

**MEPBM Games****presents**

# Middle-earth Play-By-Mail™

## Fourth Age, circa 1000



GAME # 141

**Alvernus**

Victory points : 1417

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 [ 1417 ] Once Upon a Time [ 1067 ] Sing a Song [ 1000 ]**

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 # : 17  
 Account : \$ 0.00  
 Free Turns : 0  
 Security Code : 6402  
 Special Service : YES

# Alvernus

(A Free People)

Season : Spring

## RELATIONS WITH OTHER NATIONS

# 1 North Kingdom	: Hated	# 2 South Kingdom	: Disliked	# 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	: Disliked	#15 Twilight Hammer	: Disliked
#16 Sh'iar Empire	: Disliked	#17 Great Trollusk	: Disliked	#18 Bením an Pharazôn	: Neutral
#19 RhunLandChattelCo	: Disliked	#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	252	0	0	0	0	-

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

Size : City	Fortifications : Tower	Loyalty : 76	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	0	668	270	1160	-

A small 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 : 37	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	202	0	0	0	1700	0	0	-

**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	79	0	0	0	664	6000	0	-

**Drú Dôr** Location : @ 0703 in Mountains Climate is Polar

Size : Village	Fortifications : None	Loyalty : 23	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	29	7	0	0	0	330
Current stores	0	0	60	0	0	0	0	-

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

Size : Camp	Fortifications : None	Loyalty : 25	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	118	0	0	0	0	-

**Gorgon** Location : @ 0206 in Mixed Forest Climate is Mild

Size : Town	Fortifications : Tower	Loyalty : 34	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	2312	1326	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	2728	810	0	-

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

**Lisgardh**

Location : @ 0608 in Mountains Climate is Cool

Size : Village	Fortifications : None	Loyalty : 21	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	528	0	0	0	0	0	-

**Melkor**

Location : @ 0306 in Shore/Plains Climate is Mild

Size : Village	Fortifications : None	Loyalty : 60	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	144	0	0	0	2332	0	0	-

**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	26	0	0	0	49	0	0	-

**Rómenya**

Location : @ 0604 in Mountains Climate is Cold

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	78	18	0	0	0	900
Current stores	0	0	131	0	0	0	0	-

**Sanká**

Location : @ 0605 in Mountains Climate is Cold

Size : Village	Fortifications : None	Loyalty : 32	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	72	14	0	0	0	780
Current stores	0	0	151	0	0	0	0	-

**Taverna**

Location : @ 3912 in Shore/Plains Climate is Cool

Size : Major Town	Fortifications : Tower	Loyalty : 65	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	74	0	0	0	0	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	126	0	0	0	736	0	0	-

Foreign characters reported in the hex : **Al'leneluk - Anya the Red - Criknrog - Delta - Urdo Bloodtongue -****Wojuruk - Zog u Grai.**

A small army bearing the banner of the Alvernus under Regent Moraiza is here.

**Zhantus**

Location : @ 0307 in Mixed Forest Climate is Mild

Size : Town	Fortifications : Tower	Loyalty : 30	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	2008	390	0	-

**ARMIES AND NAVIES**

**Army Commander : Regent Carlin** Location : @ 0207 in Mixed Forest Climate is Mild  
 Army morale : 78 Warships : 0 Transports : 0 (1) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Eriadoran mercenaries w/shortswords 81 30 10 100 Men-at-Arms  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0  
 Armor 0 0  
 Food 3 Low Supplies !!  
 War machines 0  
 Characters traveling with army : - Agbathû - Barrow Wight - Faika - Moeskin.  
 The City/Tower of Baltus flying the flag of the Alvernus is here.

**Army Commander : Commander Carvedas** Location : @ 0507 in Mixed Forest Climate is Mild  
 Army morale : 34 Warships : 0 Transports : 0 (6) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Eriadoran footmen w/spears 11 10 0 1400 Heavy Infantry  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0  
 Armor 0 0  
 Food 123 Low Supplies !!  
 War machines 0  
 Characters traveling with army : - Erester.  
 The Town of Lirith Tol flying the flag of the Alvernus is here.

**Army Commander : Regent Moraiza** Location : @ 0408 in Shore/Plains Climate is Mild  
 Army morale : 27 Warships : 0 Transports : 0 (2) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Eriadoran footmen w/spears 15 10 0 500 Heavy Infantry  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0  
 Armor 0 0  
 Food 18 Low Supplies !!  
 War machines 0  
 The Major Town/Tower of Tol Cirith flying the flag of the Alvernus is here.

**Navy Commander : Regent Llewi** Location : @ 0203 in Shore/Plains Climate is Mild  
 Army morale : 49 Warships : 15 Transports : 5 (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 1800  
 War machines 0

**COMPANY COMMANDERS :**

Veteran Iarless Location : @ 1007 Traveling with him are : Angus.

**MARKET PRICES**

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	13722	11549	4154	2933	228407	18121	1778
Purchase at market price/unit	3	4	6	15	2	3	10
Sell to market price/unit	2	3	4	10	1	2	7

**MISCELLANEOUS****Maintenance Costs expected next turn are:**

Armies/Navies :	8800
Pop Centers :	4000
Characters :	32980
<b>Total :</b>	<b>45780</b>
Current Tax rate :	60%
Revenue expected next turn :	40810 (-4970)
Current Gold reserve :	39720

**Totals for Nation:****Stores****Production**

Leather	2924	651
Bronze	528	176
Steel	1732	399
Mithril	0	65
Food	13197	3249
Timber	8796	466
Mounts	1160	55

**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:**

None

**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.
Dagnirdraug	Sword	43	No	Good	COMBAT - Increases damage by 750 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.
Ungolrist	Sword	167	No	Good	COMBAT - Increases damage by 750 points.
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

*There are rumors of an armed conflict involving the Red Witches and the Sundered at 2418.*  
*The loyalty was influenced/reduced at Zhantus.*  
*The loyalty was influenced/reduced at Zhantus.*  
*There are rumors of a public execution involving Freddie Mercury and Yazher.*  
*There are rumors of an encounter involving Calmorik at 1202.*

## ENCOUNTER MESSAGES

### Encounter for Myrthrandir at 2320

In the presence of an intimidating magical power, Myrthrandir stood forth and answered, "Telchar." 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 Dagnirdraug lay quietly glowing. Myrthrandir took it with him.

### Encounter for Malendur at 3329

Striking a flint, he bent to torch the web - and the woman as well. The spark leapt from the flint and the web caught with an audible whoosh. Even louder, however, was the high pitched scream from the entity in the middle of the web who fell to the floor with a heavy thump! There, where the woman had lain was the bloated and very angry body of the giant Spider known as Shelob! Shelob moved with terrifying speed across the sticky web toward him. Her grotesquely bulbous body swayed hypnotically as the cruel mandibles opened and reached for him. He tried to resist the fear which threatened to overwhelm him and to strike at the very heart of the monster, but Shelob seemed to ignore his spells. The mandibles reached him and he screamed in pain while he tried again and again to kill her before she drained him of all of his life's fluids. But she was too strong and too fast and the web seemed to have a life of its own. Knowing that he could do no more, he made one last valiant attempt and used a last desperate spell! Shelob trembled and screamed as the spell took affect and fell across him....dead! After the battle, a small chest was found. Inside was a scroll which burst into flames. As it burned, he found a new spell in his memory! Gems and jewels were also found. They valued about 30000 gold pieces and were sent to the capital!

### Encounter for Kônebra at 3304.

Kônebra entered a long dusty passage which seemed to go deeper into the earth. The farther he traveled, the more he got the feeling that something was watching him. Finally, forms began to take ghostly shape around him. Spirits and Wights too, began to appear and to move menacingly toward him. Suddenly, the attack began with little or no warning! There was no time to do anything except to fight for his very existence. Shapes moved and coalesced on all sides, and the battle was fierce and deadly. The battle was short but fierce. He fought with SUCH grim determination that their ethereal bodies fled in confusion! In a dark corner of an even darker alcove a magical Sword named "Ungolrist" lay quietly glowing. Kônebra took it with him.

## COMBAT MESSAGES

### Battle at 1501

In the Polar climate of the Shore/Plains of 1501, a conflict took place in the early morning hours under an overcast sky.

At the head of a demoralized army rode **Regent Gatto** of the nation of the Once Upon a Time. In his hands was borne the glowing Axe called Axe of Braogha. 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
1214 Northman horsemen w/battle axes	wooden/bronze	none/leather	ragged ranks

The Major Town of Toad Suck flying the flag of the Tribes of Angmar is situated in the Shore/Plains here. It is fortified by a Tower, and it is under siege or attack.

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

The battle for Toad Suck 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.... Gatto's army survived the attack on the Major Town, but suffered some losses. Gatto appeared to have survived. The Major Town has been reduced to a Ruins. The Tower has not been affected. The Ruins of Toad Suck 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](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.....
Agbathû	185	DnStNat	2
Agbathû	947	NatTran	0207 mo 100
Angus	615	Assass	rular
Angus	940	CstLoSp	418 103
Barrow Wight	610	GrdChar	carli
Barrow Wight	185	DnStNat	14
Carlin	435	ArmyMan	
Carlin	765	SplArmy	morai 500 ^ 500 ^ ^ ^
Carvedas	408	HvInfan	400 ^ ^
Carvedas	850	MovArmy	se se ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Elendil	505	Bribe	jf b 13000
Elendil	870	MovJoin	0307 morai
Elostirion	550	ImprPop	
Elostirion	940	CstLoSp	436 a bal
Erestor	550	ImprPop	
Erestor	870	MovJoin	0507 carve
Faika	185	DnStNat	16
Faika	325	NatSell	mi 100
Iarless	610	GrdChar	tor m
Iarless	820	MovCmpy	1007
Kônebra	940	CstLoSp	410 e
Kônebra	290	InvEnc	
Llewli	270	DstShp	
Llewli	830	MovNavy	w w w w w w w w w w w w w w SW SW no
Lumban	810	MovChar	0912
Lumban	940	CstLoSp	412 89
Malendur	285	ReacEnc	Burn

Malendur	940	CstLoSp	428	94	
Modulator	520	InfYour			
Modulator	948	TranCar	3912	0507	fo 2000
Moeskin	705	RsrchSp	410		
Moeskin	940	CstLoSp	430	gwaih	
Moraiza	185	DnStNat	19		
Moraiza	860	ForcMar	e	se	e ^ ^ ^ ^ ^ ^ ^ ^ no
Myrthrandir	285	ReacEnc	Telchar		
Myrthrandir	940	CstLoSp	428	93	
Soil Nûnaw	810	MovChar	2818		
Soil Nûnaw	930	ScoChar			
Transmitter	330	CstCjSp	508	^	
Transmitter	520	InfYour			



Agbath



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

Agbathû 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. 553 Mounts (+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.***

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(85)

Angus was located in the Hills & Rough at 1407.

He was ordered to assassinate a character. He was not able to assassinate the character because of tight security.

Tor Mitari escaped from being held hostage.

He moved with the company to 1007.

He was ordered to cast a lore spell. Locate Artifact - artifact #103, a Sword, may be possessed by Bragolach at or near 0906.

***He is traveling with Iarless in the Hills & Rough at 1007.***

Barrow Wight



Ranks : Command 54 Agent 61 Emissary 21 Mage 0  
 Health 100 Stealth 0 Challenge 67  
 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 Dark Feast were downgraded.

He was ordered to guard a character. Carlin 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 69 Agent 0 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 79  
 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 split the army. The army split was changed because there were insufficient troops. The army was split. 18 Food was transferred.

***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 recruit some heavy infantry. 400 Heavy Infantry w/Wood weapons and No armor were recruited.

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

***He commands an army in the Mixed Forest at 0507. The Town of Lirith Tol flying the flag of the Alvernus is here.***

Elendil



Ranks : Command 0 Agent 0 Emissary 79 Mage 0  
 Health 100 Stealth 0 Challenge 39  
 Artifacts : None  
 Spells (+0) : None

Elendil was located in the Mixed Forest at 0612.

He was ordered to bribe/recruit a character. JF Breau was successfully recruited.

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 is currently in the Mixed Forest at 0307. The Town/Tower of Zhantus flying the flag of the Alvernus is here.***

Elostirion



Ranks : Command 0 Agent 0 Emissary 85 Mage 40  
Health 83 Stealth 0 Challenge 52  
Artifacts : None

Spells (+0) : #314 Teleport(76) #414 Scry Hex(96) #415 Scry Area(83)  
#436 Scry Character(91)

Elostirion was located in the Mountains at 0605.

He was ordered to improve the population center size. Sanká was improved to a Village.

He was ordered to cast a lore spell. Scry Character - A Balrog is a Maiar Spirit that retains the following title(s): Lord Marshal - Enchanter. Artifacts held: None could be scryed. Spells known: None could be scryed.

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

Erestor



Ranks : Command 23 Agent 0 Emissary 67 Mage 0  
Health 100 Stealth 0 Challenge 38  
Artifacts : None

Spells (+0) : None

Erestor was located in the Mountains at 0703.

He was ordered to improve the population center size. Drú Dôr was improved to a Village.

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

***He is traveling with Carvedas in the Mixed Forest at 0507. The Town of Lirith Tol flying the flag of the Alvernus is here.***

Faika



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

Spells (+0) : None

Faika was located in the Mixed Forest at 0207.

He was ordered to downgrade our relations. Our relations with the Sh'iar Empire were downgraded.

He was ordered to have the nation sell to the caravans. 365 Mithril were sold for 20075 Gold.

***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 47 Emissary 0 Mage 0  
 Health 100+ Stealth 0 Challenge 38  
 Artifacts : None  
 Spells (+0) : None

Iarless was located in the Hills & Rough at 1407.

He was ordered to guard a character. The hostage Tor Mitari was guarded.

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

*He commands a company in the Hills & Rough at 1007.*

JF Breau



Ranks : Command 0 Agent 55 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 41  
 Artifacts : None  
 Spells (+0) : None

*He is currently in the Mixed Forest at 0612.*

K nebra



Ranks : Command 0 Agent 0 Emissary 0 Mage 56  
 Health 10 Stealth 0 Challenge 71  
 Artifacts : #167 Ungolrist  
 Spells (+0) : #104 Resistances(78) #214 Call Winds(70) #302 Long Stride(100)  
 #314 Teleport(85) #410 Divine Allegiance Forces(97) #412 Research Artifact(87)  
 #414 Scry Hex(97) #417 Divine Characters w/Forces(92)

Konebra was located in the Open Plains at 3304.

He investigated encounters/strange rumors at 3304. See Encounter messages...

He was ordered to cast a lore spell. Divine Allegiance Forces - Evil nations with forces near 3304 - None.

*He is currently in the Open Plains at 3304.*

Llewi



Ranks : Command 64 Agent 0 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 64  
 Artifacts : None  
 Spells (+0) : None

Llewi was located in the Shore/Plains at 1501.

He was ordered to destroy some ships. 6 warships were captured. 1 transports were captured. All the other ships were destroyed.

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

*He commands a navy offshore at 0203.*

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(97)

Lumban was located in the Open Plains at 1814.

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

He was ordered to cast a lore spell. Research Artifact - Orcrist #89 is a Sword - allegiance: None - increases combat damage by 750 pts.

He has encountered a crevice in the hillside which can be investigated.

*He is currently in the Hills & Rough at 0912.*

Malendur



Ranks : Command 0 Agent 0 Emissary 0 Mage 61 (71)  
 Health 99 Stealth 0 Challenge 111  
 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) #510 Conjure Food(82)

Malendur was located in the Mountains at 3329.

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

He was ordered to cast a lore spell. He was not able to cast the spell. Continued efforts may succeed.

*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 57 Mage 0  
 Health 100 Stealth 0 Challenge 28  
 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 Food. 1756 Food (+10%) transported from Taverna to Lirith Tol.

**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 51 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) #410 Divine Allegiance Forces(95)  
 #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(87)

Moeskin was located in the Mixed Forest at 0207.

He was ordered to research a spell. Divine Allegiance Forces #410 was successfully researched.

He was ordered to cast a lore spell. Reveal Character True - Gwaihir Eagles may be located in the Open Plains at 1204.

**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 66 Agent 0 Emissary 0 Mage 44  
 Health 100+ Stealth 0 Challenge 77  
 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 RhunLandChattelCo were downgraded.

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

**He commands an army in the Shore/Plains at 0408. The Major Town/Tower of Tol Cirith flying the flag of the Alvernus is here.**

Myrthrandir



Ranks : Command 0 Agent 0 Emissary 0 Mage 66 (76)  
 Health 69 Stealth 0 Challenge 91  
 Artifacts : #43 Dagnirdraug/ #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(88) #430 Reveal Character True(56)

Myrthrandir was located in the Open Plains at 2320.

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

He was ordered to cast a lore spell. Locate Artifact True - Elfbane #93 is located in the Open Plains at 3810.

*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 Shore/Plains at 3813.

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: Captain Signette - Lohmai'gwaith. Nothing else was reported at this time.

*He is currently in the Open Plains at 2818. The City/Fort of Nim Sereg flying the flag of the Lohmai'gwaith is here.*

Transmitter



Ranks : Command 0 Agent 0 Emissary 67 Mage 60  
 Health 100 Stealth 0 Challenge 68  
 Artifacts : None

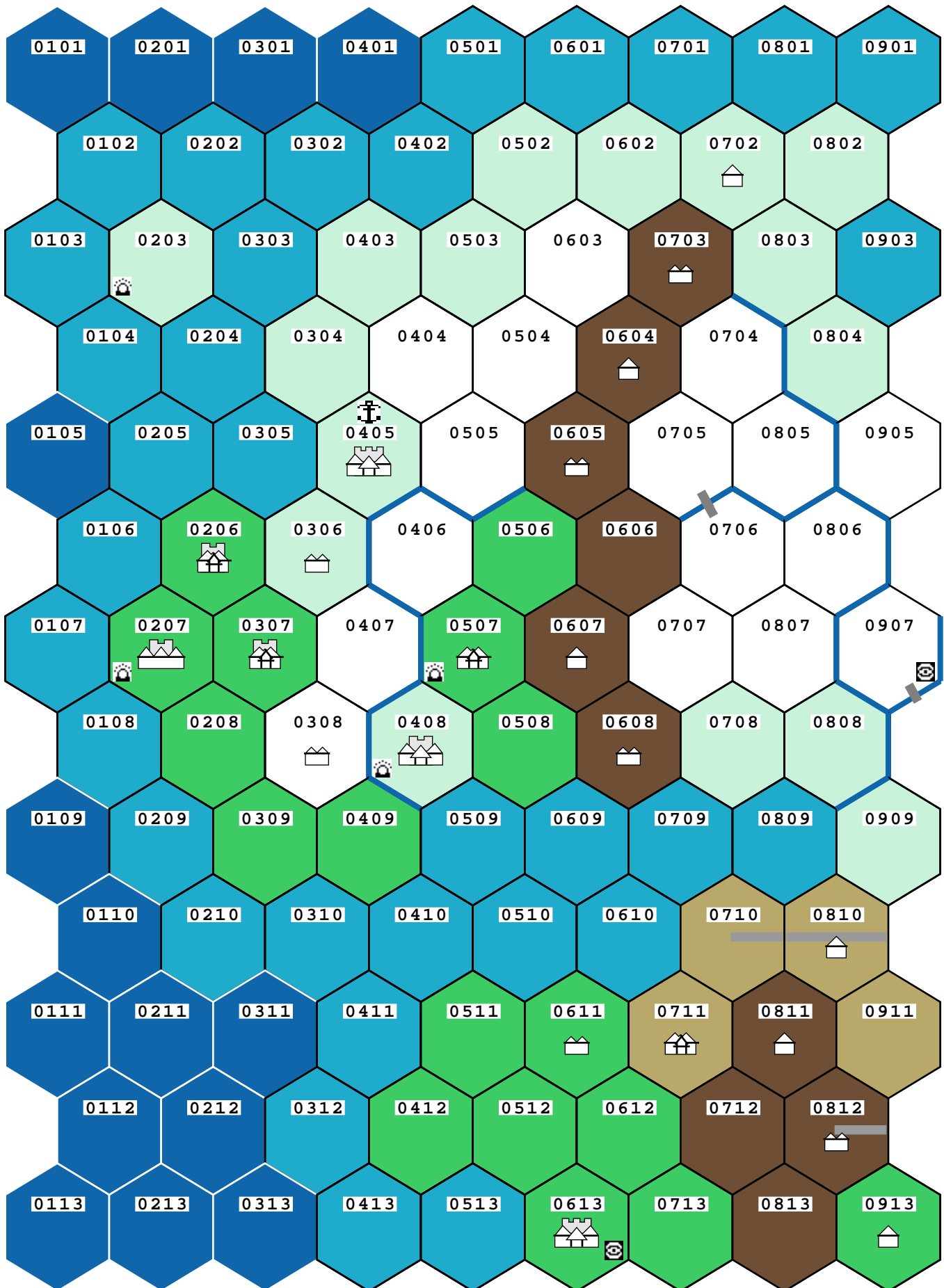
Spells (+0) : #314 Teleport(65) #412 Research Artifact(85)  
 #413 Scry Population Center(85) #415 Scry Area(77) #418 Locate Artifact(84)  
 #428 Locate Artifact True(73) #508 Conjure Mounts(85)

Transmitter was located in the Shore/Plains at 3912.

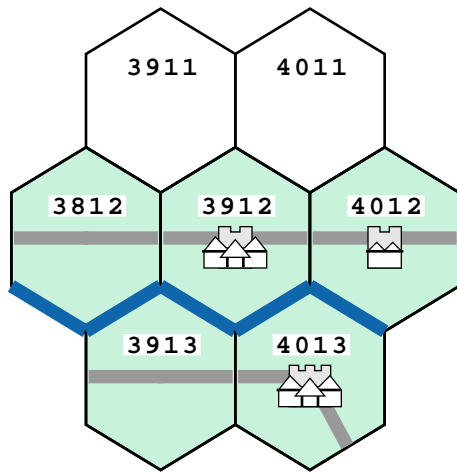
He was ordered to cast a conjuring spell. Conjure Mounts was cast. 300 Mounts were conjured.

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.*







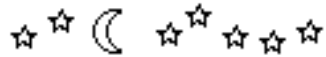
# MEPBM Games

## Middle-earth Play-By-Mail™

### Fourth Age, circa 1000

Alvernus

### TURNSHEET



Game # 141



LUCIO PIMENTEL 110728  
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NONE  
NONE

Game # : 141  
Player # : 25  
Turn # : 18  
Security # : 6402

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#### Agbathû (ID: agbat) @ 0207 Command

<p>Order -&gt; # _____ Code _____ Type _____</p> <p>Required _____</p> <p>Information _____</p> <p>_____</p>	<p>Order -&gt; # _____ Code _____ Type _____</p> <p>Required _____</p> <p>Information _____</p> <p>_____</p>
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#### Angus (ID: angus) @ 1007 Agent Mage

<p>Order -&gt; # _____ Code _____ Type _____</p> <p>Required _____</p> <p>Information _____</p> <p>_____</p>	<p>Order -&gt; # _____ Code _____ Type _____</p> <p>Required _____</p> <p>Information _____</p> <p>_____</p>
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#### Barrow Wight (ID: barro) @ 0207 Command Agent Emissary

<p>Order -&gt; # _____ Code _____ Type _____</p> <p>Required _____</p> <p>Information _____</p> <p>_____</p>	<p>Order -&gt; # _____ Code _____ Type _____</p> <p>Required _____</p> <p>Information _____</p> <p>_____</p>
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**Carlin (ID: carli) @ 0207 Command**

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

**Carvedas (ID: carve) @ 0507 Command Agent**

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

**Elendil (ID: elend) @ 0307 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) @ 0507 Command Emissary**

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

**Faika (ID: faika) @ 0207 Command**

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

**Iarless (ID: iarle) @ 1007 Command Agent**

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

**JF Breau (ID: jf b) @ 0612 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) @ 0203 Command**

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

**Lumban (ID: lumba) @ 0912 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) @ 0408 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 ) @ 2818 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			_____				
			_____								_____				