

MEPBM Games
presents

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



GAME # 141



Lohmai'gwaith

Victory points : 600
 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 [1334] Once Upon a Time [1192] Sing a Song [1025]

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 #	:	21
Account	:	\$ 0.00
Free Turns	:	0
Security Code	:	5316
Special Service	:	YES

Lohmai'gwaith

(A Free People)

Season : Summer

RELATIONS WITH OTHER NATIONS

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

POPULATION CENTERS

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

Size : Town	Fortifications : Tower	Loyalty : 56	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	852	126	0	0
Current stores	0	0	0	0	9	0	0	-

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

Size : Major Town	Fortifications : Tower	Loyalty : 69	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	196	124	0	0
Current stores	0	0	0	202	1	0	0	-

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

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

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

Size : Village	Fortifications : None	Loyalty : 16	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	56	0	280	0	24	0
Current stores	0	0	56	0	3	0	24	-

Bragol Location : @ 3116 in Open Plains Climate is Warm

Size : Village	Fortifications : Tower	Loyalty : 23	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	168	0	0	0	416	0	16	0
Current stores	168	0	0	0	4	0	16	-

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

Size : Town	Fortifications : Tower	Loyalty : 25	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	84	0	0	0	0	0	12	1000
Current stores	84	0	0	0	0	0	12	-

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

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

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

Size : Village	Fortifications : None	Loyalty : 23	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	252	0	0	0	396	0	7	0
Current stores	252	0	0	0	4	0	7	-

Greywood Location : @ 2813 in Mixed Forest Climate is Warm

Size : Village	Fortifications : None	Loyalty : 23	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	304	304	0	0
Current stores	0	0	0	0	3	0	0	-

Lhugorod Location : @ 3107 in Mountains Climate is Cool
 Size : Village Fortifications : None Loyalty : 20 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 184 0 16 0 0 0 1100
 Current stores 0 478 0 32 0 0 0 -

Naith Location : @ 2816 in Open Plains Climate is Warm
 Size : Town Fortifications : None Loyalty : 23 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 228 0 0 0 450 0 6 0
 Current stores 228 0 0 0 5 0 6 -

A small army bearing the banner of the Lohmai'gwaith under Lord Angamir is here.

Nim Sereg Location : @ 2818 in Open Plains Climate is Warm
 Size : City Fortifications : Fort Loyalty : 46 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 38 0 0 0 122 0 4 0
 Current stores 38 0 0 0 1 0 4 -

Orodnim Location : @ 2408 in Mountains Climate is Cool
 Size : Village Fortifications : None Loyalty : 22 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 136 104 0 0 0 0 1000
 Current stores 0 354 104 0 0 0 0 -

Sein Ithil Location : @ 2814 in Mixed Forest Climate is Warm
 Size : Town Fortifications : Tower Loyalty : 28 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 0 0 0 468 66 0 700
 Current stores 0 0 0 0 5 0 0 -

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

Tad Eithel Location : @ 2713 in Mixed Forest Climate is Warm
 Size : Camp Fortifications : None Loyalty : 58 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 0 0 0 700 260 0 0
 Current stores 0 0 0 0 1400 1081 0 -

The Lost Tavern Location : @ 3017 in Open Plains Climate is Warm
 Size : Camp Fortifications : None Loyalty : 19 Docks : None Hidden ? : No Sieged ? : YES
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 170 0 0 0 750 0 30 0
 Current stores 0 0 0 0 100 0 170 -

ARMIES AND NAVIES

Army Commander : Lord Angamir Location : @ 2816 in Open Plains Climate is Warm
 Army morale : 40 Warships : 0 Transports : 0 (3) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Mixed Elven horseriders w/broadswords 30 10 0 400 Heavy Cavalry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0 0
 Armor 0 0 0
 Food 0 Out of Food !!
 War machines 0

The Town of Naith flying the flag of the Lohmai'gwaith is here.

Army Commander : Captain Falstaff Location : @ 2915 in Mixed Forest Climate is Warm
 Army morale : 54 Warships : 0 Transports : 0 (1) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Wood Elf footsoldiers w/broadswords 27 10 10 149 Heavy Infantry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0
 Food 0 Out of Food !!
 War machines 0
 The Major Town/Tower of Aredol flying the flag of the Lohmai'gwaith is here.
 A small army bearing the banner of the Lohmai'gwaith under Commander Orpheus the Dark is here.

Army Commander : Captain Garibaldi Location : @ 2320 in Open Plains Climate is Warm
 Army morale : 8 Warships : 0 Transports : 0 (6) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Wood Elf footsoldiers w/broadswords 30 10 9 1452 Heavy Infantry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0
 Food 0 Out of Food !!
 War machines 0
 A huge army bearing the banner of the Sheri-Urk under Captain Oslkjmog is here.

Army Commander : Commander Orpheus the Dark Location : @ 2915 in Mixed Forest Climate is Warm
 Army morale : 38 Warships : 0 Transports : 0 (2) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Wood Elf footsoldiers w/broadswords 25 10 0 400 Heavy Infantry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0
 Food 1 Low Supplies !!
 War machines 0
 Characters traveling with army : - Sotida.
 The 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 Falstaff is here.

Army Commander : Captain Otto Location : @ 2218 in Mixed Forest Climate is Warm
 Army morale : 28 Warships : 0 Transports : 0 (3) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Wood Elf footsoldiers w/broadswords 31 10 2 731 Heavy Infantry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0
 Food 0 Out of Food !!
 War machines 0
 The Town/Tower of Cataract Glen flying the flag of the Sundered is here.
 A small army bearing the banner of the Sundered under Commander Fletcher is here.

Army Commander : Veteran Pericles Location : @ 2817 in Hills & Rough Climate is Warm
 Army morale : 37 Warships : 0 Transports : 0 (4) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Wood Elf footsoldiers w/broadswords 25 10 0 900 Heavy Infantry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0
 Food 0 Out of Food !!
 War machines 0
 The Town/Tower of Elensarn flying the flag of the Lohmai'gwaith is here.
 An army bearing the banner of the Red Witches under Warlord Hamishar is here.

Army Commander : Hero Segucu Location : @ 2814 in Mixed Forest Climate is Warm
 Army morale : 33 Warships : 0 Transports : 0 (2) Travel mode : Normal

Troops	Training	Weapon	Armor	# Troops	Troop Type
Wood Elf footsoldiers w/broadswords	25	10	0	308	Heavy Infantry
Baggage Train Leather Bronze Steel Mithril					
Weapons - 0 0 0 0					
Armor 0 0 0 0					
Food 0 Out of Food !!					
War machines 0					

The Town/Tower of Sein Ithil flying the flag of the Lohmai'gwaith is here.

COMPANY COMMANDERS :

None

MARKET PRICES

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	25317	32388	5215	1645	226076	29426	1071
Purchase at market price/unit	2	2	6	22	2	2	14
Sell to market price/unit	1	1	3	12	1	1	7

MISCELLANEOUS

Maintenance Costs expected next turn are:	Totals for Nation:	Stores	Production
Armies/Navies : 18160	Leather	770	940
Pop Centers : 3500	Bronze	832	320
Characters : 19760	Steel	160	160
	Mithril	234	16
Total : 41420	Food	1535	4934
	Timber	1081	880
Current Tax rate : 63%	Mounts	239	99
Revenue expected next turn : 36875 (-4545)			
Current Gold reserve : 584			

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

*The loyalty was influenced from the efforts or presence of A Balrog at Nim Sereg.
1715 Gold was stolen at Orodnim.*

ENCOUNTER MESSAGES

None

COMBAT MESSAGES

Battle at 3017

In the Warm climate of the Open Plains of 3017, a conflict took place about midday under a clear sky.

At the head of a highly energetic army rode **Captain Falstaff** of the nation of the Lohmai'gwaith. 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
200 Wood Elf footsoldiers w/broadswords	wooden	leather	a mob

The Village of The Lost Tavern flying the flag of the South Kingdom is situated in the Open Plains here.

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

The battle for The Lost Tavern was vicious and quick. Although the defending militia fought hard to stem the assault, they were outnumbered and eventually fell before the onslaught!

After the attack on the population center.... Falstaff's army survived the attack on the Village, but suffered some losses. Falstaff 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 Lohmai'gwaith.

Battle at 2218

In the Warm climate of the Mixed Forest of 2218, a conflict took place in the early morning hours under an overcast sky.

At the head of a demoralized army rode **Regent Borgborog** of the nation of the Great Trollusk. 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
645 Mixed Mannish horsemen w/shortswords	bronze	steel	a mob

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
1400 Wood Elf footsoldiers w/broadswords	wooden	none/leather	ragged ranks

At the head of a calm army rode **Commander Fletcher** of the nation of the Sundered. 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
300 Wood Elf footsoldiers w/broadswords	wooden	none	a mob

The Town of Cataract Glen flying the flag of the Sundered is situated in the Mixed Forest here. It is fortified by a Tower, and it is under siege or attack.

Report from Otto.....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 passed down the ranks.. Head straight for them and then strike the left flank...the left flank!

Against the forces of Borgborog, they charged but we veered off and hit their flank.

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

Report from Otto.....Our foot soldiers fought around every bush and tree, always trying to push through the underbrush. 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.

After the battle.... Borgborog's forces were destroyed/routed in the battle. Borgborog appeared to have survived but suffers from serious wounds. Otto's forces were victorious in the battle, but suffered some losses. Otto appeared to have survived. Fletcher's forces were victorious in the battle, but suffered some losses. Fletcher appeared to have survived but suffers from serious wounds.

Battle at 2818

In the Warm climate of the Open Plains of 2818, a conflict took place about midnight under a clear sky.

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

Troops	Weapons	Armor	Formations
822 Mixed Mannish horsemen w/shortswords	wooden	leather/bronze	a mob
559 Mixed Mannish footmen w/battle axes	wooden	none	a mob
279 Mannish slaves w/shortswords	bronze	leather	a mob

At the head of a calm army rode **Commander Benedict** 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 archers w/long bows	arrows	none	a mob

The City of Nim Sereg flying the flag of the Lohmai'gwaith is situated in the Open Plains here. It is fortified by a Fort.

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

Report from Benedict.....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 in loud commands.. 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. **A Balrog** (a great fiery being with a flaming sword and a whip) strode forth and fiercely attacked his foes with great sweeps of his sword and the deadly cracks of his whip!

Report from Benedict.....Our archers let loose an initial volley that soared unhindered into the enemy lines. The troops fought well, but they could have been better trained. They fought as if uninspired. However, we were overrun in less than a few hours.

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

Warlord Hamishar: 1 Food

After the battle.... Hamishar's forces were victorious in the battle, but suffered minor losses. Hamishar appeared to have survived. Benedict's forces were destroyed/routed in the battle. Benedict 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.....
Angamir	430	TrpsMan	hc
Angamir	850	MovArmy	sw se e e ^ ^ ^ ^ ^ ^ ^ ^ no
Benedict	215	RfsPers	
Benedict	840	Stand	nw
Falstaff	255	CptrPop	st
Falstaff	850	MovArmy	nw nw ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Garibaldi	430	TrpsMan	hi
Garibaldi	850	MovArmy	sw sw ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Hecate	610	GrdChar	garib
Hecate	810	MovChar	2818
Iago the Lucky	525	InfOthr	
Iago the Lucky	810	MovChar	2617
Lavinia	810	MovChar	2818
Lavinia	930	ScoChar	
Maedengil	525	InfOthr	
Maedengil	810	MovChar	2617
Orpheus the Dark	770	HrArmy	400 hi ^ ^ 1
Orpheus the Dark	860	ForcMar	se sw ne nw ^ ^ ^ ^ ^ ^ ^ ^ no
Otto	215	RfsPers	
Otto	230	AttEnemy	fl
Pericles	408	HvInfan	200 ^ ^
Pericles	850	MovArmy	e se ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Segucu	408	HvInfan	200 ^ ^
Segucu	850	MovArmy	se ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Signette	215	RfsPers	
Signette	810	MovChar	2715
Sotida	325	NatSell	ti 100
Sotida	785	JnArmy	orphe
Umbridge	325	NatSell	fo 99
Umbridge	731	NamAgen	Lassiter m

Angamir



Ranks : Command 50 Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 65
 Artifacts : #26 Anarmacil/
 Spells (+0) : None

Angamir was located in the Open Plains at 2614.

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 Cavalry were completed.

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

She commands an army in the Open Plains at 2816. The Town of Naith flying the flag of the Lohmai'gwaith is here.

Benedict



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

Benedict was located in the Open Plains at 2818.

He was ordered to refuse all personal challenges.

He was ordered to stand and defend. He was not able to stand and defend because he does not command an army.

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

Dagnirgul



Ranks : Command 39 Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 39
 Artifacts : None
 Spells (+0) : None

Dagnirgul was located in an unknown location.

Dagnirgul could not escape from being held hostage.

He is currently being held hostage. Location unknown. No Gold ransom demanded at this time.

Falstaff



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

Falstaff was located in the Open Plains at 3017.

He was ordered to capture the Village of The Lost Tavern. 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 Mixed Forest at 2915. The Major Town/Tower of Aredol flying the flag of the Lohmai'gwaith is here.

Garibaldi



Ranks : Command 46 Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 61
 Artifacts : #140 Gersebroc✓
 Spells (+0) : None

Garibaldi 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 move the army. He accepted the army movement orders.

He commands an army in the Open Plains at 2320.

Hecate



Ranks : Command 0 Agent 79 Emissary 0 Mage 32
 Health 100 Stealth 10 Challenge 67
 Artifacts : None

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

Hecate was located in the Mixed Forest at 2418.

She was ordered to guard a character. Garibaldi was guarded.

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

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

Iago the Lucky



Ranks : Command 0 Agent 0 Emissary 88 Mage 10
 Health 56 Stealth 0 Challenge 46
 Artifacts : None
 Spells (+0) : #412 Research Artifact(89)

Iago the Lucky was located in the Mixed Forest at 2713.

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

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.

Lassiter



Ranks : Command 0 Agent 38 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 28
 Artifacts : None
 Spells (+0) : None

Lassiter has a special ability. He has a bonus to his Agent rank.

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

Lavinia



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

Lavinia was located in the Open Plains at 2319.

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: No foreign characters found.

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

Maedengil



Ranks : Command 0 Agent 0 Emissary 78 Mage 30
 Health 100 Stealth 0 Challenge 46
 Artifacts : None

Spells (+0) : #302 Long Stride(96) #413 Scry Population Center(72)
 #415 Scry Area(67)

Maedengil was located in the Open Plains at 2614.

He was ordered to influence their population center loyalty. He was not able to influence/reduce the population center loyalty because the populace was not influenced. Current loyalty is perceived to be marginal. Continued efforts may succeed.

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 30 Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 30
 Artifacts : None

Spells (+0) : None

Orpheus the Dark was located in the Mixed Forest at 2915.

He was ordered to hire an army. An army of 400 Heavy Infantry with 1 Food was hired.

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

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

Otto



Ranks : Command 44 Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 44
 Artifacts : None

Spells (+0) : None

Otto was located in the Mixed Forest at 2218.

He was ordered to refuse all personal challenges.

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 commands an army in the Mixed Forest at 2218. The Town/Tower of Cataract Glen flying the flag of the Sundered is here.

Pericles



Ranks : Command 12 Agent 0 Emissary 61 Mage 0
 Health 100 Stealth 0 Challenge 33
 Artifacts : None
 Spells (+0) : None

Pericles was located in the Hills & Rough at 2717.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

He was ordered to recruit some heavy infantry. 200 Heavy Infantry w/Wood weapons and No armor were recruited.

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

He commands an army in the Hills & Rough at 2817. The Town/Tower of Elensarn flying the flag of the Lohmai'gwaith is here.

Segucu



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

Segucu was located in the Mixed Forest at 2813.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

He was ordered to recruit some heavy infantry. 200 Heavy Infantry w/Wood weapons and No armor were recruited.

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

He commands an army in the Mixed Forest at 2814. The Town/Tower of Sein Ithil 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 2520.

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 2715. The Town/Tower of Amon Lanc flying the flag of the Lohmai'gwaith is here.

Sotida



Ranks : Command 0 Agent 70 Emissary 0 Mage 30
 Health 100 Stealth 0 Challenge 59
 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 have the nation sell to the caravans. 3957 Timber were sold for 7914 Gold.

She was ordered to join an army. She joined the army commanded by Orpheus the Dark.
She is traveling with Orpheus the Dark in the Mixed Forest at 2915. The Major Town/Tower of Aredol flying the flag of the Lohmai'gwaith is here.

Umbridge



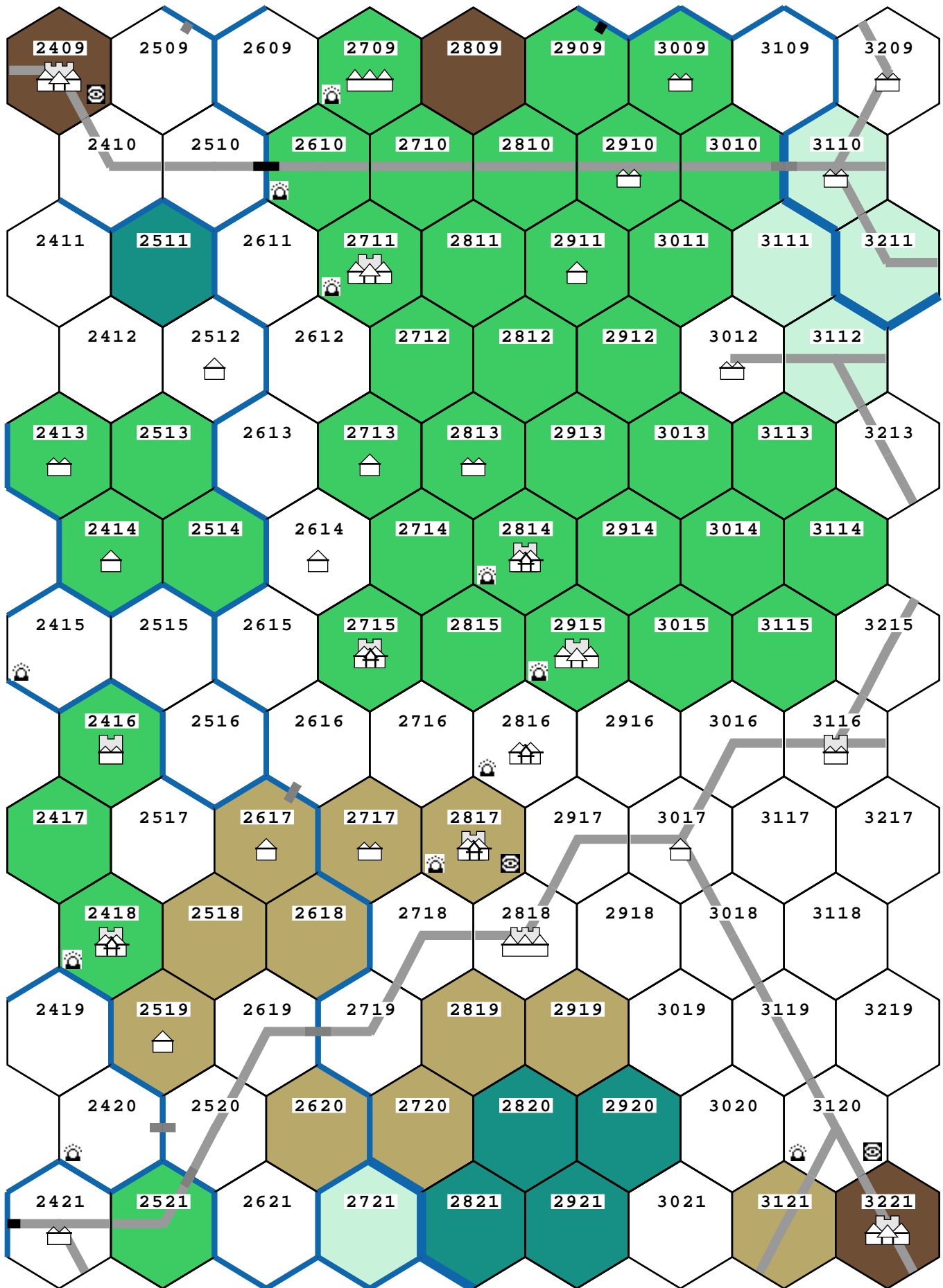
Ranks : Command 0 Agent 30 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 22
 Artifacts : None

Spells (+0) : None

Umbridge was located in the Mixed Forest at 2915.

She was ordered to have the nation sell to the caravans. 3510 Food were sold for 3510 Gold.

She was ordered to name a new agent. A new agent named Lassiter was available.
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				

Garibaldi (ID: garib) @ 2320 Command

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

Hecate (ID: hecat) @ 2818 Agent Mage

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

Iago the Lucky (ID: iago) @ 2617 Emissary Mage

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

Lassiter (ID: lassi) @ 2915 Agent

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

Lavinia (ID: lavin) @ 2818 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) @ 2915 Command

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

Otto (ID: otto) @ 2218 Command

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

Pericles (ID: peric) @ 2817 Command Emissary

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

Segucu (ID: seguc) @ 2814 Command Emissary

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

Signette (ID: signe) @ 2715 Command Mage

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

Sotida (ID: sotid) @ 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

Information

Required

Information