

MEPBM Games
presents

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



GAME # 141



Sapphic Enclave

Victory points : 550
 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 [1317] Once Upon a Time [1267] Sing a Song [1025]

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 #	:	18
Account	:	\$ 0.00
Free Turns	:	0
Security Code	:	7577
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 Bením an Pharazôn	: Disliked	#19 RhunLandChattelCo	: Disliked
#20 Tribes of Angmar	: Disliked	#21 Lands	: Neutral	#22 Sing a Song	: Neutral
#23 Once Upon a Time	: Neutral	#24 Plane	: Neutral	#25 Alvernus	: Neutral

POPULATION CENTERS

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

Size : City	Fortifications : Tower	Loyalty : 86	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	5496	0	20	4	1	0	430	-

A small army bearing the banner of the Sapphic Enclave under Commander Igbert is here.

C-Band Location : @ 3434 in Hills & Rough Climate is Hot

Size : Town	Fortifications : Tower	Loyalty : 50	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	29	0	0	110	0	1040
Current stores	0	0	87	0	0	160	0	-

An army bearing the banner of the Sh'iar Empire under Regent Shatterstar is here.

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

Cúarthol Location : @ 3228 in Mountains Climate is Cool

Size : Village	Fortifications : None	Loyalty : 21	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	0	0	24	0	0	0	-

Esgalduin Location : @ 3428 in Open Plains Climate is Hot

Size : Village	Fortifications : Tower	Loyalty : 43	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	0	0	0	0	820	0	30	-

Galtran Location : @ 3427 in Open Plains Climate is Hot

Size : Camp	Fortifications : None	Loyalty : 43	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	0	0	0	0	2144	0	80	-

Kelumë Location : @ 3630 in Mountains Climate is Cool

Size : Camp	Fortifications : None	Loyalty : 15	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	160	50	0	0	0	0	1500
Current stores	0	0	100	0	0	0	0	-

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

Size : Camp	Fortifications : None	Loyalty : 27	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	0	0	96	0	0	0	0	-

Núath Location : @ 3329 in Mountains Climate is Cool
 Size : Village Fortifications : None Loyalty : 45 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 0 0 8 0 0 0 -

RF Location : @ 3533 in Hills & Rough Climate is Hot
 Size : Camp Fortifications : Tower Loyalty : 13 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 0 192 0 0 0 32 -

Thangor Location : @ 3528 in Open Plains Climate is Hot
 Size : Camp Fortifications : None Loyalty : 21 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 0 0 0 0 1248 0 40 -

Thara-pata Location : @ 3730 in Mountains Climate is Cool
 Size : Camp Fortifications : None Loyalty : 26 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 240 0 10 0 0 0 1000
 Current stores 0 0 0 10 0 0 0 -

Tudaninazul Location : @ 3334 in Hills & Rough Climate is Hot
 Size : Camp Fortifications : Tower Loyalty : 14 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 0 72 0 0 224 0 800
 Current stores 0 0 144 0 0 627 0 -

Unulló Location : @ 3629 in Hills & Rough Climate is Hot
 Size : Camp Fortifications : None Loyalty : 25 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 0 0 0 0 800 0 0 -

Uplink Location : @ 3433 in Hills & Rough Climate is Hot
 Size : Major Town Fortifications : Fort Loyalty : 16 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 44 0 1389 0 300 -

Voronwa Location : @ 3527 in Open Plains Climate is Hot
 Size : Camp Fortifications : None Loyalty : 34 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 0 0 0 0 2112 0 120 -

Wilóke Location : @ 3426 in Mountains Climate is Cool
 Size : Town Fortifications : Tower Loyalty : 45 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 0 0 6 0 2000 0 -

ARMIES AND NAVIES

Army Commander : Captain Halbarad Location : @ 3623 in Desert Wastes Climate is Hot
 Army morale : 11 Warships : 0 Transports : 0 (6) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Mixed Elven horseriders w/broadswords 35 10 28 882 Heavy Cavalry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0
 Food 0 Out of Food !!
 War machines 0
 An army bearing the banner of the Sapphic Enclave under Captain Haleth is here.
A large army bearing the banner of the RhunLandChattelCo under Commander Woodrow is here.

Army Commander : Captain Haleth Location : @ 3623 in Desert Wastes Climate is Hot
 Army morale : 15 Warships : 0 Transports : 0 (3) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Wood Elf footsoldiers w/broadswords 35 10 0 723 Heavy Infantry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0
 Food 0 Out of Food !!
 War machines 0
 An army bearing the banner of the Sapphic Enclave under Captain Halbarad is here.
A large army bearing the banner of the RhunLandChattelCo under Commander Woodrow is here.

Army Commander : Commander Igbert Location : @ 3328 in Mountains Climate is Cool
 Army morale : 10 Warships : 0 Transports : 0 (1) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Mixed Elven horseriders w/broadswords 25 10 0 100 Heavy Cavalry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0
 Food 0 Out of Food !!
 War machines 0
 The City/Tower of Androth flying the flag of the Sapphic Enclave is here.

Army Commander : Captain Siane Location : @ 3434 in Hills & Rough Climate is Hot
 Army morale : 13 Warships : 0 Transports : 0 (2) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Wood Elf footsoldiers w/broadswords 38 10 0 400 Heavy Infantry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0
 Food 0 Out of Food !!
 War machines 0
 The Town/Tower of C-Band flying the flag of the Sapphic Enclave is here.
An army bearing the banner of the Sh'iar Empire under Regent Shatterstar is here.

Army Commander : Lord Valandil Location : @ 3529 in Hills & Rough Climate is Hot
 Army morale : 4 Warships : 0 Transports : 0 (4) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Wood Elf footsoldiers w/broadswords 25 10 11 800 Heavy Infantry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0
 Food 0 Out of Food !!
 War machines 0
 The Camp of Tokeliant flying the flag of the Benîm an Pharazôn is here.
An army bearing the banner of the Benîm an Pharazôn under Regent Azrubîn is here.

COMPANY COMMANDERS :

Veteran Glóredhel Location : @ 3530 Traveling with her are : Gallan - Otrane.

MARKET PRICES

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	16202	22278	5159	0	236809	31430	1458
Purchase at market price/unit	2	2	5	92	2	2	11
Sell to market price/unit	1	1	2	49	1	1	6

MISCELLANEOUS

Maintenance Costs expected next turn are:		Totals for Nation:	Stores	Production
Armies/Navies :	13584	Leather	5496	1186
Pop Centers :	4000	Bronze	0	798
Characters :	23620	Steel	683	327
		Mithril	52	52
Total :	41204	Food	8514	2011
		Timber	2787	334
Current Tax rate :	66%	Mounts	1032	62
Revenue expected next turn :	37220 (-3984)			
Current Gold reserve :	0			

Ritual character terminations: 1

Ships have been left anchored at the following locations:

None

You have the following double agents:

Hecate of the Lohmai'gwaith @ 2317

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

Double agent Hecate reports she was ordered to scout for any characters. A scout for characters was attempted. Found: Captain Lindon - Sundered. Warlock Willow - Sundered. Brand - Free People Female. Commander Nerya Rubyhair - Red Witches. Commander Cedar - Sundered. One or more reports may be incorrect. Nothing else was reported at this time.

Lavinia of the Lohmai'gwaith @ 2915

Double agent Lavinia reports she was ordered to guard a character. Hecate was guarded.

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

You have the following hostages:

Neddet of the South Kingdom is held by Haleth at 3623 - No Gold ransom demanded at this time.

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 an encounter involving Calmorik at 1202.
 There are rumors of an encounter involving Cinard at 2436.
 There are rumors of an encounter involving Vëantur at 2511.
 The tax rate was increased to avoid going bankrupt! Loyalty has been affected.
 There are rumors of the fall of a Strategic Site.
 Barad-dûr is no longer under our control.
 The loyalty was influenced/reduced at Uplink.
 There are rumors of an assassination attempt involving Tarja Turunen and Jeremiah Johnson.
 There are rumors of a kidnap attempt involving Nimir and Minohtar.
 There are rumors of a theft attempt involving Keemac at Eureka.
 There are rumors of an encounter involving Oslkjmog at 1818.

ENCOUNTER MESSAGES

None

COMBAT MESSAGES

Battle at 3529

In the Hot climate of the Hills & Rough of 3529, a conflict took place in the early morning hours under a clear sky.

At the head of a demoralized army rode **Lord Gorlim** 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
985 Mixed Elven horseriders w/broadswords	wooden	bronze	a mob

At the head of a rebellious army rode **Lord Azrubín** of the nation of the Benîm an Pharazôn. 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
1196 Mixed Mannish horsemen w/shortswords	wooden/bronze	bronze/steel	ragged ranks

The Village of Tokeliant flying the flag of the Sapphic Enclave is situated in the Hills & Rough here.

Report from Gorlim....My commanders moved among the troops before battle, readying them, bolstering their resolve, and issuing last minute orders. The troops needed this encouragement because many feared that they would die in the battle. Finally the order was passed down the ranks.. Ambush. We're going to ambush them. Ambush!

Against the forces of Azrubín, they charged...right into our ambush!

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

Report from Gorlim....Our cavalry rode swiftly around and over the small hills and attacked the enemy savagely. The troops tried to fight well, but they needed much more training. They fought very poorly. Although we fought hard, and although the battle lasted many days, we were defeated..

After the battle.... Gorlim's forces were destroyed/routed in the battle. Gorlim appeared to have survived. Azrubín's forces were victorious in the battle, but suffered some losses. Azrubín appeared to have survived.

The battle for Tokeliant 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.... Azrubín's army survived the attack on the Village, but suffered minor losses. Azrubín appeared to have survived. The Village has been reduced to a Camp. The Camp has been under siege/attack this turn. The Camp now flies the flag of the Benîm an Pharazôn.

Battle at 3423

In the Hot climate of the Mountains of 3423, a conflict took place in the early hours of the evening during a driving storm.

At the head of a demoralized army rode **Commander Haleth** 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
854 Wood Elf footsoldiers w/broadswords	wooden	none	ragged ranks

At the head of a demoralized army rode **Commander Halbarad** 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
1042 Mixed Elven horseriders w/broadswords	wooden	leather/bronze	ragged ranks

The Town of Barad-dûr flying the flag of the South Kingdom is situated in the Mountains here. It is fortified by a Tower, and it is under siege or attack.

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

The battle for Barad-dûr 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.... Haleth's army survived the attack on the Town, but suffered minor losses. Haleth appeared to have survived. Halbarad's army survived the attack on the Town, but suffered minor losses. Halbarad 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 Sapphic Enclave.

Battle at 3434

In the Hot climate of the Hills & Rough of 3434, a conflict took place about midday in high winds.

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
718 Mixed Mannish footmen w/battle axes	wooden	none	a mob
35 Lesser Mannish footmen w/spears	wooden	none	a mob

At the head of a demoralized army rode **Captain 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
958 Wood Elf footsoldiers w/broadswords	wooden	none	ragged ranks

The Town of C-Band flying the flag of the Sh'iar Empire is situated in the Hills & Rough here. It is fortified by a Tower.

Report from Siane.....My commanders moved among the troops before battle, readying them, bolstering their resolve, and issuing last minute orders. The troops needed this encouragement because many feared that they would die in the battle. Finally the order was heard coursing through the ranks.. Hit the enemy..then run! Hit and Run!! The men glanced anxiously above as a few boulders and some flying debris struck among our troops.

Against the forces of Praetor, they stayed with their standard formation, so we kept hitting them and running away.

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

Report from Siane.....Our foot soldiers struggled up and down the slopes in order to engage the enemy lines. The troops tried to fight well, but they needed much more training. They fought very poorly. Although the enemy fought hard, we finally succeeded in overwhelming them after a long battle.

After the battle.... Praetor's forces were destroyed/routed in the battle. Praetor appeared to have survived. Siane's forces were victorious in the battle, but suffered severe losses. Siane 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.....
Dervorin	215	RfsPers	
Dervorin	525	InfOthr	
Gallan	215	RfsPers	
Gallan	525	InfOthr	
Glóredhel	610	GrdChar	nieno
Glóredhel	820	MovCmpy	3530
Gorlim	215	RfsPers	
Gorlim	230	AttEnmy	am
Grieta	330	CstCjSp	508 500
Grieta	710	PrenMgy	
Halbarad	255	CptrPop	ch
Halbarad	850	MovArmy	e e e ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Haleth	255	CptrPop	ch
Haleth	860	ForcMar	e e e ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Igbert	770	HrArmy	100 hc ^ ^ ^
Igbert	315	PrchCar	fo 1
Marach	330	CstCjSp	508 500
Marach	710	PrenMgy	
Nienor	525	InfOthr	
Nienor	215	RfsPers	
Oruthan	215	RfsPers	
Oruthan	615	Assass	azrub
Otrane	525	InfOthr	
Otrane	215	RfsPers	
Siane	215	RfsPers	
Siane	230	AttEnmy	hr
Ugbert	325	NatSell	br 100

[illegible]

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 an unknown location.

Batby could not escape from being held hostage.

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

Dervorin



Ranks : Command 0 Agent 0 Emissary 64 Mage 0
 Health 100 Stealth 0 Challenge 32
 Artifacts : None
 Spells (+0) : None

Dervorin was located in the Hills & Rough at 3434.

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 C-Band was of the same nation.

She is currently in the Hills & Rough at 3434. The Town/Tower of C-Band flying the flag of the Sapphic Enclave is here.

Gallan



Ranks : Command 0 Agent 0 Emissary 68 Mage 0
 Health 100 Stealth 0 Challenge 34
 Artifacts : None
 Spells (+0) : None

Gallan was located in the Hills & Rough at 3434.

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 C-Band was of the same nation.

She moved with the company to 3530.

She is traveling with Glóredhel in the Mountains at 3530. The Town/Fort of Aughaur flying the flag of the Benim an Pharazôn is here.

Gl redhel



Ranks : Command 10 Agent 56 Emissary 0 Mage 15
 Health 32 Stealth 0 Challenge 48
 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 injured by Xanth while performing her guard mission.

She was ordered to move the company. She accepted the company movement orders.
She commands a company in the Mountains at 3530. The Town/Fort of Aughaur flying the flag of the Bením an Pharazôn 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 Hills & Rough at 3529.

She was ordered to refuse all personal challenges.

She was ordered to have her army attack all of her enemies. See Combat Messages.
She is currently in the Hills & Rough at 3529. The Camp of Tokeliant flying the flag of the Bením an Pharazôn is here.

Grieta



Ranks : Command 0 Agent 0 Emissary 0 Mage 48
 Health 100 Stealth 0 Challenge 48
 Artifacts : None
 Spells (+0) : #104 Resistances(85) #214 Call Winds(88) #308 Capital Return(63)
 #414 Scry Hex(72) #508 Conjure Mounts(83)

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. 230 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 40 Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 40
 Artifacts : None
 Spells (+0) : None

Halbarad was located in the Mountains at 3423.

She was ordered to capture the Town of Barad-dûr. See Combat Messages.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

She was ordered to move the army. She accepted the army movement orders. Movement was delayed by evasive or non-(friendly/tolerant) forces. Movement was stopped by non-(friendly/tolerant) forces.

She commands an army in the Desert Wastes at 3623.

Haleth



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

Haleth was located in the Mountains at 3423.

She was ordered to capture the Town of Barad-dûr. See Combat Messages.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

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

She commands an army in the Desert Wastes at 3623.

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 purchase from the caravans. 1 Food were bought for 2 Gold.

He was ordered to hire an army. An army of 100 Heavy Cavalry with 0 Food was hired.

He commands an army 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 61
Health 100 Stealth 0 Challenge 61
Artifacts : None

Spells (+0) : #102 Barriers(94) #210 Words of Calm(84) #302 Long Stride(100)
#406 Divine Army(80) #508 Conjure Mounts(82)

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. 290 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 83 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 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 C-Band was of the same nation.

Nienor was kidnaped.

Nienor could not escape from being held hostage.

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

Oruthan



Ranks : Command 33 Agent 71 (81) Emissary 0 Mage 42
Health 100 Stealth 0 Challenge 78
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 Hills & Rough at 3529.

She was ordered to refuse all personal challenges.

She was ordered to assassinate a character.

She injured Neburcha of the Benim an Pharazôn and thwarted her guard mission. She was not able to assassinate the character because of tight security.

She is currently in the Hills & Rough at 3529. The Camp of Tokeliant flying the flag of the Benim an Pharazôn is here.

Otrane



Ranks : Command 0 Agent 0 Emissary 76 Mage 0
 Health 100 Stealth 0 Challenge 38
 Artifacts : None
 Spells (+0) : None

Otrane was located in the Hills & Rough at 3434.

She was ordered to refuse all personal challenges.

She was ordered to influence their population center loyalty. The loyalty was influenced/reduced at C-Band. C-Band is now under our control.

She moved with the company to 3530.

She is traveling with Glóredhel in the Mountains at 3530. The Town/Fort of Aughaur flying the flag of the Benim an Pharazôn is here.

Siane



Ranks : Command 44 Agent 0 Emissary 0 Mage 33
 Health 100 Stealth 0 Challenge 52
 Artifacts : None
 Spells (+0) : #104 Resistances(80) #416 Reveal Production(80)
 #508 Conjure Mounts(64)

Siane was located in the Hills & Rough at 3434.

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 have her army attack all of her enemies. 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 3434. The Town/Tower of C-Band 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. 3496 Bronze were sold for 10488 Gold.

He was ordered to have the nation transport by the caravans. 1079 Leather (+10%) transported to Androth.

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

Ulbar



Ranks : Command 0 Agent 0 Emissary 66 Mage 15
 Health 100 Stealth 0 Challenge 36
 Artifacts : None
 Spells (+0) : #416 Reveal Production(99)

Ulbar was located in the Hills & Rough at 3434.

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 C-Band was of the same nation. *She is currently in the Hills & Rough at 3434. The Town/Tower of C-Band flying the flag of the Sapphic Enclave is here.*

Valandil



Ranks : Command 57 Agent 0 Emissary 0 Mage 0
 Health 70 Stealth 0 Challenge 57
 Artifacts : None
 Spells (+0) : None

Valandil was located in the Open Plains at 3428.

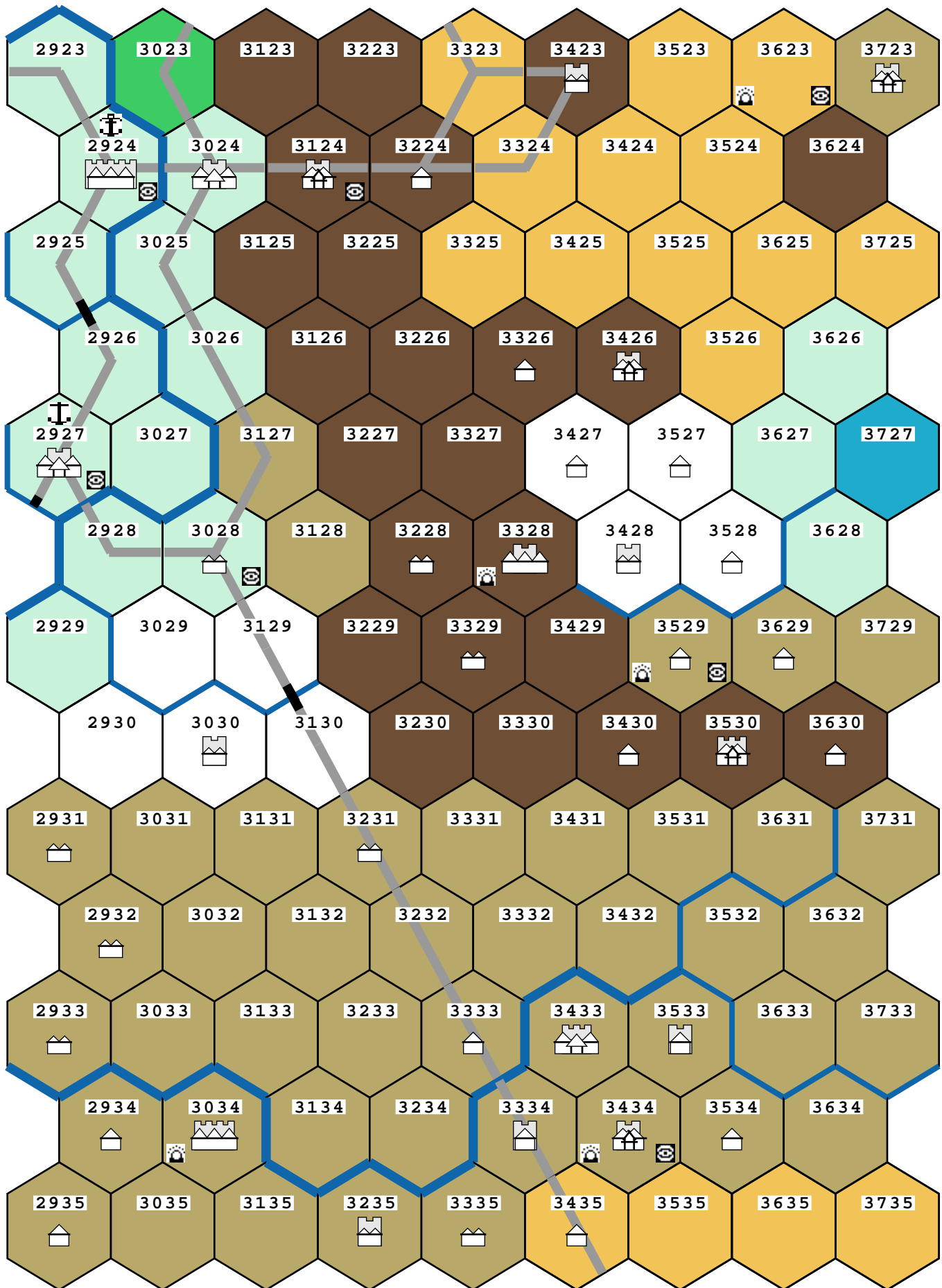
Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

She was ordered to recruit some heavy infantry. 200 Heavy Infantry w/Wood weapons and No armor were recruited.

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

She commands an army in the Hills & Rough at 3529. The Camp of Tokeliant flying the flag of the Benim an Pharazôn is here.



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

Gorlim (ID: gorli) @ 3529 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) @ 3623 Command

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

Haleth (ID: halet) @ 3623 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			_____				
			_____								_____				

Oruthan (ID: oruth) @ 3529 Command Agent Mage

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

Otrane (ID: otran) @ 3530 Emissary

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

Siane (ID: siane) @ 3434 Command Mage

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

Ugbert (ID: ugber) @ 3328 Command

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

Ulbar (ID: ulbar) @ 3434 Emissary Mage

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

Valandil (ID: valan) @ 3529 Command

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