

**MEPBM Games**  
**presents**

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



GAME # 141



**Lohmai'gwaith**

Victory points : 550  
 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 [ 1400 ] Sing a Song [ 1334 ] Once Upon a Time [ 1067 ]**

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 #	:	15
Account	:	\$ 0.00
Free Turns	:	0
Security Code	:	6703
Special Service	:	YES

# Lohmai'gwaith

(A Free People)

Season : Spring

## 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 Benîm 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

**Amberglen** Location : @ 2614 in Open Plains Climate is Mild

Size : Village	Fortifications : None	Loyalty : 26	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	209	0	0	0	518	0	14	0
Current stores	209	0	0	0	1705	0	0	-

**Amon Lanc** Location : @ 2715 in Mixed Forest Climate is Mild

Size : Village	Fortifications : Tower	Loyalty : 36	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	1022	151	0	0
Current stores	0	0	0	0	1020	0	0	-

A small army bearing the banner of the Lohmai'gwaith under Veteran Pericles is here.

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

Size : Major Town	Fortifications : Tower	Loyalty : 77	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	176	112	0	0
Current stores	1327	0	115	127	570	2494	455	-

An army bearing the banner of the Lohmai'gwaith under Captain Angamir is here.

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

**Areduin** Location : @ 2717 in Hills & Rough Climate is Mild

Size : Village	Fortifications : None	Loyalty : 25	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	56	0	252	0	22	0
Current stores	0	0	304	0	822	0	0	-

**Bragol** Location : @ 3116 in Open Plains Climate is Mild

Size : Village	Fortifications : Tower	Loyalty : 31	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	151	0	0	0	374	0	14	0
Current stores	151	0	0	0	1218	0	0	-

**Elensarn** Location : @ 2817 in Hills & Rough Climate is Mild

Size : Town	Fortifications : Tower	Loyalty : 38	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	76	0	0	0	0	0	11	1000
Current stores	76	0	0	0	0	0	0	-

**Ereb Minas** Location : @ 3012 in Open Plains Climate is Cool

Size : Village	Fortifications : None	Loyalty : 30	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	224	0	0	0	352	0	6	0
Current stores	224	0	0	0	1159	0	0	-

**Greywood** Location : @ 2813 in Mixed Forest Climate is Mild  
 Size : Village Fortifications : None Loyalty : 16 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 0 0 0 0 274 274 0 0  
 Current stores 0 0 0 0 894 0 0 -

**Lhugorod** Location : @ 3107 in Mountains Climate is Cold  
 Size : Village Fortifications : None Loyalty : 28 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 0 110 0 10 0 0 0 660  
 Current stores 0 552 0 87 0 0 0 -

**Naith** Location : @ 2816 in Open Plains Climate is Mild  
 Size : Town Fortifications : None Loyalty : 30 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 205 0 0 0 405 0 5 0  
 Current stores 205 0 0 0 1319 0 0 -

**Nim Sereg** Location : @ 2818 in Open Plains Climate is Mild  
 Size : Major Town Fortifications : Fort Loyalty : 63 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 68 0 0 0 220 0 7 0  
 Current stores 68 133 0 0 717 0 0 -

An army bearing the banner of the Lohmai'gwaith under Commander Otto is here.

**Orodnim** Location : @ 2408 in Mountains Climate is Cold  
 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 82 62 0 0 0 0 600  
 Current stores 0 408 354 0 0 0 0 -

**Sein Ithil** Location : @ 2814 in Mixed Forest Climate is Mild  
 Size : Town Fortifications : Tower Loyalty : 30 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 0 0 0 0 421 59 0 700  
 Current stores 0 0 0 0 1370 0 0 -

**Tad Eithel** Location : @ 2713 in Mixed Forest Climate is Mild  
 Size : Village Fortifications : None Loyalty : 44 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 0 0 0 0 504 187 0 0  
 Current stores 0 0 0 0 1644 0 0 -

An army bearing the banner of the Lohmai'gwaith under Captain Garibaldi is here.

**Trulawni** Location : @ 2514 in Mixed Forest Climate is Warm  
 Size : Camp Fortifications : None Loyalty : 20 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 0 0 0 0 360 330 0 0  
 Current stores 0 0 0 0 0 0 0 -

## ARMIES AND NAVIES

**Army Commander : Captain Angamir** Location : @ 2915 in Mixed Forest Climate is Mild  
 Army morale : 42 Warships : 0 Transports : 0 (4) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Wood Elf footsoldiers w/broadswords 25 10 33 900 Heavy Infantry  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0 0  
 Armor 0 0 0  
 Food 2 Low Supplies !!  
 War machines 0

The Major Town/Tower of Aredol flying the flag of the Lohmai'gwaith is here.

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

**Army Commander : Captain Falstaff** Location : @ 2915 in Mixed Forest Climate is Mild

Army morale : 41 Warships : 0 Transports : 0 (1) Travel mode : Normal

Troops		Training	Weapon	Armor	# Troops	Troop Type
Wood Elf footsoldiers w/broadswords		25	10	10	200	Heavy Infantry
Baggage Train	Leather	Bronze	Steel	Mithril		
Weapons	-	0	0	0		
Armor	0	0	0	0		
Food	2	Low Supplies !!				
War machines	0					

The Major Town/Tower of Aredol flying the flag of the Lohmai'gwaith is here.

An army bearing the banner of the Lohmai'gwaith under Captain Angamir is here.

**Army Commander : Captain Garibaldi** Location : @ 2713 in Mixed Forest Climate is Mild

Army morale : 31 Warships : 0 Transports : 0 (4) Travel mode : Normal

Troops		Training	Weapon	Armor	# Troops	Troop Type
Wood Elf footsoldiers w/broadswords		30	10	13	952	Heavy Infantry
Baggage Train	Leather	Bronze	Steel	Mithril		
Weapons	-	0	0	0		
Armor	0	0	0	0		
Food	0	Out of Food !!				
War machines	0					

The Village of Tad Eithel flying the flag of the Lohmai'gwaith is here.

**Army Commander : Commander Otto** Location : @ 2818 in Open Plains Climate is Mild

Army morale : 43 Warships : 0 Transports : 0 (4) Travel mode : Normal

Troops		Training	Weapon	Armor	# Troops	Troop Type
Wood Elf footsoldiers w/broadswords		25	10	3	1000	Heavy Infantry
Baggage Train	Leather	Bronze	Steel	Mithril		
Weapons	-	0	0	0		
Armor	0	0	0	0		
Food	2	Low Supplies !!				
War machines	0					

The Major Town/Fort of Nim Sereg flying the flag of the Lohmai'gwaith is here.

**Army Commander : Veteran Pericles** Location : @ 2715 in Mixed Forest Climate is Mild

Army morale : 40 Warships : 0 Transports : 0 (1) Travel mode : Normal

Troops		Training	Weapon	Armor	# Troops	Troop Type
Wood Elf footsoldiers w/broadswords		25	10	0	200	Heavy Infantry
Baggage Train	Leather	Bronze	Steel	Mithril		
Weapons	-	0	0	0		
Armor	0	0	0	0		
Food	2	Low Supplies !!				
War machines	0					

The Village/Tower of Amon Lanc flying the flag of the Lohmai'gwaith is here.

#### COMPANY COMMANDERS :

None

#### MARKET PRICES

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	23903	19211	306	2905	207429	21265	1404
Purchase at market price/unit	2	2	10	16	2	2	12
Sell to market price/unit	1	1	6	9	1	1	7

**MISCELLANEOUS****Maintenance Costs expected next turn are:**

Armies/Navies :	13008
Pop Centers :	3500
Characters :	15680
Total :	32188
Current Tax rate :	60%
Revenue expected next turn :	34460 (+2272)
Current Gold reserve :	0

**Totals for Nation:****Stores****Production**

Leather	2260	933
Bronze	1093	192
Steel	773	118
Mithril	214	10
Food	12438	4878
Timber	2494	1113
Mounts	455	79

**Ritual character terminations: 4****Ships have been left anchored at the following locations:**

None

**You have the following double agents:****Zymraan of the Ground Pounders @ 3221**

Double agent Zymraan reports he was ordered to refuse all personal challenges.

Double agent Zymraan reports he was ordered to guard a character. Valacar was guarded.

**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 Town of Elensarn at 2817

**NATION MESSAGES***There are rumors of the fall of a Strategic Site.**There are rumors of an assassination attempt involving Celgor and Arahad.**496 Gold was stolen at Lhugorod.***ENCOUNTER MESSAGES****Encounter for Iago the Lucky at 2818**

Iago the Lucky has come upon a glimmering pool of water set in a small, shallow natural basin. Approaching the basin, he sees the swirling luminescent liquid grow cloudy and then clear as pictures appear in its depths. Many scenes flash by: places, people, battles, all passing too quickly to recognize. A feeling of gathering power and anticipation fills the area.

DRINK from the basin

Just WATCH

Say \_\_\_\_\_ (only one word)

LOOK away  
 STEP into the basin  
 DESTROY the basin  
 CAST a spell  
 FLEE

How will Iago the Lucky react ? (Choose any reaction shown in all CAPS or provide info requested in parenthesis. If no reaction is given, he will be assumed to have chosen "FLEE".)

## COMBAT MESSAGES

### Battle at 2414

In the Warm climate of the Mixed Forest of 2414, a conflict took place in the early hours of the evening under a omen-filled sky.

At the head of a demoralized army rode **Captain Oslkjmog** of the nation of the Sheri-Urk. The mount on which she rode stood cautiously at the rear of the battle lines. Behind her the forming ranks were filled with:

Troops	Weapons	Armor	Formations
326 Mixed Mannish footmen w/battle axes	wooden	none	a mob

At the head of a calm army rode **Commander Dagnirgul** of the nation of the Lohmai'gwaith. The mount on which he rode moved calmly to the front of the battle lines. Behind him the forming ranks were filled with:

Troops	Weapons	Armor	Formations
174 Wood Elf footsoldiers w/broadswords	wooden	none	ragged ranks

The Village of Birch Wood flying the flag of the Sundered is situated in the Mixed Forest here.

Report from Dagnirgul.....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 given by the blare of the bugles.. Charge!! Charge!!

Against the forces of Oslkjmog, they met our charge with one of their own.

After the battle had joined in earnest, heroes made their presence known all over the battlefield.

Report from Dagnirgul.....Our foot soldiers fought around every bush and tree, always trying to push through the underbrush. The troops fought well, but they could have been better trained. They fought as if uninspired. However, we were overrun in less than a few hours.

After the battle.... Oslkjmog's forces were victorious in the battle, but suffered some losses. Oslkjmog appeared to have survived. Dagnirgul's forces were destroyed/routed in the battle. Dagnirgul was captured.

The battle for Birch Wood 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.... Oslkjmog's army survived the attack on the Village, but suffered some losses. Oslkjmog 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 Sheri-Urk.

## SPECIAL MESSAGES

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

## Front Sheet

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

## ME-PBM Forum and ME-PBM Mailing List

This is to let you know that we have started an ME-PBM forum on our web site. The address for the web site is [www.MiddleEarthGames.com](http://www.MiddleEarthGames.com). From there, you can go to links that allow you to log into the message board and to subscribe to the mailing list.

## ORDERS GIVEN

Character	Order #	Order Code	Additional Information.....
Angamir	408	HvInfan	400 ^ st
Angamir	850	MovArmy	sw ne ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Dagnirgul	215	RfsPers	
Dagnirgul	230	AttEnmy	ch
Falstaff	315	PrchCar	st 400
Falstaff	728	NamComm	Jannis m
Garibaldi	552	PosCmp	Trulawni
Garibaldi	860	ForcMar	e ne ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Hecate	710	PrenMgy	
Hecate	905	ScoArmy	forth y
Iago the Lucky	550	ImprPop	
Iago the Lucky	810	MovChar	2818
Lavinia	947	NatTran	2915 ti 100
Lavinia	947	NatTran	2915 mo 100
Maedengil	550	ImprPop	
Maedengil	940	CstLoSp	415 2613
Otto	408	HvInfan	400 ^ ^
Otto	925	Recon	
Pericles	520	InfYour	
Pericles	770	HrArmy	300 hi ^ ^ 2
Segucu	215	RfsPers	
Segucu	810	MovChar	2813
Signette	780	TrComm	otto n
Signette	810	MovChar	2817
Sotida	610	GrdChar	seguc
Sotida	810	MovChar	2414

Angamir



Ranks : Command 44 Agent 0 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 59  
 Artifacts : #26 Anarmacil/  
 Spells (+0) : None

Angamir was located in the Mixed Forest at 2915.

She was ordered to recruit some heavy infantry. 400 Heavy Infantry w/Wood weapons and Steel armor were recruited.

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

***She commands an army in the Mixed Forest at 2915. The Major Town/Tower of Aredol 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 the Mixed Forest at 2414.

He was ordered to refuse all personal challenges.

He was ordered to have his army attack all of his enemies. See Combat Messages.

Dagnirgul was captured during combat by Oslkjmog.

Dagnirgul could not escape from being held hostage.

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

Falstaff



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

Falstaff was located in the Mixed Forest at 2915.

He was ordered to purchase from the caravans. 400 Steel were bought for 1200 Gold.

He was ordered to name a new commander. He was not able to name a commander because there was insufficient Gold.

***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 41 Agent 0 Emissary 0 Mage 0  
 Health 87 Stealth 0 Challenge 56  
 Artifacts : #140 Gersebroc  
 Spells (+0) : None

Garibaldi was located in the Mixed Forest at 2514.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

He was ordered to post a camp. A camp named Trulawni was posted.

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 2713. The Village of Tad Eithel flying the flag of the Lohmai'gwaith is here.*

Hecate



Ranks : Command 0 Agent 76 Emissary 0 Mage 32  
 Health 100 Stealth 10 Challenge 65  
 Artifacts : None

Spells (+0) : #4 Major Heal(85) #302 Long Stride(93) #304 Fast Stride(59)

Hecate was located in the Hills & Rough at 2817.

She was ordered to prentice magery. The prentice magery was successful and her Mage rank has been improved.

She was ordered to scout an army. A scout of the army was attempted. Hero Forthain of the South Kingdom is located in the Open Plains at 3319 Travel mode is Normal. Morale is 30. Troops: Heavy Cavalry: 918 . Scouted army movement to new location at 3319.

*She is currently in the Open Plains at 3319. The Major Town/Fort of Our Town flying the flag of the Ground Pounders is here.*

Iago the Lucky



Ranks : Command 0 Agent 0 Emissary 82 Mage 10  
 Health 100 Stealth 0 Challenge 43  
 Artifacts : None

Spells (+0) : #412 Research Artifact(89)

Iago the Lucky was located in the Mixed Forest at 2915.

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 had a special encounter. See Encounter Messages.

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

Lavinia



Ranks : Command 0 Agent 43 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 32  
 Artifacts : None  
 Spells (+0) : None

Lavinia was located in the Mixed Forest at 2915.

She was ordered to have the nation transport by the caravans. 455 Mounts (+10%) transported to Aredol.

She was ordered to have the nation transport by the caravans. 2047 Timber (+10%) transported to Aredol.

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

Maedengil



Ranks : Command 0 Agent 0 Emissary 73 Mage 30  
 Health 100 Stealth 0 Challenge 43  
 Artifacts : None

Spells (+0) : #302 Long Stride(96) #413 Scry Population Center(71)  
 #415 Scry Area(67)

Maedengil was located in the Mixed Forest at 2715.

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 cast a lore spell. Scry Area - Foreign armies identified: None. See report below.

*He is currently in the Mixed Forest at 2715. The Village/Tower of Amon Lanc flying the flag of the Lohmai'gwaith is here.*

Otto



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

Otto was located in the Open Plains at 2818.

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

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

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

Pericles



Ranks : Command 12 Agent 0 Emissary 52 Mage 0  
 Health 100 Stealth 0 Challenge 29  
 Artifacts : None  
 Spells (+0) : None

Pericles was located in the Mixed Forest at 2715.

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

He was ordered to hire an army. The troops hired was changed because there were insufficient available troops. An army of 200 Heavy Infantry with 2 Food was hired.  
*He commands an army in the Mixed Forest at 2715. The Village/Tower of Amon Lanc flying the flag of the Lohmai'gwaith is here.*

Segucu



Ranks : Command 20 Agent 0 Emissary 15 Mage 0  
 Health 100 Stealth 0 Challenge 21  
 Artifacts : None  
 Spells (+0) : None

Segucu was located in the Open Plains at 3017.

He was ordered to refuse all personal challenges.

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

*He is currently in the Mixed Forest at 2813. The Village of Greywood flying the flag of the Lohmai'gwaith is here.*

Signette



Ranks : Command 40 Agent 0 Emissary 0 Mage 10  
 Health 100 Stealth 0 Challenge 42  
 Artifacts : None  
 Spells (+0) : #412 Research Artifact(50)

Signette was located in the Open Plains at 2818.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

She was ordered to transfer the command. The command was transferred to Otto. She left the army.

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

*She is currently in the Hills & Rough at 2817. The Town/Tower of Elensarn flying the flag of the Lohmai'gwaith is here.*

Sotida



Ranks : Command 0 Agent 65 Emissary 0 Mage 30  
 Health 100 Stealth 0 Challenge 55  
 Artifacts : None

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

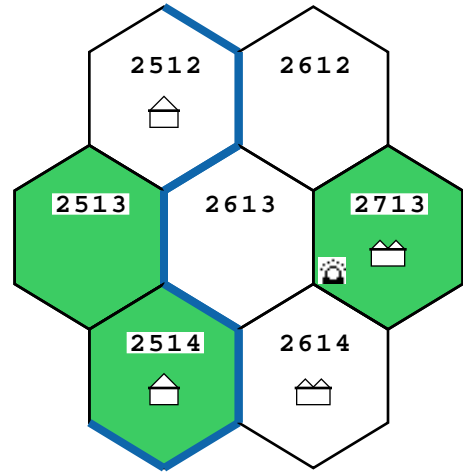
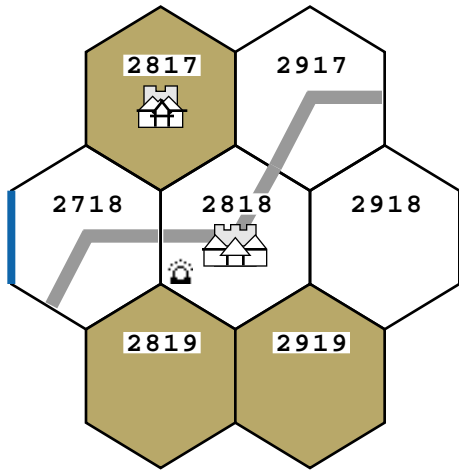
Sotida was located in the Open Plains at 3017.

She was ordered to guard a character. Segucu was guarded.

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

*She is currently in the Mixed Forest at 2414. The Camp of Birch Wood flying the flag of the Sheri-Urk is here.*





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

**Hecate (ID: hecat) @ 3319 Agent Mage**

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

**Iago the Lucky (ID: iago ) @ 2818 Emissary Mage**

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

**Lavinia (ID: lavin) @ 2915 Agent**

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

**Maedengil (ID: maede) @ 2715 Emissary Mage**

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

**Otto (ID: otto ) @ 2818 Command**

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

**Pericles (ID: peric) @ 2715 Command Emissary**

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



Segucu (ID: seguc) @ 2813 Command Emissary

Order -> # \_\_\_\_\_ Code \_\_\_\_\_ Type \_\_\_\_\_      Order -> # \_\_\_\_\_ Code \_\_\_\_\_ Type \_\_\_\_\_

Required

## Information

Required

## Information

Signette (ID: signe) @ 2817 Command Mage

Order -> # \_\_\_\_\_ Code \_\_\_\_\_ Type \_\_\_\_\_      Order -> # \_\_\_\_\_ Code \_\_\_\_\_ Type \_\_\_\_\_

Required

## Information

Required

## Information

Sotida (ID: sotid) @ 2414 Agent Mage

Order -> # \_\_\_\_\_ Code \_\_\_\_\_ Type \_\_\_\_\_      Order -> # \_\_\_\_\_ Code \_\_\_\_\_ Type \_\_\_\_\_

Required

## Information

Required

## Information