

**MEPBM Games**  
**presents**

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



GAME # 141



**--- Sundered Eliminated ---**

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 :

**Alvernus [ 1500 ] Sing a Song [ 1000 ] Once Upon a Time [ 983 ]**

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 # : 27  
 Account : \$ 0.00  
 Free Turns : 0  
 Security Code : 4058  
 Special Service : YES

# Sundered

(A Free People)

Season : Fall

## RELATIONS WITH OTHER NATIONS

|                      |            |                       |            |                       |            |
|----------------------|------------|-----------------------|------------|-----------------------|------------|
| # 1 North Kingdom    | : Hated    | # 2 South Kingdom     | : Neutral  | # 3 Wise Council      | : Neutral  |
| # 4 Acadians         | : Neutral  | # 5 Silent Assembly   | : Neutral  | # 6 Thorinar          | : Neutral  |
| # 7 Sapphic Enclave  | : Neutral  | # 8 Nameless          | : Neutral  | # 9 Ground Pounders   | : Neutral  |
| #11 Lohmai'gwaith    | : Neutral  | #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 Benîm 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 : Camp         | 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             | 460           | 340    | 0      | 0    |
| Current stores      | 0                     | 0            | 0            | 0             | 0             | 0      | 0      | -    |

**Khiranos** Location : @ 2114 in Mountains Climate is Cold

|                     |                       |              |              |               |               |        |        |      |
|---------------------|-----------------------|--------------|--------------|---------------|---------------|--------|--------|------|
| 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                     | 0            | 18           | 7             | 0             | 0      | 0      | 660  |
| Current stores      | 0                     | 0            | 36           | 26            | 0             | 0      | 0      | -    |

**Overview** Location : @ 2214 in Mountains Climate is Cold

|                     |                       |              |              |               |               |        |        |      |
|---------------------|-----------------------|--------------|--------------|---------------|---------------|--------|--------|------|
| Size : Major Town   | Fortifications : None | Loyalty : 30 | Docks : None | Hidden ? : No | Sieged ? : No |        |        |      |
| Surplus Product     | Leather               | Bronze       | Steel        | Mithril       | Food          | Timber | Mounts | Gold |
| Expected production | 0                     | 65           | 19           | 0             | 0             | 0      | 0      | 660  |
| Current stores      | 0                     | 0            | 0            | 0             | 0             | 0      | 1500   | -    |

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

|                     |                       |              |              |               |               |        |        |      |
|---------------------|-----------------------|--------------|--------------|---------------|---------------|--------|--------|------|
| Size : Major Town   | Fortifications : Fort | Loyalty : 52 | 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            | 0            | 0             | 0             | 0      | 0      | -    |

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

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

**A huge army bearing the banner of the Sheri-Urk under Captain Silryana is here.**

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

|                     |                       |             |              |               |               |        |        |      |
|---------------------|-----------------------|-------------|--------------|---------------|---------------|--------|--------|------|
| Size : Village      | Fortifications : None | Loyalty : 1 | 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             | 0             | 0      | 0      | -    |

## ARMIES AND NAVIES

**Army Commander : Commander Cedar** Location : @ 2317 in Mixed Forest Climate is Mild

Army morale : 37 Warships : 0 Transports : 0 (4) Travel mode : Normal

| Troops                              | Training | Weapon         | Armor | # Troops | Troop Type     |
|-------------------------------------|----------|----------------|-------|----------|----------------|
| Wood Elf footsoldiers w/broadswords | 27       | 10             | 5     | 800      | 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 Major Town/Fort of The Gathering flying the flag of the Sundered is here.

An army bearing the banner of the Sundered under Commander Hackett is here.  
**A huge army bearing the banner of the Sheri-Urk under Captain Silryana is here.**

**Army Commander : Commander Hackett** Location : @ 2317 in Mixed Forest Climate is Mild  
 Army morale : 43 Warships : 0 Transports : 0 (5) Travel mode : Normal

| Troops                                | Training | Weapon | Armor | # Troops | Troop Type     |
|---------------------------------------|----------|--------|-------|----------|----------------|
| Mixed Elven horseriders w/broadswords | 27       | 30     | 30    | 400      | Heavy Cavalry  |
| Wood Elf footsoldiers w/broadswords   | 27       | 10     | 0     | 400      | Heavy Infantry |

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

Characters traveling with army : - White Oak.  
 The Major Town/Fort of The Gathering flying the flag of the Sundered is here.  
 An army bearing the banner of the Sundered under Commander Cedar is here.  
**A huge army bearing the banner of the Sheri-Urk under Captain Silryana is here.**

#### COMPANY COMMANDERS :

None

#### MARKET PRICES

| Product                       | Leather | Bronze | Steel | Mithril | Food   | Timber | Mounts |
|-------------------------------|---------|--------|-------|---------|--------|--------|--------|
| Market units available        | 30365   | 32174  | 13465 | 3682    | 308935 | 33341  | 4471   |
| Purchase at market price/unit | 2       | 2      | 3     | 11      | 2      | 2      | 7      |
| Sell to market price/unit     | 1       | 1      | 2     | 7       | 1      | 1      | 4      |

#### MISCELLANEOUS

| Maintenance Costs expected next turn are: |               |  | Totals for Nation: | Stores | Production |
|---|---------------|--|--------------------|--------|------------|
| Armies/Navies :                           | 7200          |  | Leather            | 0      | 0          |
| Pop Centers :                             | 1000          |  | Bronze             | 0      | 65         |
| Characters :                              | 20680         |  | Steel              | 36     | 37         |
|   |               |  | Mithril            | 26     | 7          |
| Total :                                   | 28880         |  | Food               | 0      | 1520       |
|   |               |  | Timber             | 0      | 612        |
| Current Tax rate :                        | 113%          |  | Mounts             | 1500   | 8          |
| Revenue expected next turn :              | 26745 (-2135) |  |                    |        |            |
| Current Gold reserve :                    | 2428          |  |                    |        |            |

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

None

**You have the following double agents:**

##### Jackl of the Dark Feast @ 3706

Double agent Jackl reports he was ordered to guard a character. Wogan was guarded.  
 Double agent Jackl reports he was ordered to move. He accepted the movement orders.

##### Sotida of the Lohmai'gwaith @ 2818

Double agent Sotida reports she was ordered to assassinate a character. She was not able to assassinate the character because of tight security.  
 Double agent Sotida reports she was ordered to move. She accepted the movement orders.

##### Trallor of the Ground Pounders @ 4233

Double agent Trallor reports he was ordered to refuse all personal challenges.  
 Double agent Trallor reports he was ordered to scout for any characters. A scout for characters was attempted. Found: Captain Gullp - Dark Feast. Nothing else was reported at this time.

You have the following hostages:

Myrmidones of the North Kingdom is held by Deadwood at 2318 - No Gold ransom demanded at this time.

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.  |
| Orcruin                | Sword    | 51  | No     | Good      | COMBAT - Increases damage by 2250 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 Ground Pounders at 2527.*

*The nation has gone bankrupt!*

*There are rumors of an assassination attempt involving Ordun Halbor and Pon Acark.*

*There are rumors of a theft attempt involving Borondir at Ogremound.*

*1500 Mounts transported from the Once Upon a Time to Overview.*

*The nation has been eliminated from play!*

## ENCOUNTER MESSAGES

None

## COMBAT MESSAGES



Challenge from Iron Wood at 2316

In the Mixed Forest of 2316 a ritual duel began. A large circle was drawn in a clearing among the trees. As Shacc's army stood by, Iron Wood, a healthy warrior stepped forth and called challenge. In his hands was borne the glowing Dagger called Dagger of Green Wisdom. In answer, Shacc, a healthy warrior stepped forth. Those watching calculated the odds at 2 to 1 in favor of the challenger. In a long and protracted battle lasting over 12 minutes, the warriors cut and slashed at each other, each apparently unable to fatally wound the other. In a sudden flurry of feints, disengages, and thrusts, Iron Wood sensed an opening and drove his weapon into Shacc's body, instantly killing him. Iron Wood was noted to have suffered bloody wounds in the fight.

Battle at 2318

In the Mild climate of the Mixed Forest of 2318, a conflict took place in the early morning hours under a clear sky.

At the head of a rebellious army rode **Lord 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 Wood Elf footsoldiers w/broadswords | wooden  | none  | ragged ranks |

At the head of a rebellious army rode **Hero Yazhgar** 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 |
|---|---------|--------------|------------|
| 385 Mixed Mannish footmen w/battle axes | wooden  | none/leather | a mob      |

At the head of a demoralized army rode **Captain Silryana** 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 |
|--|---------|-------|------------|
| 500 Mixed Mannish horsemen w/shortswords | wooden  | none  | a mob      |
| 3000 Mixed Mannish footmen w/battle axes | 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 passed down the ranks.. Keep close ranks. Use standard formation. Like we practiced!  
Against the forces of Yazhgar, they attempted to surround our 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 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. Although we fought hard, and although the battle lasted many days, we were defeated..

After the battle.... Deadwood's forces were destroyed/routed in the battle. Deadwood appeared to have survived but suffers from light wounds. Yazhgar's forces were victorious in the battle, but suffered huge losses. Yazhgar appeared to have survived. Silryana's forces found no enemy armies to fight.

#### Battle at 2418

In the Mild climate of the Mixed Forest of 2418, a conflict took place in the early morning hours under a omen-filled sky.

At the head of a demoralized army rode **Regent Guarmath** of the nation of the Great Trollusk. The mount on which he rode stood cautiously at the rear of the battle lines. Behind him the forming ranks were filled with:

| Troops                                    | Weapons      | Armor | Formations |
|---|--------------|-------|------------|
| 1635 Mixed Mannish horsemen w/shortswords | bronze/steel | steel | a mob      |

The Town of Forests Edge 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.

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

The battle for Forests Edge 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.... Guarmath's army survived the attack on the Town, but suffered minor losses. Guarmath appeared to have survived. The Town has been reduced to a Village. The Tower has not been affected. The Village has been under siege/attack this turn. The Village now flies the flag of the Great Trollusk.

## 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       | 215     | RfsPers    |                             |
| Bluster       | 525     | InfOthr    |                             |
| Cedar         | 850     | MovArmy    | sw ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no   |
| Cedar         | 925     | Recon      |                             |
| Cierra        | 215     | RfsPers    |                             |
| Cierra        | 525     | InfOthr    |                             |
| Cringe        | 215     | RfsPers    |                             |
| Cringe        | 325     | NatSell    | le 100                      |
| Deadwood      | 210     | IssPers    | silry                       |
| Deadwood      | 840     | Stand      | nw                          |
| Hackett       | 325     | NatSell    | mi 100                      |
| Hackett       | 325     | NatSell    | ti 100                      |
| Iron Wood     | 210     | IssPers    | shacc                       |
| Iron Wood     | 810     | MovChar    | 2214                        |
| Nightbreeze   | 690     | StlGold    |                             |
| Nightbreeze   | 810     | MovChar    | 2818                        |
| Padfoot       | 610     | GrdChar    | angus                       |
| Padfoot       | 810     | MovChar    | 2114                        |
| Plum Crazy    | 215     | RfsPers    |                             |
| Plum Crazy    | 525     | InfOthr    |                             |
| Shadow Walker | 615     | Assass     | wathi                       |
| Shadow Walker | 810     | MovChar    | 2527                        |
| Turin         | 690     | StlGold    |                             |
| Turin         | 810     | MovChar    | 2016                        |
| White Oak     | 325     | NatSell    | fo 100                      |
| White Oak     | 325     | NatSell    | br 100                      |
| Willow        | 810     | MovChar    | 3217                        |
| Willow        | 900     | FindArt    | 169                         |
| Windsong      | 325     | NatSell    | st 100                      |
| Windsong      | 325     | NatSell    | mo 100                      |

Bluster



Ranks : Command 0 Agent 0 Emissary 71 Mage 0  
 Health 100 Stealth 0 Challenge 35  
 Artifacts : None  
 Spells (+0) : None

Bluster was located in the Mountains at 2114.

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 Khiranos was of the same nation. ***He is currently in the Mountains at 2114. The Town of Khiranos flying the flag of the Sundered is here.***

Cedar



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

Cedar was located in the Mixed Forest at 2316.

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 was ordered to recon the area. A recon of the area was attempted. Foreign armies identified: - Silryana of the Sheri-Urk with about 3500 troops at 2317. See report below.

***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.***

Changling



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

Changling was located in an unknown location.

Changling could not escape from being held hostage.

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

Cierra



Ranks : Command 0 Agent 0 Emissary 80 Mage 0  
 Health 100 Stealth 0 Challenge 40  
 Artifacts : None  
 Spells (+0) : None

Cierra was located in the Mountains at 2114.

She was ordered to refuse all personal challenges.

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

*She is currently in the Mountains at 2114. The Town of Khiranos flying the flag of the Sundered is here.*

Cringe



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

Cringe was located in the Mixed Forest at 2317.

He was ordered to refuse all personal challenges.

He was ordered to have the nation sell to the caravans. 1600 Leather were sold for 3200 Gold.

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

Deadwood



Ranks : Command 52 Agent 0 Emissary 0 Mage 0  
 Health 81 Stealth 0 Challenge 67  
 Artifacts : #135 Sil-Maegil  
 Spells (+0) : None

Deadwood was located in the Mixed Forest at 2318.

He was ordered to challenge Silryana to personal combat.

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

Deadwood was wounded during combat.

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

*He is currently in the Mixed Forest at 2318.*



Fletcher



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

Fletcher was located in an unknown location.

Fletcher escaped from being held hostage to 2418.

*He is currently in the Mixed Forest at 2418. The Village/Tower of Forests Edge flying the flag of the Great Trollusk is here.*

Hackett



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

Hackett was located in the Mixed Forest at 2317.

He was ordered to have the nation sell to the caravans. 612 Timber were sold for 1224 Gold.

He was ordered to have the nation sell to the caravans. 300 Mithril were sold for 1800 Gold.

*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.*

Iron Wood



Ranks : Command 70 (85) Agent 0 Emissary 0 Mage 0  
 Health 45 Stealth 0 Challenge 95  
 Artifacts : #42 Dagger of Green Wisdom/ #121 Angbor  
 Spells (+0) : None

Iron Wood was located in the Mixed Forest at 2316.

He was ordered to challenge Shacc to personal combat. See Combat Messages.

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

*He is currently in the Mountains at 2214. The Major Town of Overview flying the flag of the Sundered is here.*

Nightbreeze



Ranks : Command 0 Agent 77 Emissary 0 Mage 0  
 Health 49 Stealth 0 Challenge 57  
 Artifacts : None  
 Spells (+0) : None

Nightbreeze was located in the Mixed Forest at 2218.

She was ordered to steal the Gold. 2025 Gold was stolen at Cataract Glen.

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

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

Padfoot



Ranks : Command 0 Agent 60 Emissary 0 Mage 0  
 Health 100 Stealth 21 Challenge 45  
 Artifacts : None  
 Spells (+0) : None

Padfoot was located in the Mixed Forest at 2418.

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

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

***She is currently in the Mountains at 2114. The Town of Khiranos flying the flag of the Sundered is here.***

Plum Crazy



Ranks : Command 0 Agent 0 Emissary 82 Mage 0  
 Health 100 Stealth 0 Challenge 41  
 Artifacts : None  
 Spells (+0) : None

Plum Crazy was located in the Mountains at 2114.

He was ordered to refuse all personal challenges.

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

***He is currently in the Mountains at 2114. The Town of Khiranos flying the flag of the Sundered is here.***

Shadow Walker



Ranks : Command 0 Agent 70 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 52  
 Artifacts : None  
 Spells (+0) : None

Shadow Walker was located in the Open Plains at 2421.

He was ordered to assassinate a character. He was not able to assassinate the character because of tight security.

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

***He is currently in the Hills & Rough at 2527. The Major Town/Tower of Linhir flying the flag of the South Kingdom is here.***

Turin



Ranks : Command 0 Agent 47 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 35  
 Artifacts : None  
 Spells (+0) : None

Turin was located in the Mountains at 2117.

He was ordered to steal the Gold. 403 Gold was stolen at Ardinaak.

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

***He is currently in the Mountains at 2016. The Village of Delothden flying the flag of the Sheri-Urk is here.***

White Oak



Ranks : Command 33 Agent 55 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 49  
 Artifacts : None  
 Spells (+0) : None

White Oak was located in the Mixed Forest at 2317.

He was ordered to have the nation sell to the caravans. 741 Bronze were sold for 1482 Gold.

He was ordered to have the nation sell to the caravans. 1547 Food were sold for 1547 Gold.

***He is traveling with Hackett 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 65 (80)  
 Health 100+ Stealth 0 Challenge 125  
 Artifacts : #51 Orcruin/ #155 Staff of the Wanderer  
 Spells(+15) : #308 Capital Return(96) #402 Perceive Allegiance(100)  
 #412 Research Artifact(90) #416 Reveal Production(84) #418 Locate Artifact(91)  
 #420 Reveal Character(89) #422 Perceive Power(90) #428 Locate Artifact True(78)  
 #430 Reveal Character True(81)

Willow was located in the Mixed Forest at 2317.

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

She was ordered to find an artifact. An artifact search was attempted. No artifact was found at 3217. Continued efforts may succeed.

*She is currently in the Open Plains at 3217.*

Windsong



Ranks : Command 0 Agent 0 Emissary 76 Mage 30  
 Health 100 Stealth 0 Challenge 45  
 Artifacts : None

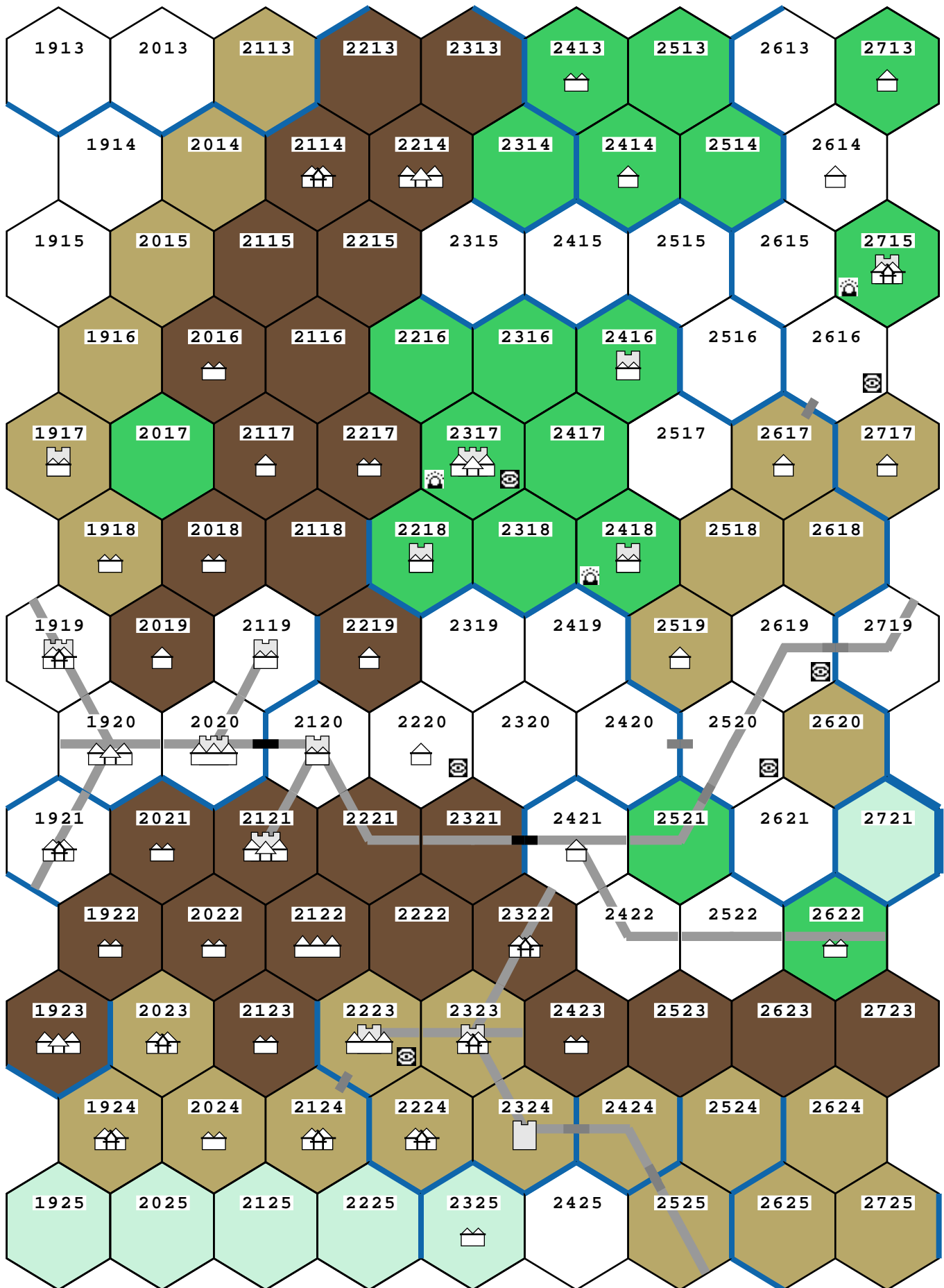
Spells (+0) : #4 Major Heal(73) #6 Greater Heal(85) #308 Capital Return(73)

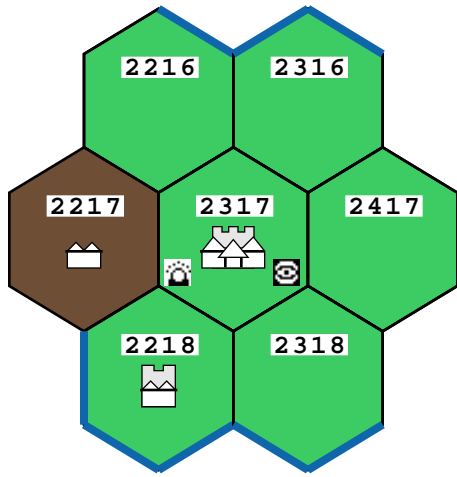
Windsong was located in the Mixed Forest at 2317.

She was ordered to have the nation sell to the caravans. 198 Steel were sold for 396 Gold.

She was ordered to have the nation sell to the caravans. 64 Mounts were sold for 256 Gold.

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





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

**Cringe (ID: cring) @ 2317 Command**

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

**Deadwood (ID: deadw) @ 2318 Command**

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

**Fletcher (ID: fletc) @ 2418 Command**

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

**Hackett (ID: hacke) @ 2317 Command**

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

**Iron Wood (ID: iron ) @ 2214 Command**

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

**Nightbreeze (ID: night) @ 2818 Agent**

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



Padfoot (ID: padfo) @ 2114 Agent

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

## Plum Crazy (ID: plum ) @ 2114 Emissary

|             |    |   |                             |             |  |             |    |   |                             |             |  |
|-------------|----|---|-----------------------------|-------------|--|-------------|----|---|-----------------------------|-------------|--|
| Order       | -> | # | <u>      Code      </u>     | <u>Type</u> |  | Order       | -> | # | <u>      Code      </u>     | <u>Type</u> |  |
| Required    |    |   | <u>                    </u> |             |  | Required    |    |   | <u>                    </u> |             |  |
| Information |    |   | <u>                    </u> |             |  | Information |    |   | <u>                    </u> |             |  |
|             |    |   | <u>                    </u> |             |  |             |    |   | <u>                    </u> |             |  |

## Shadow Walker (ID: shado) @ 2527 Agent

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

## Turin (ID: turin) @ 2016 Agent

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

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White Oak (ID: white) @ 2317 Command Agent
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|             |    |   |      |      |             |    |   |      |      |
|-------------|----|---|------|------|-------------|----|---|------|------|
| Order       | -> | # | Code | Type | Order       | -> | # | Code | Type |
| Required    |    |   |      |      | Required    |    |   |      |      |
| Information |    |   |      |      | Information |    |   |      |      |

## Willow (ID: willow) @ 3217 Mage

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

**Windsong**

**(ID: winds) @ 2317 Emissary Mage**

Order -> # \_\_\_\_\_ Code \_\_\_\_\_ Type \_\_\_\_\_

Required \_\_\_\_\_  
Information \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Order -> # \_\_\_\_\_ Code \_\_\_\_\_ Type \_\_\_\_\_

Required \_\_\_\_\_  
Information \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_