

**MEPBM Games**  
**presents**

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



GAME # 141



**Lohmai'gwaith**

Victory points : 700  
 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 :

**Sing a Song [ 1167 ]   Once Upon a Time [ 1100 ]   Alvernus [ 950 ]**

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 #	:	29
Account	:	\$ 0.00
Free Turns	:	0
Security Code	:	5110
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 : 23	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	261	0	0	0	6	0	92	-

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

Size : Major Town	Fortifications : Tower	Loyalty : 35	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	2	0	112	0	-

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

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

**Barad Lagrim** Location : @ 2022 in Mountains Climate is Cold

Size : Village	Fortifications : None	Loyalty : 64	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	268	0	15	0	0	0	-

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

Size : Village	Fortifications : Tower	Loyalty : 1	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	4	0	128	-

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

Size : Village	Fortifications : None	Loyalty : 4	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	4	0	56	-

**Forests Edge** Location : @ 2418 in Mixed Forest Climate is Mild

Size : Village	Fortifications : Tower	Loyalty : 11	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	194	302	0	0
Current stores	0	0	0	0	2	604	0	-

A huge army bearing the banner of the Sheri-Urk under Captain Virocasmog is here.

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

Size : Village	Fortifications : None	Loyalty : 5	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	3	274	0	-

**Lhugorod** Location : @ 3107 in Mountains Climate is Cold  
 Size : Camp Fortifications : None Loyalty : 8 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 0 276 0 69 0 0 0 -

**Naith** Location : @ 2816 in Open Plains Climate is Mild  
 Size : Town Fortifications : None Loyalty : 14 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 4 0 47 -

Foreign characters reported in the hex : - **Cora Crimsoneye.**

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

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

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

**An army bearing the banner of the Red Witches under Commander Wathiros 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 34 0 0 0 1 0 34 -

A small army bearing the banner of the Lohmai'gwaith under Veteran Pericles 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 Timber Mounts Gold  
 Expected production 0 82 62 0 0 0 0 600  
 Current stores 0 164 352 0 0 0 0 -

**Sein Ithil** Location : @ 2814 in Mixed Forest Climate is Mild  
 Size : Town Fortifications : Tower Loyalty : 9 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 4 59 0 -

**Tad Eithel** Location : @ 2713 in Mixed Forest Climate is Mild  
 Size : Camp Fortifications : None Loyalty : 29 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 6 234 0 -

## 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  
 Armor 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.

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

**Army Commander : Captain Falstaff** Location : @ 2817 in Hills & Rough Climate is Mild  
 Army morale : 45 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  
 Armor 0 0 0  
 Food 2 Low Supplies !!  
 War machines 0

**The Camp/Tower of Elensarn flying the flag of the Red Witches is here.**

**Army Commander : Lord Garibaldi** Location : @ 2816 in Open Plains Climate is Mild

Army morale : 33 Warships : 0 Transports : 0 (5) Travel mode : Normal

Troops		Training	Weapon	Armor	# Troops	Troop Type
Wood Elf footsoldiers w/broadswords		33	10	16	900	Heavy Infantry
Wood Elf archers w/long bows		25	60	0	200	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 Town of Naith flying the flag of the Lohmai'gwaith is here.

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

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

**An army bearing the banner of the Red Witches under Commander Wathiros is here.**

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

Army morale : 38 Warships : 0 Transports : 0 (2) Travel mode : Normal

Troops		Training	Weapon	Armor	# Troops	Troop Type
Wood Elf footsoldiers w/broadswords		26	10	0	300	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	0		
Food	0	Out of Food !!				
War machines	0					

Characters traveling with army : - Orpheus the Dark.

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

**Army Commander : Hero Segucu** Location : @ 2816 in Open Plains Climate is Mild

Army morale : 37 Warships : 0 Transports : 0 (2) Travel mode : Normal

Troops		Training	Weapon	Armor	# Troops	Troop Type
Wood Elf footsoldiers w/broadswords		25	10	0	500	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 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.

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

**An army bearing the banner of the Red Witches under Commander Wathiros is here.**

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

Army morale : 40 Warships : 0 Transports : 0 (3) Travel mode : Normal

Troops		Training	Weapon	Armor	# Troops	Troop Type
Mixed Elven horseriders w/broadswords		25	10	0	400	Heavy Cavalry
Baggage Train	Leather	Bronze	Steel	Mithril		
Weapons	-	0	0	0		
Armor	0	0	0	0		
Food	2	Low Supplies !!				
War machines	0					

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

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

**COMPANY COMMANDERS :**

None

**MARKET PRICES**

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	28531	21928	10544	1692	333428	25981	7857
Purchase at market price/unit	3	3	4	27	2	3	7
Sell to market price/unit	2	2	3	18	1	2	4

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

Armies/Navies :	16396	Leather	875	875
Pop Centers :	3000	Bronze	708	354
Characters :	20980	Steel	352	62
		Mithril	86	17
Total :	40376	Food	34	3584
		Timber	1283	981
Current Tax rate :	88%	Mounts	357	47
Revenue expected next turn :	40020 (-356)			
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 Tribes of Angmar at 2209.**There are rumors of an armed conflict involving the Alvernus at 0507.**There are rumors of an armed conflict involving the Alvernus at 0507.**There are rumors of an armed conflict involving the Sing a Song and the RhunLandChattelCo at 4432.**There are rumors of the fall of a Strategic Site.**The loyalty was influenced from the efforts or presence of Círdan at Naith.**The tax rate was increased to avoid going bankrupt! Loyalty has been affected.**Elensarn is no longer under our control.**There are rumors of an assassination attempt involving Tarja Turunen and Cortez.**150 Gold was stolen at Forests Edge.*

4580 Gold was stolen at Nim Sereg.

There are rumors of an encounter involving Oretur at 2006.

## ENCOUNTER MESSAGES

None

## COMBAT MESSAGES

### Battle at 2719

In the Mild climate of the Open Plains of 2719, a conflict took place about midday in high winds.

At the head of a rebellious army rode **Captain Otto** 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
1000 Mixed Elven horseriders w/broadswords	wooden	steel	a mob

At the head of a demoralized army rode **Commander Hephziba** of the nation of the Twilight Hammer. 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
2700 Troll footsoldiers w/battle axes	wooden	none	a mob

Report from Otto.....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.. Charge!! Charge!!

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

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

Report from Otto.....Our cavalry rode swiftly across the open plains and thundered into the enemy, killing many. 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.... Otto's forces were destroyed/routed in the battle. Otto appeared to have survived but suffers from serious wounds. Hephziba's forces were victorious in the battle, but suffered severe losses. Hephziba appeared to have survived.

### Battle at 2715

In the Mild climate of the Mixed Forest of 2715, a conflict took place in the early hours of the evening in a dense and oppressive fog.

At the head of a calm army rode **General 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
783 Mixed Mannish horsemen w/shortswords	bronze/steel	steel	a mob
715 Mixed Mannish footmen w/battle axes	bronze	bronze	a mob

At the head of a rebellious army rode **Lord Angamir** of the nation of the Lohmai'gwaith. In her hands was borne the glowing Sword called Anarmacil. 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
600 Wood Elf footsoldiers w/broadswords	wooden	none	a mob
300 Wood Elf footsoldiers w/spears	wooden	steel	a mob

The Town of Amon Lanc flying the flag of the Lohmai'gwaith is situated in the Mixed Forest here. It is fortified by a Tower, and it is under siege or attack.

Report from Angamir.....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. **Angamir** fought side by side with the troops and diverted many a blade during the pitched battle with her glowing Sword.

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

After the battle.... Hamishar's forces were victorious in the battle, but suffered minor losses. Hamishar appeared to have survived. Angamir's forces were destroyed/routed in the battle. Angamir appeared to have survived.

The battle for Amon Lanc 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. 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](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	215	RfsPers	
Angamir	925	Recon	
Benedict	770	HrArmy	300 hi ^ ^ 2
Benedict	925	Recon	
Dagnirgul	320	SellCar	mo 1350
Dagnirgul	430	TrpsMan	ar
Falstaff	408	HvInfan	500 ^ ^
Falstaff	860	ForcMar	nw nw nw ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Garibaldi	860	ForcMar	ne nw ne ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Garibaldi	925	Recon	
Iago the Lucky	525	InfOthr	
Iago the Lucky	810	MovChar	2413
Lassiter	690	StlGold	
Lassiter	810	MovChar	2024
Lavinia	690	StlGold	
Lavinia	810	MovChar	1922
Maedengil	525	InfOthr	
Maedengil	810	MovChar	2617
Orpheus the Dark	785	JnArmy	peric
Orpheus the Dark	925	Recon	
Otto	230	AttEnemy	ch
Otto	850	MovArmy	ne e ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Pericles	430	TrpsMan	hi
Pericles	500	Double	carro
Segucu	408	HvInfan	300 ^ ^
Segucu	520	InfYour	
Signette	315	PrchCar	le 800
Signette	770	HrArmy	400 hc ^ ^ 2
Sotida	615	Assass	carro
Sotida	810	MovChar	2915
Umbridge	325	NatSell	fo 99
Umbridge	930	ScoChar	



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

*She is currently in the Mixed Forest at 2715. The Village/Tower of Amon Lanc flying the flag of the Red Witches 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 hire an army. He was not able to hire an army because the population center was not of the same nation.

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 Mixed Forest at 2715. The Village/Tower of Amon Lanc flying the flag of the Red Witches 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 sell to the caravans. 1350 Mounts were sold for 4050 Gold.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

He was ordered to put some troops on maneuvers. The maneuvers for the Archers were completed.

*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 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 force march the army. He accepted the forced march orders. Morale was reduced. Movement was stopped by non-(friendly/tolerant) fortifications.

***He commands an army in the Hills & Rough at 2817. The Camp/Tower of Elensarn flying the flag of the Red Witches is here.***

Garibaldi



Ranks : Command 54 Agent 0 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 69  
 Artifacts : #140 Gersebroc✓  
 Spells (+0) : None

Garibaldi 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 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 was ordered to recon the area. A recon of the area was attempted. Foreign armies identified: - Hamishar of the Red Witches with about 900 troops at 2816 - Wathiros of the Red Witches with about 600 troops at 2816. See report below.

***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 96 Mage 19  
 Health 100 Stealth 0 Challenge 52  
 Artifacts : None  
 Spells (+0) : #412 Research Artifact(89)

Iago the Lucky was located in the Mountains at 2022.

He was ordered to influence their population center loyalty. The loyalty was influenced/reduced at Barad Lagrim. Barad Lagrim is now under our control.

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

***He is currently in the Mixed Forest at 2413. The Village of Timber Town flying the flag of the Wise Council is here.***

Lassiter



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

Lassiter was located in the Open Plains at 1920.

He was ordered to steal the Gold.

He injured Yazhgar of the Sheri-Urk and thwarted her guard mission. 2175 Gold was stolen at Flong Mars.

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

**He is currently in the Hills & Rough at 2024. The Village of Ivanir flying the flag of the Red Witches is here.**

Lavinia



Ranks : Command 0 Agent 65 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 48  
 Artifacts : None  
 Spells (+0) : None

Lavinia was located in the Mountains at 2121.

She was ordered to steal the Gold. 2555 Gold was stolen at Hornburg.

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

**She is currently in the Mountains at 1922. The Village of Raugawul flying the flag of the Red Witches is here.**

Maedengil



Ranks : Command 0 Agent 0 Emissary 85 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 Mixed Forest at 2218.

He was ordered to influence their population center loyalty. He was not able to influence/reduce the population center loyalty because 2218 was occupied by an enemy army(ies).

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

**He is currently in the Hills & Rough at 2617. The Camp of Crossing flying the flag of the Red Witches 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 join an army. He joined the army commanded by Pericles.

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

*He is traveling with Pericles 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 53 Stealth 0 Challenge 48  
 Artifacts : None  
 Spells (+0) : None

Otto was located in the Open Plains at 2719.

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

Otto was wounded during combat.

He was ordered to move the army. He was not able to move the army because he does not command an army.

*He is currently in the Open Plains at 2719.*

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 put some troops on maneuvers. The maneuvers for the Heavy Infantry were completed.

He was ordered to recruit a double agent. He was not able to recruit the double agent because he was not able to influence the character. Continued efforts may succeed.

*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.*

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.  
 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 influence the population center loyalty. The loyalty was influenced/improved at Naith.  
***He commands an army in the Open Plains at 2816. The Town of Naith flying the flag of the Lohmai'gwaith 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 purchase from the caravans. 800 Leather were bought for 1600 Gold.  
 She was ordered to hire an army. An army of 400 Heavy Cavalry with 2 Food was hired.  
***She commands an army in the Mixed Forest at 2915. The Major Town/Tower of Aredol flying the flag of the Lohmai'gwaith is here.***

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 Open Plains at 2818.  
 She injured Polchek of the Red Witches and thwarted his assassination mission.  
 She was ordered to assassinate a character. She was not able to assassinate the character because of tight security.  
 She was ordered to move. She accepted the movement orders.  
***She is currently in the Mixed Forest at 2915. The Major Town/Tower of Aredol flying the flag of the Lohmai'gwaith is here.***

## Umbridge



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

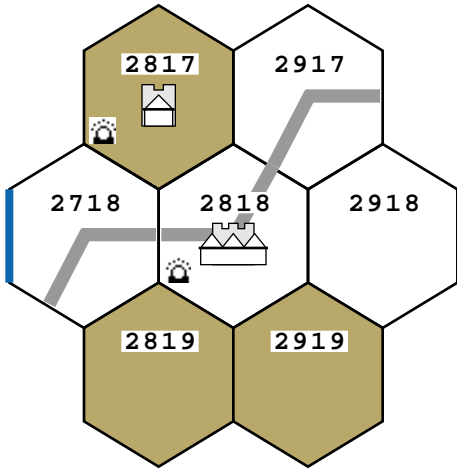
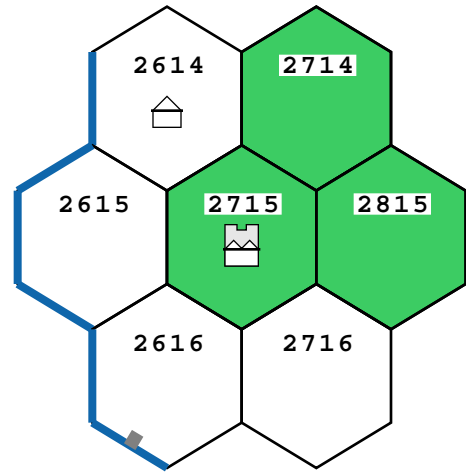
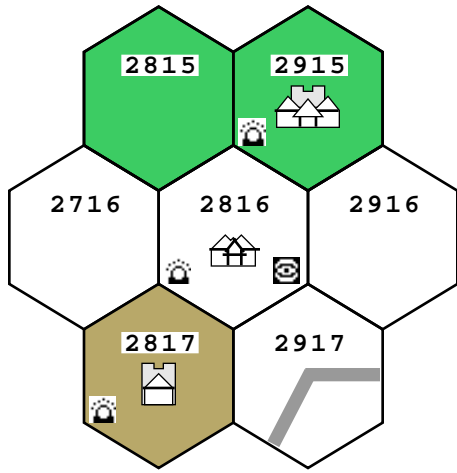
Umbridge was located in the Mixed Forest at 2915.

She was ordered to have the nation sell to the caravans. 3548 Food were sold for 3548 Gold.

She was ordered to scout for any characters. A scout for characters was attempted. Found: Pon Acark - Dark Servant Male. One or more reports may be incorrect. Nothing else was reported at this time.

*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) @ 2817 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 ) @ 2413 Emissary Mage**

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

**Lassiter (ID: lassi) @ 2024 Agent**

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

**Lavinia (ID: lavin) @ 1922 Agent**

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

**Maedengil (ID: maede) @ 2617 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 ) @ 2719 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) @ 2915 Command Mage**

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

**Sotida (ID: sotid) @ 2915 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