

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 [1525] Alvernus [1250] Once Upon a Time [1142]

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 #	:	19
Account	:	\$ 0.00
Free Turns	:	0
Security Code	:	5519
Special Service	:	YES

Lohmai'gwaith

(A Free People)

Season : Spring

RELATIONS WITH OTHER NATIONS

# 1 North Kingdom	: Disliked	# 2 South Kingdom	: Hated	# 3 Wise Council	: Tolerated
# 4 Acadians	: Tolerated	# 5 Silent Assembly	: Tolerated	# 6 Thorinar	: Tolerated
# 7 Sapphic Enclave	: Tolerated	# 8 Nameless	: Tolerated	# 9 Ground Pounders	: Tolerated
#10 Sundered	: Tolerated	#12 Sheri-Urk	: Hated	#13 Red Witches	: Hated
#14 Dark Feast	: Disliked	#15 Twilight Hammer	: Disliked	#16 Sh'iar Empire	: Disliked
#17 Great Trollusk	: Disliked	#18 Bením an Pharazôn	: Disliked	#19 RhunLandChattelCo	: Disliked
#20 Tribes of Angmar	: Disliked	#21 Lands	: Neutral	#22 Sing a Song	: Neutral
#23 Once Upon a Time	: Neutral	#24 Plane	: Neutral	#25 Alvernus	: Neutral

POPULATION CENTERS

Amon Lanc Location : @ 2715 in Mixed Forest Climate is Mild

Size : Town	Fortifications : Tower	Loyalty : 44	Docks : None	Hidden ? : No	Sieged ? : No
Surplus Product	Leather Bronze Steel Mithril Food Timber Mounts Gold				
Expected production	0 0 0 0 767 113 0 0				
Current stores	0 0 0 0 23 113 0 -				

An army bearing the banner of the Lohmai'gwaith under Veteran Pericles is here.

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

Size : Major Town	Fortifications : Tower	Loyalty : 70	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	127 0 322 0 204 4610 55 -				

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

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

Size : Village	Fortifications : None	Loyalty : 19	Docks : None	Hidden ? : No	Sieged ? : No
Surplus Product	Leather Bronze Steel Mithril Food Timber Mounts Gold				
Expected production	0 0 56 0 252 0 22 0				
Current stores	0 0 0 0 292 0 88 -				

Bragol Location : @ 3116 in Open Plains Climate is Mild

Size : Village	Fortifications : Tower	Loyalty : 23	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	755 0 0 0 433 0 56 -				

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

Size : Town	Fortifications : Tower	Loyalty : 27	Docks : None	Hidden ? : No	Sieged ? : No
Surplus Product	Leather Bronze Steel Mithril Food Timber Mounts Gold				
Expected production	76 0 0 0 0 0 11 1000				
Current stores	380 0 0 0 0 0 44 -				

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

Size : Village	Fortifications : None	Loyalty : 25	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	1120 0 0 0 408 0 24 -				

Greywood Location : @ 2813 in Mixed Forest Climate is Mild

Size : Village	Fortifications : None	Loyalty : 19	Docks : None	Hidden ? : No	Sieged ? : No
Surplus Product	Leather Bronze Steel Mithril Food Timber Mounts Gold				
Expected production	0 0 0 0 274 274 0 0				
Current stores	0 0 0 0 317 1096 0 -				

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

Lhugorod Location : @ 3107 in Mountains Climate is Cold
 Size : Village Fortifications : None Loyalty : 22 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 110 0 10 0 0 0 660
 Current stores 0 110 0 0 0 0 0 -

Naith Location : @ 2816 in Open Plains Climate is Mild
 Size : Town Fortifications : None Loyalty : 24 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 1025 0 0 0 469 0 20 -

Nim Sereg Location : @ 2818 in Open Plains Climate is Mild
 Size : City Fortifications : Fort Loyalty : 53 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 238 0 0 0 132 0 19 -

Orodnim Location : @ 2408 in Mountains Climate is Cold
 Size : Village Fortifications : None Loyalty : 19 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 82 62 0 0 0 0 600
 Current stores 0 82 0 0 0 0 0 -

Sein Ithil Location : @ 2814 in Mixed Forest Climate is Mild
 Size : Town Fortifications : Tower Loyalty : 31 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 0 488 236 0 -

ARMIES AND NAVIES

Army Commander : Captain Angamir Location : @ 2614 in Open Plains Climate is Mild
 Army morale : 45 Warships : 0 Transports : 0 (8) 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		30	10	26	1300	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 Camp of Amberglen flying the flag of the Sheri-Urk is here.

Army Commander : Captain Falstaff Location : @ 2915 in Mixed Forest Climate is Mild
 Army morale : 52 Warships : 0 Transports : 0 (1) Travel mode : Normal

Troops		Training	Weapon	Armor	# Troops	Troop Type
Wood Elf footsoldiers w/broadswords		25	10	10	200	Heavy Infantry
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.

Army Commander : Captain Garibaldi Location : @ 2617 in Hills & Rough Climate is Mild
 Army morale : 18 Warships : 0 Transports : 0 (6) Travel mode : Normal

Troops		Training	Weapon	Armor	# Troops	Troop Type
Wood Elf footsoldiers w/broadswords		28	10	9	1452	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 Camp of Crossing flying the flag of the Red Witches is here.

Army Commander : Commander Otto Location : @ 2317 in Mixed Forest Climate is Mild

Army morale : 26 Warships : 0 Transports : 0 (6) Travel mode : Normal

Troops		Training	Weapon	Armor	# Troops	Troop Type
Wood Elf footsoldiers w/broadswords		29	10	2	1400	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 Major Town/Fort of The Gathering flying the flag of the Sundered is here.

Army Commander : Veteran Pericles Location : @ 2715 in Mixed Forest Climate is Mild

Army morale : 42 Warships : 0 Transports : 0 (3) Travel mode : Normal

Troops		Training	Weapon	Armor	# Troops	Troop Type
Wood Elf footsoldiers w/broadswords		25	10	0	700	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/Tower of Amon Lanc flying the flag of the Lohmai'gwaith is here.

Army Commander : Hero Segucu Location : @ 2813 in Mixed Forest 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	400	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 Greywood flying the flag of the Lohmai'gwaith is here.

Army Commander : Captain Signette Location : @ 2520 in Open Plains Climate is Mild

Army morale : 27 Warships : 0 Transports : 0 (6) Travel mode : Normal

Troops		Training	Weapon	Armor	# Troops	Troop Type
Wood Elf footsoldiers w/broadswords		25	10	0	1300	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					

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

A small army bearing the banner of the Red Witches under Veteran Wathiros is here.

COMPANY COMMANDERS :

None

MARKET PRICES

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	14405	462	0	3360	212984	36764	1347
Purchase at market price/unit	2	9	11	12	2	2	12
Sell to market price/unit	1	5	6	7	1	1	7

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

Armies/Navies :	29408
Pop Centers :	3500
Characters :	18380
Total :	51288
Current Tax rate :	63%
Revenue expected next turn :	36035 (-15253)
Current Gold reserve :	0

Totals for Nation:**Stores****Production**

Leather	3645	690
Bronze	192	192
Steel	322	118
Mithril	0	10
Food	2766	3131
Timber	6055	558
Mounts	306	62

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 Town of Elensarn at 2817

NATION MESSAGES

There are rumors of an armed conflict involving the Sapphic Enclave at 3434.
There are rumors of an armed conflict involving the Sh'iar Empire and the Sapphic Enclave at 3434.
There are rumors of the fall of a Strategic Site.
There are rumors of the fall of a Strategic Site.
There are rumors of a kidnap attempt involving Panigor and Haleth.
Our populace reports that a season change is imminent!

ENCOUNTER MESSAGES**Encounter for Iago the Lucky at 2814**

Iago the Lucky attempted to flee but it was too late. The Spider bore down on him with amazing speed, its mandibles opening wide. Iago the Lucky bravely bore the attack as the Spider charged, but it was a ghastly assault. Streamers of sticky web flew out at Iago the Lucky and struggled to hold him immobile while the Spider's cruel mandibles made repeated razor-sharp attacks. It was by sheer luck that Iago the Lucky was able to escape with his life and wounds.

Encounter for Commander Otto at 2317

The forest has become very dense during the past few days. Scouts and night guards have reported hearing muttered words when no one was apparently there. Several guards have detected movement but then found no person or animal in that area. Early one morning, the reason became clear. Standing there in our path was a large group of Huorns and Ents. Their aged bark wrinkled as they gazed steadfastly at us and their strong limbs seemed to move from side to side as if waiting for some type of signal. As our column approached, they seemed to move aside. The troops gazed at them nervously as we passed beneath their frowning visages and waving limbs. As we passed by, they seemed to melt into the forest and were seen no more.

COMBAT MESSAGES

Battle at 2713

In the Mild climate of the Mixed Forest of 2713, a conflict took place in the early afternoon under an overcast sky.

At the head of a rebellious army rode **Captain Qohoria** of the nation of the Sheri-Urk. The mount on which she rode moved with trepidation to the center of the battle lines. Behind her the forming ranks were filled with:

Troops	Weapons	Armor	Formations
1132 Mixed Mannish footmen w/battle axes	wooden	none	a mob

The Village of Tad Eithel flying the flag of the Lohmai'gwaith is situated in the Mixed Forest here.

After the battle.... Qohoria's forces found no enemy armies to fight.

The battle for Tad Eithel 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.... Qohoria's army survived the attack on the Village, but suffered minor losses. Qohoria appeared to have survived. The Village has been reduced to a Camp. The Camp has been under siege/attack this turn. The Camp now flies the flag of the Sheri-Urk.

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	430	TrpsMan	hi
Angamir	850	MovArmy	w sw ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Benedict	325	NatSell	mi 100
Benedict	810	MovChar	2818
Falstaff	728	NamComm	Orpheus the Dark m
Falstaff	947	NatTran	2915 st 100
Garibaldi	320	SellCar	fo 854
Garibaldi	850	MovArmy	sw sw ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Hecate	615	Assass	nerya
Hecate	810	MovChar	2713
Iago the Lucky	520	InfYour	
Iago the Lucky	810	MovChar	2715
Lavinia	731	NamAgen	Umbridge f
Lavinia	810	MovChar	2519
Maedengil	520	InfYour	
Maedengil	940	CstLoSp	413 2214
Otto	430	TrpsMan	hi
Otto	860	ForcMar	w nw ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Pericles	408	HvInfan	300 ^ ^
Pericles	520	InfYour	
Segucu	520	InfYour	
Segucu	860	ForcMar	sw ne ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Signette	408	HvInfan	500 ^ ^
Signette	860	ForcMar	w sw w sw ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Sotida	605	GrdLoc	
Sotida	940	CstLoSp	413 2212

Angamir



Ranks : Command 46 Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 61
 Artifacts : #26 Anarmacil/
 Spells (+0) : None

Angamir was located in the Mixed Forest at 2813.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

She was ordered to put some troops on maneuvers. The maneuvers for the Heavy Infantry were completed.

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

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

Benedict



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

Benedict was located in the Mixed Forest at 2915.

He was ordered to have the nation sell to the caravans. 254 Mithril were sold for 12446 Gold.

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

He is currently 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 40 Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 40
 Artifacts : None
 Spells (+0) : None

Falstaff was located in the Mixed Forest at 2915.

He was ordered to name a new commander. A new commander named Orpheus the Dark was available.

He was ordered to have the nation transport by the caravans. 322 Steel (+10%) transported to Aredol.

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 41 Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 56
 Artifacts : #140 Gersebroc✓
 Spells (+0) : None

Garibaldi was located in the Mixed Forest at 2715.

He was ordered to sell to the caravans. 854 Food were sold for 854 Gold.

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

Hecate



Ranks : Command 0 Agent 76 Emissary 0 Mage 32
 Health 93 Stealth 10 Challenge 65
 Artifacts : None

Spells (+0) : #4 Major Heal(85) #302 Long Stride(94) #304 Fast Stride(59)

Hecate was located in the Mixed Forest at 2317.

She was ordered to assassinate a character. She was not able to assassinate the character because there is no (or no longer a) character with id "nerya".

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

She is currently in the Mixed Forest at 2713. The Camp of Tad Eithel flying the flag of the Sheri-Urk is here.

Iago the Lucky



Ranks : Command 0 Agent 0 Emissary 86 Mage 10
 Health 28 Stealth 0 Challenge 45
 Artifacts : None
 Spells (+0) : #412 Research Artifact(89)

Iago the Lucky was located in the Mixed Forest at 2814.
 He was forced to flee the encounter. See Encounter messages.
 He was ordered to influence the population center loyalty. The loyalty was influenced/improved at Sein Ithil.
 He was ordered to move. He accepted the movement orders.
He is currently in the Mixed Forest at 2715. The Town/Tower of Amon Lanc flying the flag of the Lohmai'gwaith is here.

Lavinia



Ranks : Command 0 Agent 46 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 34
 Artifacts : None
 Spells (+0) : None

Lavinia was located in the Mixed Forest at 2915.
 She was ordered to name a new agent. A new agent named Umbridge was available.
 She was ordered to move. She accepted the movement orders.
She is currently in the Hills & Rough at 2519. The Camp of Quessë flying the flag of the Sheri-Urk is here.

Maedengil



Ranks : Command 0 Agent 0 Emissary 77 Mage 30
 Health 100 Stealth 0 Challenge 45
 Artifacts : None
 Spells (+0) : #302 Long Stride(96) #413 Scry Population Center(72)
 #415 Scry Area(67)

Maedengil was located in the Mountains at 2408.
 He was ordered to influence the population center loyalty. The loyalty was influenced/improved at Orodnim.
 He was ordered to cast a lore spell. He was not able to cast the spell. Continued efforts may succeed.
He is currently in the Mountains at 2408. The Village of Orodnim 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

He is currently in the Mixed Forest at 2915. The Major Town/Tower of Aredol flying the flag of the Lohmai'gwaith is here.

Otto



Ranks : Command 38 Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 38
 Artifacts : None
 Spells (+0) : None

Otto was located in the Mixed Forest at 2418.

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

He had a special encounter. See Encounter Messages.

He commands an army in the Mixed Forest at 2317. The Major Town/Fort of The Gathering flying the flag of the Sundered is here.

Pericles



Ranks : Command 12 Agent 0 Emissary 58 Mage 0
 Health 100 Stealth 0 Challenge 32
 Artifacts : None
 Spells (+0) : None

Pericles was located in the Mixed Forest at 2715.

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 Amon Lanc.

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.

Segucu



Ranks : Command 20 Agent 0 Emissary 26 Mage 0
 Health 100 Stealth 0 Challenge 23
 Artifacts : None
 Spells (+0) : None

Segucu was located in the Mixed Forest at 2813.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

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

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 2813. The Village of Greywood flying the flag of the Lohmai'gwaith is here.

Signette



Ranks : Command 40 Agent 0 Emissary 0 Mage 14
 Health 100 Stealth 0 Challenge 43
 Artifacts : None
 Spells (+0) : #412 Research Artifact(50)

Signette was located in the Open Plains at 2818.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

She was ordered to recruit some heavy infantry. 500 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 Open Plains at 2520.

Sotida



Ranks : Command 0 Agent 68 Emissary 0 Mage 30
 Health 95 Stealth 0 Challenge 58
 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 guard the location. Aredol was guarded.

She was ordered to cast a lore spell. She was not able to cast the spell. Continued efforts may succeed.

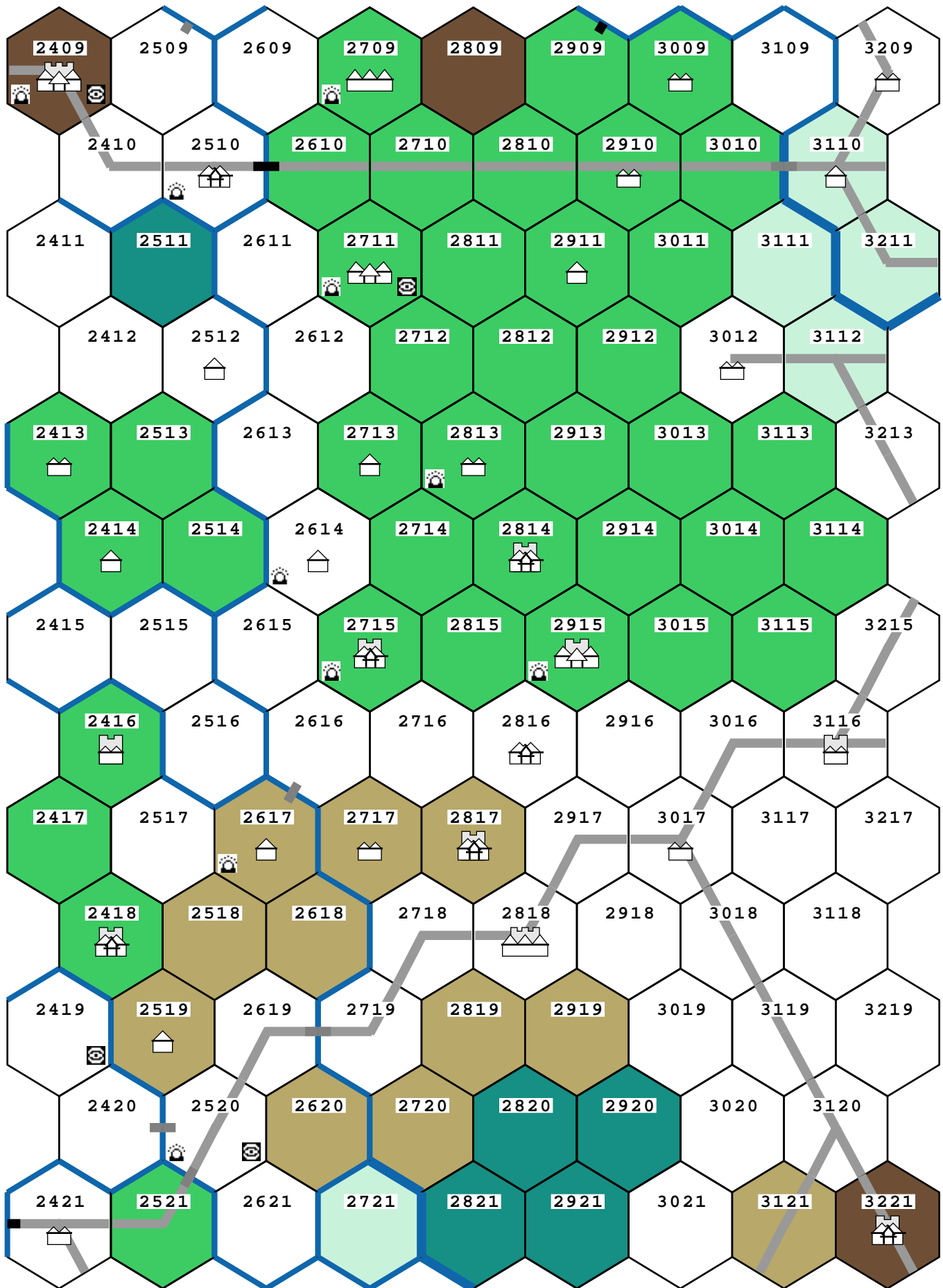
She is currently in the Mixed Forest at 2915. The Major Town/Tower of Aredol flying the flag of the Lohmai'gwaith is here.

Umbridge



Ranks : Command 0 Agent 30 Emissary 0 Mage 0
Health 100 Stealth 0 Challenge 22
Artifacts : None
Spells (+0) : None

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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Game #      : 141
Player #    : 11
Turn #      : 20
Security #  : 5519
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Return this turnsheet before JUNE 30 2013

To MEPBM, 340 North Rd, Cardiff, CF14 3BP, Wales
Tel: +44 (0) 29 20913359 Fax: +44 (0) 29 20625532

Daytime Phone #: _____

Angamir (ID: angam) @ 2614 Command

Order	->	#	<u> Code </u>	<u>Type</u>		Order	->	#	<u> Code </u>	<u>Type</u>	
Required			<u> </u>			Required			<u> </u>		
Information			<u> </u>			Information			<u> </u>		
			<u> </u>						<u> </u>		
			<u> </u>						<u> </u>		

Benedict (ID: bened) @ 2818 Command

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

Falstaff (ID: falst) @ 2915 Command

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

Garibaldi (ID: garib) @ 2617 Command

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

Hecate (ID: hecat) @ 2713 Agent Mage

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

Iago the Lucky (ID: iago) @ 2715 Emissary Mage

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

Lavinia (ID: lavin) @ 2519 Agent

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

Maedengil (ID: maede) @ 2408 Emissary Mage

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

Orpheus the Dark (ID: orphe) @ 2915 Command

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

Otto (ID: otto) @ 2317 Command

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

Pericles (ID: peric) @ 2715 Command Emissary

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

Segucu (ID: seguc) @ 2813 Command Emissary

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

Signette (ID: signe) @ 2520 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	_____	Order	->	#	_____	Code	_____	Type	_____
Required			_____					Required			_____				
Information			_____					Information			_____				
			_____								_____				