Mount and blade prophesy of pendor g

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Mount and blade prophesy of pendor g

Mount and blade warband prophesy of pendor grandmaster quest. Mount and blade prophesy of pendor gold bar. Mount and blade prophesy of pendor gold bar. Mount and blade prophesy of pendor gold bar. Mount and blade prophesy of pendor golds. Mount and blade prophesy of pendor golds.

Mar 13 2020 Full Version 124 comments This is the 5th patch to hit main version 3.9 in the mod: Prophesy of Pendor. With it, you will find many quality of life changes, new additions and many... prophesy of pendor v3.9.5 full version Jul 21 2019 Patch 15 comments Compatible with 3.9.4 savegames To install, unzip and copy/paste files onto v3.9.4 directory and overwrite. This file contains all the hotfixs. So if... [outdated] v3.9.4 hot fix 3 (07/18/2019) patch Jun 25 2019 Full Version 82 comments Prophesy of Pendors 4th Patch for v3.9 is now here! It will require a new game to play and is not save-game compatible with other versions, or tweaks... [outdated] prophesy of pendor v3.9.4 full version Dec 9 2018 Full Version 75 comments This is Prophesy of Pendor Full Version 3.9.3! This version is NOT save-game compatible with previous PoP saves/versions. This is the full download and... prophesy of pendor v3.9.3 [outdated] full version Jul 24 2018 Patch to upgrade v3.9.x to v3.9.2 - Fixes KHO bounty points - Cko equipment bug fixed - Companion sent to train CKO, will report increase in firearm... v3.9.2 hotfix-patch [outdated] patch Apr 8 2018 Full Version 3.611 for those who have an interest in playing the older version of the mod. pop v3.611 full version [legacy/outdated] full version Jul 20 2018 Full Version 99 comments Full Version for Mount & Blade: Warband 1.172+ After a year and more in development, 3.9 is now available. Have fun! This version for 3.9 does not need... prophesy of pendor v3.9.2 [outdated] full version Feb 5 2017 Patch 39 comments This latest patch contains all previous patches. Apply them to the Prophesy of Pendor v3.9.2 [outdated] full version Feb 5 2017 Patch 39 comments This latest patch contains all previous patches. in your Warband module folder. V3.8.4 IS SAVE... pop v3.8.x ->v3.8.4 [outdated] patch Feb 3 2017 Full Version 131 comments Full Version for Mount & Blade: Warband 1.168 (onwards) After a year and more in development, 3.8 is now available. Have fun! Installation instructions... pop v3.8.4 full version [legacy/outdated] full version Jan 26 2016 Full Version 92 comments Posted 2016-01-25 The full download for Prophesy of Pendor. pop v3.7063 full version [legacy/outdated] full version No files were found matching the criteria specified. We suggest you try the file list with no filter applied, to browse all available. Join now to share your own content, we welcome creators and consumers alike and look forward to your comments. Almost six year after its release, Mount & Blade: Warband keeps providing PC gamers with a lot of fun, especially thanks to a lively modding community, that creates a lot of fun, especially thanks to a lively modding community, that creates a lot of fun, especially thanks to a lively modding community, that creates a lot of fun, especially thanks to a lively modding community, that creates a lot of fun, especially thanks to a lively modding community, that creates a lot of fun, especially thanks to a lively modding community, that creates a lot of fun, especially thanks to a lively modding community. overhauls it completely, aiming for a quite different playstyle and feel compared to the original Calradia. Yesterday night, the team behind the mod led by Saxondragon released version 7.602, that brings quite a lot of fixes and visual improvements. It's also a whole lot of fun to play, thanks to the great mix between ultra-sandbox RPG and first/third person field battle gameplay. If you're familiar with Mount & Blade: Warband, you can download the mod here and a quick hotfix patch here. If you're not, and you play on PC, seriously, what's wrong with you? On the other hand, if you play on consoles, Mount & Blade: Warband is slated for a release on PS4 and Xbox One, even if we still don't know when, and mod support is probably not on the menu. Have something to tell us about this article? Note: This is ONLY to be used to report spam, advertising, and problematic (harassment, fighting, or rude) posts. Prophesy of Pendor 3: It is a Mount & Blade: Warband mod Released in 2017, and it is recommended to play the mod. In this article, we will guide you to learn the list of Prophesy of Pendor 3 Game Keyboard Shortcut Keys!. Let's get into this article!!More Shortcuts: Shortcut Keys for Oddworld: Soulstorm Game using Keyboard Prophesy of Pendor 3 LogoLast updated on Jun 21, 2021.Download Prophesy of Pendor 3 Shortcuts for Offline Study Here: Prophesy of Pendor 3.pdfGeneral shortcuts:ShortcutFunctionLeft Ctrl+AHelps to capture all prisoners.Left Ctrl+AIt will take all prisoners from the garrison.Left Ctrl+DThis key will give all prisoners to the garrison.Left Ctrl+HIt will take all prisoners from the garrison. ↓ Helps to move stack one position down inside garrison (will not work if a single soldier in the stack). Page UpThis key will move the stack to the top of the garrison (will not work if a single soldier in the stack). Page DownHelps to move the stack to the bottom of the garrison (will not work if a single soldier in the stack). From this article, you can get to know the Prophesy of Pendor 3 Game Keyboard Shortcut Keys!. Hope you like this article. If you have any suggestions, leave them in the below section. Further Reference: Автор Сообщение Admin Admin Сообщения: 17Дата регистрации: 2016-07-27Tema: Mount & Blade: Warband - Prophesy of Pendor G ERA OF SPLENDOR Ср Июл 27, 2016 2:55 pm Hy что же, друзья! Наконец то мы можем пообщаться и по обсуждать этот великолепный мод, с крутым гейм-плеем, и восхитительной графикой. Пока Бармалей заливает мод, я поправлю русификатор под последнюю версию и выложу ссылочку) А пока немного скриншотов Сплендора со всех сторон) Сплендор: Скачать Скачат единственный, и обновляется по мере моих исследований в игре. Историю версий можно посмотреть в самом архиве русификатора. Mount & Blade: Warband - Prophesy of Pendor G ERA OF SPLENDOR Page 2 Hey! First of all, thanks for the great mod once again. I am posting about two bugs that I ran into when playing PoP 3.7063 1. The city names in quest dialogs are mixed up. For eg: The Guildmaster in a city or a Village Chief tells me to escort a trading group to Valonbray in the text but the quest objectives show up as "Escort xxxx to Windholm" and so on. Is this a problem with my installation of the game, the local copy of the mod files or something else? Shieldstorm Castle from the Empire and got it awarded to me. I am not able to train the Steward or find the button to build something in the Castle. I reloaded multiple times with the same result. I click "Prepare to train your skillset" and he says okay but I don't find the new button that will show the time and cost for training the Steward. Similarly I can't find the building/manage Castle button. Is this a bug or some game mechanic? I have searching on the forums with no luck. Any help would be appreciated. P.S.: I got the Village Quay as my territory first and there everything worked normally. Hi, great mod, question, I did the Snake Cult Stronghold quest and beat it during the second assault, After the first assault failed my party disbanded as expected but when I was rounding up my companions I found that I can't find Julia, I; ve checked every tavern and asked the tavern patrons that give you info on where your missing companions are and I can't find Julia, is this a bug? Will she pop up eventually? Hallo, don't worry. She will show up eventually. Some companions will take a long time to re-appear if they leave you and them. For eg: You separate from them, they leave you because of another companions or your actions and so on. The worse the relationship between you and them - the longer it will take for them to come back. Once it took me forever to get Frederick back after I kicked him out in favor of Ansen and Sir Rayne. Dear Mr Saxondragon, In Russian community we have a big discussion about PoP submbods and your copyrights which are violated by them. What can you say about PoP "G" or Era of Splendor etc. Should they be deleted from oficial community websites? Your opinion is very important because you are developer of original PoP. Best regards, Alex P.S. Dear community, no offence please, Im just asking. Hi, Alex, as a Chinese pop player, I have to say this is a fault of my people. And for pop "G" in China, we had a bitter quarrel about it and resulted in the "G" 's fell down, at least the "mod editor" won't publish a new G based on 3.7 or 3.8 anymore. What I want to say is even the "G" 's editor had realized his fault and give up the thief work, so of course, it shouldn't be published in any community websites. Hello, I have a bug to report. My Text Overlay suddenly disappeared after I accepted a quest from an enemy lord {"Lend your Surgeon"}. Right after I clicked the yes button, two Noldor groups cam and killed him. The quest didn't come back. Can someone help? Has anyone faced a similar problem? I think I may have my first corrupted save file. First, I got my weekly budget report - all of my enterprises report 0 net revenue, from tanneries and dye works. I investigated further by visiting one of them, and asked the merchant to give me the account details. Saw 'Invalid item" in place of where the sentence should have had the raw materials. Any way to fix this or do I need to axe the save? Greetings! First of all, I would like to congratulate for the amazing work of the PoP Dev team, and let me tell you that PoP is my all time favourite mod for M&B Warband! It is really a unique mod, and it brings so much challenge and options for the player. I hope it will keep evolving while constantly being polished into perfection. I have a few bugs to report however, but none of them is a major one (or perhaps not a bug at all). Although I saw some of them reported a few months ago, but saw no responses for them. To make sure that they are noticed, I may emphasize them once more. Sorry for the inconveniences in advance. I am running PoP
v3.7063. #1.: For my female character, in one of the achievements, the Master Builder (build 30 improvements), the body armor doesn't display correctly, it is colorless and transparent, like a part of the texture / mesh is missing. I don't know yet how to post a screenshot if you need one. #2.: I cannot completely eredicate Heretic and Mystmountain parties, they always respawn, even when I was sure that there was no more left. I always ask everybody I can for rumors and their armies along with the related unique spawns keep respawning like crazy (sometimes 3 armies spawn within a week), even when their condition is "obliterated". Is this intended? If so, how come that Snake Cult and Jatu parties can be dispatched for good when they are obliterated? For a measure, in my current playthrough I am at day 940 and I captured Wolfbode the Slayer for over 10 times, and I have beaten the Three Seers and Eyegrim the Devourer for at least 8 times each. They were beaten a couple more times by other vassals too. I have also beaten over 20 heretic and 20 mystmountain armies just myself. Don't get me wrong, I am grateful for the free renown (over 16k now with an opportunity for a party size of 890), loot and qualis gems these armies / spawns provide, it is just strange that the Snake Cult and the Jatu can be obliterated for good, and these guys can't be. Now that I think about it, Snake Cult and Jatu parties and armies should also respawn upon rumors, even if they are obliterated, for giving a bit of a work to do in the lategame, especially at times of peace and for being able to continue bounty quests for various knighthood orders. #3.: The plural ID in troops.txt for the Iron Circle Centurion is "Shadow Legion Centurions". #4.: I'm not sure if this is a bug actually, or I miss something. When I hold a feast as a queen, even though I am marshall, most of my vassals tend to leave again shortly after they have returned from their fiefs. It often happens within 24 hours, which means I miss the opportunity of the daily increase in relationship with them. Even though I send them back to the feast, they will try to leave once more within 24 hours, so I will miss the relation increase with them again. They are doing this during the whole time interval of a feast. I am lucky if I can get 5-6 relations with a vassal this way for one feast of 30 days. Restoring relations after distributing fiefs (equally for most of the time) is so tedious this way when I have over 30 vassals. It doesn't matter if they love me or not, they will leave eventually. Of course I am not at war when I hold feasts. In native and in other mods, this frequent leaving didn't happen to me, usually vassals were leaving once in a week, not more. #5.: Sometimes lords that defected into another faction and were beaten just before tend to remain in the given capital town forever. Their party size didn't increase over time, it remained the same, in the range of 30-50 men. I often checked them and their numbers, and I am positive that they weren't engaged in any battle for the time being. Even after 150 days, they are still sitting ducks, because they don't have enough man in their party to leave. When I ask them about what they do, they say they are resting while recruiting. And because them to join my faction. #6.: Rogue Knight parties often have a long battle report as a party name. #7.: Misspelling: (Blue text message of an event) "A group of melitine ... kidnapped a lady... from Torba" instead of Torbah. #8.: Death camera doesn't work properly. It becomes hazy sometimes, and the rotation gets stuck. For that time, I can only keep rotating no matter what I want to do. After a short while it turns back to normal. #9.: Issuing commands in a field battle doesn't always work as I want it to. I have to order "charge" to break formations, and then my troops will do what I tell them. Not a huge problem, only a waste of time while the enemy approaches. Edit: I almost forgot.... #10.: The Ghost Lady quest. There were 4 suspects: the husband, the new wife candidate of the husband (who is generated only for the quest), the castle scribe, and another lord from another faction. When I found out who the murderer was and killed him on spot (the castle scribe) I went to inform the rest of the suspects about the truth in order to finish the quest. Firstly I talked to the new wife. Until I finished the quest by talking to the remaining two lords, when I talked to her repeatedly she was telling me something about "surrender or die", just like if she was a hostile party catching up to me. I'm pretty sure she shouldn't say that. And strangely enough, she followed me to any castle hall I went afterwards. She was much more like a ghost than the murdered lady. After finishing the quest, everything turned back to normal, and the lady disappeared. I was playing a female character when this happened. Hello~ I was actually having a really hard time getting the mod to work. The game loads, but the graphics are all glitchy-- I should probably take a screenshot. >.< Ahem! Anyways, I was wondering if maybe I was doing something wrong? I moved the entire folder into modules. Please try re-downloading the mod from the website and delete the mod you already have. Don't worry as the save files are in My Documents and you can load them after re-installing the re-downloaded mod. If that doesn't work, please check if you M&B warband requires updating to the latest version. Hello~ I was actually having a really hard time getting the mod to work. The game loads, but the graphics are all glitchy-- I should probably take a screenshot. >.< Ahem! Anyways, I was wondering if maybe I was doing something wrong? I moved the entire folder into modules. Make sure that all game files are in: ... Mount&Blade Warband\Modules\Prophesy of Pendor V3.7063 and not in: ...Mount&Blade Warband\Modules\Prophesy of Pendor V3.7063 Alright! I actually already tried deleting it and then re-putting it into the folder. Maybe it's because of steam? *armflails* I'll try again, though!f Ok! I just re-installed the entire game and then re-putting it into the folder. Maybe it's because of steam? *armflails* I'll try again, though!f Ok! I just re-installed the entire game and then re-putting it into the folder. downloaded the mod a third time. Still the same thing. I'm playing on mac, and I'm also playing the game through steam. I'm playing on Windows + standalone version. Could you post a screenshot, please? Mm! Yes! This is what happens when I press new game. "The new font is a good idea!" they said... I'd assume it's one of two things: The fact that the Mac version of Warband doesn't like custom font, though. You'll need to go into your game files and exterminate it. Or at least... move it out of there and put it back if that's still the problem Ha! That worked! Thanks a lot you guys! I guess the mac version doesn't agree with the fonts. ^.^ I think I may have my first corrupted save file. First, I got my weekly budget report one them, and asked the merchant to give me the account details. Saw 'Invalid item" in place of where the sentence should have had the raw materials. Any way to fix this or do I need to axe the save? @Harding Grim I saw that kind of bug report earlier, and the save in question can be surely repaired for native-based mods, but I'm not sure in the case of PoP. Anyway, it is a bug from native, not PoP, I can confirm that. Here is one solution, but I couldn't find anymore who posted this. It's from a text file I saved for myself: This sounds like the same bug that used to crop up in original M&B. I thought the devs fixed this way back in the regular M&B versions, but I guess it's back. What happens is items lose the info that gets set at the start of the game, making food and several other things stop functioning correctly. All you need to do to fix it is to call the initialize_item_info script (which sets all the item info). Heres a quick fix. Open up Modules/Native/menus.txt in a text editor. Bring up the replace window. In the search string box paste in Code: [Select] 1 2060 1 864691128455135247 . In the replace with box paste in Code: [Select] 2 1 1 936748722493063217 2060 1 864691128455135247 . Click replace all (or find and then replace, or whatever - just get it to replace it). It should only replace the 1 line (since thats the only one in the file). What this is doing is adding (call_script, "script_initialize_item_info") to the menu option for the morale report. After this start up the game and go into the morale report window. Entering the morale report window should call the initialize item info script, fixing your problem. After you have the save fixed you can then undo the replace (replace it back in reverse, restore a backed up file, or hit undo and save it again) and the fix will stay fixed. Or you could just leave the script call there if you wanted, all it would do is re-initialize the item info every time you opened the morale window. I don't have a bugged save to test this with, but if its the same problem as before this should fix it. The food morale bug and the invalid item bugs are related somehow, at least that's what I saw from other people. Both of these problems seemed to be fixable by calling that so called initialize item info script. If nothing else, this can give you a starting point. And here is another fix from SPD Phoenix: Don't know what causes it but all the trade and food items will be effected. Seems that the interprise may yield negative income (invalid item). You can edit yout simple_triggers.txt to fix it. Back up your file first. At the end of simple triggers.txt, you will see a series of You can go up to the next line (after "3 0"), add a space (one space) then add This will make the game calls the script to initialize items every 24 hours. Alternately, you can change the one of the "24.000000 0" line to 24.000000 1 1 1 936748722493063217 Which will do the same. I have tried
these myself with no luck however for PoP v3.7063. But perhaps the developers can say you or me more about how to get this thing done. The problem I had was that one day, I noticed after recruiting prisoners a lot, my party morale kept very low for days. My morale was so low, that I could only afford my companions, and everyone else deserted. Meanwhile the numbers in the party morale report added up for a sum well above 99, so I thought this was a corrupt save. I was at day 600 and I didn't want to restart a new game. So I decided to look for a way to fix this. However after paying a tavern keeper for increasing my party morale like 10 times, it become 99 again. I was so relieved when I saw that, so I stopped searching for a solution. This still may be a bug, as the morale I get for food variety is like 474, which results in the fact that I can maintain an army of 700+ men with excellent, so 99 party morale in total at 10 leadership. I have to buy food like crazy, but that's all, it's completely doable for me. Does this happen to anyone else? I haven't noticed this thing in my previous playthroughs, and I certainly couldn't maintain such a large army earlier. Hello. A very minor thing that seems to be bothering me is that the top tier Mettenheim troop (Forlorn Hope) doesn't always spawn with gloves. I don't think this is intended because the previous 2 tiers are set to always spawn with them. I've fixed it but unfortunately it won't have any effect until I start a new game. Just a reminder to the devs to have that fixed before they release 3.8. Also I appreciate all the hard work that everyone has contributed to this mod, it's amazing. I've been playing it for 2 months and I'm still not over it. Hi! Sorry if this kind of bug had been posted earlier, I couldn't see it in this thread. I took a quest from the guildmaster of Ethos, about tracking down some bandits. The target was a Noldor patrol. It got eliminated by someone else before I could find them. The quest didn't disappear from the game notes, so I went back to the guildmaster to give up the quest. By doing so, I got a 3-lined string error (I forgot to take a screenshot, and I don't remember what is was anymore), but at least the quest disappeared from the notes. When I tried to take another quest from the same guildmaster (at Ethos), the option to ask for a new one wasn't there. In the beginning, I just thought that this was the same thing as in native, that I had to wait for a couple of days to receive back the option to take quests from the GM of Ethos. The other towns's guildmasters are OK. I'm running PoP 3.7063. Page 2 Can anyone help me with this issue? I'm getting an Error RGL Modules/ProphecyofPendorV3/Resources/Pendorhorses.brf What does this mean and what can I do about it? Apologies if there's already a post about fixing this, this site's confusing. Don't know if this has been answered before, but the text in my UI is all scrambled. Can anyone help me out? Konrad and I discussed the solution on the previous page. The problem is a poor development choice. I'm on the 3.705 version and this just happened haha. What happened is this. I had just beat some mountain hermits (grinding that renown!) and was walking around for about 15 secs after the battle ended. I see a sprite on the map and I hovered over it, and it was crazy (couldn't get a screenshot). The enemies that I had just taken out were mixed in with the names of those in this new party. It's hard to explain, I wish I had gotten another screenshot before I engaged them haha. Not sure if this has already been noticed/fixed in a newer update, just reporting my find. I'm on the 3.705 version and this just happened haha. What happened is this. I had just beat some mountain hermits (grinding that renown!) and was walking around for about 15 secs after the battle ended. I see a sprite on the map and I hovered over it, and it was crazy (couldn't get a screenshot). The enemies that I 3.705 version and this just happened haha. What happened is this. I had just beat some mountain hermits (grinding that renown!) and was walking around for about 15 secs after the battle ended. I see a sprite on the map and I hovered over it, and it was crazy (couldn't get a screenshot). The enemies that I had just taken out were mixed in with the names of those in this new party. It's hard to explain, I wish I had gotten another screenshot before I engaged them haha. Not sure if this has already been noticed/fixed in a newer update, just reporting my find. Sounds like the undead army, and eyegrim the devourer is playing tricksies on you Oh not again It's all good though, I'll do what I usually do and kite his ass into the Noldor forests and get Aeldarian and/or Ithilrandir on him. Problem solved ayy I'm on the 3.705 version and this just happened haha. What happened is this. I had just beat some mountain hermits (grinding that renown!) and was walking around for about 15 secs after the battle ended. I see a sprite on the map and I similar in PoP V3.7063 about four times. A strange group and a Heretic Coven following it: I'm not sure what causes it. Groups such as this one appear on a map rarely and at random. I'm on the 3.705 version and this just happened haha. What happened is this. I had just beat some mountain hermits (grinding that renown!) and was walking around for about 15 secs after the battle ended. I see a sprite on the map and I hovered over it, and it was crazy (couldn't get a screenshot). The enemies that I had gotten another screenshot before I engaged them haha. Not sure if this has already been alistair i havent had him in my party before, i am still setting up my circle of companions but cant seem to find sir alistair i have looked through every tavern but he isnt there, has he been removed? im looking for sir alistair i have looked through every tavern but he isnt there. through every tavern but he isnt there, has he been removed? He hasn't been removed. I'm running PoP version 3.7063. Just want to confirm if this a bug. I went to the Al-Azziz mines to trade for a Rune Glaive but I can't exit the place. looping and looping. Another recurring one which I'm not sure is a bug, Fierdsvain Lords just don't join and help their factions member during large battles. They act as if they still in a state of siegeing a Fief. They just hang back and watch as their fellow Faction Lords get slaughtered. Man, this version just screws the Fierds royally. Weak campaign A.I,easy to conquer Fiefs and Town map layout, and uneven troop/soldier type. You can argue that Sarleon's fiefs and Towns are even more open for conquering from all sides than the Fierds but their variety of troops/soldiers makes up for it. By this I mean the Fierds don't have the likes of Larian Outriders, Clarion Call Rangers, Marleons I'm running PoP version 3.7063. Just want to confirm if this a bug.I went to the Al-Azziz mines to trade for a Rune Glaive but I can't exit the place. Also, whenever I go walk around Laria and exit, the town background sounds of keeps on looping and looping. Another recurring one which I'm not sure is a bug, Fierdsvain Lords just don't join and help their factions member during large battles. They act as if they still in a state of siegeing a Fief. They just hang back and watch as their fellow Faction Lords get slaughtered. Man, this version just screws the Fierds royally. Weak campaign A.I, easy to conquer Fiefs and Town map layout, and uneven troop/soldier type. You can argue that Sarleon's fiefs and Towns are even more open for conquering from all sides than the Fierds but their variety of troops/soldiers makes up for it. By this I mean the Fierds don't have the likes of Larian Outriders, Clarion Call Rangers, Marleons Heavy Calvary, Lion Knights, Pendor Black Archers, etc. Not sure about your last two problems, but unfortunately for the mines of Al-Aziz you have to walk to the edge of the scene to exit. Running PoP version 3.7063 Wolfbode was around Ravenstern with a 800 plus army but a 1200 plus prisoner train and King Gregory with 500 plus army. Since I'm helping the Fierds from being wipe-out, I decided to take on Wolfbode myself so King Gregory (with help from other Lords) won't defeat him and have a 1300 plus army, which is not good for the Fierds. Took out Wolfbode ,got my Qualis then after 15 seconds Wolfbode spawned again. Since I received 40 Highlanders and some Ravenstern Knights from his prisoner train, I went to find him again, defeated him but he escaped. After 15 seconds he spawned again but this time right in front of me. image, but at the options, no texts were shown too. Details: Using Ubuntu, steam and M&BW 1.168 Just downloaded and started the game, no texts were shown too. Remove: - "FONT DATA.XML" from "DATA" folder, - "font.dds"from "Textures". Page 3 Haven't been able to find anyone having this same issue. During a saving elder's daughter quest, I go up to the lord (the same faction I'm a vassal in, Empire) and after either losing disposition points or money, and getting the girl in my army, suddenly half of my men are gone. I literally lose the bottom half of my troops for some damned reason. I go from 114 to 78. There's no log line saying something of the sort in case you're wondering. I am using the tweaks from Leonion's Compilation of Tweaks if it matters. I checked that thread to see if anyone's mentioned such a bug, I haven't seen one. This is the first time I've ever done the quest, so I wouldn't know completely if those tweaks are actually apart of the problem or not. Haven't been able to find anyone having this same issue. During a saving elder's daughter quest, I go up to the lord (the same faction I'm a vassal in, Empire) and after either losing disposition points or money, and getting the girl in my army, suddenly half of my men are gone. I literally lose the bottom half of my troops for some damned reason. I go from 114 to 78. There's no log line saying something like "this
many men escaped" or something of the sort in case you're wondering. I am using the tweaks from Leonion's Compilation of Tweaks if it matters. I checked that thread to see if anyone's mentioned such a bug, I haven't seen one. This is the first time I've ever done the quest, so I wouldn't know completely if those tweaks are actually apart of the problem or not. Was your troop number cut into precise amount of stacks?(32 stacks back then, cutting all troops below) Very similar(if not the same) thing was reported some time ago and was allegedly fixed. Be sure to run the most recent version of warband, this is partially native quest if I recall correctly, its fixed in newer versions. So does prophesy of Pendor 3.7063 work on Mac? All we have to do is delete a font, correct? That's quite correct, yes. Same with Linux. Maybe one day Saxon will assent that it was a bad idea, but for now you do have to delete some files. Specific details are on Page 72. Hi I'm on Pendor 3.704 and don't want to start over again and upgrade to 3.706 but I'm experiencing the CKO Knight issue of suddenly changing genders from female to male which is really annoying. Any way that can be fixed on 3.704? Like edit some line in one of the txt documents somewhere? Or maybe a tweak that will just fix the gender of CKO Knight regardless of anything? Hi everybody, I downloaded V3.7063 but when I start it it does nothing, I open the task manager and it says "no response" for M&B... I don't understand it worked with V3.611 but not anymore. Any idea to solve this ? Hi everybody, I downloaded V3.7063 but when I start it it does nothing, I open the task manager and it says "no response" for M&B... I don't understand it worked with V3.611 but not anymore. Any idea to solve this? Due to new items and textures it takes more time to load. Start it, leave it on and hopefully it will load eventually. It helps if you have ssd drive. hmm what's up with this face? There are many guys that look like this in my game. hmm what's up with this face? There are many guys that look like this in my game files and that is a result. As to why, I do not know. hmm what's up with this face? There are many guys that look like this in my game files and that is a result. As to why, I do not know. hmm what's up with this face? There are many guys that look like this in my game. Save game corruption sign (sometimes). It's also possible you've been editing your game files and that is a result. As to why, I do not know. Actually, I just recently started a new game on pendor. I have been playing other mods. That screenshot is still on day 1 Hi All! I would really appreciate if anyone can help me here. I tried looking and failed to find any solution so far. I have invested tons of hours into this save file (100+) and it is set on realistic saving so I don't have any backups... I was completing the Knights Order Quest (for the Clarrion Call) in Laria, finished it and was heading to turn it it. On the way, Saleron declared war on me. Now I can't get my army back and I am being sieged I am literally stuck not being able to even view my garrison and not being able to turn in this quest. Any help would be awesome. Thanks! Combat animation enhancement... Does it no longer work? I screwed myself and over wrote my skeletons file... and the game is crashing. Anyone have a fix? So I've run into a near game breaking bug. At the beginning of every battle, none of my troops are selected, and no matter what number I press, not a single troop will light up or listen to any commands. However, the only way I can command them is by pressing backspace and manually clicking on every category of troop. Even this still won't select them though, and I'm still limited to giving commands through backspace only. Can anyone help with my husband not wanting any new lands? I married Lord Gallus of the Baccus Empire, and his only land is Buvran which he's had for like ever. But whenever I try to get him to accept a new land I've captured, like Ethos recently, he 1. never accepts it and 2. Marius Emperator will not give it to him when I support him anyways, saying stuff like "your husband already owns significant lands." HE OWNS BUVRAN no one cares about Buvran I don't even know where it is tbh. And no, he was no awarded it recently. He's simply had it forever, and has not gotten anything new in ages. This is really nerve racking because it would be nice if I could get my goddamned husband better troops and more troops are troops and more to see if this is a bug or intended. Cheers Hey, is dusk of twilight supposed to give 2 int, 2 str/cha/agi or 30 profs to companions on the first 3 uses? Because in my current play through, I've used 3 of them and each time it has only given half that. Just checking to see if this is a bug or intended. Cheers You only get the maximum effect of the Qualis Stat Buff Brews for the first 3 brews that you purchase, regardless of which brew you get. So if you got 3 Elixirs of Arkon prior to using any of the Dust of Twilight, then the mod is working as intended. Hi All! I would really appreciate if anyone can help me here. I tried looking and failed to find any solution so far. I have invested tons of hours into this save file (100+) and it is set on realistic saving so I don't have any backups... I was completing the Knights Order Quest (for the Clarrion Call) in Laria, finished it and was heading to turn it it. On the way, Saleron declared war on me. Now I can't get my army back and I am being sieged. I am literally stuck not being able to even view my garrison and not being able to turn in this quest. Any help would be awesome. Thanks! There's nothing you can do without breaking them (works at night). Can anyone help with my husband not wanting any new lands? I married Lord Gallus of BUVRAN no one cares about Buvran I don't even know where it is the. And no, he was no awarded it recently. He's simply had it forever, and has not gotten anything new in ages. This is really nerve racking because it would be nice if I could get my goddamned husband better troops and what not. Thanks btw in advance. You need to some the care it is the care in a could get my goddamned husband better troops and what not is really nerve racking because it would be nice if I could get my goddamned husband better troops and what not is really nerve racking because it would be nice if I could get my goddamned husband better troops and what not is really nerve racking because it would be nice if I could get my goddamned husband better troops and what not is really nerve racking because it would be nice if I could get my goddamned husband better troops and what not is really nerve racking because it would be nice if I could get my goddamned husband better troops and what not is really nerve racking because it would be nice if I could get my goddamned husband better troops and what not is really nerve racking because it would be nice if I could get my goddamned husband better troops and what not is really nerve racking because it would be nice if I could get my goddamned husband better troops and what not is really nerve racking because it would be nice if I could get my goddamned husband better troops and what not is really nerve racking to the nice is not a second and the nice i give him fiefs when you're an independent queen. As a vassal of Marius, his renown is too low to receive new fiefs from Marius. Hi, is there any known fix for the village fight text bug or snake cult stronghold text bug? (all system text disappears after the village fight text bug?) stronghold text bug? (all system text disappears after the village/stronghold fight) Personally I don't know how to fix that for good, but I know that those disappearing battle texts at village fights and the snake cult stronghold are related to the kill counter (green text at the bottom top left corner of your screen). Turning it off in the mod options prevented those kind of bugs for me. Page 4 Hi, is there any known fix for the village fights and the snake cult stronghold are related to the kill counter (green text at the bottom left corner of your screen). Turning it off in the mod options prevented those kind of bugs for me. Wow I actually knew that now that you mention it, but I had forgotten it... thanks a lot going to turn off KC now Broke into a prison to rescue Marius Imperator (sp) and he started yelling about how it is a good day to fight and closes the dialogue. Thus I cannot Rescue him. Ok so I go to do a siege, and it tells me that my engineering skill is a 1, when it is a 7 currently. Any help? Are you wounded to the point of incapacitation? So does anyone have an answer to my issue? its really frustrating trying to take cities/keeps atm Better post a screenshot of you characters and any other companions with engineering skills, otherwise the problem would be written off as a case of excessive 'occult meddling'. Unfortunately, nothing in the item pool was worth equiping. Driving me insane. Plz fix. Too OP. Will kill me. Kinseth, Is this a question or a statement? Better elaborate or this would be a pointless line of conversation He's pointing out a typo. To be fair, there was nothing in his reply that told me its from another person's reply. Training knights using companions. However, after one guy gets done training and the next guy comes back from training him, the knights stats get reset back to 1. Any solution to this? Unfortunately, nothing in the item pool was worth equiping. Driving me insane. Plz fix. Too OP. Will kill me. Yes it's from the autoloot. It's a typo. Found a bug... If I try to use the autoloot/item pool equip for companions, they all strip off their armour and won't reequip it. Not sure what caused it. An earlier save file doesn't seem to have the issue. I first noticed it after fighting some bandits, but the save file I had made not to long before that still had the issue. Any ideas? EDIT: I should note that weapons
seem unaffected. Also tried changing companion autoloot settings - Both by telling them not to autoloot armour and toggling it off then on again. No one knows a fix to my trainers not working? No one knows a fix to my trainers not working? I've never had that problem myself but have you tried dissolving your order and restarting it? So it does this across multiple saves? Or are you loading the same save with and without tweaks? on mobile so **** grammar. Across all saves, tweaked or untweaked, ive reinstalled the module and warband, to no avail. Hello there guys! I hope I can be bit more active here, as I've remained silent in the forums, which I feel bad about. Well, the reason to this post is because I'm unsure if these are bugs or just some problems within the PoP version I'm using, and sadly I don't have time to recreate without cheating the scenario in 3.7063, so I'll be pleased if any of you have a good save game in order to check this. If the player creates a KCHO and joins them, he will be directly promoted to Grandmaster, and be rewarded with the armor, gloves, helmet, boots and mount his CKHO knight has (for example: if he equipped them with a Maltise Asp Armor and a Noldor horse before joining them, he'll be given these), but with no modifiers, and only once. But when if you raise from Retainer to Constable on a KHO, you'll get Sergeant's armor set, knight's armor set and mount, reinforced knight's armor set and spirited mount, lordly knight's armor set and champion mount (so way more stuff and with great modifiers). Also, as the player is rewarded with Grandmaster rank directly, he skips defending against the Snake Cult and then the attack on their fortress, meaning his order won't have a Order Stronghold nor he'll be able to interact with the NPCs inside it (which are really useful, specially the guy that upgrades armors). And finally, any order you join (even if they have nothing to do with crossbows, like the Lions) will give you the Metttenheim Arbalest when talking to the knight with 350 crossbow proficiency or higher... when your order knight doesn't... and its a great weapon, the strongest never 1, they knights start with them being 2, 3 or 4. Sorry for not being able to help tho Most of those are deliberate. People would min max their orders and then join them to get ridiculously good equipment. + it makes no sense to create an order and be a squire of it. Most of those are deliberate. People would min max their orders and then join them to get ridiculously good equipment. them to get ridiculously good equipment. + it makes no sense to create an order and be a squire of it. You dont get it for your CKHO you can also get it for yourself without getting it from them, and then upgrade it in the Order Stronghold. But, then what for? You get them with no modifiers and you can't upgrade them due to no Order Stronghold, you think that is deliberate? Or that you could. In 3.61, they changed it so you couldn't because of exactly those reasons. Please, reply stuff with some sense.' No idea about the Mettenheim arbalest though. Last time posting about this, when I try to train my order my knights stats get reset when I attempt to train them again. It goes back to 1. Last time posting about this, when I try to train my order my knights stats get reset when I attempt to train them again. It goes back to 1. 1. I don't think any of us know how to solve your problem. Maybe you could try sending a PM to Mad Vader, the guy who coded the CKOs Last time posting about this, when I try to train my order my knights stats get reset when I attempt to train them again. It goes back to 1. Could you send me a screenshot or the moment it happens? A dialog, a crashes anytime I go into the game map. (So the game is unplayable). I know the savegames are screwed up because I can load an earlier (day 200ish) and the game loads and plays fine. I reduced graphics settings, changing engine from directx 9 to 7 and that worked for a little while but I am convinced there's something wrong with my save game The game will load and immediately freeze. If it means anything, the town names are all BLACK, every title/text is BLACK. Below is the crash log. I'm on a pretty sturdy machine (can play Witcher 3 on Ultra just fine) and I doubt that would be an issue since it works on previous save games. Something is either wrong with my savegame or maybe there is a module.ini setting I could do...any ideas? Application Name: mb warband.exe Application Version: 1.0.0.0 Fault Module Version: 1.0.0.0 Fault Module Timestamp: 55e9a89a Exception Code: c0000005 Exception Offset: 0015b3da OS Version Hi, I've encountered a bug where my food has been reduced to +0 to party morale, is there any way to fix this? -Have you applied any tweak? -What food is that? -do you have a screenshot? hmm what's up with this face? There are many guys that look like this in my game. Save game corruption sign (sometimes). It's also possible you've been editing your game files and that is a result. As to why, I do not know. May not be of any help, but I've noticed that face bug pop up pretty consistently (but not always) after starting a new game during the same session where one has loaded/re-loaded a previous saved game. For example, if I start up PoP, load a previously saved game, then exit that game and start a new one (without exiting out of PoP). I found the solution, just had to re-download the mod, and create a new game Is it intended when you change Kingdom ministers, you lose favor with all lords and lose Right to Rule as well? Even if you have no active 'Resolve Dispute' guest going, when you swap ministers you get the message 'Ouest Failed: Resolve Dispute' so maybe that is what is causing the lords consider that position and Sara nor Alyssa have nobility? Lords do not rotate in feasts every time I leave/re-enter so I cannot gain favor. Possible fixes: Add more spawn points, expand the city halls(adding mass spawn points) or add code(I hear its in Floris) to rotate the lords every time you leave and re-enter. That's more a quality of life feature suggestion than a bug, no? Throwing a feast and not being able to increase your relation with lords that come to the feast? Gamebreaking? No. Bug? Yes. The loss of Right to Rule and lord favor for swapping ministers is also definitely a bug. Wasn't contesting that the latter is a bug, just the former, since the former is likely native behavior (ergo expected) as well. Hi, I've encountered a bug where my food has been reduced to +0 to party morale, is there any way to fix this? -Have you applied any tweak? -What food is that? -do you have a screenshot? No tweaks I was just playing as per normal. Also my character's face has been deformed it your character's face has never use 'save and exit' - save manually and then wait a good few seconds before closing the game. Page 6 Hi, I've encountered a bug where my food has been reduced to +0 to party morale, is there any way to fix this? -Have you applied any tweak? -What food is that? -do you have a screenshot? No tweaks I was just playing as per normal. Also my character's face has been deformed I guess this is the major bug that is yet to be solved? As Epicrules said - corrupted save. Look in this thread for Saxondragon answer. Hi, I've encountered a bug where my food has been reduced to +0 to party morale, is there any way to fix this? -Have you applied any tweak? -What food is that? -do you have a screenshot? No tweaks I was just playing as per normal. Also my character's face has been deformed I quess this is the major bug that is yet to be solved? As Epicrules said - corrupted save. Look in this thread for Saxondragon answer. Ah darn, so does that mean I have to restart? Hi, I've encountered a bug where my food has been reduced to +0 to party morale, is there any way to fix this? -Have you applied any tweak? -What food is that? -do you have a screenshot? No tweaks I was just playing as per normal. Also my character's face has been deformed I guess this is the major bug that is yet to be solved? As Epicrules said - corrupted save. Look in this thread for Saxondragon answer. Ah darn, so does that mean I have to restart? I would. Next time save more often, use different slots, from time to time save inside a building as Saxondragon suggested. I got the "Small bands near x" bug, preventing the faction from being defeated. The party simply doesn't appear or is visible on the map, despite debug "sortie strength calculations" appearing knights is not randomly arranged i might have found a small bug here (if the equipment of these orders is random, ignore the post): These knights are wearing a Crossbow 1xBolts Shield Lance, are also classified as cavalry, but they are lacking a horse. I'm not an expert of identifying crossbows, so i can't say if they should have a horse or a sword instead of the lance Have a nice day! Not a bug, they're given the Cavalry and Horse Archer flags so they have proper upkeep costs and spawn with the proper equipment if they have it. The rest of it is just the finnickyness of the random gen. Hey again, as a bard asking for jobs in a tavern it is possible to get a job in some cities every time if you just ask the keeper 2-4 times in a row, i didn't find any text mentioning that so far, regards edit; okay i found one keeper (valonbray) who seems not to be convinced, but it worked about half a dozen times before in ethos, janos, ishkoman if i remember correctly. Hi, all my map is darker than normal, for example the grass near Rayenstern is dark.... i set gamma at 2.5 but nothing change. Thi is an example Rarely the sound of arena cheers that happens in the background, remains even after leaving the arena, looping. exiting the session and reloading does not make it go away, since it continues even in the main menu. Only when I exist the game and start the game again it goes away. Rarely the sound of arena cheers that happens in the background, remains
even after leaving the arena, looping, exiting the session and reloading does not make it go away, since it continues even in the main menu. Only when I exist the game and start t reload the game. v3.7063 The D'Shar raider hideout area is hugely flawed. Most of the area is under water whereas 3.6xx versions had no issues with it. This makes dshar raider hideout area is hugely flawed. Most of the area is under water whereas 3.6xx versions had no issues with it. This makes dshar raider hideout area is hugely flawed. Most of the area is hugely flawed. Most of the area is hugely flawed. This makes dshar raider hideout area is hugely flawed. Most of the area is hugely flawed. This makes dshar raider hideout area is hugely flawed. This makes dshar raider hideout area is hugely flawed. Most of the area is hugely flawed. This makes dshar raider hideout area is hugely flawed. This makes dshar raider hi Didn't you simply change texture? With a submod or something? Rarely the sound of arena cheers that happens in the background, remains even after leaving the arena, looping, exiting the session and reloading does not make it go away, since it continues even in the main menu. Only when I exist the game and start the game again it goes away. That's a pretty well-known bug. It happens in Native too. The only solution is to reload the game. I tried to correct it for 3.8. We'll see if that works. v3.7063 The D'Shar raider hideout area is hugely flawed. Most of the area is under water whereas 3.6xx versions had no issues with it. This makes dshar raider hideout area is hugely flawed. Most of the area is under water whereas 3.6xx versions had no issues with it. This makes dshar raider hideout area is hugely flawed. mean? In that scene you spawn in a long valley with a bit of water, then you get to a plain. In 3.8, I've put the spawn point closer though. v3.7063 The D'Shar raider hideout area is hugely flawed. Most of the area is under water whereas 3.6xx versions had no issues with it. This makes dshar raider hideouts almost unplayable What do you mean? In that scene you spawn in a long valley with a bit of water, then you get to a plain. In 3.8, I've put the spawn point closer though. [/quote] See these: Warband fonts, otherwise Warband can't display custom fonts on Linux/Macs from what I've read. POP install is a full 3.7063 version, not updated from a previous version. Save game was started on this version. I haven't even played native yet to see if I get the same glitchy area in the native equivalent map. One editor screen) and I hadn't done anything to change his face manually. I think your problem comes from Warband on Linux, and unfortunately, we can't do anything about it. Not a lot of gaming companies give a damn about Linux, and unfortunately, we can't do anything about it. Not a lot of gaming companies give a damn about Linux, and unfortunately, we can't do anything about it. the whole update again will take sometime please help me.. "textures\pa pop armor 13.dds" "textures\pa pop armor 07 cop green.dds" Found a bug... If I try to use the autoloot/item pool equip for companions, they all strip off their armour and won't reequip it. Not sure what caused it. An earlier save file doesn't seem to have the issue. I first noticed it after fighting some bandits, but the save file I had made not to long before that still had the issue. Any ideas? EDIT: I should note that weapons seem unaffected. Also tried changing companion autoloot settings - Both by telling them not to autoloot armour and toggling it off then on again. same thing happened to me. they strip when i let them chose items from item pool. just the armor, not the weapons. Not sure if this has been mentioned before but for some reason my characters army name is now: I'm a vassal of the D'shar. So not really sure whats going on here. What version of PoP are you playing? It says prophesy of pendor 3.7 on start screen. Page 7 It's quite possible that you're playing an unpatched 3.7, as that issue was most often found in said early versions. ah okay ill update then are old saves compatible with the newer version? Edit: apparently its not. Oh well. "Addressed the background spawn and renegade party name changes" sounds like my issue here which was fixed in 3.701. Wasn't really feeling the d'shar anyway thh. Excuse for a new character! I am super annoyed it has taken me literally a month to achieve being a king in these harsh lands of Dark souls like difficulty and i have finally manage to give Alistair at lv 39 a castle, however through all this hardship I am rewarded with a god damn disabled companion vassal he doesn't do ****, all he does is stay inside the castle. Now I wanted to see if this happens with other faction noble/vassals and it damn well doesn't happen guy is wandering the lands fighting and protecting our land of anal (Kingdom Of anal). is the fact that my companion vassal is useless unless I command him apart of the game or a bug? Theres no need to post this same message in both threads, ill copy paste the reply here too: Vassals go to their castle/city to restock their army gets a decent size again. Depending on their personality and whats going on in the kingdom, they'll also remain sometimes in their fief if they think there's nothing to do or simply they don't care about the kingdom (happens to bad personalities). Alistair is martial, which is a good personality overall (there are 2 better ones tho), so i bet he was restocking his army. But i cant tell without further info... anyways it shouldnt be a bug. Hello, I like to report a bug, whether it's a bug or not it's up to you people. When I acquired 2 Qualis Gem, one is from the Hidden Treasure Chest in Rane and the other one is from the Red Brotherhood Hideout. Once I got those 2 Qualis Gem, one is from the Hidden Treasure Chest in Rane and the other one is from the Red Brotherhood Hideout. knew if this is the first time you hear this bug reported or not, if not sorry for wasting your time, just need to make sure it was report. Just follow this step if you want to see the bug for yourself. 1. Get 2 Qualis Gem from Hidden Chest(Rane) and Red Brotherhood Hideout. 2. Gamble it with the Guild Master to see if you able to get free troops without losing it in 1st(which you will always lose it in whether you gamble it to see if you lose the Qualis Gem, and gamble it to see if the bug is real or not. Thx u for your time~ im also having problems with training my knight order, i send Leth the first time for 4 weeks and he brings all their stats up, but when i do so again for 4 weeks the weapon proficiency stats for the knights go from whatever the base was to around 220 and it shows you the change. the second time i sent him out for 4 weeks the change shows that the knights went from the original base to around 220 again, it doesn't build up. So to confirm, it seems the training doesn't actually take effect? That's peculiar. What version are you running? Also, have you checked the unit's stats to see if it's just a glitch with the presentation? So to confirm, it seems the training doesn't actually take effect? That's peculiar. What version are you running? Also, have you checked the unit's stats to see if it's just a glitch with the presentation? I guess that's just due to he is not so lucky, and trainer affect the effective, which leth lacks. Leth's trainer skill would have no effect whatsoever on whether or not the stats fail to update. They would affect by how much they change, but it shouldn't cause a false report. Minor niggle more than a problem: when I order, say, my infantry to hold a position first and then make a formation they do form up but go back to where I'm standing instead of where staying I told them to. Are they supposed to do that and if so, what's the reasoning behind it? Thanks. I'm not 100% but it may be because they take your posistion as a mark on wich to form. Try holding F1 until a small flag appears and move them while holding F1 So to confirm, it seems the training doesn't actually take effect? That's peculiar. What version are you running? Also, have you checked the unit's stats to see if it's just a glitch with the presentation? the original base stats, and after checking the stats myself again there is no added change, i am using version 3.7063 btw. also leth is unleveled i haven't checked training with any other person either i was useing Leth since he was at the highest skill set available. Minor niggle more than a problem: when I order, say, my infantry to hold a position first and then make a formation they do form up but go back to where I'm standing instead of where staying
I told them to. Are they supposed to do that and if so, what's the reasoning behind it? Thanks. This is just my experience, not something taken directly from the txt files Yes, that's normal. Formations are established as soon as you order your men to rally at your position. That's a smart move to start with, as you're probably heading to some hill at the beginning. But... the formations are always centered on the players position. Thyt's why they end up so... hm... unusual. I don't know who was thinking it's a good idea to place them so far in front. Just swap the infantry/archer from group 1 to 2 and vice versa. Your archres may also form a shieldwallesque formation, and the infantry a line like in native Everything has two sides Anyway, to swap position keep in mind that there's a delay until the formation is assembled. To avoid the delay you need to give a second command to all units. If not, they won't follow the flag pointer fast enough in case of a spontaneous cavalry charge. so, if you reach the point you want to place your men, hit F1 twice (Everyone->hold this position) and then pres and hold the F1 key to arrange the formations. this way, you don't waste so much time, as backwards walking bowmen are a pain in the place where the sun doesn't shine Hello, I like to report a bug, whether it's a bug or not it's up to you people. When I acquired 2 Qualis Gem, one is from the Hidden Treasure Chest in Rane and the other one is from the Red Brotherhood Hideout. Once I got those 2 Qualis Gem, I'm unable to get Free Troops by gambling it with the towns Guild Master without always losing, regardless if I gamble the Qualis Gem in 1st try or never at all. I don't knew if this is the first time you hear this bug reported or not, if not sorry for wasting your time, just need to make sure it was report. Just follow this step if you want to see the bug for yourself. 1. Get 2 Qualis Gem from Hidden Chest(Rane) and Red Brotherhood Hideout. 2. Gamble it with the Guild Master to see if you able to get free troops without losing it in 1st(which you will always lose it in whether you gamble it to see if you lose it again or not(which you will) 4. Repeat step 2 and 3, 5 or 50 times if you gonna gamble it to see if the bug is real or not. Thx u for your time~ Not confirmed. Just as an FYI, sometimes (albeit very rarely) you can go on a 30X spree of never getting troops without losing the gem. You might've had one of those moments. It's just RNG. I remember some issues, hope it is not too late to post them. About order bounty request of valkeri, if I am not wrong you won't get point by beating a vanskerry army. And in 3.7, you will gain the relationship with a lady from the wrong country by saving a waiting lady, for instance, after u let a sarleon lady go, you will gain relation with a empire lady instead of one from sarleon.

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