

MEPBM Games
presents

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



GAME # 141



Sundered

Victory points : 725
 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 [1167] Plane [1100] Once Upon a Time [1033]

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 #	:	13
Account	:	\$ 0.00
Free Turns	:	0
Security Code	:	3036
Special Service	:	YES

Sundered

(A Free People)

Season : Spring

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 Benim 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	5	0	0	-

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

Size : Town	Fortifications : Tower	Loyalty : 47	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	459	119	11	0
Current stores	238	0	0	0	5	0	71	-

Foreign characters reported in the hex : **Cora Crimsoneye.***An army bearing the banner of the Red Witches under Hero Enya Firehair is here.*

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

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

Size : Village	Fortifications : None	Loyalty : 33	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	101	0	56	0	0	0	0	1500
Current stores	101	0	158	0	0	0	0	-

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

Fell Peak Location : @ 2217 in Mountains Climate is Cold

Size : Village	Fortifications : None	Loyalty : 30	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	120	48	0	0	0	0	720
Current stores	0	520	144	0	0	0	0	-

Foreign characters reported in the hex : **Wojuruk.**

First Fork Location : @ 2314 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	704	128	8	0
Current stores	0	0	0	0	9	0	126	-

A small army bearing the banner of the Sheri-Urk under Captain Oslkjmog is here.

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

Size : Major 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	97	151	0	0
Current stores	0	0	0	0	1	0	0	-

Riverside Location : @ 2416 in Mixed Forest Climate is Mild

Size : Town	Fortifications : Tower	Loyalty : 38	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	151	248	0	0
Current stores	0	0	0	0	2	0	0	-

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

Size : Major Town	Fortifications : Fort	Loyalty : 83	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	108	176	0	0
Current stores	0	0	44	120	0	0	2280	-

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

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

Size : Village	Fortifications : None	Loyalty : 28	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	13	0	100	-

ARMIES AND NAVIES

Army Commander : Commander Changling Location : @ 2220 in Open Plains Climate is Mild

Army morale : 41 Warships : 0 Transports : 0 (4) Travel mode : Normal

Troops		Training	Weapon	Armor	# Troops	Troop Type
Wood Elf footsoldiers w/broadswords		25	10	0	800	Heavy Infantry
Baggage Train	Leather	Bronze	Steel	Mithril		
Weapons	-	0	0	0		
Armor	0	0	0	0		
Food	1	Low Supplies !!				
War machines	0					

The un-owned Ruins of Urukhamo is here.

A huge army bearing the banner of the Sheri-Urk under Captain Pakindjfoe Mog is here.

Army Commander : Captain Deadwood Location : @ 2319 in Open Plains Climate is Mild

Army morale : 34 Warships : 0 Transports : 0 (6) Travel mode : Normal

Troops		Training	Weapon	Armor	# Troops	Troop Type
Mixed Elven horseriders w/broadswords		25	10	0	300	Heavy Cavalry
Wood Elf footsoldiers w/broadswords		25	10	0	1000	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					

An army bearing the banner of the Red Witches under Captain Ivanosh is here.

Army Commander : Commander Fellstaff Location : @ 2218 in Mixed Forest Climate is Mild

Army morale : 42 Warships : 0 Transports : 0 (3) Travel mode : Normal

Troops		Training	Weapon	Armor	# Troops	Troop Type
Wood Elf footsoldiers w/broadswords		29	10	0	700	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					

Characters traveling with army : - Skinbark Ents.

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

An army bearing the banner of the Red Witches under Hero Enya Firehair is here.

Army Commander : Commander White Oak Location : @ 2317 in Mixed Forest Climate is Mild

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	0		
Armor	0	0	0	0		
Food	1	Low Supplies !!				
War machines	0					

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

The Major Town/Fort of The Gathering flying the flag of the Sundered is here.

COMPANY COMMANDERS :

None

MARKET PRICES

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	27221	20300	6700	1767	259641	17268	5016
Purchase at market price/unit	3	3	5	21	2	3	7
Sell to market price/unit	2	2	4	16	1	2	5

MISCELLANEOUS

Maintenance Costs expected next turn are:				Totals for Nation:	Stores	Production
Armies/Navies :	13400			Leather	339	101
Pop Centers :	2500			Bronze	520	120
Characters :	15960			Steel	346	104
				Mithril	120	0
Total :	31860			Food	35	2839
				Timber	0	1190
Current Tax rate :	70%			Mounts	2577	27
Revenue expected next turn :	28470 (-3390)					
Current Gold reserve :	5863					

Ships have been left anchored at the following locations:

None

You have the following double agents:

Sotida of the Lohmai'gwaith @ 2715

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

Double agent Sotida reports she was ordered to scout the population center. A scout of the population center was attempted. Town named Amon Lanc - owned by the South Kingdom - fortified with a Tower - loyalty = 53. Production - Food: 1420 - Timber: 210. Foreign armies present: None.

You have the following hostages:

None

You possess the following artifacts:

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

You have hidden the following additional artifacts:

None

NATION MESSAGES

There are rumors of an armed conflict involving the North Kingdom at 0814.
There are rumors of an armed conflict involving the North Kingdom at 0711.
The loyalty was influenced/reduced at Quessé.
Quessé is no longer under our control.
There are rumors of a theft attempt involving Frogluk at Castello.
800 Mounts transported from the Once Upon a Time to The Gathering.
1480 Mounts transported from the Sapphic Enclave to The Gathering.

ENCOUNTER MESSAGES

Encounter for Nightbreeze at 2320

There is a small subterranean cave where the passage of time has seemed to stop. There is a sense of power about the place. On one wall you see enscribed in runes and glyphs of power:

Silmaril cutter maker.

The essence of power seems to await just a one or two word answer to the riddle... What word(s) or name will Nightbreeze say ? (If no response is given, she will be assumed to have fled the scene.)

Encounter for Willow at 4424.

Willow entered a long dusty passage which seemed to go deeper into the earth. The farther she traveled, the more she got the feeling that something was watching her. Finally, forms began to take ghostly shape around her. Spirits, too, began to appear and to move menacingly toward her. Suddenly, the attack began with little or no warning! There was no time to do anything except to fight for her very existence. Shapes moved and coalesced on all sides, and the battle was fierce and deadly. The battle was short but fierce. She fought with SUCH grim determination that their ethereal bodies fled in confusion! In a dark corner of an even darker alcove a magical Dagger named "Dagger of Green Wisdom" lay quietly glowing. Willow took it with her.

Report from the town at 2218.

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 White Oak at 2317

The forest has become very dense during the past few days. Scouts and night guards have reported hearing muttered words when no one was apparently there. Several guards have detected movement but then found no person or animal in that area. Early one morning, the reason became clear. Standing there in our path was a large group of Huorns and Ents. Their aged bark wrinkled as they gazed steadfastly at us and their strong limbs seemed to move from side to side as if waiting for some type of signal. As 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 2520

In the Mild climate of the Open Plains of 2520, a conflict took place in the early morning hours under a omen-filled sky.

At the head of a calm army rode **Veteran Denikhar** 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
1500 Mixed Mannish footmen w/battle axes	wooden	none	a mob

At the head of a calm army rode **Commander Grazer** 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

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 Grazer changed tactics to standard battle formation.

Report from Grazer.....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 in loud commands.. Keep close ranks. Use standard formation. Like we practiced!

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

After the battle.... Denikhar's forces were destroyed/routed in the battle. Denikhar appeared to have survived. Grazer's forces were destroyed/routed in the battle. Grazer appeared to have survived.

Battle at 2220

In the Mild climate of the Open Plains of 2220, a conflict took place about midnight under an overcast sky.

At the head of a calm army rode **Lord Iron Wood** 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
400 Mixed Elven horseriders w/broadswords	steel	steel	a mob
608 Wood Elf footsoldiers w/broadswords	wooden	none	ragged ranks

At the head of a calm army rode **Commander Ivanosh** of the nation of the Red Witches. The mount on which he rode moved calmly to the front of the battle lines. Behind him the forming ranks were filled with:

Troops	Weapons	Armor	Formations
800 Mixed Mannish footmen w/battle axes	wooden	none	a mob

At the head of a demoralized army rode **Captain Pakindjfoe Mog** 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
3600 Mixed Mannish footmen w/battle axes	wooden	none	a mob

Report from Iron Wood.....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.. Charge!! Charge!! The men cheered as a few boulders and some flying debris struck among the enemy troops.

Against the forces of Ivanosh, they met our charge with their standard formation.

Against the forces of Pakindjfoe Mog, they met our charge with one of their own.

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

Report from Iron Wood.....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. However, we were overrun in less than a few hours.

After the battle.... Iron Wood's forces were destroyed/routed in the battle. Iron Wood appeared to have survived. Ivanosh's forces were victorious in the battle, but suffered minor losses. Ivanosh appeared to have survived. Pakindjfoe Mog's forces were victorious in the battle, but suffered minor losses. Pakindjfoe Mog appeared to have survived.

SPECIAL MESSAGES

FREE TURNS! Do you have any friends that would enjoy playing ME-PBM? MEPBM will credit you with a free turn for each NEW player that signs up and mentions your name (New players can only mention one name). If you would like to start a game with several friends, just let us know! Please try to collect all names & required funds, and mail together, when joining with friends. Current player set-ups are: £5.00, new player registrations are: £10.00

Front Sheet

The FrontSheet is now in the main body of the email of each turn you get. This also includes nations available, new games starting up, generic message from us about other aspects of the game as well as game reports. It also has your balance and the conta

ME-PBM Forum and ME-PBM Mailing List

This is to let you know that we have started an ME-PBM forum on our web site. The address for the web site is www.MiddleEarthGames.com. From there, you can go to links that allow you to log into the message board and to subscribe to the mailing list.

ORDERS GIVEN

Character	Order #	Order Code	Additional Information.....
Bluster	215	RfsPers	
Bluster	525	InfOthr	
Changling	408	HvInfan	400 ^ ^
Changling	850	MovArmy	sw sw w ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Cierra	215	RfsPers	
Cierra	810	MovChar	2214
Deadwood	400	HvCvlyr	300 ^ ^
Deadwood	850	MovArmy	se sw ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Fellstaff	430	TrpsMan	hi
Fellstaff	925	Recon	
Grazer	230	AttEnmy	fl
Grazer	860	ForcMar	nw nw ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Iron Wood	210	IssPers	ivano
Iron Wood	230	AttEnmy	ch
Lindon	300	ChTaxRt	70
Lindon	940	CstLoSp	415 2120
Nightbreeze	290	InvEnc	
Nightbreeze	910	ScoArea	

Plum Crazy	215	RfsPers	
Plum Crazy	810	MovChar	2214
Shadow Walker	325	NatSell	fo 99
Shadow Walker	605	GrdLoc	
White Oak	325	NatSell	ti 100
White Oak	770	HrArmy	400 hi ^ ^ 1
Willow	290	InvEnc	
Willow	940	CstLoSp	428 87
Windsong	215	RfsPers	
Windsong	810	MovChar	2214

Bluster



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

Bluster was located in the Hills & Rough at 3433.

He was ordered to refuse all personal challenges.

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

He is currently in the Hills & Rough at 3433. The Major Town/Fort of Uplink flying the flag of the Sh'iar Empire 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 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 move the army. He accepted the army movement orders.

He commands an army in the Open Plains at 2220. The un-owned Ruins of Urukhamo is here.

Cierra



Ranks : Command 0 Agent 0 Emissary 67 Mage 0
 Health 100 Stealth 0 Challenge 33
 Artifacts : None
 Spells (+0) : None

Cierra was located in the Open Plains at 1920.

She was ordered to refuse all personal challenges.

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

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

Deadwood



Ranks : Command 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 2218.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

He was ordered to recruit some heavy cavalry. 300 Heavy Cavalry w/Wood weapons and No armor were recruited.

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 2319.

Fellstaff



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

Fellstaff was located in the Mixed Forest at 2218.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

He was ordered to put some troops on maneuvers. The maneuvers for the Heavy Infantry were completed.

He was ordered to recon the area. A recon of the area was attempted. Foreign armies identified: - Enya Firehair of the Red Witches with about 1200 troops at 2218. See report below.

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 Open Plains at 2520.

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

Huorns and Ents has left the army.

He was ordered to force march the army. He was not able to force march the army because he does not command an army.

He is currently in the Open Plains at 2520.

Iron Wood



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

Iron Wood was located in the Open Plains at 2220.

He was ordered to challenge Ivanosh to personal combat.

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

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

He is currently 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 76 Stealth 0 Challenge 52
 Artifacts : None

Spells (+0) : #104 Resistances(77) #108 Blessings(68) #414 Scry Hex(95)
 #415 Scry Area(89)

Lindon was located in the Mixed Forest at 2317.

He was ordered to change the tax rate. The tax rate was changed to 70. Loyalty has been affected.

He was ordered to cast a lore spell. Scry Area - Foreign armies identified: - Nerya Rubyhair of the Red Witches with about 400 troops at 2020. See report below.

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

Nightbreeze



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

Nightbreeze was located in the Open Plains at 2320.

She investigated encounters/strange rumors at 2320. See Encounter messages...

She was ordered to scout the area. A scout of the area was attempted. Foreign armies identified: - Pakindjfoe Mog of the Sheri-Urk with about 2800 troops at 2220 - Ivanosh of the Red Witches with about 600 troops at 2319. See report below.

She is currently in the Open Plains at 2320.

Plum Crazy



Ranks : Command 0 Agent 0 Emissary 66 Mage 0
 Health 100 Stealth 0 Challenge 33
 Artifacts : None
 Spells (+0) : None

Plum Crazy was located in the Open Plains at 1920.

He was ordered to refuse all personal challenges.

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 Sheri-Urk is here.

Shadow Walker



Ranks : Command 0 Agent 50 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 37
 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. 3513 Food were sold for 3513 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 Mixed Forest at 2317.

He was ordered to have the nation sell to the caravans. 3071 Timber were sold for 6142 Gold.

He was ordered to hire an army. An army of 400 Heavy Infantry with 1 Food was hired.

He had a special encounter. See Encounter Messages.

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

Willow



Ranks : Command 0 Agent 0 Emissary 0 Mage 60 (90)
 Health 100+ Stealth 0 Challenge 105
 Artifacts : #42 Dagger of Green Wisdom #45 E Mere Vardo #65 Moon-axe
 #155 Staff of the Wanderer
 Spells(+30) : #308 Capital Return(95) #402 Perceive Allegiance(100)
 #412 Research Artifact(90) #418 Locate Artifact(91) #422 Perceive Power(90)
 #428 Locate Artifact True(75)

Willow was located in the Open Plains at 4424.

She investigated encounters/strange rumors at 4424. See Encounter messages...

She was ordered to cast a lore spell. Locate Artifact True - Spear of Bladorthin #87 may be possessed by Gefarig in the Open Plains at 3616.

She is currently in the Open Plains at 4424.

Windsong



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

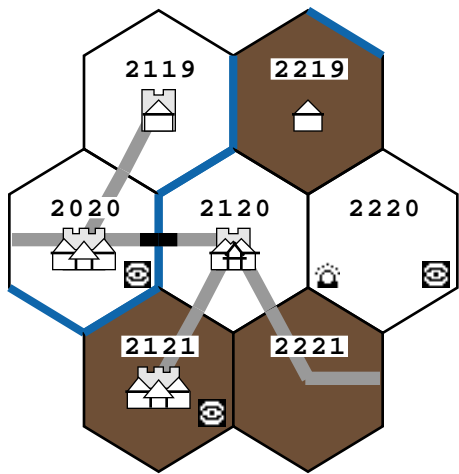
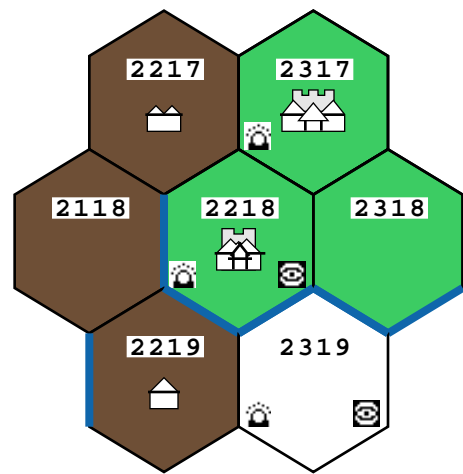
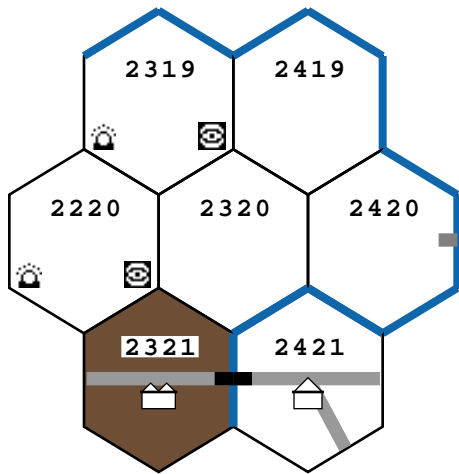
Spells (+0) : #4 Major Heal(73) #6 Greater Heal(82) #308 Capital Return(73)

Windsong was located in the Open Plains at 1920.

She was ordered to refuse all personal challenges.

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

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



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

Deadwood (ID: deadw) @ 2319 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) @ 2520 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) @ 2317 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) @ 2214 Emissary

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

Shadow Walker (ID: shado) @ 2317 Agent

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

White Oak (ID: white) @ 2317 Command Agent

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

Willow (ID: willo) @ 4424 Mage

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

Windsong (ID: winds) @ 2214 Emissary Mage

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