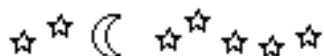


**MEPBM Games**  
**presents**

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



GAME # 143



## **Aerithryn**

Victory points : 575  
 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 :

**Half-Orcs [ 1042 ]   Frost Men [ 1000 ]   Twin Scorpions [ 750 ]**

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 #	:	10
Account	:	\$ 0.00
Free Turns	:	0
Security Code	:	3353
Special Service	:	YES

# Aerithryn

(A Free People)

Season : Fall

## RELATIONS WITH OTHER NATIONS

# 1 North Kingdom	: Disliked	# 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	: Hated	#13 Ull Navala	: Hated
#14 Farrelly	: Hated	#15 Nacth Strum	: Disliked	#16 Shadowborn	: Disliked
#17 Heathen Kings	: Disliked	#18 Vampiric Order	: Disliked	#19 Scourge	: Disliked
#20 Black Numenroans	: Disliked	#21 Enlightned Shadow	: Disliked	#22 Fallen	: Disliked
#23 Amun-Musa	: Neutral	#24 Darokin	: Neutral	#25 Karamaikos	: Neutral

## POPULATION CENTERS

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

Size : Town	Fortifications : Fort	Loyalty : 37	Docks : None	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	22	0	0	254	368	0	-

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

Size : Camp	Fortifications : None	Loyalty : 18	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	883	0	-

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

Size : Camp	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	1008	126	0	0
Current stores	0	0	0	0	1008	374	0	-

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

Size : Village	Fortifications : None	Loyalty : 46	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	898	184	0	0	0	0	-

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

Size : Major Town	Fortifications : Tower	Loyalty : 80	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	288	0	0	400	280	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 : 47	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	738	910	0	-

Foreign characters reported in the hex : **Reiknik.**

**Selen** Location : @ 1015 in Mixed Forest Climate is Mild

Size : Camp	Fortifications : None	Loyalty : 14	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	536	0	-

Foreign characters reported in the hex : **Lurgur.**

**Shathûr** Location : @ 4408 in Open Plains Climate is Cool  
 Size : Village Fortifications : None Loyalty : 49 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 160 0 0 0 698 0 19 0  
 Current stores 1490 0 0 0 698 0 178 -

**Smallville** Location : @ 0813 in Mountains Climate is Cool  
 Size : Camp Fortifications : None Loyalty : 71 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 1203 197 0 0 0 0 -

**Tawima** Location : @ 1010 in Open Plains Climate is Mild  
 Size : Village Fortifications : Tower Loyalty : 2 Docks : None Hidden ? : No Sieged ? : YES  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 137 0 0 0 907 0 72 0  
 Current stores 103 0 0 0 1656 0 162 -

**Tokeliant** Location : @ 0613 in Mixed Forest Climate is Mild  
 Size : Camp Fortifications : None Loyalty : 26 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 0 549 883 72 -

**Tuilindo** Location : @ 0614 in Mixed Forest Climate is Mild  
 Size : Camp Fortifications : None Loyalty : 23 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 0 0 0 0 954 108 0 0  
 Current stores 0 0 0 0 954 322 0 -

**Westwood** Location : @ 0412 in Mixed Forest Climate is Mild  
 Size : Town Fortifications : Tower Loyalty : 45 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 0 216 0 0 648 322 0 -

## ARMIES AND NAVIES

**Army Commander : Captain Gwanod Neber** Location : @ 0711 in Hills & Rough Climate is Mild  
 Army morale : 30 Warships : 0 Transports : 0 (2) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Wood Elf footsoldiers w/broadswords 10 10 0 400 Heavy Infantry  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0  
 Armor 0 0 0  
 Food 3 Low Supplies !!  
 War machines 0

The Town/Fort of The Gnarl's flying the flag of the Enlightned Shadow is here.

An army bearing the banner of the North Kingdom under Hero Diafora is here.

An army bearing the banner of the Enlightned Shadow under Hero Pon Opar is here.

**Army Commander : Commander Ithilvir** Location : @ 0713 in Mixed Forest Climate is Mild  
 Army morale : 49 Warships : 0 Transports : 0 (1) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Wood Elf footsoldiers w/broadswords 10 10 0 100 Heavy Infantry  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0  
 Armor 0 0 0  
 Food 1 Low Supplies !!  
 War machines 0

The Major Town/Tower of Redwood flying the flag of the Aerithryn is here.

**Army Commander : Lord Lhimlug** Location : @ 1609 in Hills & Rough Climate is Mild  
 Army morale : 46 Warships : 0 Transports : 0 (7) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Wood Elf footsoldiers w/broadswords 38 42 41 1595 Heavy Infantry  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0  
 Armor 0 0  
 Food 0 Out of Food !!  
 War machines 10  
 Characters traveling with army : - Celeglang.  
**The Major Town/Tower of Weathertop flying the flag of the North Kingdom is here.**  
**An army bearing the banner of the North Kingdom under Hero Diallage is here.**

**Army Commander : Veteran Lhingril** Location : @ 1008 in Hills & Rough Climate is Cool  
 Army morale : 18 Warships : 0 Transports : 0 (3) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Wood Elf footsoldiers w/broadswords 14 36 33 655 Heavy Infantry  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0  
 Armor 0 0  
 Food 0 Out of Food !!  
 War machines 0  
**The Village of Kirumor flying the flag of the North Kingdom is here.**

#### COMPANY COMMANDERS :

None

#### MARKET PRICES

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	20143	26638	6777	2890	238666	18815	5673
Purchase at market price/unit	3	3	5	16	2	3	7
Sell to market price/unit	1	1	3	9	1	1	4

#### MISCELLANEOUS

Maintenance Costs expected next turn are:	Totals for Nation:	Stores	Production
Armies/Navies : 11700	Leather	1593	297
Pop Centers : 2500	Bronze	2627	650
Characters : 17660	Steel	381	116
	Mithril	0	24
Total : 31860	Food	7841	7092
	Timber	4878	1629
	Mounts	412	100
Current Tax rate : 53%			
Revenue expected next turn : 15365 (-16495)			
Current Gold reserve : 1384			

Ritual character terminations: 0

Ships have been left anchored at the following locations:

6 warships at hex 1713  
 8 transports at hex 1713

You have the following double agents:

None

You have the following hostages:

None

You possess the following artifacts:

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

You have hidden the following additional artifacts:

None

## NATION MESSAGES

*There are rumors of an encounter involving Greed at 4218.*  
*The tax rate was increased to avoid going bankrupt! Loyalty has been affected.*  
*91 Gold was stolen at Tokeliant.*  
*250 Gold was stolen at Nowhere.*  
*There are rumors of a theft attempt involving Noema at Nowhere.*  
*Our populace reports that a season change is imminent!*

## ENCOUNTER MESSAGES

None

## COMBAT MESSAGES

### Battle at 0711

In the Mild climate of the Hills & Rough of 0711, a conflict took place in the early morning hours under a clear sky.

At the head of a demoralized army rode **Veteran Pon Opar** of the nation of the Enlightned Shadow. 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
1800 Lesser Dúnadan horsemen w/broadswords	wooden/bronze	leather	a mob

At the head of a rebellious army rode **Veteran Diafora** of the nation of the North Kingdom. The mount on which she rode moved with trepidation to the center of the battle lines. Behind her the forming ranks were filled with:

Troops	Weapons	Armor	Formations
1676 Dúnadan footmen w/broadswords	wooden	none	a mob

At the head of a rebellious army rode **Commander Seregir** of the nation of the Aerithryn. 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
400 Wood Elf footsoldiers w/broadswords	wooden	none/leather	a mob

The Major Town of The Gnarlz flying the flag of the Aerithryn is situated in the Hills & Rough here. It is fortified by a Fort, and it is under siege or attack.

Report from Sereglir.....My commanders moved among the troops before battle, readying them, bolstering their resolve, and issuing last minute orders. Some of the troops needed this encouragement but others were checking the readiness of their weapons. Finally the order was shouted across the battlefield.. Keep close ranks. Use standard formation. Like we practiced!

Against the forces of Pon Opar, they charged our standard formation and hit us hard.

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

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

Report from Sereglir.....Our foot soldiers struggled up and down the slopes in order to engage the enemy lines. The troops fought well, but they could have been better trained. They fought as if uninspired. However, we were overrun in less than a few hours.

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

Veteran Pon Opar: 2 Food

Veteran Diafora: 1 Food

After the battle.... Pon Opar's forces were victorious in the battle, but suffered minor losses. Pon Opar appeared to have survived. Diafora's forces were victorious in the battle, but suffered minor losses. Diafora appeared to have survived. Sereglir's forces were destroyed/routed in the battle. Sereglir appeared to have survived.

The battle for The Gnarl's 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.... Pon Opar's army survived the attack on the Major Town, but suffered some losses. Pon Opar appeared to have survived. Diafora's army survived the attack on the Major Town, but suffered some losses. Diafora appeared to have survived. The Major Town has been reduced to a Town. The Fort has not been affected. The Town has been under siege/attack this turn. The Town now flies the flag of the Enlightened Shadow.

#### Battle at 1710

In the Mild climate of the Open Plains of 1710, a conflict took place in the early morning hours under an overcast sky.

At the head of a calm army rode **Lord Lhimlug** of the nation of the Aerithryn. The mount on which he rode moved calmly to the front of the battle lines. Behind him the forming ranks were filled with:

Troops	Weapons	Armor	Formations
2000 Wood Elf footsoldiers w/broadswords	bronze/steel	bronze/steel	ragged ranks

At the head of a rebellious army rode **Hero Metanoia** of the nation of the North Kingdom. The mount on which she rode moved with trepidation to the center of the battle lines. Behind her the forming ranks were filled with:

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

Report from Lhimlug.....My commanders moved among the troops before battle, readying them, bolstering their resolve, and issuing last minute orders. Some of the troops needed this encouragement but others were checking the readiness of their weapons. Finally the order was passed down the ranks.. Ambush. We're going to ambush them. Ambush! As our troops deployed, a cheer went up as balls of light green light burst among the enemy, and they realized that the mages had already started the battle. The men cheered as a few boulders and some flying debris struck among the enemy troops.

Against the forces of Metanoia, we ambushed their standard formation.

After the battle had joined in earnest, heroes made their presence known all over the battlefield. **Celeglang** stood off to one side making magical gestures and incanting arcane words. Suddenly, many of his comrades counted their blessings as they evaded blows which surely should have landed!

Report from Lhimlug.....Our foot soldiers engaged the other troops in the open and took the battle to them.

The troops fought well, but they could have been better trained. They fought as if uninspired. Although the enemy fought hard, we finally succeeded in overwhelming them after a long battle.

After the battle.... Lhimlug's forces were victorious in the battle, but suffered minor losses. Lhimlug appeared to have survived. Metanoia's forces were destroyed/routed in the battle. Metanoia appeared to have survived.

#### Battle at 1010

In the Mild climate of the Open Plains of 1010, a conflict took place in the early hours of the evening under an overcast sky.

At the head of a demoralized army rode **Veteran Lhingril** of the nation of the Aerithryn. The mount on which she rode stood cautiously at the rear of the battle lines. Behind her the forming ranks were filled with:

Troops	Weapons	Armor	Formations
1000 Wood Elf footsoldiers w/broadswords	bronze/steel	bronze/steel	a mob

The Town of Tawima flying the flag of the North Kingdom is situated in the Open Plains here. It is fortified by a Tower, and it is under siege or attack.

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

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

After the attack on the population center.... Lhingril's army survived the attack on the Town, but suffered some losses. Lhingril appeared to have survived. The Town has been reduced to a Village. The Tower has not been affected. The Village has been under siege/attack this turn. The Village now flies the flag of the Aerithryn.

### 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.....
Angelimar	460	RmvHar	
Angelimar	810	MovChar	0713
Caranachad	520	InfYour	
Caranachad	710	PrenMgy	
Celeglang	210	IssPers	metan
Celeglang	225	CstCbSp	108
Glanalph	525	InfOthr	
Glanalph	810	MovChar	4425
Gwanod Neber	185	DnStNat	22
Gwanod Neber	850	MovArmy	nw ne ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Ithilvir	408	HvInfan	400 ^ ^
Ithilvir	765	SplArmy	gwano ^ ^ 400 ^ ^ ^
Lhimlug	230	AttEnmy	am
Lhimlug	850	MovArmy	w nw ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Lhingril	255	CptrPop	fl
Lhingril	850	MovArmy	nw ne ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Menelrandir	325	NatSell	mi 100
Menelrandir	325	NatSell	ti 30
Mornedhel	690	StlGold	
Mornedhel	810	MovChar	0408
Rustfindel	520	InfYour	
Rustfindel	810	MovChar	1613
Sereglir	215	RfsPers	
Sereglir	810	MovChar	0713
Tinnungil	810	MovChar	2617
Tinnungil	940	CstLoSp	415 2617



Angelimar



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

Angelimar was located in the Mixed Forest at 0814.

He was ordered to remove the harbor. The harbor was removed at Big Woods.

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

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

Caranachad



Ranks : Command 0 Agent 0 Emissary 63 Mage 60  
 Health 100 Stealth 0 Challenge 67  
 Artifacts : None

Spells (+0) : #314 Teleport(83) #412 Research Artifact(100)  
 #418 Locate Artifact(77) #428 Locate Artifact True(63) #502 Weakness(76)

Caranachad was located in the Open Plains at 4408.

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

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

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

Celeglang



Ranks : Command 48 Agent 0 Emissary 0 Mage 33  
 Health 100 Stealth 0 Challenge 56  
 Artifacts : None

Spells (+0) : #104 Resistances(80) #108 Blessings(87) #314 Teleport(60)

Celeglang was located in the Open Plains at 1710.

He was ordered to challenge Metanoia to personal combat.

He challenged Metanoia to personal combat, but was refused. He gained personal honor.

He was ordered to cast a combat spell. Blessings was cast.

He moved with the army to 1609.

*He is traveling with Lhimlug in the Hills & Rough at 1609. The Major Town/Tower of Weathertop flying the flag of the North Kingdom is here.*

Glanalph



Ranks : Command 0 Agent 0 Emissary 65 Mage 20  
 Health 100 Stealth 0 Challenge 37  
 Artifacts : None  
 Spells (+0) : #302 Long Stride(90) #304 Fast Stride(95)

Glanalph was located in the Mountains at 4215.

She was ordered to influence their population center loyalty. The loyalty was influenced/reduced at Hinterland. Current loyalty is perceived to be rebellious.

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

***She is currently in the Open Plains at 4425. The Major Town/Fort of Stormwall flying the flag of the Ull Navala is here.***

Gwanod Neber



Ranks : Command 42 Agent 0 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 57+  
 Artifacts : None  
 Spells (+0) : None

Gwanod Neber was located in the Mixed Forest at 0713.

She was ordered to downgrade our relations. Our relations with the Fallen were downgraded.

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

***She commands an army in the Hills & Rough at 0711. The Town/Fort of The Gnarl's flying the flag of the Enlightened Shadow is here.***

Ithilvir



Ranks : Command 36 Agent 0 Emissary 13 Mage 34  
 Health 100 Stealth 0 Challenge 46  
 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 recruit some heavy infantry. 400 Heavy Infantry w/Wood weapons and No armor were recruited.

She was ordered to split the army. The army was split. 3 Food was transferred.

***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 54 Agent 0 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 54  
 Artifacts : None  
 Spells (+0) : None

Lhimlug was located in the Open Plains at 1710.

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 injured Darwing of the Fallen and thwarted her assassination mission.

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

***He commands an army in the Hills & Rough at 1609. The Major Town/Tower of Weathertop flying the flag of the North Kingdom is here.***

Lhingril



Ranks : Command 17 Agent 24 Emissary 0 Mage 23  
 Health 100 Stealth 0 Challenge 31  
 Artifacts : None  
 Spells (+0) : #308 Capital Return(94)

Lhingril was located in the Open Plains at 1010.

She was ordered to capture the Town of Tawima. See Combat Messages.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

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

***She commands an army in the Hills & Rough at 1008. The Village of Kirumor flying the flag of the North Kingdom is here.***

Menelrandir



Ranks : Command 0 Agent 0 Emissary 0 Mage 45  
 Health 100 Stealth 0 Challenge 45  
 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 have the nation sell to the caravans. 193 Mithril were sold for 15749 Gold.

He was ordered to have the nation sell to the caravans. The stores sold was changed because the total product sold was more than the market purchase limit. 1713 Timber were sold for 4111 Gold.

***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 52 (67) Emissary 36 Mage 30  
 Health 100 Stealth 0 Challenge 62  
 Artifacts : #170 Rat Gauntlets  
 Spells (+0) : #314 Teleport(57) #408 Perceive Nationality(63)  
 #422 Perceive Power(90)

Mornedhel was located in the Shore/Plains at 0808.

She was ordered to steal the Gold. 1725 Gold was stolen at Pinnath.

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

*She is currently in the Shore/Plains at 0408. The Major Town/Fort of Chio flying the flag of the Enlightned Shadow is here.*

Rustfindel



Ranks : Command 0 Agent 0 Emissary 54 Mage 10  
 Health 100 Stealth 0 Challenge 49  
 Artifacts : #71 Sickle of the Heavens  
 Spells (+0) : #314 Teleport(50)

Rustfindel was located in the Mixed Forest at 0614.

She was ordered to influence the population center loyalty. The loyalty was influenced/improved at Tuilindo.

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

*She is currently in the Open Plains at 1613. The Village of Mijesec flying the flag of the Fallen is here.*

Sereglir



Ranks : Command 33 Agent 0 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 33  
 Artifacts : None  
 Spells (+0) : None

Sereglir was located in the Hills & Rough at 0711.

He was ordered to refuse all personal challenges.

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

*He is currently 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 61  
 Health 100 Stealth 0 Challenge 61

Artifacts : None

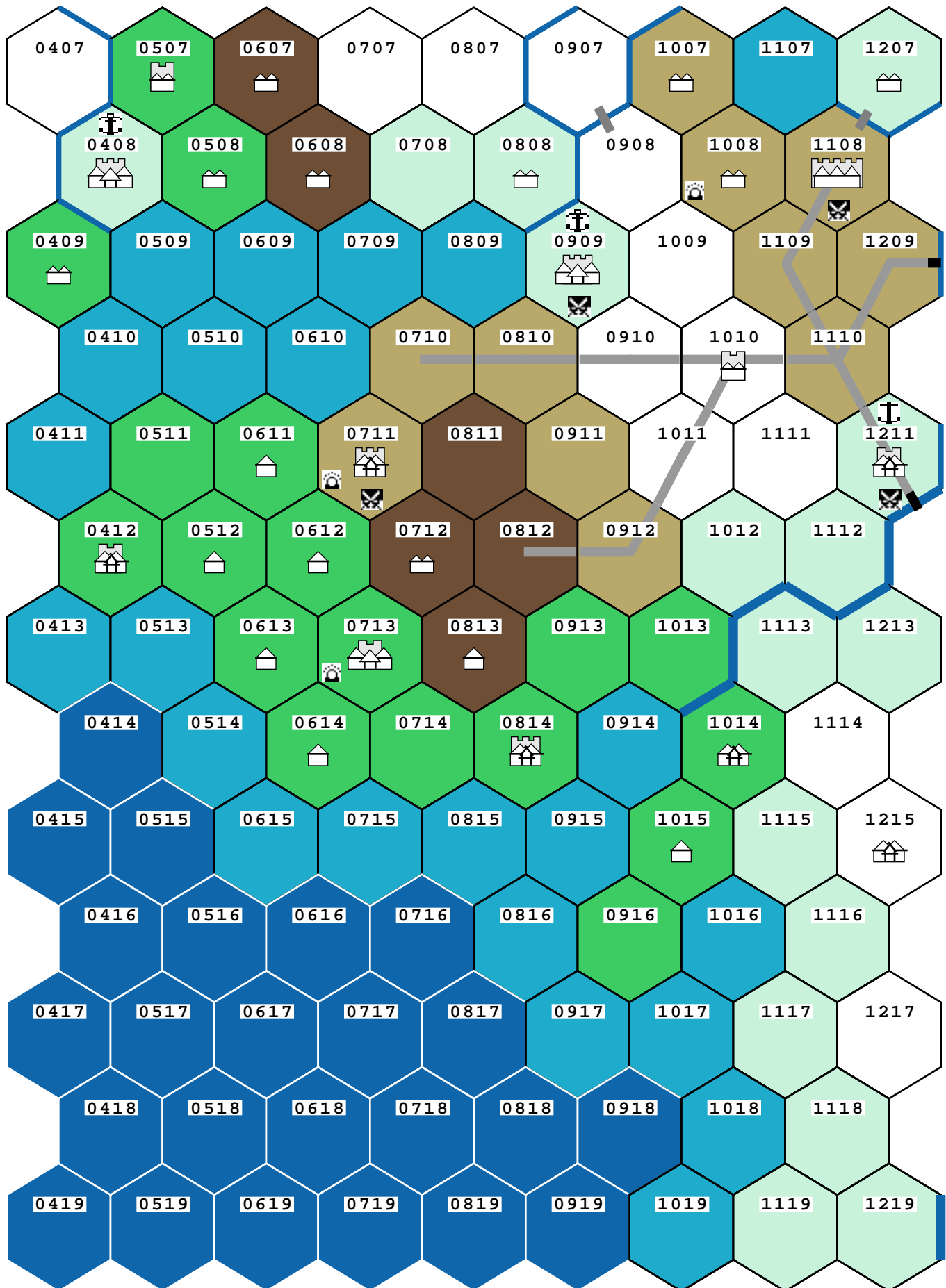
Spells (+0) : #314 Teleport(79) #413 Scry Population Center(100)  
 #415 Scry Area(97) #416 Reveal Production(87) #420 Reveal Character(85)  
 #502 Weakness(100)

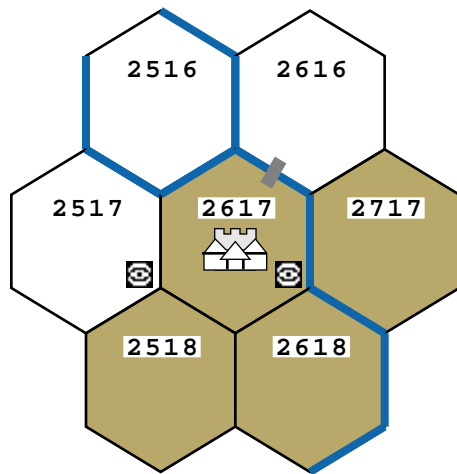
Tinnungil was located in the Mixed Forest at 2710.

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

He was ordered to cast a lore spell. Scry Area - Foreign armies identified: - Teblor of the Drib Le Chin with about 1300 troops at 2617 - Fearbolg of the Drib Le Chin with about 1000 troops at 2517. See report below.

*He is currently in the Hills & Rough at 2617. The Major Town/Fort of An Glenogue flying the flag of the Drib Le Chin is here.*





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



**Glanalph (ID: glana) @ 4425 Emissary Mage**

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

**Gwanod Neber (ID: gwano) @ 0711 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) @ 1609 Command**

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

**Lhingril (ID: lhing) @ 1008 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) @ 0408 Agent Emissary Mage**

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

**Rustfindel (ID: rustf) @ 1613 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) @ 2617 Mage**

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