

**MEPBM Games**

**presents**

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



GAME # 47



**South Kingdom**

Victory points : 733

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 Samedî by any means whatsoever.  
To terminate 10 characters by personal challenge or by assassination.

Top 3 Positions :

**North Kingdom [ 1750 ] Beogrim [ 1459 ] Wardens [ 1300 ]**

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 # : 31  
Account : \$ 0.00  
Free Turns : 0  
Security Code : 9127  
Special Service : YES

# South Kingdom

(A Neutral)

Season : Fall

## 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	: Disliked	# 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 Cool

Size : Village	Fortifications : None	Loyalty : 53	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	122	0	0	0	314	0	19	0
Current stores	0	0	0	0	0	0	19	-

Foreign characters reported in the hex : - Mellisar - Solon.

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

Size : Camp	Fortifications : None	Loyalty : 31	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	140	0	0	120	0	1400
Current stores	0	0	0	0	0	0	0	-

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

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	34	10	0	0	0	660
Current stores	0	0	0	74	0	0	0	-

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

Size : Village	Fortifications : None	Loyalty : 17	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	0	0	0	0	0	0	22	-

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

Size : Town	Fortifications : None	Loyalty : 19	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	0	0	-

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

Size : Town	Fortifications : None	Loyalty : 56	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	101	47	7	0	0	0	0
Current stores	0	101	0	165	0	0	0	-

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

Size : City	Fortifications : Tower	Loyalty : 72	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	0	0	0	0	0	0	0	-

**Laimë** Location : @ 2618 in Hills & Rough Climate is Mild

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	0	88	0	0	0	7	1000
Current stores	0	0	0	0	0	0	7	-

*A small army bearing the banner of the Wardens under Lord Pordred is here.*

**Linhir** Location : @ 2527 in Hills & Rough Climate is Warm  
 Size : Village Fortifications : Tower Loyalty : 21 Docks : None Hidden ? : No Sieged ? : YES  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 0 0 0 0 264 0 16 2300  
 Current stores 0 0 0 0 0 0 28 -

*An army bearing the banner of the Duaron under Commander Xardes is here.*

*A large army bearing the banner of the Duaron under Warlord Zandy is here.*

**Minas Tirith (Capital)** Location : @ 2924 in Shore/Plains Climate is Mild  
 Size : City Fortifications : Fort Loyalty : 97 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 0 0 0 88 0 0 5 -  
 An army bearing the banner of the South Kingdom under Lord Durifin is here.

**Odin's Gate** Location : @ 2321 in Mountains Climate is Cold  
 Size : Village Fortifications : None Loyalty : 20 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 0 115 29 0 0 0 0 600  
 Current stores 0 115 0 0 0 0 0 -

**Pelargir** Location : @ 2927 in Shore/Plains Climate is Warm  
 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 144 0 0 0 332 0 4 0  
 Current stores 0 0 0 0 0 0 4 -

**Qarth** Location : @ 2420 in Open Plains Climate is Mild  
 Size : Village Fortifications : None Loyalty : 18 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 0 0 0 0 0 0 38 -

**Sumartri** Location : @ 2708 in Hills & Rough Climate is Cool  
 Size : Village Fortifications : None Loyalty : 28 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 0 184 0 0 0 0 19 1200  
 Current stores 0 184 0 0 0 0 19 -

**Taerham** Location : @ 2514 in Mixed Forest Climate is Warm  
 Size : Town Fortifications : None Loyalty : 31 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 0 0 -

## ARMIES AND NAVIES

**Army Commander : Lord Bekhali** Location : @ 2428 in Hills & Rough Climate is Warm  
 Army morale : 23 Warships : 0 Transports : 0 (8) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Dúnadan footmen w/broadswords 14 12 14 1967 Heavy Infantry  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0 0  
 Armor 0 0 0  
 Food 0 Out of Food !!  
 War machines 0

*The Village of Pinnath flying the flag of the Duaron is here.*

*An army bearing the banner of the Duaron under Commander Tatiannya is here.*

**Army Commander : Lord Corinna** Location : @ 2627 in Hills & Rough Climate is Warm  
 Army morale : 24 Warships : 0 Transports : 0 (7) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Dúnadan footmen w/broadswords 15 11 9 1674 Heavy Infantry  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0  
 Armor 0 0  
 Food 0 Out of Food !!  
 War machines 0  
**The Camp of Thargelion flying the flag of the Duaron is here.**

**Army Commander : Lord Durifin** Location : @ 2924 in Shore/Plains Climate is Mild  
 Army morale : 44 Warships : 7 Transports : 1 (7) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Dúnadan footmen w/broadswords 11 11 1 1600 Heavy Infantry  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0  
 Armor 0 0  
 Food 1 Low Supplies !!  
 War machines 0  
 Characters traveling with army : - Fedoras - Hevran - Ordun Halbor.  
**The City/Fort of Minas Tirith flying the flag of the South Kingdom is here.**

#### COMPANY COMMANDERS :

Veteran Huron Location : @ 2327 Traveling with him are : **Ablish - Angel of Death - Hisab - Loki - Riadeegha**  
 .  
 Lord Meneldil Location : @ 1918 Traveling with him are : **Allek the Kind - Ikran - Kynan Maernan - Nael**  
**Nereander - Seamus Malaran.**  
 Veteran Teantur Location : @ 4307 Traveling with him are : **Agbathû - Armand - Bidahs - Cagh Monûnaw -**  
**Ilfirin - Rahdi - Tigon - Wyatan.**

#### MARKET PRICES

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	29280	32569	5200	0	195615	31677	2654
Purchase at market price/unit	3	3	7	101	2	3	11
Sell to market price/unit	1	1	4	53	1	1	6

#### MISCELLANEOUS

Maintenance Costs expected next turn are:	Totals for Nation:	Stores	Production
Armies/Navies : 21364	Leather	0	938
Pop Centers : 3000	Bronze	400	400
Characters : 30360	Steel	0	338
	Mithril	327	17
Total : 54724	Food	0	2906
	Timber	0	384
Current Tax rate : 60%	Mounts	142	114
Revenue expected next turn : 40860 (-13864)			
Current Gold reserve : 0			

No new characters available at this time

Ritual character terminations: 2

Ships have been left anchored at the following locations:

None

You have the following double agents:

**Ferdh Feyheart of the Deepwood Rangers @ 2414**

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. Yazmina Blackhand was guarded.

Double agent Ferdh Feyheart reports he moved with the army to 2414.

You have the following hostages:

None

You possess the following artifacts:

Name of artifact	Item	#	Latent	Alignment	Known Powers
Palantír of Minas Anor	Orb	53	No	None	SCRYING - "Scout Area" on any hex.
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 a personal challenge involving Darik the Slow and Baragund at 2315.*

*There are rumors of an armed conflict involving the Stonekeep's Watch and the Shadow Crew at 1422.*

*200 Men-at-Arms were recruited by Veteran Belladara at 3108.*

*1754 Gold was stolen at Pelargir.*

*2850 Gold was stolen at Javasy1.*

*There are rumors of a theft attempt involving Allek the Kind at Stonekeep.*

*Our populace reports that a season change is imminent!*

## ENCOUNTER MESSAGES

None

## COMBAT MESSAGES

### Battle at 2527

In the Warm climate of the Hills & Rough of 2527, a conflict took place in the hours of late morning under a omen-filled sky.

At the head of a rebellious army rode **Captain Bekhali** 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
2300 Dúnadan footmen w/broadswords	wooden/bronze	leather/bronze	a mob

The Town of Linhir flying the flag of the Duaron is situated in the Hills & Rough here. It is fortified by a Tower, and it is under siege or attack.

After the battle.... Bekhali's forces found no enemy armies to fight.

The battle for Linhir was over even before it began. The attackers were so numerous and strong that the defending militia had little chance to save themselves. The battle was over in just a few hours!!

After the attack on the population center.... Bekhali's army survived the attack on the Town, but suffered

minor losses. Bekhali appeared to have survived. The Town has been reduced to a Village. The Tower has not been affected. The Village has been under siege/attack this turn. The Village now flies the flag of the South Kingdom.

#### Battle at 2715

In the Mild climate of the Mixed Forest of 2715, a conflict took place in the early afternoon under an overcast sky.

At the head of a demoralized army rode **Lord Widfara** of the nation of the Dothraki. 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
1000 Mixed Easterling chariotmen w/spears	wooden	none/leather	ragged ranks

At the head of a calm army rode **Lord Pordred** of the nation of the Wardens. 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
323 Haradan mûmakriders w/falchions	wooden	none	ragged ranks

At the head of a rebellious army rode **Captain Beodred** of the nation of the Beogrim. The mount on which he rode moved with trepidation to the center of the battle lines. Behind him the forming ranks were filled with:

Troops	Weapons	Armor	Formations
2200 Mixed Easterling chariotmen w/spears	bronze/steel	bronze/steel	a mob

The City of Amon Lanc flying the flag of the South Kingdom is situated in the Mixed Forest here. It is fortified by a Fort, and it is under siege or attack.

After the battle.... Widfara's forces found no enemy armies to fight. Pordred's forces found no enemy armies to fight. Beodred's forces found no enemy armies to fight.

The battle for Amon Lanc was over even before it began. The attackers were so numerous and strong that the defending militia had little chance to save themselves. The battle was over in just a few hours!!

After the attack on the population center.... Widfara's army survived the attack on the City, but suffered some losses. Widfara appeared to have survived. Beodred's army survived the attack on the City, but suffered some losses. Beodred appeared to have survived. The City has been reduced to a Major Town. The Fort has not been affected. The Major Town has been under siege/attack this turn. The Major Town now flies the flag of the Beogrim.

### 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	525	InfOthr	
Agbathû	585	Uncover	
Bekhali	255	CptrPop	fl
Bekhali	860	ForcMar	sw w ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Corinna	408	HvInfan	400 ^ ^
Corinna	860	ForcMar	sw w w nw ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Durbaran	555	CreCmp	Thargelion
Durbaran	810	MovChar	3124
Durifin	185	DnStNat	6
Durifin	925	Recon	
Esfalia	325	NatSell	st 100
Esfalia	520	InfYour	
Fedoras	180	UpStNat	13
Fedoras	785	JnArmy	durif
Hevran	325	NatSell	fo 100
Hevran	408	HvInfan	500 ^ ^
Hisab	690	StlGold	
Hisab	915	ScoHex	
Huron	215	RfsPers	
Huron	820	MovCmpy	2327
Ilfirin	525	InfOthr	
Ilfirin	580	SprdRum	
Jalib	215	RfsPers	
Jalib	520	InfYour	
Kahreb	325	NatSell	le 100
Kahreb	520	InfYour	
Klû Relortin	850	MovArmy	se e ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Klû Relortin	925	Recon	
Meneldil	215	RfsPers	
Meneldil	525	InfOthr	
Ordun Halbor	215	RfsPers	
Ordun Halbor	870	MovJoin	2924 durif
Rahdi	935	UsScArt	53 2327
Rahdi	935	UsScArt	53 4308
Teantur	525	InfOthr	
Teantur	820	MovCmpy	4307
Uruitë	325	NatSell	ti 100
Uruitë	665	SabBrdg	e
Veantur	210	IssPers	the v
Veantur	500	Double	the v

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 Shore/Plains at 3612.

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

He was ordered to uncover some secrets. Secrets uncovered - uncovered that the nation of the Riverlands seeks to hold the artifact: a Flail, #87 - uncovered that the nation of the Riverlands seeks to hold in stores the greatest amount of Mithril. - uncovered that the nation of the Riverlands possesses Special Nation Ability #9. It was also uncovered that the Riverlands capital is at 1701.

He moved with the company to 4307.

***He is traveling with Teantur in the Open Plains at 4307. The City/Fort of A Gloriosa flying the flag of the Vallian is here.***

Bekhali



Ranks : Command 51 Agent 0 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 51  
 Artifacts : None  
 Spells (+0) : None

Bekhali was located in the Hills & Rough at 2527.

She was ordered to capture the Town of Linhir. See Combat Messages.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

She was ordered to force march the army. She accepted the forced march orders. Morale was reduced. Movement was delayed by evasive or non-(friendly/tolerant) forces. Movement was stopped by non-(friendly/tolerant) forces.

***She commands an army in the Hills & Rough at 2428. The Village of Pinnath flying the flag of the Duaron is here.***

Corinna



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

Corinna was located in the Shore/Plains at 2927.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

She was ordered to recruit some heavy infantry. 400 Heavy Infantry w/Wood weapons and No armor were recruited.

She was ordered to force march the army. She accepted the forced march orders. Morale was reduced.

***She commands an army in the Hills & Rough at 2627. The Camp of Thargelion flying the flag of the Duaron is here.***



Durbaran



Ranks : Command 0 Agent 0 Emissary 75 Mage 0  
 Health 100 Stealth 0 Challenge 37  
 Artifacts : None  
 Spells (+0) : None

Durbaran was located in the Hills & Rough at 2627.

He was ordered to create a camp. He was not able to create the camp because a population center already exists.

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

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

Durifin



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

Durifin was located in the Shore/Plains at 2924.

He was ordered to downgrade our relations. Our relations with the Nurn Freeholders were downgraded.

He was ordered to recon the area. A recon of the area was attempted. Foreign armies identified: - Grelred of the Wardens with about 500 troops at 3024 - Lucinda of the Wardens with about 500 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 56 Mage 0  
 Health 100 Stealth 0 Challenge 28  
 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. 338 Steel were sold for 1014 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 40 Agent 0 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 40  
 Artifacts : None  
 Spells (+0) : None

Fedoras was located in the Shore/Plains at 2924.

He was ordered to upgrade our relations. Our relations with the Haven's Bane were upgraded.

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

*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 42 Agent 0 Emissary 0 Mage 0  
 Health 83 Stealth 0 Challenge 42  
 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. 2642 Food were sold for 2642 Gold.

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

*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 76 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 72+  
 Artifacts : None  
 Spells (+0) : None

Hisab was located in the Mixed Forest at 2715.

He was ordered to steal the Gold. 2850 Gold was stolen at Amon Lanc.

He moved with the company to 2327.

He was ordered to scout the hex. A scout of the hex was attempted. Terrain is Hills & Rough. Climate is Warm. A City named Madenor is here and fortified with a Castle, including a Port and Madenor is owned by the Duaron and the hex has production of - Leather: 110 Food: 620 Mounts: 10 . Foreign forces present: - Uvhara of the Duaron. Anchored ships reported: Duaron.

*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 61 Emissary 20 Mage 0  
 Health 100 Stealth 0 Challenge 50  
 Artifacts : None  
 Spells (+0) : None

Huron was located in the Mixed Forest at 2715.

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 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 Shore/Plains at 3612.

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

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

He moved with the company to 4307.

*He is traveling with Teantur in the Open Plains at 4307. The City/Fort of A Gloriosa flying the flag of the Vallian is here.*

Jalib



Ranks : Command 0 Agent 0 Emissary 83 Mage 0  
 Health 100 Stealth 0 Challenge 41  
 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 influence the population center loyalty. The loyalty was influenced/improved at Asmalind.

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

Kahreb



Ranks : Command 0 Agent 0 Emissary 78 Mage 0  
 Health 100 Stealth 0 Challenge 39  
 Artifacts : None  
 Spells (+0) : None

Kahreb was located in the Shore/Plains at 2924.

He was ordered to have the nation sell to the caravans. 1316 Leather were sold for 2632 Gold.

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

*He is currently in the Shore/Plains at 2924. The City/Fort of Minas Tirith 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 the Hills & Rough at 2618.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

Klú Relortin was kidnaped.

The army commanded by Klú Relortin has been disbanded because no suitable commander was present.

Klú Relortin could not escape from being held hostage.

He was ordered to move the army. He was not permitted orders because he was held hostage.

He was ordered to recon the area. 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.*

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 could not escape from being held hostage.

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

Meneldil



Ranks : Command 55 Agent 0 Emissary 84 Mage 0  
 Health 100 Stealth 0 Challenge 65  
 Artifacts : None  
 Spells (+0) : None

Meneldil was located in the Hills & Rough at 1918.

He was ordered to refuse all personal challenges.

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

***He commands a company in the Hills & Rough at 1918. The City/Keep of Stonekeep flying the flag of the Vallian is here.***

Ordun Halbor



Ranks : Command 49 Agent 0 Emissary 0 Mage 0  
 Health 75 Stealth 0 Challenge 49  
 Artifacts : None  
 Spells (+0) : None

Ordun Halbor was located in the Mixed Forest at 2715.

He was ordered to refuse all personal challenges.

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

***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.***

Rahdi



Ranks : Command 0 Agent 0 Emissary 0 Mage 48  
 Health 100 Stealth 0 Challenge 48  
 Artifacts : #53 Palantír of Minas Anor  
 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 Shore/Plains at 3612.

He moved with the company to 4307.

He was ordered to use a scrying artifact. Palantír of Minas Anor #53 was used.

Foreign armies identified: - Uvhara of the Duaron with about 100 troops at 2327. Major Towns and Cities revealed: 2239 2327 2324. See report below.

He was ordered to use a scrying artifact. Palantír of Minas Anor #53 was used.

Foreign armies identified: - Endywin of the Vallian with about 900 troops at 4307. See report below.

***He is traveling with Teantur in the Open Plains at 4307. The City/Fort of A Gloriosa flying the flag of the Vallian is here.***

Teantur



Ranks : Command 10 Agent 0 Emissary 76 Mage 0  
 Health 100 Stealth 0 Challenge 40  
 Artifacts : None  
 Spells (+0) : None

Teantur was located in the Shore/Plains at 3612.

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

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

*He commands a company in the Open Plains at 4307. The City/Fort of A Gloriosa 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

Uruitë was located in the Shore/Plains at 2924.

He was ordered to have the nation sell to the caravans. 768 Timber were sold for 1536 Gold.

He was ordered to sabotage a bridge. He was not able to sabotage a bridge because there was no bridge found.

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

Veantur



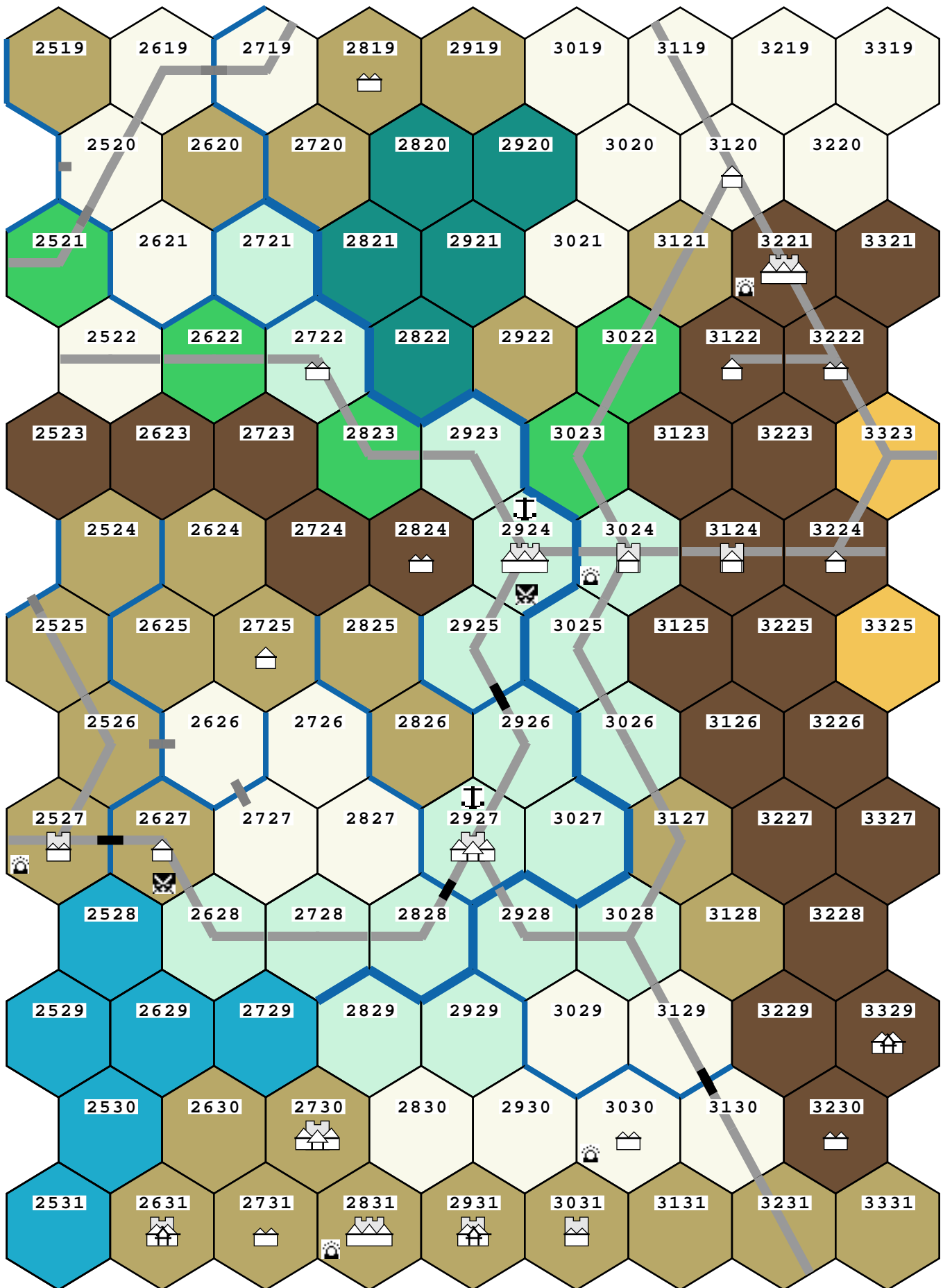
Ranks : Command 0 Agent 0 Emissary 60 Mage 69  
 Health 100 Stealth 0 Challenge 106+  
 Artifacts : #83 Romoquenáro\   
 Spells (+0) : #308 Capital Return(96) #412 Research Artifact(98)  
 #413 Scry Population Center(84) #418 Locate Artifact(84)  
 #428 Locate Artifact True(78)

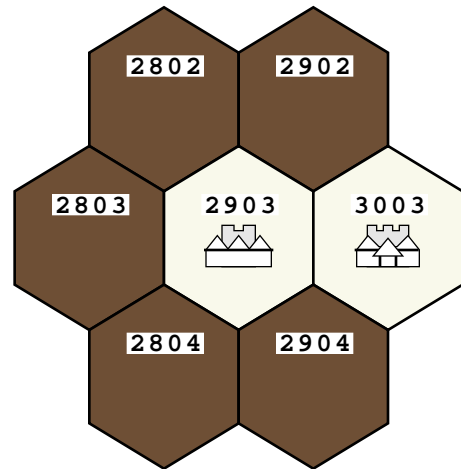
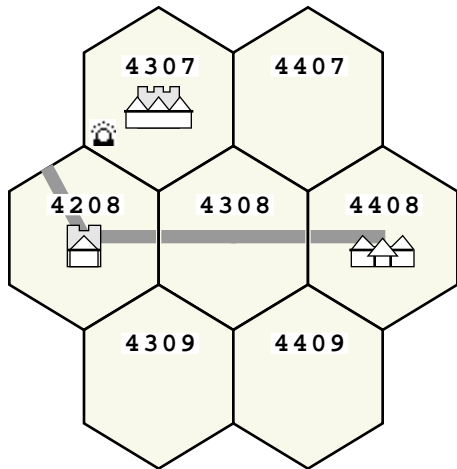
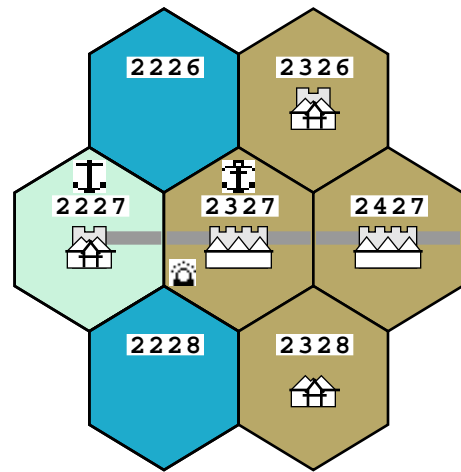
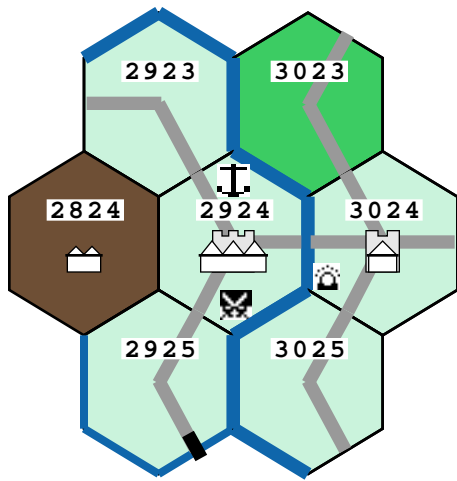
Veantur was located in the Mountains at 2214.

He was ordered to challenge The Viper to personal combat. The Viper was not present.

He was ordered to recruit a double agent. He was not able to recruit the double agent because the target character was not present.

*He is currently in the Mountains at 2214. The Town of Javasyl flying the flag of the South Kingdom is here.*







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

**Durbaran (ID: durba) @ 3124 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) @ 4307 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) @ 2924 Emissary**

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

**Meneldil (ID: menel) @ 1918 Command Emissary**

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

**Ordun Halbor (ID: ordun) @ 2924 Command**

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

Rahdi (ID: rahdi) @ 4307 Mage

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

Teantur (ID: teant) @ 4307 Command Emissary

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

## Uruitë (ID: uruit) @ 2924 Agent

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

## Veantur (ID: veant) @ 2214 Emissary Mage

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