

**MEPBM Games**  
**presents**

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



GAME # 141



## Sapphic Enclave

Victory points : 700  
 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 [ 1417 ]   Once Upon a Time [ 1067 ]   Sing a Song [ 1000 ]**

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 #	:	17
Account	:	\$ 0.00
Free Turns	:	0
Security Code	:	9564
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 : 92	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	4617	72	10	0	0	0	10	-

**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	816	0	0	0	0	0	-

**Esgalduin** Location : @ 3428 in Open Plains Climate is Hot

Size : Village	Fortifications : Tower	Loyalty : 49	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	615	0	24	-

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

**Galtran** Location : @ 3427 in Open Plains Climate is Hot

Size : Camp	Fortifications : None	Loyalty : 47	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	1608	0	64	-

**Kelumë** Location : @ 3630 in Mountains Climate is Cool

Size : Camp	Fortifications : None	Loyalty : 21	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	800	50	0	0	0	0	-

**Ninniach** Location : @ 3829 in Hills & Rough 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	288	0	48	0	0	0	0	1120
Current stores	0	0	48	0	0	0	0	-

**Núath** Location : @ 3329 in Mountains Climate is Cool

Size : Village	Fortifications : None	Loyalty : 49	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	440	0	0	0	0	0	-

**RF** Location : @ 3533 in Hills & Rough Climate is Hot

Size : Camp	Fortifications : Tower	Loyalty : 15	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	96	0	0	0	24	-

**Thangor** Location : @ 3528 in Open Plains 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 232 0 0 0 312 0 8 0  
 Current stores 0 0 0 0 936 0 32 -

**Thara-pata** Location : @ 3730 in Mountains Climate is Cool  
 Size : Camp Fortifications : None Loyalty : 29 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 0 0 0 0 -

**Tokeliant** Location : @ 3529 in Hills & Rough Climate is Hot  
 Size : Village Fortifications : None Loyalty : 48 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 0 690 52 -

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

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

**Tudaninazul** Location : @ 3334 in Hills & Rough Climate is Hot  
 Size : Camp Fortifications : Tower Loyalty : 18 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 72 0 0 403 0 -

**Unullô** Location : @ 3629 in Hills & Rough Climate is Hot  
 Size : Camp Fortifications : None Loyalty : 31 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 0 600 0 0 -

**Uplink** Location : @ 3433 in Hills & Rough Climate is Hot  
 Size : Major Town Fortifications : Fort Loyalty : 42 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 22 0 1159 0 300 -

**Voronwa** Location : @ 3527 in Open Plains Climate is Hot  
 Size : Camp Fortifications : None Loyalty : 41 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 1584 0 96 -

**Wilôke** Location : @ 3426 in Mountains Climate is Cool  
 Size : Town Fortifications : Tower Loyalty : 51 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 0 570 0 0 0 2000 0 -

## ARMIES AND NAVIES

**Army Commander : Lord Gorlim** Location : @ 3529 in Hills & Rough Climate is Hot  
 Army morale : 7 Warships : 0 Transports : 0 (7) Travel mode : Normal

Troops		Training	Weapon	Armor	# Troops	Troop Type
Mixed Elven horseriders w/broadswords		25	10	30	985	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 Village of Tokeliant flying the flag of the Sapphic Enclave is here.

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

**Army Commander : Commander Halbarad** Location : @ 3423 in Mountains Climate is Hot  
 Army morale : 14 Warships : 0 Transports : 0 (7) Travel mode : Normal  

Troops			Training	Weapon	Armor	# Troops	Troop Type
Mixed Elven horseriders w/broadswords			33	10	28	1042	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 Town/Tower of Barad-dûr flying the flag of the South Kingdom is here.**

An army bearing the banner of the Sapphic Enclave under Commander Haleth is here.

**Army Commander : Commander Haleth** Location : @ 3423 in Mountains Climate is Hot  
 Army morale : 17 Warships : 0 Transports : 0 (4) Travel mode : Normal  

Troops			Training	Weapon	Armor	# Troops	Troop Type
Wood Elf footsoldiers w/broadswords			33	10	0	854	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 Sapphic Enclave under Commander Halbarad is here.

**Army Commander : Captain Siane** Location : @ 3434 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			34	10	0	958	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 C-Band flying the flag of the Sh'iar Empire is here.**

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

**Army Commander : Lord Valandil** Location : @ 3428 in Open Plains Climate is Hot  
 Army morale : 6 Warships : 0 Transports : 0 (3) Travel mode : Normal  

Troops			Training	Weapon	Armor	# Troops	Troop Type
Wood Elf footsoldiers w/broadswords			25	10	15	600	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 Village/Tower of Esgalduin flying the flag of the Sapphic Enclave is here.

#### COMPANY COMMANDERS :

Veteran Glóredhel Location : @ 3434 Traveling with her are : Gallan - Nienor - Otrane.

**MARKET PRICES**

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	13722	11549	4154	2933	228407	18121	1778
Purchase at market price/unit	3	4	6	15	2	3	10
Sell to market price/unit	2	3	4	10	1	2	7

**MISCELLANEOUS**

Maintenance Costs expected next turn are:		Totals for Nation:	Stores	Production
Armies/Navies :	21810	Leather	4617	1186
Pop Centers :	3500	Bronze	2698	798
Characters :	23180	Steel	298	298
		Mithril	0	52
Total :	48490	Food	6502	2011
		Timber	3093	339
Current Tax rate :	60%	Mounts	602	75
Revenue expected next turn :	33380 (-15110)			
Current Gold reserve :	5036			

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 @ 2214**

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

Double agent Hecate reports she was ordered to scout the hex. A scout of the hex was attempted. Terrain is Mountains. Climate is Cold. A Major Town named Overview is here and Overview is owned by the Sing a Song and the hex has production of - Bronze: 270 Steel: 80 Gold: 1100 . Foreign forces present: None.

**Lavinia of the Lohmai'gwaith @ 2214**

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

Double agent Lavinia reports she was ordered to scout the hex. A scout of the hex was attempted. Terrain is Mountains. Climate is Cold. A Major Town named Overview is here and hex has production of - Bronze: 270 Steel: 80 Gold: 1100 . Foreign forces present: None. Nothing else was reported at this time.

You have the following hostages:

Neddet of the South Kingdom is held by Haleth at 3423 - 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 a personal challenge involving Gothmog and Arahad at 2309.  
Morannon is no longer under our control.  
There are rumors of an encounter involving Vëantur at 2511.*

## ENCOUNTER MESSAGES

### Report from the village at 3428.

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.

### Report from the village at 3529.

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.

### Report from the village at 3329.

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.

### Report from the city at 3328.

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.

## COMBAT MESSAGES

### Battle at 3423

In the Hot climate of the Mountains of 3423, a conflict took place in the early hours of the evening under an overcast sky.

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
1200 Wood Elf footsoldiers w/broadswords	wooden	none	ragged ranks

At the head of a rebellious army rode **Hero Neddett** of the nation of the South Kingdom. The mount on which she rode moved with trepidation to the center of the battle lines. Behind her the forming ranks were filled with:

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

600 Dúnadan footmen w/broadswords

wooden

none

a mob

The Town of Barad-dûr flying the flag of the South Kingdom is situated in the Mountains here. It is fortified by a Tower.

Report from Haleth.....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 Neddet, we laid a great ambush, but they surprised us and hit our flank.

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

Report from Haleth.....Our foot soldiers were forced to fight the terrain as well as the enemy in these boulder filled ravines and high trails. 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.

Commanders on the scene ordered their troops to salvage what they could from the remains of the enemy forces..

Commander Haleth:

5 Food

After the battle.... Haleth's forces were victorious in the battle, but suffered some losses. Haleth appeared to have survived. Neddet's forces were destroyed/routed in the battle. Neddet was captured.

#### Battle at 3221

In the Cool climate of the Mountains of 3221, a conflict took place in the early afternoon under an overcast sky.

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
1360 Mixed Elven horseriders w/broadswords	wooden	leather/bronze	ragged ranks

The Major Town of Morannon 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.... Halbarad's forces found no enemy armies to fight.

The battle for Morannon 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.... Halbarad's army survived the attack on the Major Town, but suffered minor losses. Halbarad appeared to have survived. The Major Town has been reduced to a Town. The Tower has not been affected. The Town has been under siege/attack this turn. The Town now flies the flag of the Sapphic Enclave.

#### Battle at 3530

In the Cool climate of the Mountains of 3530, a conflict took place in the early afternoon during a driving storm.

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
1750 Mixed Mannish horsemen w/shortswords	wooden/bronze	bronze/steel	a mob

The Major Town of Aughaur flying the flag of the Sapphic Enclave is situated in the Mountains here. It is fortified by a Fort, and it is under siege or attack.

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

The battle for Aughaur 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.... Azrubín's army survived the attack on the Major Town, but suffered some losses. Azrubín appeared to have survived. The Major Town has been reduced to a Town. The Fort has not been affected. The Town has been under siege/attack this turn. The Town now flies the flag of the Bením an Pharazôn.

## SPECIAL MESSAGES

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

Front Sheet

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

ME-PBM Forum and ME-PBM Mailing List

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

## ORDERS GIVEN

Character	Order #	Order Code	Additional Information.....
Dervorin	555	CreCmp	^
Dervorin	810	MovChar	3434
Gallan	525	InfOthr	
Gallan	215	RfsPers	
Glóredhel	215	RfsPers	
Glóredhel	820	MovCmpy	3434
Gorlim	400	HvCvlry	500 ^ br
Gorlim	850	MovArmy	e se ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Grieta	330	CstCjSp	508 500
Grieta	710	PrenMgy	
Halbarad	255	CptrPop	ch
Halbarad	850	MovArmy	se se e ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Haleth	230	AttEnemy	am
Haleth	215	RfsPers	
Igbert	325	NatSell	mi 100
Igbert	790	LvArmy	
Marach	330	CstCjSp	508 500
Marach	947	NatTran	3328 le 100
Nienor	525	InfOthr	
Nienor	710	PrenMgy	
Oruthan	615	Assass	majes
Oruthan	810	MovChar	3529
Otrane	525	InfOthr	
Otrane	215	RfsPers	
Siane	408	HvInfan	100 ^ ^



Siane	850	MovArmy	e ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Ugbert	215	RfsPers	
Ugbert	810	MovChar	3328
Ulbar	520	InfYour	
Ulbar	810	MovChar	3434
Valandil	408	HvInfan	300 ^ br
Valandil	850	MovArmy	se sw ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no

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 Mountains at 3730.

She was ordered to create a camp. A camp named Thara-pata was created.

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

***She is currently in the Hills & Rough at 3434. The Town/Tower of C-Band flying the flag of the Sh'iar Empire 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 Mountains at 3423.

She was ordered to refuse all personal challenges.

She was ordered to influence their population center loyalty. The loyalty was influenced/reduced at Barad-dûr. Current loyalty is perceived to be normal.

She moved with the company to 3434.

***She is traveling with Glóredhel in the Hills & Rough at 3434. The Town/Tower of C-Band flying the flag of the Sh'iar Empire is here.***

Gl redhel



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 Mountains at 3423.

She was ordered to refuse all personal challenges.

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

***She commands a company in the Hills & Rough at 3434. The Town/Tower of C-Band flying the flag of the Sh'iar Empire 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.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

She was ordered to recruit some heavy cavalry. 500 Heavy Cavalry w/Wood weapons and Bronze 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 Village of Tokeliant flying the flag of the Sapphic Enclave is here.***

Grieta



Ranks : Command 0 Agent 0 Emissary 0 Mage 46  
 Health 100 Stealth 0 Challenge 46  
 Artifacts : None

Spells (+0) : #104 Resistances(85) #214 Call Winds(88) #308 Capital Return(63)  
 #414 Scry Hex(72) #508 Conjure Mounts(82)

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. 220 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 36 Agent 0 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 36  
 Artifacts : None  
 Spells (+0) : None

Halbarad was located in the Mountains at 3221.

She was ordered to capture the Major Town of Morannon. 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.

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

Haleth



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

Haleth was located in the Mountains at 3423.

She was ordered to refuse all personal challenges.

She was ordered to have her army attack all of her enemies. See Combat Messages.

She captured Neddeth during combat.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

***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 have the nation sell to the caravans. 350 Mithril were sold for 19250 Gold.

He was ordered to leave the army. He left the army.

***He is currently 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(81)

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 have the nation transport by the caravans. 4313 Leather (+10%) transported to Androth.

***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 Mountains at 3423.

She was ordered to influence their population center loyalty. The loyalty was influenced/reduced at Barad-dûr. Current loyalty is perceived to be fair.

She was ordered to prentice magery. She was not able to prentice magery because the population center was not of the same nation.

She moved with the company to 3434.

***She is traveling with Glóredhel in the Hills & Rough at 3434. The Town/Tower of C-Band flying the flag of the Sh'iar Empire is here.***

Oruthan



Ranks : Command 33 Agent 69 (79) Emissary 0 Mage 42  
Health 100 Stealth 0 Challenge 77  
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 3433.

She was ordered to assassinate a character. Majestor was assassinated.

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

***She is currently in the Hills & Rough at 3529. The Village of Tokeliant flying the flag of the Sapphic Enclave is here.***

Otrane



Ranks : Command 0 Agent 0 Emissary 74 Mage 0  
 Health 100 Stealth 0 Challenge 37  
 Artifacts : None  
 Spells (+0) : None

Otrane was located in the Mountains at 3423.

She was ordered to refuse all personal challenges.

She was ordered to influence their population center loyalty. The loyalty was influenced/reduced at Barad-dûr. Current loyalty is perceived to be fair.

She moved with the company to 3434.

*She is traveling with Glóredhel in the Hills & Rough at 3434. The Town/Tower of C-Band flying the flag of the Sh'iar Empire 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.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

She was ordered to recruit some heavy infantry. 100 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 3434. The Town/Tower of C-Band flying the flag of the Sh'iar Empire 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 3530.

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 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 Mountains at 3228.

She was ordered to influence the population center loyalty. The loyalty was influenced/improved at Cúarthol.

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

*She is currently in the Hills & Rough at 3434. The Town/Tower of C-Band flying the flag of the Sh'iar Empire is here.*

Valandil



Ranks : Command 57 Agent 0 Emissary 0 Mage 0  
 Health 56 Stealth 0 Challenge 57  
 Artifacts : None  
 Spells (+0) : None

Valandil was located in the Mountains at 3426.

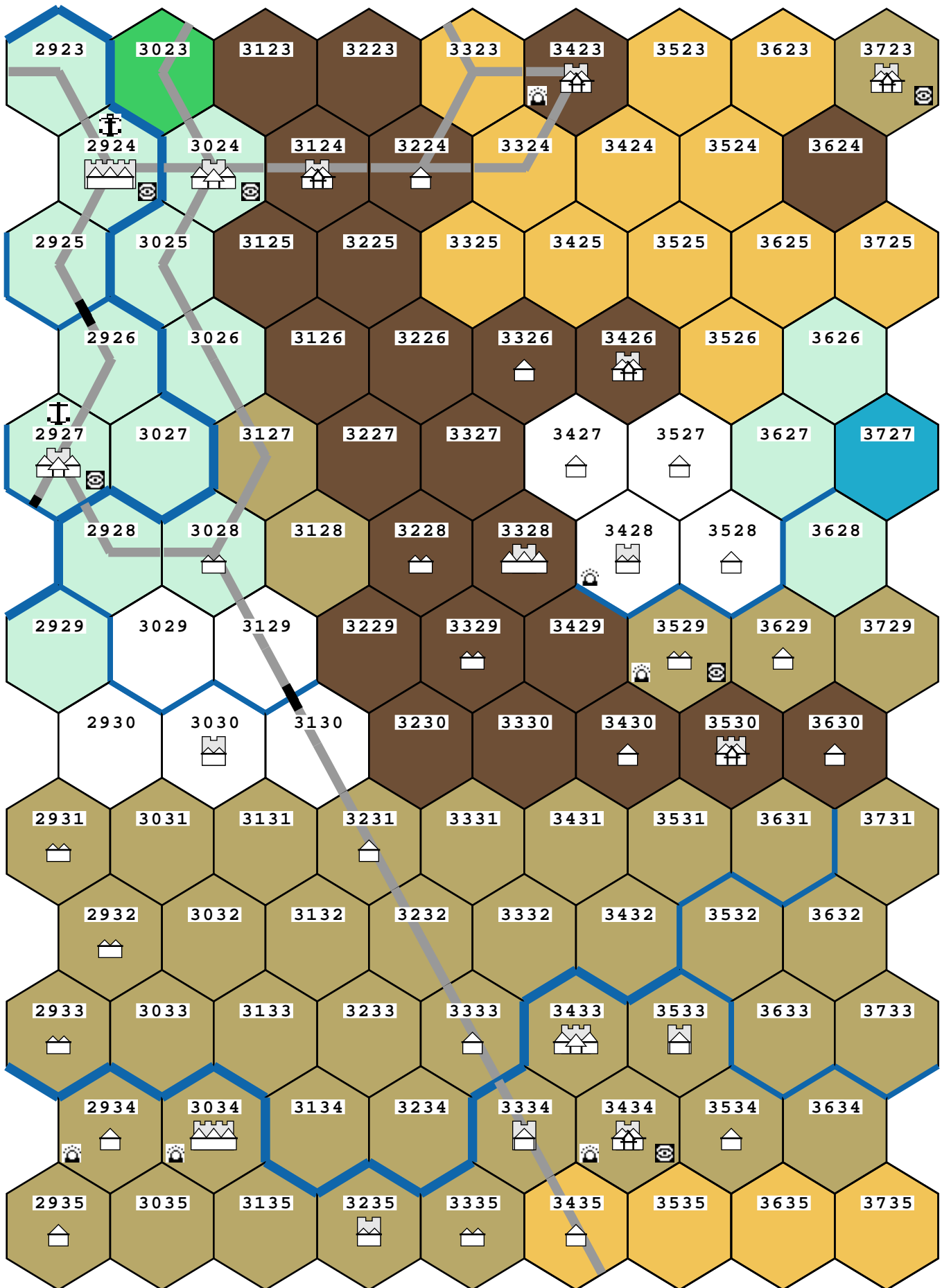
Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

She was ordered to recruit some heavy infantry. 300 Heavy Infantry w/Wood weapons and Bronze armor were recruited.

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

*She commands an army in the Open Plains at 3428. The Village/Tower of Esgalduin flying the flag of the Sapphic Enclave 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) @ 3423 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) @ 3434 Emissary 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) @ 3434 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) @ 3428 Command
```

## Command

Order      ->    #        Code        Type       

Order      ->    #        Code        Type       

Required

## Information

Required

## Information