

**MEPBM Games**  
presents

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



GAME # 47



## Hastily Patient

Victory points : 400  
 Victory Conditions :  
   To hold at game end the artifact: Vasamacil #129.  
   To hold at game end the population center of Cract at 3001.  
   To see to the termination of Bertrand by any means whatsoever.  
   To see to the termination of Herubrand by any means whatsoever.  
   To terminate 10 characters by personal challenge or by assassination.

Top 3 Dark Servants :

**Hastily Patient [ 400 ]   Haven's Bane [ 400 ]   Unseeing Eye [ 400 ]**

Special Nation Abilities :  
   #21 Hire new armies at no cost.  
   #23 Can learn lost weakness spell.  
   #26 Can learn lost conjure hordes spell.

Internet G047N12  
 NATE KEENE 110758  
 NONE  
 NONE  
 NONE

Game # : 47  
 Player # : 12  
 Turn # : 33  
 Account : \$ 0.00  
 Free Turns : 0  
 Security Code : 1196  
 Special Service : YES

# Hastily Patient

(A Dark Servant)

Season : Winter

## RELATIONS WITH OTHER NATIONS

# 1 North Kingdom	: Tolerated	# 2 South Kingdom	: Disliked	# 3 Duaron	: Hated
# 4 Stonekeep's Watch	: Disliked	# 5 Wardens	: Hated	# 6 Nurn Freeholders	: Disliked
# 7 Daloriennes	: Hated	# 8 Vallian	: Disliked	# 9 Esgal Edhel	: Hated
#10 Beogrim	: Hated	#11 Dothraki	: Hated	#13 Haven's Bane	: Tolerated
#14 Unseeing Eye	: Tolerated	#15 Gondimarim	: Tolerated	#16 Isteroth Kingdom	: Tolerated
#17 Clavero	: Tolerated	#18 Cechove	: Tolerated	#19 Tsalagi	: Tolerated
#20 Corsairs	: Tolerated	#21 Nothraman	: Tolerated	#22 Eriadorian	: Neutral
#23 Shadow Crew	: Neutral	#24 Riverlands	: Tolerated	#25 Deepwood Rangers	: Disliked

## POPULATION CENTERS

**Nenning** Location : @ 3107 in Mountains 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	0	45	0	3	0	0	0	400
Current stores	0	358	0	4	0	0	0	-

An army bearing the banner of the Hastily Patient under General Drakeman is here.

**Pillar (Capital)** Location : @ 2906 in Mixed Forest Climate is Severe

Size : Major Town	Fortifications : None	Loyalty : 4	Docks : None	Hidden ? : YES	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	86	30	0	0
Current stores	200	0	0	0	301	60	0	-

**Wen Sereg** Location : @ 2210 in Mountains Climate is Severe

Size : Major Town	Fortifications : Tower	Loyalty : 23	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	27	24	0	0	0	0	400
Current stores	0	218	84	0	0	4000	0	-

A small army bearing the banner of the Hastily Patient under Commander Ulduin is here.

## ARMIES AND NAVIES

**Army Commander : General Drakeman** Location : @ 3107 in Mountains Climate is Severe

Army morale : 8 Warships : 0 Transports : 0 (6) Travel mode : Normal

Troops		Training	Weapon	Armor	# Troops	Troop Type
Mixed Mannish horsemen w/shortswords		10	10	0	200	Heavy Cavalry
Mannish slaves w/shortswords		10	10	0	1140	Men-at-Arms
Baggage Train	Leather	Bronze	Steel	Mithril		
Weapons	-	0	0	0		
Armor	0	0	0	0		
Food	0	Out of Food !!				
War machines	0					

Characters traveling with army : - Elosian - Gorgûn - Stimey.

The Village of Nenning flying the flag of the Hastily Patient is here.

**Army Commander : Commander Ulduin** Location : @ 2210 in Mountains Climate is Severe

Army morale : 10 Warships : 0 Transports : 0 (1) Travel mode : Normal

Troops		Training	Weapon	Armor	# Troops	Troop Type
Mannish slaves w/shortswords		10	30	10	100	Men-at-Arms
Baggage Train	Leather	Bronze	Steel	Mithril		
Weapons	-	0	0	0		
Armor	0	0	0	0		
Food	0	Out of Food !!				
War machines	0					

The Major Town/Tower of Wen Sereg flying the flag of the Hastily Patient is here.

**COMPANY COMMANDERS :**

None

**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 :	2440		Leather	200	0
Pop Centers :	500		Bronze	576	72
Characters :	15460		Steel	84	24
			Mithril	4	3
Total :	18400		Food	301	86
			Timber	4060	30
Current Tax rate :	74%		Mounts	0	0
Revenue expected next turn :	13750 (-4650)				
Current Gold reserve :	414				

Ritual character terminations: 8

Ships have been left anchored at the following locations:

None

You have the following double agents:

None

You have the following hostages:

Estelmo of the Nurn Freeholders is held by Waren at 4404 - No Gold ransom demanded at this time.

You possess the following artifacts:

Name of artifact	Item	#	Latent	Alignment	Known Powers
Helm of the Dark	Helm	7	Yes	Evil	Increases Command Rank by 20.
Stone-mace of Setmaenen	Mace	81	No	Good	COMBAT - Increases damage by 500 points.
Morlhach	Sword	127	No	Evil	COMBAT - Increases damage by 500 points.

You have hidden the following additional artifacts:

None

**NATION MESSAGES***There are rumors of an armed conflict involving the North Kingdom at 2415.**There are rumors of a kidnap attempt involving Haleth and Lothar.**There are rumors of a theft attempt involving Artamir at Stonekeep.**4000 Timber transported from the Deepwood Rangers to Wen Sereg.*

**ENCOUNTER MESSAGES**

None

**COMBAT MESSAGES**

None

**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.....
Drakeman	498	Threat	
Drakeman	330	CstCjSp	512 ^
Elosian	330	CstCjSp	512 ^
Elosian	710	PrenMgy	
Gorgûn	330	CstCjSp	512 ^
Gorgûn	710	PrenMgy	
Gorthaur	940	CstLoSp	410 g
Gorthaur	710	PrenMgy	
Maugrath	330	CstCjSp	502 ^
Maugrath	710	PrenMgy	
Orkamûr	605	GrdLoc	
Orkamûr	810	MovChar	1410
Stimey	710	PrenMgy	
Stimey	330	CstCjSp	512 ^
Trainer	180	UpStNat	1
Trainer	710	PrenMgy	
Ulduin	770	HrArmy	100 ma ^ ^ ^
Ulduin	925	Recon	
Ulwath	180	UpStNat	2
Ulwath	325	NatSell	mo 100
Waren	215	RfsPers	
Waren	615	Assass	endyw

## Drakeman



Ranks : Command 83 (103) Agent 0 Emissary 0 Mage 55  
 Health 100 Stealth 0 Challenge 116  
 Artifacts : #7 Helm of the Dark  
 Spells (+0) : #2 Minor Heal(100) #8 Heal True(73) #502 Weakness(96)  
 #512 Conjure Hordes(74)

Drakeman was located in the Mountains at 3107.

He was ordered to cast a conjuring spell. Conjure Hordes was cast. 275 hordes were conjured.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

He was ordered to threaten the population center. Nenning is now under our control.

*He commands an army in the Mountains at 3107. The Village of Nenning flying the flag of the Hastily Patient is here.*

## Elosian



Ranks : Command 0 Agent 0 Emissary 0 Mage 70  
 Health 100 Stealth 0 Challenge 70  
 Artifacts : None

Spells (+0) : #102 Barriers(70) #308 Capital Return(53)  
 #402 Perceive Allegiance(100) #410 Divine Allegiance Forces(58)  
 #512 Conjure Hordes(84)

Elosian was located in the Mountains at 3107.

He was ordered to cast a conjuring spell. Conjure Hordes was cast. 340 hordes were conjured.

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

*He is traveling with Drakeman in the Mountains at 3107. The Village of Nenning flying the flag of the Hastily Patient is here.*

## Gorg n



Ranks : Command 0 Agent 0 Emissary 0 Mage 55  
 Health 100 Stealth 0 Challenge 65  
 Artifacts : #81 Stone-mace of Setmaenen #127 Morlhach/  
 Spells (+0) : #102 Barriers(87) #302 Long Stride(100) #314 Teleport(89)  
 #413 Scry Population Center(100) #502 Weakness(78) #512 Conjure Hordes(84)

Gorgûn was located in the Mountains at 3107.

He was ordered to cast a conjuring spell. Conjure Hordes was cast. 270 hordes were conjured.

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

*He is traveling with Drakeman in the Mountains at 3107. The Village of Nenning flying the flag of the Hastily Patient is here.*

Gorthaur



Ranks : Command 0 Agent 0 Emissary 0 Mage 32  
 Health 100 Stealth 0 Challenge 32  
 Artifacts : None

Spells (+0) : #102 Barriers(57) #308 Capital Return(54)  
 #410 Divine Allegiance Forces(85)

Gorthaur was located in the Mixed Forest at 2906.

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. Divine Allegiance Forces - Good nations with forces near 2906 - Beogrim.

***He is currently in the Mixed Forest at 2906. The Major Town of Pillar flying the flag of the Hastily Patient is here.***

Maugrath



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

Spells (+0) : #104 Resistances(100) #308 Capital Return(76)  
 #402 Perceive Allegiance(62) #502 Weakness(79)

Maugrath was located in the Mixed Forest at 2906.

He was ordered to cast a conjuring spell. He was not able to complete the spell because the character was not permitted as a target.

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

***He is currently in the Mixed Forest at 2906. The Major Town of Pillar flying the flag of the Hastily Patient is here.***

Orkam r



Ranks : Command 22 Agent 28 Emissary 37 Mage 0  
 Health 100 Stealth 0 Challenge 31  
 Artifacts : None

Spells (+0) : None

Orkamûr was located in the Shore/Plains at 1211.

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

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

***He is currently in the Hills & Rough at 1410. The Village of Tantûruk flying the flag of the North Kingdom is here.***

Stimey



Ranks : Command 49 Agent 0 Emissary 0 Mage 53  
 Health 100 Stealth 0 Challenge 65  
 Artifacts : None

Spells (+0) : #102 Barriers(95) #106 Deflections(80)  
 #413 Scry Population Center(91) #415 Scry Area(71) #502 Weakness(63)  
 #512 Conjure Hordes(69)

Stimey was located in the Mountains at 3107.

He was ordered to cast a conjuring spell. Conjure Hordes was cast. 255 hordes were conjured.

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

*He is traveling with Drakeman in the Mountains at 3107. The Village of Nenning flying the flag of the Hastily Patient is here.*

Trainer



Ranks : Command 56 Agent 0 Emissary 0 Mage 36  
 Health 100 Stealth 0 Challenge 65  
 Artifacts : None

Spells (+0) : #502 Weakness(62) #512 Conjure Hordes(66)

Trainer was located in the Mixed Forest at 2906.

He was ordered to upgrade our relations. Our relations with the North Kingdom were upgraded.

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

*He is currently in the Mixed Forest at 2906. The Major Town of Pillar flying the flag of the Hastily Patient is here.*

Ulduin



Ranks : Command 30 Agent 0 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 30  
 Artifacts : None

Spells (+0) : None

Ulduin was located in the Mountains at 2210.

He was ordered to hire an army. An army of 100 Men-at-Arms with 0 Food was hired.

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

*He commands an army in the Mountains at 2210. The Major Town/Tower of Wen Sereg flying the flag of the Hastily Patient is here.*

## Ulwath



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

Ulwath was located in the Mixed Forest at 2906.

He was ordered to upgrade our relations. He was not able to upgrade our relations because the populace did not support it. Continued efforts may succeed.

He was ordered to have the nation sell to the caravans. 773 Mounts were sold for 5411 Gold.

*He is currently in the Mixed Forest at 2906. The Major Town of Pillar flying the flag of the Hastily Patient is here.*

## Waren



Ranks : Command 0 Agent 94 Emissary 0 Mage 0  
 Health 79 Stealth 0 Challenge 70  
 Artifacts : None  
 Spells (+0) : None

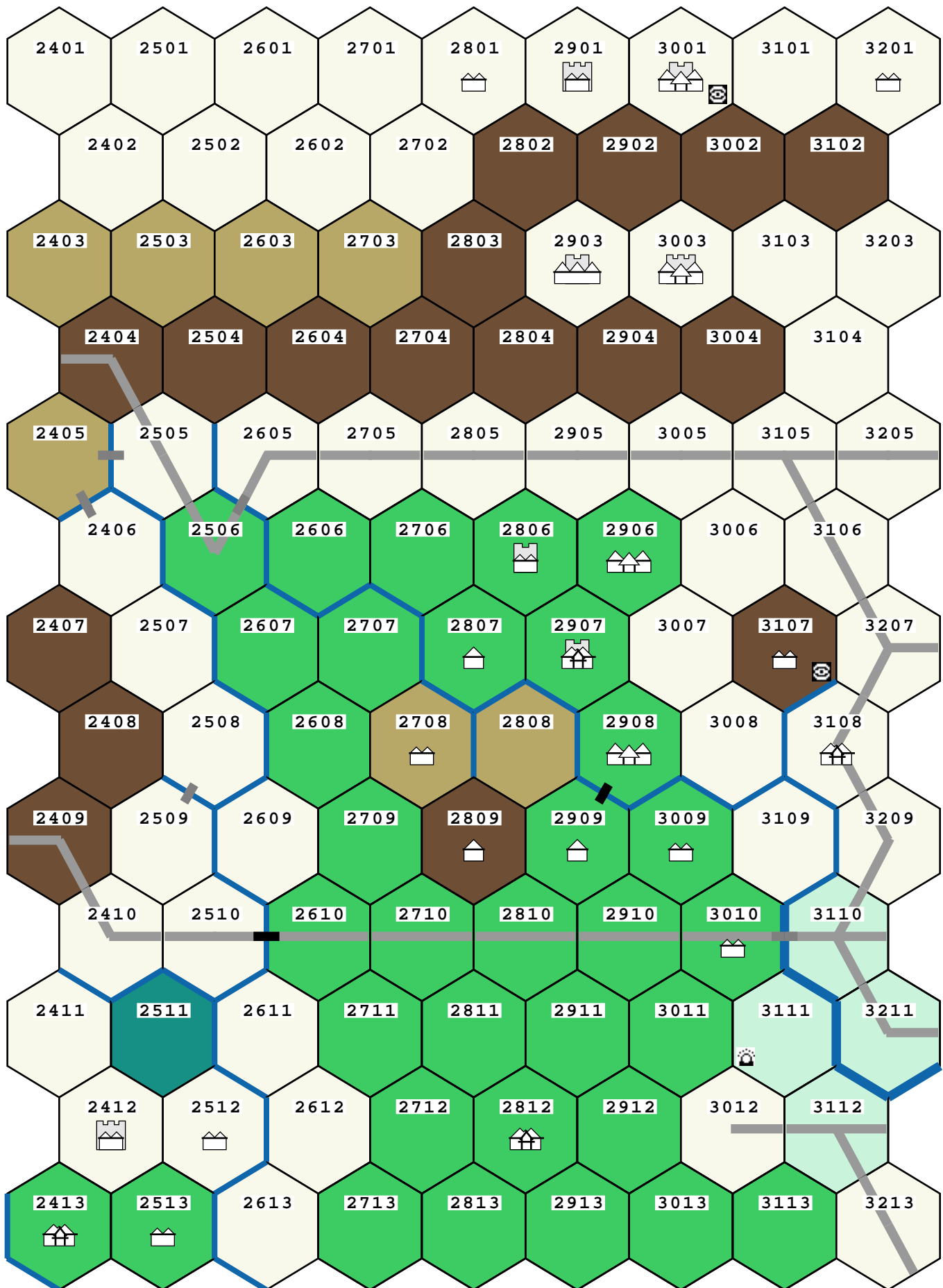
Waren was located in the Open Plains at 4404.

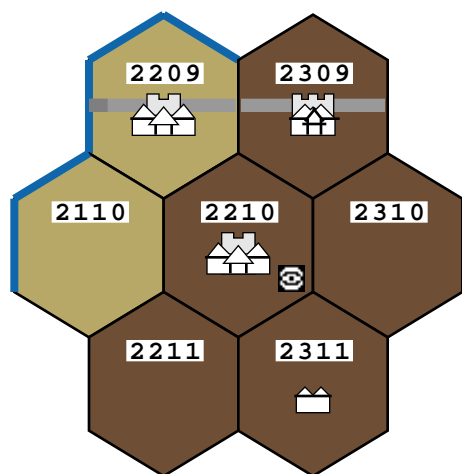
He was ordered to refuse all personal challenges.

He was ordered to assassinate a character. He was not able to assassinate the character because of tight security.

*He is currently in the Open Plains at 4404. The Major Town of A Oculta flying the flag of the Haven's Bane is here.*







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

**Gorthaur (ID: gorth) @ 2906 Mage**

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

**Maugrath (ID: maugr) @ 2906 Mage**

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

**Orkamûr (ID: orkam) @ 1410 Command Agent Emissary**

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

**Stimey (ID: stime) @ 3107 Command Mage**

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

**Trainer (ID: train) @ 2906 Command Mage**

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

**Ulduin (ID: uldui) @ 2210 Command**

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

Ulwath (ID: ulwat) @ 2906 Command

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

## Waren (ID: waren) @ 4404 Agent

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