

MEPBM Games
presents

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



GAME # 141



Sundered

Victory points : 400
 Victory Conditions :
 To hold at game end the artifact: Elenrûth #20.
 To hold at game end the artifact: Air-cleaver #35.
 To hold at game end the artifact: Dawnsword #18.
 To hold at game end the artifact: Sting #112.
 To hold at game end the greatest amount of artifacts.

Top 3 Free Peoples :

Sing a Song [1317] Lands [1283] Alvernus [1275]

Special Nation Abilities :
 #10 New mages start at rank up to 40.
 #14 All new troop recruits start at training 25.
 #20 New armies start at morale 40.
 #21 Hire new armies at no cost.

Internet G141N10
 PHILIP SWIDERSKI 110670
 NONE
 NONE
 NONE

Game # : 141
 Player # : 10
 Turn # : 14
 Account : \$ 0.00
 Free Turns : 0
 Security Code : 7099
 Special Service : YES

Sundered

(A Free People)

Season : Spring

RELATIONS WITH OTHER NATIONS

# 1 North Kingdom	: Disliked	# 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
#11 Lohmai'gwaith	: Friendly	#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

Birch Wood Location : @ 2414 in Mixed Forest Climate is Warm

Size : Village	Fortifications : None	Loyalty : 37	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	368	272	0	0
Current stores	0	0	0	0	373	272	0	-

A small army bearing the banner of the Lohmai'gwaith under Commander Dagnirgul is here.
A small army bearing the banner of the Sheri-Urk under Captain Oslkjmog is here.

Cataract Glen Location : @ 2218 in Mixed Forest Climate is Mild

Size : Town	Fortifications : Tower	Loyalty : 42	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	459	119	11	0
Current stores	238	0	0	0	464	119	41	-

An army bearing the banner of the Sundered under Captain Deadwood is here.

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

Size : Village	Fortifications : None	Loyalty : 25	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	101	0	56	0	0	0	0	1500
Current stores	202	0	214	0	0	0	0	-

Foreign characters reported in the hex : - **Criknrog**.

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

Size : Major Town	Fortifications : Tower	Loyalty : 38	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	97	151	0	0
Current stores	0	0	0	0	98	151	0	-

Riverside Location : @ 2416 in Mixed Forest Climate is Mild

Size : 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	151	248	0	0
Current stores	0	0	0	0	153	248	0	-

The Gathering (Capital) Location : @ 2317 in Mixed Forest Climate is Mild

Size : Major Town	Fortifications : Fort	Loyalty : 77	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	108	176	0	0
Current stores	0	0	44	220	108	176	1140	-

An army bearing the banner of the Sundered under Commander White Oak is here.

Timber Town Location : @ 2413 in Mixed Forest Climate is Warm

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	0	0	0	952	96	8	0
Current stores	0	0	0	0	965	96	54	-

ARMIES AND NAVIES

Army Commander : Captain Deadwood Location : @ 2218 in Mixed Forest Climate is Mild
 Army morale : 31 Warships : 0 Transports : 0 (5) Travel mode : Normal

Troops	Training	Weapon	Armor	# Troops	Troop Type
Mixed Elven horseriders w/broadswords	26	10	0	207	Heavy Cavalry
Wood Elf footsoldiers w/broadswords	29	10	0	691	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 Cataract Glen flying the flag of the Sundered is here.

Army Commander : Commander White Oak Location : @ 2317 in Mixed Forest Climate is Mild
 Army morale : 43 Warships : 0 Transports : 0 (4) Travel mode : Normal

Troops	Training	Weapon	Armor	# Troops	Troop Type
Wood Elf footsoldiers w/broadswords	25	10	0	800	Heavy Infantry

Baggage Train	Leather	Bronze	Steel	Mithril
Weapons	-	0	0	0
Armor	0	0	0	0
Food	1	Low Supplies !!		
War machines	0			

Characters traveling with army : - Iron Wood - **Treebeard Ents.**
 The Major Town/Fort of The Gathering flying the flag of the Sundered is here.

COMPANY COMMANDERS :

None

MARKET PRICES

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	32411	21956	10562	0	231447	22605	6052
Purchase at market price/unit	3	3	3	92	2	3	6
Sell to market price/unit	2	2	2	65	1	2	4

MISCELLANEOUS

Maintenance Costs expected next turn are:	Totals for Nation:	Stores	Production
Armies/Navies : 7206	Leather	440	101
Pop Centers : 2500	Bronze	0	0
Characters : 16200	Steel	258	56
	Mithril	220	0
Total : 25906	Food	2161	2135
	Timber	1062	1062
Current Tax rate : 70%	Mounts	1235	19
Revenue expected next turn : 24250 (-1656)			
Current Gold reserve : 4498			

Ships have been left anchored at the following locations:

None

You have the following double agents:**Sotida of the Lohmai'gwaith @ 3017**

Double agent Sotida reports she was ordered to move. She accepted the movement orders.

Double agent Sotida reports she was ordered to scout an army. A scout of the army was attempted. Hero Forthain of the South Kingdom is located in the Open Plains at 3017 near The Lost Tavern. Travel mode is

Normal. Morale is 32. Troops: Heavy Cavalry: 918 . Scouted army movement to new location at 3017.

You have the following hostages:

None

You possess the following artifacts:

Name of artifact	Item	#	Latent	Alignment	Known Powers
Dagger of Green Wisdom	Dagger	42	No	None	COMBAT - Increases damage by 500 points.
E Mere Vardo	Tome	45	Yes	Good	Increases Mage Rank by 15.
Moon-axe	Axe	65	No	None	COMBAT - Increases damage by 750 points.
Angbor	Gauntlet	121	Yes	None	Increases Command Rank by 15.
Sil-Maegil	Spear	135	No	Good	COMBAT - Increases damage by 750 points.
Staff of the Wanderer	Staff	155	Yes	Good	Increases Mage Rank by 15.

You have hidden the following additional artifacts:

None

NATION MESSAGES

There are rumors of an armed conflict involving the Lohmai'gwaith and the South Kingdom at 2715.
There are rumors of an armed conflict involving the Lohmai'gwaith and the South Kingdom at 2715.
Fell Peak is no longer under our control.
The loyalty was influenced/reduced at Crossing.

ENCOUNTER MESSAGES

Encounter for Nightbreeze at 2320

In the presence of an intimidating magical power, Nightbreeze stood forth and answered, "Feanor." Nothing happened. The walls seemed as if they were still waiting..

Encounter for Commander White Oak 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 2319

In the Mild climate of the Open Plains of 2319, a conflict took place in the early afternoon under a omen-filled sky.

At the head of a calm army rode **Captain Ivanosh** 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
610 Mixed Mannish footmen w/battle axes	wooden	none	a mob

At the head of a rebellious army rode **Captain Deadwood** of the nation of the Sundered. In his hands was borne the glowing Spear called Sil-Maegil. 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
300 Mixed Elven horseriders w/broadswords	wooden	none	a mob
1000 Wood Elf footsoldiers w/broadswords	wooden	none	a mob

Report from Deadwood.....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.. Head straight for them and then strike the left flank...the left flank!

Against the forces of Ivanosh, we hit their flank and they stayed with their standard formation.

After the battle had joined in earnest, heroes made their presence known all over the battlefield. **Deadwood** fought side by side with the troops and diverted many a blade during the pitched battle with his glowing Spear.

Report from Deadwood.....Our cavalry rode swiftly across the open plains and thundered into the enemy, killing many. 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 the enemy fought hard, we finally succeeded in overwhelming them after a long battle.

After the battle.... Ivanosh's forces were destroyed/routed in the battle. Ivanosh appeared to have survived. Deadwood's forces were victorious in the battle, but suffered some losses. Deadwood appeared to have survived.

Battle at 2314

In the Warm climate of the Mixed Forest of 2314, a conflict took place in the early hours of the evening during a driving storm.

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
400 Mixed Mannish footmen w/battle axes	wooden	none	a mob

The Village of First Fork flying the flag of the Sundered is situated in the Mixed Forest here.

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

The battle for First Fork 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.... Oslkjmog's army survived the attack on the Village, but suffered minor losses. Oslkjmog 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.

Battle at 2220

In the Mild climate of the Open Plains of 2220, a conflict took place in the early morning hours under a clear sky.

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
800 Wood Elf footsoldiers w/broadswords	wooden	none	a mob

At the head of a rebellious army rode **Captain Pakindjfoe Mog** 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
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2802 Mixed Mannish footmen w/battle axes wooden none a mob

Report from Changling.....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 Pakindjfoe Mog, our standard formation adjusted as they veered off and hit our flank.

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

Report from Changling.....Our foot soldiers engaged the other troops in the open and took the battle to them. The troops fought well, but they could have been better trained. They fought as if uninspired. However, we were overrun in less than a few hours.

After the battle.... Changling's forces were destroyed/routed in the battle. Changling appeared to have survived but suffers from grievous wounds. Pakindjfoe Mog's forces were victorious in the battle, but suffered minor losses. Pakindjfoe Mog appeared to have survived.

Battle at 2218

In the Mild climate of the Mixed Forest of 2218, a conflict took place in the early morning hours in a dense and oppressive fog.

At the head of a calm army rode **Hero Enya Firehair** of the nation of the Red Witches. The mount on which she rode moved calmly to the front of the battle lines. Behind her the forming ranks were filled with:

Troops	Weapons	Armor	Formations
339 Mixed Mannish horsemen w/shortswords	wooden	leather	a mob
939 Mixed Mannish footmen w/battle axes	wooden	none	a mob

At the head of a calm army rode **Commander Fellstaff** 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	ragged ranks

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.

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 Fellstaff changed tactics to standard battle formation.

Report from Fellstaff.....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 Enya Firehair, 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!

Report from Fellstaff.....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.... Enya Firehair's forces were destroyed/routed in the battle. Enya Firehair appeared to have survived. Fellstaff's forces were destroyed/routed in the battle. Fellstaff 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.....
Bluster	215	RfsPers	
Bluster	505	Bribe	frequ 6000
Changling	215	RfsPers	
Changling	810	MovChar	2416
Cierra	215	RfsPers	
Cierra	525	InfOthr	
Deadwood	235	AttNat	13 fl
Deadwood	850	MovArmy	nw ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Fellstaff	215	RfsPers	
Fellstaff	408	HvInfan	300 ^ ^
Grazer	215	RfsPers	
Grazer	810	MovChar	2418
Iron Wood	870	MovJoin	2317 white
Iron Wood	925	Recon	
Lindon	185	DnStNat	1
Lindon	940	CstLoSp	415 2120
Nightbreeze	285	ReacEnc	Feanor
Nightbreeze	905	ScoArmy	pakin y
Plum Crazy	215	RfsPers	
Plum Crazy	525	InfOthr	
Shadow Walker	325	NatSell	mo 50
Shadow Walker	610	GrdChar	lindo
White Oak	408	HvInfan	400 ^ ^
White Oak	310	BidCar	mi 100 24
Willow	825	CstMvSp	308 2317
Willow	940	CstLoSp	428 164
Windsong	215	RfsPers	
Windsong	525	InfOthr	

Bluster



Ranks : Command 0 Agent 0 Emissary 60 Mage 0
 Health 100 Stealth 0 Challenge 30
 Artifacts : None
 Spells (+0) : None

Bluster was located in the Hills & Rough at 3433.

He was ordered to refuse all personal challenges.

He was ordered to bribe/recruit a character. He was not able to bribe the character because there was insufficient Gold.

He is currently in the Hills & Rough at 3433. The Major Town/Fort of Uplink flying the flag of the Sapphic Enclave is here.

Changling



Ranks : Command 30 Agent 0 Emissary 0 Mage 0
 Health 44 Stealth 0 Challenge 30
 Artifacts : None
 Spells (+0) : None

Changling was located in the Open Plains at 2220.

He was ordered to refuse all personal challenges.

Changling was wounded during combat.

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

He is currently in the Mixed Forest at 2416. The Town/Tower of Riverside flying the flag of the Sundered is here.

Cierra



Ranks : Command 0 Agent 0 Emissary 70 Mage 0
 Health 100 Stealth 0 Challenge 35
 Artifacts : None
 Spells (+0) : None

Cierra was located in the Mountains at 2214.

She was ordered to refuse all personal challenges.

She was ordered to influence their population center loyalty. The loyalty was influenced/reduced at Overview. Current loyalty is perceived to be fair.

She is currently in the Mountains at 2214. The Major Town of Overview flying the flag of the Sheri-Urk is here.

Deadwood



Ranks : Command 46 Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 61
 Artifacts : #135 Sil-Maegil/
 Spells (+0) : None

Deadwood was located in the Open Plains at 2319.

He was ordered to have his army attack all forces of the Red Witches. 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 2218. The Town/Tower of Cataract Glen flying the flag of the Sundered is here.

Fellstaff



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

Fellstaff was located in the Mixed Forest at 2218.

He was ordered to refuse all personal challenges.

Skinbark Ents has left the army.

He was ordered to recruit some heavy infantry. He was not able to recruit the Heavy Infantry because he was not a commander with, nor in command of, an army.

He is currently in the Mixed Forest at 2218. The Town/Tower of Cataract Glen flying the flag of the Sundered is here.

Grazer



Ranks : Command 30 Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 21 Challenge 30
 Artifacts : None
 Spells (+0) : None

Grazer was located in the Open Plains at 2520.

He was ordered to refuse all personal challenges.

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

He is currently in the Mixed Forest at 2418. The Major Town/Tower of Forests Edge flying the flag of the Sundered is here.

Iron Wood



Ranks : Command 53 (68) Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 68
 Artifacts : #121 Angbor
 Spells (+0) : None

Iron Wood was located in the Open Plains at 2220.

He was ordered to move and join the army. He accepted the movement orders. He joined the army commanded by White Oak.

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 White Oak in the Mixed Forest at 2317. The Major Town/Fort of The Gathering flying the flag of the Sundered is here.

Lindon



Ranks : Command 42 Agent 0 Emissary 0 Mage 40
 Health 90 Stealth 0 Challenge 52
 Artifacts : None

Spells (+0) : #104 Resistances(77) #108 Blessings(68) #414 Scry Hex(95)
 #415 Scry Area(90)

Lindon was located in the Mixed Forest at 2317.

He was ordered to downgrade our relations. Our relations with the North Kingdom were downgraded.

He was ordered to cast a lore spell. Scry Area - Foreign armies identified: - Vjirjlr Jhreluruk of the Sheri-Urk with about 800 troops at 2220 - Xafwelug of the Sheri-Urk with about 600 troops at 2220 - Yoerjurg of the Sheri-Urk with about 800 troops at 2220 - Wreaporguk of the Sheri-Urk with about 1500 troops at 2220 - Pakindjfoe Mog of the Sheri-Urk with about 2200 troops at 2220. See report below.

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

Nightbreeze



Ranks : Command 0 Agent 58 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 43
 Artifacts : None
 Spells (+0) : None

Nightbreeze was located in the Open Plains at 2320.

She was ordered to react with the encounter. See Encounter messages.

She was ordered to scout an army. A scout of the army was attempted. Lord Pakindjfoe Mog of the Sheri-Urk is located in the Open Plains at 2220 Travel mode is Normal. Morale is 22. Troops: Heavy Infantry: 2223 . Scouted army movement to new location at 2220.

She is currently in the Open Plains at 2220. The un-owned Ruins of Urukhamo is here.

Plum Crazy



Ranks : Command 0 Agent 0 Emissary 68 Mage 0
 Health 100 Stealth 0 Challenge 34
 Artifacts : None
 Spells (+0) : None

Plum Crazy was located in the Mountains at 2214.

He was ordered to refuse all personal challenges.

He was ordered to influence their population center loyalty. The loyalty was influenced/reduced at Overview. Current loyalty is perceived to be normal.

He is currently in the Mountains at 2214. The Major Town of Overview flying the flag of the Sheri-Urk is here.

Shadow Walker



Ranks : Command 0 Agent 52 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 39
 Artifacts : None
 Spells (+0) : None

Shadow Walker was located in the Mixed Forest at 2317.

He was ordered to have the nation sell to the caravans. 1235 Mounts were sold for 6175 Gold.

He was ordered to guard a character. Lindon was guarded.

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

White Oak



Ranks : Command 30 Agent 42 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 38
 Artifacts : None
 Spells (+0) : None

White Oak was located in the Mixed Forest at 2317.

He was ordered to bid from the caravans. 100 Mithril was bought for 2400 Gold.

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

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.

Willow



Ranks : Command 0 Agent 0 Emissary 0 Mage 60 (90)
 Health 80† Stealth 0 Challenge 105
 Artifacts : #42 Dagger of Green Wisdom #45 E Mere Vardo #65 Moon-axe
 #155 Staff of the Wanderer
 Spells(+30) : #308 Capital Return(96) #402 Perceive Allegiance(100)
 #412 Research Artifact(90) #418 Locate Artifact(91) #422 Perceive Power(90)
 #428 Locate Artifact True(76)

Willow was located in the Open Plains at 4424.

She was ordered to cast a movement spell. Capital Return was cast.

She was ordered to cast a lore spell. Locate Artifact True - Wôlor Priest Ring #164 is located in the Open Plains at 1814. She suffered a loss of health due to casting two spells.

She is currently in the Mixed Forest at 2317. The Major Town/Fort of The Gathering flying the flag of the Sundered is here.

Windsong



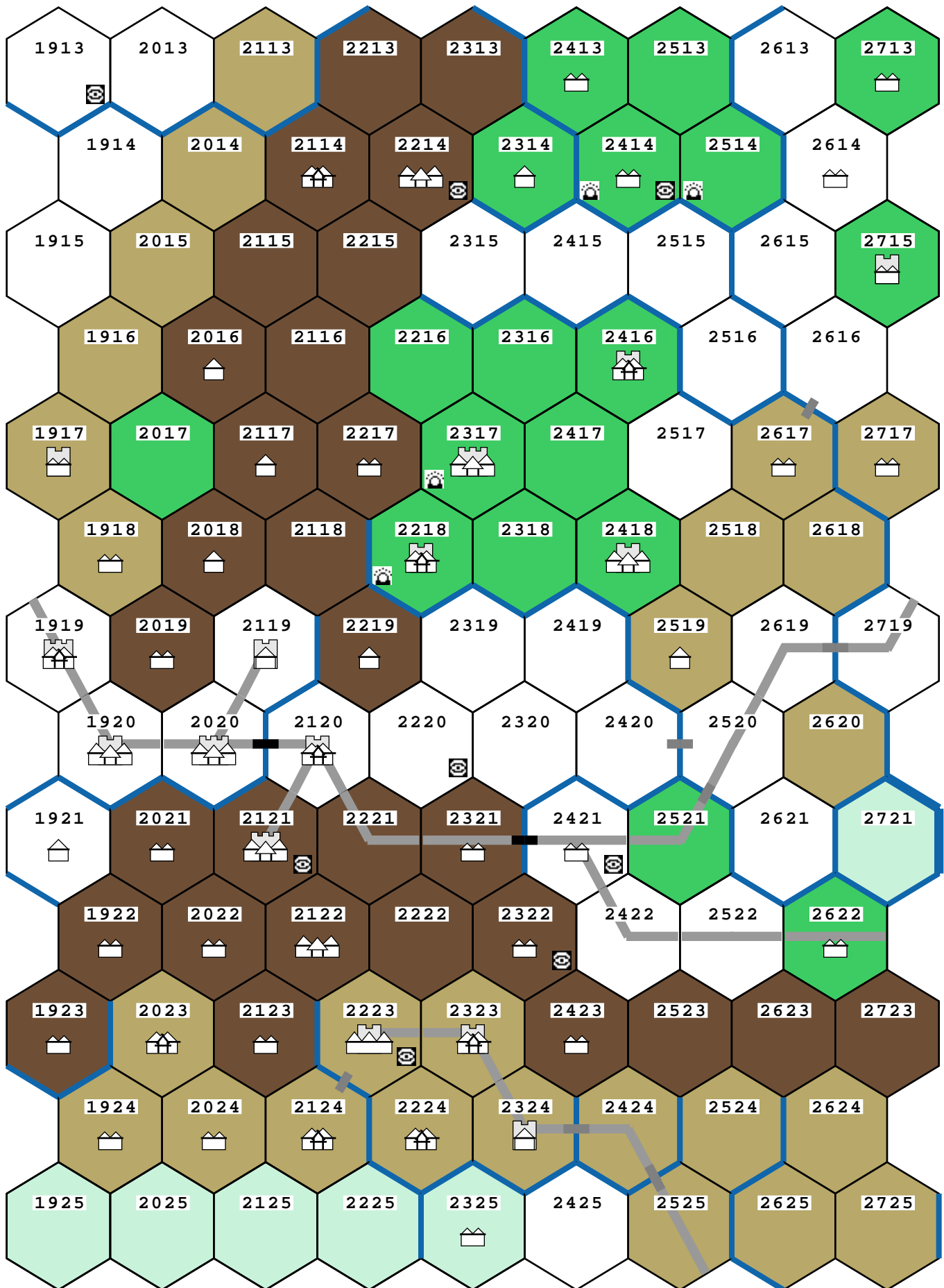
Ranks : Command 0 Agent 0 Emissary 65 Mage 30
 Health 100 Stealth 0 Challenge 39
 Artifacts : None
 Spells (+0) : #4 Major Heal(73) #6 Greater Heal(82) #308 Capital Return(73)

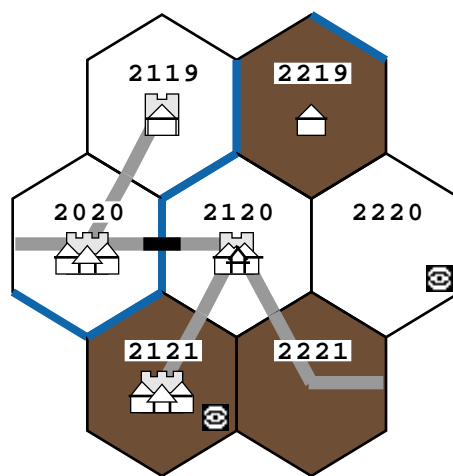
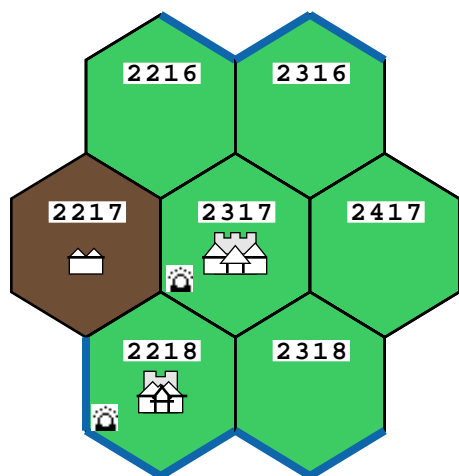
Windsong was located in the Mountains at 2214.

She was ordered to refuse all personal challenges.

She was ordered to influence their population center loyalty. The loyalty was influenced/reduced at Overview. Current loyalty is perceived to be normal.

She is currently in the Mountains at 2214. The Major Town of Overview flying the flag of the Sheri-Urk is here.





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

Deadwood (ID: deadw) @ 2218 Command

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

Fellstaff (ID: fells) @ 2218 Command

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

Grazer (ID: graze) @ 2418 Command

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

Iron Wood (ID: iron) @ 2317 Command

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

Lindon (ID: lindo) @ 2317 Command Mage

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

Nightbreeze (ID: night) @ 2220 Agent

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

Plum Crazy (ID: plum) @ 2214 Emissary

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

Shadow Walker (ID: shado) @ 2317 Agent

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

White Oak (ID: white) @ 2317 Command Agent

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

Willow (ID: willo) @ 2317 Mage

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

Windsong (ID: winds) @ 2214 Emissary Mage

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