

**MEPBM Games**  
**presents**

# Middle-earth Play-By-Mail™

## Fourth Age, circa 1000



GAME # 141



### **Alvernus**

Victory points : 1500

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 [ 1500 ] Sing a Song [ 1000 ] Once Upon a Time [ 983 ]**

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 # : 27  
Account : \$ 0.00  
Free Turns : 0  
Security Code : 1302  
Special Service : YES

# Alvernus

(A Free People)

Season : Fall

## RELATIONS WITH OTHER NATIONS

# 1 North Kingdom	: Hated	# 2 South Kingdom	: Disliked	# 3 Wise Council	: Tolerated
# 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	: Hated
#13 Red Witches	: Disliked	#14 Dark Feast	: Disliked	#15 Twilight Hammer	: Disliked
#16 Sh'iar Empire	: Disliked	#17 Great Trollusk	: Hated	#18 Bením an Pharazôn	: Disliked
#19 RhunLandChattelCo	: Disliked	#20 Tribes of Angmar	: Hated	#21 Lands	: Tolerated
#22 Sing a Song	: Tolerated	#23 Once Upon a Time	: Friendly	#24 Plane	: Tolerated

## POPULATION CENTERS

Location : @ 3729 in Hills & Rough Climate is Hot

Size : Camp	Fortifications : None	Loyalty : 35	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	104	120	0	0	0	0	1040
Current stores	0	0	360	0	0	0	0	-

Akhúlsa Location : @ 3825 in Shore/Plains Climate is Hot

Size : Camp	Fortifications : None	Loyalty : 34	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	224	0	0	0	224	0	24	0
Current stores	538	0	0	0	224	0	96	-

Andakro Location : @ 0607 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	0	120	8	0	0	0	1000
Current stores	0	0	420	28	0	0	0	-

Foreign characters reported in the hex : **Achilleus**.*A large army bearing the banner of the North Kingdom under Warlord Cagh Monûnaw is here.*

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

Size : City	Fortifications : Tower	Loyalty : 100	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	27	0	0	0	167	0	270	-

Barad Cirith Location : @ 0308 in Open Plains Climate is Mild

Size : Camp	Fortifications : None	Loyalty : 29	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	252	0	0	0	531	0	18	0
Current stores	968	0	0	0	531	0	100	-

Beni-Inusi Location : @ 3102 in Mountains Climate is Polar

Size : Major Town	Fortifications : None	Loyalty : 68	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	26	12	0	0	0	0	420
Current stores	0	0	48	0	0	0	0	-

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

Size : Major Town	Fortifications : Castle	Loyalty : 63	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	190	0	0	0	166	0	28	-

A navy bearing the banner of the Alvernus under Captain Carvedas is here.

**Echiant** Location : @ 2822 in Fens & Swamp Climate is Mild  
 Size : Camp Fortifications : None Loyalty : 20 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 0 210 0 0 0 0 -

**Gorgon** Location : @ 0206 in Mixed Forest Climate is Mild  
 Size : Village Fortifications : Tower Loyalty : 37 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 0 0 0 0 770 295 0 0  
 Current stores 0 0 0 0 770 0 0 -

**Grand-Pre** Location : @ 0711 in Hills & Rough Climate is Mild  
 Size : Village Fortifications : None Loyalty : 26 Docks : None Hidden ? : No Sieged ? : YES  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 0 0 0 0 612 130 0 1100  
 Current stores 0 0 0 0 0 485 0 -

*An army bearing the banner of the North Kingdom under Regent Menelaus is here.*

**Halenon** Location : @ 2828 in Shore/Plains Climate is Warm  
 Size : Village Fortifications : None Loyalty : 52 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 168 0 0 0 224 0 24 0  
 Current stores 604 0 0 0 224 0 105 -

**Lirith Tol** Location : @ 0507 in Mixed Forest Climate is Mild  
 Size : Major Town Fortifications : Tower Loyalty : 43 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 0 0 0 0 162 90 0 700  
 Current stores 0 0 0 0 162 0 0 -

*An army bearing the banner of the Alvernus under Regent Llewli is here.*

**Lisgardh** Location : @ 0608 in Mountains Climate is Cool  
 Size : Village Fortifications : None Loyalty : 18 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 0 0 48 0 0 0 -

**Mijesec** Location : @ 0505 in Open Plains 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 306 0 0 0 693 0 18 0  
 Current stores 734 0 0 0 145 0 72 -

**Northern Way** Location : @ 0702 in Shore/Plains Climate is Polar  
 Size : Camp Fortifications : Tower Loyalty : 55 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 62 0 0 0 49 0 12 -

**Nosebleed** Location : @ 3624 in Mountains Climate is Cool  
 Size : Camp Fortifications : None Loyalty : 32 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 0 0 60 30 0 0 0 1000  
 Current stores 0 0 180 90 0 0 0 -

**Taverna** Location : @ 3912 in Shore/Plains Climate is Cool  
 Size : Major Town Fortifications : Tower Loyalty : 93 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 188 0 0 0 352 0 310 -

**Tol Cirith** Location : @ 0408 in Shore/Plains Climate is Mild  
 Size : Major Town Fortifications : Tower Loyalty : 33 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 302 0 0 0 184 0 28 -

**Zhantus** Location : @ 0307 in Mixed Forest Climate is Mild  
 Size : Town Fortifications : Tower Loyalty : 1 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 0 502 0 0 -

## ARMIES AND NAVIES

**Army Commander : Warlord Carlin** Location : @ 0803 in Shore/Plains Climate is Polar  
 Army morale : 78 Warships : 0 Transports : 0 (2) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Lesser Dúnadan horsemen w/broadswords 20 10 22 176 Heavy Cavalry  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0  
 Armor 0 0 0  
 Food 0 Out of Food !!  
 War machines 1

**Army Commander : Commander Erester** Location : @ 0605 in Mountains Climate is Cold  
 Army morale : 29 Warships : 0 Transports : 0 (7) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Eriadoran footmen w/spears 11 10 0 1560 Heavy Infantry  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0  
 Armor 0 0 0  
 Food 1 Low Supplies !!  
 War machines 0

**The Village of Sanká flying the flag of the North Kingdom is here.**

**Army Commander : Lord Faika** Location : @ 0306 in Shore/Plains Climate is Mild  
 Army morale : 25 Warships : 0 Transports : 0 (4) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Lesser Dúnadan horsemen w/broadswords 10 10 0 500 Heavy Cavalry  
 Eriadoran footmen w/spears 11 10 0 100 Heavy Infantry  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0  
 Armor 0 0 0  
 Food 10 Low Supplies !!  
 War machines 0

**The Village of Melkor flying the flag of the Great Trollusk is here.**

**Army Commander : Regent Llewli** Location : @ 0507 in Mixed Forest Climate is Mild  
 Army morale : 76 Warships : 0 Transports : 0 (6) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Eriadoran footmen w/spears 15 10 0 1391 Heavy Infantry  
 Eriadoran mercenaries w/shortswords 67 30 10 16 Men-at-Arms  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0  
 Armor 0 0 0  
 Food 0 Out of Food !!  
 War machines 0

**The Major Town/Tower of Lirith Tol flying the flag of the Alvernus is here.**

**Army Commander : Warlord Moraiza** Location : @ 0613 in Mixed Forest Climate is Mild  
 Army morale : 28 Warships : 0 Transports : 0 (4) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Lesser Dúnadan horsemen w/broadswords 11 10 5 85 Heavy Cavalry  
 Eriadoran footmen w/spears 13 10 0 681 Heavy Infantry  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0  
 Armor 0 0 0  
 Food 0 Out of Food !!  
 War machines 0

**The Major Town of Port Royale flying the flag of the Tribes of Angmar is here.**

**Navy Commander : Captain Carvedas** Location : @ 0405 in Shore/Plains Climate is Mild  
 Army morale : 42 Warships : 19 Transports : 12 (2) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Eriadoran footmen w/spears 10 10 0 500 Heavy Infantry  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0 0  
 Armor 0 0 0  
 Food 1 Low Supplies !!  
 War machines 0  
 The Major Town/Castle of Dire flying the flag of the Alvernus is here.

**COMPANY COMMANDERS :**

Veteran Iarless Location : @ 0607 Traveling with him are : JF Breau.

**MARKET PRICES**

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	30365	32174	13465	3682	308935	33341	4471
Purchase at market price/unit	2	2	3	11	2	2	7
Sell to market price/unit	1	1	2	7	1	1	4

**MISCELLANEOUS**

Maintenance Costs expected next turn are:	Totals for Nation:	Stores	Production
Armies/Navies : 23060	Leather	3613	1255
Pop Centers : 5500	Bronze	0	306
Characters : 36100	Steel	1218	382
	Mithril	166	54
Total : 64660	Food	3476	4636
	Timber	485	625
Current Tax rate : 60%	Mounts	1021	111
Revenue expected next turn : 42760 (-21900)			
Current Gold reserve : 17074			

Ritual character terminations: 3

Ships have been left anchored at the following locations:

None

You have the following double agents:

**Forthain of the South Kingdom @ 2527**

Double agent Forthain reports he was ordered to challenge Urthel to personal combat.

Double agent Forthain reports he challenged Urthel to personal combat, but was refused. He gained personal honor.

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

**Riadeegha of the Plane @ 2235**

Double agent Riadeegha reports he was ordered to influence the population center loyalty. The loyalty was influenced/improved at Korondë.

Double agent Riadeegha reports he was ordered to hire an army. He was not able to hire an army because there was insufficient Gold.

You have the following hostages:

Del Imat of the North Kingdom is held by Carlin at 0803 - No Gold ransom demanded at this time.

**You possess the following artifacts:**

Name of artifact	Item	#	Latent	Alignment	Known Powers
Romoquenáro	Bow	7	No	None	COMBAT - Increases damage by 750 points.
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.
Ringil	Sword	103	No	Good	COMBAT - Increases damage by 2000 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".
Wood-shadow	Cloak	210	Yes	None	Increases Stealth Rank by 15.

**You have hidden the following additional artifacts:**

None

**NATION MESSAGES**

*There are rumors of a personal challenge involving Malantur and Daniel at 3720.*

*The loyalty was influenced/reduced at Lirith Tol.*

*The loyalty was influenced/reduced at Lirith Tol.*

*There are rumors of a theft attempt involving Tartas Izain at Falassé.*

*11325 Gold was transported from the Wise Council to Baltus.*

**ENCOUNTER MESSAGES**

None

**COMBAT MESSAGES****Battle at 0803**

In the Polar climate of the Shore/Plains of 0803, a conflict took place in the hours of late morning during a driving storm.

At the head of a rebellious army rode **Regent Machaon** of the nation of the North Kingdom. The mount on which he rode moved with trepidation to the center of the battle lines. Behind him the forming ranks were filled with:

Troops	Weapons	Armor	Formations
1300 Dúnadan knights w/lances	wooden/bronze	leather/bronze	a mob

At the head of a highly energetic army rode **Warlord Carlin** of the nation of the Alvernus. In his hands was borne the glowing Sword called Dagnirdraug. The mount on which he rode cantered anxiously along the side of the battle lines. Behind him the forming ranks were filled with:

Troops	Weapons	Armor	Formations
1265 Lesser Dúnadan horsemen w/broadswords	wooden	leather/bronze	a mob

Report from Carlin.....My commanders moved among the troops before battle, readying them, bolstering their resolve, and issuing last minute orders. These troops didn't need much encouragement and waved and joked with their Commanders, offering bets on who would find the best plunder. Finally the order was heard coursing through the ranks.. Charge!! Charge!! The men cheered as a few boulders and some flying debris struck among the enemy troops.

Against the forces of Machaon, they met our charge with one of their own.

After the battle had joined in earnest, heroes made their presence known all over the battlefield. **Carlin** burst forth with a blood curdling yell and rushed to meet whatever foes would face his glowing Sword.

Report from Carlin.....Our cavalry rode swiftly across the shore and thundered into the enemy, killing many. The troops fought very well, but more training would have raised them to great heights. They fought with great spirit. Although the enemy fought hard, we finally succeeded in overwhelming them after a long battle.

Commanders on the scene ordered their troops to salvage what they could from the remains of the enemy forces..

Warlord Carlin: 126 Food

After the battle.... Machaon's forces were destroyed/routed in the battle. Machaon appeared to have survived. Carlin's forces were victorious in the battle, but suffered huge losses. Carlin appeared to have survived.

#### **Battle at 0711**

In the Mild climate of the Hills & Rough of 0711, a conflict took place in the early afternoon under an overcast sky.

At the head of a rebellious army rode **Warlord Moraiza** of the nation of the Alvernus. In his hands was borne the glowing Sword called Ringil. The mount on which he rode moved with trepidation to the center of the battle lines. Behind him the forming ranks were filled with:

Troops	Weapons	Armor	Formations
100 Lesser Dúnadan horsemen w/broadswords	wooden	none/leather	a mob
800 Eriadoran footmen w/spears	wooden	none	a mob

The Town of Grand-Pre flying the flag of the North Kingdom is situated in the Hills & Rough here.

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

The battle for Grand-Pre 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.... Moraiza's army survived the attack on the Town, but suffered minor losses. Moraiza appeared to have survived. The Town has been reduced to a Village. The Village has been under siege/attack this turn. The Village now flies the flag of the Alvernus.

### **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.....
Angus	825	CstMvSp	314 0607
Angus	615	Assass	guarm
Barrow Wight	810	MovChar	0207
Barrow Wight	780	TrComm	erest y
Carlin	215	RfsPers	
Carlin	230	AttEnmy	ch
Carvedas	408	HvInfan	400 ^ ^
Carvedas	830	MovNavy	se sw w w nw nw nw ne ne e e ^ ^ ^ no
Elendil	325	NatSell	br 100
Elendil	325	NatSell	ti 100
Elostirion	825	CstMvSp	314 2316
Elostirion	520	InfYour	
Erestor	340	TrPo2Ar	548
Erestor	850	MovArmy	e ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Faika	400	HvCvlry	500 ^ ^
Faika	850	MovArmy	e ne ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Iarless	930	ScoChar	
Iarless	820	MovCmpy	0607
JF Breau	690	StlGold	
JF Breau	215	RfsPers	
Kônebra	900	FindArt	71
Kônebra	940	CstLoSp	412 36
Llewi	430	TrpsMan	hi
Llewi	850	MovArmy	se ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Lumban	325	NatSell	le 40
Lumban	940	CstLoSp	412 57
Malendur	810	MovChar	1213
Malendur	940	CstLoSp	428 37
Modulator	500	Double	riade
Modulator	810	MovChar	2527
Moeskin	825	CstMvSp	314 3217
Moeskin	900	FindArt	169
Moraiza	255	CptrPop	ch
Moraiza	860	ForcMar	sw sw ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Myrthrandir	900	FindArt	21
Myrthrandir	940	CstLoSp	428 107
Soil Nûnaw	215	RfsPers	
Soil Nûnaw	930	ScoChar	
Transmitter	330	CstCjSp	508 ^
Transmitter	940	CstLoSp	412 97



Angus



Ranks : Command 0 Agent 86 (96) Emissary 0 Mage 30  
 Health 100 Stealth 0 (30) Challenge 89  
 Artifacts : #48 Rat Gauntlets #49 Helm of Shadow #171 Gildagor✓  
 #210 Wood-shadow  
 Spells (+0) : #314 Teleport(81) #412 Research Artifact(87)  
 #418 Locate Artifact(85)

Angus was located in the Mixed Forest at 2418.

He was ordered to assassinate a character.

He injured Narkle of the Great Trollusk and thwarted his guard mission. Guarmath was assassinated.

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

**He is currently in the Mountains at 0607. The Village of Andakro flying the flag of the Alvernus is here.**

Barrow Wight



Ranks : Command 58 Agent 71 Emissary 21 Mage 0  
 Health 100 Stealth 0 Challenge 88  
 Artifacts : #7 Romoquenáro✓  
 Spells (+0) : None

Barrow Wight was located in the Open Plains at 0505.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

He was ordered to transfer the command. The command was transferred to Erestor. He joined the army.

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

**He is currently in the Mixed Forest at 0207. The City/Tower of Baltus flying the flag of the Alvernus is here.**

Carlin



Ranks : Command 79 Agent 0 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 94  
 Artifacts : #43 Dagnirdraug✓ #194 Amulet of Sea Mastery  
 Spells (+0) : None

Carlin was located in the Shore/Plains at 0803.

He was ordered to refuse all personal challenges.

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

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

**He commands an army in the Shore/Plains at 0803.**

Carvedas



Ranks : Command 40 Agent 35 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 46  
 Artifacts : None  
 Spells (+0) : None

Carvedas was located in the Shore/Plains at 0408.

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

He killed Keemac of the Great Trollusk and thwarted her assassination mission.

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

***He commands a navy offshore at 0405. The Major Town/Castle of Dire flying the flag of the Alvernus is here.***

Elendil



Ranks : Command 0 Agent 0 Emissary 86 Mage 0  
 Health 100 Stealth 0 Challenge 43  
 Artifacts : None  
 Spells (+0) : None

Elendil was located in the Mixed Forest at 0207.

He was ordered to have the nation sell to the caravans. 2422 Timber were sold for 4844 Gold.

He was ordered to have the nation sell to the caravans. 3083 Bronze were sold for 6166 Gold.

***He is currently in the Mixed Forest at 0207. The City/Tower of Baltus flying the flag of the Alvernus is here.***

Elostirion



Ranks : Command 0 Agent 0 Emissary 92 Mage 40  
 Health 69 Stealth 0 Challenge 56  
 Artifacts : None  
 Spells (+0) : #314 Teleport(80) #414 Scry Hex(96) #415 Scry Area(84)  
 #436 Scry Character(98)

Elostirion was located in the Mountains at 3102.

He was ordered to influence the population center loyalty. The loyalty was influenced/improved at Beni-Inusi.

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

***He is currently in the Mixed Forest at 2316.***

Erestor



Ranks : Command 32 Agent 0 Emissary 75 Mage 0  
 Health 100 Stealth 0 Challenge 45  
 Artifacts : None  
 Spells (+0) : None

Erestor was located in the Open Plains at 0505.

He was ordered to transfer some Food from the population center to the army. 548 Food was transferred.

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

***He commands an army in the Mountains at 0605. The Village of Sanká flying the flag of the North Kingdom is here.***

Faika



Ranks : Command 56 Agent 0 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 56  
 Artifacts : None  
 Spells (+0) : None

Faika was located in the Mixed Forest at 0207.

He was ordered to recruit some heavy cavalry. 500 Heavy Cavalry 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 Shore/Plains at 0306. The Village of Melkor flying the flag of the Great Trollusk is here.***

Iarless



Ranks : Command 13 Agent 69 Emissary 0 Mage 0  
 Health 100+ Stealth 0 Challenge 54  
 Artifacts : None  
 Spells (+0) : None

Iarless was located in the Mixed Forest at 0614.

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

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

Found: General Achilleus - North Kingdom. Warlord Cagh Monûnaw - North Kingdom. Regent Patrocles - North Kingdom. Nothing else was reported at this time.

***He commands a company in the Mountains at 0607. The Village of Andakro flying the flag of the Alvernus is here.***

JF Breau



Ranks : Command 0 Agent 74 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 55  
 Artifacts : None  
 Spells (+0) : None

JF Breau was located in the Mixed Forest at 0614.  
 He was ordered to refuse all personal challenges.  
 He was ordered to steal the Gold. 5000 Gold was stolen at Louisbourg.  
 He moved with the company to 0607.  
*He is traveling with Iarless in the Mountains at 0607. The Village of Andakro flying the flag of the Alvernus is here.*

K nebra



Ranks : Command 0 Agent 0 Emissary 0 Mage 61  
 Health 100 Stealth 0 Challenge 76  
 Artifacts : #167 Ungolrist  
 Spells (+0) : #104 Resistances(78) #214 Call Winds(70) #302 Long Stride(100)  
 #314 Teleport(87) #410 Divine Allegiance Forces(97) #412 Research Artifact(89)  
 #414 Scry Hex(97) #417 Divine Characters w/Forces(97)  
 #419 Divine Nation Forces(74)

Kônebra was located in the Open Plains at 1712.  
 He was ordered to find an artifact. An artifact search was attempted. No artifact was found at 1712. Continued efforts may succeed.  
 He was ordered to cast a lore spell. Research Artifact - Belthroning #36 is a Bow - allegiance: Good - increases combat damage by 2250 pts.  
*He is currently in the Open Plains at 1712.*

Llewi



Ranks : Command 69 Agent 0 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 69  
 Artifacts : None  
 Spells (+0) : None

Llewi was located in the Open Plains at 0406.  
 Lack of Food may have affected army movement.  
 Lack of Food restricted the army morale.  
 He was ordered to put some troops on maneuvers. The maneuvers for the Heavy Infantry were completed.  
 He was ordered to move the army. He accepted the army movement orders.  
*He commands an army in the Mixed Forest at 0507. The Major Town/Tower of Lirith Tol flying the flag of the Alvernus is here.*

Lumban



Ranks : Command 0 Agent 0 Emissary 0 Mage 53  
 Health 87 Stealth 0 Challenge 63  
 Artifacts : #16 Navorn\ #164 Wôlor Priest Ring  
 Spells (+0) : #102 Barriers(88) #218 Wall of Wind(59) #302 Long Stride(91)  
 #412 Research Artifact(100)

Lumban was located in the Mixed Forest at 0207.

He was ordered to have the nation sell to the caravans. 3076 Leather were sold for 6152 Gold.

He was ordered to cast a lore spell. Research Artifact - Ancaruin #57 is a Sword - allegiance: Good - increases combat damage by 2250 pts.

**He is currently in the Mixed Forest at 0207. The City/Tower of Baltus flying the flag of the Alvernus is here.**

Malendur



Ranks : Command 0 Agent 0 Emissary 0 Mage 65 (75)  
 Health 100 Stealth 0 Challenge 115  
 Artifacts : #41 Silmaruth\ #154 The Black Book  
 Spells(+10) : #314 Teleport(82) #412 Research Artifact(96) #414 Scry Hex(77)  
 #418 Locate Artifact(83) #428 Locate Artifact True(68) #510 Conjure Food(84)

Malendur was located in the Hills & Rough at 1825.

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

He was ordered to cast a lore spell. Locate Artifact True - Cloak of Hiding #37 is located in the Open Plains at 1519.

**He is currently in the Shore/Plains at 1213.**

Modulator



Ranks : Command 0 Agent 0 Emissary 81 Mage 0  
 Health 100 Stealth 0 Challenge 40  
 Artifacts : None  
 Spells (+0) : None

Modulator was located in the Hills & Rough at 2235.

He was ordered to recruit a double agent. Riadeegha is now our double agent.

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

**He is currently in the Hills & Rough at 2527. The Major Town/Tower of Linhir flying the flag of the South Kingdom is here.**

Moeskin



Ranks : Command 58 Agent 0 Emissary 0 Mage 68 (88)  
 Health 73 Stealth 0 Challenge 112  
 Artifacts : #73 Mothras #122 Spear of Following√ #166 Corantir  
 #184 Deepwood Bracelet  
 Spells(+20) : #4 Major Heal(100) #314 Teleport(75) #410 Divine Allegian...(95)  
 #412 Research Artifact(96) #416 Reveal Production(77) #418 Locate Artifact(86)  
 #420 Reveal Character(70) #422 Perceive Power(77) #428 Locate Artifact...(71)  
 #430 Reveal Characte...(90) #434 Reveal Populati...(57)

Moeskin was located in the Open Plains at 4325.

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

He was ordered to find an artifact. An artifact search was attempted. No artifact was found at 3217. Continued efforts may succeed.

*He is currently in the Open Plains at 3217.*

Moraiza



Ranks : Command 74 (84) Agent 0 Emissary 0 Mage 44  
 Health 100+ Stealth 0 Challenge 135  
 Artifacts : #47 Dragon Helm of Dor-Lómin #103 Ringil√  
 Spells (+0) : #104 Resistances(100) #308 Capital Return(73)  
 #412 Research Artifact(100)

Moraiza was located in the Hills & Rough at 0711.

He was ordered to capture the Town of Grand-Pre. See Combat Messages.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

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

*He commands an army in the Mixed Forest at 0613. The Major Town of Port Royale flying the flag of the Tribes of Angmar is here.*

Myrthrandir



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

Spells (+0) : #314 Teleport(82) #412 Research Artifact(86)  
 #416 Reveal Production(89) #418 Locate Artifact(89) #420 Reveal Character(90)  
 #428 Locate Artifact True(94) #430 Reveal Character True(56)

Myrthrandir was located in the Open Plains at 0505.

He was ordered to find an artifact. An artifact search was attempted. No artifact was found at 0505. Continued efforts may succeed.

He was ordered to cast a lore spell. Locate Artifact True - Aedring #107 is located in the Open Plains at 1810.

*He is currently in the Open Plains at 0505. The Camp of Mijesec flying the flag of the Alvernus is here.*

Soil N naw



Ranks : Command 0 Agent 71 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 53  
 Artifacts : None  
 Spells (+0) : None

Soil Nūnaw was located in the Mixed Forest at 2418.

He was ordered to refuse all personal challenges.

He was ordered to scout for any characters. A scout for characters was attempted.  
 Found: Captain Gorath - Silent Assembly. An unknown Dark Servant Male. Azog - Dark Servant Male. An unknown Dark Servant Male. Captain Otto - Lohmai'gwaith. Commander Fletcher - Sundered. An unknown Free People Female. One or more reports may be incorrect. Nothing else was reported at this time.

*He is currently in the Mixed Forest at 2418. The Village/Tower of Forests Edge flying the flag of the Great Trollusk is here.*

Transmitter



Ranks : Command 0 Agent 0 Emissary 73 Mage 60  
 Health 96 Stealth 0 Challenge 69  
 Artifacts : None

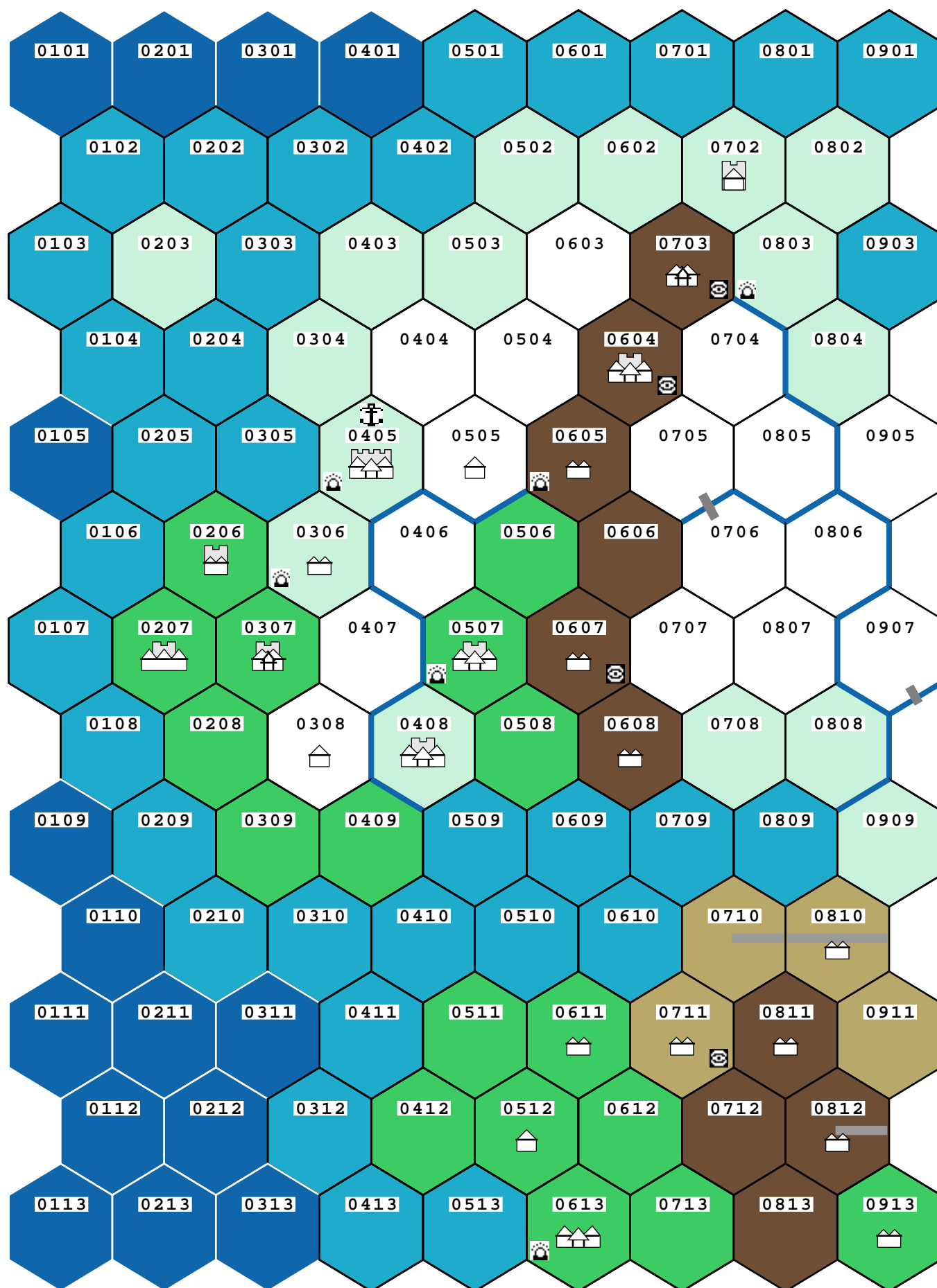
Spells (+0) : #314 Teleport(65) #412 Research Artifact(86)  
 #413 Scry Population Center(85) #415 Scry Area(77) #418 Locate Artifact(85)  
 #428 Locate Artifact True(75) #508 Conjure Mounts(95)

Transmitter was located in the Shore/Plains at 3912.

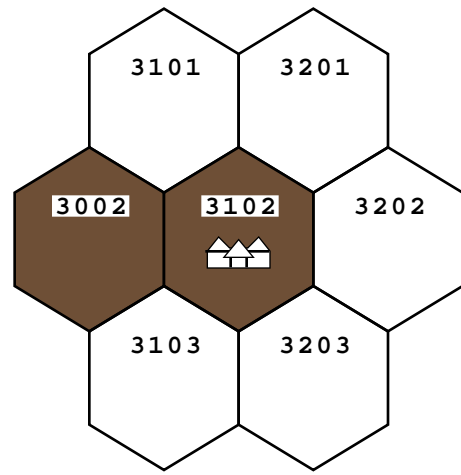
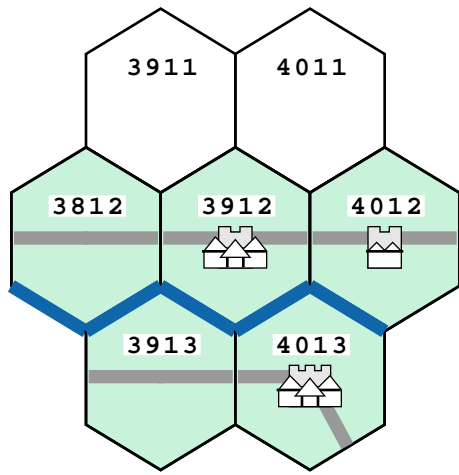
He was ordered to cast a conjuring spell. Conjure Mounts was cast. 300 Mounts were conjured.

He was ordered to cast a lore spell. Research Artifact - Durin's Axe #97 is an Axe - allegiance: None - increases combat damage by 750 pts. He suffered a loss of health due to casting two spells.

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



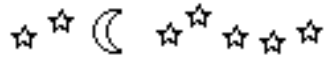




**MEPBM Games**  
**Middle-earth Play-By-Mail™**  
**Fourth Age, circa 1000**

Alvernus

**URNSHEET**



Game # 141



LUCIO PIMENTEL 110728  
 NONE  
 NONE  
 NONE

Game # : 141  
 Player # : 25  
 Turn # : 28  
 Security # : 1302

**Return this turnsheet before OCTOBER 20 2013**

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**Angus (ID: angus) @ 0607 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) @ 0803 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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**Carvedas (ID: carve) @ 0405 Command Agent**

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

**Elendil (ID: elend) @ 0207 Emissary**

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

**Elostirion (ID: elost) @ 2316 Emissary Mage**

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

**Erestor (ID: erest) @ 0605 Command Emissary**

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

**Faika (ID: faika) @ 0306 Command**

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

**Iarless (ID: iarle) @ 0607 Command Agent**

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

**JF Breau (ID: jf b) @ 0607 Agent**

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

**Kônebra (ID: koneb) @ 1712 Mage**

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

**Llewi (ID: llewi) @ 0507 Command**

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

**Lumban (ID: lumba) @ 0207 Mage**

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

**Malendur (ID: malen) @ 1213 Mage**

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

**Modulator (ID: modul) @ 2527 Emissary**

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

**Moeskin (ID: moesk) @ 3217 Command Mage**

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

**Moraiza (ID: morai) @ 0613 Command Mage**

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

**Myrthrandir (ID: myrth) @ 0505 Mage**

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

**Soil Nûnaw (ID: soil ) @ 2418 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			_____				
			_____								_____				