

**MEPBM Games**  
**presents**

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



GAME # 141



## Sapphic Enclave

Victory points : 833  
 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 [ 1400 ] Sing a Song [ 1334 ] 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 #	:	15
Account	:	\$ 0.00
Free Turns	:	0
Security Code	:	8019
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 : 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	2274	1057	1117	16	0	0	0	-

**Aughaur** Location : @ 3530 in Mountains Climate is Cool

Size : Major Town	Fortifications : Fort	Loyalty : 54	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	168	0	0	0	0	0	-

**Cúarthol** Location : @ 3228 in Mountains Climate is Cool

Size : Camp	Fortifications : None	Loyalty : 36	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	170	0	30	0	0	0	1100
Current stores	0	510	0	129	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	244	0	0	0	205	0	12	-

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

Size : Camp	Fortifications : None	Loyalty : 52	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	384	0	0	0	536	0	32	-

**Kelumë** Location : @ 3630 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	160	50	0	0	0	0	1500
Current stores	0	480	0	0	0	0	0	-

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

Size : Camp	Fortifications : None	Loyalty : 39	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	576	0	0	0	0	0	0	-

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

Size : Village	Fortifications : None	Loyalty : 43	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	264	0	38	0	0	0	-

**RF** Location : @ 3533 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 96 0 0 0 8 1120  
 Current stores 0 0 0 0 0 0 8 -

**Thangor** Location : @ 3528 in Open Plains 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 232 0 0 0 312 0 8 0  
 Current stores 464 0 0 0 312 0 16 -

**Thara-pata** Location : @ 3730 in Mountains Climate is Cool  
 Size : Camp Fortifications : None Loyalty : 41 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 0 720 0 43 0 0 0 -

*A small army bearing the banner of the RhunLandChattelCo under Hero Coronado is here.*

**Tokeliant** Location : @ 3529 in Hills & Rough Climate is Hot  
 Size : Village Fortifications : None Loyalty : 30 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 0 0 0 0 0 115 13 800  
 Current stores 0 0 0 0 0 460 26 -

**Unull6** Location : @ 3629 in Hills & Rough Climate is Hot  
 Size : Camp Fortifications : None Loyalty : 35 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 224 0 0 0 200 0 0 -

**Uplink** Location : @ 3433 in Hills & Rough Climate is Hot  
 Size : Major Town Fortifications : Fort Loyalty : 68 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 0 699 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 480 0 0 0 528 0 48 -

**Wil6ke** Location : @ 3426 in Mountains Climate is Cool  
 Size : Town Fortifications : Tower Loyalty : 56 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 0 522 0 77 0 0 0 -

## ARMIES AND NAVIES

**Army Commander : Commander Halbarad** Location : @ 3324 in Desert Wastes Climate is Hot  
 Army morale : 15 Warships : 0 Transports : 0 (10) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Mixed Elven horseriders w/broadswords 25 10 28 1360 Heavy Cavalry  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0 0  
 Armor 0 0 0  
 Food 1 Low Supplies !!  
 War machines 0  
 An army bearing the banner of the Sapphic Enclave under Commander Haleth is here.

**Army Commander : Commander Haleth** Location : @ 3324 in Desert Wastes Climate is Hot  
 Army morale : 18 Warships : 0 Transports : 0 (5) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Wood Elf footsoldiers w/broadswords 25 10 0 1200 Heavy Infantry  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0  
 Armor 0 0  
 Food 1 Low Supplies !!  
 War machines 0  
 An army bearing the banner of the Sapphic Enclave under Commander Halbarad is here.

**Army Commander : Commander Siane** Location : @ 3334 in Hills & Rough Climate is Hot  
 Army morale : 1 Warships : 0 Transports : 0 (5) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Wood Elf footsoldiers w/broadswords 30 10 0 1218 Heavy Infantry  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0  
 Armor 0 0  
 Food 0 Out of Food !!  
 War machines 0  
 The Village/Tower of Tudaninazul flying the flag of the Benîm an Pharazôn is here.  
 A small army bearing the banner of the Sh'iar Empire under Regent Praetor 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	23903	19211	306	2905	207429	21265	1404
Purchase at market price/unit	2	2	10	16	2	2	12
Sell to market price/unit	1	1	6	9	1	1	7

#### MISCELLANEOUS

Maintenance Costs expected next turn are:	Totals for Nation:	Stores	Production
Armies/Navies : 17832	Leather	4646	1186
Pop Centers : 4000	Bronze	3721	888
Characters : 22060	Steel	1117	282
	Mithril	303	58
Total : 43892	Food	2480	2011
	Timber	460	115
	Mounts	442	75
Current Tax rate : 60%			
Revenue expected next turn : 36580 (-7312)			
Current Gold reserve : 10986			

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 @ 3319**

Double agent Hecate reports she was ordered to prentice magery. The prentice magery was successful and her Mage rank has been improved.

Double agent Hecate reports she was ordered to scout an army. A scout of the army was attempted. Hero

Forthain of the South Kingdom is located in the Open Plains at 3319 Travel mode is Normal. Morale is 30.  
Troops: Heavy Cavalry: 918 . Scouted army movement to new location at 3319.

#### Lavinia of the Lohmai'gwaith @ 2915

Double agent Lavinia reports she was ordered to have the nation transport by the caravans. 455 Mounts (+10%) transported to Aredol.

Double agent Lavinia reports she was ordered to have the nation transport by the caravans. 2047 Timber (+10%) transported to Aredol.

#### 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

*The loyalty was influenced from the efforts or presence of Shelob at Núath.*  
*The loyalty was influenced from the efforts or presence of Alatar the Blue at Cúarthol.*  
*There are rumors of a kidnap attempt involving Madonna and Pakindjfoe Mog.*  
*There are rumors of a kidnap attempt involving Freddie Mercury and Wreaporguk.*  
*There are rumors of a theft attempt involving Zogre at Riverside.*

### ENCOUNTER MESSAGES

None

### COMBAT MESSAGES

#### Battle at 3729

In the Hot climate of the Hills & Rough of 3729, a conflict took place about midday during a driving storm.

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

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

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

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

The battle for 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 now flies no known flag.

#### Battle at 4422

In the Hot climate of the Open Plains of 4422, a conflict took place in the early morning hours under an overcast sky.

At the head of a rebellious army rode **Veteran Jeremiah Johnson** of the nation of the RhunLandChattelCo. 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
192 Mixed Mannish horsemen w/shortswords	steel	steel	a mob
1 Lesser Mannish horsemen w/scimitars	bronze/steel	bronze/steel	solid ranks
315 Mixed Mannish footmen w/battle axes	bronze	bronze	a mob

At the head of a highly energetic army rode **Lord Valandil** of the nation of the Sapphic Enclave. The mount on which she rode cantered anxiously along the side of the battle lines. Behind her the forming ranks were filled with:

Troops	Weapons	Armor	Formations
133 Mixed Elven horseriders w/broadswords	bronze/steel	bronze/steel	solid ranks
576 Wood Elf footsoldiers w/broadswords	wooden	none	ragged ranks

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

Troops	Weapons	Armor	Formations
447 Mixed Mannish footmen w/battle axes	bronze/steel	bronze/steel	a mob
30 Lesser Mannish archers w/short bows	arrows	none	a mob

The Town of Purgatory flying the flag of the RhunLandChattelCo is situated in the Open Plains here. It is fortified by a Tower.

Report from Valandil.....My commanders moved among the troops before battle, readying them, bolstering their resolve, and issuing last minute orders. These troops didn't need much encouragement and waved and joked with their Commanders, offering bets on who would find the best plunder. Finally the order was given by the blare of the bugles.. Keep close ranks. Use standard formation. Like we practiced!

Against the forces of Jeremiah Johnson, they charged our standard formation and hit us hard.

Against the forces of Orellana, our standard formation adjusted as they veered off and hit our flank.

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

Report from Valandil.....Our cavalry rode swiftly across the open plains and thundered into the enemy, killing many. Our foot soldiers engaged the other troops in the open and took the battle to them. The troops fought very well, but more training would have raised them to great heights. They fought with great spirit. Although we fought hard, and although the battle lasted many days, we were defeated..

After the battle.... Jeremiah Johnson's forces were victorious in the battle, but suffered some losses. Jeremiah Johnson appeared to have survived but suffers from light wounds. Valandil's forces were destroyed/routed in the battle. Valandil appeared to have survived but suffers from grievous wounds. Orellana's forces were victorious in the battle, but suffered some losses. Orellana 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](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.....
Batby	728	NamComm	Ugbert m
Batby	810	MovChar	3433
Dervorin	555	CreCmp	^
Dervorin	810	MovChar	3729
Gallan	520	InfYour	
Gallan	585	Uncover	
Glóredhel	820	MovCmpy	3434
Glóredhel	605	GrdLoc	
Gorlim	185	DnStNat	2
Gorlim	325	NatSell	mi 100
Grieta	705	RsrchSp	508
Grieta	947	NatTran	3328 st 100
Halbarad	400	HvCvlry	500 ^ br
Halbarad	850	MovArmy	e ne ne nw nw w ^ ^ ^ ^ ^ ^ ^ ^ no
Haleth	408	HvInfan	300 ^ ^
Haleth	850	MovArmy	nw nw ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Marach	330	CstCjSp	508 500
Marach	710	PrenMgy	
Nienor	330	CstCjSp	508 500
Nienor	520	InfYour	
Oruthan	728	NamComm	Igbert m
Oruthan	330	CstCjSp	508 500
Otrane	520	InfYour	
Otrane	585	Uncover	
Siane	408	HvInfan	400 ^ ^
Siane	850	MovArmy	sw ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Ulbar	520	InfYour	
Ulbar	810	MovChar	3228
Valandil	215	RfsPers	
Valandil	810	MovChar	3426

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 Mountains at 3328.

He was ordered to name a new commander. A new commander named Ugbert was available.

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

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

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 Shore/Plains at 3825.

She was ordered to create a camp. She was not able to complete the creation of the camp because there was insufficient populace. Continued efforts may succeed.

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

*She is currently in the Hills & Rough at 3729. The un-owned Ruins of is here.*

Gallan



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

Gallan was located in the Hills & Rough at 3433.

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

She was ordered to uncover some secrets. Secrets uncovered - uncovered that the nation of the RhunLandChattelCo seeks to hold the greatest amount of artifacts - uncovered that the nation of the Sh'iar Empire seeks to hold the artifact: a Helm, #53.

- uncovered that the nation of the Dark Feast possesses Special Nation Ability #29.

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 53 Emissary 0 Mage 15  
 Health 100 Stealth 0 Challenge 45  
 Artifacts : None  
 Spells (+0) : #302 Long Stride(49)

Glóredhel was located in the Hills & Rough at 3433.

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

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 33  
 Health 100 Stealth 0 Challenge 67  
 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 downgrade our relations. Our relations with the South Kingdom were downgraded.

She was ordered to have the nation sell to the caravans. The stores sold was changed because the total product sold was more than the market purchase limit. 303 Mithril were sold for 19695 Gold.

***She is currently 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 40  
 Health 100 Stealth 0 Challenge 40  
 Artifacts : None

Spells (+0) : #104 Resistances(85) #214 Call Winds(88) #308 Capital Return(63)  
 #414 Scry Hex(72) #508 Conjure Mounts(79)

Grieta was located in the Mountains at 3328.

She was ordered to research a spell. Conjure Mounts #508 was successfully researched.

She was ordered to have the nation transport by the caravans. 1063 Steel (+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.***

Halbarad



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

Halbarad was located in the Mountains at 3328.

She was ordered to recruit some heavy cavalry. The troop recruitment was changed because of insufficient mounts. 485 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 Desert Wastes at 3324.***

Haleth



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

Haleth was located in the Mountains at 3426.

She was ordered to recruit some heavy infantry. 300 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 Desert Wastes at 3324.***

Igbert



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

Igbert has a special ability. He has a bonus to his Command rank.

***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 57  
 Health 100 Stealth 0 Challenge 57  
 Artifacts : None

Spells (+0) : #102 Barriers(94) #210 Words of Calm(84) #302 Long Stride(100)  
 #406 Divine Army(80) #508 Conjure Mounts(79)

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. 275 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 79 Mage 60  
 Health 100 Stealth 0 Challenge 69  
 Artifacts : None

Spells (+0) : #412 Research Artifact(94) #413 Scry Population Center(96)  
 #415 Scry Area(82) #418 Locate Artifact(95) #428 Locate Artifact True(69)  
 #508 Conjure Mounts(84)

Nienor was located in the Hills & Rough at 3433.

She was ordered to cast a conjuring spell. Conjure Mounts was cast. There were insufficient Mounts available to conjure. 300 Mounts were conjured.

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

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 63 (73) Emissary 0 Mage 42  
 Health 100 Stealth 0 Challenge 72  
 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 cast a conjuring spell. Conjure Mounts was cast. There were insufficient Mounts available to conjure. 210 Mounts were conjured.

She was ordered to name a new commander. A new commander named Igbert was available.

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

Otrane



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

Otrane was located in the Hills & Rough at 3433.

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

She was ordered to uncover some secrets. Secrets uncovered - uncovered that the nation of the Dark Feast seeks to hold the artifact: a Ring, #164 - uncovered that the nation of the North Kingdom seeks to hold the population center of Amon Lanc at 2715 - uncovered that the nation of the Thorinar has collapsed and is no longer active. - uncovered that the nation of the Twilight Hammer possesses Special Nation Ability #21.

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 39 Agent 0 Emissary 0 Mage 33  
 Health 100 Stealth 0 Challenge 47  
 Artifacts : None  
 Spells (+0) : #104 Resistances(80) #416 Reveal Production(80)  
 #508 Conjure Mounts(64)

Siane was located in the Hills & Rough at 3433.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

She was ordered to recruit some heavy infantry. 400 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 3334. The Village/Tower of Tudaninazul flying the flag of the Benîm an Pharazôn is here.***

Ugbert



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

***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 63 Mage 15  
 Health 100 Stealth 0 Challenge 34  
 Artifacts : None  
 Spells (+0) : #416 Reveal Production(99)

Ulbar was located in the Hills & Rough at 3829.

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

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

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

Valandil



Ranks : Command 57 Agent 0 Emissary 0 Mage 0  
 Health 28 Stealth 0 Challenge 57  
 Artifacts : None  
 Spells (+0) : None

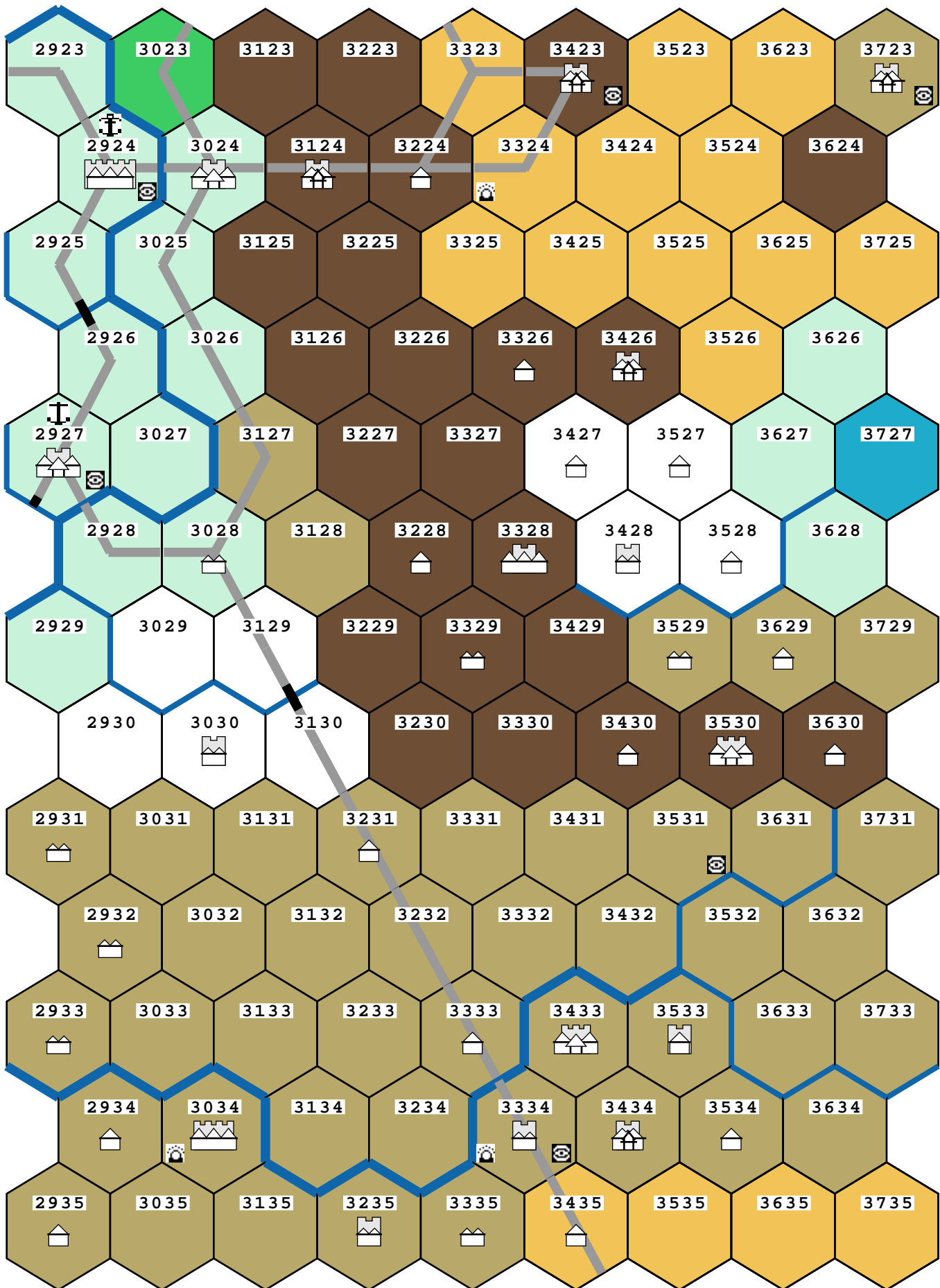
Valandil was located in the Open Plains at 4422.

She was ordered to refuse all personal challenges.

Valandil was wounded during combat.

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

*She is currently in the Mountains at 3426. The Town/Tower of Wilóke flying the flag of the Sapphic Enclave is here.*



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**Glóredhel (ID: glore) @ 3434 Command Agent Mage**

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) @ 3324 Command**

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

**Haleth (ID: halet) @ 3324 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) @ 3328 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) @ 3334 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			_____				
			_____								_____				

U1bar

(ID: ulbar) @ 3228 Emissary Mage

## Emissary Mage

Order      ->    #        Code            Type       

Order      ->   #       Code            Type       

Required

Required

## Information

## Information

## Valandil

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(ID: valan) @ 3426 Command
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**Command**

Order      ->   #       Code                    Type       

Order      ->   #       Code                    Type       

Required

Required

## Information

## Information