

**MEPBM Games****presents**

# Middle-earth Play-By-Mail™

## Fourth Age, circa 1000



GAME # 143

**Aerithryn**

Victory points : 1175

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 :

**Frost Men [ 1225 ] Aerithryn [ 1175 ] Rhosgobel [ 933 ]**

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 # : 4  
 Account : \$ 0.00  
 Free Turns : 0  
 Security Code : 1928  
 Special Service : YES

# Aerithryn

(A Free People)

Season : Summer

## 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 Army	: Tolerated
# 8 Twin Scorpions	: Tolerated	# 9 Rhosgobel	: Tolerated	#10 Half-Orcs	: Tolerated
#11 Galadhrim	: Tolerated	#12 Drib Le Chin	: Disliked	#13 Ull Navala	: Disliked
#14 Farrelly	: Hated	#15 Nacath Strum	: Disliked	#16 Shadowborn	: Disliked
#17 Heathen Kings	: Disliked	#18 Vampiric Order	: Disliked	#19 Scourge	: Disliked
#20 Black Numenroans	: Disliked	#21 Enlightned Shadow	: Neutral	#22 Fallen	: Neutral
#23 Amun-Musa	: Neutral	#24 Darokin	: Neutral	#25 Karameikos	: Neutral

## POPULATION CENTERS

**Big Woods** Location : @ 0814 in Mixed Forest Climate is Mild

Size : Town	Fortifications : Tower	Loyalty : 44	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	0	0	0	477	0	0	-

**Ginglith** Location : @ 0611 in Mixed Forest Climate is Mild

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	0	0	333	297	0	0
Current stores	0	0	0	0	333	0	0	-

**Littleton** Location : @ 0612 in Mixed Forest Climate is Mild

Size : Camp	Fortifications : None	Loyalty : 59	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	1893	0	0	-

**Nowhere** Location : @ 0712 in Mountains Climate is Mild

Size : Village	Fortifications : None	Loyalty : 67	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	0	58	120	0	0	0	-

**Redwood (Capital)** Location : @ 0713 in Mixed Forest Climate is Mild

Size : Major Town	Fortifications : Tower	Loyalty : 85	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	800	0	751	0	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 : 54	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	1386	0	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	603	0	0	-

**Shathûr** Location : @ 4408 in Open Plains Climate is Mild

Size : Camp	Fortifications : None	Loyalty : 35	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	225	0	0	0	981	0	27	0
Current stores	450	0	0	0	1412	0	54	-

**Smallville** Location : @ 0813 in Mountains Climate is Mild  
 Size : Camp Fortifications : None Loyalty : 68 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 0 62 0 0 0 0 -

**The Gnarl's** Location : @ 0711 in Hills & Rough Climate is Mild  
 Size : Major Town Fortifications : Fort Loyalty : 45 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 160 0 18 0 0 0 0 -

**Tokeliant** Location : @ 0613 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 0 549 297 9 0  
 Current stores 0 0 0 0 790 0 18 -

**Tuilindo** Location : @ 0614 in Mixed Forest Climate is Mild  
 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 0 0 954 108 0 0  
 Current stores 0 0 0 0 0 0 0 -

**Westwood** Location : @ 0412 in Mixed Forest Climate is Mild  
 Size : Town Fortifications : Tower Loyalty : 52 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 1217 0 0 -

## ARMIES AND NAVIES

**Army Commander : Commander Ithilvir** Location : @ 0713 in Mixed Forest Climate is Mild  
 Army morale : 35 Warships : 0 Transports : 0 (1) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Wood Elf footsoldiers w/broadswords 18 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 - Lhingril - Sereglir.  
 The Major Town/Tower of Redwood flying the flag of the Aerithryn is here.

**Navy Commander : Captain Lhimlug** Location : @ 1017 in Coastal Waters Climate is Mild  
 Army morale : 49 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 0  
 Food 5756  
 War machines 10  
 Characters traveling with army : - Celeglang.

## COMPANY COMMANDERS :

None

**MARKET PRICES**

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	17296	12929	1515	1734	85009	13810	1466
Purchase at market price/unit	3	4	8	24	2	4	13
Sell to market price/unit	2	3	5	17	1	3	9

**MISCELLANEOUS**

Maintenance Costs expected next turn are:		Totals for Nation:	Stores	Production
Armies/Navies :	9500	Leather	610	265
Pop Centers :	3250	Bronze	0	690
Characters :	14600	Steel	938	116
		Mithril	120	24
Total :	27350	Food	8862	6468
		Timber	0	1679
		Mounts	72	36
Current Tax rate :	39%			
Revenue expected next turn :	14165 (-13185)			
Current Gold reserve :	15598			

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:

None

You have the following hostages:

None

You possess the following artifacts:

Name of artifact	Item #	Latent	Alignment	Known Powers
Rat Gauntlets	Gauntlet 170	Yes	None	Increases Agent Rank by 15.

You have hidden the following additional artifacts:

None

**NATION MESSAGES**

*There are rumors of an armed conflict involving the Shadowborn and the Faux Meddle Army at 3334.*

*There are rumors of a theft attempt involving Mag Tremontaine at Vorloi.*

*There are rumors of an encounter involving Alphonse Elric at 3719.*

*Our populace reports that a season change is imminent!*

**ENCOUNTER MESSAGES**

None

**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](http://www.MiddleEarthGames.com). From there, you can go to links that allow you to log into the message board and to subscribe to the mailing list.

**ORDERS GIVEN**

Character	Order #	Order Code	Additional Information.....
Caranachad	555	CreCmp	^
Caranachad	825	CstMvSp	314 1713
Celeglang	340	TrPo2Ar	3889
Celeglang	408	HvInfan	400 st st
Glanalph	555	CreCmp	^
Glanalph	825	CstMvSp	304 3809
Gwanod Neber	325	NatSell	br 100
Gwanod Neber	300	ChTaxRt	39
Ithilvir	325	NatSell	ti 100
Ithilvir	435	ArmyMan	
Lhimlug	315	PrchCar	st 400
Lhimlug	830	MovNavy	nw w w sw sw se e se se e e se se e no
Lhingril	605	GrdLoc	
Lhingril	710	PrenMgy	
Menelrandir	315	PrchCar	st 800
Menelrandir	710	PrenMgy	
Mornedhel	555	CreCmp	^
Mornedhel	810	MovChar	0913
Rustfindel	555	CreCmp	^
Rustfindel	810	MovChar	0511
Sereglir	780	TrComm	lhiml n
Sereglir	870	MovJoin	0713 ithil
Tinnungil	810	MovChar	1713
Tinnungil	940	CstLoSp	415 1316

Caranachad



Ranks : Command 0 Agent 0 Emissary 55 Mage 50  
Health 100 Stealth 0 Challenge 56  
Artifacts : None

Spells (+0) : #314 Teleport(82) #412 Research Artifact(100)  
#418 Locate Artifact(77) #428 Locate Artifact True(63) #502 Weakness(76)

Caranachad was located in the Mixed Forest at 4412.

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 cast a movement spell. Teleport was cast.

*He is currently in the Shore/Plains at 1713.*

Celeklang



Ranks : Command 34 Agent 0 Emissary 0 Mage 33  
Health 100 Stealth 0 Challenge 42  
Artifacts : None

Spells (+0) : #104 Resistances(80) #108 Blessings(85) #314 Teleport(60)

Celeklang was located in the Hills & Rough at 0711.

He was ordered to transfer some Food from the population center to the army. 3889 Food was transferred.

He was ordered to recruit some heavy infantry. 400 Heavy Infantry w/Steel weapons and Steel armor were recruited.

He moved with the navy to 1017.

*He is traveling with Lhimlug in the Coastal Waters at 1017.*

Glanalph



Ranks : Command 0 Agent 0 Emissary 53 Mage 20  
Health 100 Stealth 0 Challenge 31  
Artifacts : None

Spells (+0) : #302 Long Stride(90) #304 Fast Stride(95)

Glanalph was located in the Open Plains at 2312.

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

She was ordered to cast a movement spell. Fast Stride was cast.

*She is currently in the Open Plains at 3809.*

Gwanod Neber



Ranks : Command 32 Agent 0 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 47+  
 Artifacts : None  
 Spells (+0) : None

Gwanod Neber was located in the Mixed Forest at 0713.

She was ordered to change the tax rate. The tax rate was changed to 39. Loyalty has been affected.

She was ordered to have the nation sell to the caravans. 2538 Bronze were sold for 9137 Gold.

*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 33 Agent 0 Emissary 13 Mage 30  
 Health 100 Stealth 0 Challenge 42  
 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. 1571 Timber were sold for 5656 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 Hills & Rough at 0711.

He was ordered to purchase from the caravans. 400 Steel were bought for 1920 Gold.

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

*He commands a navy in the Coastal Waters at 1017.*

Lhingril



Ranks : Command 13 Agent 14 Emissary 0 Mage 17  
 Health 100 Stealth 0 Challenge 22  
 Artifacts : None  
 Spells (+0) : #308 Capital Return(94)

Lhingril was located in the Mixed Forest at 0713.

She was ordered to guard the location. Redwood was guarded.

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

*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.*

Menelrandir



Ranks : Command 0 Agent 0 Emissary 0 Mage 36  
 Health 100 Stealth 0 Challenge 36  
 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 purchase from the caravans. 800 Steel were bought for 3840 Gold.

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

*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 Emissary 36 Mage 30  
 Health 100 Stealth 0 Challenge 42  
 Artifacts : None  
 Spells (+0) : #314 Teleport(57) #408 Perceive Nationality(63)  
 #422 Perceive Power(90)

Mornedhel was located in the Mixed Forest at 0714.

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

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

*She is currently in the Mixed Forest at 0913.*



Rustfindel



Ranks : Command 0 Agent 0 Emissary 45 Mage 10  
 Health 100 Stealth 0 Challenge 24  
 Artifacts : None  
 Spells (+0) : #314 Teleport(50)

Rustfindel was located in the Mixed Forest at 0614.

She was ordered to create a camp. No population center name was provided. A camp named Tuilindo was created.

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

She has encountered the entrance to a hidden valley which can be investigated.

***She is currently in the Mixed Forest at 0511.***

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 Hills & Rough at 0711.

He was ordered to transfer the command. The command was transferred to Lhimlug. He left the army.

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

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

Tinnungil



Ranks : Command 0 Agent 0 Emissary 0 Mage 60  
 Health 100 Stealth 0 Challenge 60  
 Artifacts : #170 Rat Gauntlets  
 Spells (+0) : #314 Teleport(78) #413 Scry Population Center(100)  
 #415 Scry Area(93) #416 Reveal Production(87) #420 Reveal Character(85)  
 #502 Weakness(100)

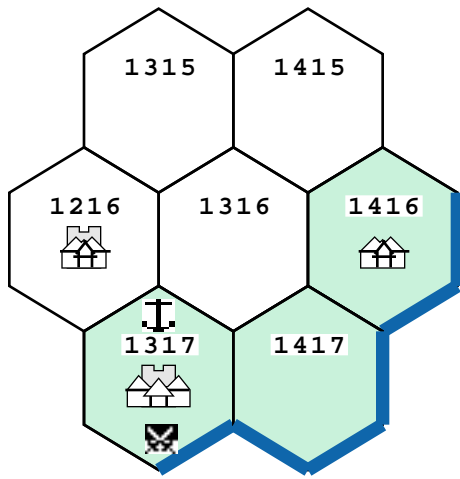
Tinnungil was located in the Open Plains at 2301.

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

He was ordered to cast a lore spell. Scry Area - Foreign armies identified: - Lumban of the Fallen with about 100 troops at 1317. See report below.

***He is currently in the Shore/Plains at 1713.***





Required _____ Information _____ _____	Required _____ Information _____ _____
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**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) @ 1017 Command**

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

**Lhingril (ID: lhing) @ 0713 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) @ 0913 Agent Emissary Mage**

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

**Rustfindel (ID: rustf) @ 0511 Emissary Mage**

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

**Sereglir (ID: sereg) @ 0713 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			_____				
			_____								_____				
			_____								_____				