

**MEPBM Games**  
**presents**

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



GAME # 141



**Lohmai'gwaith**

Victory points : 575

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 [ 1533 ] Sing a Song [ 1250 ] Wise Council [ 1025 ]**

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 #	:	26
Account	:	\$ 0.00
Free Turns	:	0
Security Code	:	7913
Special Service	:	YES

# Lohmai'gwaith

(A Free People)

Season : Fall

## 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 Mild

Size : Town	Fortifications : Tower	Loyalty : 53	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	767	113	0	0
Current stores	0	0	78	0	25	10	0	-

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

Size : Major Town	Fortifications : Tower	Loyalty : 60	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	0	1941	0	2	6	10	0	-

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

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

Size : Village	Fortifications : Tower	Loyalty : 13	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	12	0	86	-

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

Size : Camp	Fortifications : Tower	Loyalty : 23	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	126	0	0	0	0	0	18	1000
Current stores	126	0	0	0	0	0	34	-

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

Size : Village	Fortifications : None	Loyalty : 22	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	11	0	38	-

**Greywood** Location : @ 2813 in Mixed Forest Climate is Mild

Size : Village	Fortifications : None	Loyalty : 14	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	9	25	0	-

**Hodrond** Location : @ 2321 in Mountains Climate is Cold

Size : Camp	Fortifications : None	Loyalty : 5	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	180	36	6	0	0	0	0
Current stores	0	0	276	18	0	0	0	-

**Lhugorod** Location : @ 3107 in Mountains Climate is Cold  
 Size : Camp Fortifications : None Loyalty : 30 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 0 138 0 12 0 0 0 660  
 Current stores 0 0 0 33 0 0 0 -

**Naith** Location : @ 2816 in Open Plains Climate is Mild  
 Size : Town Fortifications : None Loyalty : 22 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 13 0 32 -  
 An army bearing the banner of the Lohmai'gwaith under Lord Garibaldi is here.  
 An army bearing the banner of the Lohmai'gwaith under Veteran Pericles is here.

**Nim Sereg** Location : @ 2818 in Open Plains Climate is Mild  
 Size : City Fortifications : Fort Loyalty : 49 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 34 0 0 0 110 0 4 0  
 Current stores 1034 0 500 0 2 0 522 -  
 A small army bearing the banner of the Lohmai'gwaith under Captain Otto is here.

**Orodrim** Location : @ 2408 in Mountains Climate is Cold  
 Size : Village Fortifications : None Loyalty : 19 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 0 166 0 0 0 0 -

**Sein Ithil** Location : @ 2814 in Mixed Forest Climate is Mild  
 Size : Town Fortifications : Tower Loyalty : 23 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 14 5 0 -

**Tad Eithel** Location : @ 2713 in Mixed Forest Climate is Mild  
 Size : Camp Fortifications : None Loyalty : 41 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 0 0 0 0 630 234 0 0  
 Current stores 0 0 0 0 20 21 0 -

**The Lost Tavern** Location : @ 3017 in Open Plains Climate is Mild  
 Size : Camp Fortifications : None Loyalty : 10 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 153 0 0 0 675 0 27 0  
 Current stores 153 0 0 0 22 0 269 -

*A small army bearing the banner of the South Kingdom under Captain Strulug is here.*

## ARMIES AND NAVIES

**Army Commander : Lord Angamir** Location : @ 2614 in Open Plains Climate is Mild  
 Army morale : 43 Warships : 0 Transports : 0 (3) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Wood Elf footsoldiers w/broadswords 25 10 0 300 Heavy Infantry  
 Wood Elf footsoldiers w/spears 25 10 60 300 Light Infantry  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0 0  
 Armor 0 0 0  
 Food 2 Low Supplies !!  
 War machines 0

*The Camp of Amberglen flying the flag of the Sheri-Urk is here.*

**Army Commander : Commander Dagnirgul** Location : @ 2915 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 archers w/long bows 27 60 0 100 Archers  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0  
 Armor 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.  
 An 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 : 52 Warships : 0 Transports : 0 (4) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Wood Elf footsoldiers w/broadswords 26 25 25 549 Heavy Infantry  
 Wood Elf archers w/long bows 27 60 0 300 Archers  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0  
 Armor 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.  
 A small army bearing the banner of the Lohmai'gwaith under Commander Dagnirgul is here.

**Army Commander : Lord Garibaldi** Location : @ 2816 in Open Plains Climate is Mild  
 Army morale : 43 Warships : 0 Transports : 0 (3) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Wood Elf footsoldiers w/broadswords 29 10 24 600 Heavy Infantry  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0  
 Armor 0 0  
 Food 0 Out of Food !!  
 War machines 0  
 The Town of Naith flying the flag of the Lohmai'gwaith is here.  
 An army bearing the banner of the Lohmai'gwaith under Veteran Pericles is here.

**Army Commander : Captain Otto** Location : @ 2818 in Open Plains Climate is Mild  
 Army morale : 40 Warships : 0 Transports : 0 (4) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Mixed Elven horseriders w/broadswords 25 10 60 500 Heavy Cavalry  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0  
 Armor 0 0  
 Food 2 Low Supplies !!  
 War machines 0  
 The City/Fort of Nim Sereg flying the flag of the Lohmai'gwaith is here.

**Army Commander : Veteran Pericles** Location : @ 2816 in Open Plains Climate is Mild  
 Army morale : 41 Warships : 0 Transports : 0 (3) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Wood Elf footsoldiers w/broadswords 25 10 0 300 Heavy Infantry  
 Wood Elf archers w/long bows 25 60 0 300 Archers  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0  
 Armor 0 0  
 Food 2 Low Supplies !!  
 War machines 0  
 The Town of Naith flying the flag of the Lohmai'gwaith is here.  
 An army bearing the banner of the Lohmai'gwaith under Lord Garibaldi is here.

**COMPANY COMMANDERS :**

None

**MARKET PRICES**

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	27612	29031	15348	4527	314207	25678	4822
Purchase at market price/unit	3	3	3	9	2	3	6
Sell to market price/unit	2	2	2	6	1	2	4

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

Armies/Navies : 11996  
 Pop Centers : 3500  
 Characters : 19660  
 Total : 35156

**Totals for Nation:**

Leather 1893 893  
 Bronze 1941 400  
 Steel 1020 98  
 Mithril 53 18  
 Food 134 4184  
 Timber 71 792  
 Mounts 981 74

Current Tax rate : 71%  
 Revenue expected next turn : 33135 (-2021)  
 Current Gold reserve : 0

Ritual character terminations: 5

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:

None

**NATION MESSAGES**

There are rumors of an armed conflict involving the Great Trollusk at 2419.  
 The loyalty was influenced from the efforts or presence of Radagast the Brown at Nim Sereg.  
 The tax rate was increased to avoid going bankrupt! Loyalty has been affected.  
 There are rumors of an assassination attempt involving Freddie Mercury and Crunch.  
 There are rumors of a theft attempt involving Glóredhel at Ashpit.  
 There are rumors of a theft attempt involving Tartas Izain at Falassë.

**ENCOUNTER MESSAGES**

None

**COMBAT MESSAGES****Battle at 3017**

In the Mild climate of the Open Plains of 3017, a conflict took place in the early morning hours under an overcast sky.

At the head of a rebellious army rode **Captain Strulug** of the nation of the South Kingdom. 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
566 Dúnadan footmen w/broadswords	wooden/bronze	leather/bronze	a mob

At the head of a calm army rode **Commander Benedict** 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
100 Wood Elf footsoldiers w/broadswords	wooden	steel	ragged ranks
500 Wood Elf footsoldiers w/spears	wooden	none	a mob

The Camp of The Lost Tavern flying the flag of the Lohmai'gwaith is situated in the Open Plains here.

Report from Benedict.....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 clear voice of their Commander.. Keep close ranks. Use standard formation. Like we practiced! Against the forces of Strulug, it was a classic attack - our standard formation against theirs.

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

Report from Benedict.....Our foot soldiers engaged the other troops in the open and took the battle to them. 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.... Strulug's forces were victorious in the battle, but suffered some losses. Strulug appeared to have survived. Benedict's forces were destroyed/routed in the battle. Benedict appeared to have survived but suffers from serious wounds.

**Battle at 2421**

In the Mild climate of the Open Plains of 2421, a conflict took place in the early morning hours in high winds.

At the head of a calm army rode **Warlord Hamishar** of the nation of the Red Witches. 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
1000 Mixed Mannish footmen w/battle axes	bronze	bronze	a mob

At the head of a calm army rode **Hero Wathiros** of the nation of the Red Witches. 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
976 Mixed Mannish footmen w/battle axes	wooden	none/leather	a mob

At the head of a rebellious army rode **Commander Orpheus the Dark** of the nation of the Lohmai'gwaith. 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
1648 Wood Elf footsoldiers w/broadswords	wooden	leather/bronze	ragged ranks

At the head of a calm army rode **Captain Edrikhos** of the nation of the Red Witches. 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
500 Mixed Mannish horsemen w/shortswords	steel	steel	a mob

At the head of a calm army rode **Commander Namonikh** of the nation of the Red Witches. 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
420 Mixed Mannish horsemen w/shortswords	bronze	steel	a mob

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

Report from Orpheus the Dark....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.. Keep close ranks. Use standard formation. Like we practiced!

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

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

Against the forces of Edrikhos, it was a classic attack - our standard formation against theirs.

Against the forces of Namonikh, 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.

Report from Orpheus the Dark....Our foot soldiers engaged the other troops in the open and took the battle to them. 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.... Hamishar's forces were victorious in the battle, but suffered some losses. Hamishar appeared to have survived. Wathiros's forces were victorious in the battle, but suffered some losses. Wathiros appeared to have survived. Orpheus the Dark's forces were destroyed/routed in the battle. Orpheus the Dark appeared to have survived. Edrikhos's forces were victorious in the battle, but suffered minor losses. Edrikhos appeared to have survived. Namonikh's forces were victorious in the battle, but suffered minor losses. Namonikh appeared to have survived.

#### Battle at 2419

In the Mild climate of the Open Plains of 2419, a conflict took place in the early hours of the evening under a clear sky.

At the head of a rebellious army rode **Captain Signette** of the nation of the Lohmai'gwaith. 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
1100 Wood Elf footsoldiers w/broadswords	wooden	none	ragged ranks

At the head of a demoralized army rode **Regent Guarmath** of the nation of the Great Trollusk. 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
1918 Mixed Mannish horsemen w/shortswords	bronze/steel	steel	a mob

At the head of a rebellious army rode **Hero Yazhgar** of the nation of the Sheri-Urk. 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
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881 Mixed Mannish footmen w/battle axes      wooden      none/leather      a mob

Report from Signette.....My commanders moved among the troops before battle, readying them, bolstering their resolve, and issuing last minute orders. The troops needed this encouragement because many feared that they would die in the battle. Finally the order was heard coursing through the ranks.. Keep close ranks. Use standard formation. Like we practiced!

Against the forces of Guarmath, they attempted to surround our standard formation.

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

Report from Signette.....Our foot soldiers engaged the other troops in the open and took the battle to them. The troops tried to fight well, but they needed much more training. They fought very poorly. However, we were overrun in less than a few hours.

After the battle.... Signette's forces were destroyed/routed in the battle. Signette appeared to have survived. Guarmath's forces were victorious in the battle, but suffered minor losses. Guarmath appeared to have survived. Yazhgar's forces found no enemy armies to fight.

## 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	300 ^ st
Angamir	850	MovArmy	nw ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^
Benedict	215	RfsPers	
Benedict	840	Stand	nw
Dagnirgul	300	ChTaxRt	60
Dagnirgul	325	NatSell	fo 99
Falstaff	408	HvInfan	400 br br
Falstaff	850	MovArmy	sw ne ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^
Garibaldi	408	HvInfan	100 ^ st
Garibaldi	850	MovArmy	ne ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^
Iago the Lucky	520	InfYour	
Iago the Lucky	810	MovChar	2813
Lassiter	610	GrdChar	falst
Lassiter	947	NatTran	2915 br 100
Lavinia	605	GrdLoc	
Lavinia	810	MovChar	2617
Maedengil	315	PrchCar	le 2000
Maedengil	520	InfYour	
Orpheus the Dark	215	RfsPers	



Orpheus the Dark	230	AttEnemy	am
Otto	315	PrchCar	st 1000
Otto	770	HrArmy	500 hc ^ st 2
Pericles	408	HvInfan	300 ^ le
Pericles	850	MovArmy	ne sw ^ ^ ^ ^ ^ ^ ^ ^ ^ ^
Segucu	520	InfYour	
Segucu	780	TrComm	garib n
Signette	215	RfsPers	
Signette	840	Stand	ne
Sotida	315	PrchCar	st 100
Sotida	905	ScoArmy	strul y
Umbridge	325	NatSell	ti 91
Umbridge	610	GrdChar	falst

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 Mixed Forest at 2715.

She was ordered to recruit some heavy infantry. The troop recruitment was changed because of insufficient armor. 300 Heavy Infantry w/Wood weapons and No armor were recruited.

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

***She commands an army in the Open Plains at 2614. The Camp of Amberglen flying the flag of the Sheri-Urk is here.***

Benedict



Ranks : Command 36 Agent 0 Emissary 0 Mage 0  
 Health 69 Stealth 0 Challenge 36  
 Artifacts : None  
 Spells (+0) : None

Benedict was located in the Open Plains at 3017.

He was ordered to refuse all personal challenges.

Benedict was wounded during combat.

He was ordered to stand and defend. He was not able to stand and defend because he does not command an army.

***He is currently in the Open Plains at 3017. The Camp of The Lost Tavern 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 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. 13398 Food were sold for 13398 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.***

Falstaff



Ranks : Command 47 Agent 0 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 47  
 Artifacts : None  
 Spells (+0) : None

Falstaff was located in the Mixed Forest at 2915.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

He was ordered to recruit some heavy infantry. 400 Heavy Infantry w/Bronze weapons and Bronze armor were recruited.

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

***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 51 Agent 0 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 66  
 Artifacts : #140 Gersebroc  
 Spells (+0) : None

Garibaldi was located in the Hills & Rough at 2817.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

He was ordered to recruit some heavy infantry. 100 Heavy Infantry w/Wood weapons and Steel armor were recruited.

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

***He commands an army in the Open Plains at 2816. The Town of Naith flying the flag of the Lohmai'gwaith is here.***

Iago the Lucky



Ranks : Command 0 Agent 0 Emissary 93 Mage 14  
 Health 100 Stealth 0 Challenge 49  
 Artifacts : None  
 Spells (+0) : #412 Research Artifact(89)

Iago the Lucky was located in the Mountains at 3107.

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

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.***

Lassiter



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

Lassiter was located in the Mixed Forest at 2915.

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

He was ordered to have the nation transport by the caravans. 1133 Bronze (+10%) transported to Aredol.

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

Lavinia was located in the Mixed Forest at 2915.

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

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

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

Maedengil



Ranks : Command 0 Agent 0 Emissary 84 Mage 30  
 Health 100 Stealth 0 Challenge 49  
 Artifacts : None

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

Maedengil was located in the Open Plains at 2818.

He was ordered to purchase from the caravans. 2000 Leather were bought for 4000 Gold.

He was ordered to influence the population center loyalty. The loyalty was influenced/improved at Nim Sereg.

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

Orpheus the Dark



Ranks : Command 36 Agent 0 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 36  
 Artifacts : None  
 Spells (+0) : None

Orpheus the Dark was located in the Open Plains at 2421.

He was ordered to refuse all personal challenges.

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

**He is currently in the Open Plains at 2421. The un-owned Ruins of Quanikhos is here.**

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 2818.

He was ordered to purchase from the caravans. 1000 Steel were bought for 3000 Gold.

He was ordered to hire an army. An army of 500 Heavy Cavalry with 2 Food was hired.

**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.**

Pericles



Ranks : Command 12 Agent 0 Emissary 65 Mage 0  
 Health 100 Stealth 0 Challenge 35  
 Artifacts : None  
 Spells (+0) : None

Pericles was located in the Open Plains at 2816.

He was ordered to recruit some heavy infantry. The troop recruitment was changed because of insufficient armor. 300 Heavy Infantry w/Wood weapons and No armor were recruited.

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

**He commands an army in the Open Plains at 2816. The Town of Naith flying the flag of the Lohmai'gwaith is here.**

Segucu



Ranks : Command 26 Agent 0 Emissary 36 Mage 0  
 Health 100 Stealth 0 Challenge 30  
 Artifacts : None  
 Spells (+0) : None

Segucu was located in the Hills & Rough at 2817.

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 Elensarn.

He was ordered to transfer the command. The command was transferred to Garibaldi. He left the army.

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

Signette



Ranks : Command 45 Agent 0 Emissary 0 Mage 18  
 Health 100 Stealth 0 Challenge 49  
 Artifacts : None  
 Spells (+0) : #412 Research Artifact(50)

Signette was located in the Open Plains at 2419.

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 Open Plains at 2419.**

Sotida



Ranks : Command 0 Agent 74 Emissary 0 Mage 34  
 Health 100 Stealth 0 Challenge 63  
 Artifacts : None

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

Sotida was located in the Hills & Rough at 2817.

She was ordered to purchase from the caravans. 100 Steel were bought for 300 Gold.

She was ordered to scout an army. A scout of the army was attempted. Captain Strulug of the South Kingdom is located in the Open Plains at 3017 Travel mode is Normal. Morale is 30. Troops: Heavy Infantry: 351. Scouted army movement to new location at 3017.

**She is currently in the Open Plains at 3017. The Camp of The Lost Tavern flying the flag of the Lohmai'gwaith is here.**

## Umbridge



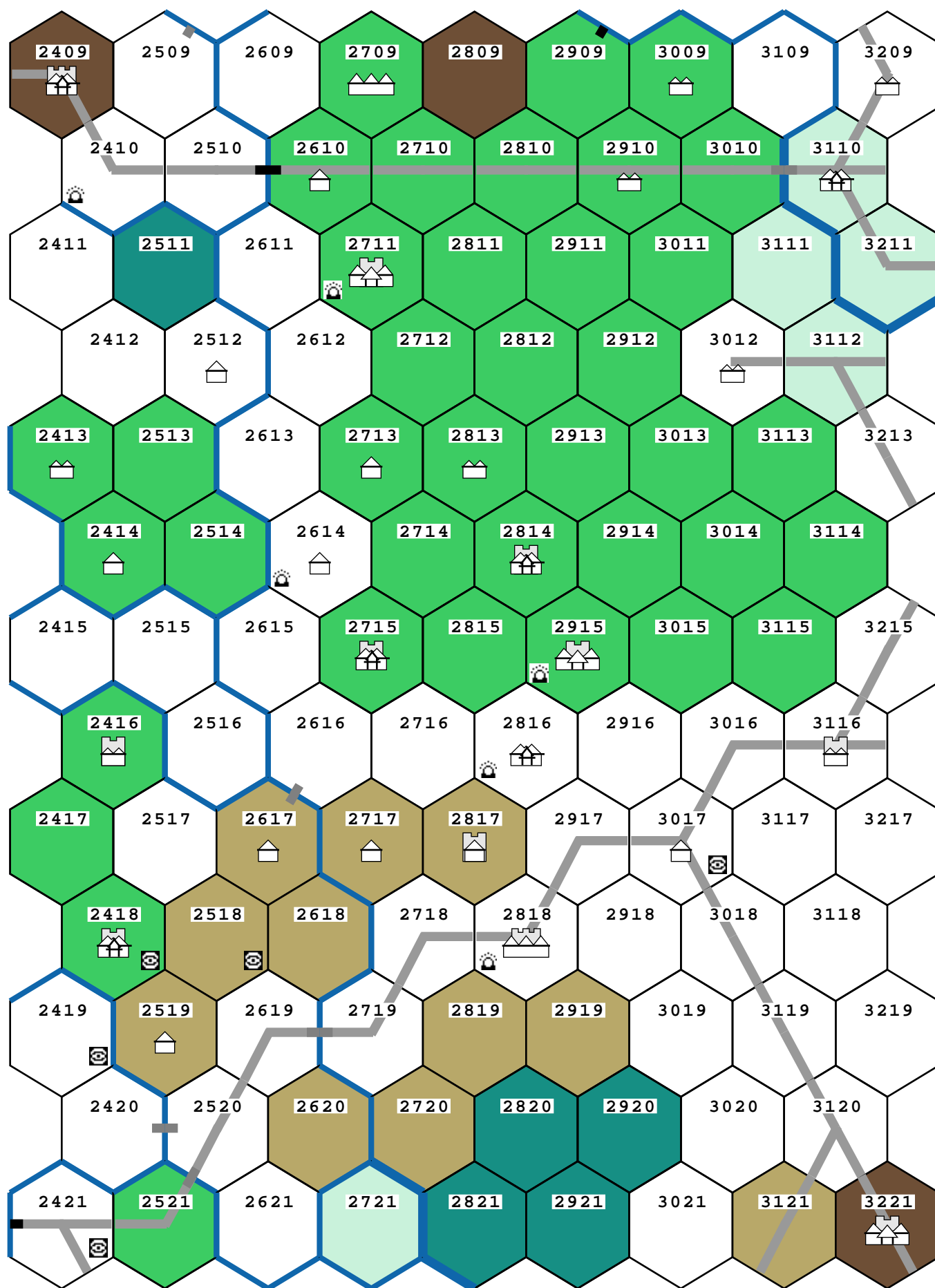
Ranks : Command 0 Agent 42 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 31  
 Artifacts : None  
 Spells (+0) : None

Umbridge was located in the Mixed Forest at 2915.

She was ordered to have the nation sell to the caravans. 721 Timber were sold for 721 Gold.

She was ordered to guard a character. Falstaff 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) @ 2816 Command**

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

**Iago the Lucky (ID: iago ) @ 2813 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) @ 2617 Agent**

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

**Maedengil (ID: maede) @ 2818 Emissary Mage**

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

**Orpheus the Dark (ID: orphe) @ 2421 Command**

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) @ 2816 Command Emissary**

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

**Segucu (ID: seguc) @ 2817 Command Emissary**

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

**Signette (ID: signe) @ 2419 Command Mage**

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

**Sotida (ID: sotid) @ 3017 Agent Mage**

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

Umbridge (ID: umbri) @ 2915 Agent

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

Order      ->    #        Code            Type       

Required	
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Information

Required
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Information