

MEPBM Games
presents

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



GAME # 141



Lohmai'gwaith

Victory points : 667
 Victory Conditions :
 To hold at game end the artifact: Curaran #22.
 To terminate 10 characters by personal challenge or by assassination.
 To see to the termination of Uvatha by any means whatsoever.
 To hold at game end the artifact: Blue Ring #83.
 To hold at game end the greatest amount of artifacts.

Top 3 Free Peoples :

Alvernus [1200] Once Upon a Time [1167] Sing a Song [1100]

Special Nation Abilities :
 #02 Scout/recon at +20 to normal skill rank.
 #14 All new troop recruits start at training 25.
 #20 New armies start at morale 40.
 #21 Hire new armies at no cost.

Internet G141N11
 RON GULLON 109653
 NONE
 NONE
 NONE

Game #	:	141
Player #	:	11
Turn #	:	23
Account	:	\$ 0.00
Free Turns	:	0
Security Code	:	3435
Special Service	:	YES

Lohmai'gwaith

(A Free People)

Season : Summer

RELATIONS WITH OTHER NATIONS

# 1 North Kingdom	: Disliked	# 2 South Kingdom	: Hated	# 3 Wise Council	: Tolerated
# 4 Acadians	: Tolerated	# 5 Silent Assembly	: Tolerated	# 6 Thorinar	: Tolerated
# 7 Sapphic Enclave	: Tolerated	# 8 Nameless	: Tolerated	# 9 Ground Pounders	: Tolerated
#10 Sundered	: Tolerated	#12 Sheri-Urk	: Hated	#13 Red Witches	: Hated
#14 Dark Feast	: Disliked	#15 Twilight Hammer	: Disliked	#16 Sh'iar Empire	: Disliked
#17 Great Trollusk	: Disliked	#18 Bením an Pharazôn	: Disliked	#19 RhunLandChattelCo	: Disliked
#20 Tribes of Angmar	: Disliked	#21 Lands	: Neutral	#22 Sing a Song	: Neutral
#23 Once Upon a Time	: Neutral	#24 Plane	: Neutral	#25 Alvernus	: Neutral

POPULATION CENTERS

Amon Lanc Location : @ 2715 in Mixed Forest Climate is Warm

Size : Town	Fortifications : Tower	Loyalty : 56	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	852	126	0	0
Current stores	0	0	0	0	9	0	0	-

A small army bearing the banner of the Lohmai'gwaith under Hero Segucu is here.

Aredol (Capital) Location : @ 2915 in Mixed Forest Climate is Warm

Size : Major Town	Fortifications : Tower	Loyalty : 66	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	196	124	0	0
Current stores	0	0	0	202	2	0	0	-

A small army bearing the banner of the Lohmai'gwaith under Captain Falstaff is here.

Bragol Location : @ 3116 in Open Plains Climate is Warm

Size : Village	Fortifications : Tower	Loyalty : 26	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	168	0	0	0	416	0	16	0
Current stores	0	0	0	0	4	0	40	-

Ereb Minas Location : @ 3012 in Open Plains Climate is Mild

Size : Village	Fortifications : None	Loyalty : 23	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	252	0	0	0	396	0	7	0
Current stores	0	0	0	0	4	0	18	-

Greywood Location : @ 2813 in Mixed Forest Climate is Warm

Size : Village	Fortifications : None	Loyalty : 17	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	304	304	0	0
Current stores	0	0	0	0	3	0	0	-

Lhugorod Location : @ 3107 in Mountains Climate is Cool

Size : Camp	Fortifications : None	Loyalty : 15	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	230	0	20	0	0	0	1100
Current stores	0	184	0	64	0	0	0	-

Naith Location : @ 2816 in Open Plains Climate is Warm

Size : Town	Fortifications : None	Loyalty : 13	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	228	0	0	0	450	0	6	0
Current stores	0	0	0	0	5	0	15	-

Nim Sereg Location : @ 2818 in Open Plains Climate is Warm
 Size : City Fortifications : Fort Loyalty : 34 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 38 0 0 0 122 0 4 0
 Current stores 0 547 0 0 1 0 10 -
 A small army bearing the banner of the Lohmai'gwaith under Commander Benedict is here.

Orodnim Location : @ 2408 in Mountains Climate is Cool
 Size : Village Fortifications : None Loyalty : 17 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 136 104 0 0 0 0 1000
 Current stores 0 136 312 0 0 0 0 -

Sein Ithil Location : @ 2814 in Mixed Forest Climate is Warm
 Size : Town Fortifications : Tower Loyalty : 26 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 0 0 0 468 66 0 700
 Current stores 0 0 0 0 5 0 0 -

Tad Eithel Location : @ 2713 in Mixed Forest Climate is Warm
 Size : Camp Fortifications : None Loyalty : 46 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 0 0 0 700 260 0 0
 Current stores 0 0 0 0 7 0 0 -

The Lost Tavern Location : @ 3017 in Open Plains Climate is Warm
 Size : Camp Fortifications : None Loyalty : 17 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 170 0 0 0 750 0 30 0
 Current stores 0 0 0 0 8 0 182 -

ARMIES AND NAVIES

Army Commander : Commander Benedict Location : @ 2818 in Open Plains Climate is Warm
 Army morale : 40 Warships : 0 Transports : 0 (1) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Wood Elf footsoldiers w/broadswords 27 10 60 100 Heavy Infantry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0 0
 Food 1 Low Supplies !!
 War machines 0
 The City/Fort of Nim Sereg flying the flag of the Lohmai'gwaith is here.

Army Commander : Captain Falstaff Location : @ 2915 in Mixed Forest Climate is Warm
 Army morale : 54 Warships : 0 Transports : 0 (1) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Wood Elf footsoldiers w/broadswords 27 10 10 149 Heavy Infantry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0 0
 Food 0 Out of Food !!
 War machines 0
 The Major Town/Tower of Aredol flying the flag of the Lohmai'gwaith is here.

Army Commander : Commander Orpheus the Dark Location : @ 2521 in Mixed Forest Climate is Warm
 Army morale : 38 Warships : 0 Transports : 0 (7) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Wood Elf footsoldiers w/broadswords 25 10 23 1700 Heavy Infantry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0 0
 Food 1 Low Supplies !!
 War machines 0

Army Commander : Captain Otto Location : @ 2319 in Open Plains Climate is Warm
 Army morale : 32 Warships : 0 Transports : 0 (3) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Wood Elf footsoldiers w/broadswords 31 10 2 731 Heavy Infantry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0
 Food 608 Low Supplies !!
 War machines 0

An army bearing the banner of the Sundered under Commander Fletcher is here.

A large army bearing the banner of the Great Trollusk under Regent Grogthog is here.

A large army bearing the banner of the Sheri-Urk under Veteran Yazhgar is here.

Army Commander : Hero Segucu Location : @ 2715 in Mixed Forest Climate is Warm
 Army morale : 28 Warships : 0 Transports : 0 (1) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Wood Elf footsoldiers w/broadswords 25 10 0 108 Heavy Infantry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0
 Food 0 Out of Food !!
 War machines 0
 The Town/Tower of Amon Lanc flying the flag of the Lohmai'gwaith is here.

Army Commander : Captain Signette Location : @ 2719 in Open Plains Climate is Warm
 Army morale : 38 Warships : 0 Transports : 0 (5) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Wood Elf footsoldiers w/broadswords 25 10 0 1100 Heavy Infantry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0
 Food 1 Low Supplies !!
 War machines 0

COMPANY COMMANDERS :

None

MARKET PRICES

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	19045	24762	6991	203	310126	33170	5071
Purchase at market price/unit	2	2	5	69	2	2	6
Sell to market price/unit	1	1	3	36	1	1	3

MISCELLANEOUS

Maintenance Costs expected next turn are:	Totals for Nation:	Stores	Production
Armies/Navies : 15552	Leather	0	856
Pop Centers : 3000	Bronze	867	366
Characters : 20520	Steel	312	104
	Mithril	266	20
Total : 39072	Food	48	4654
	Timber	0	880
Current Tax rate : 60%	Mounts	265	63
Revenue expected next turn : 28300 (-10772)			
Current Gold reserve : 3611			

Ritual character terminations: 4

Ships have been left anchored at the following locations:

None

You have the following double agents:

None

You have the following hostages:

None

You possess the following artifacts:

Name of artifact	Item	#	Latent	Alignment	Known Powers
Anarmacil	Sword	26	No	Good	COMBAT - Increases damage by 750 points.
Gersebroc	Sword	140	No	Good	COMBAT - Increases damage by 750 points.

You have hidden the following additional artifacts:

Name of artifact	#	Location
Dragon Helm/Armor	31	Hecate has hidden it in the Village of Elensarn at 2817

NATION MESSAGES

There are rumors of an armed conflict involving the Ground Pounders at 3022.
There are rumors of an armed conflict involving the Alvernus and the Sheri-Urk at 0605.
Lhugorod has dropped to a Camp because of poor loyalty.
There are rumors of a public execution involving Vasco and Vjirjlr Jhreluruk.
There are rumors of a theft attempt involving Gotye at 4422.
There are rumors of a theft attempt involving Aragost at Nenning.

ENCOUNTER MESSAGES

None

COMBAT MESSAGES

Battle at 2717

In the Warm climate of the Hills & Rough of 2717, a conflict took place in the early afternoon in a dense and oppressive fog.

At the head of a loud and exuberant army rode **Warlord Hamishar** of the nation of the Red Witches. The mount on which he rode pranced mightily at the head of the battle lines. Behind him the forming ranks were filled with:

Troops	Weapons	Armor	Formations
375 Mixed Mannish horsemen w/shortswords	wooden	leather/bronze	ragged ranks
255 Mixed Mannish footmen w/battle axes	wooden	none	a mob
127 Mannish slaves w/shortswords	bronze	leather	a mob

At the head of a rebellious army rode **Lord Angamir** of the nation of the Lohmai'gwaith. In her hands was borne the glowing Sword called Anarmacil. 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
400 Mixed Elven horseriders w/broadswords	wooden	none	ragged ranks
300 Wood Elf footsoldiers w/broadswords	wooden	none	a mob

The Village of Areduin flying the flag of the Lohmai'gwaith is situated in the Hills & Rough here.

Suddenly, violent bolts of lightning crashed into and around the battleground. Unnaturally strong and driving rain caused Army Commanders to review their chosen tactics. Lord Angamir changed tactics to standard battle formation.

Report from Angamir.....My commanders moved among the troops before battle, readying them, bolstering their resolve, and issuing last minute orders. Some of the troops needed this encouragement but others were checking the readiness of their weapons. Finally the order was passed down the ranks.. Keep close ranks. Use standard formation. Like we practiced!

Against the forces of Hamishar, they charged our standard formation and hit us hard.

After the battle had joined in earnest, heroes made their presence known all over the battlefield. **Angamir** fought side by side with the troops and diverted many a blade during the pitched battle with her glowing Sword.

Report from Angamir.....Our cavalry rode swiftly around and over the small hills and attacked the enemy savagely. Our foot soldiers struggled up and down the slopes in order to engage the enemy lines. The troops fought well, but they could have been better trained. They fought as if uninspired. Although we fought hard, and although the battle lasted many days, we were defeated..

After the battle.... Hamishar's forces were victorious in the battle, but suffered huge losses. Hamishar appeared to have survived. Angamir's forces were destroyed/routed in the battle. Angamir appeared to have survived.

The battle for Areduin was vicious and quick. Although the defending militia fought hard to stem the assault, they were outnumbered and eventually fell before the onslaught!

After the attack on the population center.... Hamishar's army survived the attack on the Village, but suffered some losses. Hamishar appeared to have survived. The Village has been reduced to a Camp. The Camp has been under siege/attack this turn. The Camp now flies the flag of the Red Witches.

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.....
Angamir	215	RfsPers	
Angamir	840	Stand	nw
Benedict	355	TrTrps	orphe ^ ^ 400 ^ ^ ^
Benedict	430	TrpsMan	hi
Falstaff	300	ChTaxRt	60
Falstaff	325	NatSell	fo 99
Garibaldi	215	RfsPers	
Garibaldi	810	MovChar	2818
Hecate	610	GrdChar	orphe
Hecate	810	MovChar	2717
Iago the Lucky	525	InfOthr	
Iago the Lucky	810	MovChar	2617
Lassiter	325	NatSell	ti 100
Lassiter	610	GrdChar	falst
Lavinia	690	StlGold	
Lavinia	810	MovChar	2817
Maedengil	550	ImprPop	
Maedengil	810	MovChar	2816
Orpheus the Dark	408	HvInfan	500 ^ br
Orpheus the Dark	860	ForcMar	w sw w sw sw ^ ^ ^ ^ ^ ^ ^ ^ no
Otto	215	RfsPers	
Otto	840	Stand	ne
Pericles	525	InfOthr	
Pericles	810	MovChar	2408
Segucu	355	TrTrps	signe ^ ^ 500 ^ ^ ^
Segucu	520	InfYour	
Signette	408	HvInfan	300 ^ ^
Signette	860	ForcMar	sw se se sw ^ ^ ^ ^ ^ ^ ^ ^ no
Sotida	810	MovChar	2817
Sotida	930	ScoChar	
Umbridge	325	NatSell	le 100
Umbridge	605	GrdLoc	

Angamir



Ranks : Command 50 Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 65
 Artifacts : #26 Anarmacil/
 Spells (+0) : None

Angamir was located in the Hills & Rough at 2717.

She was ordered to refuse all personal challenges.

She was ordered to stand and defend. She was not able to stand and defend because she does not command an army.

She is currently in the Hills & Rough at 2717. The Camp of Areduin flying the flag of the Red Witches is here.

Benedict



Ranks : Command 33 Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 33
 Artifacts : None
 Spells (+0) : None

Benedict was located in the Open Plains at 2818.

He was ordered to transfer some troops from the army to an army. 400 Heavy Infantry were transferred.

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

He commands an army in the Open Plains at 2818. The City/Fort of Nim Sereg flying the flag of the Lohmai'gwaith is here.

Dagnirgul



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

Dagnirgul was located in an unknown location.

Dagnirgul escaped from being held hostage to 2319.

He is currently in the Open Plains at 2319.

Falstaff



Ranks : Command 42 Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 42
 Artifacts : None
 Spells (+0) : None

Falstaff was located in the Mixed Forest at 2915.

He was ordered to change the tax rate. The tax rate was changed to 60. Loyalty has been affected.

He was ordered to have the nation sell to the caravans. 4666 Food were sold for 4666 Gold.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

He commands an army in the Mixed Forest at 2915. The Major Town/Tower of Aredol flying the flag of the Lohmai'gwaith is here.

Garibaldi



Ranks : Command 46 Agent 0 Emissary 0 Mage 0
 Health 64 Stealth 0 Challenge 61
 Artifacts : #140 Gersebroc
 Spells (+0) : None

Garibaldi was located in the Open Plains at 2320.

He was ordered to refuse all personal challenges.

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

He is currently in the Open Plains at 2818. The City/Fort of Nim Sereg flying the flag of the Lohmai'gwaith is here.

Hecate



Ranks : Command 0 Agent 80 Emissary 0 Mage 32
 Health 100 Stealth 10 Challenge 68
 Artifacts : None
 Spells (+0) : #4 Major Heal(85) #302 Long Stride(94) #304 Fast Stride(59)

Hecate was located in the Open Plains at 2818.

She was ordered to guard a character. Orpheus the Dark was guarded.

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

She is currently in the Hills & Rough at 2717. The Camp of Areduin flying the flag of the Red Witches is here.

Iago the Lucky



Ranks : Command 0 Agent 0 Emissary 90 Mage 10
 Health 84 Stealth 0 Challenge 47
 Artifacts : None
 Spells (+0) : #412 Research Artifact(89)

Iago the Lucky was located in the Open Plains at 2614.

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

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

He is currently in the Hills & Rough at 2617. The Camp of Crossing flying the flag of the Red Witches is here.

Lassiter



Ranks : Command 0 Agent 45 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 33
 Artifacts : None
 Spells (+0) : None

Lassiter was located in the Mixed Forest at 2915.

He was ordered to have the nation sell to the caravans. 2841 Timber were sold for 5682 Gold.

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

He is currently in the Mixed Forest at 2915. The Major Town/Tower of Aredol flying the flag of the Lohmai'gwaith is here.

Lavinia



Ranks : Command 0 Agent 52 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 39
 Artifacts : None
 Spells (+0) : None

Lavinia was located in the Mixed Forest at 2414.

She was ordered to steal the Gold. 177 Gold was stolen at Birch Wood.

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

She is currently in the Hills & Rough at 2817. The Village/Tower of Elensarn flying the flag of the Red Witches is here.

Maedengil



Ranks : Command 0 Agent 0 Emissary 80 Mage 30
 Health 100 Stealth 0 Challenge 47
 Artifacts : None

Spells (+0) : #302 Long Stride(96) #413 Scry Population Center(72)
 #415 Scry Area(67)

Maedengil was located in the Mixed Forest at 2713.

He was ordered to improve the population center size. He was not able to improve the population center size because there was insufficient Gold.

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

He is currently in the Open Plains at 2816. The Town of Naith flying the flag of the Lohmai'gwaith is here.

Orpheus the Dark



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

Spells (+0) : None

Orpheus the Dark was located in the Open Plains at 2818.

He was ordered to recruit some heavy infantry. 500 Heavy Infantry w/Wood weapons and Bronze armor were recruited.

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

He commands an army in the Mixed Forest at 2521.

Otto



Ranks : Command 44 Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 44
 Artifacts : None

Spells (+0) : None

Otto was located in the Open Plains at 2319.

He was ordered to refuse all personal challenges.

He was ordered to stand and defend. He accepted the stand and defend orders.

He commands an army in the Open Plains at 2319.

Pericles



Ranks : Command 12 Agent 0 Emissary 61 Mage 0
 Health 96 Stealth 0 Challenge 33
 Artifacts : None
 Spells (+0) : None

Pericles was located in the Hills & Rough at 2817.

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 fair. Continued efforts may succeed.

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

He is currently in the Mountains at 2408. The Village of Orodnim flying the flag of the Lohmai'gwaith is here.

Segucu



Ranks : Command 20 Agent 0 Emissary 33 Mage 0
 Health 100 Stealth 0 Challenge 24
 Artifacts : None
 Spells (+0) : None

Segucu was located in the Mixed Forest at 2715.

He was ordered to transfer some troops from the army to an army. 500 Heavy Infantry were transferred.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

He was ordered to influence the population center loyalty. The loyalty was influenced/improved at Amon Lanc.

He commands an army in the Mixed Forest at 2715. The Town/Tower of Amon Lanc flying the flag of the Lohmai'gwaith is here.

Signette



Ranks : Command 40 Agent 0 Emissary 0 Mage 18
 Health 100 Stealth 0 Challenge 44
 Artifacts : None
 Spells (+0) : #412 Research Artifact(50)

Signette was located in the Mixed Forest at 2715.

She was ordered to recruit some heavy infantry. 300 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 Open Plains at 2719.

Sotida



Ranks : Command 0 Agent 70 Emissary 0 Mage 34
 Health 100 Stealth 0 Challenge 60
 Artifacts : None

Spells (+0) : #308 Capital Return(81) #413 Scry Population Center(65)
 #415 Scry Area(58)

Sotida was located in the Open Plains at 2818.

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

She was ordered to scout for any characters. A scout for characters was attempted.

Found: No foreign characters found.

She is currently in the Hills & Rough at 2817. The Village/Tower of Elensarn flying the flag of the Red Witches is here.

Umbridge



Ranks : Command 0 Agent 35 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 26
 Artifacts : None

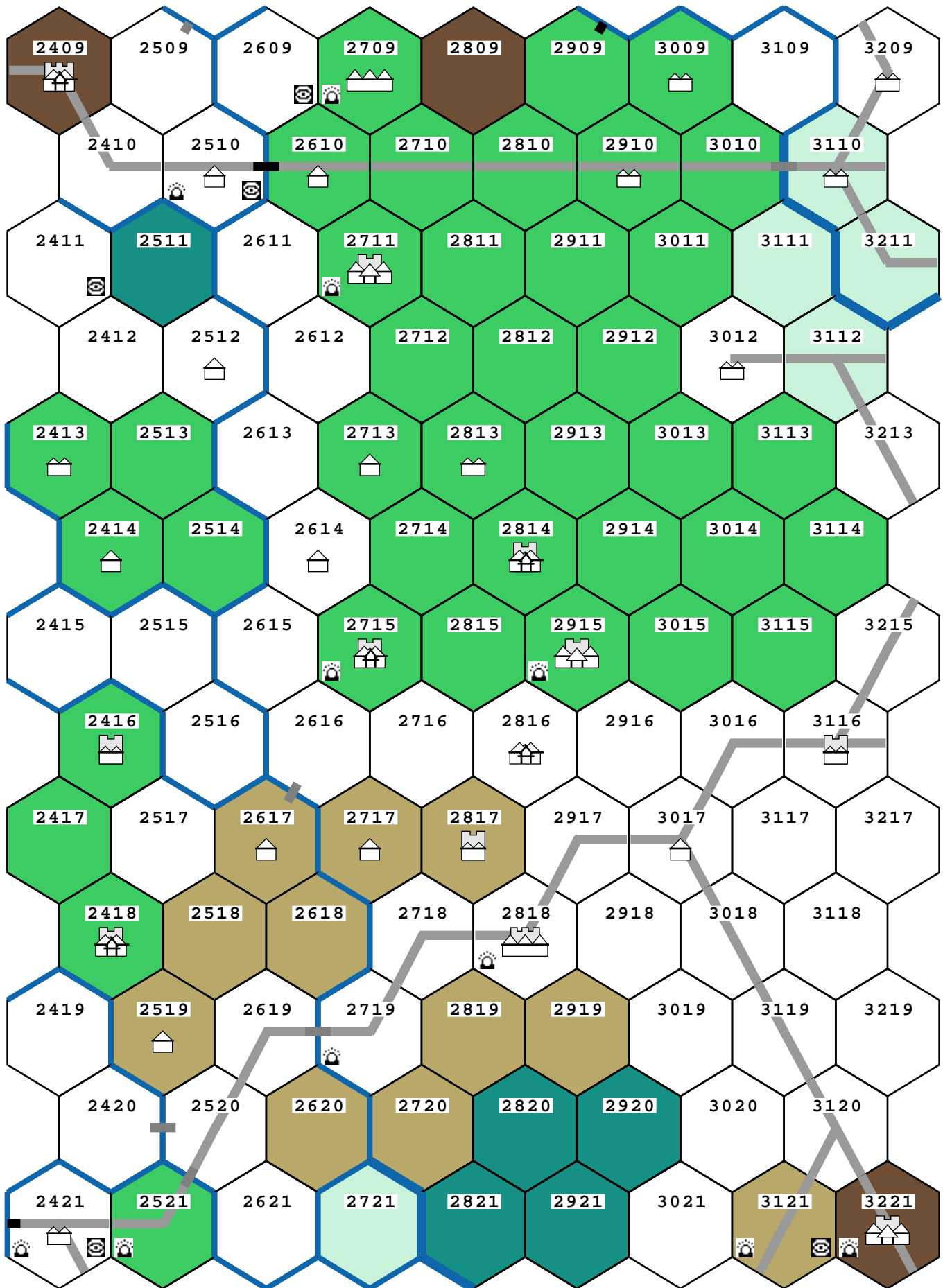
Spells (+0) : None

Umbridge was located in the Mixed Forest at 2915.

She was ordered to have the nation sell to the caravans. 2398 Leather were sold for 2398 Gold.

She was ordered to guard the location. Aredol was guarded.

She is currently in the Mixed Forest at 2915. The Major Town/Tower of Aredol flying the flag of the Lohmai'gwaith is here.



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

Falstaff (ID: falst) @ 2915 Command

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

Garibaldi (ID: garib) @ 2818 Command

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

Hecate (ID: hecat) @ 2717 Agent Mage

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

Iago the Lucky (ID: iago) @ 2617 Emissary Mage

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

Lassiter (ID: lassi) @ 2915 Agent

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

Lavinia (ID: lavin) @ 2817 Agent

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

Maedengil (ID: maede) @ 2816 Emissary Mage

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

Orpheus the Dark (ID: orphe) @ 2521 Command

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

Otto (ID: otto) @ 2319 Command

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

Pericles (ID: peric) @ 2408 Command Emissary

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

Segucu (ID: seguc) @ 2715 Command Emissary

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

Signette (ID: signe) @ 2719 Command Mage

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

Sotida

(ID: sotid) @ 2817 Agent Mage

Agent Mage

Order -> # Code Type

Order -> # Code Type

Required

Required

Information

Information

Umbridge

(ID: umbri) @ 2915 Agent

Agent

Order -> # Code Type

Order -> # Code Type

Required

Required

Information

Information