

MEPBM Games**presents**

Middle-earth Play-By-Mail™

Fourth Age, circa 1000



GAME # 141

**Wise Council**

Victory points : 833

Victory Conditions :

To hold at game end the population center of Vegas at 2112.
 To hold at game end the population center of Trannel at 3707.
 To see to the termination of Augustus by any means whatsoever.
 To hold at game end the population center of Lagna Sa at 3706.
 To hold at game end the artifact: Curaran #22.

Top 3 Free Peoples :

Alvernus [1358] Sing a Song [992] Once Upon a Time [925]

Special Nation Abilities :

#08 Buy/sell orders receive 20% market adjustments.
 #10 New mages start at rank up to 40.
 #19 Build fortifications at 1/2 timber cost.

Internet G141N03
 DAVID HAGERSON 109200
 NONE
 NONE
 NONE

Game # : 141
 Player # : 3
 Turn # : 30
 Account : \$ 0.00
 Free Turns : 0
 Security Code : 5884
 Special Service : YES

Wise Council

(A Free People)

Season : Fall

RELATIONS WITH OTHER NATIONS

# 1 North Kingdom	: Hated	# 2 South Kingdom	: Disliked	# 4 Acadians	: Tolerated
# 5 Silent Assembly	: Tolerated	# 6 Thorinar	: Tolerated	# 7 Sapphic Enclave	: Tolerated
# 8 Nameless	: Tolerated	# 9 Ground Pounders	: Tolerated	#10 Sundered	: Tolerated
#11 Lohmai'gwaith	: Tolerated	#12 Sheri-Urk	: Hated	#13 Red Witches	: Hated
#14 Dark Feast	: Hated	#15 Twilight Hammer	: Hated	#16 Sh'iar Empire	: Hated
#17 Great Trollusk	: Hated	#18 Bením an Pharazôn	: Disliked	#19 RhunLandChattelCo	: Disliked
#20 Tribes of Angmar	: Hated	#21 Lands	: Neutral	#22 Sing a Song	: Tolerated
#23 Once Upon a Time	: Friendly	#24 Plane	: Neutral	#25 Alvernus	: Friendly

POPULATION CENTERS

Ar-Kuinder (Capital) Location : @ 2903 in Open Plains Climate is Polar

Size : Major Town	Fortifications : None	Loyalty : 75	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	7	0	0	0	20	0	0	0
Current stores	0	0	0	0	0	0	0	-

A small army bearing the banner of the Wise Council under Warlord Micheasi is here.

Bar-Ariin Location : @ 2803 in Mountains Climate is Polar

Size : Village	Fortifications : None	Loyalty : 30	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	12	2	0	0	0	300
Current stores	0	0	84	16	0	0	0	-

Gelydh Location : @ 3209 in Open Plains Climate is Cool

Size : Village	Fortifications : None	Loyalty : 51	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	237	0	0	0	749	0	13	0
Current stores	0	0	0	0	0	0	0	-

Hodrond Location : @ 1411 in Hills & Rough Climate is Mild

Size : Camp	Fortifications : None	Loyalty : 34	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	150	0	0	855	0	0	1300
Current stores	0	0	0	0	0	0	0	-

A small army bearing the banner of the Tribes of Angmar under Lord Calmorik is here.

Keolan Location : @ 2510 in Open Plains Climate is Cool

Size : Camp	Fortifications : None	Loyalty : 18	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	176	0	0	0	928	0	16	0
Current stores	0	0	0	0	0	0	0	-

Lor-Junisn Location : @ 3105 in Open Plains Climate is Cold

Size : Town	Fortifications : Fort	Loyalty : 41	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	34	0	0	0	169	0	5	0
Current stores	0	0	0	0	0	0	0	-

Mt Gundabad Location : @ 2305 in Mountains Climate is Polar

Size : Major Town	Fortifications : None	Loyalty : 94	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	26	0	2	0	0	0	360
Current stores	1155	0	0	29	0	0	1529	-

A small army bearing the banner of the Wise Council under Captain Arahad is here.

Murk-Lomil Location : @ 2902 in Mountains Climate is Polar
 Size : Major Town Fortifications : None Loyalty : 92 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 34 8 0 0 0 0 300
 Current stores 0 0 66 0 0 0 0 -

Nulla Location : @ 2808 in Hills & Rough Climate is Cool
 Size : Village Fortifications : None Loyalty : 22 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 109 0 0 0 0 192 0 1300
 Current stores 0 0 0 0 0 192 0 -

Numi Hrol Location : @ 3004 in Mountains Climate is Polar
 Size : Town Fortifications : None Loyalty : 42 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 25 0 2 0 0 0 420
 Current stores 0 0 0 16 0 0 0 -

Overview Location : @ 2214 in Mountains Climate is Cold
 Size : Major Town Fortifications : None Loyalty : 33 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 65 19 0 0 0 0 660
 Current stores 0 0 19 0 0 0 0 -

Timber Town Location : @ 2413 in Mixed Forest Climate is Warm
 Size : Village Fortifications : None Loyalty : 20 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 0 0 0 952 96 8 0
 Current stores 0 0 0 0 0 96 0 -

Tui Juai Location : @ 3305 in Open Plains Climate is Cold
 Size : Town Fortifications : None Loyalty : 42 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 72 0 0 0 68 0 2 0
 Current stores 0 0 0 0 0 0 0 -

An army bearing the banner of the Wise Council under Regent Wiulii is here.

Yalúmea Location : @ 3009 in Mixed Forest Climate is Cool
 Size : Village Fortifications : None Loyalty : 27 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 0 0 0 589 192 0 0
 Current stores 0 0 0 0 0 192 0 -

ARMIES AND NAVIES

Army Commander : Captain Arahad Location : @ 2305 in Mountains Climate is Polar
 Army morale : 42 Warships : 0 Transports : 0 (1) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Woodman horsemen w/maces 21 10 0 100 Heavy Cavalry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0
 Food 100 Low Supplies !!
 War machines 0
 The Major Town of Mt Gundabad flying the flag of the Wise Council is here.

Army Commander : General Cjaini Location : @ 3706 in Open Plains Climate is Cold
 Army morale : 31 Warships : 0 Transports : 0 (3) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Woodman horsemen w/maces 20 10 0 199 Heavy Cavalry
 Woodman footmen w/battle axes 18 10 0 346 Heavy Infantry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0
 Food 0 Out of Food !!
 War machines 0

Characters traveling with army : - Beirusa - Silusini.
The Town of Lagna Sa flying the flag of the Dark Feast is here.

Army Commander : Lord Dernwyn Location : @ 3906 in Open Plains Climate is Cold
 Army morale : 22 Warships : 0 Transports : 0 (3) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Woodman footmen w/battle axes 11 10 0 700 Heavy Infantry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0 0
 Food 144 Low Supplies !!
 War machines 0
The Town of Pul Rug Na flying the flag of the Dark Feast is here.

Army Commander : Warlord Micheasi Location : @ 2903 in Open Plains Climate is Polar
 Army morale : 35 Warships : 0 Transports : 0 (2) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Woodman footmen w/battle axes 10 10 0 500 Heavy Infantry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0 0
 Food 36 Low Supplies !!
 War machines 0
 Characters traveling with army : - Sûldun.
The Major Town of Ar-Kuinder flying the flag of the Wise Council is here.

Army Commander : Regent Wiulii Location : @ 3305 in Open Plains Climate is Cold
 Army morale : 31 Warships : 0 Transports : 0 (3) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Woodman footmen w/battle axes 10 10 0 600 Heavy Infantry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0 0
 Food 450 Low Supplies !!
 War machines 0
 Characters traveling with army : - Jopinii.
The Town of Tui Juai flying the flag of the Wise Council is here.

COMPANY COMMANDERS :

Veteran Dírhael Location : @ 2730 Traveling with him are : Cauligius - Ericus - **Modulator**.

MARKET PRICES

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	21920	33030	9703	2777	292476	29663	6627
Purchase at market price/unit	2	2	4	14	2	2	6
Sell to market price/unit	1	1	2	8	1	1	3

MISCELLANEOUS

Maintenance Costs expected next turn are:	Totals for Nation:	Stores	Production
Armies/Navies : 10378	Leather	1155	635
Pop Centers : 1000	Bronze	0	300
Characters : 26880	Steel	169	39
	Mithril	61	6
Total : 38258	Food	0	4330
	Timber	480	480
Current Tax rate : 60%	Mounts	1529	44
Revenue expected next turn : 39140 (+882)			
Current Gold reserve : 0			

Ships have been left anchored at the following locations:

None

You have the following double agents:

Elostirion of the Alvernus @ 2731

Double agent Elostirion reports he was ordered to influence the population center loyalty. The loyalty was influenced/improved at Teisl-Junni.

Double agent Elostirion reports he was ordered to cast a movement spell. Teleport was cast.

You have the following hostages:

None

You possess the following artifacts:

Name of artifact	Item	#	Latent	Alignment	Known Powers
Troll Slayer	Sword	12	No	Good	COMBAT - Increases damage by 750 points.
Gúthwinë	Sword	95	No	Good	COMBAT - Increases damage by 750 points.
Collar of Command	Collar	129	Yes	None	Increases Command Rank by 30.
Durlachiel	Sword	141	No	Good	COMBAT - Increases damage by 750 points.

You have hidden the following additional artifacts:

None

NATION MESSAGES

There are rumors of a personal challenge involving Bregolas and Jackl at 3807.

There are rumors of an armed conflict involving the Ground Pounders at 3120.

The loyalty was influenced/reduced at Timber Town.

6610 Gold was stolen at Overview.

There are rumors of a theft attempt involving Nazrog at Overview.

2850 Gold was stolen at Lor-Junisn.

There are rumors of a theft attempt involving Dulish at Adûnazir.

816 Gold was stolen at Overview.

250 Gold was stolen at Overview.

There are rumors of a theft attempt involving Lynyrd Skynyrd at Adûnazir.

ENCOUNTER MESSAGES

Encounter for Oretur at 2006

Oretur reached for the mirror, placed his hands upon its surface and called out "Durcarak". Suddenly he felt an angry power cursing through his veins and he cried out in agony. It was only with the greatest of wills that he was able to break free before he was killed.

Encounter for Oretur at 2006

As he stopped for camp one night, he spotted the ruins of Mount Gram in the midst of a secret hollow. He decided to enter to see if anything valuable could be found. It was only after he had entered that he realized that he was not alone. The Spirits had crept upon him and now challenged his right to be there. With an unholy wail, they set upon him with a vengeance. He fought with every skill at his command, and, at last, he was able to make good his escape, although he took several wounds in the fight.

COMBAT MESSAGES

Battle at 3706

In the Cold climate of the Open Plains of 3706, a conflict took place in the early afternoon during a driving storm.

At the head of a rebellious army rode **General Cjain** of the nation of the Wise Council. 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
357 Woodman horsemen w/maces	wooden	none	a mob
622 Woodman footmen w/battle axes	wooden	none	a mob

At the head of a demoralized army rode **Lord Bogan** of the nation of the Dark Feast. 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
316 Troll footsoldiers w/battle axes	wooden	none	a mob

At the head of a demoralized army rode **Commander Garg Half Nose** of the nation of the Dark Feast. 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
700 Troll footsoldiers w/battle axes	bronze/steel	bronze/steel	a mob

The Town of Lagna Sa flying the flag of the Dark Feast is situated in the Open Plains here.

Report from Cjain....My commanders moved among the troops before battle, readying them, bolstering their resolve, and issuing last minute orders. The troops needed this encouragement because many feared that they would die in the battle. Finally the order was given in loud commands.. Charge!! Charge!! 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.

Against the forces of Bogan, we charged but they veered off and hit our flank.

Against the forces of Garg Half Nose, we charged but they veered off and hit our flank.

After the battle had joined in earnest, heroes made their presence known all over the battlefield. **Beirusa** 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! **Silusini** 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 Cjain....Our cavalry rode swiftly across the open plains and thundered into the enemy, killing many. Our foot soldiers engaged the other troops in the open and took the battle to them. The troops tried to fight well, but they needed much more training. They fought very poorly. Although the enemy fought hard, we finally succeeded in overwhelming them after a long battle.

After the battle.... Cjain's forces were victorious in the battle, but suffered some losses. Cjain appeared to have survived. Bogan's forces were destroyed/routed in the battle. Bogan appeared to have survived. Garg Half Nose's forces were destroyed/routed in the battle. Garg Half Nose appeared to have survived but suffers from grievous wounds.

SPECIAL MESSAGES

FREE TURNS! Do you have any friends that would enjoy playing ME-PBM? MEPBM will credit you with a free turn for each NEW player that signs up and mentions your name (New players can only mention one name). If you would like to start a game with several friends, just let us know! Please try to collect all names & required funds, and mail together, when joining with friends. Current player set-ups are: £5.00, new player registrations are: £10.00

Front Sheet

The FrontSheet is now in the main body of the email of each turn you get. This also includes nations available, new games starting up, generic message from us about other aspects of the game as well as game reports. It also has your balance and the conta

ME-PBM Forum and ME-PBM Mailing List

This is to let you know that we have started an ME-PBM forum on our web site. The address for the web site is www.MiddleEarthGames.com. From there, you can go to links that allow you to log into the message board and to subscribe to the mailing list.

ORDERS GIVEN

Character	Order #	Order Code	Additional Information.....
Ablish	605	GrdLoc	
Ablish	947	NatTran	2305 mo 91
Arahad	430	TrpsMan	hc
Arahad	850	MovArmy	w ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Baragund	555	CreCmp	^
Baragund	810	MovChar	3529
Beirusa	210	IssPers	garg
Beirusa	225	CstCbSp	108
Cauligius	525	InfOthr	
Cauligius	215	RfsPers	
Cjaiin	230	AttEnemy	ch
Cjaiin	225	CstCbSp	108
Dernwyn	408	HvInfan	300 ^ ^
Dernwyn	860	ForcMar	e e e e e e se ^ ^ ^ ^ ^ ^ no
Dírhael	820	MovCmpy	2730
Dírhael	925	Recon	
Ericus	525	InfOthr	
Ericus	215	RfsPers	
Gamling	610	GrdChar	ericu
Gamling	810	MovChar	2522
Gilrean	500	Double	elost
Gilrean	810	MovChar	2214
Gundor	610	GrdChar	suldu
Gundor	947	NatTran	2305 le 91
Jopinii	785	JnArmy	wiuli
Jopinii	940	CstLoSp	419 14
Micheasi	325	NatSell	fo 100
Micheasi	948	TranCar	2903 0405 go 20000
Oretur	555	CreCmp	^
Oretur	285	ReacEnc	110
Silusini	210	IssPers	bogan
Silusini	225	CstCbSp	108
Sûldun	325	NatSell	br 100
Sûldun	408	HvInfan	400 ^ ^
Widfara	930	ScoChar	
Widfara	810	MovChar	0405
Wiulii	408	HvInfan	300 ^ ^
Wiulii	850	MovArmy	e e ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no

Ablish



Ranks : Command 0 Agent 46 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 34
 Artifacts : None
 Spells (+0) : None

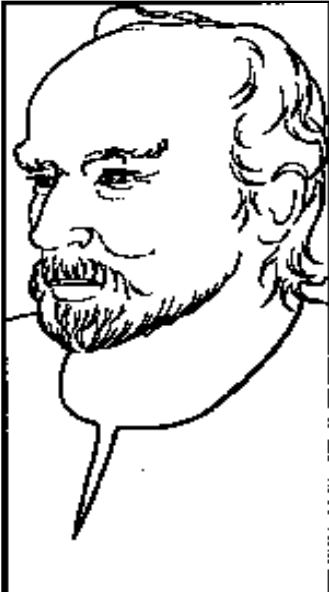
Ablish was located in the Open Plains at 2903.

He was ordered to guard the location. Ar-Kuinder was guarded.

He was ordered to have the nation transport by the caravans. 1529 Mounts (+10%) transported to Mt Gundabad.

He is currently in the Open Plains at 2903. The Major Town of Ar-Kuinder flying the flag of the Wise Council is here.

Arahad



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

Arahad was located in the Hills & Rough at 2405.

He was ordered to put some troops on maneuvers. The maneuvers for the Heavy Cavalry were completed.

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

He commands an army in the Mountains at 2305. The Major Town of Mt Gundabad flying the flag of the Wise Council is here.

Baragund



Ranks : Command 0 Agent 0 Emissary 47 Mage 0
 Health 100 Stealth 0 Challenge 23
 Artifacts : None
 Spells (+0) : None

Baragund was located in the Open Plains at 3017.

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

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

He is currently in the Hills & Rough at 3529. The un-owned Ruins of Tokeliant is here.

Beirusa



Ranks : Command 0 Agent 0 Emissary 0 Mage 64
 Health 68 Stealth 0 Challenge 79
 Artifacts : #12 Troll Slayer
 Spells (+0) : #104 Resistances(94) #108 Blessings(92) #302 Long Stride(82)
 #308 Capital Return(100) #412 Research Artifact(100)

Beirusa was located in the Open Plains at 3706.

He was ordered to challenge Garg Half Nose to personal combat.

He challenged Garg Half Nose to personal combat, but was refused. He gained personal honor.

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

Beirusa was wounded during combat.

He is traveling with Cjain in the Open Plains at 3706. The Town of Lagna Sa flying the flag of the Dark Feast is here.

Cauligius



Ranks : Command 0 Agent 0 Emissary 75 Mage 0
 Health 100 Stealth 0 Challenge 37
 Artifacts : None
 Spells (+0) : None

Cauligius was located in the Hills & Rough at 1924.

He was ordered to refuse all personal challenges.

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

He moved with the company to 2730.

He is traveling with Dírhael in the Hills & Rough at 2730. The City/Fort of Kadarêth flying the flag of the Bením an Pharazôn is here.

Cjain



Ranks : Command 84 Agent 0 Emissary 10 Mage 50
 Health 100 Stealth 0 Challenge 97
 Artifacts : None
 Spells (+0) : #104 Resistances(71) #108 Blessings(73) #302 Long Stride(83)
 #412 Research Artifact(89) #418 Locate Artifact(72)

Cjain was located in the Open Plains at 3706.

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

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 Open Plains at 3706. The Town of Lagna Sa flying the flag of the Dark Feast is here.

Dernwyn



Ranks : Command 57 Agent 0 Emissary 0 Mage 12
 Health 100 Stealth 0 Challenge 60
 Artifacts : None
 Spells (+0) : #302 Long Stride(49)

Dernwyn was located in the Open Plains at 3305.

He was ordered to recruit some heavy infantry. 300 Heavy Infantry w/Wood weapons and No armor were recruited.

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

He commands an army in the Open Plains at 3906. The Town of Pul Rug Na flying the flag of the Dark Feast is here.

Dírhrael



Ranks : Command 10 Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 10
 Artifacts : None
 Spells (+0) : None

Dírhrael was located in the Hills & Rough at 1924.

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

He was ordered to recon the area. A recon of the area was attempted. Foreign armies identified: None. See report below.

He commands a company in the Hills & Rough at 2730. The City/Fort of Kadarêth flying the flag of the Bením an Pharazôn is here.

Ericus



Ranks : Command 10 Agent 0 Emissary 97 Mage 20
 Health 100 Stealth 0 Challenge 55
 Artifacts : None
 Spells (+0) : #104 Resistances(99)

Ericus was located in the Hills & Rough at 1924.

He was ordered to refuse all personal challenges.

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

He moved with the company to 2730.

He is traveling with Dírhrael in the Hills & Rough at 2730. The City/Fort of Kadarêth flying the flag of the Bením an Pharazôn is here.

Gamling



Ranks : Command 0 Agent 67 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 50
 Artifacts : None
 Spells (+0) : None

Gamling was located in the Hills & Rough at 1924.

She was ordered to guard a character. Ericus was guarded.

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

She is currently in the Open Plains at 2522.

Gilrean



Ranks : Command 0 Agent 0 Emissary 45 Mage 0
 Health 100 Stealth 0 Challenge 22
 Artifacts : None
 Spells (+0) : None

Gilrean was located in the Mountains at 2704.

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.

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

He is currently in the Mountains at 2214. The Major Town of Overview flying the flag of the Wise Council is here.

Gimforn



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

Gimforn was located in an unknown location.

Gimforn escaped from being held hostage to 2212.

He is currently in the Mountains at 2212. The Major Town/Tower of Moria flying the flag of the Dark Feast is here.

Gundor



Ranks : Command 0 Agent 48 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 36
 Artifacts : None
 Spells (+0) : None

Gundor was located in the Open Plains at 2903.

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

He was ordered to have the nation transport by the caravans. 1155 Leather (+10%) transported to Mt Gundabad.

He is currently in the Open Plains at 2903. The Major Town of Ar-Kuinder flying the flag of the Wise Council is here.

Jopinii



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

Spells (+0) : #104 Resistances(88) #302 Long Stride(71) #308 Capital Return(75)
 #410 Divine Allegiance Forces(87) #412 Research Artifact(96)
 #419 Divine Nation Forces(76)

Jopinii was located in the Open Plains at 3105.

He was ordered to join an army. He joined the army commanded by Wiulii.

He moved with the army to 3305.

He was ordered to cast a lore spell. Divine Nation Forces - Dark Feast forces near 3305 - Burnt at 3707.

He is traveling with Wiulii in the Open Plains at 3305. The Town of Tui Juai flying the flag of the Wise Council is here.

Micheasi



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

Micheasi was located in the Open Plains at 2903.

He was ordered to have the nation sell to the caravans. 4330 Food were sold for 5197 Gold.

He was ordered to transport by the caravans. The transport was changed because there was insufficient Gold. No Gold was transported.

He commands an army in the Open Plains at 2903. The Major Town of Ar-Kuinder flying the flag of the Wise Council is here.

Oretur



Ranks : Command 0 Agent 0 Emissary 44 Mage 0
 Health 69 Stealth 0 Challenge 22
 Artifacts : None
 Spells (+0) : None

Oretur was located in the Mountains at 2006.

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

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

He had a special encounter. See Encounter Messages.

He is currently in the Mountains at 2006.

Silusini



Ranks : Command 45 Agent 0 Emissary 0 Mage 65
 Health 100 Stealth 0 Challenge 91
 Artifacts : #141 Durlachiel
 Spells (+0) : #104 Resistances(78) #108 Blessings(83) #302 Long Stride(94)
 #406 Divine Army(85) #412 Research Artifact(100) #418 Locate Artifact(73)

Silusini was located in the Open Plains at 3706.

He was ordered to challenge Bogan to personal combat.

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

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

He is traveling with Cjain in the Open Plains at 3706. The Town of Lagna Sa flying the flag of the Dark Feast is here.

S ldun



Ranks : Command 48 Agent 42 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 55
 Artifacts : None
 Spells (+0) : None

Sıldun was located in the Open Plains at 2903.

He was ordered to have the nation sell to the caravans. 883 Bronze were sold for 2119 Gold.

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

He is traveling with Micheasi in the Open Plains at 2903. The Major Town of Ar-Kuinder flying the flag of the Wise Council is here.

Widfara



Ranks : Command 0 Agent 58 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 43
 Artifacts : None
 Spells (+0) : None

Widfara was located in the Mountains at 0812.

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: Valandil - Free People Male. Conjurer Myrthrandir - Alvernus. An unknown Free
 People Male. An unknown Free People Male. One or more reports may be incorrect. Nothing
 else was reported at this time.

*He is currently in the Shore/Plains at 0405. The Major Town/Castle of Dire flying the
 flag of the Alvernus is here.*

Wiulii



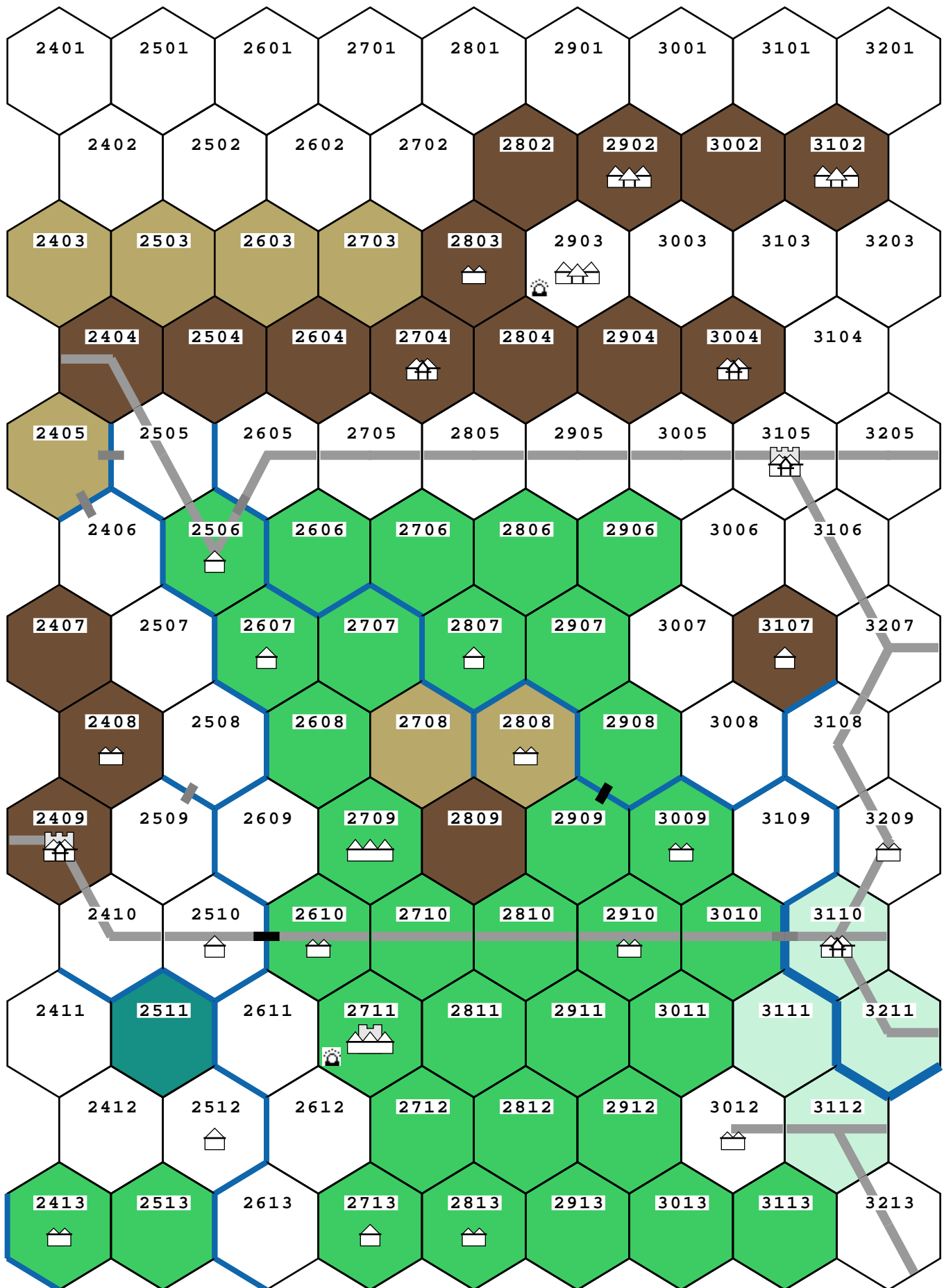
Ranks : Command 68 (98) Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 113
 Artifacts : #95 Gúthwinë√ #129 Collar of Command
 Spells (+0) : None

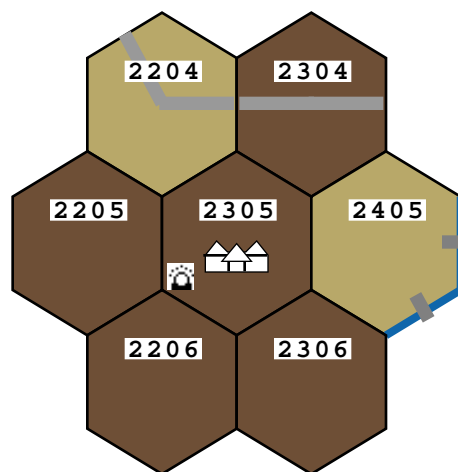
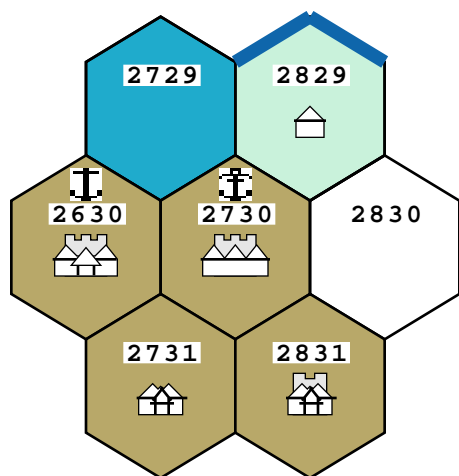
Wiulii was located in the Open Plains at 3105.

He was ordered to recruit some heavy infantry. 300 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 Open Plains at 3305. The Town of Tui Juai flying the flag of
 the Wise Council is here.*





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

Beirusa (ID: beiru) @ 3706 Mage

Order	->	# _____	Code _____	Type _____		Order	->	# _____	Code _____	Type _____
Required			<hr/>			Required			<hr/>	
Information			<hr/>			Information			<hr/>	
			<hr/>						<hr/>	
			<hr/>						<hr/>	

Cauligius (ID: cauli) @ 2730 Emissary

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

Cjain (ID: cjaii) @ 3706 Command Emissary Mage

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

Dernwyn (ID: dernw) @ 3906 Command Mage

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

Dírhael (ID: dirha) @ 2730 Command

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

Ericus (ID: ericu) @ 2730 Command Emissary Mage

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

Gamling (ID: gamli) @ 2522 Agent

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

Gilrean (ID: gilre) @ 2214 Emissary

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

Gimforn (ID: gimfo) @ 2212 Agent

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

Gundor (ID: gundo) @ 2903 Agent

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

Jopinii (ID: jopin) @ 3305 Mage

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

Micheasi (ID: miche) @ 2903 Command

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

Oretur (ID: oretu) @ 2006 Emissary

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

Silusini (ID: silus) @ 3706 Command Mage

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

Sûldun (ID: suldu) @ 2903 Command Agent

Order	->	# _____	Code _____	Type _____		Order	->	# _____	Code _____	Type _____
Required			<hr/>			Required			<hr/>	
Information			<hr/>			Information			<hr/>	
			<hr/>						<hr/>	

Widfara (ID: widfa) @ 0405 Agent

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

Wiulii (ID: wiuli) @ 3305 Command

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