

MEPBM Games
presents

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



GAME # 141



Sundered

Victory points : 525
 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 :

Once Upon a Time [1217] Sing a Song [850] Acadians [600]

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 # : 11
 Account : \$ 0.00
 Free Turns : 0
 Security Code : 8133
 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

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

Size : Village	Fortifications : None	Loyalty : 39	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	1121	305	0	-

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

Size : Town	Fortifications : Tower	Loyalty : 43	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	62	45	56	-

A small army bearing the banner of the Sundered under Commander Fellstaff is here.

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

Size : Village	Fortifications : None	Loyalty : 37	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	888	0	68	0	0	0	0	-

Fell Peak Location : @ 2217 in Mountains Climate is Severe

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	80	32	0	0	0	0	480
Current stores	0	320	64	0	0	0	0	-

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

Size : Village	Fortifications : None	Loyalty : 43	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	2145	143	110	-

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

Size : Major Town	Fortifications : Tower	Loyalty : 49	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	99	56	0	-

A small army bearing the banner of the Sundered under Commander Grazer is here.

Quessë Location : @ 2519 in Hills & Rough Climate is Mild

Size : Camp	Fortifications : None	Loyalty : 15	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	100	0	0	121	144	-

Riverside Location : @ 2416 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 50 83 0 0
 Current stores 0 0 0 0 152 93 0 -

The Gathering (Capital) Location : @ 2317 in Mixed Forest Climate is Cold
 Size : Major Town Fortifications : Fort Loyalty : 86 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 44 120 109 66 0 -

Timber Town Location : @ 2413 in Mixed Forest Climate is Warm
 Size : Village Fortifications : None Loyalty : 34 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 2906 108 84 -

ARMIES AND NAVIES

Army Commander : Captain Deadwood Location : @ 2220 in Open Plains 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 1000 Heavy Infantry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0 0
 Food 1 Low Supplies !!
 War machines 0

The un-owned Ruins of Urukhamo is here.

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

An army bearing the banner of the North Kingdom under Captain Myrmidones is here.

An army bearing the banner of the Lohmai'gwaith under Commander Redengil is here.

Army Commander : Commander Fellstaff Location : @ 2218 in Mixed Forest 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 0
 Food 1 Low Supplies !!
 War machines 0

Characters traveling with army : - **Skinbark Ents.**

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

Army Commander : Commander Grazer Location : @ 2418 in Mixed Forest 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 0 300 Heavy Infantry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0 0
 Food 1 Low Supplies !!
 War machines 0

Characters traveling with army : - **Huorns and Ents.**

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

Army Commander : Lord Iron Wood Location : @ 2220 in Open Plains Climate is Mild

Army morale : 38 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	2	Low Supplies !!				
War machines	1					

The un-owned Ruins of Urukhamo is here.

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

An army bearing the banner of the North Kingdom under Captain Myrmidones is here.

An army bearing the banner of the Lohmai'gwaith under Commander Redengil is here.

COMPANY COMMANDERS :

None

MARKET PRICES

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	32076	18111	4360	1613	248832	11006	1776
Purchase at market price/unit	3	3	6	22	2	4	9
Sell to market price/unit	2	2	4	17	1	3	7

MISCELLANEOUS

Maintenance Costs expected next turn are:

Totals for Nation:

Stores

Production

Armies/Navies :	11632	Leather	888	34
Pop Centers :	2500	Bronze	320	80
Characters :	15560	Steel	276	116
		Mithril	120	0
Total :	29692	Food	6594	2295
		Timber	937	836
Current Tax rate :	59%	Mounts	394	38
Revenue expected next turn :	23505 (-6187)			
Current Gold reserve :	39			

Ships have been left anchored at the following locations:

None

You have the following double agents:

Hecate of the Lohmai'gwaith @ 3221

Double agent Hecate reports she was ordered to assassinate a character. Jakhlurg was assassinated.

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

Sotida of the Lohmai'gwaith @ 2717

Double agent Sotida reports she was ordered to assassinate a character. Markhos was assassinated.

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

You have the following hostages:

None

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

There are rumors of a change of allegiance to Good involving the Once Upon a Time.

There are rumors of an armed conflict involving the Sheri-Urk at 2209.

There are rumors of an armed conflict involving the North Kingdom and the Alvernus at 1112.

Lookout is no longer under our control.

There are rumors of a theft attempt involving Ragnir at Ghabarú.

ENCOUNTER MESSAGES

Report from the village at 2217.

The tremors which have occurred in the neighboring regions at first struck fear into the hearts of our citizens. Then, however, they began to rejoice that the founders had been wise enough not to build on a dormant volcano as it was evident that some others had done. Even though we tried to tell them that any of the mountains in the region could hide dormant volcanos, they refused to listen to us as usual and loyalty has increased accordingly.

Encounter for Commander Fellstaff 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 the first of our troops approached them, they were offered gifts of nuts, berries, and draught. Soon their deep voices resonated amongst themselves and amongst our troops. "We have felt the onslaught of the enemy, and we have decided to play a small part. We will travel with you for a time and see for ourselves whether we should become involved." I am glad to have these Ents and Huorns with us, and the troops feel much cheered in their presence.

Encounter for Commander Grazer at 2418

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 the first of our troops approached them, they were offered gifts of nuts, berries, and draught. Soon their deep voices resonated amongst themselves and amongst our troops. "We have felt the onslaught of the enemy, and we have decided to play a small part. We will travel with you for a time and see for ourselves whether we should become involved." I am glad to have these Ents and Huorns with us, and the troops feel much cheered in their presence.

COMBAT MESSAGES

Battle at 2320

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

At the head of a rebellious army rode **Captain 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
69 Mixed Elven horseriders w/broadswords	steel	steel	ragged ranks
120 Wood Elf footsoldiers w/broadswords	wooden	none	ragged ranks

At the head of a calm army rode **Veteran Ollinkhor** 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
600 Mixed Mannish footmen w/battle axes	wooden	none	a mob

At the head of a calm army rode **Commander Dagnirgul** 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
101 Mixed Elven horseriders w/broadswords	wooden	none	ragged ranks

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 blare of the bugles.. Charge!! Charge!! The men cheered as a few boulders and some flying debris struck among the enemy troops. Against the forces of Ollinkhor, we charged but they veered off and hit our flank.

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 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.

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

Captain Lindon: 140 Food

Commander Dagnirgul: 74 Food

After the battle.... Lindon's forces were victorious in the battle, but suffered huge losses. Lindon appeared to have survived. Ollinkhor's forces were destroyed/routed in the battle. Ollinkhor appeared to have survived but suffers from serious wounds. Dagnirgul's forces were victorious in the battle, but suffered huge losses. Dagnirgul appeared to have survived.

Battle at 2021

In the Severe climate of the Mountains of 2021, a conflict took place in the early morning hours in a dense and oppressive fog.

At the head of a calm army rode **Veteran 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
--------	---------	-------	------------

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

The Town of Amon Blogath flying the flag of the Sundered is situated in the Mountains here.

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

The battle for Amon Blogath 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.... Enya Firehair's army survived the attack on the Town, but suffered minor losses. Enya Firehair appeared to have survived. The Town has been reduced to a Village. The Village has been under siege/attack this turn. The Village now flies the flag of the Red Witches.

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	810	MovChar	2726
Bluster	525	InfOthr	
Changling	215	RfsPers	
Changling	810	MovChar	2317
Cierra	215	RfsPers	
Cierra	525	InfOthr	
Deadwood	408	HvInfan	300 ^ ^
Deadwood	860	ForcMar	sw sw w w ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Fellstaff	770	HrArmy	400 hi ^ ^ 1
Fellstaff	850	MovArmy	sw ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Grazer	770	HrArmy	300 hi ^ ^ 1
Grazer	850	MovArmy	sw se ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Iron Wood	850	MovArmy	se sw w ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Iron Wood	340	TrPo2Ar	410
Lindon	215	RfsPers	
Lindon	230	AttEnmy	ch
Nightbreeze	610	GrdChar	lindo
Nightbreeze	215	RfsPers	
Plum Crazy	215	RfsPers	
Plum Crazy	525	InfOthr	
Shadow Walker	605	GrdLoc	
Shadow Walker	325	NatSell	ti 44
White Oak	610	GrdChar	night

White Oak	810	MovChar	2317
Willow	810	MovChar	3530
Willow	940	CstLoSp	428 34
Windsong	215	RfsPers	
Windsong	525	InfOthr	

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 Mountains at 2121.

He was ordered to influence their population center loyalty. He was not able to influence/reduce the population center loyalty because 2121 was occupied by an enemy army(ies).

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

He is currently in the Open Plains at 2726.

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 move. He accepted the movement orders.

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

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 2121.

She was ordered to refuse all personal challenges.

She was ordered to influence their population center loyalty. She was not able to influence/reduce the population center loyalty because 2121 was occupied by an enemy army(ies).

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. 300 Heavy Infantry w/Wood weapons and No armor were recruited.

He was ordered to force march the army. He accepted the forced march orders. Morale was reduced. Movement was delayed by evasive or non-(friendly/tolerant) forces. Movement was stopped by non-(friendly/tolerant) forces.

He commands an army in the Open Plains at 2220. The un-owned Ruins of Urukhamo 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 hire an army. An army of 400 Heavy Infantry with 1 Food was hired.

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

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.

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 2416.

He was ordered to hire an army. An army of 300 Heavy Infantry with 1 Food was hired.

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

He had a special encounter. See Encounter Messages.

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.

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 2218.

He was ordered to transfer some Food from the population center to the army. 410 Food was transferred.

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 Open Plains at 2220. The un-owned Ruins of Urukhamo is here.

Lindon



Ranks : Command 42 Agent 0 Emissary 0 Mage 40
 Health 48 Stealth 0 Challenge 52
 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.

Skinbark Ents has left the army.

The army commanded by Lindon has been disbanded because of minimum size requirements.

He was injured by Cora Crimsoneye while performing his custody mission.

Oslkjmog was rescued and is no longer his hostage.

He is currently in the Open Plains at 2320.

Nightbreeze



Ranks : Command 0 Agent 55 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 41
 Artifacts : None
 Spells (+0) : None

Nightbreeze was located in the Open Plains at 2320.

She was ordered to refuse all personal challenges.

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

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 Mountains at 2121.

He was ordered to refuse all personal challenges.

He was ordered to influence their population center loyalty. He was not able to influence/reduce the population center loyalty because 2121 was occupied by an enemy army(ies).

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 45 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 33
 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. 735 Timber were sold for 2940 Gold.

He was ordered to guard the location. The Gathering 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 Open Plains at 2320.

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

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

He is currently 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 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(73)

Willow was located in the Mountains at 3929.

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

She was ordered to cast a lore spell. Locate Artifact True - Pectoral #34 is located in the Open Plains at 3615.

She is currently in the Mountains at 3530. The Major Town/Fort of Aughaur flying the flag of the Sapphic Enclave is here.

Windsong



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

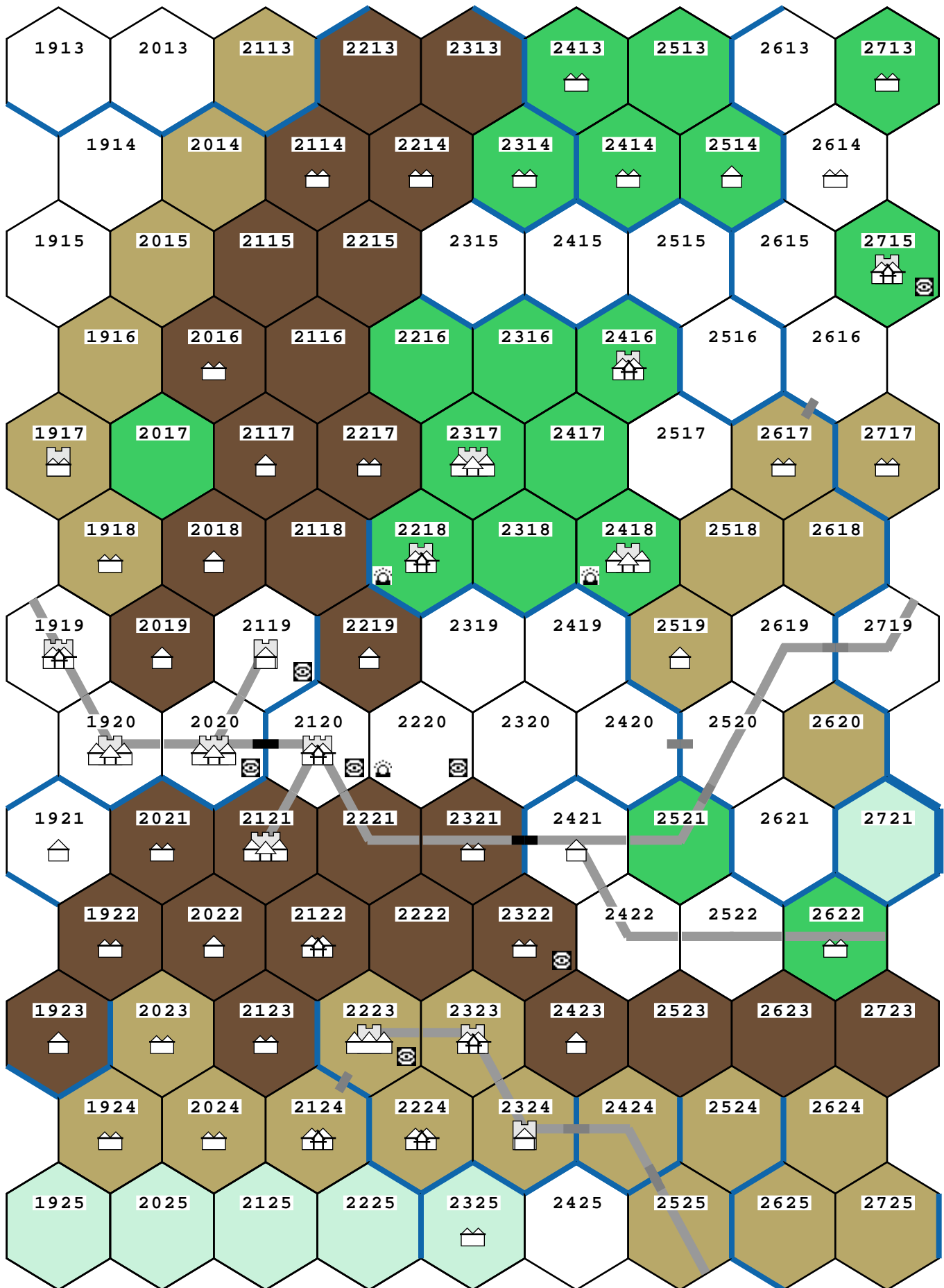
Spells (+0) : #4 Major Heal(73) #6 Greater Heal(82) #308 Capital Return(73)

Windsong was located in the Mountains at 2121.

She was ordered to refuse all personal challenges.

She was ordered to influence their population center loyalty. She was not able to influence/reduce the population center loyalty because 2121 was occupied by an enemy army(ies).

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) @ 2220 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) @ 2220 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) @ 2317 Command Agent

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

Willow (ID: willo) @ 3530 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			_____				
			_____								_____				
			_____								_____				