

MEPBM Games
presents

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



GAME # 143



Half-Orcs

Victory points : 942
 Victory Conditions :
 To hold at game end the artifact: Talisman of Absorption #175.
 To hold at game end the artifact: Usriev #206.
 To hold at game end the artifact: Palantír of Osgiliath #166.
 To hold at game end the population center of Mudflat Landing at 3112.
 To hold in stores at game end the greatest amount of Mithril.

Top 3 Free Peoples :

Half-Orcs [942] Galadhrim [875] Frost Men [700]

Special Nation Abilities :
 #11 New agents start at rank up to 40.
 #12 New commanders start at rank up to 40.
 #22 Uncover secrets at minimum 40 (all characters).
 #24 Can learn lost conjure mounts spell.

Internet G143N10
 ADAM WATERS 110093
 NONE
 NONE
 NONE

Game # : 143
 Player # : 10
 Turn # : 11
 Account : \$ 0.00
 Free Turns : 0
 Security Code : 8176
 Special Service : YES

Half-Orcs

(A Free People)

Season : Winter

RELATIONS WITH OTHER NATIONS

# 1 North Kingdom	: Neutral	# 2 South Kingdom	: Neutral	# 3 Frost Men	: Tolerated
# 4 Dustbighters	: Tolerated	# 5 Aerithryn	: Tolerated	# 6 Amestrians	: Tolerated
# 7 Faux Meddle Aarmy	: Tolerated	# 8 Twin Scorpions	: Tolerated	# 9 Rhosgobel	: Tolerated
#11 Galadhrim	: Tolerated	#12 Drib Le Chin	: Hated	#13 Ull Navala	: Hated
#14 Farrely	: Disliked	#15 Nacth Strum	: Hated	#16 Shadowborn	: Hated
#17 Heathen Kings	: Disliked	#18 Vampiric Order	: Disliked	#19 Scourge	: Hated
#20 Black Numenroans	: Disliked	#21 Enlightned Shadow	: Neutral	#22 Fallen	: Neutral
#23 Amun-Musa	: Neutral	#24 Darokin	: Neutral	#25 Karamaikos	: Neutral

POPULATION CENTERS

Arex Location : @ 3321 in Mountains Climate is Cold

Size : Village	Fortifications : None	Loyalty : 41	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	106	0	10	0	0	0	660
Current stores	0	1012	0	12	0	0	0	-

Bartrex Location : @ 3322 in Mountains Climate is Cold

Size : Village	Fortifications : None	Loyalty : 34	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	110	29	0	0	0	0	600
Current stores	0	846	125	0	0	0	0	-

Cagmolaga Location : @ 3013 in Mixed Forest Climate is Cold

Size : Village	Fortifications : None	Loyalty : 37	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	269	91	0	0
Current stores	0	0	0	0	626	2183	0	-

Cor Dunneth Location : @ 4320 in Open Plains Climate is Hot

Size : Village	Fortifications : None	Loyalty : 22	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	122	0	0	0	512	0	13	0
Current stores	395	0	0	0	384	0	73	-

Cungabok Location : @ 3914 in Open Plains Climate is Cold

Size : Town	Fortifications : Tower	Loyalty : 70	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	23	0	0	0	158	0	4	0
Current stores	147	0	0	0	353	0	47	-

Cuzdorf Location : @ 3816 in Open Plains Climate is Cold

Size : Village	Fortifications : Tower	Loyalty : 38	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	94	0	0	0	247	0	7	0
Current stores	656	0	0	0	598	0	105	-

Foreign characters reported in the hex : **Kazahg.**

Dungortheb Location : @ 3711 in Shore/Plains Climate is Cold

Size : Town	Fortifications : None	Loyalty : 49	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	27	0	0	0	110	0	2	0
Current stores	171	0	0	0	241	0	0	-

Eastmoor Location : @ 3921 in Mountains Climate is Cold

Size : Village	Fortifications : None	Loyalty : 36	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	106	72	5	0	0	0	0
Current stores	0	810	312	5	0	0	0	-

Eastwall Location : @ 4013 in Shore/Plains Climate is Cold
 Size : Town Fortifications : Tower Loyalty : 42 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 20 0 0 0 178 0 5 0
 Current stores 143 0 0 0 418 0 76 -

Fjordland Location : @ 4413 in Mixed Forest Climate is Cold
 Size : Village Fortifications : None Loyalty : 33 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 0 0 0 132 60 0 588
 Current stores 0 0 0 0 277 780 0 -

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

Normog Location : @ 3411 in Shore/Plains Climate is Cold
 Size : Town Fortifications : None Loyalty : 36 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 47 0 0 0 104 0 4 0
 Current stores 379 0 0 0 275 0 59 -

Sargortheb Location : @ 3712 in Shore/Plains Climate is Cold
 Size : Town Fortifications : None Loyalty : 23 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 27 0 0 0 90 0 4 0
 Current stores 171 0 0 0 197 0 44 -

Warholm Location : @ 3710 in Open Plains Climate is Cold
 Size : Major Town Fortifications : None Loyalty : 55 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 42 0 0 0 144 0 4 0
 Current stores 266 0 0 0 315 0 44 -

Woja City Location : @ 3612 in Shore/Plains Climate is Cold
 Size : Major Town Fortifications : Fort Loyalty : 48 Docks : Harbor Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 36 0 0 0 98 0 2 0
 Current stores 228 0 0 0 215 0 26 -

Yaargle (Capital) Location : @ 3913 in Shore/Plains Climate is Cold
 Size : City Fortifications : Fort Loyalty : 78 Docks : Port Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 15 0 0 0 57 0 2 0
 Current stores 1507 96 41 0 130 0 1051 -

A small army bearing the banner of the Half-Orcs under Captain Nox the Impailer is here.

ARMIES AND NAVIES

Army Commander : Captain Dunga Location : @ 4322 in Open Plains Climate is Hot
 Army morale : 14 Warships : 0 Transports : 0 (7) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Mixed Mannish horsemen w/lances 12 10 60 1000 Heavy Cavalry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0 0
 Armor 0 0 0
 Food 0 Out of Food !!
 War machines 0

Army Commander : Captain Lugmuk Location : @ 4323 in Open Plains Climate is Hot
 Army morale : 28 Warships : 0 Transports : 0 (6) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Plainsman footmen w/broadswords 17 10 0 1394 Heavy Infantry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0 0
 Armor 0 0 0
 Food 0 Out of Food !!
 War machines 0

Army Commander : Lord Morzug Bloodaxe Location : @ 4324 in Open Plains Climate is Hot

Army morale : 30 Warships : 0 Transports : 0 (13) Travel mode : Evasive

Troops		Training	Weapon	Armor	# Troops	Troop Type
Mixed Mannish horsemen w/lances		21	18	19	1787	Heavy Cavalry
Plainsman horsemen w/broadswords		43	40	40	92	Light Cavalry
Baggage Train	Leather	Bronze	Steel	Mithril		
Weapons	-	0	0	0		
Armor	0	0	0	0		
Food	0	Out of Food !!				
War machines	12					

Characters traveling with army : - Kuzwar Blackboot - Pishaxe.

An army bearing the banner of the Ull Navala under Commander Thorgrim is here.

A small army bearing the banner of the Amestrians under Lord Wrath is here.

Army Commander : Captain Nox the Impailer Location : @ 3913 in Shore/Plains Climate is Cold

Army morale : 45 Warships : 0 Transports : 0 (1) Travel mode : Normal

Troops		Training	Weapon	Armor	# Troops	Troop Type
Plainsman horsemen w/broadswords		40	40	40	100	Light Cavalry
Baggage Train	Leather	Bronze	Steel	Mithril		
Weapons	-	0	0	0		
Armor	0	0	0	0		
Food	0	Out of Food !!				
War machines	0					

The City/Fort of Yaargle flying the flag of the Half-Orcs is here.

COMPANY COMMANDERS :

None

MARKET PRICES

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	19614	31191	11009	1815	263202	18885	6563
Purchase at market price/unit	2	2	4	22	2	2	6
Sell to market price/unit	1	1	2	12	1	1	3

MISCELLANEOUS

Maintenance Costs expected next turn are:

Totals for Nation:

Stores

Production

Armies/Navies :	23474	Leather	4063	453
Pop Centers :	4250	Bronze	2764	322
Characters :	19600	Steel	478	101
		Mithril	17	15
Total :	47324	Food	4029	2099
		Timber	2963	151
		Mounts	1525	47
Current Tax rate :	60%			
Revenue expected next turn :	42348 (-4976)			
Current Gold reserve :	3775			

Ships have been left anchored at the following locations:

8 warships at hex 3913
4 transports at hex 3913

You have the following double agents:

None

You have the following hostages:

Asbjorn of the Ull Navala is held by Orsma at 4324 - No Gold ransom demanded at this time.
 Ngoba the Slaver of the Scourge is held by Orsma at 4324 - No Gold ransom demanded at this time.

You possess the following artifacts:

None

You have hidden the following additional artifacts:

None

NATION MESSAGES

There are rumors of the fall of a Strategic Site.
169 Gold was stolen at Cungabok.
1175 Gold was stolen at Cagmolaga.
There are rumors of Gold being transported by caravan from Darokin to Spekularum.

ENCOUNTER MESSAGES

None

COMBAT MESSAGES

Battle at 4324

In the Hot climate of the Open Plains of 4324, a conflict took place in the early morning hours under a omen-filled sky.

At the head of a demoralized army rode **Lord Engle-Blut** of the nation of the Nacth Strum. In his hands was borne the glowing Sword called Morlhach. 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
1100 Mixed Mannish footmen w/battle axes	wooden	none	a mob

At the head of a rebellious army rode **Lord Morzug Bloodaxe** of the nation of the Half-Orcs. 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
1787 Mixed Mannish horsemen w/lances	wooden/bronze	leather/bronze	a mob
92 Plainsman horsemen w/broadswords	bronze/steel	bronze/steel	ragged ranks

At the head of a rebellious army rode **Lord Wrath** of the nation of the Amestrians. In his hands was borne the glowing Sword called Gordur. 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
521 Dwarven ponyriders w/war hammers	bronze/steel	steel	a mob

After the battle had joined in earnest, heroes made their presence known all over the battlefield. **Engle-Blut** fought side by side with the troops and diverted many a blade during the pitched battle with his glowing Sword. **Wrath** fought side by side with the troops and diverted many a blade during the pitched battle with his glowing Sword. **Sloth** stood off to one side making magical gestures and incanting arcane words. Suddenly, many of her comrades felt their armor grow tougher and more resistant to the blows of their enemies. **Arantar** stood off to one side making magical gestures and incanting arcane words. Suddenly, many of

his comrades felt their armor grow tougher and more resistant to the blows of their enemies. **Ulbar** stood off to one side making magical gestures and incanting arcane words. Suddenly, many of his comrades counted their blessings as they evaded blows which surely should have landed!

After the battle.... Engle-Blut's forces were destroyed/routed in the battle. Engle-Blut appeared to have survived. Morzug Bloodaxe's forces found no enemy armies to fight. Wrath's forces were victorious in the battle, but suffered severe losses. Wrath appeared to have survived.

SPECIAL MESSAGES

FREE TURNS! Do you have any friends that would enjoy playing ME-PBM? MEPBM will credit you with a free turn for each NEW player that signs up and mentions your name (New players can only mention one name). If you would like to start a game with several friends, just let us know! Please try to collect all names & required funds, and mail together, when joining with friends. Current player set-ups are: £5.00, new player registrations are: £10.00

Front Sheet

The FrontSheet is now in the main body of the email of each turn you get. This also includes nations available, new games starting up, generic message from us about other aspects of the game as well as game reports. It also has your balance and the conta

ME-PBM Forum and ME-PBM Mailing List

This is to let you know that we have started an ME-PBM forum on our web site. The address for the web site is www.MiddleEarthGames.com. 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.....
Dunga	430	TrpsMan	hc
Dunga	860	ForcMar	se se se se ^ ^ ^ ^ ^ ^ ^ ^ no
Emok	525	InfOthr	
Emok	810	MovChar	4226
Feardach	525	InfOthr	
Feardach	810	MovChar	3421
Furmug	550	ImprPop	
Furmug	585	Uncover	
Grummsh	400	HvCvlyr	500 ^ ^
Grummsh	610	GrdChar	nox t
Kuzwar Blackboot	430	TrpsMan	hi
Kuzwar Blackboot	870	MovJoin	4324 morzu
Lugmuk	408	HvInfan	200 ^ ^
Lugmuk	860	ForcMar	sw sw se se ^ ^ ^ ^ ^ ^ ^ ^ no
Morzug Bloodaxe	215	RfsPers	
Morzug Bloodaxe	850	MovArmy	se ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ev
Nox the Impailer	325	NatSell	fo 25
Nox the Impailer	185	DnStNat	14
Okmok	690	StlGold	
Okmok	920	ScoPop	
Orsma	620	Kidnap	ngoba
Orsma	810	MovChar	4324
Pishaxe	215	RfsPers	
Pishaxe	610	GrdChar	morzu
Slorsa	690	StlGold	
Slorsa	920	ScoPop	
Tholmok the Drunk	330	CstCjSp	508 260
Tholmok the Drunk	948	TranCar	3711 3913 mo 500
Ufgamuk theBloody	330	CstCjSp	508 265
Ufgamuk theBloody	710	PrenMgy	

Dunga



Ranks : Command 49 Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 49
 Artifacts : None
 Spells (+0) : None

Dunga was located in the Shore/Plains at 4118.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

He was ordered to put some troops on maneuvers. The maneuvers for the Heavy Cavalry were completed.

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

He commands an army in the Open Plains at 4322.

Emok



Ranks : Command 0 Agent 0 Emissary 71 Mage 0
 Health 100 Stealth 0 Challenge 35
 Artifacts : None
 Spells (+0) : None

Emok was located in the Mountains at 3929.

He was ordered to influence their population center loyalty. He was not able to influence/reduce the population center loyalty because the populace was not influenced. Current loyalty is perceived to be marginal. Continued efforts may succeed.

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

He is currently in the Mountains at 4226. The Village of Dragon Scales flying the flag of the Scourge is here.

Feardach



Ranks : Command 10 Agent 0 Emissary 76 Mage 20
 Health 100 Stealth 0 Challenge 45
 Artifacts : None
 Spells (+0) : #4 Major Heal(73) #508 Conjure Mounts(50)

Feardach was located in the Mountains at 4027.

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

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

He is currently in the Mountains at 3421. The Camp of Osteluir flying the flag of the Farrelly is here.

Furmug



Ranks : Command 0 Agent 0 Emissary 76 Mage 0
 Health 100 Stealth 0 Challenge 38
 Artifacts : None
 Spells (+0) : None

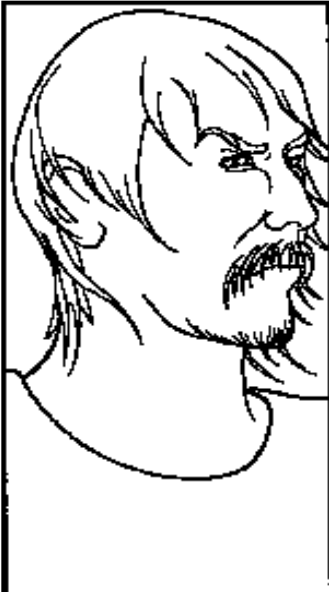
Furmug was located in the Mountains at 3321.

He was ordered to improve the population center size. Arex was improved to a Village.

He was ordered to uncover some secrets. Secrets uncovered - uncovered that the nation of the Twin Scorpions seeks to hold the artifact: a Gauntlet, #60. - uncovered that the nation of the Darokin possesses Special Nation Ability #31.

He is currently in the Mountains at 3321. The Village of Arex flying the flag of the Half-Orcs is here.

Grumsh



Ranks : Command 40 Agent 68 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 61
 Artifacts : None
 Spells (+0) : None

Grumsh was located in the Shore/Plains at 3913.

He was ordered to recruit some heavy cavalry. He was not able to recruit the Heavy Cavalry because he was not a commander with, nor in command of, an army.

He was ordered to guard a character. Nox the Impailer was guarded.

He is currently in the Shore/Plains at 3913. The City/Fort of Yaargle flying the flag of the Half-Orcs is here.

Kuzwar Blackboot



Ranks : Command 49 Agent 0 Emissary 0 Mage 0
 Health 68 Stealth 0 Challenge 49
 Artifacts : None
 Spells (+0) : None

Kuzwar Blackboot was located in the Open Plains at 4320.

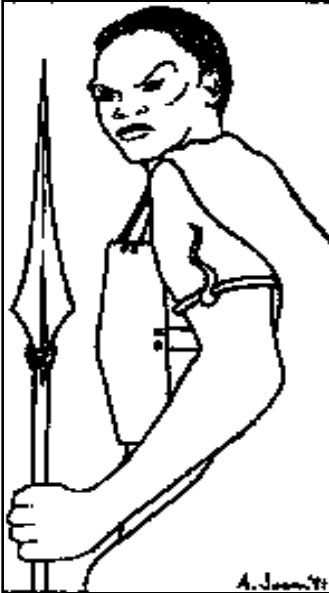
He was ordered to put some troops on maneuvers. The maneuvers for the Heavy Infantry were completed.

He moved with the army to 4323.

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

He is traveling with Morzug Bloodaxe in the Open Plains at 4324.

Lugmuk



Ranks : Command 49 Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 49
 Artifacts : None
 Spells (+0) : None

Lugmuk was located in the Open Plains at 4320.
 Lack of Food may have affected army movement.
 Lack of Food restricted the army morale.
 He was ordered to recruit some heavy infantry. 200 Heavy Infantry w/Wood weapons and No armor were recruited.
 He was ordered to force march the army. He accepted the forced march orders. Morale was reduced. Movement was stopped because the terrain restricted movement.
He commands an army in the Open Plains at 4323.

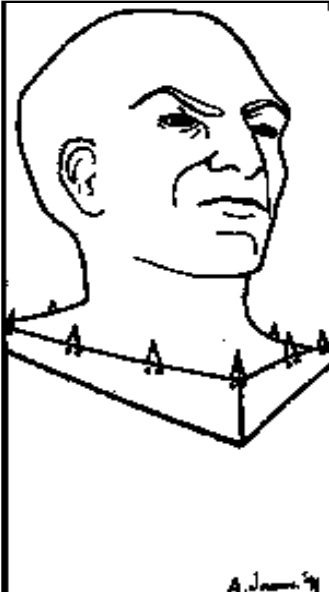
Morzug Bloodaxe



Ranks : Command 58 Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 58
 Artifacts : None
 Spells (+0) : None

Morzug Bloodaxe was located in the Open Plains at 4324.
 He was ordered to refuse all personal challenges.
 He was challenged by Engle-Blut to personal combat, but refused. Engle-Blut gained personal honor.
 Lack of Food may have affected army movement.
 Lack of Food restricted the army morale.
 He was ordered to move the army. He accepted the army movement orders. Movement was stopped by non-(friendly/tolerant) forces.
He commands an army in the Open Plains at 4324.

Nox the Impailer



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

Nox the Impailer was located in the Shore/Plains at 3913.
 He was ordered to downgrade our relations. He was not able to downgrade our relations because the populace did not support it. Continued efforts may succeed.
 He was ordered to have the nation sell to the caravans. 1345 Food were sold for 1345 Gold.
 Lack of Food may have affected army movement.
 Lack of Food restricted the army morale.
He commands an army in the Shore/Plains at 3913. The City/Fort of Yaargle flying the flag of the Half-Orcs is here.

Okmok



Ranks : Command 0 Agent 66 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 49
 Artifacts : None
 Spells (+0) : None

Okmok was located in the Open Plains at 4425.

He was ordered to steal the Gold. He was not able to complete his mission because the target was too well guarded. He was captured by Johtund while performing his theft mission.

He was ordered to scout the population center. 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.

Orsma



Ranks : Command 0 Agent 77 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 57
 Artifacts : None
 Spells (+0) : None

Orsma was located in the Mountains at 3722.

He was ordered to kidnap a character. Ngoba the Slaver was kidnaped.

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

He is currently in the Open Plains at 4324.

Pishaxe



Ranks : Command 0 Agent 51 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 38
 Artifacts : None
 Spells (+0) : None

Pishaxe was located in the Open Plains at 4324.

He was ordered to refuse all personal challenges.

He was ordered to guard a character. Morzug Bloodaxe was guarded. He spotted Chidiebere Onuoha while performing his guarding.

He is traveling with Morzug Bloodaxe in the Open Plains at 4324.

Slorsa



Ranks : Command 0 Agent 55 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 41
 Artifacts : None
 Spells (+0) : None

Slorsa was located in the Open Plains at 4326.

She was ordered to steal the Gold. 4950 Gold was stolen at Thousand Spears.

She was ordered to scout the population center. A scout of the population center was attempted. Major Town named Thousand Spears - owned by the Scourge - fortified with a Tower. Foreign armies present: - Scourge. Nothing else was reported at this time.

She is currently in the Open Plains at 4326. The Major Town/Tower of Thousand Spears flying the flag of the Scourge is here.

Tholmok the Drunk



Ranks : Command 10 Agent 0 Emissary 0 Mage 52
 Health 100 Stealth 0 Challenge 54
 Artifacts : None

Spells (+0) : #413 Scry Population Center(66) #415 Scry Area(78)
 #416 Reveal Production(86) #508 Conjure Mounts(78)

Tholmok the Drunk was located in the Shore/Plains at 3711.

He was ordered to cast a conjuring spell. Conjure Mounts was cast. 260 Mounts were conjured.

He was ordered to transport by the caravans. The transport was changed because there was insufficient Mounts. 470 Mounts (+10%) transported from Dungortheb to Yaargle.

He is currently in the Shore/Plains at 3711. The Town of Dungortheb flying the flag of the Half-Orcs is here.

Ufgamuk theBloody



Ranks : Command 10 Agent 0 Emissary 0 Mage 53
 Health 100 Stealth 0 Challenge 55
 Artifacts : None

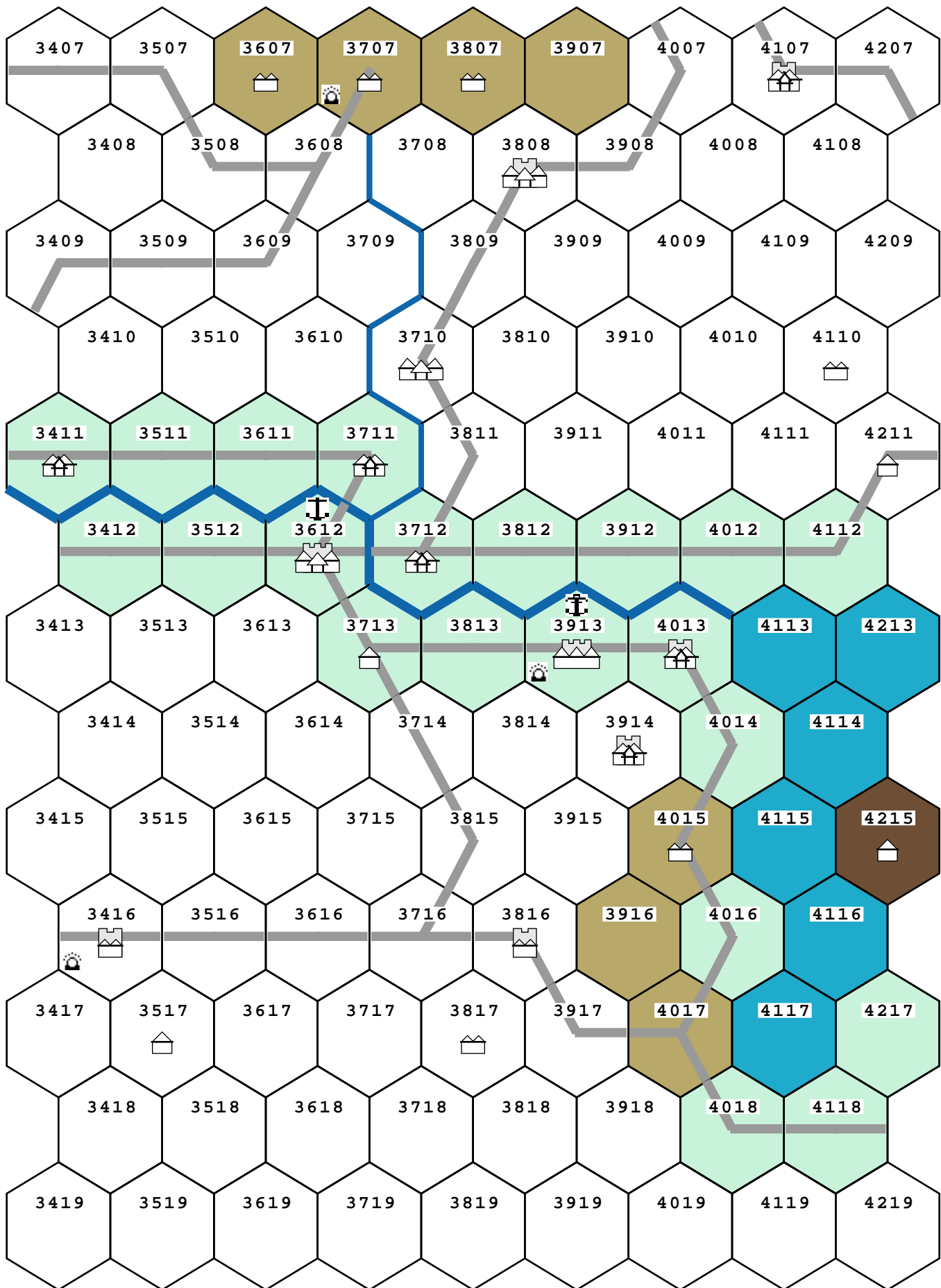
Spells (+0) : #414 Scry Hex(81) #415 Scry Area(57) #416 Reveal Production(79)
 #508 Conjure Mounts(90)

Ufgamuk theBloody was located in the Shore/Plains at 3711.

He was ordered to cast a conjuring spell. Conjure Mounts was cast. There were insufficient Mounts available to conjure. 255 Mounts were conjured.

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

He is currently in the Shore/Plains at 3711. The Town of Dungortheb flying the flag of the Half-Orcs is here.



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Furmug (ID: furmu) @ 3321 Emissary

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

Grumms (ID: grumm) @ 3913 Command Agent

Order	->	#	Code	Type	
Required					
Information					

Order	->	#	Code	Type	
Required					
Information					

Kuzwar Blackboot (ID: kuzwa) @ 4324 Command

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

Lugmuk (ID: lugmu) @ 4323 Command

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

Morzug Bloodaxe (ID: morzu) @ 4324 Command

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

Nox the Impailer (ID: nox t) @ 3913 Command

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

Orsma (ID: orsma) @ 4324 Agent

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

Pishaxe (ID: pisha) @ 4324 Agent

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

Slorsa (ID: slors) @ 4326 Agent

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

Tholmok the Drunk (ID: tholm) @ 3711 Command Mage

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

Ufgamuk theBloody (ID: ufgam) @ 3711 Command Mage

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