

**MEPBM Games**  
**presents**

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



GAME # 141



## **Sundered**

Victory points : 675  
 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 [ 1175 ]   Sundered [ 675 ]   Wise Council [ 550 ]**

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 #	:	10
Account	:	\$ 0.00
Free Turns	:	0
Security Code	:	2635
Special Service	:	YES

# Sundered

(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
#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

**Amon Blogath** Location : @ 2021 in Mountains Climate is Severe

Size : Town	Fortifications : None	Loyalty : 54	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	67	12	5	0	0	0	0
Current stores	0	134	12	69	0	0	0	-

Foreign characters reported in the hex : - **Wojuruk**.  
*An army bearing the banner of the Red Witches under Veteran Enya Firehair is here.*

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

Size : Village	Fortifications : None	Loyalty : 44	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	753	272	0	-

**Cataract Glen** Location : @ 2218 in Mixed Forest Climate is Cold

Size : Town	Fortifications : Tower	Loyalty : 46	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	153	40	4	0
Current stores	0	0	0	0	319	40	52	-

An army bearing the banner of the Sundered under Lord Iron Wood is here.

**Crossing** Location : @ 2617 in Hills & Rough Climate is Cold

Size : Village	Fortifications : None	Loyalty : 40	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	34	0	34	0	0	0	0	900
Current stores	854	0	34	0	0	0	0	-

**Fell Peak** Location : @ 2217 in Mountains Climate is Severe

Size : Village	Fortifications : None	Loyalty : 25	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	80	32	0	0	0	0	480
Current stores	0	240	32	0	0	0	0	-

**First Fork** Location : @ 2314 in Mixed Forest Climate is Warm

Size : Village	Fortifications : None	Loyalty : 47	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	704	128	8	0
Current stores	0	0	0	0	1441	128	102	-

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

Size : Major Town	Fortifications : Tower	Loyalty : 52	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	32	50	0	0
Current stores	0	0	0	0	67	50	0	-

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

**Lookout**

Location : @ 2219 in Mountains Climate is Severe

Size : Camp	Fortifications : None	Loyalty : 25	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	68	52	4	0	0	0	0
Current stores	0	204	52	40	0	0	0	-

Foreign characters reported in the hex : - **Khamul.****A small army bearing the banner of the Twilight Hammer under Lord Gothmog is here.****Quessë**

Location : @ 2519 in Hills &amp; Rough Climate is Mild

Size : Camp	Fortifications : None	Loyalty : 24	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	50	0	0	108	18	0
Current stores	0	0	50	0	0	108	126	-

**Riverside**

Location : @ 2416 in Mixed Forest Climate is Cold

Size : Town	Fortifications : Tower	Loyalty : 51	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	50	83	0	0
Current stores	0	0	0	0	103	83	0	-

**The Gathering (Capital)**

Location : @ 2317 in Mixed Forest Climate is Cold

Size : Major Town	Fortifications : Fort	Loyalty : 92	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	36	59	0	0
Current stores	0	0	44	120	74	59	0	-

**Timber Town**

Location : @ 2413 in Mixed Forest Climate is Warm

Size : Village	Fortifications : None	Loyalty : 36	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	1954	96	76	-

**ARMIES AND NAVIES****Army Commander : Captain Deadwood**

Location : @ 2418 in Mixed Forest Climate is Cold

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	1	Low Supplies !!			
War machines	0				

The Major Town/Tower of Forests Edge flying the flag of the Sundered is here.

**Army Commander : Lord Iron Wood**

Location : @ 2218 in Mixed Forest Climate is Cold

Army morale : 35 Warships : 0 Transports : 0 (6) Travel mode : Normal

Troops	Training	Weapon	Armor	# Troops	Troop Type
Mixed Elven horseriders w/broadswords	25	60	60	400	Heavy Cavalry
Wood Elf footsoldiers w/broadswords	26	10	0	608	Heavy Infantry
Baggage Train	Leather	Bronze	Steel	Mithril	
Weapons	-	0	0	0	
Armor	0	0	0	0	
Food	0	Out of Food !!			
War machines	1				

The Town/Tower of Cataract Glen flying the flag of the Sundered is here.

**Army Commander : Captain Lindon** Location : @ 2320 in Open Plains Climate is Mild

Army morale : 35 Warships : 0 Transports : 0 (1) Travel mode : Normal

Troops	Training	Weapon	Armor	# Troops	Troop Type
Mixed Elven horseriders w/broadswords	36	60	60	69	Heavy Cavalry
Wood Elf footsoldiers w/broadswords	34	10	0	120	Heavy Infantry

Baggage Train Leather Bronze Steel Mithril

Weapons - 0 0 0

Armor 0 0 0

Food 0 Out of Food !!

War machines 1

Characters traveling with army : - Skinbark Ents.

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

A small army bearing the banner of the Red Witches under Veteran Ollinkhor 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 : 8526	Leather	854	34
Pop Centers : 2500	Bronze	578	215
Characters : 15380	Steel	224	180
	Mithril	229	9
Total : 26406	Food	4711	2295
	Timber	836	836
Current Tax rate : 59%	Mounts	356	38
Revenue expected next turn : 26455 (+49)			
Current Gold reserve : 0			

**Ships have been left anchored at the following locations:**

None

**You have the following double agents:**

##### Hecate of the Lohmai'gwaith @ 2320

Double agent Hecate reports she was ordered to refuse all personal challenges.

Double agent Hecate reports she was ordered to assassinate a character. She was not able to assassinate the character because the character was not permitted as a target.

##### Sotida of the Lohmai'gwaith @ 2320

Double agent Sotida reports she was ordered to refuse all personal challenges.

Double agent Sotida reports 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".

**You have the following hostages:**

Osikjmog of the Sheri-Urk is held by Lindon at 2320 - No Gold ransom demanded at this time.

**You possess the following artifacts:**

Name of artifact	Item	#	Latent	Alignment	Known Powers
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

*The loyalty was influenced/reduced at Overview.*

*Overview is no longer under our control.*

*7 Gold was stolen at First Fork.*

*There are rumors of an encounter involving Myrthrandir at 4326.*

## ENCOUNTER MESSAGES

### Encounter for Lord Iron Wood at 2218

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 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 Lindon.....My commanders moved among the troops before battle, readying them, bolstering their resolve, and issuing last minute orders. Some of the troops needed this encouragement but others were checking the readiness of their weapons. Finally the order was given by the clear voice of their Commander.. Keep close ranks. Use standard formation. Like we practiced! The men cheered as a few boulders and some flying debris struck among the enemy troops.

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 White Oak.....My commanders moved among the troops before battle, readying them, bolstering their resolve, and issuing last minute orders. Some of the troops needed this encouragement but others were checking the readiness of their weapons. Finally the order was shouted across the battlefield.. Keep close ranks. Use standard formation. Like we practiced!

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

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 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 shouted across the battlefield.. Keep close ranks. Use standard formation. Like we practiced!

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

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 Lindon.....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.

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

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.....
Bluster	520	InfYour	
Bluster	810	MovChar	2121
Changling	215	RfsPers	
Changling	230	AttEnmy	fl
Cierra	520	InfYour	
Cierra	810	MovChar	2121
Deadwood	408	HvInfan	400 ^ ^
Deadwood	925	Recon	
Fellstaff	360	TrArt	iron 121 ^ ^ ^ ^ ^
Fellstaff	315	PrchCar	le 800
Grazer	310	BidCar	mi 20 37
Grazer	810	MovChar	2416
Iron Wood	400	HvCvlry	400 st st
Iron Wood	860	ForcMar	se w ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Lindon	215	RfsPers	
Lindon	230	AttEnmy	ch
Nightbreeze	810	MovChar	2320
Nightbreeze	930	ScoChar	
Plum Crazy	555	CreCmp	Outta Here
Plum Crazy	810	MovChar	2121
Shadow Walker	605	GrdLoc	
Shadow Walker	650	Execute	niaro
White Oak	215	RfsPers	
White Oak	230	AttEnmy	fl
Willow	810	MovChar	3929
Willow	900	FindArt	^
Windsong	520	InfYour	
Windsong	810	MovChar	2121



Bluster



Ranks : Command 0 Agent 0 Emissary 57 Mage 0  
 Health 100 Stealth 0 Challenge 28  
 Artifacts : None  
 Spells (+0) : None

Bluster was located in the Mixed Forest at 2317.

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

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

*He is currently in the Mountains at 2121. The Major Town/Fort of Hornburg flying the flag of the North Kingdom is here.*

Changling



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

Changling 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.

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

Cierra



Ranks : Command 0 Agent 0 Emissary 65 Mage 0  
 Health 100 Stealth 0 Challenge 32  
 Artifacts : None  
 Spells (+0) : None

Cierra was located in the Mountains at 2021.

She was ordered to influence the population center loyalty. The loyalty was influenced/improved at Amon Blogath.

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

*She is currently in the Mountains at 2121. The Major Town/Fort of Hornburg flying the flag of the North Kingdom is here.*

Deadwood



Ranks : Command 44 Agent 0 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 59  
 Artifacts : #135 Sil-Maegil/  
 Spells (+0) : None

Deadwood was located in the Mixed Forest at 2418.

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

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

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

Fellstaff



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

Fellstaff was located in the Mixed Forest at 2317.

He was ordered to purchase from the caravans. 800 Leather were bought for 2400 Gold.

He was ordered to transfer some artifacts to a character. Angbor #121 was transferred.

*He is currently in the Mixed Forest at 2317. The Major Town/Fort of The Gathering 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 Mixed Forest at 2317.

He was ordered to bid from the caravans. 20 Mithril was bought for 740 Gold.

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.*

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 Mixed Forest at 2317.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

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

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 2218. The Town/Tower of Cataract Glen flying the flag of the Sundered is here.***

Lindon



Ranks : Command 40 Agent 0 Emissary 0 Mage 40  
 Health 100 Stealth 0 Challenge 50  
 Artifacts : None

Spells (+0) : #104 Resistances(77) #108 Blessings(68) #414 Scry Hex(95)  
 #415 Scry Area(87)

Lindon 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.

He captured Oslkjmog during combat.

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.***

Nightbreeze



Ranks : Command 0 Agent 53 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 39  
 Artifacts : None

Spells (+0) : None

Nightbreeze was located in the Mountains at 2021.

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: Sotida. Captain Falstaff - Lohmai'gwaith. Commander Jakhlurg - Red Witches.

Commander Markhos - Red Witches. Lavinia. Commander Dagnirgul - Lohmai'gwaith. Nothing else was reported at this time.

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

Plum Crazy



Ranks : Command 0 Agent 0 Emissary 63 Mage 0  
 Health 100 Stealth 0 Challenge 31  
 Artifacts : None  
 Spells (+0) : None

Plum Crazy was located in the Hills & Rough at 2624.

He was ordered to create a camp. He was not able to create the camp because there was insufficient Gold.

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

***He is currently in the Mountains at 2121. The Major Town/Fort of Hornburg flying the flag of the North Kingdom is here.***

Shadow Walker



Ranks : Command 0 Agent 42 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 31  
 Artifacts : None  
 Spells (+0) : None

Shadow Walker was located in the Mixed Forest at 2317.

He was ordered to guard the location. The Gathering was guarded.

He was ordered to execute a hostage. Niarobi was executed.

***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 40 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 37  
 Artifacts : None  
 Spells (+0) : None

White Oak 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.

Huorns and Ents has left the army.

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

Willow



Ranks : Command 0 Agent 0 Emissary 0 Mage 60 (90)  
 Health 100+ Stealth 0 Challenge 105  
 Artifacts : #45 E Mere Vardo #65 Moon-axe\ #155 Staff of the Wanderer  
 Spells(+30) : #308 Capital Return(95) #402 Perceive Allegiance(100)  
 #412 Research Artifact(90) #418 Locate Artifact(91) #422 Perceive Power(90)  
 #428 Locate Artifact True(71)

Willow was located in the Mountains at 3721.

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

She was ordered to find an artifact. An artifact search was attempted. E Mere Vardo #45 was found in the Mountains at 3929.

***She is currently in the Mountains at 3929. The Camp of Swollen Toe flying the flag of the Sh'iar Empire is here.***

Windsong



Ranks : Command 0 Agent 0 Emissary 62 Mage 30  
 Health 100 Stealth 0 Challenge 38  
 Artifacts : None

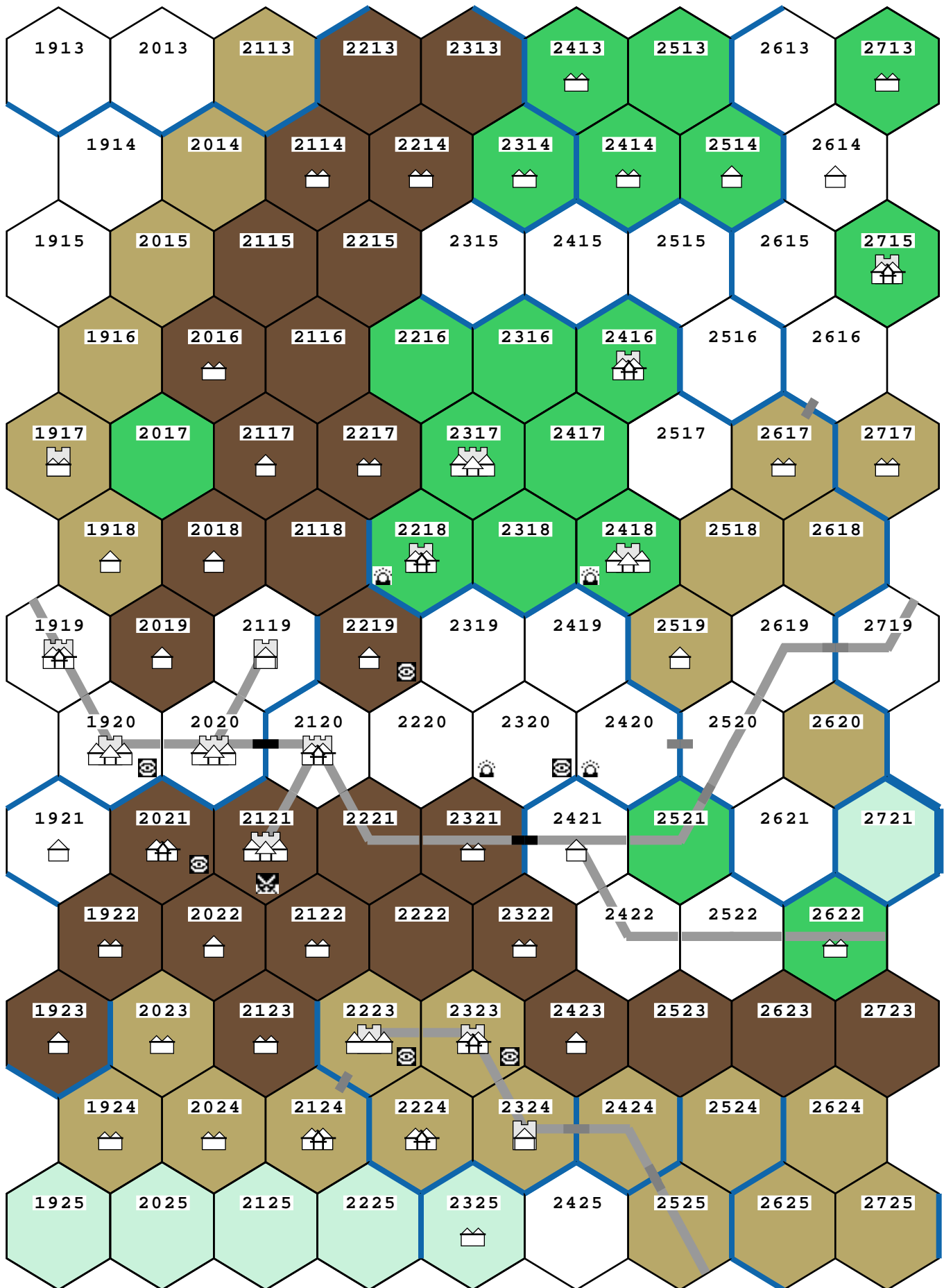
Spells (+0) : #4 Major Heal(73) #6 Greater Heal(82) #308 Capital Return(73)

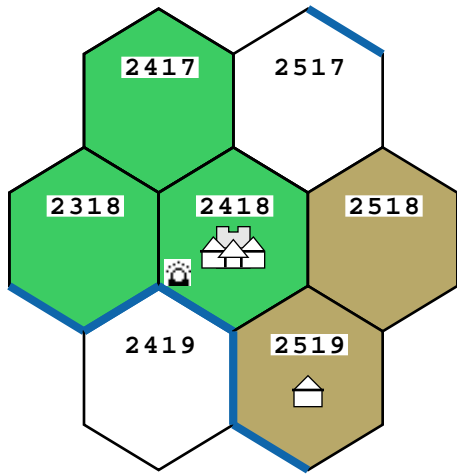
Windsong was located in the Mountains at 2021.

She was ordered to influence the population center loyalty. The loyalty was influenced/improved at Amon Blogath.

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

***She is currently in the Mountains at 2121. The Major Town/Fort of Hornburg flying the flag of the North Kingdom is here.***





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



**Deadwood (ID: deadw) @ 2418 Command**

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

**Fellstaff (ID: fells) @ 2317 Command**

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

**Grazer (ID: graze) @ 2416 Command**

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

**Iron Wood (ID: iron ) @ 2218 Command**

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

**Lindon (ID: lindo) @ 2320 Command Mage**

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

**Nightbreeze (ID: night) @ 2320 Agent**

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

**Plum Crazy (ID: plum ) @ 2121 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) @ 2320 Command Agent**

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

**Willow (ID: willo) @ 3929 Mage**

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

**Windsong (ID: winds) @ 2121 Emissary Mage**

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