

MEPBM Games
presents

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



GAME # 141



Sapphic Enclave

Victory points : 775
 Victory Conditions :
 To hold at game end the artifact: Gurthdur #17.
 To see to the termination of Guarmath by any means whatsoever.
 To see to the termination of Valacar by any means whatsoever.
 To hold in stores at game end the greatest amount of Mithril.
 To terminate 10 characters by personal challenge or by assassination.

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.
 #21 Hire new armies at no cost.
 #24 Can learn lost conjure mounts spell.

Internet G141N07
 RICHARD THOMAS 109334
 NONE
 NONE
 NONE

Game #	:	141
Player #	:	7
Turn #	:	16
Account	:	\$ 0.00
Free Turns	:	0
Security Code	:	2741
Special Service	:	YES

Sapphic Enclave

(A Free People)

Season : Spring

RELATIONS WITH OTHER NATIONS

# 1 North Kingdom	: Neutral	# 2 South Kingdom	: Hated	# 3 Wise Council	: Tolerated
# 4 Acadians	: Tolerated	# 5 Silent Assembly	: Tolerated	# 6 Thorinar	: Tolerated
# 8 Nameless	: Tolerated	# 9 Ground Pounders	: Tolerated	#10 Sundered	: Tolerated
#11 Lohmai'gwaith	: Tolerated	#12 Sheri-Urk	: Disliked	#13 Red Witches	: Disliked
#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

Androth (Capital) Location : @ 3328 in Mountains Climate is Cool

Size : City	Fortifications : Tower	Loyalty : 89	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	10	4	0	0	0	1500
Current stores	1304	572	0	20	0	0	0	-

A small army bearing the banner of the Sapphic Enclave under Lord Gorlim is here.

Aughaur Location : @ 3530 in Mountains Climate is Cool

Size : Major Town	Fortifications : Fort	Loyalty : 55	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	56	56	0	0	0	0	1000
Current stores	0	224	0	0	0	0	0	-

An army bearing the banner of the Benîm an Pharazôn under Lord Azrubîn is here.

Cúarthol Location : @ 3228 in Mountains Climate is Cool

Size : Village	Fortifications : None	Loyalty : 36	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	136	0	24	0	0	0	1100
Current stores	0	680	0	159	0	0	0	-

Esgalduin Location : @ 3428 in Open Plains Climate is Hot

Size : Village	Fortifications : Tower	Loyalty : 35	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	122	0	0	0	205	0	6	0
Current stores	366	0	0	0	410	0	18	-

Galtran Location : @ 3427 in Open Plains Climate is Hot

Size : Camp	Fortifications : None	Loyalty : 53	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	192	0	0	0	536	0	16	0
Current stores	576	0	0	0	1072	0	48	-

Kelumë Location : @ 3630 in Mountains Climate is Cool

Size : Camp	Fortifications : None	Loyalty : 25	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	160	50	0	0	0	0	1500
Current stores	0	640	0	0	0	0	0	-

Ninniach Location : @ 3829 in Hills & Rough Climate is Hot

Size : Camp	Fortifications : None	Loyalty : 38	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	288	0	48	0	0	0	0	1120
Current stores	864	0	0	0	0	0	0	-

Núath Location : @ 3329 in Mountains Climate is Cool
 Size : Village Fortifications : None Loyalty : 42 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 88 0 8 0 0 0 1500
 Current stores 0 352 0 46 0 0 0 -

RF Location : @ 3533 in Hills & Rough Climate is Hot
 Size : Camp Fortifications : Tower Loyalty : 17 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 0 96 0 0 0 8 1120
 Current stores 0 0 0 0 0 0 16 -

Thangor Location : @ 3528 in Open Plains Climate is Hot
 Size : Camp Fortifications : None Loyalty : 32 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 232 0 0 0 312 0 8 0
 Current stores 696 0 0 0 624 0 24 -

Tokeliant Location : @ 3529 in Hills & Rough Climate is Hot
 Size : Village Fortifications : None Loyalty : 31 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 0 0 0 0 115 13 800
 Current stores 0 0 0 0 0 575 39 -

Tudaninazul Location : @ 3334 in Hills & Rough Climate is Hot
 Size : Camp Fortifications : Tower Loyalty : 19 Docks : None Hidden ? : No Sieged ? : YES
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 0 72 0 0 224 0 800
 Current stores 0 0 0 0 0 179 0 -

An army bearing the banner of the Sapphic Enclave under Captain Siane is here.

Unullô Location : @ 3629 in Hills & Rough Climate is Hot
 Size : Camp Fortifications : None Loyalty : 36 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 112 0 0 0 200 0 0 1040
 Current stores 336 0 0 0 400 0 0 -

Uplink Location : @ 3433 in Hills & Rough Climate is Hot
 Size : Major Town Fortifications : Fort Loyalty : 62 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 0 22 0 230 0 0 1200
 Current stores 0 0 0 0 929 0 300 -
 Foreign characters reported in the hex : - **Majestor**.

Voronwa Location : @ 3527 in Open Plains Climate is Hot
 Size : Camp Fortifications : None Loyalty : 45 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 240 0 0 0 528 0 24 0
 Current stores 720 0 0 0 1056 0 72 -

Wilôke Location : @ 3426 in Mountains Climate is Cool
 Size : Town Fortifications : Tower Loyalty : 57 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 174 0 6 0 0 0 1200
 Current stores 0 696 0 83 0 2000 0 -

A small army bearing the banner of the Sapphic Enclave under Lord Valandil is here.

ARMIES AND NAVIES

Army Commander : Lord Gorlim Location : @ 3328 in Mountains Climate is Cool
 Army morale : 10 Warships : 0 Transports : 0 (4) Travel mode : Normal

Troops			Training	Weapon	Armor	# Troops	Troop Type
Mixed Elven horseriders w/broadswords			25	10	30	485	Heavy Cavalry
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 : - Igbert.
 The City/Tower of Androth flying the flag of the Sapphic Enclave is here.

Army Commander : Commander Halbarad Location : @ 3221 in Mountains Climate is Cool
 Army morale : 14 Warships : 0 Transports : 0 (10) Travel mode : Normal

Troops			Training	Weapon	Armor	# Troops	Troop Type
Mixed Elven horseriders w/broadswords			28	10	28	1360	Heavy Cavalry
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/Tower of Morannon flying the flag of the South Kingdom is here.

Army Commander : Commander Haleth Location : @ 3423 in Mountains Climate is Hot
 Army morale : 14 Warships : 0 Transports : 0 (5) Travel mode : Normal

Troops			Training	Weapon	Armor	# Troops	Troop Type
Wood Elf footsoldiers w/broadswords			28	10	0	1200	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 Town/Tower of Barad-dûr flying the flag of the South Kingdom is here.
 An army bearing the banner of the South Kingdom under Hero Neddet is here.

Army Commander : Captain Siane Location : @ 3334 in Hills & Rough Climate is Hot
 Army morale : 5 Warships : 0 Transports : 0 (4) Travel mode : Normal

Troops			Training	Weapon	Armor	# Troops	Troop Type
Wood Elf footsoldiers w/broadswords			35	10	0	858	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 Camp/Tower of Tudaninazul flying the flag of the Sapphic Enclave is here.

Army Commander : Lord Valandil Location : @ 3426 in Mountains Climate is Cool
 Army morale : 10 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		0		
Armor	0	0	0		0		
Food	0	Out of Food !!					
War machines	0						

 The Town/Tower of Wilóke flying the flag of the Sapphic Enclave is here.

COMPANY COMMANDERS :

Veteran Glóredhel Location : @ 3423 Traveling with her are : Gallan - Nienor - Otrane.

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 :	20502	Leather	4862	1186
Pop Centers :	4500	Bronze	3164	614
Characters :	22660	Steel	0	354
		Mithril	308	42
Total :	47662	Food	4491	2011
		Timber	2754	339
Current Tax rate :	60%	Mounts	517	75
Revenue expected next turn :	37080 (-10582)			
Current Gold reserve :	3068			

Ritual character terminations: 0

Ships have been left anchored at the following locations:

None

You have the following double agents:

Hecate of the Lohmai'gwaith @ 2214

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

Double agent Hecate reports she was ordered to cast a movement spell. Long Stride was cast.

Lavinia of the Lohmai'gwaith @ 2214

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

Double agent Lavinia reports she was ordered to scout for any characters. A scout for characters was attempted. Found: Curate Lady Gaga - Sing a Song. Nick Cave. Cicala. Gretel. Hansel. Shadow Walker. Nothing else was reported at this time.

You have the following hostages:

None

You possess the following artifacts:

Name of artifact	Item	#	Latent	Alignment	Known Powers
Cloak of the Heavens	Cloak	136	Yes	None	Increases Agent Rank by 10.

You have hidden the following additional artifacts:

None

NATION MESSAGES

There are rumors of a personal challenge involving Sound and Balkumagin at 2139.
 There are rumors of an armed conflict involving the Sundered at 2220.
 There are rumors of an armed conflict involving the Alvernus at 1407.
 There are rumors of an armed conflict involving the Twilight Hammer and the Wise Council at 2309.
 There are rumors of an encounter involving Foresii at 2002.
 The loyalty was influenced from the efforts or presence of Shelob at Núath.

ENCOUNTER MESSAGES

None

COMBAT MESSAGES

Battle at 3334

In the Hot climate of the Hills & Rough of 3334, a conflict took place in the early hours of the evening under an overcast sky.

At the head of a demoralized army rode **Regent Praetor** of the nation of the Sh'iar Empire. 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
10 Lesser Mannish horsemen w/scimitars	bronze/steel	bronze/steel	solid ranks
418 Mixed Mannish footmen w/battle axes	wooden	none	ragged ranks
35 Lesser Mannish footmen w/spears	wooden	none	a mob

At the head of a demoralized army rode **Commander Siane** of the nation of the Sapphic Enclave. 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
1218 Wood Elf footsoldiers w/broadswords	wooden	none	ragged ranks

The Village of Tudaninazul flying the flag of the Benîm an Pharazôn is situated in the Hills & Rough here. It is fortified by a Tower, and it is under siege or attack.

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

The battle for Tudaninazul was vicious and quick. Although the defending militia fought hard to stem the assault, they were outnumbered and eventually fell before the onslaught!

After the attack on the population center.... Siane's army survived the attack on the Village, but suffered some losses. Siane appeared to have survived. The Village has been reduced to a Camp. The Tower has not been affected. The Camp has been under siege/attack this turn. The Camp now flies the flag of the Sapphic Enclave.

Battle at 3730

In the Cool climate of the Mountains of 3730, a conflict took place in the early hours of the evening in high winds.

At the head of a highly energetic army rode **Hero Coronado** of the nation of the RhunLandChattelCo. The mount on which he rode cantered anxiously along the side of the battle lines. Behind him the forming ranks were filled with:

Troops	Weapons	Armor	Formations
118 Mixed Mannish horsemen w/shortswords	steel	steel	a mob
1 Lesser Mannish horsemen w/scimitars	bronze/steel	bronze/steel	solid ranks

The Camp of Thara-pata flying the flag of the Sapphic Enclave is situated in the Mountains here.

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

The battle for Thara-pata 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.... Coronado's army survived the attack on the Camp, but suffered minor losses. Coronado appeared to have survived. The Camp has been reduced to a Ruins. The Ruins of Thara-pata now flies no known flag.

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.....
Batby	770	HrArmy	400 hi ^ ^ 2
Batby	850	MovArmy	sw ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Dervorin	555	CreCmp	^
Dervorin	810	MovChar	3730
Gallan	525	InfOthr	
Gallan	585	Uncover	
Glóredhel	610	GrdChar	nieno
Glóredhel	820	MovCmpy	3423
Gorlim	770	HrArmy	500 hc ^ br ^
Gorlim	710	PrenMgy	
Grieta	330	CstCjSp	508 500
Grieta	710	PrenMgy	
Halbarad	850	MovArmy	nw nw nw ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Halbarad	430	TrpsMan	hc
Haleth	850	MovArmy	ne ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Haleth	430	TrpsMan	hi
Igbert	785	JnArmy	gorli
Igbert	185	DnStNat	2
Marach	330	CstCjSp	508 500
Marach	710	PrenMgy	
Nienor	525	InfOthr	
Nienor	940	CstLoSp	415 3423
Oruthan	605	GrdLoc	
Oruthan	810	MovChar	3433
Otrane	525	InfOthr	

Otrane	585	Uncover	
Siane	255	CptrPop	fl
Siane	215	RfsPers	
Ugbert	325	NatSell	st 100
Ugbert	810	MovChar	3530
Ulbar	550	ImprPop	
Ulbar	585	Uncover	
Valandil	770	HrArmy	300 hi ^ ^ ^
Valandil	315	PrchCar	ti 2000

Batby



Ranks : Command 36 Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 36
 Artifacts : None
 Spells (+0) : None

Batby was located in the Hills & Rough at 3433.

Batby was kidnapped.

Batby could not escape from being held hostage.

He was ordered to hire an army. He was not permitted orders because he was held hostage.

He was ordered to move the army. He was not permitted orders because he was held hostage.

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

Dervorin



Ranks : Command 0 Agent 0 Emissary 59 Mage 0
 Health 100 Stealth 0 Challenge 29
 Artifacts : None
 Spells (+0) : None

Dervorin was located in the Hills & Rough at 3729.

She was ordered to create a camp. She was not able to create the camp because there was insufficient populace.

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

She is currently in the Mountains at 3730. The un-owned Ruins of Thara-pata is here.

Gallan



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

Gallan was located in the Hills & Rough at 3434.

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

She was ordered to uncover some secrets. Secrets uncovered - uncovered that the nation of the Silent Assembly seeks to hold the greatest amount of artifacts. - uncovered that the nation of the South Kingdom possesses Special Nation Ability #10.

She moved with the company to 3423.

She is traveling with Glóredhel in the Mountains at 3423. The Town/Tower of Barad-dûr flying the flag of the South Kingdom is here.

Glóredhel



Ranks : Command 10 Agent 54 Emissary 0 Mage 15
 Health 100 Stealth 0 Challenge 46
 Artifacts : None
 Spells (+0) : #302 Long Stride(49)

Glóredhel was located in the Hills & Rough at 3434.

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

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

She commands a company in the Mountains at 3423. The Town/Tower of Barad-dûr flying the flag of the South Kingdom is here.

Gorlim



Ranks : Command 59 Agent 0 Emissary 0 Mage 36
 Health 100 Stealth 0 Challenge 68
 Artifacts : None
 Spells (+0) : #4 Major Heal(85) #302 Long Stride(96) #412 Research Artifact(59)

Gorlim was located in the Mountains at 3328.

She was ordered to prentice magery. The prentice magery was successful and her Mage rank has been improved.

She was ordered to hire an army. The troops hired was changed because there were insufficient mounts. An army of 485 Heavy Cavalry with 0 Food was hired.

She commands an army in the Mountains at 3328. The City/Tower of Androth flying the flag of the Sapphic Enclave is here.

Grieta



Ranks : Command 0 Agent 0 Emissary 0 Mage 44
 Health 100 Stealth 0 Challenge 44
 Artifacts : None

Spells (+0) : #104 Resistances(85) #214 Call Winds(88) #308 Capital Return(63)
 #414 Scry Hex(72) #508 Conjure Mounts(80)

Grieta was located in the Mountains at 3328.

She was ordered to cast a conjuring spell. Conjure Mounts was cast. There were insufficient Mounts available to conjure. 200 Mounts were conjured.

She was ordered to prentice magery. The prentice magery was successful and her Mage rank has been improved.

She is currently in the Mountains at 3328. The City/Tower of Androth flying the flag of the Sapphic Enclave is here.

Halbarad



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

Halbarad was located in the Desert Wastes at 3324.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

She was ordered to put some troops on maneuvers. The maneuvers for the Heavy Cavalry were completed.

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

She commands an army in the Mountains at 3221. The Major Town/Tower of Morannon flying the flag of the South Kingdom is here.

Haleth



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

Haleth was located in the Desert Wastes at 3324.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

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

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

She commands an army in the Mountains at 3423. The Town/Tower of Barad-dûr flying the flag of the South Kingdom is here.

Igbert



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

Igbert was located in the Mountains at 3328.

He was ordered to downgrade our relations. He was not able to downgrade our relations because the nation is already at worst relations.

He was ordered to join an army. He joined the army commanded by Gorlim.

He is traveling with Gorlim in the Mountains at 3328. The City/Tower of Androth flying the flag of the Sapphic Enclave is here.

Marach



Ranks : Command 0 Agent 0 Emissary 0 Mage 58
Health 100 Stealth 0 Challenge 58
Artifacts : None

Spells (+0) : #102 Barriers(94) #210 Words of Calm(84) #302 Long Stride(100)
#406 Divine Army(80) #508 Conjure Mounts(80)

Marach was located in the Mountains at 3328.

She was ordered to cast a conjuring spell. Conjure Mounts was cast. There were insufficient Mounts available to conjure. 285 Mounts were conjured.

She was ordered to prentice magery. The prentice magery was successful and her Mage rank has been improved.

She is currently in the Mountains at 3328. The City/Tower of Androth flying the flag of the Sapphic Enclave is here.

Nienor



Ranks : Command 0 Agent 0 Emissary 80 Mage 60
Health 100 Stealth 0 Challenge 70
Artifacts : None

Spells (+0) : #412 Research Artifact(94) #413 Scry Population Center(96)
#415 Scry Area(83) #418 Locate Artifact(95) #428 Locate Artifact True(69)
#508 Conjure Mounts(84)

Nienor was located in the Hills & Rough at 3434.

She was ordered to influence their population center loyalty. The loyalty was influenced/reduced at C-Band. Current loyalty is perceived to be marginal.

She moved with the company to 3423.

She was ordered to cast a lore spell. Scry Area - Foreign armies identified: - Neddett of the South Kingdom with about 600 troops at 3423. See report below.

She is traveling with Glóredhel in the Mountains at 3423. The Town/Tower of Barad-dûr flying the flag of the South Kingdom is here.

Oruthan



Ranks : Command 33 Agent 65 (75) Emissary 0 Mage 42
Health 100 Stealth 0 Challenge 74
Artifacts : #136 Cloak of the Heavens
Spells (+0) : #104 Resistances(86) #412 Research Artifact(99)
#418 Locate Artifact(55) #508 Conjure Mounts(91)

Oruthan was located in the Mountains at 3328.

She was ordered to guard the location. Androth was guarded.

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

She is currently in the Hills & Rough at 3433. The Major Town/Fort of Uplink flying the flag of the Sapphic Enclave is here.

Otrane



Ranks : Command 0 Agent 0 Emissary 72 Mage 0
 Health 100 Stealth 0 Challenge 36
 Artifacts : None
 Spells (+0) : None

Otrane was located in the Hills & Rough at 3434.

She was ordered to influence their population center loyalty. The loyalty was influenced/reduced at C-Band. Current loyalty is perceived to be marginal.

She was ordered to uncover some secrets. Secrets uncovered - uncovered that the nation of the Red Witches seeks to hold the population center of Núath at 3329 - uncovered that the nation of the South Kingdom seeks to hold the population center of Radio Gaga at 4015 - uncovered that the nation of the Sh'iar Empire seeks to hold the artifact: a Helm, #53 - uncovered that the nation of the Sh'iar Empire seeks to terminate 10 characters by personal challenge or by assassination. - uncovered that the nation of the Sh'iar Empire possesses Special Nation Ability #13. It was also uncovered that the Sh'iar Empire capital is at 4433.

She moved with the company to 3423.

She is traveling with Glóredhel in the Mountains at 3423. The Town/Tower of Barad-dûr flying the flag of the South Kingdom is here.

Siane



Ranks : Command 41 Agent 0 Emissary 0 Mage 33
 Health 100 Stealth 0 Challenge 49
 Artifacts : None
 Spells (+0) : #104 Resistances(80) #416 Reveal Production(80)
 #508 Conjure Mounts(64)

Siane was located in the Hills & Rough at 3334.

She was ordered to refuse all personal challenges.

She was challenged by Praetor to personal combat, but refused. Praetor gained personal honor.

She was ordered to capture the Village of Tudaninazul. See Combat Messages.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

She commands an army in the Hills & Rough at 3334. The Camp/Tower of Tudaninazul flying the flag of the Sapphic Enclave is here.

Ugbert



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

Ugbert was located in the Mountains at 3328.

He was ordered to have the nation sell to the caravans. 1399 Steel were sold for 8394 Gold.

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

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

Ulbar



Ranks : Command 0 Agent 0 Emissary 64 Mage 15
 Health 100 Stealth 0 Challenge 35
 Artifacts : None
 Spells (+0) : #416 Reveal Production(99)

Ulbar was located in the Mountains at 3228.

She was ordered to improve the population center size. Cúarthol was improved to a Village.

She was ordered to uncover some secrets. Secrets uncovered - uncovered that the nation of the Alvernus seeks to hold the artifact: a Sword, #58. - uncovered that the nation of the Alvernus possesses Special Nation Ability #30.

She is currently in the Mountains at 3228. The Village of Cúarthol flying the flag of the Sapphic Enclave is here.

Valandil



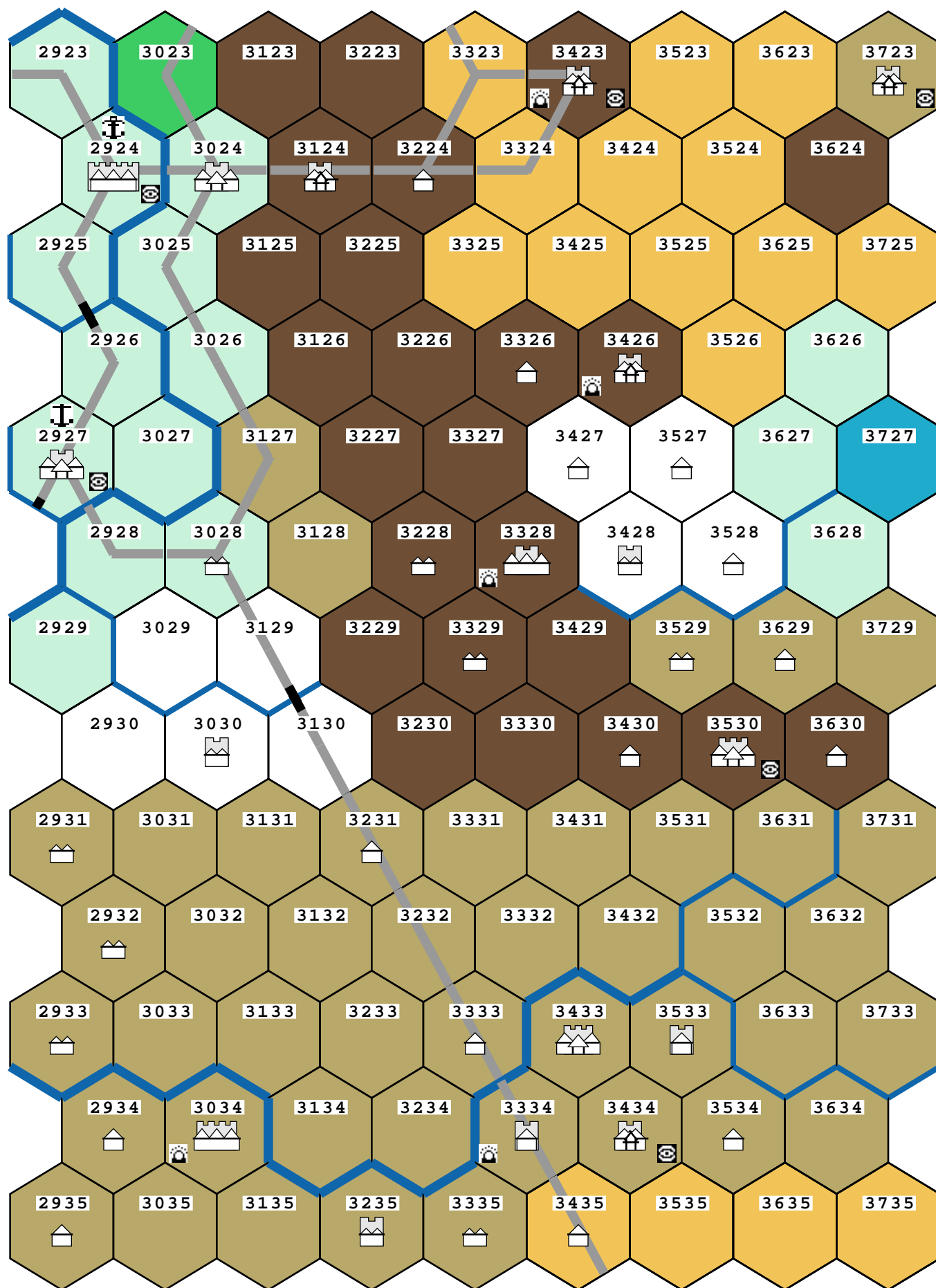
Ranks : Command 57 Agent 0 Emissary 0 Mage 0
 Health 42 Stealth 0 Challenge 57
 Artifacts : None
 Spells (+0) : None

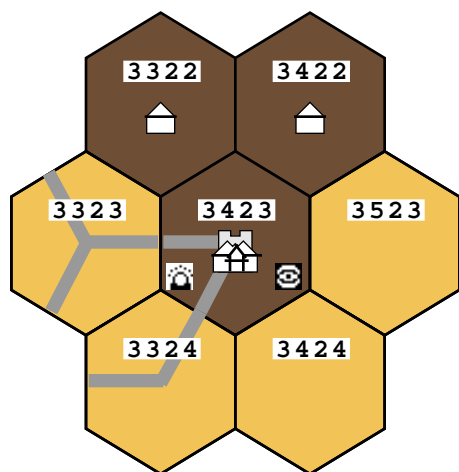
Valandil was located in the Mountains at 3426.

She was ordered to purchase from the caravans. 2000 Timber were bought for 4000 Gold.

She was ordered to hire an army. An army of 300 Heavy Infantry with 0 Food was hired.

She commands an army in the Mountains at 3426. The Town/Tower of Wilóke flying the flag of the Sapphic Enclave is here.





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

Gorlim (ID: gorli) @ 3328 Command Mage

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

Grieta (ID: griet) @ 3328 Mage

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

Halbarad (ID: halba) @ 3221 Command

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

Haleth (ID: halet) @ 3423 Command

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

Igbert (ID: igber) @ 3328 Command

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

Marach (ID: marac) @ 3328 Mage

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

Nienor (ID: nieno) @ 3423 Emissary Mage

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

Oruthan (ID: oruth) @ 3433 Command Agent Mage

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

Otrane (ID: otran) @ 3423 Emissary

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

Siane (ID: siane) @ 3334 Command Mage

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

Ugbert (ID: ugber) @ 3530 Command

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

Ulbar (ID: ulbar) @ 3228 Emissary Mage

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

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Valandil (ID: valan) @ 3426 Command
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Order	->	# _____	Code _____	Type _____		Order	->	# _____	Code _____	Type _____
Required			_____			Required			_____	
Information			_____			Information			_____	
			_____						_____	
			_____						_____	