Neddet was wounded during combat.

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

He is traveling with Jesen in the Shore/Plains at 1119. The Major Town of Malduin flying the flag of the Eriadorian is here.

Ortrane



Ranks : Command 39 Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 39
 Artifacts : None
 Spells (+0) : None

Ortrane was located in the Shore/Plains at 1120.

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

He was ordered to recon the area. A recon of the area was attempted. Foreign armies identified: - Ashdam of the North Kingdom with about 2000 troops at 1219. See report below.

He commands an army in the Shore/Plains at 1120. The City/Fort of Lost City flying the flag of the Eriadorian is here.

Samaub



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 Shore/Plains at 1120. The City/Fort of Lost City flying the flag of the Eriadorian is here.

Tartas Izain



Ranks : Command 0 Agent 0 Emissary 19 Mage 74
 Health 70 Stealth 0 Challenge 76
 Artifacts : None

Spells (+0) : #412 Research Artifact(72) #416 Reveal Production(60)
 #420 Reveal Character(58) #430 Reveal Character True(82) #502 Weakness(97)
 #508 Conjure Mounts(100)

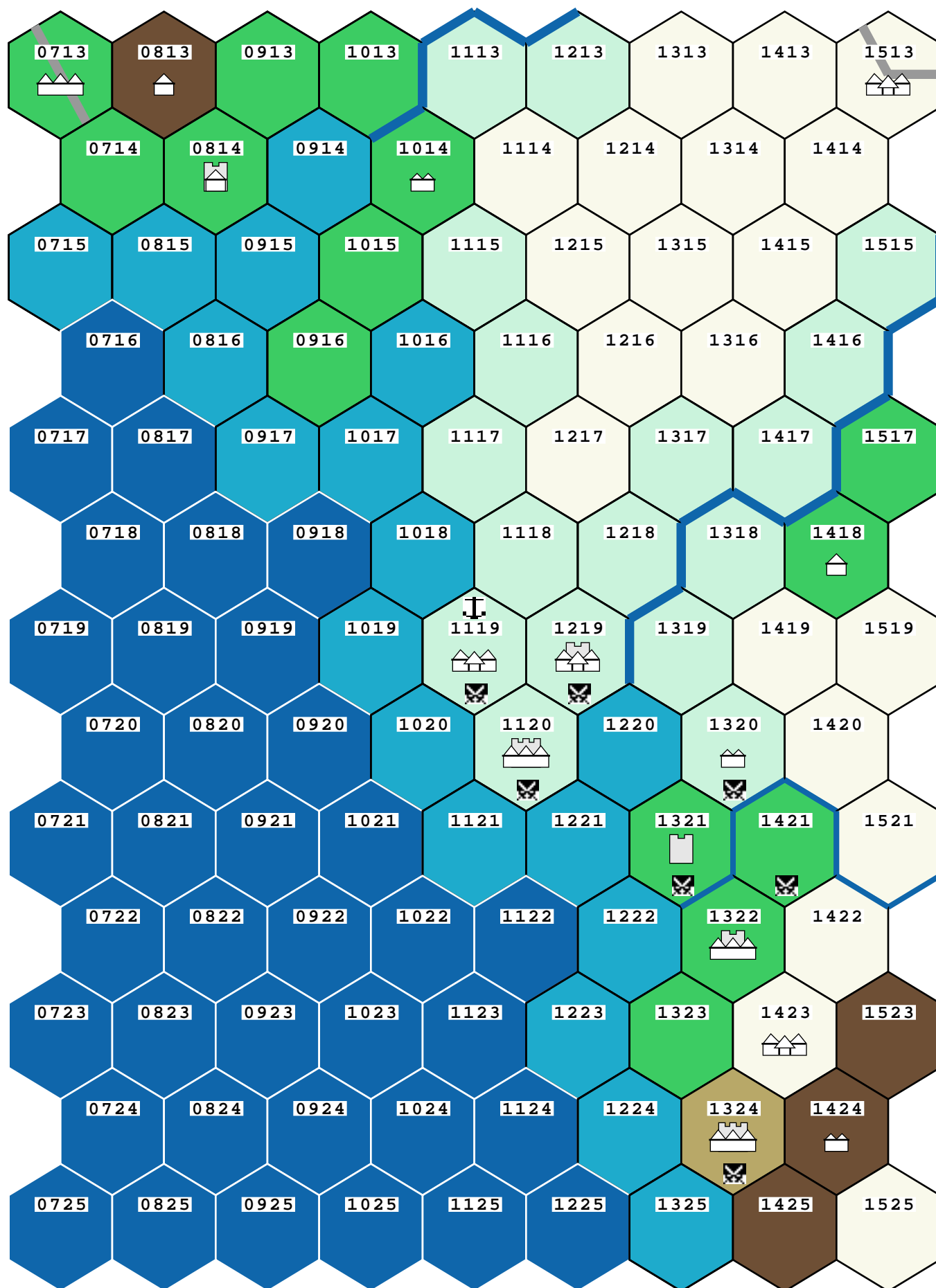
Tartas Izain was located in the Shore/Plains at 1120.

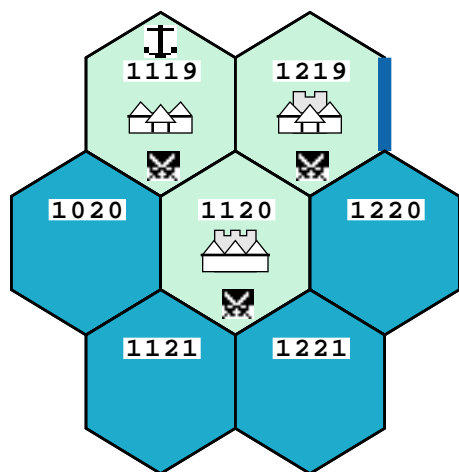
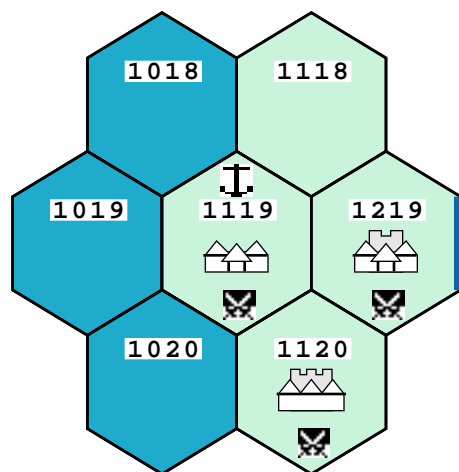
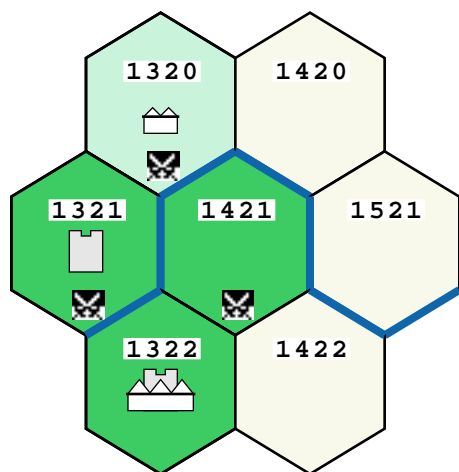
He was ordered to cast a conjuring spell. Conjure Mounts was cast. 365 Mounts were conjured.

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

He moved with the company to 1321.

He is traveling with Iarless in the Mixed Forest at 1321. The un-owned Ruins/Tower of Gorbana is here.

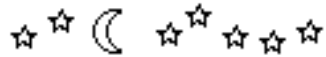




MEPBM Games
Middle-earth Play-By-Mail™
Fourth Age, circa 1000

Eriadorian

URNSHEET



Game # 47



BRANDON FLETCH 110859
 NONE
 NONE
 NONE

Game # : 47
 Player # : 22
 Turn # : 34
 Security # : 3820

Return this turnsheet before FEBRUARY 5 2013

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Daytime Phone #: _____

Ablish (ID: ablis) @ 2327 Emissary

Order -> # _____ Code _____ Type _____ Required _____ Information _____ _____	Order -> # _____ Code _____ Type _____ Required _____ Information _____ _____
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Arbit (ID: arbit) @ 1120 Agent

Order -> # _____ Code _____ Type _____ Required _____ Information _____ _____	Order -> # _____ Code _____ Type _____ Required _____ Information _____ _____
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Armit (ID: armit) @ 1120 Agent

Order -> # _____ Code _____ Type _____ Required _____ Information _____ _____	Order -> # _____ Code _____ Type _____ Required _____ Information _____ _____
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Baranor (ID: baran) @ 1321 Mage

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

Del Imat (ID: del i) @ 1321 Mage

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

Dulish (ID: dulis) @ 1120 Command Agent

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

Fioral (ID: fiora) @ 1321 Mage

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

Fiorel (ID: fiore) @ 1120 Command Agent

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

Fioril (ID: fiori) @ 1321 Mage

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

Handen (ID: hande) @ 1321 Mage

Order	->	#	Code	Type	
Required					
Information					

Order	->	#	Code	Type	
Required					
Information					

Hedran (ID: hedra) @ 1321 Agent

	Order	->	# _____	Code _____	Type _____
Required Information					

	Order	->	# _____	Code _____	Type _____
Required Information					

Hedren (ID: hedre) @ 1421 Command

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

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Iarless (ID: iarle) @ 1321 Command
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Order	->	#	Code	Type	Order	->	#	Code	Type
Required					Required				
Information					Information				

Izainson (ID: izain) @ 1321 Mage

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

Jesen (ID: jesen) @ 1119 Command

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

Lumban (ID: lumba) @ 3506 Command

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

Meglivorn (ID: megli) @ 1120 Command

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

Neddet (ID: nedde) @ 1119 Command

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

Ortrane (ID: ortra) @ 1120 Command

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

Samaub (ID: samau) @ 1120 Command

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

Tartas Izain (ID: tarta) @ 1321 Emissary Mage

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