

MEPBM Games
presents

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



GAME # 47



Haven's Bane

Victory points : 400
 Victory Conditions :
 To hold at game end the artifact: Mormacil #131.
 To hold in stores at game end the greatest amount of Mithril.
 To hold at game end the artifact: Collar of Command #179.
 To see to the termination of Hos Harf 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 :
 #10 New mages start at rank up to 40.
 #23 Can learn lost weakness spell.
 #24 Can learn lost conjure mounts spell.
 #25 Can learn lost conjure food spell.

Internet G047N13
 GALEN KEENE 110759
 NONE
 NONE
 NONE

Game # : 47
 Player # : 13
 Turn # : 33
 Account : \$ 0.00
 Free Turns : 0
 Security Code : 7268
 Special Service : YES

Haven's Bane

(A Dark Servant)

Season : Winter

RELATIONS WITH OTHER NATIONS

# 1 North Kingdom	: Neutral	# 2 South Kingdom	: Neutral	# 3 Duaron	: Hated
# 4 Stonekeep's Watch	: Disliked	# 5 Wardens	: Disliked	# 6 Nurn Freeholders	: Disliked
# 7 Daloriennes	: Disliked	# 8 Vallian	: Hated	# 9 Esgal Edhel	: Disliked
#10 Beogrim	: Disliked	#11 Dothraki	: Hated	#12 Hastily Patient	: 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	: Neutral	#22 Eriadorian	: Neutral
#23 Shadow Crew	: Neutral	#24 Riverlands	: Neutral	#25 Deepwood Rangers	: Neutral

POPULATION CENTERS

A Oculata Location : @ 4404 in Open Plains Climate is Polar

Size : Major Town	Fortifications : None	Loyalty : 59	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	16	0	0	0	46	0	1	0
Current stores	0	0	0	0	0	0	1	-

Foreign characters reported in the hex : - **Mellisar - Oselle.**
An army bearing the banner of the Vallian under Captain Endywin is here.

Atrás des Neves Location : @ 4406 in Open Plains Climate is Severe

Size : Village	Fortifications : None	Loyalty : 55	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	21	0	0	0	74	0	3	0
Current stores	0	0	0	0	0	0	3	-

Cract (Capital) Location : @ 3001 in Open Plains Climate is Polar

Size : Major Town	Fortifications : Tower	Loyalty : 21	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	15	0	0	0	31	0	1	0
Current stores	0	0	0	0	0	4000	566	-

A small army bearing the banner of the Haven's Bane under Veteran Strulug is here.

Eice Land Location : @ 3201 in Open Plains Climate is Polar

Size : Village	Fortifications : None	Loyalty : 62	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	22	0	0	0	78	0	1	0
Current stores	22	0	0	0	0	0	17	-

Foreign characters reported in the hex : - **Lovix.**

Oddity Location : @ 2806 in Mixed Forest Climate is Severe

Size : Village	Fortifications : Tower	Loyalty : 58	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	82	67	0	0
Current stores	0	0	0	0	530	603	0	-

ARMIES AND NAVIES

Army Commander : Veteran Strulug Location : @ 3001 in Open Plains Climate is Polar
 Army morale : 18 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
 Armor 0 0
 Food 1 Low Supplies !!
 War machines 0
 Characters traveling with army : - Tel Azef - Ulgarin.
 The Major Town/Tower of Cract flying the flag of the Haven's Bane 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 : 100	Leather	22	74
Pop Centers : 1000	Bronze	0	0
Characters : 12740	Steel	0	0
	Mithril	0	0
Total : 13840	Food	530	311
	Timber	4603	67
Current Tax rate : 68%	Mounts	587	6
Revenue expected next turn : 15300 (+1460)			
Current Gold reserve : 5461			

Ritual character terminations: 1

Ships have been left anchored at the following locations:

None

You have the following double agents:

Inga the Gay of the Deepwood Rangers @ 2818

Double agent Inga the Gay reports she was ordered to refuse all personal challenges.

Double agent Inga the Gay reports she was ordered to have her army attack all forces of the Dothraki.

You have the following hostages:

None

You possess the following artifacts:

None

You have hidden the following additional artifacts:

None

NATION MESSAGES

*A Oculata was threatened by forces of the Vallian but resisted.
 Local militia spotted Waren at A Oculata and thwarted his mission.
 There are rumors of a hostage rescue attempt involving Zelik the Mad and Kônebra.
 There are rumors of a theft attempt involving Huron at Carcompy.
 4000 Timber transported from the Deepwood Rangers to Cract.
 There are rumors of Gold being transported by caravan from Telcontaras to Kalindor.*

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. 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.....
Borthand	330	CstCjSp	508 ^
Borthand	710	PrenMgy	
Gibbon	525	InfOthr	
Gibbon	585	Uncover	
Herem	585	Uncover	
Herem	525	InfOthr	
Sheol	525	InfOthr	
Sheol	585	Uncover	
Silion	330	CstCjSp	508 ^
Silion	710	PrenMgy	
Strulug	325	NatSell	fo 100
Strulug	325	NatSell	le 100
Taurion	610	GrdChar	lumba
Taurion	810	MovChar	2809
Tel Azef	870	MovJoin	3001 strul
Tel Azef	925	Recon	
Ulgarin	785	JnArmy	strul
Ulgarin	325	NatSell	ti 100

Borthand



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

Spells (+0) : #102 Barriers(75) #218 Wall of Wind(68) #308 Capital Return(63)
 #406 Divine Army(83) #508 Conjure Mounts(100)

Borthand was located in the Open Plains at 3001.

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

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

He is currently in the Open Plains at 3001. The Major Town/Tower of Cract flying the flag of the Haven's Bane is here.

Gibbon



Ranks : Command 0 Agent 0 Emissary 94 Mage 0
 Health 100 Stealth 0 Challenge 47
 Artifacts : None

Spells (+0) : None

Gibbon was located in the Open Plains at 3201.

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

He was ordered to uncover some secrets. Secrets uncovered - uncovered that the nation of the South Kingdom seeks to hold the population center of Kaulton at 3723 - uncovered that the nation of the Duaron seeks to terminate 10 characters by personal challenge or by assassination - uncovered that the nation of the Riverlands seeks to hold the artifact: a Flail, #87 - uncovered that the nation of the Cechove has collapsed and is no longer active. - uncovered that the nation of the Duaron possesses Special Nation Ability #1.

He is currently in the Open Plains at 3201. The Village of Eice Land flying the flag of the Haven's Bane is here.

Herem



Ranks : Command 0 Agent 0 Emissary 92 Mage 0
 Health 100 Stealth 0 Challenge 46
 Artifacts : None

Spells (+0) : None

Herem was located in the Mixed Forest at 2806.

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

He was ordered to uncover some secrets. Secrets uncovered - uncovered that the nation of the Corsairs has collapsed and is no longer active - uncovered that the nation of the Duaron seeks to hold the artifact: a Sword, #153 - uncovered that the nation of the Beogrim seeks to hold in stores the greatest amount of Mithril. - uncovered that the nation of the Nurn Freeholders possesses Special Nation Ability #12.

He is currently in the Mixed Forest at 2806. The Village/Tower of Oddity flying the flag of the Haven's Bane is here.

Sheol



Ranks : Command 0 Agent 0 Emissary 87 Mage 0
 Health 100 Stealth 0 Challenge 43
 Artifacts : None
 Spells (+0) : None

Sheol was located in the Mixed Forest at 2806.

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

She was ordered to uncover some secrets. Secrets uncovered - uncovered that the nation of the Gondimarim has collapsed and is no longer active - uncovered that the nation of the Daloriennes has collapsed and is no longer active - uncovered that the nation of the Daloriennes has collapsed and is no longer active. - uncovered that the nation of the Isteroth Kingdom possesses Special Nation Ability #24.

She is currently in the Mixed Forest at 2806. The Village/Tower of Oddity flying the flag of the Haven's Bane is here.

Silion



Ranks : Command 0 Agent 0 Emissary 0 Mage 62
 Health 100 Stealth 0 Challenge 62
 Artifacts : None

Spells (+0) : #104 Resistances(59) #204 Wild Flames(90) #302 Long Stride(93)
 #402 Perceive Allegiance(98) #508 Conjure Mounts(100)

Silion was located in the Open Plains at 3001.

He was ordered to cast a conjuring spell. Conjure Mounts was cast. 295 Mounts were conjured.

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

He is currently in the Open Plains at 3001. The Major Town/Tower of Cract flying the flag of the Haven's Bane is here.

Strulug



Ranks : Command 10 Agent 14 Emissary 23 Mage 0
 Health 100 Stealth 0 Challenge 16
 Artifacts : None
 Spells (+0) : None

Strulug was located in the Open Plains at 3001.

He was ordered to have the nation sell to the caravans. 833 Leather were sold for 833 Gold.

He was ordered to have the nation sell to the caravans. 302 Food were sold for 302 Gold.

He commands an army in the Open Plains at 3001. The Major Town/Tower of Cract flying the flag of the Haven's Bane is here.

Taurion



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

Taurion was located in the Hills & Rough at 3806.

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

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

He is currently in the Mountains at 2809. The Camp of Sarn Beogrim flying the flag of the Beogrim is here.

Tel Azef



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

Tel Azef was located in the Hills & Rough at 3707.

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

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

He is traveling with Strulug in the Open Plains at 3001. The Major Town/Tower of Cract flying the flag of the Haven's Bane is here.

Ulgarin



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

Ulgarin was located in the Open Plains at 3001.

He was ordered to have the nation sell to the caravans. 76 Timber were sold for 76 Gold.

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

He is traveling with Strulug in the Open Plains at 3001. The Major Town/Tower of Cract flying the flag of the Haven's Bane is here.

Volog

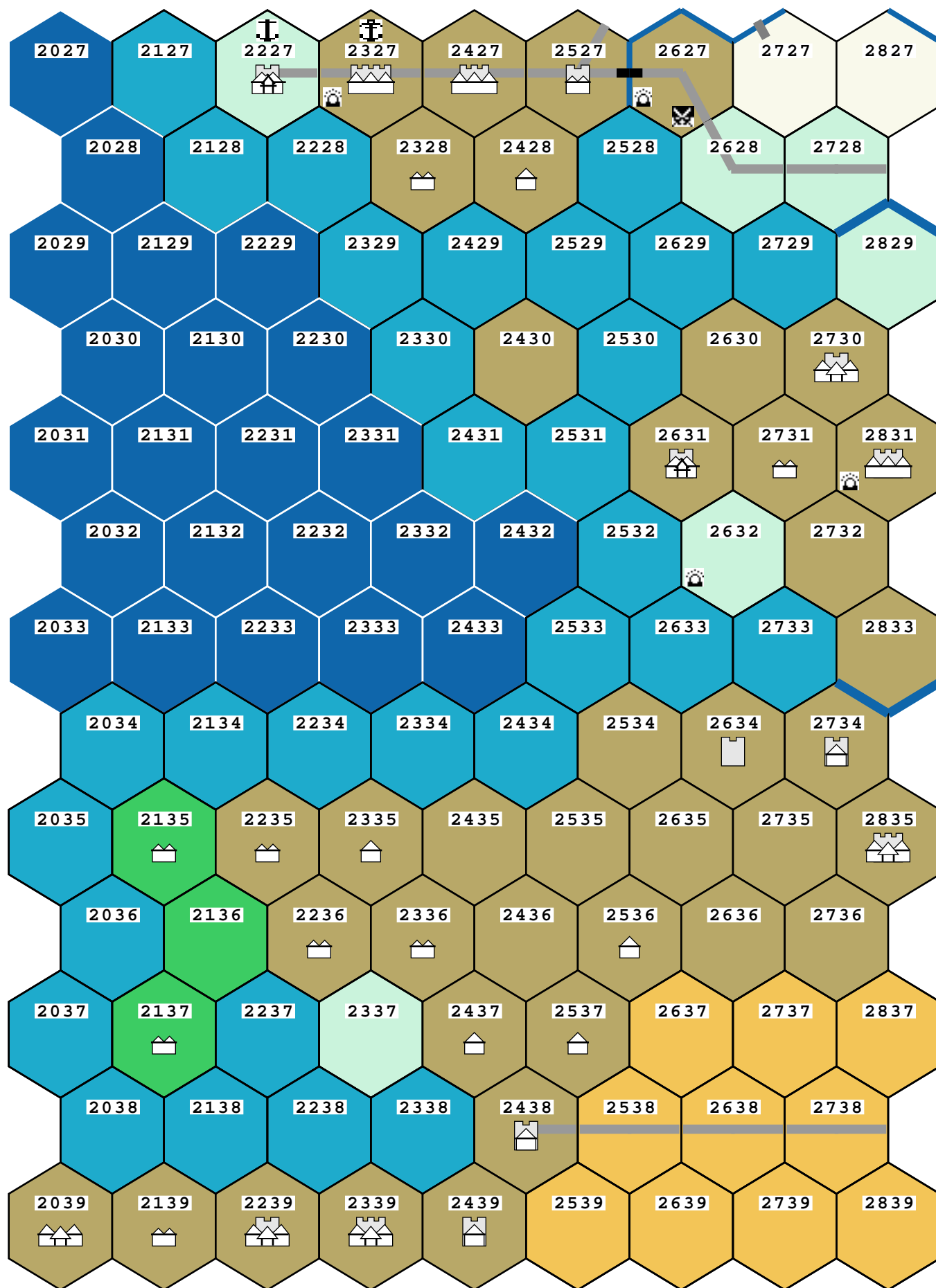


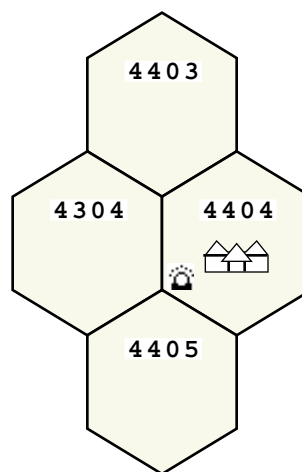
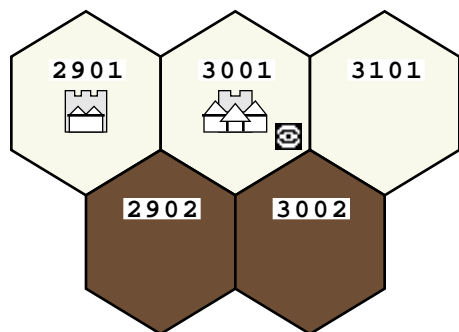
Ranks : Command 32 Agent 31 Emissary 16 Mage 0
Health 100 Stealth 0 Challenge 39
Artifacts : None
Spells (+0) : None

Volog was located in an unknown location.

Volog could not escape from being held hostage.

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





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

Sheol (ID: sheol) @ 2806 Emissary

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

Silion (ID: silio) @ 3001 Mage

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

Strulug (ID: strul) @ 3001 Command Agent Emissary

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

Taurion (ID: tauri) @ 2809 Agent

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

Tel Azef (ID: tel a) @ 3001 Command

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

Ulgarin (ID: ulgar) @ 3001 Command

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