

MEPBM Games
presents

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



GAME # 141



Lohmai'gwaith

Victory points : 767
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 [1358] Sing a Song [992] Once Upon a Time [925]

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 #	:	30
Account	:	\$ 0.00
Free Turns	:	0
Security Code	:	7725
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

Amberglen Location : @ 2614 in Open Plains Climate is Mild

Size : Camp	Fortifications : None	Loyalty : 12	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	261	0	0	0	648	0	18	0
Current stores	522	0	0	0	7	0	110	-

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

Size : Major Town	Fortifications : Tower	Loyalty : 38	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	0	0	1	2	0	0	-

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

Barad Lagrim Location : @ 2022 in Mountains Climate is Cold

Size : Village	Fortifications : None	Loyalty : 65	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	134	0	5	0	0	0	660
Current stores	0	402	0	6	0	0	0	-

Bragol Location : @ 3116 in Open Plains Climate is Mild

Size : Village	Fortifications : Tower	Loyalty : 4	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	302	0	0	0	4	0	142	-

Crossing Location : @ 2617 in Hills & Rough Climate is Mild

Size : Camp	Fortifications : None	Loyalty : 58	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	126	0	70	0	0	0	0	1500
Current stores	252	0	280	0	0	0	0	-

Foreign characters reported in the hex : **Gorgûn.**

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

Size : Camp	Fortifications : Tower	Loyalty : 30	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	252	0	0	0	0	0	106	-

An army bearing the banner of the Twilight Hammer under Captain Hephziba is here.

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

Size : Village	Fortifications : None	Loyalty : 1	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	448	0	0	0	4	0	62	-

Forests Edge

Location : @ 2418 in Mixed Forest Climate is Mild

Size : Village	Fortifications : Tower	Loyalty : 6	Docks : None	Hidden ? : No	Sieged ? : No
Surplus Product	Leather	Bronze	Steel	Mithril	Food
Expected production	0	0	0	0	194
Current stores	0	0	0	0	2

Greywood

Location : @ 2813 in Mixed Forest Climate is Mild

Size : Village	Fortifications : None	Loyalty : 1	Docks : None	Hidden ? : No	Sieged ? : No
Surplus Product	Leather	Bronze	Steel	Mithril	Food
Expected production	0	0	0	0	274
Current stores	0	0	0	0	3

Lhugorod

Location : @ 3107 in Mountains Climate is Cold

Size : Camp	Fortifications : None	Loyalty : 23	Docks : None	Hidden ? : No	Sieged ? : No
Surplus Product	Leather	Bronze	Steel	Mithril	Food
Expected production	0	138	0	12	0
Current stores	0	414	0	26	0

Nim Sereg

Location : @ 2818 in Open Plains Climate is Mild

Size : City	Fortifications : Fort	Loyalty : 45	Docks : None	Hidden ? : No	Sieged ? : No
Surplus Product	Leather	Bronze	Steel	Mithril	Food
Expected production	34	0	0	0	110
Current stores	68	0	0	0	1

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

Orodnim

Location : @ 2408 in Mountains Climate is Cold

Size : Village	Fortifications : None	Loyalty : 20	Docks : None	Hidden ? : No	Sieged ? : No
Surplus Product	Leather	Bronze	Steel	Mithril	Food
Expected production	0	82	62	0	0
Current stores	0	246	414	0	0

Sein Ithil

Location : @ 2814 in Mixed Forest Climate is Mild

Size : Town	Fortifications : Tower	Loyalty : 20	Docks : None	Hidden ? : No	Sieged ? : No
Surplus Product	Leather	Bronze	Steel	Mithril	Food
Expected production	0	0	0	0	421
Current stores	0	0	0	0	4

Tad Eithel

Location : @ 2713 in Mixed Forest Climate is Mild

Size : Camp	Fortifications : None	Loyalty : 25	Docks : None	Hidden ? : No	Sieged ? : No
Surplus Product	Leather	Bronze	Steel	Mithril	Food
Expected production	0	0	0	0	630
Current stores	0	0	0	0	6

ARMIES AND NAVIES**Army Commander : Captain 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	29	60	0	100	Archers
Baggage Train	Leather	Bronze	Steel	Mithril	
Weapons	-	0	0	0	
Armor	0	0	0	0	
Food	0	Out of Food !!			
War machines	0				

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

Army Commander : Lord Falstaff

Location : @ 2715 in Mixed Forest Climate is Mild

Army morale : 40 Warships : 0 Transports : 0 (7) Travel mode : Normal

Troops	Training	Weapon	Armor	# Troops	Troop Type
Wood Elf footsoldiers w/broadswords	26	16	9	1449	Heavy Infantry
Wood Elf archers w/long bows	27	60	0	300	Archers
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/Tower of Amon Lanc flying the flag of the Red Witches is here.

Army Commander : Commander Orpheus the Dark Location : @ 2818 in Open Plains Climate is Mild
 Army morale : 38 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
 Wood Elf archers w/long bows 25 60 0 100 Archers
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0 0
 Armor 0 0 0
 Food 0 Out of Food !!
 War machines 0
 Characters traveling with army : - Pericles.
 The City/Fort of Nim Sereg flying the flag of the Lohmai'gwaith is here.

Army Commander : Captain Signette Location : @ 2816 in Open Plains Climate is Mild
 Army morale : 43 Warships : 0 Transports : 0 (5) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Mixed Elven horseriders w/broadswords 25 10 0 400 Heavy Cavalry
 Wood Elf footsoldiers w/broadswords 25 10 0 400 Heavy Infantry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0 0
 Food 2 Low Supplies !!
 War machines 0
 The un-owned Ruins of Naith is here.
 A small army bearing the banner of the Red Witches under Captain Wathiros is here.

COMPANY COMMANDERS :

None

MARKET PRICES

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	21920	33030	9703	2777	292476	29663	6627
Purchase at market price/unit	2	2	4	14	2	2	6
Sell to market price/unit	1	1	2	8	1	1	3

MISCELLANEOUS

Maintenance Costs expected next turn are:	Totals for Nation:	Stores	Production
Armies/Navies : 13996	Leather	1844	922
Pop Centers : 3500	Bronze	1062	354
Characters : 20160	Steel	694	132
	Mithril	33	17
Total : 37656	Food	33	3179
	Timber	0	981
Current Tax rate : 77%	Mounts	1658	60
Revenue expected next turn : 33995 (-3661)			
Current Gold reserve : 5785			

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.

You have hidden the following additional artifacts:

None

NATION MESSAGES

There are rumors of an armed conflict involving the Sh'iar Empire and the Sing a Song at 4432.

The tax rate was increased to avoid going bankrupt! Loyalty has been affected.

There are rumors of the fall of a Strategic Site.

There are rumors of the fall of a Strategic Site.

1200 Mounts transported from the Sapphic Enclave to Nim Sereg.

ENCOUNTER MESSAGES

None

COMBAT MESSAGES

Battle at 2816

In the Mild climate of the Open Plains of 2816, a conflict took place about midnight under a clear sky.

At the head of a highly energetic army rode **General 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
488 Mixed Mannish horsemen w/shortswords	bronze/steel	steel	ragged ranks
445 Mixed Mannish footmen w/battle axes	bronze	bronze	a mob

At the head of a rebellious army rode **Lord Garibaldi** of the nation of the Lohmai'gwaith. In his hands was borne the glowing Sword called Gersebroc. 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
900 Wood Elf footsoldiers w/broadswords	wooden	leather/bronze	ragged ranks
200 Wood Elf archers w/long bows	arrows	none	a mob

At the head of a calm army rode **Hero Segucu** 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
500 Wood Elf footsoldiers w/broadswords	wooden	none	a mob

At the head of a calm army rode **Commander 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
631 Mixed Mannish footmen w/battle axes	wooden	none/leather	a mob

The Town of Naith flying the flag of the Lohmai'gwaith is situated in the Open Plains here.

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

Report from Garibaldi.....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 heard coursing through the ranks.. Keep close ranks. Use standard formation. Like we practiced!

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

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

Report from Segucu.....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 Hamishar, they charged our standard formation and hit us hard.

Against the forces of Wathiros, 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. **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 archers let loose an initial volley that soared unhindered into the enemy lines. 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.

Report from Segucu.....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. Garibaldi's forces were destroyed/routed in the battle. Garibaldi appeared to have survived. Segucu's forces were destroyed/routed in the battle. Segucu appeared to have survived. Wathiros's forces were victorious in the battle, but suffered severe losses. Wathiros appeared to have survived.

The battle for Naith 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 minor losses. Hamishar appeared to have survived. Wathiros's army survived the attack on the Town, but suffered minor losses. Wathiros appeared to have survived. The Town has been reduced to a Ruins. The Ruins of Naith now flies no known flag.

SPECIAL MESSAGES

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

Front Sheet

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

ME-PBM Forum and ME-PBM Mailing List

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

ORDERS GIVEN

Character	Order #	Order Code	Additional Information.....
Angamir	215	RfsPers	
Angamir	810	MovChar	2814
Benedict	810	MovChar	3116
Benedict	215	RfsPers	
Dagnirgul	300	ChTaxRt	60
Dagnirgul	325	NatSell	ti 100
Falstaff	498	Threat	
Falstaff	850	MovArmy	nw nw ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Garibaldi	230	AttEnemy	fl
Garibaldi	215	RfsPers	
Iago the Lucky	525	InfOthr	
Iago the Lucky	810	MovChar	2214
Lassiter	690	StlGold	
Lassiter	810	MovChar	1523
Lavinia	690	StlGold	
Lavinia	810	MovChar	2816
Maedengil	525	InfOthr	
Maedengil	810	MovChar	2217
Orpheus the Dark	408	HvInfan	500 ^ ^
Orpheus the Dark	925	Recon	
Otto	810	MovChar	3116
Otto	925	Recon	
Pericles	525	InfOthr	
Pericles	780	TrComm	orphe y
Segucu	230	AttEnemy	fl
Segucu	215	RfsPers	
Signette	408	HvInfan	400 ^ ^
Signette	850	MovArmy	sw ne ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Sotida	810	MovChar	2816
Sotida	930	ScoChar	
Umbridge	325	NatSell	mi 68
Umbridge	325	NatSell	fo 99

Angamir



Ranks : Command 54 Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 69
 Artifacts : #26 Anarmacil/
 Spells (+0) : None

Angamir was located in the Mixed Forest at 2715.

She was ordered to refuse all personal challenges.

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

She is currently in the Mixed Forest at 2814. The Town/Tower of Sein Ithil flying the flag of the Lohmai'gwaith is here.

Benedict



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

Benedict was located in the Mixed Forest at 2715.

He was ordered to refuse all personal challenges.

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

He is currently in the Open Plains at 3116. The Village/Tower of Bragol flying the flag of the Lohmai'gwaith is here.

Dagnirgul



Ranks : Command 44 Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 44
 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. 2264 Timber were sold for 4528 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 50 Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 50
 Artifacts : None
 Spells (+0) : None

Falstaff 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 threaten the population center. Elensarn is now under our control.

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

He commands an army in the Mixed Forest at 2715. The Village/Tower of Amon Lanc flying the flag of the Red Witches is here.

Garibaldi



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

Garibaldi was located in the Open Plains at 2816.

He was ordered to refuse all personal challenges.

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

Garibaldi was assassinated.

Iago the Lucky



Ranks : Command 0 Agent 0 Emissary 97 Mage 19
 Health 100 Stealth 0 Challenge 52
 Artifacts : None
 Spells (+0) : #412 Research Artifact(89)

Iago the Lucky was located in the Mixed Forest at 2413.

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

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

He is currently in the Mountains at 2214. The Major Town of Overview flying the flag of the Wise Council is here.

Lassiter



Ranks : Command 0 Agent 62 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 46
 Artifacts : None
 Spells (+0) : None

Lassiter was located in the Hills & Rough at 2024.

He was ordered to steal the Gold. 2812 Gold was stolen at Ivanir.

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

He is currently in the Mountains at 1523. The Village of Deep Cove flying the flag of the Twilight Hammer is here.

Lavinia



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

Lavinia was located in the Mountains at 1922.

She was ordered to steal the Gold. 2973 Gold was stolen at Raugawul.

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

She is currently in the Open Plains at 2816. The un-owned Ruins of Naith is here.

Maedengil



Ranks : Command 0 Agent 0 Emissary 87 Mage 30
 Health 100 Stealth 0 Challenge 50
 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. Crossing is now under our control.

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

He is currently in the Mountains at 2217. The Village of Fell Peak flying the flag of the Great Trollusk 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 2818.

He was ordered to recruit some heavy infantry. 500 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: - Hephziba of the Twilight Hammer with about 1200 troops at 2817. See report below.

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 48 Agent 0 Emissary 0 Mage 0
 Health 67 Stealth 0 Challenge 48
 Artifacts : None
 Spells (+0) : None

Otto was located in the Open Plains at 2719.

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

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

He is currently in the Open Plains at 3116. The Village/Tower of Bragol flying the flag of the Lohmai'gwaith is here.

Pericles



Ranks : Command 17 Agent 0 Emissary 67 Mage 0
 Health 100 Stealth 0 Challenge 37
 Artifacts : None
 Spells (+0) : None

Pericles was located in the Open Plains at 2818.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

He was ordered to influence their population center loyalty. He was not able to influence/reduce the population center loyalty because Nim Sereg was of the same nation.

He was ordered to transfer the command. The command was transferred to Orpheus the Dark. He joined the army.

He 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.

Segucu



Ranks : Command 26 Agent 0 Emissary 41 Mage 0
 Health 100 Stealth 0 Challenge 31
 Artifacts : None
 Spells (+0) : None

Segucu was located in the Open Plains at 2816.

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 2816. The un-owned Ruins of Naith is here.

Signette



Ranks : Command 45 Agent 0 Emissary 0 Mage 20
 Health 100 Stealth 0 Challenge 50
 Artifacts : None
 Spells (+0) : #412 Research Artifact(50)

Signette was located in the Mixed Forest at 2915.

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

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

She commands an army in the Open Plains at 2816. The un-owned Ruins of Naith is here.

Sotida



Ranks : Command 0 Agent 76 Emissary 0 Mage 36
 Health 100 Stealth 0 Challenge 66
 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 move. She accepted the movement orders.

She was ordered to scout for any characters. A scout for characters was attempted. Found: Enchanter Cirdan - Free Peoples. Arassuil - Free People Female. Curate Gallan - Sapphic Enclave. Sûldun - Free People Female. Captain Wathiros - Red Witches. One or more reports may be incorrect. Nothing else was reported at this time.

She is currently in the Open Plains at 2816. The un-owned Ruins of Naith is here.

Umbridge



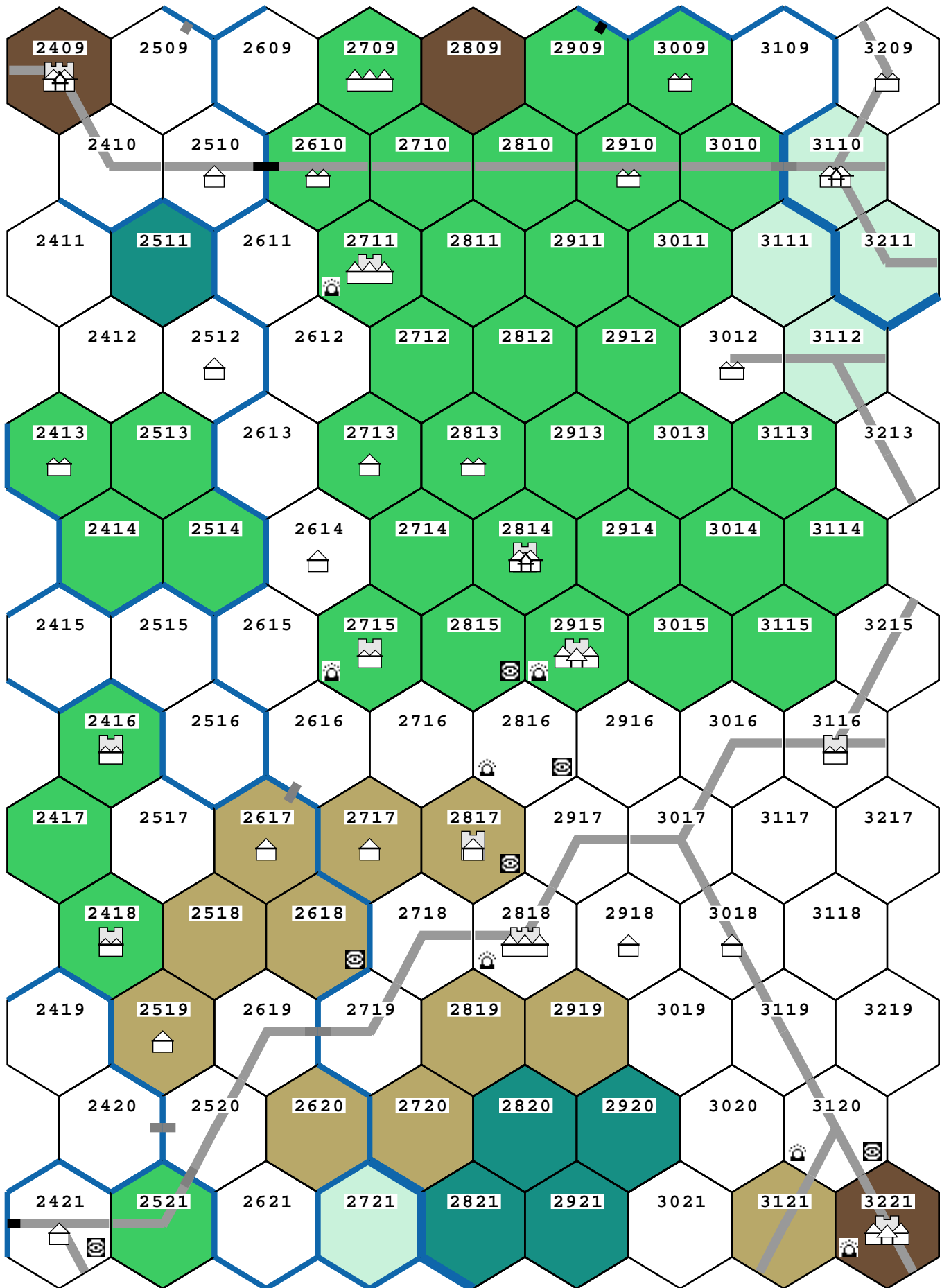
Ranks : Command 0 Agent 48 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 36
 Artifacts : None
 Spells (+0) : None

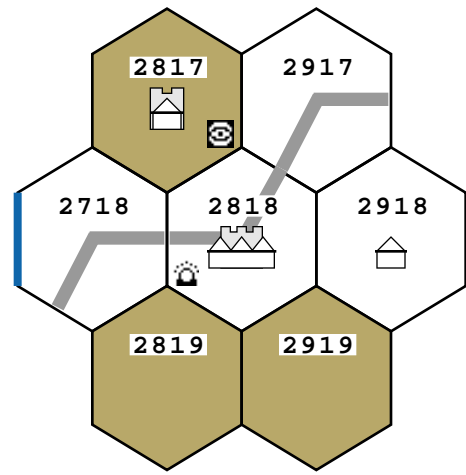
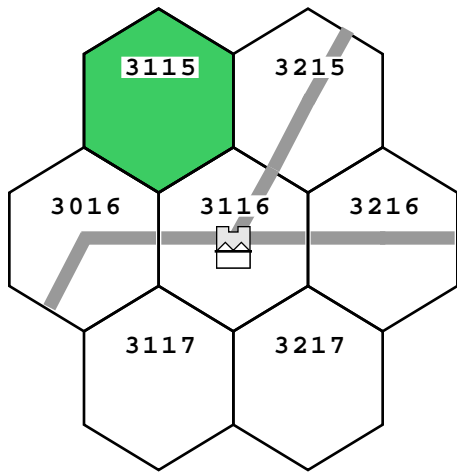
Umbridge was located in the Mixed Forest at 2915.

She was ordered to have the nation sell to the caravans. 3176 Food were sold for 3176 Gold.

She was ordered to have the nation sell to the caravans. 70 Mithril were sold for 1260 Gold.

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) @ 2715 Command

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

Iago the Lucky (ID: iago) @ 2214 Emissary Mage

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

Lassiter (ID: lassi) @ 1523 Agent

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

Lavinia (ID: lavin) @ 2816 Agent

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

Maedengil (ID: maede) @ 2217 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) @ 3116 Command

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

Pericles (ID: peric) @ 2818 Command Emissary

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

Segucu (ID: seguc) @ 2816 Command Emissary

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

Signette (ID: signe) @ 2816 Command Mage

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

Sotida (ID: sotid) @ 2816 Agent Mage

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

Umbridge (ID: umbri) @ 2915 Agent

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