

MEPBM Games
presents

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



GAME # 141



Lohmai'gwaith

Victory points : 633
 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 [1442] Once Upon a Time [1300] Sing a Song [1092]

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 #	:	22
Account	:	\$ 0.00
Free Turns	:	0
Security Code	:	9209
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 : 44	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 8 126 0 -				

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

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

Size : Major Town	Fortifications : Tower	Loyalty : 58	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 2 124 0 -				

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

Areduin Location : @ 2717 in Hills & Rough Climate is Warm

Size : Village	Fortifications : None	Loyalty : 15	Docks : None	Hidden ? : No	Sieged ? : No
Surplus Product	Leather Bronze Steel Mithril Food Timber Mounts Gold				
Expected production	0 0 56 0 280 0 24 0				
Current stores	0 0 112 0 3 0 36 -				

Foreign characters reported in the hex : - **Cora Crimsoneye.**
An army bearing the banner of the Lohmai'gwaith under Lord Angamir is here.

Bragol Location : @ 3116 in Open Plains Climate is Warm

Size : Village	Fortifications : Tower	Loyalty : 17	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	336 0 0 0 4 0 24 -				

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

Size : Village	Fortifications : None	Loyalty : 17	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	504 0 0 0 4 0 11 -				

Greywood Location : @ 2813 in Mixed Forest Climate is Warm

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 0 304 304 0 0				
Current stores	0 0 0 0 3 304 0 -				

Lhugorod Location : @ 3107 in Mountains Climate is Cool

Size : Village	Fortifications : None	Loyalty : 12	Docks : None	Hidden ? : No	Sieged ? : No
Surplus Product	Leather Bronze Steel Mithril Food Timber Mounts Gold				
Expected production	0 184 0 16 0 0 0 1100				
Current stores	0 0 0 48 0 0 0 -				

Naith Location : @ 2816 in Open Plains Climate is Warm
 Size : Town Fortifications : None Loyalty : 14 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 456 0 0 0 5 0 9 -

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 76 1047 0 0 0 0 6 -

A small army bearing the banner of the Lohmai'gwaith under Commander Benedict is here.
 An army bearing the banner of the Lohmai'gwaith under Commander Orpheus the Dark is here.

Orodrim Location : @ 2408 in Mountains Climate is Cool
 Size : Village Fortifications : None Loyalty : 16 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 136 104 0 0 0 0 1000
 Current stores 0 0 208 0 0 0 0 -

Sein Ithil Location : @ 2814 in Mixed Forest Climate is Warm
 Size : Town Fortifications : Tower Loyalty : 24 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 66 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 21 1341 0 -

The Lost Tavern Location : @ 3017 in Open Plains Climate is Warm
 Size : Camp Fortifications : None Loyalty : 14 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 170 0 0 0 8 0 152 -

ARMIES AND NAVIES

Army Commander : Lord Angamir Location : @ 2717 in Hills & Rough Climate is Warm
 Army morale : 32 Warships : 0 Transports : 0 (4) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Mixed Elven horseriders w/broadswords 30 10 0 400 Heavy Cavalry
 Wood Elf footsoldiers w/broadswords 25 10 0 300 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 Areduin flying the flag of the Lohmai'gwaith is here.

An army bearing the banner of the Red Witches under Warlord Hamishar is here.

Army Commander : Commander Benedict Location : @ 2818 in Open Plains Climate is Warm
 Army morale : 38 Warships : 0 Transports : 0 (2) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Wood Elf footsoldiers w/broadswords 25 10 60 500 Heavy Infantry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0 0
 Armor 0 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.

An army bearing the banner of the Lohmai'gwaith under Commander Orpheus the Dark 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
 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 : @ 2818 in Open Plains Climate is Warm
 Army morale : 41 Warships : 0 Transports : 0 (4) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Wood Elf footsoldiers w/broadswords 25 10 0 800 Heavy Infantry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0
 Food 1 Low Supplies !!
 War machines 0
 Characters traveling with army : - Sotida.
 The City/Fort of Nim Sereg flying the flag of the Lohmai'gwaith is here.
 A small army bearing the banner of the Lohmai'gwaith under Commander Benedict is here.

Army Commander : Captain Otto Location : @ 2319 in Open Plains Climate is Warm
 Army morale : 29 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 1339 Low Supplies !!
 War machines 0
 A large army bearing the banner of the Sheri-Urk under Captain Oslkjmog is here.

Army Commander : Hero Segucu Location : @ 2715 in Mixed Forest Climate is Warm
 Army morale : 28 Warships : 0 Transports : 0 (3) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Wood Elf footsoldiers w/broadswords 25 10 0 608 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.
 A small army bearing the banner of the Lohmai'gwaith under Captain Signette is here.

Army Commander : Captain Signette Location : @ 2715 in Mixed Forest Climate is Warm
 Army morale : 40 Warships : 0 Transports : 0 (2) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Wood Elf footsoldiers w/broadswords 25 10 0 300 Heavy Infantry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0
 Food 1 Low Supplies !!
 War machines 0
 The Town/Tower of Amon Lanc flying the flag of the Lohmai'gwaith is here.
 An army bearing the banner of the Lohmai'gwaith under Hero Segucu is here.

COMPANY COMMANDERS :

None

MARKET PRICES

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	25024	29132	8949	1686	294907	12092	947
Purchase at market price/unit	3	3	4	25	2	4	15
Sell to market price/unit	1	1	2	13	1	2	8

MISCELLANEOUS**Maintenance Costs expected next turn are:****Totals for Nation:****Stores****Production**

Armies/Navies :	15952	Leather	1542	856
Pop Centers :	3000	Bronze	1047	320
Characters :	20160	Steel	320	160
		Mithril	250	16
Total :	39112	Food	63	4934
		Timber	1961	880
Current Tax rate :	72%	Mounts	238	87
Revenue expected next turn :	37000 (-2112)			
Current Gold reserve :	0			

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 South Kingdom at 3120.
The tax rate was increased to avoid going bankrupt! Loyalty has been affected.
There are rumors of an assassination attempt involving Padrey and Frogluk.
There are rumors of a public execution involving Huyna and Qohoria.
There are rumors of a theft attempt involving JF Breau at 0505.

ENCOUNTER MESSAGES

None

COMBAT MESSAGES**Battle at 2320**

In the Warm climate of the Open Plains of 2320, a conflict took place in the early afternoon during a driving storm.

At the head of a demoralized army rode **Captain Garibaldi** of the nation of the Lohmai'gwaith. In his hands was borne the glowing Sword called Gersebroc. 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
1452 Wood Elf footsoldiers w/broadswords	wooden	none/leather	ragged ranks

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
3556 Mixed Mannish footmen w/battle axes	wooden	none/leather	a mob

Report from Garibaldi.....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 given by the clear voice of their Commander.. Keep close ranks. Use standard formation. Like we practiced!

Against the forces of Oslkjmog, our standard formation adjusted as they veered off and hit our flank.

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

Report from Garibaldi.....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.... Garibaldi's forces were destroyed/routed in the battle. Garibaldi appeared to have survived but suffers from serious wounds. Oslkjmog's forces were victorious in the battle, but suffered some losses. Oslkjmog appeared to have survived.

Battle at 2817

In the Warm climate of the Hills & Rough of 2817, a conflict took place in the early morning hours in high winds.

At the head of a calm army rode **Veteran Pericles** 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
900 Wood Elf footsoldiers w/broadswords	wooden	none	a mob

At the head of a highly energetic army rode **Warlord Hamishar** of the nation of the Red Witches. The mount on which he rode cantered anxiously along the side of the battle lines. Behind him the forming ranks were filled with:

Troops	Weapons	Armor	Formations
742 Mixed Mannish horsemen w/shortswords	wooden	leather/bronze	a mob
504 Mixed Mannish footmen w/battle axes	wooden	none	a mob
252 Mannish slaves w/shortswords	bronze	leather	a mob

The Town of Elensarn flying the flag of the Lohmai'gwaith is situated in the Hills & Rough here. It is fortified by a Tower, and it is under siege or attack.

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

Report from Pericles.....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 shouted across the battlefield.. 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.

Report from Pericles.....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. However, we were overrun in less than a few hours.

After the battle.... Pericles's forces were destroyed/routed in the battle. Pericles appeared to have survived but suffers from light wounds. Hamishar's forces were victorious in the battle, but suffered some losses. Hamishar appeared to have survived.

The battle for Elensarn was over even before it began. The attackers were so numerous and strong that the defending militia had little chance to save themselves. The battle was over in just a few hours!!

After the attack on the population center.... Hamishar's army survived the attack on the Town, but suffered some losses. Hamishar appeared to have survived. The Town has been reduced to a Village. The Tower has not been affected. The Village has been under siege/attack this turn. The Village 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	408	HvInfan	300 ^ st
Angamir	860	ForcMar	h h h w sw ^ ^ ^ ^ ^ ^ ^ no
Benedict	770	HrArmy	500 hi ^ st 1
Benedict	860	ForcMar	ne h h h h nw se sw ^ ^ ^ ^ ^ no
Falstaff	300	ChTaxRt	60
Falstaff	947	NatTran	2818 br 100
Garibaldi	215	RfsPers	
Garibaldi	840	Stand	ne

Hecate	315	PrchCar	st 500
Hecate	905	ScoArmy	hamis y
Iago the Lucky	525	InfOthr	
Iago the Lucky	810	MovChar	2614
Lassiter	325	NatSell	mo 24
Lassiter	605	GrdLoc	
Lavinia	605	GrdLoc	
Lavinia	810	MovChar	2414
Maedengil	525	InfOthr	
Maedengil	810	MovChar	2713
Orpheus the Dark	408	HvInfan	400 ^ ^
Orpheus the Dark	850	MovArmy	sw h h h h se sw ^ ^ ^ ^ ^ ^ no
Otto	340	TrPo2Ar	1465
Otto	850	MovArmy	se se e ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Pericles	215	RfsPers	
Pericles	840	Stand	nw
Segucu	408	HvInfan	300 ^ ^
Segucu	860	ForcMar	w sw ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Signette	710	PrenMgy	
Signette	770	HrArmy	300 hi ^ ^ 1
Sotida	710	PrenMgy	
Sotida	905	ScoArmy	hamis y
Umbridge	325	NatSell	fo 99
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 Open Plains at 2816.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

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 force march the army. She accepted the forced march orders. Morale was reduced.

She commands an army in the Hills & Rough at 2717. The Village of Areduin flying the flag of the Lohmai'gwaith is here.

Benedict



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

Benedict was located in the Open Plains at 2818.

He was ordered to hire an army. An army of 500 Heavy Infantry with 1 Food was hired.

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 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 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 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.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

He was ordered to have the nation transport by the caravans. 1047 Bronze (+10%) transported to Nim Sereg.

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 50 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.

Garibaldi 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 2320.

Hecate



Ranks : Command 0 Agent 79 Emissary 0 Mage 32
 Health 100 Stealth 10 Challenge 67
 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 purchase from the caravans. 500 Steel were bought for 3000 Gold.

She was ordered to scout an army. A scout of the army was attempted. She was not able to scout the army. Continued efforts may succeed.

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

Iago the Lucky



Ranks : Command 0 Agent 0 Emissary 89 Mage 10
 Health 70 Stealth 0 Challenge 46
 Artifacts : None
 Spells (+0) : #412 Research Artifact(89)

Iago the Lucky was located in the Hills & Rough at 2617.

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

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

He is currently in the Open Plains at 2614. The Camp of Amberglen flying the flag of the Sheri-Urk is here.

Lassiter



Ranks : Command 0 Agent 42 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 31
 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. 76 Mounts were sold for 532 Gold.

He was ordered to guard the location. Aredol 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 49 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 36
 Artifacts : None
 Spells (+0) : None

Lavinia was located in the Open Plains at 2818.

She was ordered to guard the location. Nim Sereg 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.

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 Hills & Rough at 2617.

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

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

He is currently in the Mixed Forest at 2713. The Camp of Tad Eithel 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 Mixed Forest at 2915.

He was ordered to recruit some heavy infantry. 400 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 2818. The City/Fort of Nim Sereg flying the flag of the Lohmai'gwaith 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 Mixed Forest at 2218.

He was ordered to transfer some Food from the population center to the army. 1465 Food was transferred.

He was ordered to move the army. He accepted the army movement orders. Movement was delayed by evasive or non-(friendly/tolerant) forces. Movement was stopped by non-(friendly/tolerant) forces.

He commands an army in the Open Plains at 2319.

Pericles



Ranks : Command 12 Agent 0 Emissary 61 Mage 0
 Health 82 Stealth 0 Challenge 33
 Artifacts : None
 Spells (+0) : None

Pericles was located in the Hills & Rough at 2817.

He was ordered to refuse all personal challenges.

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

Segucu



Ranks : Command 20 Agent 0 Emissary 29 Mage 0
 Health 100 Stealth 0 Challenge 23
 Artifacts : None
 Spells (+0) : None

Segucu was located in the Mixed Forest at 2814.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

He was ordered to recruit some heavy infantry. 300 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.

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

She was ordered to hire an army. An army of 300 Heavy Infantry with 1 Food was hired.

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

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 Mixed Forest at 2915.

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

She moved with the army to 2818.

She was ordered to scout an army. A scout of the army was attempted. She was not able to scout the army. Continued efforts may succeed.

She is traveling with Orpheus the Dark in the Open Plains at 2818. The City/Fort of Nim Sereg flying the flag of the Lohmai'gwaith is here.

Umbridge



Ranks : Command 0 Agent 32 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 24
 Artifacts : None

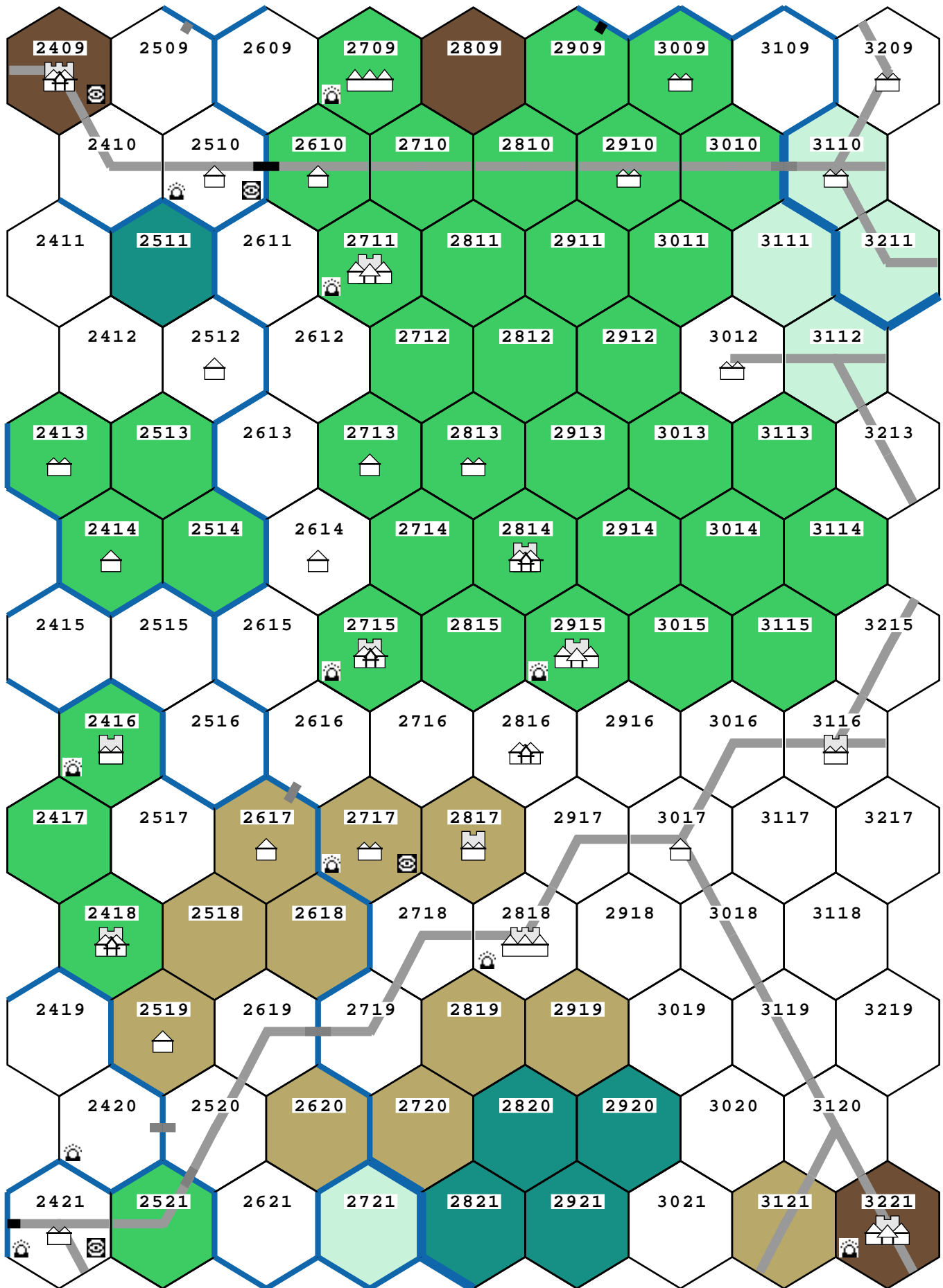
Spells (+0) : None

Umbridge was located in the Mixed Forest at 2915.

She was ordered to have the nation sell to the caravans. 6404 Food were sold for 6404 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.



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Garibaldi (ID: garib) @ 2320 Command

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

Hecate (ID: hecat) @ 2818 Agent Mage

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

Iago the Lucky (ID: iago) @ 2614 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) @ 2414 Agent

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

Maedengil (ID: maede) @ 2713 Emissary Mage

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

Orpheus the Dark (ID: orphe) @ 2818 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) @ 2817 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) @ 2715 Command Mage

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

Sotida (ID: sotid) @ 2818 Agent Mage

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

Umbridge

(ID: umbri) @ 2915 Agent

Order -> # Code Type

Required

Information

Order -> # Code Type

Required

Information