

**MEPBM Games**  
**presents**

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



GAME # 141



**Lohmai'gwaith**

Victory points : 400

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 [ 1175 ] Sundered [ 675 ] Wise Council [ 550 ]**

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 #	:	10
Account	:	\$ 0.00
Free Turns	:	0
Security Code	:	8652
Special Service	:	YES

# Lohmai'gwaith

(A Free People)

Season : Winter

## RELATIONS WITH OTHER NATIONS

# 1 North Kingdom	: Neutral	# 2 South Kingdom	: Neutral	# 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 Cold

Size : Camp	Fortifications : None	Loyalty : 24	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	87	0	0	0	216	0	6	0
Current stores	87	0	0	0	13	0	6	-

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

Size : Major Town	Fortifications : Tower	Loyalty : 80	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	59	37	0	0
Current stores	0	0	0	100	1	37	0	-

**Areduin** Location : @ 2717 in Hills & Rough Climate is Cold

Size : Village	Fortifications : None	Loyalty : 24	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	34	0	84	0	7	0
Current stores	0	0	68	0	5	0	7	-

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

Size : Village	Fortifications : Tower	Loyalty : 34	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	50	0	0	0	125	0	5	0
Current stores	50	0	0	0	8	0	5	-

**Elensarn** Location : @ 2817 in Hills & Rough Climate is Cold

Size : Town	Fortifications : Tower	Loyalty : 34	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	25	0	0	0	0	0	4	600
Current stores	25	0	0	0	0	0	4	-

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

Size : Village	Fortifications : None	Loyalty : 32	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	84	0	0	0	132	0	2	0
Current stores	84	0	0	0	8	0	2	-

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

Size : Village	Fortifications : None	Loyalty : 24	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	91	91	0	0
Current stores	0	0	0	0	7	114	0	-

**Lhugorod** Location : @ 3107 in Mountains Climate is Severe

Size : Village	Fortifications : None	Loyalty : 26	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	74	0	6	0	0	0	440
Current stores	0	74	0	50	0	0	0	-

**Naith** Location : @ 2816 in Open Plains Climate is Cold  
 Size : Town Fortifications : None Loyalty : 28 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 68 0 0 0 135 0 2 0  
 Current stores 68 0 0 0 8 0 2 -

**An army bearing the banner of the South Kingdom under Hero Berin is here.**

**Nim Sereg** Location : @ 2818 in Open Plains Climate is Cold  
 Size : Major Town Fortifications : Fort Loyalty : 39 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 23 0 0 0 73 0 2 0  
 Current stores 8 533 0 0 4 0 982 -

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

**Orodnim** Location : @ 2408 in Mountains Climate is Severe  
 Size : Village Fortifications : None Loyalty : 18 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 0 54 42 0 0 0 0 400  
 Current stores 0 54 84 0 0 0 0 -

**Sein Ithil** Location : @ 2814 in Mixed Forest Climate is Cold  
 Size : Town Fortifications : Tower Loyalty : 33 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 0 0 0 0 140 20 0 420  
 Current stores 0 0 0 0 8 20 0 -

**Tad Eithel** Location : @ 2713 in Mixed Forest Climate is Cold  
 Size : Village Fortifications : None Loyalty : 41 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 0 0 0 0 168 62 0 0  
 Current stores 0 0 0 0 12 62 0 -

## ARMIES AND NAVIES

**Army Commander : Commander Dagnirgul** Location : @ 2320 in Open Plains Climate is Mild  
 Army morale : 39 Warships : 0 Transports : 0 (1) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Mixed Elven horseriders w/broadswords 30 10 0 101 Heavy Cavalry  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0 0  
 Armor 0 0 0  
 Food 0 Out of Food !!  
 War machines 0

**A small army bearing the banner of the Sundered under Captain Lindon is here.**

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

**Army Commander : Commander Redengil** Location : @ 2420 in Open Plains Climate is Mild  
 Army morale : 39 Warships : 0 Transports : 0 (8) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Mixed Elven horseriders w/broadswords 25 10 30 400 Heavy Cavalry  
 Wood Elf footsoldiers w/broadswords 25 10 0 1000 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 2 Low Supplies !!  
 War machines 0

**Army Commander : Captain Signette** Location : @ 2818 in Open Plains Climate is Cold  
 Army morale : 40 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 2 Low Supplies !!  
 War machines 0  
 The Major Town/Fort of Nim Sereg 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	34274	24787	2747	596	248158	688	4874
Purchase at market price/unit	3	3	8	46	2	9	7
Sell to market price/unit	1	1	4	21	1	4	3

**MISCELLANEOUS**

Maintenance Costs expected next turn are:	Totals for Nation:	Stores	Production
Armies/Navies : 8806	Leather	322	337
Pop Centers : 3000	Bronze	661	128
Characters : 14560	Steel	152	76
	Mithril	150	6
Total : 26366	Food	74	1223
	Timber	233	210
Current Tax rate : 60%	Mounts	1008	28
Revenue expected next turn : 30360 (+3994)			
Current Gold reserve : 5136			

Ritual character terminations: 0

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

*4256 Gold was stolen at Elensarn.*

*887 Mounts transported from the Once Upon a Time to Nim Sereg.*

## ENCOUNTER MESSAGES

None

## COMBAT MESSAGES

### Battle at 2320

In the Mild climate of the Open Plains of 2320, a conflict took place in the early morning hours during a driving storm.

At the head of a rebellious army rode **Commander Lindon** of the nation of the Sundered. 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
286 Mixed Elven horseriders w/broadswords	steel	steel	ragged ranks
500 Wood Elf footsoldiers w/broadswords	wooden	none	ragged ranks

At the head of a calm army rode **Commander White Oak** 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
1100 Wood Elf footsoldiers w/broadswords	wooden	none	a mob

At the head of a rebellious army rode **Captain Falstaff** 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
800 Wood Elf footsoldiers w/broadswords	wooden	none	ragged ranks

At the head of a highly energetic army rode **Regent 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
172 Mixed Mannish horsemen w/shortswords	wooden/bronze	bronze/steel	ragged ranks
44 Lesser Mannish horsemen w/scimitars	bronze/steel	bronze/steel	solid ranks
527 Mixed Mannish footmen w/battle axes	wooden	none/leather	a mob
31 Lesser Mannish archers w/short bows	arrows	none	a mob

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

At the head of a calm army rode **Commander Markhos** 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
1100 Mixed Mannish footmen w/battle axes	wooden/bronze	none/leather	a mob
100 Lesser Mannish footmen w/spears	bronze/steel	bronze/steel	ragged ranks
300 Mannish slaves w/shortswords	bronze	leather	a mob

At the head of a calm army rode **Commander Changling** 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
700 Wood Elf footsoldiers w/broadswords	wooden	none	a mob

At the head of a demoralized army rode **Captain Oslkjmog** of the nation of the Sheri-Urk. 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
2900 Mixed Mannish footmen w/battle axes	wooden	none	a mob

At the head of a rebellious army rode **Commander Dagnirgul** 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
400 Mixed Elven horseriders w/broadswords	wooden	none	a mob

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 Lindon changed tactics to standard battle formation. Commander White Oak changed tactics to standard battle formation. Captain Falstaff changed tactics to standard battle formation. Commander Changling changed tactics to standard battle formation. Commander Dagnirgul changed tactics to standard battle formation.

Report from Falstaff.....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 Jakhlurg, they charged our standard formation and hit us hard.

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

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

Report from Dagnirgul.....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 blare of the bugles.. 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 Jakhlurg, they charged our standard formation and hit us hard.

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

Against the forces of Oslkjmog, 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. **Skinbark Ents** walked majestically through the fearful ranks of their enemies, bringing death and fear to those that attempted to thwart their progress! **Huorns and Ents** walked majestically through the fearful ranks of their enemies, bringing death and fear to those that attempted to thwart their progress!

Report from Falstaff.....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. Although we fought hard, and although the battle lasted many days, we were defeated..

Report from Dagnirgul.....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 the enemy fought hard, we finally succeeded in overwhelming them after a long battle.

After the battle.... Lindon's forces were victorious in the battle, but suffered huge losses. Lindon appeared to have survived. White Oak's forces were destroyed/routed in the battle. White Oak appeared to have survived. Falstaff's forces were destroyed/routed in the battle. Falstaff appeared to have survived but suffers from light wounds. Hamishar's forces were destroyed/routed in the battle. Hamishar appeared to have survived but suffers from deadly wounds. Jakhlurg's forces were destroyed/routed in the battle. Jakhlurg appeared to have survived but suffers from deadly wounds. Markhos's forces were destroyed/routed in the battle. Markhos appeared to have survived but suffers from deadly wounds. Changling's forces were destroyed/routed in the battle. Changling appeared to have survived. Oslkjmog's forces were destroyed/routed in the battle. Oslkjmog was captured. Dagnirgul's forces were victorious in the battle, but suffered huge losses. Dagnirgul 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](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	810	MovChar	2915
Dagnirgul	215	RfsPers	
Dagnirgul	230	AttEnemy	ch
Falstaff	215	RfsPers	
Falstaff	230	AttEnemy	fl
Garibaldi	185	DnStNat	13
Garibaldi	325	NatSell	fo 98
Hecate	215	RfsPers	
Hecate	615	Assass	oslkj
Iago the Lucky	550	ImprPop	
Iago the Lucky	810	MovChar	2614
Lavinia	810	MovChar	2320
Lavinia	930	ScoChar	
Maedengil	520	InfYour	
Maedengil	810	MovChar	2818
Pericles	315	PrchCar	le 400
Pericles	780	TrComm	reden n
Redengil	400	HvCvlry	400 ^ br
Redengil	860	ForcMar	w sw w sw w ^ ^ ^ ^ ^ ^ ^ ^ no
Segucu	215	RfsPers	
Segucu	810	MovChar	2817
Signette	770	HrArmy	400 hi ^ ^ 2
Signette	850	MovArmy	sw sw se ^ ^ ^ ^ ^ ^ ^ ^ no
Sotida	215	RfsPers	
Sotida	615	Assass	acoly

Angamir



Ranks : Command 44 Agent 0 Emissary 0 Mage 0  
 Health 69 Stealth 0 Challenge 59  
 Artifacts : #26 Anarmacil✓  
 Spells (+0) : None

Angamir was located in the Open Plains at 2320.

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 2915. The Major Town/Tower of Aredol flying the flag of the Lohmai'gwaith is here.*

Dagnirgul



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

Dagnirgul was located in the Open Plains at 2320.

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 Open Plains at 2320.*

Falstaff



Ranks : Command 40 Agent 0 Emissary 0 Mage 0  
 Health 80 Stealth 0 Challenge 40  
 Artifacts : None  
 Spells (+0) : None

Falstaff was located in the Open Plains at 2320.

He was ordered to refuse all personal challenges.

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

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

Falstaff was wounded during combat.

*He is currently in the Open Plains at 2320.*



Garibaldi



Ranks : Command 39 Agent 0 Emissary 0 Mage 0  
 Health 17 Stealth 0 Challenge 54  
 Artifacts : #140 Gersebroc  
 Spells (+0) : None

Garibaldi was located in the Mixed Forest at 2915.

He was ordered to downgrade our relations. Our relations with the Red Witches were downgraded.

He was ordered to have the nation sell to the caravans. 3754 Food were sold for 3754 Gold.

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

Hecate



Ranks : Command 0 Agent 62 Emissary 0 Mage 30  
 Health 100 Stealth 10 Challenge 53  
 Artifacts : None

Spells (+0) : #4 Major Heal(85) #302 Long Stride(93) #304 Fast Stride(59)

Hecate was located in the Open Plains at 2320.

She was ordered to refuse all personal challenges.

She was ordered to assassinate a character. She was not able to assassinate the character because the character was not permitted as a target.

*She is currently in the Open Plains at 2320.*

Iago the Lucky



Ranks : Command 0 Agent 0 Emissary 78 Mage 10  
 Health 100 Stealth 0 Challenge 41  
 Artifacts : None

Spells (+0) : #412 Research Artifact(89)

Iago the Lucky was located in the Mixed Forest at 2813.

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

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

*He is currently in the Open Plains at 2614. The Camp of Amberglen flying the flag of the Lohmai'gwaith is here.*

Lavinia



Ranks : Command 0 Agent 34 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 25  
 Artifacts : None  
 Spells (+0) : None

Lavinia 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: Lindon. White Oak. Changling. Nothing else was reported at this time.

She has encountered the entrance to an obscure trail which can be investigated.

***She is currently in the Open Plains at 2320.***

Maedengil



Ranks : Command 0 Agent 0 Emissary 68 Mage 30  
 Health 100 Stealth 0 Challenge 41  
 Artifacts : None

Spells (+0) : #302 Long Stride(96) #413 Scry Population Center(69)  
 #415 Scry Area(65)

Maedengil was located in the Mixed Forest at 2915.

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

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

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

Pericles



Ranks : Command 10 Agent 0 Emissary 45 Mage 0  
 Health 100 Stealth 0 Challenge 24  
 Artifacts : None  
 Spells (+0) : None

Pericles was located in the Open Plains at 2818.

He was ordered to purchase from the caravans. 400 Leather were bought for 1200 Gold.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

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

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

Redengil



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

Redengil was located in the Open Plains at 2818.

He was ordered to recruit some heavy cavalry. 400 Heavy Cavalry w/Wood weapons and Bronze armor were recruited.

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

***He commands an army in the Open Plains at 2420.***

Segucu



Ranks : Command 20 Agent 0 Emissary 10 Mage 0  
 Health 100 Stealth 0 Challenge 21  
 Artifacts : None  
 Spells (+0) : None

Segucu was located in the Open Plains at 2320.

He was ordered to refuse all personal challenges.

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

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

Signette



Ranks : Command 40 Agent 0 Emissary 0 Mage 10  
 Health 100 Stealth 0 Challenge 42  
 Artifacts : None  
 Spells (+0) : #412 Research Artifact(50)

Signette was located in the Mixed Forest at 2915.

She was ordered to hire an army. An army of 400 Heavy Infantry with 2 Food was hired.

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

***She commands an army in the Open Plains at 2818. The Major Town/Fort of Nim Sereg flying the flag of the Lohmai'gwaith is here.***

Sotida



Ranks : Command 0 Agent 59 Emissary 0 Mage 30  
 Health 100 Stealth 0 Challenge 51  
 Artifacts : None

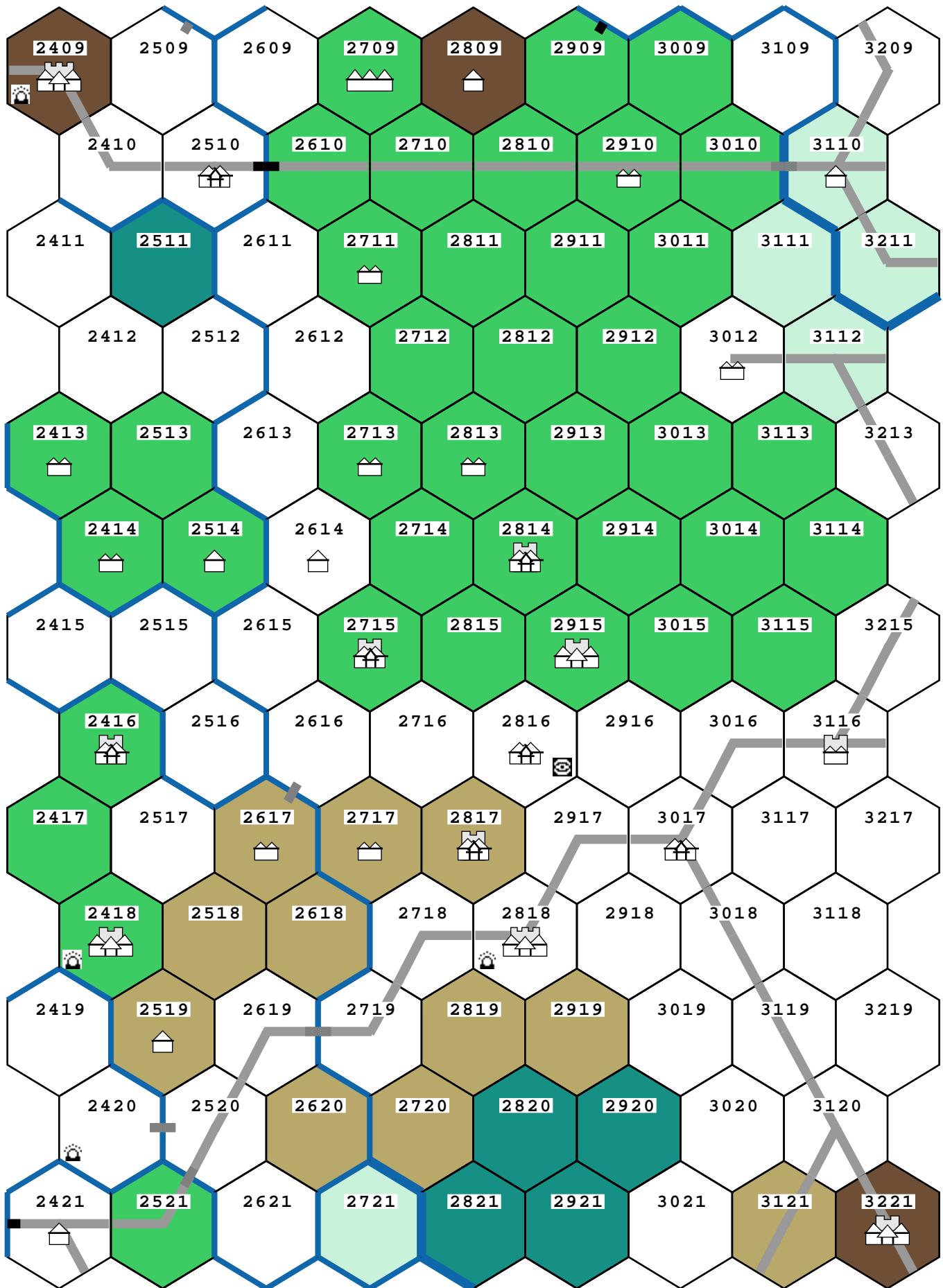
Spells (+0) : #308 Capital Return(81) #413 Scry Population Center(65)  
 #415 Scry Area(58)

Sotida was located in the Open Plains at 2320.

She was ordered to refuse all personal challenges.

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 "acoly".

*She is currently in the Open Plains at 2320.*



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

**Garibaldi (ID: garib) @ 2915 Command**

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

**Hecate (ID: hecat) @ 2320 Agent Mage**

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

**Iago the Lucky (ID: iago ) @ 2614 Emissary Mage**

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

**Lavinia (ID: lavin) @ 2320 Agent**

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

**Maedengil (ID: maede) @ 2818 Emissary Mage**

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			_____				
			_____								_____				

## Redengil (ID: reden) @ 2420 Command

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

Segucu (ID: seguc) @ 2817 Command Emissary

Order	->	#	Code	Type	
Required					
Information					

Order	->	#	Code	Type	
Required					
Information					

Signette (ID: signe) @ 2818 Command Mage

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

Sotida (ID: sotid) @ 2320 Agent Mage

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