

Strategic Fantasy Games of Australia
presents

Middle-earth Play-By-Mail™

Third Age, circa 2950



GAME # 2



--- Game Won ! ---

Final Victory Points: 1175

Victory Conditions :

To acquire 10 additional artifacts (15) of any alignment.

To see to the termination of Golasgil by any means whatsoever.

To hold at game end the population center of Honour the Fallen at 2220.√

To see to the termination of Anglach by any means whatsoever.√

To hold at game end the population center of Lest We Forget at 4017.√

Top 3 Positions :

Corsairs [2050] Southern Gondor [2017] Northmen [1692]

Character Victory Points : 300

Population Center Victory Points : 250

Army Victory Points : 225

Wealth Victory Points : 100

Individual Victory Points : 300

The One Ring was still lost @ 3323

Internet W2P5M_Peters
Michael Peters

6 Tallowood Crescent
Bradbury, NSW. 2560

Game #	:	2
Player #	:	5
Turn #	:	31
Account	:	\$68.00
Free Turns	:	0
Security Code	:	2008
Special Service	:	YES
[Keep \$8+ on account]		

Silvan Elves

(A Free People)

Season : Spring

RELATIONS WITH OTHER NATIONS

Woodmen	: Friendly	Northmen	: Tolerated	Riders of Rohan	: Tolerated
Dúnadan Rangers	: Tolerated	Northern Gondor	: Tolerated	Southern Gondor	: Tolerated
Dwarves	: Tolerated	Sinda Elves	: Tolerated	Noldo Elves	: Tolerated
Witch-king	: Hated	Dragon Lord	: Hated	Dog Lord	: Disliked
Cloud Lord	: Hated	Blind Sorcerer	: Disliked	Ice King	: Disliked
Quiet Avenger	: Disliked	Fire King	: Disliked	Long Rider	: Disliked
Dark Lieutenants	: Disliked	Corsairs	: Neutral	Rhûn Easterlings	: Hated
Dunlendings	: Neutral	White Wizard	: Neutral	Khand Easterlings	: Neutral

POPULATION CENTERS

Aradhrynd (Capital)	Location : @ 2908 in Mixed Forest Climate is Cool							
Size : City	Fortifications : Fort	Loyalty : 100	Docks : None	Hidden ? : YES	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	48	0	343	66	0	0
Current stores	0	0	144	0	686	66	0	-

A small army bearing the banner of the Silvan Elves under Lord Camthalion is here.

Caras Amarth	Location : @ 2608 in Mixed Forest Climate is Cool							
Size : Village	Fortifications : Tower	Loyalty : 46	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	646	77	0	0
Current stores	0	0	0	0	1292	77	0	-

Ceber Fanuin II	Location : @ 2915 in Mixed Forest Climate is Mild							
Size : Camp	Fortifications : None	Loyalty : 35	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	1746	126	0	0
Current stores	0	0	0	0	3492	126	0	-

Dale	Location : @ 3108 in Open Plains Climate is Cool							
Size : Camp	Fortifications : Tower	Loyalty : 54	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	200	0	0	0	960	0	8	0
Current stores	600	0	0	0	1920	0	24	-

East Wing	Location : @ 2817 in Hills & Rough 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	324	0	18	2000
Current stores	0	0	0	0	648	0	54	-

Emenduin	Location : @ 2909 in Mixed Forest 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	0	0	0	275	64	0	0
Current stores	0	0	0	0	550	64	0	-

Enyarma	Location : @ 2103 in Hills & Rough Climate is Polar							
Size : Camp	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	102	10	0	450
Current stores	0	0	0	0	204	10	0	-

Galadbrynd	Location : @ 2709 in Mixed Forest Climate is Cool							
Size : Village	Fortifications : Tower	Loyalty : 42	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	256	160	0	0
Current stores	0	0	0	0	512	160	0	-

Honour the Fallen Location : @ 2220 in Open Plains Climate is Mild
 Size : Camp Fortifications : None Loyalty : 57 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 360 0 0 0 639 0 72 0
 Current stores 1080 0 0 0 1278 0 216 -
 Foreign characters reported in the hex : **Radagast the Brown.**

Ilanin Location : @ 3713 in Shore/Plains Climate is Cool
 Size : Major Town Fortifications : None Loyalty : 45 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 106 0 0 0 451 0 3 0
 Current stores 633 0 0 0 1579 0 19 -

Lag-lach Location : @ 2311 in Mountains Climate is Cold
 Size : Town Fortifications : None Loyalty : 27 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 90 86 0 0 0 0 1140
 Current stores 0 120 403 0 0 0 0 -

Lag-orod Location : @ 2214 in Mountains Climate is Cold
 Size : Village Fortifications : None Loyalty : 49 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 72 38 0 0 0 0 1680
 Current stores 0 72 124 0 0 0 0 -
 Foreign characters reported in the hex : - **Lomaw.**

Lair of Dragon Location : @ 2408 in Mountains Climate is Cold
 Size : Village Fortifications : None Loyalty : 50 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 0 38 5 0 0 0 600
 Current stores 0 0 144 0 0 0 0 -

Legion Location : @ 3115 in Mixed Forest Climate is Mild
 Size : Camp Fortifications : None Loyalty : 30 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 0 0 0 540 252 0 0
 Current stores 0 0 0 0 1080 252 0 -

Legless Location : @ 3012 in Open Plains Climate is Cool
 Size : Village Fortifications : None Loyalty : 28 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 237 0 0 0 307 0 13 0
 Current stores 829 0 0 0 691 0 45 -

Lest We Forget Location : @ 4017 in Hills & Rough Climate is Mild
 Size : Camp Fortifications : None Loyalty : 61 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 120 0 0 945 108 0 0
 Current stores 0 120 0 0 1890 108 0 -

Listening Post Location : @ 2819 in Hills & Rough 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 279 0 70 0 0 0 0 1600
 Current stores 837 0 210 0 0 0 0 -

Mt Grumpy Location : @ 2006 in Mountains Climate is Polar
 Size : Village Fortifications : Tower Loyalty : 27 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 89 43 0 0 0 0 900
 Current stores 0 89 129 0 0 0 0 -

My Folly Location : @ 3008 in Open Plains Climate is Cool
 Size : Village Fortifications : None Loyalty : 35 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 77 0 0 0 467 0 19 0
 Current stores 231 0 0 0 934 0 57 -

Núath Location : @ 2808 in Hills & Rough Climate is Cool
 Size : Village Fortifications : None Loyalty : 31 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 0 88 0 0 0 13 1100
 Current stores 0 0 264 0 0 0 39 -

Rhúbar Location : @ 4413 in Mixed Forest Climate is Cool
 Size : Village Fortifications : None Loyalty : 44 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 0 0 0 800 77 0 0
 Current stores 0 0 0 0 1600 77 0 -

Foreign characters reported in the hex : - **Oban Elmcleaver.**

A small army bearing the banner of the Northmen under Commander Flare Culler is here.

Sarn Goriwing Location : @ 2809 in Mountains Climate is Cold
 Size : Village Fortifications : Fort Loyalty : 54 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 86 96 0 0 0 0 1140
 Current stores 0 86 288 0 0 0 0 -

Snow Location : @ 2303 in Hills & Rough Climate is Polar
 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 42 0 64 0 0 540
 Current stores 0 0 126 0 128 0 0 -

Snow Idea Location : @ 2503 in Hills & Rough Climate is Polar
 Size : Village Fortifications : None Loyalty : 42 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 14 0 0 0 0 0 1 360
 Current stores 42 0 0 0 0 0 3 -

Snowfields Location : @ 2703 in Hills & Rough Climate is Polar
 Size : Camp Fortifications : None Loyalty : 44 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 75 0 0 0 40 3 0
 Current stores 0 75 0 0 0 40 9 -

Snowing Location : @ 2603 in Hills & Rough Climate is Polar
 Size : Village Fortifications : None Loyalty : 29 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 25 0 0 0 0 26 2 0
 Current stores 75 0 0 0 0 26 6 -

Snowy Location : @ 2403 in Hills & Rough Climate is Polar
 Size : Camp Fortifications : None Loyalty : 45 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 0 45 0 0 34 5 0
 Current stores 0 0 135 0 0 34 15 -

Sumar Location : @ 4012 in Shore/Plains Climate is Cool
 Size : Camp Fortifications : None Loyalty : 44 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 288 0 0 0 368 0 16 0
 Current stores 864 0 0 0 736 0 48 -

Thargelion Location : @ 2911 in Mixed Forest Climate is Cool
 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 0 0 0 208 288 0 0
 Current stores 0 0 0 0 416 288 0 -

Threatening Location : @ 4018 in Shore/Plains Climate is Mild
 Size : Major Town Fortifications : None Loyalty : 49 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 58 0 0 0 223 0 7 0
 Current stores 3178 0 932 0 23701 3970 394 -

A small army bearing the banner of the Silvan Elves under Regent Thranduil is here.

Toll Please

Location : @ 1715 in Shore/Plains Climate is Mild

Size : Camp	Fortifications : None	Loyalty : 42	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	126	0	0	0	684	0	36	0
Current stores	252	0	0	0	1368	0	72	-

Way Station

Location : @ 2810 in Mixed Forest Climate is Cool

Size : Camp	Fortifications : None	Loyalty : 48	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	920	248	32	0
Current stores	0	0	0	0	1840	248	96	-

West Wing II

Location : @ 2717 in Hills & Rough Climate is Mild

Size : Camp	Fortifications : None	Loyalty : 45	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	120	0	0	0	27	1600
Current stores	0	0	360	0	0	0	81	-

Wood Pulp

Location : @ 2707 in Mixed Forest Climate is Cold

Size : Camp	Fortifications : None	Loyalty : 33	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	120	108	0	0
Current stores	0	0	0	0	240	108	0	-

Wularan

Location : @ 1917 in Hills & Rough Climate is Mild

Size : Village	Fortifications : None	Loyalty : 61	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	396	0	0	0	490	0	0	2900
Current stores	1188	0	500	0	980	0	0	-

Zarak-dûm

Location : @ 2004 in Mountains Climate is Polar

Size : Camp	Fortifications : Tower	Loyalty : 26	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	81	0	15	0	0	0	600
Current stores	0	81	0	0	0	0	0	-

Foreign characters reported in the hex : **Leucaruth.****ARMIES AND NAVIES****Army Commander : Lord Camthalion**

Location : @ 2908 in Mixed Forest Climate is Cool

Army morale : 61	Warships : 0	Transports : 0 (1)	Travel mode : Normal
Troops	Training	Weapon	Armor # Troops Troop Type
Wood Elf archers w/long bows	73	60	0 100 Archers
Baggage Train	Leather	Bronze	Steel Mithril
Weapons	-	0	0
Armor	0	0	0
Food	308		
War machines	0		

The City/Fort of Aradhrynd flying the flag of the Silvan Elves is here.

Army Commander : Regent Thranduil

Location : @ 4018 in Shore/Plains Climate is Mild

Army morale : 16	Warships : 0	Transports : 0 (5)	Travel mode : Normal
Troops	Training	Weapon	Armor # Troops Troop Type
Mixed Elven horseriders w/broadswords	25	60	700 Heavy Cavalry
Baggage Train	Leather	Bronze	Steel Mithril
Weapons	-	0	0
Armor	0	0	0
Food	900	Low Supplies !!	
War machines	0		

Characters traveling with army : - Legolas - Sneezy.

The Major Town of Threatening flying the flag of the Silvan Elves is here.

COMPANY COMMANDERS :

Commander Snow White Location : @ 3224 Traveling with her are : Clumsy - Doopy - Grumpy - Lindal.

MARKET PRICES

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	41215	37845	17852	1174	103055	57329	9084
Purchase at market price/unit	7	8	13	173	2	6	26
Sell to market price/unit	4	5	9	111	1	4	16

MISCELLANEOUS

Maintenance Costs expected next turn are:			Totals for Nation:	Stores	Production
Armies/Navies :	4800		Leather	9809	2166
Pop Centers :	4500		Bronze	643	613
Characters :	28280		Steel	3759	714
			Mithril	0	20
Total :	37580		Food	47765	11878
			Timber	5654	1684
Current Tax rate :	39%		Mounts	1178	275
Revenue expected next turn :	41960 (+4380)				
Current Gold reserve :	1518				

Ships have been left anchored at the following locations:

5 warships at hex 4413
3 transports at hex 4413

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
Elenya	Ring	9	Yes	None	Increases Stealth Rank by 15.
Tinculin	Harp	15	Yes	None	Increases Mage Rank by 40.
Orb of Seeing	Orb	35	Yes	None	Increases Mage Rank by 25.
Bone Ring	Ring	36	Yes	None	Increases Mage Rank by 15.
Morgul Plate	Armor	52	Yes	Evil	Increases Command Rank by 10.
Helm of Shadow	Helm	55	Yes	None	Increases Stealth Rank by 10.
Bracers of the Mists	Bracers	64	Yes	None	Increases Stealth Rank by 30.
Ulûkai	Jewel	67	Yes	Evil	Increases Command Rank by 30.
Thrakurghash	Scimitar	68	No	Evil	COMBAT - Increases damage by 500 points.
Nallagurth	Mace	86	No	Evil	COMBAT - Increases damage by 750 points.
Troll Slayer	Sword	121	No	Good	COMBAT - Increases damage by 750 points.
Orc Slayer	Bow	122	No	Good	COMBAT - Increases damage by 750 points.
Hue Changer	Spear	141	No	None	COMBAT - Increases damage by 500 points.
Aracu	Bow	171	No	Good	COMBAT - Increases damage by 1500 points.

You have hidden the following additional artifacts:

None

NATION MESSAGES

*The loyalty was influenced from the efforts or presence of Enna San Sarab at Galadbrynd.
 The loyalty was influenced from the efforts or presence of Leucaruth at Zarak-dûm.
 The loyalty was influenced from the efforts or presence of Radagast the Brown at Honour the Fallen.
 The loyalty was influenced from the efforts or presence of Itangast at Núath.
 There are rumors of an assassination attempt involving Beorn.
 There are rumors of a theft attempt involving Wuretha at Vamag.
 Our populace reports that a season change is imminent!*

ENCOUNTER MESSAGES

Encounter for Líndal at 3224

Líndal made camp for the night along the edge of a high ravine. During the night, high winds forced him to seek shelter among the rocks and threatened to cast him from the heights. Finally, in apparent luck, he succeeded in finding a large hidden cave which protected him from the force of the winds. As soon as he made his way inside, however, he felt an ominous presence and a terrible foreboding. As he explored the cave, he came upon the body of a dark haired woman caught in a fantastically huge web. The woman was not moving, but a small glow seemed to emanate from a sack at her side. The maker of the web does not seem to be in the area.

ATTACK the woman
 FREE the woman
 STEAL the sack
 BURN the web and the woman
 Say _____ (only one word)
 FLEE

How will Líndal react ? (Choose any reaction shown in all CAPS or provide info requested in parenthesis. If no reaction is given, he will be assumed to have chosen "FLEE".)

Encounter for Happy at 2214

Happy had traveled many long and twisting paths this day. The mountain passes were always difficult to find and the trails had a way of changing their markings. The last path showed promise as it snaked its way toward the top of this particular mountain. Perhaps this was the right path after all. Suddenly, the path ended in what seemed to be a giant cave entrance. Lying in front of the entrance was a being that generated instant fear and respect. A grey white Dragon lay there and the ancient name leapt unbidden to memory. This one was known as "Lomaw", and as the grey white scaled head swiveled up to gaze with piercing eyes, the mouth opened to...speak?

ATTACK the Dragon
 State your ALLEGIANCE
 State your NAME
 Act MEEK
 Act HAUGHTY
 DEMAND Dragon's obedience
 Offer TEN thousand gold
 Offer one HUNDRED thousand gold
 Offer ONE artifact
 Offer TWO artifacts
 Say _____ (only one word)
 FLEE

How will Happy react ? (Choose any reaction shown in all CAPS or provide info requested in parenthesis. If no reaction is given, he will be assumed to have chosen "FLEE".)

COMBAT MESSAGES

None

SPECIAL MESSAGES

FREE TURNS! Do you have any friends that would enjoy playing ME-PBM? SFGA will credit you with a free turn for each NEW SFGA 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: \$9.00, new player registrations are: \$40.00

Standby positions

Dear players, in an effort to secure faster replacement of inactive positions, SFGA is now posting the positions that are available for 'standby' replacement. If anyone is interested in acquiring a standby position listed below (or want to check the current list of standby positions), please give SFGA a call as soon as possible. Our phone number is (03) 51 276977 and our phone hours are between 5pm - 9pm EST, Monday through Friday. Contact us quickly as they may go fast. We will, of course, continue our efforts to contact players on our standby lists, but we hope that by making our position needs known to all players that we will be able to restore those positions to active status more quickly. So, if you are interested in playing that hard-to-get position, or want to try your newest strategy with a tough position, then now is your chance!! Remember, a standby position comes with 3 free turns and a copy of the initial information sheet, so there is nothing to risk and everything to gain - another fun game and many new friends!! Hopefully, our combined efforts to find replacements more quickly will ensure that Middle-earth PBM stays the best PBM game for many years to come.

Current 1650 positions available: Nil

Current 2950 positions available: Nil

New Game positions

Dear Players, in an effort to facilitate the start of new games, we will try to post some listings here of ME-PBM games that are currently filling, and some idea of the positions preferred for those games to start soonest. So, if you have been waiting to start a new game, now is the chance to get started soon!

Special rate! For 1-week All-Email games, the turn fee has been reduced to only \$7.00 #per turn. Several games are filling below, so now is the perfect time to try one of #these fast-paced games!

ME-PBM 1650

1-week All-Email game: Game 11 - All positions accepted.

2-week game: Game 16 - All positions accepted.

ME-PBM 2950

1-week All-Email game: Game 4 - All positions accepted.

2-week game: Game 5 - Only 1 FP and 1 DS positions left to fill.

2-week game: Game 6 - All positions accepted.

ME-PBM 1000 (Fourth Age)

Game 2 is now open for bookings.

ORDERS GIVEN

Character	Order #	Order Code	Additional Information.....
Argaldor	925	Recon	
Argaldor	810	MovChar	1917
Bashful	580	SprdRum	
Bashful	520	InfYour	
Camthalion	215	RfsPers	
Camthalion	435	ArmyMan	
Caras	810	MovChar	2006
Caras	215	RfsPers	
Clumsy	610	GrdChar	snow
Clumsy	900	FindArt	14
Doc	520	InfYour	
Doc	325	NatSell	mi 100
Doopy	755	JnCmpy	snow
Doopy	900	FindArt	14
Grumpy	610	GrdChar	linda
Grumpy	900	FindArt	14
Happy	605	GrdLoc	
Happy	810	MovChar	2214
Legolas	520	InfYour	
Legolas	870	MovJoin	4018 thran
Líndal	755	JnCmpy	snow
Líndal	930	ScoChar	
Messy	585	Uncover	
Messy	525	InfOthr	
Missie	550	ImprPop	
Missie	710	PrenMgy	
Mossie	550	ImprPop	
Mossie	810	MovChar	2014
Mussie	550	ImprPop	
Mussie	810	MovChar	1508
Ringlin	940	CstLoSp	428 14
Ringlin	710	PrenMgy	
Sleepy	710	PrenMgy	
Sleepy	948	TranCar	4018 1917 st 500
Sneezy	605	GrdLoc	
Sneezy	870	MovJoin	4018 thran
Snow White	820	MovCmpy	3224
Snow White	925	Recon	
Thranduil	400	HvCvlyr	300 st st
Thranduil	550	ImprPop	

Argaldor



Ranks : Command 36 Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 15 Challenge 36
 Artifacts : None
 Spells (+0) : None

Argaldor was located in the Mountains at 2211.

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

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

He is currently in the Hills & Rough at 1917. The Village of Wularan flying the flag of the Silvan Elves is here.

Bashful



Ranks : Command 0 Agent 0 Emissary 37 Mage 0
 Health 100 Stealth 0 Challenge 18
 Artifacts : None
 Spells (+0) : None

Bashful was located in the Open Plains at 3108.

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

She was ordered to spread some rumors. False and misleading rumors were spread.

She is currently in the Open Plains at 3108. The Camp/Tower of Dale flying the flag of the Silvan Elves is here.

Camthalion



Ranks : Command 57 Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 15 Challenge 57
 Artifacts : None
 Spells (+0) : None

Camthalion was located in the Mixed Forest at 2908.

He was ordered to refuse all personal challenges.

He was ordered to put the army on maneuvers. The maneuvers for the army were completed.

He commands an army in the Mixed Forest at 2908. The City/Fort of Aradhrynd flying the flag of the Silvan Elves is here.

Caras



Ranks : Command 0 Agent 68 Emissary 0 Mage 34 (114)
 Health 33 Stealth 0 Challenge 126
 Artifacts : #15 Tinculin #35 Orb of Seeing #36 Bone Ring
 Spells(+80) : #308 Capital Return(91) #502 Weakness(97) #504 Sickness(59)
 #506 Curses(42)

Caras was located in the Mixed Forest at 1409.

He was ordered to refuse all personal challenges.

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

He is currently in the Mountains at 2006. The Village/Tower of Mt Grumpy flying the flag of the Silvan Elves is here.

Clumsy



Ranks : Command 0 Agent 43 Emissary 0 Mage 0
 Health 100 Stealth 23 Challenge 32
 Artifacts : None
 Spells (+0) : None

Clumsy was located in the Mountains at 3423.

He was ordered to guard a character. Snow White was guarded.

He moved with the company to 3224.

He was ordered to find an artifact. An artifact search was attempted. No artifact was found at 3224.

He is traveling with Snow White in the Mountains at 3224. The Town/Castle of Barad Ungol flying the flag of Southern Gondor is here.

Doc



Ranks : Command 0 Agent 0 Emissary 35 Mage 0
 Health 100 Stealth 0 Challenge 17
 Artifacts : None
 Spells (+0) : None

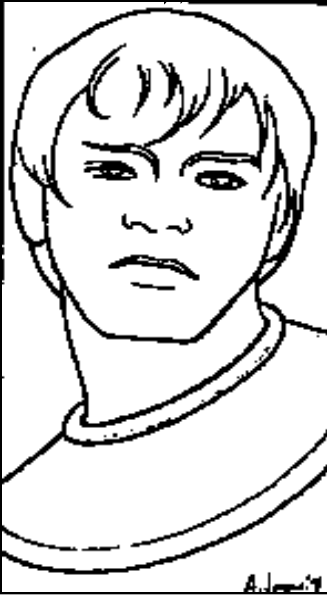
Doc was located in the Mixed Forest at 2908.

He was ordered to have the nation sell to the caravans. 204 Mithril were sold for 18768 Gold.

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

He is currently in the Mixed Forest at 2908. The City/Fort of Aradhrynd flying the flag of the Silvan Elves is here.

Doopy



Ranks : Command 0 Agent 53 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 39
 Artifacts : None
 Spells (+0) : None

Doopy was located in the Mountains at 3423.

He was ordered to join a company. He joined the company commanded by Snow White.

He moved with the company to 3224.

He was ordered to find an artifact. An artifact search was attempted. No artifact was found at 3224.

He is traveling with Snow White in the Mountains at 3224. The Town/Castle of Barad Ungol flying the flag of Southern Gondor is here.

Grumpy



Ranks : Command 0 Agent 68 Emissary 0 Mage 0
 Health 100 Stealth 24 Challenge 61
 Artifacts : #52 Morgul Plate #86 Nallagurth #141 Hue Changer
 Spells (+0) : None

Grumpy was located in the Mountains at 3423.

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

He moved with the company to 3224.

He was ordered to find an artifact. An artifact search was attempted. No artifact was found at 3224.

He is traveling with Snow White in the Mountains at 3224. The Town/Castle of Barad Ungol flying the flag of Southern Gondor is here.

Happy



Ranks : Command 10 Agent 23 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 19
 Artifacts : None
 Spells (+0) : None

Happy was located in the Mixed Forest at 2908.

He was ordered to guard the location. Aradhrynd was guarded.

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

He had a special encounter. See Encounter Messages.

He is currently in the Mountains at 2214. The Village of Lag-ored flying the flag of the Silvan Elves is here.

Legolas



Ranks : Command 55 Agent 0 Emissary 56 Mage 0
 Health 100 Stealth 20 Challenge 92
 Artifacts : #171 Aracuv/
 Spells (+0) : None

Legolas was located in the Shore/Plains at 3713.

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

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

He is traveling with Thranduil in the Shore/Plains at 4018. The Major Town of Threatening flying the flag of the Silvan Elves is here.

Lindal



Ranks : Command 45 Agent 74 Emissary 0 Mage 0
 Health 100 Stealth 25 (80) Challenge 66
 Artifacts : #9 Elenya #55 Helm of Shadow #64 Bracers of the Mists
 Spells (+0) : None

Lindal was located in the Mountains at 3423.

He was ordered to join a company. He joined the company commanded by Snow White.

He moved with the company to 3224.

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

Found: Conjurer Shelob - Dark Servants. Captain Marcus - Northern Gondor. Captain Boronar - Northern Gondor. Agent Kjel Ruritsson - Woodmen. One or more reports may be incorrect. Nothing else was reported at this time.

He had a special encounter. See Encounter Messages.

He is traveling with Snow White in the Mountains at 3224. The Town/Castle of Barad Ungol flying the flag of Southern Gondor is here.

Messy



Ranks : Command 0 Agent 0 Emissary 67 Mage 0
 Health 100 Stealth 0 Challenge 33
 Artifacts : None
 Spells (+0) : None

Messy was located in the Shore/Plains at 4415.

She was ordered to influence their population center loyalty. She was not able to influence/reduce the population center loyalty because the population center was in ruins.

She was ordered to uncover some secrets. Secrets uncovered - uncovered that the nation of the Witch-king has collapsed and is no longer active - uncovered that the nation of the Cloud Lord seeks to hold the population center of Lag-zâjarzot at 3324.

She is currently in the Shore/Plains at 4415. The un-owned Ruins/Tower of Elgaer is here.

Missie



Ranks : Command 0 Agent 0 Emissary 85 Mage 48
 Health 100 Stealth 0 Challenge 58
 Artifacts : None
 Spells (+0) : #308 Capital Return(92)

Missie was located in the Shore/Plains at 3713.

She was ordered to improve the population center size. Ilanin was improved to a Major Town.

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

She is currently in the Shore/Plains at 3713. The Major Town of Ilanin flying the flag of the Silvan Elves is here.

Mossie



Ranks : Command 0 Agent 0 Emissary 90 Mage 0
 Health 100 Stealth 0 Challenge 45
 Artifacts : None
 Spells (+0) : None

Mossie was located in the Mountains at 2408.

She was ordered to improve the population center size. Lair of Dragon was improved to a Village.

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

She is currently in the Hills & Rough at 2014. The Camp of Mytharis flying the flag of the Sinda Elves is here.

Mussie



Ranks : Command 0 Agent 0 Emissary 90 Mage 0
 Health 100 Stealth 0 Challenge 45
 Artifacts : None
 Spells (+0) : None

Mussie was located in the Mountains at 2311.

She was ordered to improve the population center size. Lag-lach was improved to a Town.

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

She is currently in the Hills & Rough at 1508. The Camp of Ghabarú flying the flag of the Dunlendings is here.

Ringlin



Ranks : Command 0 Agent 0 Emissary 0 Mage 79
 Health 100 Stealth 20 Challenge 79

Artifacts : #67 Ulûkai #68 Thrakurghash

Spells (+0) : #108 Blessings(57) #308 Capital Return(71)
 #408 Perceive Nation...(88) #412 Research Artifact(97)
 #413 Scry Population...(75) #416 Reveal Production(92)
 #417 Divine Characte...(82) #418 Locate Artifact(82) #420 Reveal Character(77)
 #428 Locate Artifact...(83) #434 Reveal Populati...(55) #502 Weakness(96)
 #504 Sickness(67) #506 Curses(55)

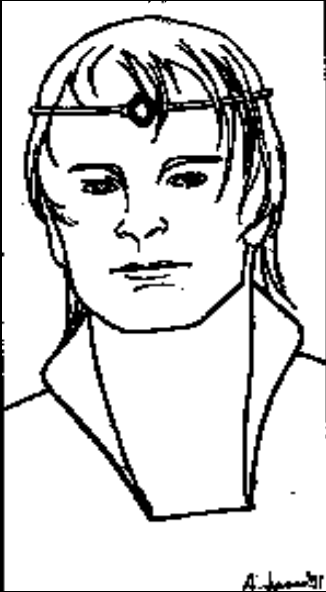
Ringlin was located in the Mixed Forest at 2908.

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

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

He is currently in the Mixed Forest at 2908. The City/Fort of Aradhrynd flying the flag of the Silvan Elves is here.

Sleepy



Ranks : Command 0 Agent 0 Emissary 0 Mage 42
 Health 100 Stealth 0 Challenge 42

Artifacts : None

Spells (+0) : #102 Barriers(59) #308 Capital Return(73) #406 Divine Army(53)

Sleepy was located in the Mixed Forest at 2908.

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

He was ordered to transport by the caravans. 500 Steel (+10%) transported from Threatening to Wularan.

He is currently in the Mixed Forest at 2908. The City/Fort of Aradhrynd flying the flag of the Silvan Elves is here.

Sneezy



Ranks : Command 0 Agent 40 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 30

Artifacts : None

Spells (+0) : None

Sneezy was located in the Shore/Plains at 3713.

He was ordered to guard the location. Ilanin was guarded.

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

He is traveling with Thranduil in the Shore/Plains at 4018. The Major Town of Threatening flying the flag of the Silvan Elves is here.

Snow White



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

Snow White was located in the Mountains at 3423.

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

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

She commands a company in the Mountains at 3224. The Town/Castle of Barad Ungol flying the flag of Southern Gondor is here.

Thranduil



Ranks : Command 61 Agent 0 Emissary 88 Mage 0
 Health 100 Stealth 20 Challenge 87
 Artifacts : #121 Troll Slayer√ #122 Orc Slayer
 Spells (+0) : None

Thranduil was located in the Shore/Plains at 4018.

He was ordered to recruit some heavy cavalry. 300 Heavy Cavalry w/Steel weapons and Steel armor were recruited.

He was ordered to improve the population center size. Threatening was improved to a Major Town.

He commands an army in the Shore/Plains at 4018. The Major Town of Threatening flying the flag of the Silvan Elves is here.

