

**MEPBM Games**  
**presents**

# Middle-earth Play-By-Mail™

## Fourth Age, circa 1000



GAME # 143



### **Frost Men**

Victory points : 550  
Victory Conditions :

To see to the termination of Asbjorn by any means whatsoever.  
To see to the termination of Vezaya by any means whatsoever.  
To hold at game end the artifact: War-dancer #87.  
To hold at game end the artifact: Black Scale #129.  
To hold at game end the greatest amount of artifacts.

Top 3 Free Peoples :

**Galadhrim [ 1058 ] Rhosgobel [ 575 ] Frost Men [ 550 ]**

Special Nation Abilities :

#06 Armies lose no morale for force march.  
#10 New mages start at rank up to 40.  
#23 Can learn lost weakness spell.  
#24 Can learn lost conjure mounts spell.

Internet G143N03  
PHILIP SWIDERSKI 110670  
NONE  
NONE  
NONE

Game # : 143  
Player # : 3  
Turn # : 13  
Account : \$ 0.00  
Free Turns : 0  
Security Code : 7351  
Special Service : YES

# Frost Men

(A Free People)

Season : Winter

## RELATIONS WITH OTHER NATIONS

|                      |             |                       |             |                      |             |
|----------------------|-------------|-----------------------|-------------|----------------------|-------------|
| # 1 North Kingdom    | : Disliked  | # 2 South Kingdom     | : Neutral   | # 4 Dustbighters     | : Tolerated |
| # 5 Aerithryn        | : Friendly  | # 6 Amestrians        | : Tolerated | # 7 Faux Meddle Army | : Tolerated |
| # 8 Twin Scorpions   | : Tolerated | # 9 Rhosgobel         | : Friendly  | #10 Half-Orcs        | : Tolerated |
| #11 Galadhrim        | : Tolerated | #12 Drib Le Chin      | : Hated     | #13 Ull Navala       | : Hated     |
| #14 Farrelly         | : Disliked  | #15 Nacth Strum       | : Disliked  | #16 Shadowborn       | : Disliked  |
| #17 Heathen Kings    | : Disliked  | #18 Vampiric Order    | : Disliked  | #19 Scourge          | : Hated     |
| #20 Black Numenroans | : Disliked  | #21 Enlightned Shadow | : Disliked  | #22 Fallen           | : Neutral   |
| #23 Amun-Musa        | : Neutral   | #24 Darokin           | : Neutral   | #25 Karamaikos       | : Neutral   |

## POPULATION CENTERS

**Ablaze** Location : @ 3807 in Hills & Rough Climate is Severe

|                     |                       |              |              |               |               |        |        |      |
|---------------------|-----------------------|--------------|--------------|---------------|---------------|--------|--------|------|
| Size : Camp         | Fortifications : None | Loyalty : 11 | Docks : None | Hidden ? : No | Sieged ? : No |        |        |      |
| Surplus Product     | Leather               | Bronze       | Steel        | Mithril       | Food          | Timber | Mounts | Gold |
| Expected production | 0                     | 120          | 60           | 0             | 0             | 0      | 0      | 560  |
| Current stores      | 0                     | 600          | 390          | 0             | 0             | 0      | 0      | -    |

**Crust** Location : @ 3806 in Hills & Rough Climate is Severe

|                     |                       |              |              |               |               |        |        |      |
|---------------------|-----------------------|--------------|--------------|---------------|---------------|--------|--------|------|
| Size : Village      | Fortifications : None | Loyalty : 58 | Docks : None | Hidden ? : No | Sieged ? : No |        |        |      |
| Surplus Product     | Leather               | Bronze       | Steel        | Mithril       | Food          | Timber | Mounts | Gold |
| Expected production | 37                    | 0            | 0            | 0             | 0             | 0      | 3      | 560  |
| Current stores      | 166                   | 0            | 0            | 0             | 0             | 0      | 3      | -    |

**Dul Mordeth** Location : @ 4419 in Open Plains Climate is Hot

|                     |                        |              |              |               |               |        |        |      |
|---------------------|------------------------|--------------|--------------|---------------|---------------|--------|--------|------|
| Size : Town         | Fortifications : Tower | Loyalty : 19 | Docks : None | Hidden ? : No | Sieged ? : No |        |        |      |
| Surplus Product     | Leather                | Bronze       | Steel        | Mithril       | Food          | Timber | Mounts | Gold |
| Expected production | 96                     | 0            | 0            | 0             | 134           | 0      | 5      | 0    |
| Current stores      | 303                    | 0            | 0            | 0             | 271           | 0      | 5      | -    |

**Enroute** Location : @ 4107 in Open Plains Climate is Severe

|                     |                        |              |              |               |               |        |        |      |
|---------------------|------------------------|--------------|--------------|---------------|---------------|--------|--------|------|
| Size : Town         | Fortifications : Tower | Loyalty : 55 | Docks : None | Hidden ? : No | Sieged ? : No |        |        |      |
| Surplus Product     | Leather                | Bronze       | Steel        | Mithril       | Food          | Timber | Mounts | Gold |
| Expected production | 17                     | 0            | 0            | 0             | 140           | 0      | 1      | 0    |
| Current stores      | 76                     | 0            | 0            | 0             | 284           | 0      | 1      | -    |

**Fel Morder** Location : @ 4416 in Open Plains Climate is Cold

|                     |                       |              |              |               |               |        |        |      |
|---------------------|-----------------------|--------------|--------------|---------------|---------------|--------|--------|------|
| Size : Camp         | Fortifications : None | Loyalty : 14 | Docks : None | Hidden ? : No | Sieged ? : No |        |        |      |
| Surplus Product     | Leather               | Bronze       | Steel        | Mithril       | Food          | Timber | Mounts | Gold |
| Expected production | 120                   | 0            | 0            | 0             | 231           | 0      | 9      | 0    |
| Current stores      | 680                   | 0            | 0            | 0             | 471           | 0      | 9      | -    |

**A small army bearing the banner of the Ull Navala under Captain Regvuld is here.**

**A small army bearing the banner of the Ull Navala under Commander Ringvel is here.**

**Genfel** Location : @ 3009 in Mixed Forest Climate is Cold

|                     |                       |              |              |               |               |        |        |      |
|---------------------|-----------------------|--------------|--------------|---------------|---------------|--------|--------|------|
| Size : Village      | Fortifications : None | Loyalty : 14 | Docks : None | Hidden ? : No | Sieged ? : No |        |        |      |
| Surplus Product     | Leather               | Bronze       | Steel        | Mithril       | Food          | Timber | Mounts | Gold |
| Expected production | 0                     | 0            | 0            | 0             | 122           | 43     | 0      | 0    |
| Current stores      | 0                     | 0            | 0            | 0             | 187           | 182    | 0      | -    |

**Hill Crest** Location : @ 3606 in Hills & Rough Climate is Severe

|                     |                       |              |              |               |               |        |        |      |
|---------------------|-----------------------|--------------|--------------|---------------|---------------|--------|--------|------|
| Size : Camp         | Fortifications : None | Loyalty : 20 | Docks : None | Hidden ? : No | Sieged ? : No |        |        |      |
| Surplus Product     | Leather               | Bronze       | Steel        | Mithril       | Food          | Timber | Mounts | Gold |
| Expected production | 80                    | 0            | 0            | 0             | 0             | 20     | 4      | 0    |
| Current stores      | 360                   | 0            | 0            | 0             | 0             | 90     | 4      | -    |

**Hinterland**

Location : @ 4215 in Mountains Climate is Severe

|                     |                       |        |              |              |               |               |        |      |
|---------------------|-----------------------|--------|--------------|--------------|---------------|---------------|--------|------|
| Size : Camp         | Fortifications : None |        | Loyalty : 22 | Docks : None | Hidden ? : No | Sieged ? : No |        |      |
| Surplus Product     | Leather               | Bronze | Steel        | Mithril      | Food          | Timber        | Mounts | Gold |
| Expected production | 0                     | 80     | 0            | 12           | 0             | 0             | 0      | 400  |
| Current stores      | 0                     | 240    | 0            | 36           | 0             | 0             | 0      | -    |

**Kuluinn**

Location : @ 3713 in Shore/Plains Climate is Cold

|                     |                       |        |              |              |               |               |        |      |
|---------------------|-----------------------|--------|--------------|--------------|---------------|---------------|--------|------|
| Size : Camp         | Fortifications : None |        | Loyalty : 26 | Docks : None | Hidden ? : No | Sieged ? : No |        |      |
| Surplus Product     | Leather               | Bronze | Steel        | Mithril      | Food          | Timber        | Mounts | Gold |
| Expected production | 84                    | 0      | 0            | 0            | 78            | 0             | 3      | 0    |
| Current stores      | 476                   | 0      | 0            | 0            | 159           | 0             | 3      | -    |

**Lucky Strike**

Location : @ 3607 in Hills &amp; Rough Climate is Severe

|                     |                       |        |              |              |               |               |        |      |
|---------------------|-----------------------|--------|--------------|--------------|---------------|---------------|--------|------|
| Size : Village      | Fortifications : None |        | Loyalty : 21 | Docks : None | Hidden ? : No | Sieged ? : No |        |      |
| Surplus Product     | Leather               | Bronze | Steel        | Mithril      | Food          | Timber        | Mounts | Gold |
| Expected production | 0                     | 0      | 26           | 0            | 0             | 18            | 0      | 400  |
| Current stores      | 0                     | 0      | 222          | 0            | 0             | 87            | 0      | -    |

**Qurámalókë**

Location : @ 4211 in Open Plains Climate is Cold

|                     |                       |        |              |              |               |               |        |      |
|---------------------|-----------------------|--------|--------------|--------------|---------------|---------------|--------|------|
| Size : Camp         | Fortifications : None |        | Loyalty : 34 | Docks : None | Hidden ? : No | Sieged ? : No |        |      |
| Surplus Product     | Leather               | Bronze | Steel        | Mithril      | Food          | Timber        | Mounts | Gold |
| Expected production | 90                    | 0      | 0            | 0            | 315           | 0             | 3      | 0    |
| Current stores      | 510                   | 0      | 0            | 0            | 642           | 0             | 3      | -    |

An army bearing the banner of the Frost Men under Commander Hrack is here.

**Roadside Inn (Capital)**

Location : @ 3906 in Open Plains Climate is Severe

|                     |                       |        |              |              |               |        |               |      |
|---------------------|-----------------------|--------|--------------|--------------|---------------|--------|---------------|------|
| Size : City         | Fortifications : Fort |        | Loyalty : 83 | Docks : None | Hidden ? : No |        | Sieged ? : No |      |
| Surplus Product     | Leather               | Bronze | Steel        | Mithril      | Food          | Timber | Mounts        | Gold |
| Expected production | 7                     | 0      | 0            | 0            | 19            | 0      | 1             | 0    |
| Current stores      | 32                    | 0      | 0            | 200          | 38            | 0      | 531           | -    |

A small army bearing the banner of the Frost Men under Commander Cudgel is here.

**Roundup**

Location : @ 3308 in Open Plains 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 | 51                    | 0      | 0            | 0            | 114           | 0             | 9      | 0    |
| Current stores      | 289                   | 0      | 0            | 0            | 232           | 0             | 9      | -    |

**Silver**

Location : @ 3707 in Hills &amp; Rough Climate is Severe

|                     |                       |        |              |              |               |        |               |      |
|---------------------|-----------------------|--------|--------------|--------------|---------------|--------|---------------|------|
| Size : Village      | Fortifications : None |        | Loyalty : 49 | Docks : None | Hidden ? : No |        | Sieged ? : No |      |
| Surplus Product     | Leather               | Bronze | Steel        | Mithril      | Food          | Timber | Mounts        | Gold |
| Expected production | 34                    | 0      | 0            | 0            | 0             | 0      | 2             | 560  |
| Current stores      | 152                   | 0      | 0            | 0            | 0             | 0      | 2             | -    |

**Stormwall**

Location : @ 4425 in Open Plains Climate is Hot

|                     |                        |        |              |              |               |        |               |      |
|---------------------|------------------------|--------|--------------|--------------|---------------|--------|---------------|------|
| Size : Town         | Fortifications : Tower |        | Loyalty : 22 | Docks : None | Hidden ? : No |        | Sieged ? : No |      |
| Surplus Product     | Leather                | Bronze | Steel        | Mithril      | Food          | Timber | Mounts        | Gold |
| Expected production | 67                     | 0      | 0            | 0            | 173           | 0      | 5             | 0    |
| Current stores      | 67                     | 0      | 0            | 0            | 173           | 0      | 20            | -    |

**Trees**

Location : @ 4212 in Mixed Forest Climate is Cold

|                     |                       |        |              |              |               |        |               |      |
|---------------------|-----------------------|--------|--------------|--------------|---------------|--------|---------------|------|
| Size : Camp         | Fortifications : None |        | Loyalty : 25 | Docks : None | Hidden ? : No |        | Sieged ? : No |      |
| Surplus Product     | Leather               | Bronze | Steel        | Mithril      | Food          | Timber | Mounts        | Gold |
| Expected production | 0                     | 0      | 0            | 0            | 207           | 42     | 0             | 0    |
| Current stores      | 0                     | 0      | 0            | 0            | 422           | 238    | 0             | -    |

**Tundra**

Location : @ 4205 in Open Plains Climate is Severe

|                     |                       |        |              |              |               |        |               |      |
|---------------------|-----------------------|--------|--------------|--------------|---------------|--------|---------------|------|
| Size : Village      | Fortifications : None |        | Loyalty : 54 | Docks : None | Hidden ? : No |        | Sieged ? : No |      |
| Surplus Product     | Leather               | Bronze | Steel        | Mithril      | Food          | Timber | Mounts        | Gold |
| Expected production | 22                    | 0      | 0            | 0            | 168           | 0      | 2             | 0    |
| Current stores      | 100                   | 0      | 0            | 0            | 340           | 0      | 2             | -    |

**Waystop**

Location : @ 3705 in Open Plains Climate is Severe

|                     |                        |              |              |               |               |        |        |      |
|---------------------|------------------------|--------------|--------------|---------------|---------------|--------|--------|------|
| Size : Major Town   | Fortifications : Tower | Loyalty : 55 | Docks : None | Hidden ? : No | Sieged ? : No |        |        |      |
| Surplus Product     | Leather                | Bronze       | Steel        | Mithril       | Food          | Timber | Mounts | Gold |
| Expected production | 28                     | 0            | 0            | 0             | 46            | 0      | 2      | 0    |
| Current stores      | 126                    | 0            | 0            | 0             | 93            | 0      | 2      | -    |

**ARMIES AND NAVIES**

**Army Commander : Commander Cudgel** Location : @ 3906 in Open Plains Climate is Severe  
 Army morale : 53 Warships : 0 Transports : 0 (1) Travel mode : Normal

| Troops                         | Training        | Weapon | Armor   | # Troops | Troop Type     |
|--------------------------------|-----------------|--------|---------|----------|----------------|
| Northman footmen w/broadswords | 11              | 10     | 0       | 100      | Heavy Infantry |
| Baggage Train Leather Bronze   | Steel           |        | Mithril |          |                |
| Weapons -                      | 0               |        | 0       |          |                |
| Armor 0                        | 0               |        | 0       |          |                |
| Food 65                        | Low Supplies !! |        |         |          |                |
| War machines 0                 |                 |        |         |          |                |

The City/Fort of Roadside Inn flying the flag of the Frost Men is here.

**Army Commander : Commander Hrack** Location : @ 4211 in Open Plains Climate is Cold  
 Army morale : 36 Warships : 0 Transports : 0 (3) Travel mode : Normal

| Troops                         | Training        | Weapon | Armor   | # Troops | Troop Type     |
|--------------------------------|-----------------|--------|---------|----------|----------------|
| Northman footmen w/broadswords | 11              | 10     | 0       | 600      | Heavy Infantry |
| Baggage Train Leather Bronze   | Steel           |        | Mithril |          |                |
| Weapons -                      | 0               |        | 0       |          |                |
| Armor 0                        | 0               |        | 0       |          |                |
| Food 66                        | Low Supplies !! |        |         |          |                |
| War machines 0                 |                 |        |         |          |                |

The Camp of Qurámálókë flying the flag of the Frost Men is here.

**COMPANY COMMANDERS :**

Veteran Chance Location : @ 3009 Traveling with him are : Arassuil - Blind Eye - Hammer - Phantom.

**MARKET PRICES**

| Product                       | Leather | Bronze | Steel | Mithril | Food   | Timber | Mounts |
|-------------------------------|---------|--------|-------|---------|--------|--------|--------|
| Market units available        | 28458   | 29432  | 12740 | 1620    | 247292 | 35992  | 10296  |
| Purchase at market price/unit | 2       | 2      | 3     | 20      | 2      | 2      | 3      |
| Sell to market price/unit     | 1       | 1      | 2     | 11      | 1      | 1      | 2      |

**MISCELLANEOUS**

| Maintenance Costs expected next turn are:  | Totals for Nation: | Stores | Production |
|--|--------------------|--------|------------|
| Armies/Navies : 2800                       | Leather            | 3337   | 733        |
| Pop Centers : 3000                         | Bronze             | 840    | 200        |
| Characters : 17940                         | Steel              | 612    | 86         |
|  | Mithril            | 236    | 12         |
| Total : 23740                              | Food               | 3312   | 1747       |
|  | Timber             | 597    | 123        |
| Current Tax rate : 59%                     | Mounts             | 594    | 49         |
| Revenue expected next turn : 29030 (+5290) |                    |        |            |
| Current Gold reserve : 10395               |                    |        |            |

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

None

**You have the following double agents:**

**Lugvoi of the Rhosgobel @ 1410**

Double agent Lugvoi reports she was ordered to assassinate a character. She was not able to assassinate the character because of tight security. She was injured by Ludwig Hendrics while performing her assassination mission.

Double agent Lugvoi reports she moved with the company to 1410.

Double agent Lugvoi reports she was ordered to cast a lore spell. Divine Nation Forces - North Kingdom forces near 1410 - Cagh Monûnaw at 1108 Ossimoro at 1409 Alliterazione at 1609 Prosopopea at 1407.

You have the following hostages:

None

You possess the following artifacts:

None

You have hidden the following additional artifacts:

None

## NATION MESSAGES

*Genfel has dropped to a Village because of poor loyalty.  
There are rumors of a theft attempt involving Ancient Wight at Sargortheb.*

## ENCOUNTER MESSAGES

None

## COMBAT MESSAGES



### Challenge from Iron Helm at 2709

In the Mixed Forest of 2709 a ritual duel began. A large circle was drawn in a clearing among the trees. As two armies stood watching tensely, Iron Helm, a healthy warrior stepped forth and called challenge. In answer, Alam Fakhour, a healthy warrior stepped forth. Those watching calculated the odds at roughly even. In a long and protracted battle lasting over 9 minutes, the warriors cut and slashed at each other, each apparently unable to fatally wound the other. In a sudden flurry of feints, disengages, and thrusts, Alam Fakhour sensed an opening and drove his weapon into Iron Helm's body, instantly killing him. Alam Fakhour was noted to have suffered minor wounds in the fight.

### Battle at 4416

In the Cold climate of the Open Plains of 4416, a conflict took place in the early morning hours under a clear sky.

At the head of a demoralized army rode **Captain Regvuld** of the nation of the Ull Navala. 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 |
|---|---------|-------|------------|
| 227 Mixed Mannish footmen w/battle axes | wooden  | none  | a mob      |

At the head of a highly energetic army rode **Captain Krush** of the nation of the Frost Men. The mount on which he rode cantered anxiously along the side of the battle lines. Behind him the forming ranks were filled with:

| Troops                             | Weapons | Armor   | Formations   |
|------------------------------------|---------|---------|--------------|
| 27 Northman horsemen w/battle axes | wooden  | leather | a mob        |
| 100 Northman footmen w/broadswords | wooden  | none    | ragged ranks |

At the head of a demoralized army rode **Commander Ringvel** of the nation of the Ull Navala. 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 |
|---|---------|-------|------------|
| 300 Mixed Mannish footmen w/battle axes | wooden  | none  | a mob      |

The Camp of Fel Morder flying the flag of the Frost Men is situated in the Open Plains here.

Report from Krush.....My commanders moved among the troops before battle, readying them, bolstering their resolve, and issuing last minute orders. These troops didn't need much encouragement and waved and joked with their Commanders, offering bets on who would find the best plunder. Finally the order was given by the clear voice of their Commander.. Keep close ranks. Use standard formation. Like we practiced! Against the forces of Regvuld, our standard formation adjusted as they veered off and hit our flank. Against the forces of Ringvel, 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 Krush.....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 fought very well, but more training would have raised them to great heights. They fought with great spirit. However, we were overrun in less than a few hours.

After the battle.... Regvuld's forces were victorious in the battle, but suffered minor losses. Regvuld appeared to have survived. Krush's forces were destroyed/routed in the battle. Krush appeared to have survived but suffers from serious wounds. Ringvel's forces were victorious in the battle, but suffered minor losses. Ringvel 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..... |
|-----------|---------|------------|-----------------------------|
| Aragost   | 705     | RsrchSp    | 502                         |
| Aragost   | 330     | CstCjSp    | 508 270                     |
| Arassuil  | 215     | RfsPers    |                             |
| Arassuil  | 940     | CstLoSp    | 417 alam                    |
| Blind Eye | 215     | RfsPers    |                             |
| Blind Eye | 940     | CstLoSp    | 420 foulb                   |
| Chance    | 215     | RfsPers    |                             |
| Chance    | 820     | MovCmpy    | 3009                        |
| Cronos    | 215     | RfsPers    |                             |
| Cronos    | 605     | GrdLoc     |                             |
| Cudgel    | 215     | RfsPers    |                             |

|           |     |          |                                   |
|-----------|-----|----------|-----------------------------------|
| Cudgel    | 728 | NamComm  | ^ f                               |
| Hammer    | 215 | RfsPers  |                                   |
| Hammer    | 500 | Double   | lugvo                             |
| Hrack     | 408 | HvInfan  | 500 ^ ^                           |
| Hrack     | 860 | ForcMar  | se se se se se ^ ^ ^ ^ ^ ^ ^ ^ no |
| Iron Helm | 210 | IssPers  | alam                              |
| Iron Helm | 230 | AttEnemy | fl                                |
| Jabber    | 525 | InfOthr  |                                   |
| Jabber    | 810 | MovChar  | 3807                              |
| Jacqs     | 215 | RfsPers  |                                   |
| Jacqs     | 810 | MovChar  | 1215                              |
| Krush     | 210 | IssPers  | ringv                             |
| Krush     | 810 | MovChar  | 4419                              |
| Loathe    | 690 | StlGold  |                                   |
| Loathe    | 810 | MovChar  | 1609                              |
| Phantom   | 215 | RfsPers  |                                   |
| Phantom   | 690 | StlGold  |                                   |

Aragost



Ranks : Command 0 Agent 0 Emissary 0 Mage 54  
 Health 100 Stealth 0 Challenge 54  
 Artifacts : None

Spells (+0) : #102 Barriers(64) #202 Call Fire(89) #302 Long Stride(88)  
 #416 Reveal Production(92) #502 Weakness(92) #508 Conjure Mounts(93)

Aragost was located in the Open Plains at 3906.

She was ordered to cast a conjuring spell. Conjure Mounts was cast. 270 Mounts were conjured.

She was ordered to research a spell. Weakness #502 was successfully researched.  
*She is currently in the Open Plains at 3906. The City/Fort of Roadside Inn flying the flag of the Frost Men is here.*

Arassuil



Ranks : Command 0 Agent 0 Emissary 0 Mage 58  
 Health 100 Stealth 0 Challenge 58  
 Artifacts : None

Spells (+0) : #406 Divine Army(75) #417 Divine Characters w/Forces(59)  
 #502 Weakness(87) #508 Conjure Mounts(100)

Arassuil was located in the Mixed Forest at 2109.

He was ordered to refuse all personal challenges.

He moved with the company to 3009.

He was ordered to cast a lore spell. Divine Characters w/Forces - Characters traveling with the army commanded by Alam Fakhour : - Zeliha Azapci.

*He is traveling with Chance in the Mixed Forest at 3009. The Village of Genfel flying the flag of the Frost Men is here.*

Blind Eye



Ranks : Command 0 Agent 0 Emissary 0 Mage 57  
 Health 100 Stealth 0 Challenge 57  
 Artifacts : None

Spells (+0) : #102 Barriers(94) #204 Wild Flames(100) #308 Capital Return(91)  
 #408 Perceive Nationality(76) #416 Reveal Production(73)  
 #420 Reveal Character(94) #502 Weakness(98) #508 Conjure Mounts(64)

Blind Eye was located in the Mixed Forest at 2109.

He was ordered to refuse all personal challenges.

He moved with the company to 3009.

He was ordered to cast a lore spell. Reveal Character - Foulbreath is located at or near 4226.

*He is traveling with Chance in the Mixed Forest at 3009. The Village of Genfel flying the flag of the Frost Men is here.*



Chance



Ranks : Command 10 Agent 0 Emissary 0 Mage 55  
 Health 100 Stealth 0 Challenge 57  
 Artifacts : None

Spells (+0) : #413 Scry Population Center(83) #415 Scry Area(59)  
 #502 Weakness(74) #508 Conjure Mounts(67)

Chance was located in the Mixed Forest at 2109.

He was ordered to refuse all personal challenges.

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

***He commands a company in the Mixed Forest at 3009. The Village of Genfel flying the flag of the Frost Men is here.***

Cronos



Ranks : Command 0 Agent 36 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 27  
 Artifacts : None

Spells (+0) : None

Cronos was located in the Open Plains at 3906.

He was ordered to refuse all personal challenges.

He was ordered to guard the location. Roadside Inn was guarded.

***He is currently in the Open Plains at 3906. The City/Fort of Roadside Inn flying the flag of the Frost Men is here.***

Cudgel



Ranks : Command 34 Agent 0 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 34  
 Artifacts : None

Spells (+0) : None

Cudgel was located in the Open Plains at 3906.

He was ordered to refuse all personal challenges.

He was ordered to name a new commander. No character name was provided. A new commander named Gorlim was available.

***He commands an army in the Open Plains at 3906. The City/Fort of Roadside Inn flying the flag of the Frost Men is here.***

Gorlim



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

*She is currently in the Open Plains at 3906. The City/Fort of Roadside Inn flying the flag of the Frost Men is here.*

Hammer



Ranks : Command 0 Agent 0 Emissary 77 Mage 58  
 Health 100 Stealth 0 Challenge 67  
 Artifacts : None  
 Spells (+0) : #4 Major Heal(87) #102 Barriers(79) #308 Capital Return(93)  
 #502 Weakness(92) #508 Conjure Mounts(83)

Hammer was located in the Mixed Forest at 2109.

He was ordered to refuse all personal challenges.

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

He moved with the company to 3009.

*He is traveling with Chance in the Mixed Forest at 3009. The Village of Genfel flying the flag of the Frost Men is here.*

Hrack



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

Hrack was located in the Open Plains at 3906.

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

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

*He commands an army in the Open Plains at 4211. The Camp of Qurámálókë flying the flag of the Frost Men is here.*

Iron Helm



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

Iron Helm was located in the Mixed Forest at 2709.

He was ordered to challenge Alam Fakhour to personal combat. See Combat Messages.

The army commanded by Iron Helm has been disbanded because no suitable commander was present.

He was killed before his attack or defense orders could be issued.

Jabber



Ranks : Command 0 Agent 0 Emissary 69 Mage 0  
 Health 100 Stealth 0 Challenge 34  
 Artifacts : None  
 Spells (+0) : None

Jabber was located in the Mountains at 4215.

He was ordered to influence their population center loyalty. The loyalty was influenced/reduced at Hinterland. Hinterland is now under our control.

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

*He is currently in the Hills & Rough at 3807. The Camp of Ablaze flying the flag of the Frost Men is here.*

Jacqs



Ranks : Command 0 Agent 60 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 45  
 Artifacts : None  
 Spells (+0) : None

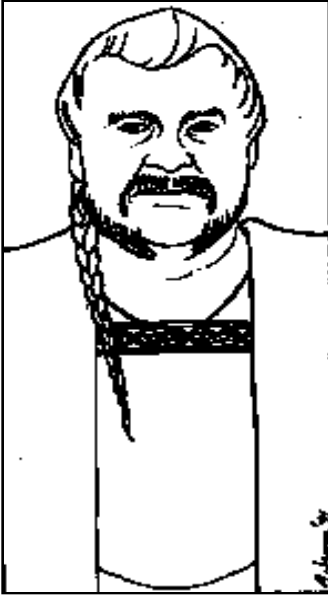
Jacqs was located in the Mixed Forest at 2109.

He was ordered to refuse all personal challenges.

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

*He is currently in the Open Plains at 1215. The Town of Sarn-wirl flying the flag of the Fallen is here.*

Krush



Ranks : Command 49 Agent 0 Emissary 0 Mage 0  
 Health 55 Stealth 0 Challenge 49  
 Artifacts : None  
 Spells (+0) : None

Krush was located in the Open Plains at 4416.

He was ordered to challenge Ringvel to personal combat.

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

Krush was wounded during combat.

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

***He is currently in the Open Plains at 4419. The Town/Tower of Dul Mordeth flying the flag of the Frost Men is here.***

Loathe



Ranks : Command 0 Agent 69 Emissary 25 Mage 10  
 Health 100 Stealth 0 Challenge 56  
 Artifacts : None

Spells (+0) : #410 Divine Allegiance Forces(35) #508 Conjure Mounts(32)

Loathe was located in the Hills & Rough at 0711.

He was ordered to steal the Gold. He was not able to steal Gold because of tight security.

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

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

Phantom



Ranks : Command 0 Agent 54 Emissary 0 Mage 58  
 Health 100 Stealth 0 Challenge 68  
 Artifacts : None

Spells (+0) : #408 Perceive Nationality(61) #422 Perceive Power(92)  
 #502 Weakness(99) #508 Conjure Mounts(100)

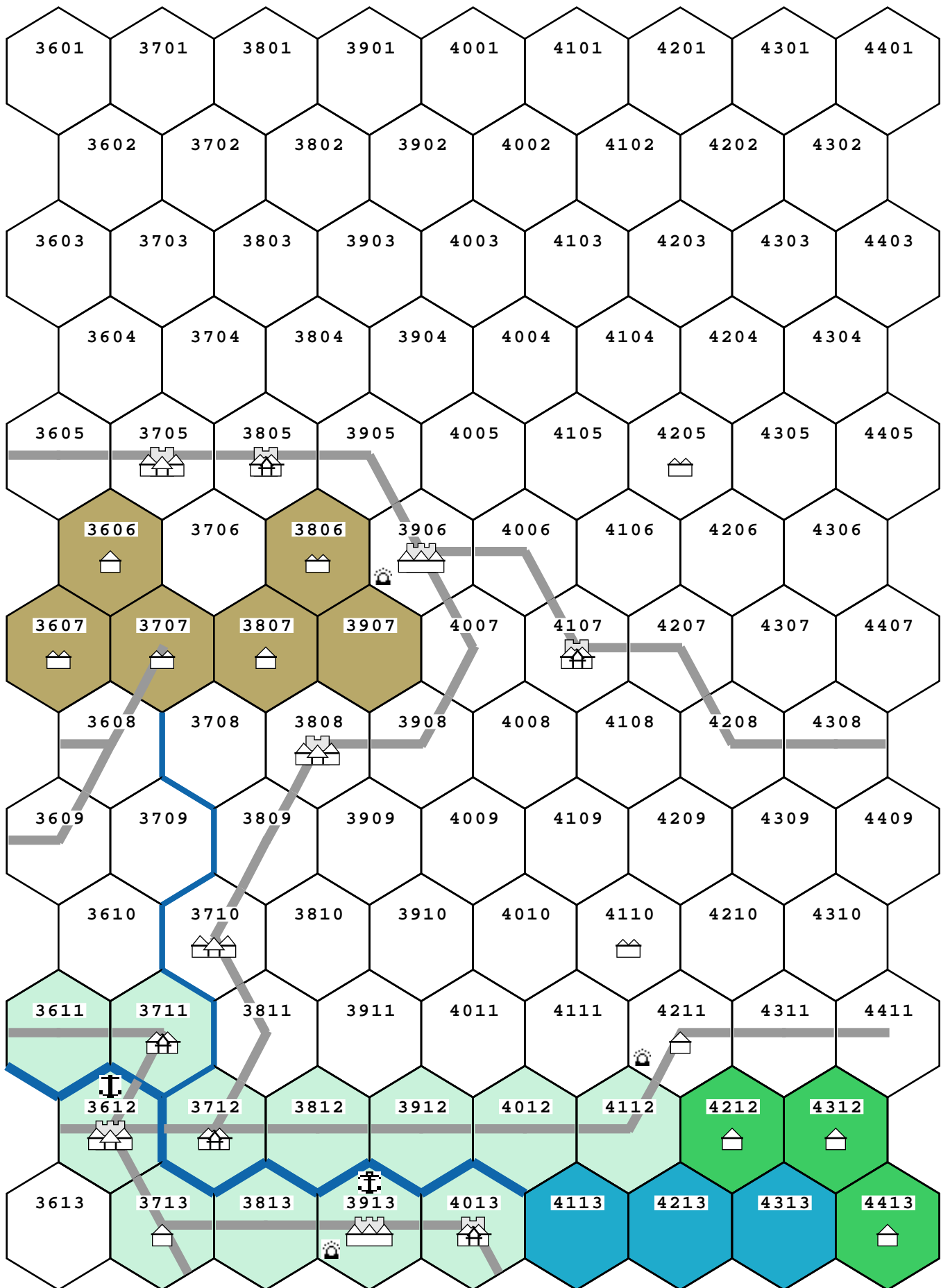
Phantom was located in the Mixed Forest at 2109.

He was ordered to refuse all personal challenges.

He was ordered to steal the Gold. 2850 Gold was stolen at Lakhdar-Chaoch.

He moved with the company to 3009.

***He is traveling with Chance in the Mixed Forest at 3009. The Village of Genfel flying the flag of the Frost Men is here.***



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

**Chance (ID: chanc) @ 3009 Command Mage**

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

**Cronos (ID: crono) @ 3906 Agent**

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

**Cudgel (ID: cudge) @ 3906 Command**

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

**Gorlim (ID: gorli) @ 3906 Command**

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

**Hammer (ID: hamme) @ 3009 Emissary Mage**

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

**Hrack (ID: hrack) @ 4211 Command**

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

Jabber (ID: jabbe) @ 3807 Emissary

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

**Jacqs** (ID: jacqs) @ 1215 Agent

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

**Krush** (ID: krush) @ 4419 Command

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

Loathe (ID: loath) @ 1609 Agent Emissary Mage

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

## Phantom (ID: phant) @ 3009 Agent Mage

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