

MEPBM Games
presents

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



GAME # 141



Sundered

Victory points : 600
 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 [1367] Sing a Song [1233] Once Upon a Time [1067]

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 #	:	16
Account	:	\$ 0.00
Free Turns	:	0
Security Code	:	6166
Special Service	:	YES

Sundered

(A Free People)

Season : Spring

RELATIONS WITH OTHER NATIONS

# 1 North Kingdom	: Hated	# 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 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

Cataract Glen	Location : @ 2218 in Mixed Forest				Climate is Mild			
Size : Town	Fortifications : Tower	Loyalty : 35	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	459	119	11	0
Current stores	238	0	0	0	14	357	0	-

Crossing	Location : @ 2617 in Hills & Rough				Climate is Mild			
Size : Camp	Fortifications : None	Loyalty : 10	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	126	0	70	0	0	0	0	1500
Current stores	404	0	0	0	0	0	0	-

Forests Edge	Location : @ 2418 in Mixed Forest				Climate is Mild			
Size : Major Town	Fortifications : Tower	Loyalty : 33	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	3	453	0	-

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

A huge army bearing the banner of the Red Witches under Commander Quentinos is here.

Riverside	Location : @ 2416 in Mixed Forest				Climate is Mild			
Size : Town	Fortifications : Tower	Loyalty : 31	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	4	744	0	-

The Gathering (Capital)	Location : @ 2317 in Mixed Forest				Climate is Mild			
Size : Major Town	Fortifications : Fort	Loyalty : 71	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	2	528	0	-

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

Timber Town	Location : @ 2413 in Mixed Forest				Climate is Warm			
Size : Village	Fortifications : None	Loyalty : 22	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	29	288	0	-

ARMIES AND NAVIES

Army Commander : Commander Changling Location : @ 2314 in Mixed Forest Climate is Warm
 Army morale : 48 Warships : 0 Transports : 0 (2) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Wood Elf footsoldiers w/broadswords 28 10 0 273 Heavy Infantry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0
 Food 0 Out of Food !!
 War machines 0
 Characters traveling with army : - Willow.
The un-owned Ruins of First Fork is here.

Army Commander : Commander Fellstaff Location : @ 2418 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 0 300 Heavy Infantry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0
 Food 1 Low Supplies !!
 War machines 0
 The Major Town/Tower of Forests Edge flying the flag of the Sundered is here.
A huge army bearing the banner of the Red Witches under Commander Quentinos is here.

Army Commander : Commander Fletcher 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
 Armor 0 0
 Food 1 Low Supplies !!
 War machines 0
 The Major Town/Fort of The Gathering flying the flag of the Sundered is here.

Army Commander : Lord Iron Wood Location : @ 2120 in Open Plains Climate is Mild
 Army morale : 44 Warships : 0 Transports : 0 (9) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Mixed Elven horseriders w/broadswords 28 10 41 459 Heavy Cavalry
 Wood Elf footsoldiers w/broadswords 29 10 0 1315 Heavy Infantry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0
 Food 0 Out of Food !!
 War machines 0
 Characters traveling with army : - Treebeard Ents.
The Town/Tower of Xanabos flying the flag of the Red Witches is here.

COMPANY COMMANDERS :

Commander White Oak Location : @ 2317 Traveling with him are : Padfoot.

MARKET PRICES

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	17303	14985	15045	0	254196	0	3692
Purchase at market price/unit	2	2	4	107	2	10	7
Sell to market price/unit	1	1	2	55	1	5	4

MISCELLANEOUS

Maintenance Costs expected next turn are:				Totals for Nation:	Stores	Production
Armies/Navies :	11906			Leather	642	126
Pop Centers :	2500			Bronze	0	0
Characters :	17160			Steel	0	70
				Mithril	0	0
Total :	31566			Food	52	1767
				Timber	2370	790
Current Tax rate :	70%			Mounts	0	19
Revenue expected next turn :	20750 (-10816)					
Current Gold reserve :	13763					

Ships have been left anchored at the following locations:

None

You have the following double agents:

Sotida of the Lohmai'gwaith @ 2915

Double agent Sotida reports she was ordered to assassinate a character. She was not able to assassinate the character because of tight security. She was injured by Oslkjmog while performing her assassination mission.

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

You have the following hostages:

Myrmidones of the North Kingdom is held by Deadwood at 2220 - 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.
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

*Crossing has dropped to a Camp because of poor loyalty.
There are rumors of a sabotage attempt involving Tartas Izain at Minas Ithil.
9440 Gold was transported from the Once Upon a Time to The Gathering.*

ENCOUNTER MESSAGES

None

COMBAT MESSAGES

Battle at 2314

In the Warm climate of the Mixed Forest of 2314, a conflict took place in the early afternoon under an overcast sky.

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

Troops	Weapons	Armor	Formations
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300 Wood Elf footsoldiers w/broadswords	wooden	none	a mob
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The Camp of First Fork flying the flag of the Sheri-Urk is situated in the Mixed Forest here.

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

The battle for First Fork was over even before it began. The attackers were so numerous and strong that the defending militia had little chance to save themselves. The battle was over in just a few hours!!

After the attack on the population center.... Changling's army survived the attack on the Camp, but suffered minor losses. Changling appeared to have survived but suffers from serious wounds. The Camp has been reduced to a Ruins. The Ruins of First Fork now flies no known flag.

Battle at 2220

In the Mild climate of the Open Plains of 2220, a conflict took place in the early afternoon under an overcast sky.

At the head of a calm army rode **Lord Iron Wood** of the nation of the Sundered. In his hands was borne the glowing Dagger called Dagger of Green Wisdom. 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	wooden	steel	a mob
800 Wood Elf footsoldiers w/broadswords	wooden	none	a mob

At the head of a rebellious army rode **Captain Deadwood** of the nation of the Sundered. In his hands was borne the glowing Spear called Sil-Maegil. The mount on which he rode moved with trepidation to the center of the battle lines. Behind him the forming ranks were filled with:

Troops	Weapons	Armor	Formations
--------	---------	-------	------------

207 Mixed Elven horseriders w/broadswords	wooden	none	ragged ranks
991 Wood Elf footsoldiers w/broadswords	wooden	none	ragged ranks

At the head of a demoralized army rode **Captain Myrmidones** of the nation of the North Kingdom. 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
--------	---------	-------	------------

1200 Dúnadan footmen w/broadswords	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!! Against the forces of Myrmidones, they met our charge with their standard formation.

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 given by the blare of the bugles.. Head straight for them and then strike the left flank...the left flank! Against the forces of Myrmidones, we hit their flank and they stayed with their standard formation.

After the battle had joined in earnest, heroes made their presence known all over the battlefield. **Iron Wood** fought side by side with the troops and diverted many a blade during the pitched battle with his glowing Dagger. **Treebeard Ents** walked majestically through the fearful ranks of their enemies, bringing death and fear to those that attempted to thwart their progress! **Deadwood** fought side by side with the troops and diverted many a blade during the pitched battle with his glowing Spear.

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. Although the enemy fought hard, we finally succeeded in overwhelming them after a long battle.

Report from Deadwood.....Our cavalry rode swiftly across the open plains and thundered into the enemy, killing many. Our foot soldiers engaged the other troops in the open and took the battle to them. The troops fought well, but they could have been better trained. They fought as if uninspired. Although the enemy fought hard, we finally succeeded in overwhelming them after a long battle.

After the battle.... Iron Wood's forces were victorious in the battle, but suffered minor losses. Iron Wood appeared to have survived. Deadwood's forces were victorious in the battle, but suffered some losses. Deadwood appeared to have survived. Myrmidones's forces were destroyed/routed in the battle. Myrmidones was captured.

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	810	MovChar	3534
Changling	250	DstPop	st
Changling	925	Recon	
Cierra	215	RfsPers	
Cierra	525	InfOthr	
Deadwood	230	AttEnemy	fl
Deadwood	355	TrTrps	iron 207 ^ 991 ^ ^ ^
Fellstaff	770	HrArmy	300 hi ^ ^ 1
Fellstaff	850	MovArmy	sw se ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Fletcher	325	NatSell	fo 99
Fletcher	770	HrArmy	400 hi ^ ^ 1
Grazer	408	HvInfan	400 ^ ^
Grazer	860	ForcMar	sw se sw ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Iron Wood	230	AttEnemy	ch
Iron Wood	850	MovArmy	w ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Lindon	185	DnStNat	l
Lindon	325	NatSell	st 100
Nightbreeze	215	RfsPers	
Nightbreeze	810	MovChar	2214
Padfoot	755	JnCmpy	white
Padfoot	610	GrdChar	shado
Plum Crazy	215	RfsPers	
Plum Crazy	525	InfOthr	
Shadow Walker	605	GrdLoc	
Shadow Walker	810	MovChar	2214
White Oak	745	CreCmpy	
White Oak	325	NatSell	mo 100
Willow	900	FindArt	^
Willow	940	CstLoSp	428 103
Windsong	525	InfOthr	
Windsong	810	MovChar	2617

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 challenged by Lorgan to personal combat, but refused. Lorgan gained personal honor.

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

He is currently in the Hills & Rough at 3534. The Camp of Hoglip Chain flying the flag of the Sh'iar Empire is here.

Changling



Ranks : Command 33 Agent 0 Emissary 0 Mage 0
 Health 72 Stealth 0 Challenge 33
 Artifacts : None
 Spells (+0) : None

Changling was located in the Mixed Forest at 2314.

He was ordered to destroy the Camp of First Fork. See Combat Messages.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

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

He commands an army in the Mixed Forest at 2314. The un-owned Ruins of First Fork is here.

Cierra



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

Cierra was located in the Open Plains at 1920.

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 the populace was not influenced. Current loyalty is perceived to be normal. Continued efforts may succeed.

She is currently in the Open Plains at 1920. The Major Town/Tower of Flong Mars flying the flag of the Sheri-Urk is here.

Deadwood



Ranks : Command 48 Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 63
 Artifacts : #135 Sil-Maegil/
 Spells (+0) : None

Deadwood was located in the Open Plains at 2220.

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

He captured Myrmidones during combat.

He was ordered to transfer some troops from the army to an army. The troops transfer was changed because of insufficient troops. 142 Heavy Cavalry 680 Heavy Infantry were transferred.

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

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

Fellstaff



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

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

Fletcher



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

Fletcher was located in the Mixed Forest at 2317.

He was ordered to have the nation sell to the caravans. 5266 Food were sold for 5266 Gold.

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

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.

Grazer



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

Grazer 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.

Grazer was assassinated.

Huorns and Ents has left the army.

The army commanded by Grazer has been disbanded because no suitable commander was present.

He was ordered to force march the army. He was not permitted orders because he has died.

Iron Wood



Ranks : Command 54 (69) Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 79
 Artifacts : #42 Dagger of Green Wisdom\ #121 Angbor
 Spells (+0) : None

Iron Wood was located in the Open Plains at 2220.

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

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

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

He commands an army in the Open Plains at 2120. The Town/Tower of Xanabos flying the flag of the Red Witches is here.

Lindon



Ranks : Command 42 Agent 0 Emissary 0 Mage 40
 Health 100 Stealth 0 Challenge 52
 Artifacts : None

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

Lindon was located in the Mixed Forest at 2317.

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

He was ordered to have the nation sell to the caravans. 370 Steel were sold for 2220 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.

Nightbreeze



Ranks : Command 0 Agent 61 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 45
 Artifacts : None
 Spells (+0) : None

Nightbreeze was located in the Open Plains at 2220.
 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.

Padfoot



Ranks : Command 0 Agent 33 Emissary 0 Mage 0
 Health 100 Stealth 21 Challenge 24
 Artifacts : None
 Spells (+0) : None

Padfoot was located in the Mixed Forest at 2317.
 She was ordered to guard a character. Shadow Walker was guarded.
 She was ordered to join a company. She joined the company commanded by White Oak.
She is traveling with White Oak in the Mixed Forest at 2317. The Major Town/Fort of The Gathering flying the flag of the Sundered is here.

Plum Crazy



Ranks : Command 0 Agent 0 Emissary 71 Mage 0
 Health 100 Stealth 0 Challenge 35
 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 influence their population center loyalty. The loyalty was influenced/reduced at Flong Mars. Current loyalty is perceived to be fair.
He is currently in the Open Plains at 1920. The Major Town/Tower of Flong Mars flying the flag of the Sheri-Urk is here.

Shadow Walker



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

Shadow Walker was located in the Mixed Forest at 2317.

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

He was ordered to 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.

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. 873 Mounts were sold for 6111 Gold.

He was ordered to create a company. A company was created.

He commands a company 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 75† Stealth 0 Challenge 105
 Artifacts : #45 E Mere Vardo #65 Moon-axe\ #155 Staff of the Wanderer
 Spells(+30) : #308 Capital Return(96) #402 Perceive Allegiance(100)
 #412 Research Artifact(90) #418 Locate Artifact(91) #422 Perceive Power(90)
 #428 Locate Artifact True(78)

Willow was located in the Mixed Forest at 2314.

Willow was wounded during combat.

She was ordered to find an artifact. An artifact search was attempted. No artifact was found at 2314.

She was ordered to cast a lore spell. Locate Artifact True - Ringil #103 may be possessed by Bragolach in the Hills & Rough at 1007.

She is traveling with Changling in the Mixed Forest at 2314. The un-owned Ruins of First Fork is here.

Windsong



Ranks : Command 0 Agent 0 Emissary 65 Mage 30
 Health 100 Stealth 0 Challenge 39

Artifacts : None

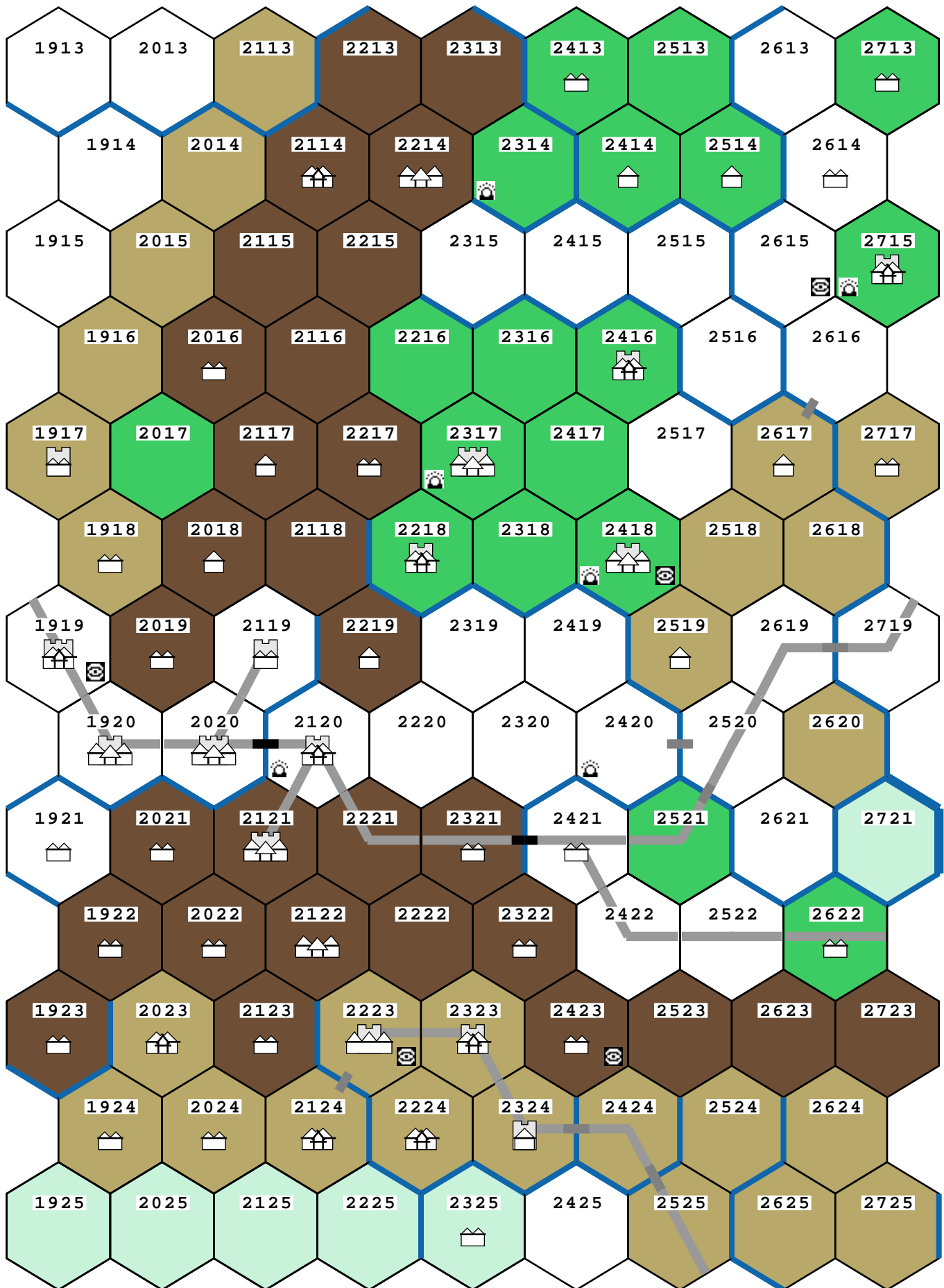
Spells (+0) : #4 Major Heal(73) #6 Greater Heal(82) #308 Capital Return(73)

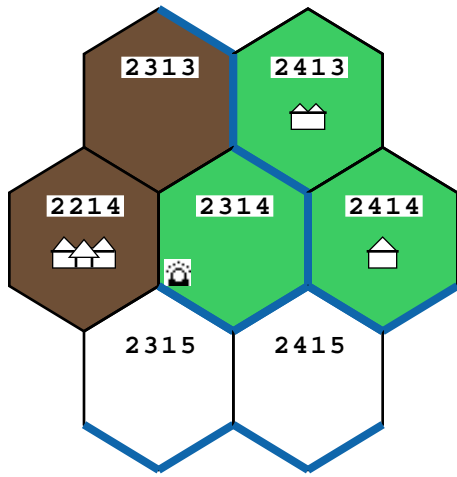
Windsong was located in the Open Plains at 1920.

She was ordered to influence their population center loyalty. She was not able to influence/reduce the population center loyalty because the populace was not influenced. Current loyalty is perceived to be normal. Continued efforts may succeed.

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

She is currently in the Hills & Rough at 2617. The Camp of Crossing flying the flag of the Sundered 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) @ 2418 Command

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

Fletcher (ID: fletc) @ 2317 Command

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

Iron Wood (ID: iron) @ 2120 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) @ 2214 Agent

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

Padfoot (ID: padfo) @ 2317 Agent

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

Plum Crazy (ID: plum) @ 1920 Emissary

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

Shadow Walker (ID: shado) @ 2214 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) @ 2314 Mage

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

Windsong (ID: winds) @ 2617 Emissary Mage

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