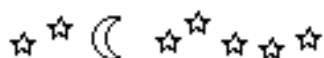


**MEPBM Games**  
presents

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



GAME # 47



## South Kingdom

Victory points : 550

Victory Conditions :

To connect and hold at game end the population center of Hornburg at 2121.  
To connect and hold at game end the population center of Sairtheod at 4027.  
To hold at game end the artifact: Ar-sil #45.  
To see to the termination of Samedir by any means whatsoever.  
To terminate 10 characters by personal challenge or by assassination.

Top 3 Positions :

**North Kingdom [ 1900 ] Wardens [ 1383 ] Beogrim [ 1350 ]**

Special Nation Abilities :

#09 New emissaries start at rank up to 40.  
#12 New commanders start at rank up to 40.  
#17 Build ships at 1/2 timber cost.  
#19 Build fortifications at 1/2 timber cost.

Internet G047N02  
DAVID HOUSE 110820  
NONE  
NONE  
NONE

Game #	:	47
Player #	:	2
Turn #	:	33
Account	:	\$ 0.00
Free Turns	:	0
Security Code	:	5500
Special Service	:	YES

# South Kingdom

(A Neutral)

Season : Winter

## RELATIONS WITH OTHER NATIONS

# 1 North Kingdom	: Friendly	# 3 Duaron	: Hated	# 4 Stonekeep's Watch	: Hated
# 5 Wardens	: Hated	# 6 Nurn Freeholders	: Hated	# 7 Daloriennes	: Neutral
# 8 Vallian	: Hated	# 9 Esgal Edhel	: Disliked	#10 Beogrim	: Hated
#11 Dothraki	: Hated	#12 Hastily Patient	: Neutral	#13 Haven's Bane	: Neutral
#14 Unseeing Eye	: Neutral	#15 Gondimarim	: Hated	#16 Isteroth Kingdom	: Disliked
#17 Clavero	: Disliked	#18 Cechove	: Hated	#19 Tsalagi	: Neutral
#20 Corsairs	: Disliked	#21 Nothraman	: Hated	#22 Eriadorian	: Friendly
#23 Shadow Crew	: Friendly	#24 Riverlands	: Friendly	#25 Deepwood Rangers	: Friendly

## POPULATION CENTERS

**Asmalind** Location : @ 3108 in Open Plains Climate is Cold

Size : Town	Fortifications : None	Loyalty : 44	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	34	0	0	0	88	0	5	0
Current stores	92	0	0	0	0	0	0	-

**Brassawat** Location : @ 2725 in Hills & Rough Climate is Mild

Size : Camp	Fortifications : None	Loyalty : 32	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	140	0	0	108	0	1400
Current stores	0	0	0	0	0	216	0	-

**Dunastir** Location : @ 2824 in Mountains Climate is Severe

Size : Village	Fortifications : None	Loyalty : 22	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	22	6	0	0	0	440
Current stores	0	0	0	6	0	0	0	-

**Forimlad** Location : @ 2722 in Shore/Plains Climate is Mild

Size : Village	Fortifications : None	Loyalty : 23	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	281	0	0	0	245	0	22	0
Current stores	562	0	0	0	0	0	0	-

**Hadronim** Location : @ 2413 in Mixed Forest Climate is Warm

Size : Town	Fortifications : None	Loyalty : 21	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	582	162	0	0
Current stores	0	0	0	0	0	324	0	-

Foreign characters reported in the hex : **Yazmina Blackhand.**

**Javasy1** Location : @ 2214 in Mountains Climate is Severe

Size : Town	Fortifications : None	Loyalty : 66	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	67	31	5	0	0	0	0
Current stores	0	67	0	5	0	0	0	-

**Kaclat Gulch** Location : @ 2903 in Open Plains Climate is Polar

Size : City	Fortifications : Tower	Loyalty : 71	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	7	0	0	0	12	0	0	0
Current stores	14	0	0	0	0	0	0	-

**Minas Tirith (Capital)** Location : @ 2924 in Shore/Plains Climate is Mild

Size : City	Fortifications : Fort	Loyalty : 100	Docks : Harbor	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	132	0	0	0	381	0	5	0
Current stores	264	595	0	0	0	0	0	-

Foreign characters reported in the hex : **Arahad - Balton - Kyanita - Oren Topaz - Sandstone.**

A small army bearing the banner of the South Kingdom under Lord Durifin is here.

**Odin's Gate** Location : @ 2321 in Mountains Climate is Severe  
 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 77 19 0 0 0 0 400  
 Current stores 0 77 0 0 0 0 0 -

**Pelargir** Location : @ 2927 in Shore/Plains Climate is Mild  
 Size : Major Town Fortifications : Tower Loyalty : 47 Docks : Harbor Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 130 0 0 0 299 0 4 0  
 Current stores 260 0 0 0 0 0 0 -

**An army bearing the banner of the Duaron under Lord Yrriel is here.**

**Pinnath** Location : @ 2428 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 216 0 0 0 0 0 27 1000  
 Current stores 600 0 0 0 0 0 0 -

**Qarth** Location : @ 2420 in Open Plains Climate is Mild  
 Size : Village Fortifications : None Loyalty : 19 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 252 0 0 0 410 0 22 0  
 Current stores 504 0 0 0 0 0 0 -

**Stonekeep** Location : @ 1918 in Hills & Rough Climate is Mild  
 Size : City Fortifications : Keep Loyalty : 33 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 0 0 22 0 185 34 0 0  
 Current stores 0 0 0 0 0 68 0 -

**Sumartri** Location : @ 2708 in Hills & Rough Climate is Cold  
 Size : Village Fortifications : None Loyalty : 29 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 0 110 0 0 0 0 7 720  
 Current stores 0 110 0 0 0 0 0 -

**Taerham** Location : @ 2514 in Mixed Forest Climate is Warm  
 Size : Town 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 0 366 102 0 0  
 Current stores 0 0 0 0 0 204 0 -

## ARMIES AND NAVIES

**Army Commander : Lord Durifin** Location : @ 2924 in Shore/Plains Climate is Mild  
 Army morale : 48 Warships : 7 Transports : 1 (3) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Dúnadan footmen w/broadswords 16 10 0 600 Heavy Infantry  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0  
 Armor 0 0 0  
 Food 18 Low Supplies !!  
 War machines 0  
 Characters traveling with army : - Bekhali - Corinna - Fedoras - Hevran.  
 The City/Fort of Minas Tirith flying the flag of the South Kingdom is here.

**Army Commander : Lord Ordun Halbor** Location : @ 2627 in Hills & Rough Climate is Mild  
 Army morale : 23 Warships : 0 Transports : 0 (8) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Dúnadan footmen w/broadswords 17 11 1 2000 Heavy Infantry  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0  
 Armor 0 0  
 Food 0 Out of Food !!  
 War machines 0  
**The un-owned Ruins of Thargelion is here.**  
**An army bearing the banner of the Duaron under General Zandy is here.**

#### COMPANY COMMANDERS :

Veteran Huron Location : @ 2327 Traveling with him are : **Ablish - Angel of Death - Durbaran - Hisab - Loki - Riadeegha.**  
 Veteran Teantur Location : @ 4017 Traveling with him are : **Agbathû - Armand - Bidahs - Cagh Monûnaw - Ilfirin - Tigon - Wyatan.**

#### MARKET PRICES

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	15226	22726	3747	0	62743	21798	2955
Purchase at market price/unit	3	3	7	105	2	3	9
Sell to market price/unit	1	1	3	49	1	1	4

#### MISCELLANEOUS

Maintenance Costs expected next turn are:	Totals for Nation:	Stores	Production
Armies/Navies : 10800	Leather	2296	1052
Pop Centers : 4500	Bronze	849	254
Characters : 28620	Steel	0	234
	Mithril	11	11
Total : 43920	Food	0	2568
	Timber	812	406
Current Tax rate : 60%	Mounts	0	92
Revenue expected next turn : 45960 (+2040)			
Current Gold reserve : 2546			

**Ritual character terminations: 3**

**Ships have been left anchored at the following locations:**

None

**You have the following double agents:**

**Ferdh Feyheart of the Deepwood Rangers @ 2315**

Double agent Ferdh Feyheart reports he was ordered to refuse all personal challenges.

Double agent Ferdh Feyheart reports he was ordered to guard a character. Sarah Redblade was guarded.

**You have the following hostages:**

None

**You possess the following artifacts:**

Name of artifact	Item	#	Latent	Alignment	Known Powers
Romoquenáro	Bow	83	No	None	COMBAT - Increases damage by 750 points.

You have hidden the following additional artifacts:

Name of artifact	#	Location
Staff of the Wanderer	4	Klú Relortin has hidden it in the Coastal Waters at 2729

## NATION MESSAGES

*There are rumors of an armed conflict involving the Dothraki at 2415.*  
*There are rumors of a sabotage attempt involving Riadeegha at Carcomy.*  
*6500 Gold was stolen at Stonekeep.*

## ENCOUNTER MESSAGES

None

## COMBAT MESSAGES

### Battle at 2527

In the Mild climate of the Hills & Rough of 2527, a conflict took place in the early afternoon in high winds.

At the head of a rebellious army rode **Warlord Zandy** of the nation of the Duaron. 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
2776 Mixed Mannish footmen w/spears	wooden	none	a mob

At the head of a rebellious army rode **Lord Corinna** of the nation of the South 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
1649 Dúnadan footmen w/broadswords	wooden/bronze	none/leather	a mob

The Village of Linhir flying the flag of the Duaron is situated in the Hills & Rough here. It is fortified by a Tower.

Report from Corinna.....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 heard coursing through the ranks.. Keep close ranks. Use standard formation. Like we practiced!

Against the forces of Zandy, 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 Corinna.....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.

After the battle.... Zandy's forces were victorious in the battle, but suffered some losses. Zandy appeared to have survived. Corinna's forces were destroyed/routed in the battle. Corinna appeared to have survived.

### Battle at 2413

In the Warm climate of the Mixed Forest of 2413, a conflict took place in the early morning hours during a driving storm.

At the head of a rebellious army rode **Regent Yazmina Blackhand** of the nation of the Deepwood Rangers. 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
487 Woodman horsemen w/maces	wooden/bronze	leather/bronze	ragged ranks
2650 Woodman footmen w/battle axes	wooden	leather/bronze	ragged ranks

At the head of a calm army rode **Regent Warmog** of the nation of the Beogrim. 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
2808 Mixed Easterling chariotmen w/spears	bronze/steel	bronze/steel	a mob

The Town of Hadronim flying the flag of the South Kingdom is situated in the Mixed Forest here.

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

After the battle.... Yazmina Blackhand's forces were destroyed/routed in the battle. Yazmina Blackhand was captured. Warmog's forces were victorious in the battle, but suffered severe losses. Warmog appeared to have survived.

## SPECIAL MESSAGES

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

Front Sheet

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

ME-PBM Forum and ME-PBM Mailing List

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

## ORDERS GIVEN

Character	Order #	Order Code	Additional Information.....
Agbathû	215	RfsPers	
Agbathû	525	InfOthr	
Bekhali	215	RfsPers	
Bekhali	870	MovJoin	2924 durif
Corinna	215	RfsPers	
Corinna	870	MovJoin	2924 durif
Durbaran	525	InfOthr	
Durbaran	755	JnCmpy	huron
Durifin	435	ArmyMan	
Durifin	925	Recon	
Esfalia	325	NatSell	mo 100
Esfalia	520	InfYour	
Fedoras	325	NatSell	st 100
Fedoras	408	HvInfan	500 ^ ^
Hevran	325	NatSell	fo 100
Hevran	430	TrpsMan	hi
Hisab	920	ScPop	

Hisab	930	ScoChar	
Huron	690	StlGold	
Huron	820	MovCmpy	2327
Ilfirin	215	RfsPers	
Ilfirin	525	InfOthr	
Jalib	215	RfsPers	
Jalib	550	ImprPop	
Kahreb	520	InfYour	
Kahreb	810	MovChar	2321
Ordun Halbor	430	TrpsMan	hi
Ordun Halbor	850	MovArmy	nw w ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Rahdi	935	UsScArt	53 4218
Rahdi	935	UsScArt	53 2327
Teantur	525	InfOthr	
Teantur	820	MovCmpy	4017
Uruitë	615	Assass	lucin
Uruitë	920	ScoPop	
Veantur	520	InfYour	
Veantur	810	MovChar	2119

Agbath



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

Agbathû was located in the Open Plains at 3815.

He was ordered to refuse all personal challenges.

He was ordered to influence their population center loyalty. He was not able to influence/reduce the population center loyalty because the populace was not influenced. Current loyalty is perceived to be marginal. Continued efforts may succeed.

He moved with the company to 4017.

***He is traveling with Teantur in the Hills & Rough at 4017. The Major Town/Tower of Hodonin flying the flag of the Vallian is here.***

Bekhali



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

Bekhali was located in the Hills & Rough at 2428.

She was ordered to refuse all personal challenges.

She was ordered to move and join the army. She accepted the movement orders. She joined the army commanded by Durifin.

***She is traveling with Durifin in the Shore/Plains at 2924. The City/Fort of Minas Tirith flying the flag of the South Kingdom is here.***

Corinna



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

Corinna was located in the Hills & Rough at 2527.

She was ordered to refuse all personal challenges.

She was ordered to move and join the army. She accepted the movement orders. She joined the army commanded by Durifin.

***She is traveling with Durifin in the Shore/Plains at 2924. The City/Fort of Minas Tirith flying the flag of the South Kingdom is here.***



Durbaran



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

Durbaran was located in the Hills & Rough at 2427.

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

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

He moved with the company to 2327.

***He is traveling with Huron in the Hills & Rough at 2327. The City/Castle of Madenor flying the flag of the Duaron is here.***

Durifin



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

Durifin was located in the Shore/Plains at 2924.

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

He was ordered to recon the area. A recon of the area was attempted. Foreign armies identified: - Lucinda of the Wardens with about 1200 troops at 3024. See report below.

***He commands an army in the Shore/Plains at 2924. The City/Fort of Minas Tirith flying the flag of the South Kingdom is here.***

Esfalia



Ranks : Command 0 Agent 0 Emissary 60 Mage 0  
 Health 100 Stealth 0 Challenge 30  
 Artifacts : None  
 Spells (+0) : None

Esfalia was located in the Shore/Plains at 2924.

She was ordered to have the nation sell to the caravans. 360 Mounts were sold for 2520 Gold.

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

***She is currently in the Shore/Plains at 2924. The City/Fort of Minas Tirith flying the flag of the South Kingdom is here.***

Fedoras



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

Fedoras was located in the Shore/Plains at 2924.

He was ordered to have the nation sell to the caravans. 758 Steel were sold for 3032 Gold.

He was ordered to recruit some heavy infantry. 500 Heavy Infantry w/Wood weapons and No armor were recruited.

*He is traveling with Durifin in the Shore/Plains at 2924. The City/Fort of Minas Tirith flying the flag of the South Kingdom is here.*

Hevran



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

Hevran was located in the Shore/Plains at 2924.

She was ordered to have the nation sell to the caravans. 5370 Food were sold for 5370 Gold.

She was ordered to put some troops on maneuvers. The maneuvers for the Heavy Infantry were completed.

*She is traveling with Durifin in the Shore/Plains at 2924. The City/Fort of Minas Tirith flying the flag of the South Kingdom is here.*

Hisab



Ranks : Command 0 Agent 78 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 73+  
 Artifacts : None  
 Spells (+0) : None

Hisab was located in the Hills & Rough at 2427.

He moved with the company to 2327.

He was ordered to scout the population center. A scout of the population center was attempted. City named Madenor - capital - owned by the Duaron - fortified with a Castle - includes a Port - loyalty = 90. Production - Leather: 110 - Food: 620 - Mounts: 10. Stores - Leather: 10244 - Steel: 1 - Food: 847 - Mounts: 231. Foreign armies present: - Duaron.

He was ordered to scout for any characters. A scout for characters was attempted. Found: Ablish. Angel of Death. Captain Uvhara - Duaron. Commander Tatiannya - Duaron. Nothing else was reported at this time.

*He is traveling with Huron in the Hills & Rough at 2327. The City/Castle of Madenor flying the flag of the Duaron is here.*

Huron



Ranks : Command 10 Agent 63 Emissary 20 Mage 0  
 Health 100 Stealth 0 Challenge 52  
 Artifacts : None  
 Spells (+0) : None

Huron was located in the Hills & Rough at 2427.

He was ordered to steal the Gold. 7600 Gold was stolen at Carcomy.

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

*He commands a company in the Hills & Rough at 2327. The City/Castle of Madenor flying the flag of the Duaron is here.*

Ilfirin



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

Ilfirin was located in the Open Plains at 3815.

He was ordered to refuse all personal challenges.

He was ordered to influence their population center loyalty. He was not able to influence/reduce the population center loyalty because the populace was not influenced. Current loyalty is perceived to be fair. Continued efforts may succeed.

He moved with the company to 4017.

*He is traveling with Teantur in the Hills & Rough at 4017. The Major Town/Tower of Hodonin flying the flag of the Vallian is here.*

Jalib



Ranks : Command 0 Agent 0 Emissary 84 Mage 0  
 Health 100 Stealth 0 Challenge 42  
 Artifacts : None  
 Spells (+0) : None

Jalib was located in the Open Plains at 3108.

He was ordered to refuse all personal challenges.

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

*He is currently in the Open Plains at 3108. The Town of Asmalind flying the flag of the South Kingdom is here.*

Kahreb



Ranks : Command 0 Agent 0 Emissary 80 Mage 0  
 Health 100 Stealth 0 Challenge 40  
 Artifacts : None  
 Spells (+0) : None

Kahreb was located in the Shore/Plains at 2722.

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

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

***He is currently in the Mountains at 2321. The Village of Odin's Gate flying the flag of the South Kingdom is here.***

Kl Relortin



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

Klú Relortin was located in an unknown location.

Klú Relortin could not escape from being held hostage.

***He is currently being held hostage. Location unknown. No Gold ransom demanded at this time.***

K nebra



Ranks : Command 66 Agent 0 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 66  
 Artifacts : None  
 Spells (+0) : None

Kônebra was located in an unknown location.

Kônebra has been rescued by Zelik the Mad from being held hostage by Pordred.

***He is currently in the Open Plains at 2719.***

Ordun Halbor



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

Ordun Halbor was located in the Shore/Plains at 2628.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

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

He was ordered to move the army. He accepted the army movement orders. Movement was delayed by evasive or non-(friendly/tolerant) forces. Movement was stopped by non-(friendly/tolerant) forces.

**He commands an army in the Hills & Rough at 2627. The un-owned Ruins of Thargelion is here.**

Rahdi



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

Spells (+0) : #102 Barriers(97) #308 Capital Return(53) #406 Divine Army(96)  
 #417 Divine Characters w/Forces(65) #419 Divine Nation Forces(65)

Rahdi was located in the Open Plains at 3815.

Rahdi was kidnaped. Artifact(s) were removed from Rahdi.

Rahdi could not escape from being held hostage.

He was ordered to use a scrying artifact. He was not permitted orders because he was held hostage.

He was ordered to use a scrying artifact. He was not permitted orders because he was held hostage.

**He is currently being held hostage. Location unknown. No Gold ransom demanded at this time.**

Teantur



Ranks : Command 10 Agent 0 Emissary 77 Mage 0  
 Health 100 Stealth 0 Challenge 40  
 Artifacts : None  
 Spells (+0) : None

Teantur was located in the Open Plains at 3815.

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

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

**He commands a company in the Hills & Rough at 4017. The Major Town/Tower of Hodonin flying the flag of the Vallian is here.**

Uruit



Ranks : Command 0 Agent 78 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 58  
 Artifacts : None  
 Spells (+0) : None

Uruitē was located in the Shore/Plains at 3024.

He was ordered to assassinate a character. He was not able to complete his mission because the character was too well guarded. He was captured by Eldred while performing his assassination mission.

Uruitē escaped from being held hostage to 3124.

He was ordered to scout the population center. A scout of the population center was attempted. Camp named Darktor - owned by the Wardens - fortified with a Tower - loyalty = 38. Production - Bronze: 120 - Gold: 2100 - Mithril: 20.

**He is currently in the Mountains at 3124. The Camp/Tower of Darktor flying the flag of the Wardens is here.**

Veantur



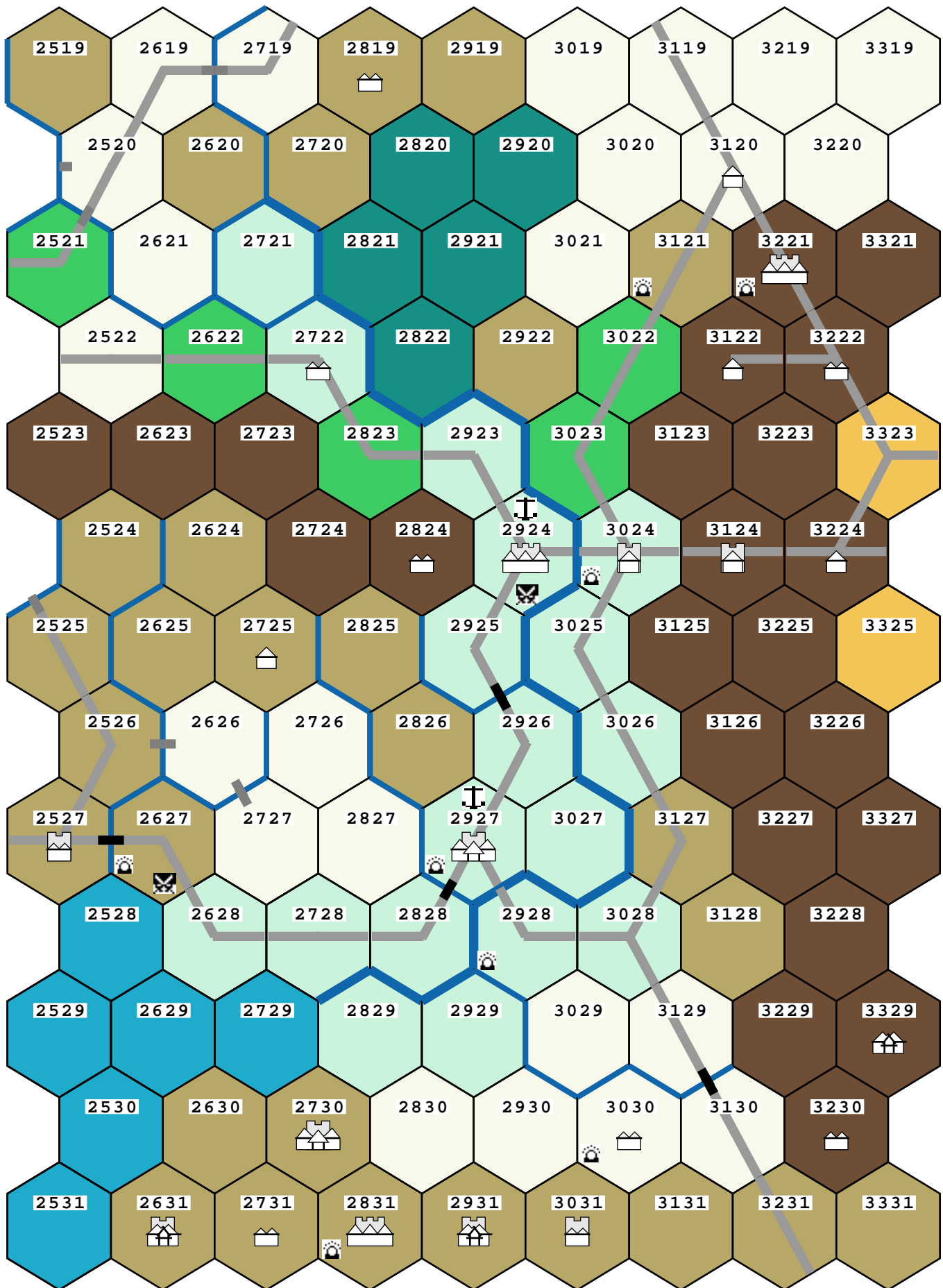
Ranks : Command 0 Agent 0 Emissary 64 Mage 71  
 Health 100 Stealth 0 Challenge 109+  
 Artifacts : #83 RomoquenároV  
 Spells (+0) : #308 Capital Return(96) #412 Research Artifact(98)  
 #413 Scry Population Center(84) #418 Locate Artifact(84)  
 #428 Locate Artifact True(78)

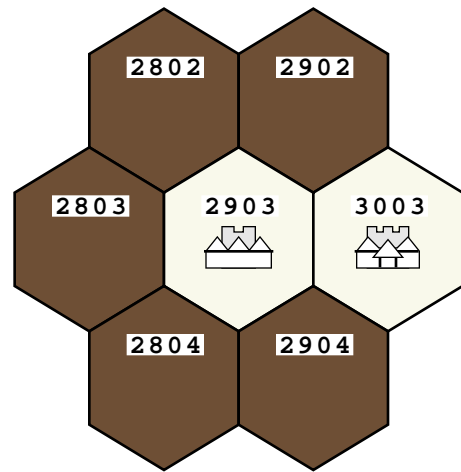
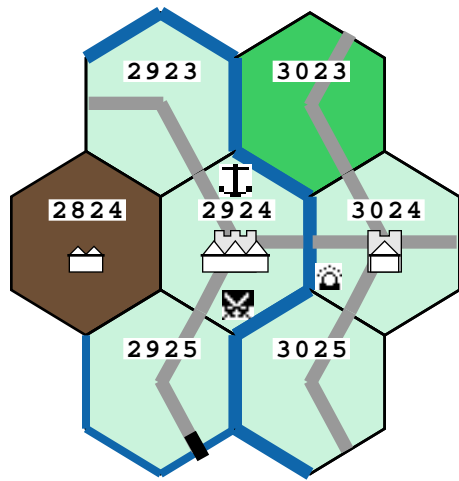
Veantur was located in the Mountains at 2214.

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

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

**He is currently in the Open Plains at 2119. The Camp/Tower of Angrenost flying the flag of the Stonekeep's Watch is here.**







Required Information	Required Information
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**Durbaran (ID: durba) @ 2327 Emissary**

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

**Durifin (ID: durif) @ 2924 Command**

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

**Esfalia (ID: esfal) @ 2924 Emissary**

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

**Fedoras (ID: fedor) @ 2924 Command**

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

**Hevran (ID: hevra) @ 2924 Command**

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

**Hisab (ID: hisab) @ 2327 Agent**

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

**Huron (ID: huron) @ 2327 Command Agent Emissary**

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

**Ilfirin (ID: ilfir) @ 4017 Emissary**

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

**Jalib (ID: jalib) @ 3108 Emissary**

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

**Kahreb (ID: kahre) @ 2321 Emissary**

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

**Kônebra (ID: koneb) @ 2719 Command**

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

**Ordun Halbor (ID: ordun) @ 2627 Command**

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

Teantur (ID: teant) @ 4017 Command Emissary

Order -> # \_\_\_\_\_ Code \_\_\_\_\_ Type \_\_\_\_\_      Order -> # \_\_\_\_\_ Code \_\_\_\_\_ Type \_\_\_\_\_

Required

## Information

Required

## Information

## Uruitë (ID: uruit) @ 3124 Agent

Order -> # \_\_\_\_\_ Code \_\_\_\_\_ Type \_\_\_\_\_      Order -> # \_\_\_\_\_ Code \_\_\_\_\_ Type \_\_\_\_\_

Required

## Information

Required

## Information

## Veantur (ID: veant) @ 2119 Emissary Mage

Order -> # \_\_\_\_\_ Code \_\_\_\_\_ Type \_\_\_\_\_      Order -> # \_\_\_\_\_ Code \_\_\_\_\_ Type \_\_\_\_\_

Required

## Information

Required

## Information