

**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 :

**Sing a Song [ 1342 ] Plane [ 1042 ] Once Upon a Time [ 1033 ]**

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 # : 12  
 Account : \$ 0.00  
 Free Turns : 0  
 Security Code : 5796  
 Special Service : YES

# Sapphic Enclave

(A Free People)

Season : Winter

## RELATIONS WITH OTHER NATIONS

# 1 North Kingdom	: Neutral	# 2 South Kingdom	: Neutral	# 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

Location : @ 3729 in Hills & Rough Climate is Hot								
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	104	120	0	0	0	0	1040
Current stores	0	0	480	0	0	0	300	-

Location : @ 3825 in Shore/Plains Climate is Hot								
Size : Camp	Fortifications : None	Loyalty : 22	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	224	0	0	0	224	0	24	0
Current stores	0	0	0	0	179	0	48	-

Location : @ 3328 in Mountains Climate is Cold								
Size : City	Fortifications : Tower	Loyalty : 88	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	6	2	0	0	0	900
Current stores	8588	2317	24	20	0	0	910	-

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

Location : @ 3530 in Mountains Climate is Cold								
Size : Major Town	Fortifications : Fort	Loyalty : 55	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	34	34	0	0	0	0	600
Current stores	0	0	136	0	0	0	165	-

Location : @ 3228 in Mountains Climate is Cold								
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	102	0	18	0	0	0	660
Current stores	0	0	0	168	0	0	0	-

Location : @ 3428 in Open Plains Climate is Hot								
Size : Village	Fortifications : Tower	Loyalty : 36	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	164	0	12	-

Location : @ 3427 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	192	0	0	0	536	0	16	0
Current stores	0	0	0	0	429	0	32	-

Location : @ 3630 in Mountains Climate is Cold								
Size : Camp	Fortifications : None	Loyalty : 28	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	96	30	0	0	0	0	900
Current stores	0	0	120	0	0	0	0	-

**Ninniach** Location : @ 3829 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 288 0 48 0 0 0 0 1120  
 Current stores 0 0 192 0 0 0 300 -

**Núath** Location : @ 3329 in Mountains Climate is Cold  
 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 53 0 5 0 0 0 900  
 Current stores 0 0 0 52 0 0 0 -

**Thangor** Location : @ 3528 in Open Plains Climate is Hot  
 Size : Camp Fortifications : None Loyalty : 29 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 0 250 0 16 -

**Thara-pata** Location : @ 3730 in Mountains Climate is Cold  
 Size : Camp Fortifications : None Loyalty : 39 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 0 144 0 6 0 0 0 600  
 Current stores 0 0 0 56 0 0 0 -

**Tokeliant** Location : @ 3529 in Hills & Rough Climate is Hot  
 Size : Village Fortifications : None Loyalty : 27 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 0 115 26 -

**Unulló** Location : @ 3629 in Hills & Rough Climate is Hot  
 Size : Camp Fortifications : None Loyalty : 36 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 112 0 0 0 200 0 0 1040  
 Current stores 0 0 0 0 160 0 0 -

**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 0 422 0 48 -

**Wilóke** Location : @ 3426 in Mountains Climate is Cold  
 Size : Town Fortifications : Tower Loyalty : 44 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 0 104 0 4 0 0 0 720  
 Current stores 0 0 0 36 0 0 0 -

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

## ARMIES AND NAVIES

**Army Commander : Commander Halbarad** Location : @ 3328 in Mountains Climate is Cold  
 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 0  
 Armor 0 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 : Commander Haleth** Location : @ 3426 in Mountains Climate is Cold  
 Army morale : 10 Warships : 0 Transports : 0 (2) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Wood Elf footsoldiers w/broadswords 25 10 0 300 Heavy Infantry  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0  
 Armor 0 0  
 Food 0 Out of Food !!  
 War machines 0  
 The Town/Tower of Wilóke flying the flag of the Sapphic Enclave is here.

**Army Commander : Commander Siane** Location : @ 3532 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 25 10 0 1200 Heavy Infantry  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0  
 Armor 0 0  
 Food 0 Out of Food !!  
 War machines 0

**Army Commander : Lord Valandil** Location : @ 4325 in Open Plains Climate is Hot  
 Army morale : 49 Warships : 0 Transports : 0 (4) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Mixed Elven horseriders w/broadswords 56 40 40 146 Heavy Cavalry  
 Wood Elf footsoldiers w/broadswords 41 10 0 633 Heavy Infantry  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0  
 Armor 0 0  
 Food 0 Out of Food !!  
 War machines 0

#### COMPANY COMMANDERS :

Veteran Glóredhel Location : @ 3124 Traveling with her are : Gallan - Nienor - Otrane.

### MARKET PRICES

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	32595	22451	5318	1823	278442	16634	2884
Purchase at market price/unit	3	3	5	23	2	4	10
Sell to market price/unit	1	1	2	11	1	2	5

### MISCELLANEOUS

Maintenance Costs expected next turn are:	Totals for Nation:	Stores	Production
Armies/Navies : 10008	Leather	8588	1410
Pop Centers : 2500	Bronze	2317	637
Characters : 18260	Steel	952	238
	Mithril	332	35
Total : 30768	Food	1604	2005
	Timber	115	115
Current Tax rate : 60%	Mounts	1857	91
Revenue expected next turn : 27280 (-3488)			
Current Gold reserve : 5297			

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 @ 2715**

Double agent Hecate reports she was ordered to sabotage the stores. 675 Timber stores were sabotaged at Morannon.

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

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

Double agent Lavinia reports she was ordered to guard a character. Iago the Lucky was guarded.

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

**You have the following hostages:**

**Fremont of the RhunLandChattelCo is held by Valandil at 4325 - 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

*The loyalty was influenced from the efforts or presence of Círdan at Voronwa.  
 There are rumors of a kidnap attempt involving Freddie Mercury and Zrkeyhai.  
 There are rumors of a theft attempt involving Vasco at Minas Ithil.  
 There are rumors of Gold being transported by caravan from Baltus to Port Royale.  
 There are rumors of an encounter involving Willow at 4424.  
 Our populace reports that a season change is imminent!  
 Our populace reports that the deadline for allegiance change has passed!*

## ENCOUNTER MESSAGES

None

## COMBAT MESSAGES

### Battle at 3723

In the Hot climate of the Hills & Rough of 3723, a conflict took place in the early morning hours under an overcast 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
1300 Wood Elf footsoldiers w/broadswords	wooden	none	ragged ranks

At the head of a rebellious army rode **Hero Woodrow** 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
1 Lesser Mannish horsemen w/scimitars	bronze/steel	bronze/steel	solid ranks
836 Mixed Mannish footmen w/battle axes	wooden/bronze	bronze/steel	a mob
250 Lesser Mannish archers w/short bows	arrows	none	a mob
100 Mannish slaves w/shortswords	bronze	leather	a mob

At the head of a rebellious army rode **Veteran Coronado** 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
187 Mixed Mannish horsemen w/shortswords	steel	steel	a mob
1 Lesser Mannish horsemen w/scimitars	bronze/steel	bronze/steel	solid ranks

The Town of Ashpit flying the flag of the RhunLandChattelCo is situated in the Hills & Rough here. It is fortified by a Tower.

Suddenly, violent bolts of lightning crashed into and around the battleground. Unnaturally strong and driving rain caused Army Commanders to review their chosen tactics. Lord Gorlim changed tactics to standard battle formation.

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 given by the clear voice of their Commander.. Keep close ranks. Use standard formation. Like we practiced!

Against the forces of Woodrow, it was a classic attack - our standard formation against theirs.

Against the forces of Coronado, it was a classic attack - our standard formation against theirs.

After the battle had joined in earnest, heroes made their presence known all over the battlefield. **Woodrow** stood off to one side making magical gestures and incanting arcane words. Suddenly, many of his comrades felt their armor grow tougher and more resistant to the blows of their enemies.

Report from Gorlim.....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 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. Woodrow's forces were victorious in the battle, but suffered severe losses. Woodrow appeared to have survived. Coronado's forces were victorious in the battle, but suffered some losses. Coronado appeared to have survived.

#### Battle at 4325

In the Hot climate of the Open Plains of 4325, a conflict took place in the early morning hours under an overcast sky.

At the head of a calm army rode **Lord Jim Bridger** 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
3 Lesser Mannish horsemen w/scimitars	bronze/steel	bronze/steel	ragged ranks
50 Mixed Mannish footmen w/battle axes	bronze	bronze	a mob
200 Lesser Mannish archers w/short bows	arrows	none	a mob

At the head of a calm army rode **Lord Valandil** of the nation of the Sapphic Enclave. The mount on which she rode moved calmly to the front of the battle lines. Behind her the forming ranks were filled with:

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

Report from Valandil.....My commanders moved among the troops before battle, readying them, bolstering their resolve, and issuing last minute orders. Some of the troops needed this encouragement but others were checking the readiness of their weapons. Finally the order was passed down the ranks.. Ambush. We're going

to ambush them. Ambush!  
Against the forces of Jim Bridger, we ambushed their standard formation.

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 well, but they could have been better trained. They fought as if uninspired. Although the enemy fought hard, we finally succeeded in overwhelming them after a long battle.

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

Lord Valandil: 1 Food

After the battle.... Jim Bridger's forces were destroyed/routed in the battle. Jim Bridger appeared to have survived. Valandil's forces were victorious in the battle, but suffered minor losses. Valandil 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.....
Dervorin	520	InfYour	
Dervorin	585	Uncover	
Gallan	215	RfsPers	
Gallan	500	Double	lavin
Glóredhel	215	RfsPers	
Glóredhel	820	MovCmpy	3124
Gorlim	215	RfsPers	
Gorlim	230	AttEnemy	am
Halbarad	947	NatTran	3328 le 100
Halbarad	947	NatTran	3328 br 100
Haleth	770	HrArmy	300 hi ^ ^ ^
Haleth	925	Recon	
Marach	325	NatSell	fo 80
Marach	330	CstCjSp	508 500
Nienor	500	Double	hecat
Nienor	215	RfsPers	
Oruthan	810	MovChar	3723
Oruthan	690	StlGold	
Otrane	215	RfsPers	

Otrane	500	Double	lavin
Siane	850	MovArmy	se ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Siane	925	Recon	
Ulbar	520	InfYour	
Ulbar	585	Uncover	
Valandil	215	RfsPers	
Valandil	230	AttEnemy	am



Dervorin



Ranks : Command 0 Agent 0 Emissary 54 Mage 0  
 Health 100 Stealth 0 Challenge 27  
 Artifacts : None  
 Spells (+0) : None

Dervorin was located in the Open Plains at 3527.

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

She was ordered to uncover some secrets. Secrets uncovered - uncovered that the nation of the Alvernus seeks to see to the termination of Criknrog by any means whatsoever - uncovered that the nation of the Sundered seeks to hold the artifact: a Sword, #20. - uncovered that the nation of the Thorinar possesses Special Nation Ability #10.

*She is currently in the Open Plains at 3527. The Camp of Voronwa flying the flag of the Sapphic Enclave is here.*

Gallan



Ranks : Command 0 Agent 0 Emissary 62 Mage 0  
 Health 100 Stealth 0 Challenge 31  
 Artifacts : None  
 Spells (+0) : None

Gallan was located in the Mountains at 3221.

She was ordered to refuse all personal challenges.

She was ordered to recruit a double agent. Lavinia is now our double agent.

She moved with the company to 3124.

*She is traveling with Glóredhel in the Mountains at 3124. The Town/Tower of Minas Ithil flying the flag of the South Kingdom is here.*

Glóredhel



Ranks : Command 10 Agent 44 Emissary 0 Mage 15  
 Health 100 Stealth 0 Challenge 39  
 Artifacts : None  
 Spells (+0) : #302 Long Stride(49)

Glóredhel was located in the Mountains at 3221.

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 Mountains at 3124. The Town/Tower of Minas Ithil flying the flag of the South Kingdom 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 Hills & Rough at 3723.

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 3723. The Town/Tower of Ashpit flying the flag of the RhunLandChattelCo 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.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

She was ordered to have the nation transport by the caravans. 6410 Leather (+10%) transported to Androth.

She was ordered to have the nation transport by the caravans. 2317 Bronze (+10%) transported to Androth.

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

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

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

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

Marach



Ranks : Command 0 Agent 0 Emissary 0 Mage 55  
 Health 100 Stealth 0 Challenge 55  
 Artifacts : None

Spells (+0) : #102 Barriers(94) #210 Words of Calm(84) #302 Long Stride(100)  
 #406 Divine Army(80) #508 Conjure Mounts(76)

Marach was located in the Mountains at 3328.

She was ordered to have the nation sell to the caravans. 6416 Food were sold for 6416 Gold.

She was ordered to cast a conjuring spell. Conjure Mounts was cast. There were insufficient Mounts available to conjure. 275 Mounts were conjured.

***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 73 Mage 60  
 Health 100 Stealth 0 Challenge 69  
 Artifacts : None

Spells (+0) : #412 Research Artifact(94) #413 Scry Population Center(95)  
 #415 Scry Area(81) #418 Locate Artifact(95) #428 Locate Artifact True(69)  
 #508 Conjure Mounts(83)

Nienor was located in the Mountains at 3221.

She was ordered to refuse all personal challenges.

She was ordered to recruit a double agent. Hecate is now our double agent.

She moved with the company to 3124.

***She is traveling with Glóredhel in the Mountains at 3124. The Town/Tower of Minas Ithil flying the flag of the South Kingdom is here.***

Oruthan



Ranks : Command 33 Agent 60 (70) Emissary 0 Mage 42  
 Health 100 Stealth 0 Challenge 70  
 Artifacts : #136 Cloak of the Heavens  
 Spells (+0) : #104 Resistances(86) #412 Research Artifact(99)  
 #418 Locate Artifact(55) #508 Conjure Mounts(90)

Oruthan was located in the Mountains at 3221.

She was ordered to steal the Gold. 3469 Gold was stolen at Morannon.

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

***She is currently in the Hills & Rough at 3723. The Town/Tower of Ashpit flying the flag of the RhunLandChattelCo is here.***

Otrane



Ranks : Command 0 Agent 0 Emissary 62 Mage 0  
 Health 100 Stealth 0 Challenge 31  
 Artifacts : None  
 Spells (+0) : None

Otrane was located in the Mountains at 3221.

She was ordered to refuse all personal challenges.

She was ordered to recruit a double agent. Lavinia is now our double agent.

She moved with the company to 3124.

*She is traveling with Glóredhel in the Mountains at 3124. The Town/Tower of Minas Ithil flying the flag of the South Kingdom is here.*

Siane



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

Siane was located in the Hills & Rough at 3531.

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

*She commands an army in the Hills & Rough at 3532.*

Ulbar



Ranks : Command 0 Agent 0 Emissary 56 Mage 15  
 Health 100 Stealth 0 Challenge 31  
 Artifacts : None  
 Spells (+0) : #416 Reveal Production(99)

Ulbar was located in the Open Plains at 3527.

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

She was ordered to uncover some secrets. Secrets uncovered - uncovered that the nation of the Wise Council seeks to hold the population center of Trannel at 3707 - uncovered that the nation of the Sing a Song seeks to terminate 10 characters by personal challenge or by assassination - uncovered that the nation of the Alvernus seeks to see to the termination of Criknrog by any means whatsoever. - uncovered that the nation of the Sing a Song possesses Special Nation Ability #30.

*She is currently in the Open Plains at 3527. The Camp of Voronwa flying the flag of the Sapphic Enclave is here.*

## Valandil



Ranks : Command 54 Agent 0 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 54  
 Artifacts : None  
 Spells (+0) : None

Valandil was located in the Open Plains at 4325.

She was ordered to refuse all personal challenges.

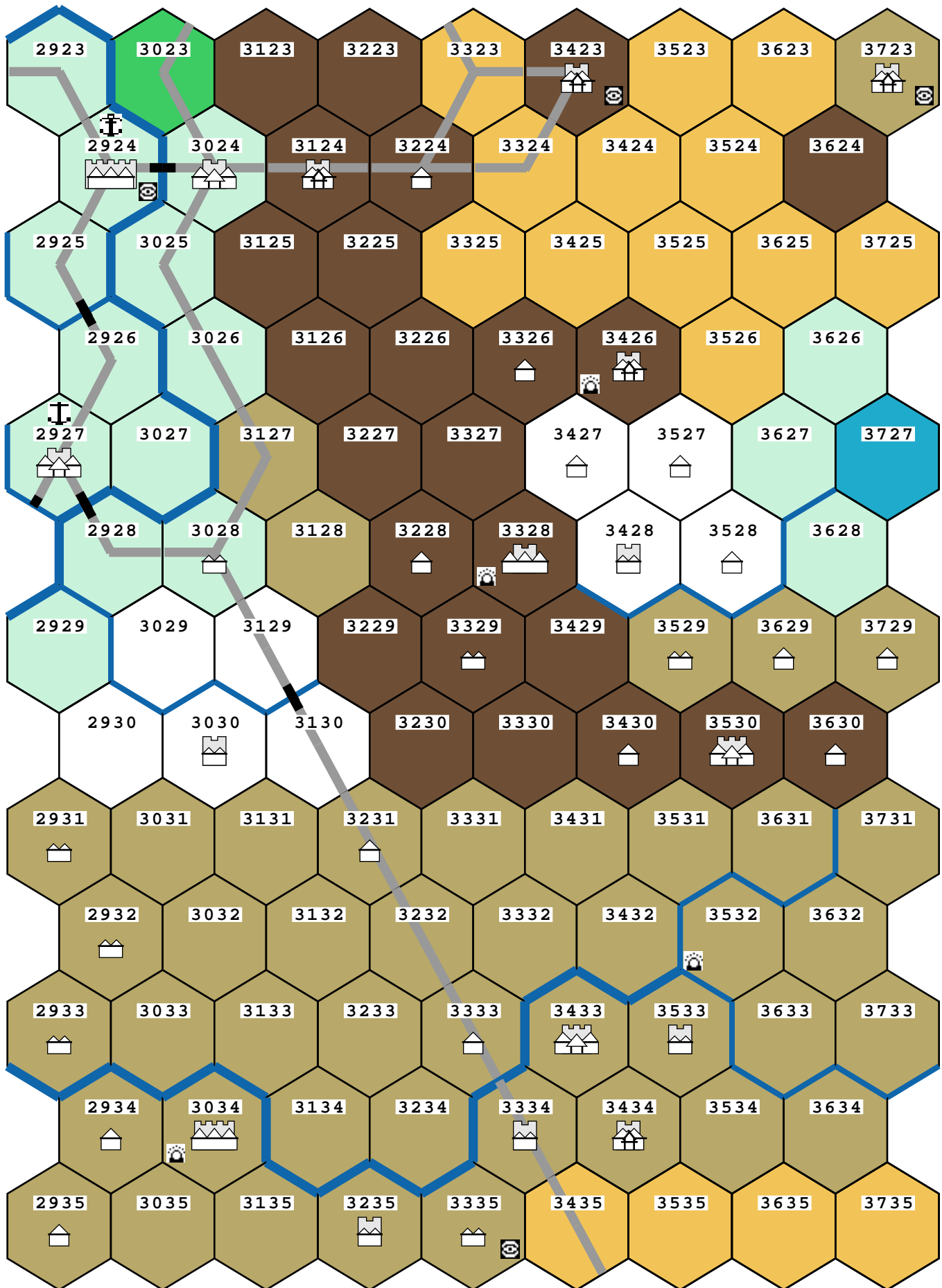
She was ordered to have her army attack all of her enemies. See Combat Messages.

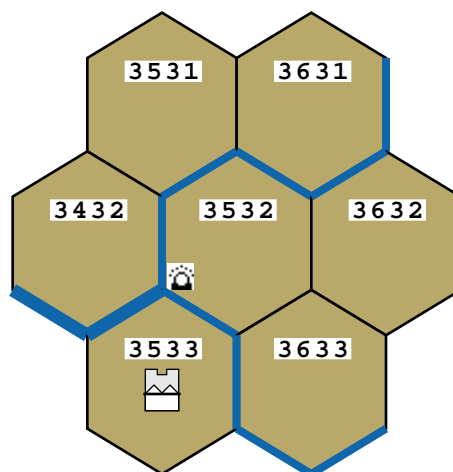
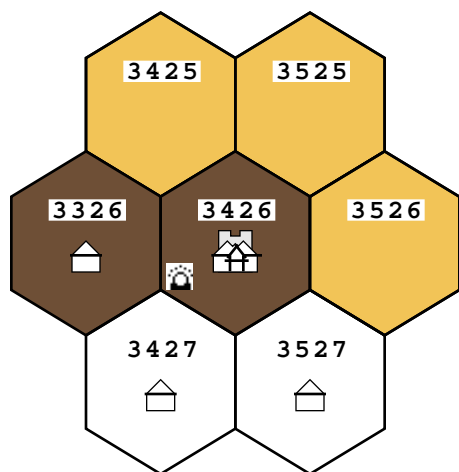
She captured Fremont during combat.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

*She commands an army in the Open Plains at 4325.*





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



**Gorlim (ID: gorli) @ 3723 Command Mage**

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

**Halbarad (ID: halba) @ 3328 Command**

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

**Haleth (ID: halet) @ 3426 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) @ 3124 Emissary Mage**

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

**Oruthan (ID: oruth) @ 3723 Command Agent Mage**

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

Otrane (ID: otran) @ 3124 Emissary

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

Siane (ID: siane) @ 3532 Command Mage

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

Ulbar (ID: ulbar) @ 3527 Emissary Mage

Order	->	# _____	Code _____	Type _____		Order	->	# _____	Code _____	Type _____
Required		<hr/>				Required		<hr/>		
Information		<hr/>				Information		<hr/>		
		<hr/>						<hr/>		

## Valandil (ID: valan) @ 4325 Command

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