

MEPBM Games
presents

Middle-earth Play-By-Mail™

Fourth Age, circa 1000



GAME # 143



Half-Orcs

Victory points : 700
 Victory Conditions :
 To hold at game end the artifact: Talisman of Absorption #175.
 To hold at game end the artifact: Usriev #206.
 To hold at game end the artifact: Palantír of Osgiliath #166.
 To hold at game end the population center of Mudflat Landing at 3112.
 To hold in stores at game end the greatest amount of Mithril.

Top 3 Free Peoples :

Dustbighters [933] Frost Men [817] Rhosgobel [733]

Special Nation Abilities :

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

Internet G143N10
 ADAM WATERS 110093
 NONE
 NONE
 NONE

Game # : 143
 Player # : 10
 Turn # : 7
 Account : \$ 0.00
 Free Turns : 0
 Security Code : 2005
 Special Service : YES

Half-Orcs

(A Free People)

Season : Fall

RELATIONS WITH OTHER NATIONS

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

POPULATION CENTERS

Arex Location : @ 3321 in Mountains Climate is Cool

Size : Camp	Fortifications : None	Loyalty : 18	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	220	0	20	0	0	0	1100
Current stores	0	220	0	20	0	0	0	-

Bartrex Location : @ 3322 in Mountains Climate is Cool

Size : Village	Fortifications : None	Loyalty : 27	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	184	48	0	0	0	0	1000
Current stores	0	184	288	0	0	0	0	-

Cagmolaga Location : @ 3013 in Mixed Forest Climate is Mild

Size : Village	Fortifications : None	Loyalty : 37	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	806	274	0	0
Current stores	0	0	0	0	1234	1270	0	-

Cungabok Location : @ 3914 in Open Plains Climate is Cool

Size : Town	Fortifications : Tower	Loyalty : 64	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	62	0	0	0	422	0	10	0
Current stores	166	0	0	0	1185	0	13	-

Cuzdorf Location : @ 3816 in Open Plains Climate is Mild

Size : Camp	Fortifications : Tower	Loyalty : 38	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	351	0	0	0	927	0	27	0
Current stores	702	0	0	0	1937	0	27	-

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

Size : Town	Fortifications : None	Loyalty : 48	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	72	0	0	0	293	0	5	0
Current stores	144	0	0	0	616	0	5	-

Eastmoor Location : @ 3921 in Mountains Climate is Cool

Size : Village	Fortifications : None	Loyalty : 38	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	176	120	8	0	0	0	0
Current stores	0	176	690	8	0	0	0	-

Eastwall Location : @ 4013 in Shore/Plains Climate is Cool

Size : Village	Fortifications : Tower	Loyalty : 45	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	70	0	0	0	634	0	19	0
Current stores	158	0	0	0	1614	0	19	-

Fjordland Location : @ 4413 in Mixed Forest Climate is Cool
 Size : Camp Fortifications : None Loyalty : 33 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 0 0 0 440 200 0 980
 Current stores 0 0 0 0 145 200 0 -

Normog Location : @ 3411 in Shore/Plains Climate is Cool
 Size : Village Fortifications : None Loyalty : 36 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 166 0 0 0 371 0 13 0
 Current stores 416 0 0 0 632 0 16 -

Sargortheb Location : @ 3712 in Shore/Plains Climate is Cool
 Size : Town Fortifications : None Loyalty : 37 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 72 0 0 0 240 0 10 0
 Current stores 144 0 0 0 505 0 10 -

Warholm Location : @ 3710 in Open Plains Climate is Cool
 Size : Major Town Fortifications : None Loyalty : 53 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 112 0 0 0 384 0 10 0
 Current stores 224 0 0 0 808 0 10 -

Woja City Location : @ 3612 in Shore/Plains Climate is Cool
 Size : Major Town Fortifications : Fort Loyalty : 49 Docks : Harbor Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 96 0 0 0 262 0 6 0
 Current stores 192 0 0 0 551 0 6 -

Yaargle (Capital) Location : @ 3913 in Shore/Plains Climate is Cool
 Size : City Fortifications : Fort Loyalty : 77 Docks : Port Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 40 0 0 0 152 0 5 0
 Current stores 1513 596 0 0 539 0 728 -

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

ARMIES AND NAVIES

Army Commander : Captain Dunga Location : @ 4218 in Shore/Plains Climate is Mild
 Army morale : 25 Warships : 0 Transports : 0 (2) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Mixed Mannish horsemen w/lances 15 10 0 295 Heavy Cavalry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0 0
 Armor 0 0 0 0
 Food 0 Out of Food !!
 War machines 0

Army Commander : Captain Lugmuk Location : @ 4319 in Open Plains Climate is Hot
 Army morale : 28 Warships : 0 Transports : 0 (4) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Mixed Mannish horsemen w/lances 10 30 30 500 Heavy Cavalry
 Plainsman horsemen w/broadswords 40 40 40 100 Light Cavalry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0 0
 Armor 0 0 0 0
 Food 53 Low Supplies !!
 War machines 12

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

Army Commander : Captain Morzug Bloodaxe Location : @ 4419 in Open Plains Climate is Hot
 Army morale : 27 Warships : 0 Transports : 0 (6) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Mixed Mannish horsemen w/lances 15 17 11 863 Heavy Cavalry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0 0
 Food 0 Out of Food !!
 War machines 0

The Major Town/Castle of Dul Mordeth flying the flag of the Ull Navala is here.
 An army bearing the banner of the Dustbighters under Warlord Dain Ironrod is here.
 A small army bearing the banner of the Ull Navala under Lord Jorhun is here.
 A small army bearing the banner of the Frost Men under Captain Krush is here.
 An army bearing the banner of the Frost Men under Captain Spear Fist is here.
 An army bearing the banner of the Ull Navala under Commander Thorgrim is here.

Army Commander : Captain Nox the Impailer Location : @ 3913 in Shore/Plains Climate is Cool
 Army morale : 44 Warships : 0 Transports : 0 (6) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Plainsman horsemen w/broadswords 40 40 40 100 Light Cavalry
 Plainsman footmen w/broadswords 10 10 0 1300 Heavy Infantry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0 0
 Food 4 Low Supplies !!
 War machines 0

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

COMPANY COMMANDERS :

None

MARKET PRICES

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	16579	15416	9992	822	225967	26099	3593
Purchase at market price/unit	3	4	4	36	2	3	7
Sell to market price/unit	2	3	3	27	1	2	5

MISCELLANEOUS

Maintenance Costs expected next turn are:	Totals for Nation:	Stores	Production
Armies/Navies : 16348	Leather	3659	1041
Pop Centers : 4250	Bronze	1176	580
Characters : 17260	Steel	978	168
	Mithril	28	28
Total : 37858	Food	9766	4931
	Timber	1470	474
Current Tax rate : 60%	Mounts	834	105
Revenue expected next turn : 34580 (-3278)			
Current Gold reserve : 1785			

No new characters available at this time

Ships have been left anchored at the following locations:

8 warships at hex 3913
 4 transports at hex 3913

You have the following double agents:

None

You have the following hostages:

None

You possess the following artifacts:

None

You have hidden the following additional artifacts:

None

NATION MESSAGES

The loyalty was influenced from the efforts or presence of Shelob at Arex.

6450 Gold was stolen at Wojap City.

2775 Gold was stolen at Wojap City.

Local militia spotted Gemetzel at Eastmoor and thwarted his mission.

ENCOUNTER MESSAGES

Encounter for Emok at 3321

Emok made camp for the night along the edge of a high ravine. During the night, high winds forced him to seek shelter among the rocks and threatened to cast him from the heights. Finally, in apparent luck, he succeeded in finding a large hidden cave which protected him from the force of the winds. As soon as he made his way inside, however, he felt an ominous presence and a terrible foreboding. As he explored the cave, he came upon the body of a dark haired woman caught in a fantastically huge web. The woman was not moving, but a small glow seemed to emanate from a sack at her side. The maker of the web does not seem to be in the area.

ATTACK the woman

FREE the woman

STEAL the sack

BURN the web and the woman

Say _____ (only one word)

FLEE

How will Emok 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 4319

In the Hot climate of the Open Plains of 4319, a conflict took place in the early hours of the evening in high winds.

At the head of a rebellious army rode **Captain Morzug Bloodaxe** of the nation of the Half-Orcs. The mount on which he rode moved with trepidation to the center of the battle lines. Behind him the forming ranks were filled with:

Troops	Weapons	Armor	Formations
1129 Mixed Mannish horsemen w/lances	wooden/bronze	leather/bronze	a mob

At the head of a highly energetic army rode **Regent Dain Ironrod** of the nation of the Dustbighters. 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
1568 Dwarven ponyriders w/war hammers	wooden/bronze	none/leather	a mob
37 Dwarven ponyriders w/battle axes	steel	steel	solid ranks

At the head of a demoralized army rode **Captain Jamugha** of the nation of the Scourge. 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
1200 Mixed Mannish footmen w/battle axes	wooden	none	a mob

At the head of a highly energetic army rode **Captain Spear Fist** of the nation of the Frost Men. 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
1400 Northman horsemen w/battle axes	wooden/bronze	leather/bronze	a mob

At the head of a demoralized army rode **Captain Regvuld** of the nation of the Ull Navala. 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
400 Mixed Mannish footmen w/battle axes	wooden	none	a mob

At the head of a demoralized army rode **Commander Ringvel** of the nation of the Ull Navala. 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
300 Mixed Mannish footmen w/battle axes	wooden	none	a mob

Report from Morzug Bloodaxe.....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.. Charge!! Charge!!

Against the forces of Jamugha, they met our charge with their standard formation.

Against the forces of Regvuld, they met our charge with their standard formation.

Against the forces of Ringvel, we charged...right into their ambush.

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

Report from Morzug Bloodaxe.....Our cavalry rode swiftly across the open plains and thundered into the enemy, killing many. The troops tried to fight well, but they needed much more training. They fought very poorly. Although the enemy fought hard, we finally succeeded in overwhelming them after a long battle.

Commanders on the scene ordered their troops to salvage what they could from the remains of the enemy forces..

Regent Dain Ironrod: 1 Food

After the battle.... Morzug Bloodaxe's forces were victorious in the battle, but suffered minor losses. Morzug Bloodaxe appeared to have survived. Dain Ironrod's forces were victorious in the battle, but suffered some losses. Dain Ironrod appeared to have survived. Jamugha's forces were destroyed/routed in the battle. Jamugha appeared to have survived. Spear Fist's forces were victorious in the battle, but suffered minor losses. Spear Fist appeared to have survived. Regvuld's forces were destroyed/routed in the battle. Regvuld appeared to have survived but suffers from serious wounds. Ringvel's forces were destroyed/routed in the battle. Ringvel appeared to have survived.

SPECIAL MESSAGES

FREE TURNS! Do you have any friends that would enjoy playing ME-PBM? MEPBM will credit you with a free turn

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

Front Sheet

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

ME-PBM Forum and ME-PBM Mailing List

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

ORDERS GIVEN

Character	Order #	Order Code	Additional Information.....
Dunga	210	IssPers	thorg
Dunga	840	Stand	sw
Emok	550	ImprPop	
Emok	810	MovChar	3321
Feardach	555	CreCmp	^
Feardach	810	MovChar	3816
Furmug	550	ImprPop	
Furmug	810	MovChar	4413
Grummsh	185	DnStNat	20
Grummsh	610	GrdChar	ufgam
Kuzwar Blackboot	780	TrComm	lugmu n
Kuzwar Blackboot	355	TrTrps	nox t ^ ^ 800 ^ ^ ^
Lugmuk	325	NatSell	fo 100
Lugmuk	860	ForcMar	e se sw se sw se se e e e ^ ^ ^ ^ no
Morzug Bloodaxe	230	AttEnmy	ch
Morzug Bloodaxe	850	MovArmy	e ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Nox the Impailer	400	HvCvlry	500 br br
Nox the Impailer	765	SplArmy	lugmu 500 ^ ^ ^ ^ ^
Okmok	690	StlGold	
Okmok	810	MovChar	4327
Orsma	690	StlGold	
Orsma	810	MovChar	4319
Pishaxe	731	NamAgen	Slorsa f
Pishaxe	810	MovChar	4419
Tholmok the Drunk	330	CstCjSp	508 230
Tholmok the Drunk	810	MovChar	3711
Ufgamuk theBloody	330	CstCjSp	508 240
Ufgamuk theBloody	810	MovChar	3711

Dunga



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

Dunga was located in the Shore/Plains at 4218.

He was ordered to challenge Thorgrim to personal combat.

He challenged Thorgrim to personal combat, but was refused. He gained personal honor.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

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

He commands an army in the Shore/Plains at 4218.

Emok



Ranks : Command 0 Agent 0 Emissary 66 Mage 0
 Health 100 Stealth 0 Challenge 33
 Artifacts : None
 Spells (+0) : None

Emok was located in the Shore/Plains at 3411.

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

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

He had a special encounter. See Encounter Messages.

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

Feardach



Ranks : Command 10 Agent 0 Emissary 72 Mage 20
 Health 100 Stealth 0 Challenge 43
 Artifacts : None
 Spells (+0) : #4 Major Heal(73) #508 Conjure Mounts(50)

Feardach was located in the Open Plains at 4416.

He was ordered to create a camp. He was not able to create the camp because a population center already exists.

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

He is currently in the Open Plains at 3816. The Camp/Tower of Cuzdorf flying the flag of the Half-Orcs is here.

Furmug



Ranks : Command 0 Agent 0 Emissary 64 Mage 0
 Health 100 Stealth 0 Challenge 32
 Artifacts : None
 Spells (+0) : None

Furmug was located in the Open Plains at 3914.

He was ordered to improve the population center size. Cungabok was improved to a Town.

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

He is currently in the Mixed Forest at 4413. The Camp of Fjordland flying the flag of the Half-Orcs is here.

Grummsh



Ranks : Command 40 Agent 60 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 55
 Artifacts : None
 Spells (+0) : None

Grummsh was located in the Shore/Plains at 3913.

He was ordered to downgrade our relations. He was not able to downgrade our relations because the populace did not support it. Continued efforts may succeed.

He was ordered to guard a character. Ufgamuk theBloody was guarded.

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

Kuzwar Blackboot



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

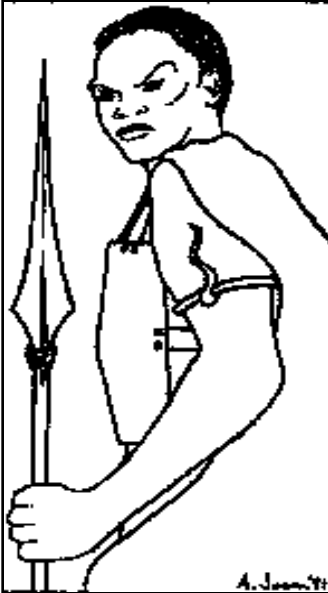
Kuzwar Blackboot was located in the Shore/Plains at 3913.

He was ordered to transfer some troops from the army to an army. 800 Heavy Infantry were transferred.

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

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

Lugmuk



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

Lugmuk was located in the Shore/Plains at 3913.

He was ordered to have the nation sell to the caravans. The stores sold was changed because the total product sold was more than the market purchase limit. 19830 Food were sold for 19830 Gold.

He was ordered to force march the army. He accepted the forced march orders. Morale was reduced. 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 4319.

Morzug Bloodaxe



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

Morzug Bloodaxe was located in the Open Plains at 4319.

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

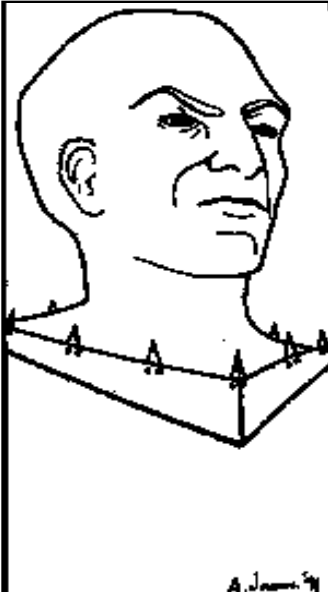
Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

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

He commands an army in the Open Plains at 4419. The Major Town/Castle of Dul Mordeth flying the flag of the Ull Navala is here.

Nox the Impailer



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

Nox the Impailer was located in the Shore/Plains at 3913.

He was ordered to recruit some heavy cavalry. 500 Heavy Cavalry w/Bronze weapons and Bronze armor were recruited.

He was ordered to split the army. The army was split. 2 Food was transfered.

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

Okmok



Ranks : Command 0 Agent 57 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 42
 Artifacts : None
 Spells (+0) : None

Okmok was located in the Open Plains at 4420.

He was ordered to steal the Gold. 146 Gold was stolen at Kel Horend.

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

He is currently in the Open Plains at 4327. The Town/Tower of Dull Sword flying the flag of the Scourge is here.

Orsma



Ranks : Command 0 Agent 69 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 51
 Artifacts : None
 Spells (+0) : None

Orsma was located in the Open Plains at 4425.

He was ordered to steal the Gold. 1425 Gold was stolen at Stormwall.

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

He is currently in the Open Plains at 4319.

Pishaxe



Ranks : Command 0 Agent 40 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 30
 Artifacts : None
 Spells (+0) : None

Pishaxe was located in the Shore/Plains at 3913.

He was ordered to name a new agent. A new agent named Slorsa was available.

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

He is currently in the Open Plains at 4419. The Major Town/Castle of Dul Mordeth flying the flag of the Ull Navala is here.

Slorsa



Ranks : Command 0 Agent 40 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 30
 Artifacts : None
 Spells (+0) : None

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

Tholmok the Drunk



Ranks : Command 10 Agent 0 Emissary 0 Mage 46
 Health 100 Stealth 0 Challenge 48
 Artifacts : None
 Spells (+0) : #413 Scry Population Center(66) #415 Scry Area(78)
 #416 Reveal Production(86) #508 Conjure Mounts(71)

Tholmok the Drunk was located in the Shore/Plains at 3913.

He was ordered to cast a conjuring spell. Conjure Mounts was cast. 230 Mounts were conjured.

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

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

Ufgamuk theBloody



Ranks : Command 10 Agent 0 Emissary 0 Mage 48
 Health 100 Stealth 0 Challenge 50
 Artifacts : None

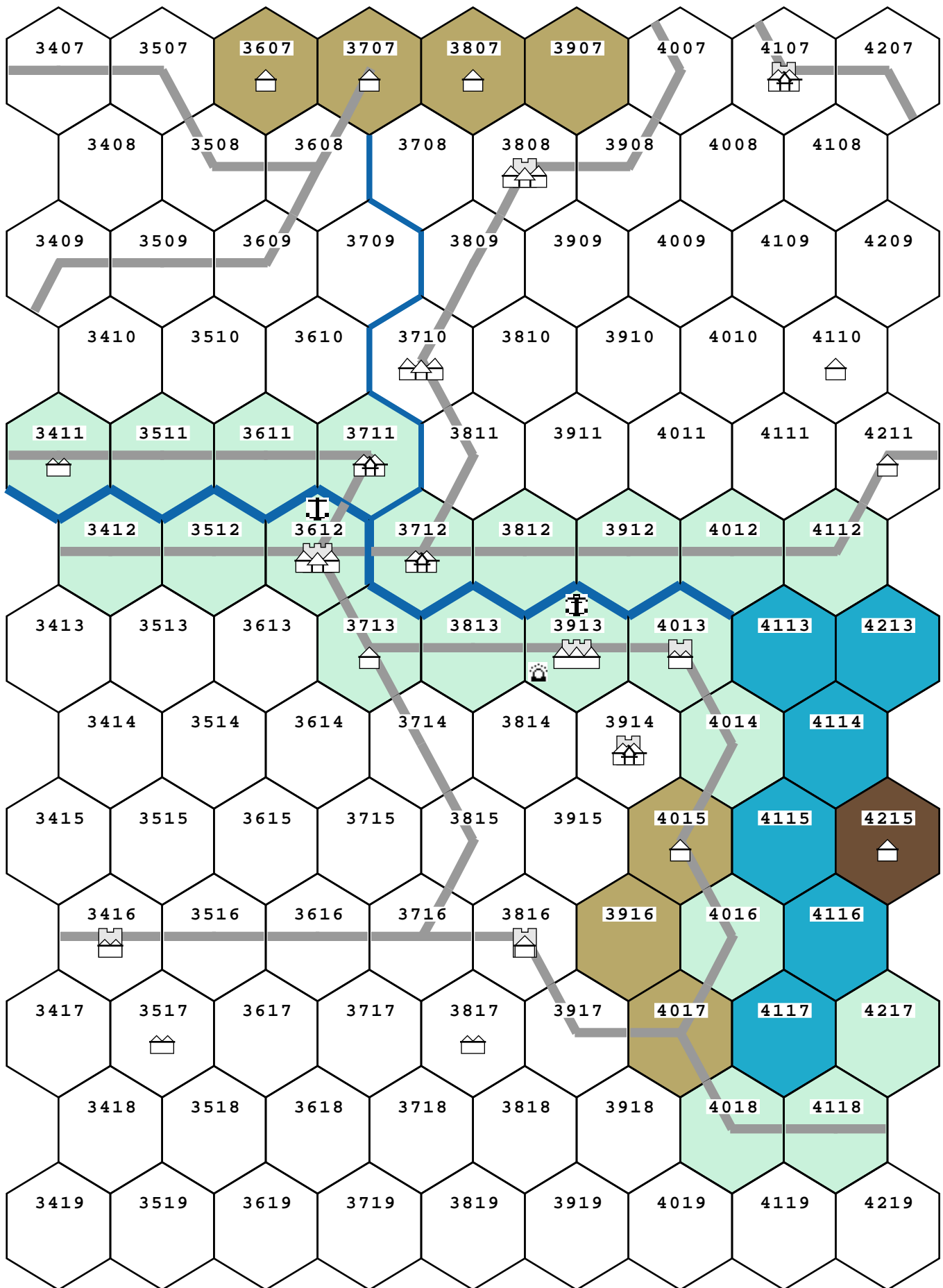
Spells (+0) : #414 Scry Hex(81) #415 Scry Area(57) #416 Reveal Production(79)
 #508 Conjure Mounts(86)

Ufgamuk theBloody was located in the Shore/Plains at 3913.

He was ordered to cast a conjuring spell. Conjure Mounts was cast. 240 Mounts were conjured.

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

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



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

Furmug (ID: furmu) @ 4413 Emissary

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

Grumms (ID: grumm) @ 3913 Command Agent

Order	->	# _____	Code _____	Type _____		Order	->	# _____	Code _____	Type _____
Required			<div style="border-bottom: 1px solid black; height: 1em;"></div>			Required			<div style="border-bottom: 1px solid black; height: 1em;"></div>	
Information			<div style="border-bottom: 1px solid black; height: 1em;"></div>			Information			<div style="border-bottom: 1px solid black; height: 1em;"></div>	
			<div style="border-bottom: 1px solid black; height: 1em;"></div>						<div style="border-bottom: 1px solid black; height: 1em;"></div>	
			<div style="border-bottom: 1px solid black; height: 1em;"></div>						<div style="border-bottom: 1px solid black; height: 1em;"></div>	

Kuzwar Blackboot (ID: kuzwa) @ 3913 Command

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

Lugmuk (ID: lugmu) @ 4319 Command

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

Morzug Bloodaxe (ID: morzu) @ 4419 Command

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

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

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

Okmok (ID: okmok) @ 4327 Agent

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

Orsma (ID: orsma) @ 4319 Agent

Order	->	# _____	Code _____	Type _____		Order	->	# _____	Code _____	Type _____
Required		<hr/>				Required		<hr/>		
Information		<hr/>				Information		<hr/>		
		<hr/>						<hr/>		
		<hr/>						<hr/>		

Pishaxe (ID: pisha) @ 4419 Agent

Order	->	# _____	Code _____	Type _____
Required				
Information				

Order	->	# _____	Code _____	Type _____
Required				
Information				

Slorsa (ID: slors) @ 3913 Agent

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

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

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

Ufgamuk theBloody (ID: ufgam) @ 3711 Command Mage

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