

MEPBM Games**presents**

Middle-earth Play-By-Mail™

Fourth Age, circa 1000



GAME # 141

**Lands**

Victory points : 600

Victory Conditions :

To terminate 10 characters by personal challenge or by assassination.
 To see to the termination of Gamina by any means whatsoever.
 To see to the termination of Pericles by any means whatsoever.
 To see to the termination of Guarmath by any means whatsoever.
 To hold at game end the artifact: Blood Spike #90.

Top 3 Free Peoples :

Alvernus [1317] Once Upon a Time [1267] Sing a Song [1025]

Special Nation Abilities :

#08 Buy/sell orders receive 20% market adjustments.
 #11 New agents start at rank up to 40.
 #17 Build ships at 1/2 timber cost.
 #19 Build fortifications at 1/2 timber cost.

Internet G141N21
 NATE KEENE 110758
 NONE
 NONE
 NONE

Game # : 141
 Player # : 21
 Turn # : 18
 Account : \$ 0.00
 Free Turns : 0
 Security Code : 5911
 Special Service : YES

Lands

(A Free People)

Season : Spring

RELATIONS WITH OTHER NATIONS

# 1 North Kingdom : Tolerated	# 2 South Kingdom : Hated	# 3 Wise Council : Neutral
# 4 Acadians : Neutral	# 5 Silent Assembly : Neutral	# 6 Thorinar : Neutral
# 7 Sapphic Enclave : Neutral	# 8 Nameless : Neutral	# 9 Ground Pounders : Neutral
#10 Sundered : Neutral	#11 Lohmai'gwaith : Neutral	#12 Sheri-Urk : Neutral
#13 Red Witches : Neutral	#14 Dark Feast : Neutral	#15 Twilight Hammer : Neutral
#16 Sh'iar Empire : Hated	#17 Great Trollusk : Neutral	#18 Bením an Pharazôn : Hated
#19 RhunLandChattelCo : Neutral	#20 Tribes of Angmar : Neutral	#22 Sing a Song : Tolerated
#23 Once Upon a Time : Tolerated	#24 Plane : Tolerated	#25 Alvernus : Tolerated

POPULATION CENTERS

Amrûn Location : @ 2336 in Hills & Rough Climate is Warm

Size : Village	Fortifications : None	Loyalty : 54	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	376	0	24	1200
Current stores	0	0	0	0	752	0	321	-

Deldúwath Location : @ 2435 in Hills & Rough Climate is Warm

Size : Camp	Fortifications : None	Loyalty : 28	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	100	0	0	0	0	160	10	0
Current stores	300	0	0	0	0	1150	124	-

Desert Location : @ 2236 in Hills & Rough Climate is Warm

Size : Camp	Fortifications : Tower	Loyalty : 55	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	360	0	120	0	0	120	0	0
Current stores	1080	0	359	0	0	863	0	-

Havens Of Umbar Location : @ 2438 in Hills & Rough Climate is Warm

Size : Town	Fortifications : Tower	Loyalty : 58	Docks : Harbor	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	294	234	0	0	0	0	0	1600
Current stores	1176	351	0	0	0	0	0	-

Hills (Capital) Location : @ 2137 in Mixed Forest Climate is Warm

Size : City	Fortifications : Fort	Loyalty : 74	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	78	60	0	0
Current stores	3766	0	259	0	156	1796	200	-

An army bearing the banner of the Lands under Regent Dark is here.

Korondë Location : @ 2235 in Hills & Rough Climate is Warm

Size : Town	Fortifications : None	Loyalty : 31	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	60	0	0	0	138	0	1300
Current stores	0	0	0	0	0	992	0	-

Lámina Location : @ 2935 in Hills & Rough Climate is Warm

Size : Camp	Fortifications : None	Loyalty : 73	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	1090	0	10	1200
Current stores	0	0	0	0	2180	0	118	-

MPEG-2 Location : @ 3336 in Hills & Rough Climate is Hot

Size : Camp	Fortifications : None	Loyalty : 51	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	272	0	0	0	0	160	8	0
Current stores	816	0	0	0	0	1034	56	-

Mae Govannon Location : @ 2536 in Hills & Rough Climate is Hot
 Size : Village Fortifications : None Loyalty : 46 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 192 0 0 173 0 0 880
 Current stores 0 0 0 0 346 0 0 -

An army bearing the banner of the Benîm an Pharazôn under Commander Bawbuzagar is here.

Mountains Location : @ 2136 in Mixed Forest Climate is Warm
 Size : Village Fortifications : None Loyalty : 52 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 0 0 0 688 88 0 0
 Current stores 0 0 0 0 1376 632 0 -

Mukatana Location : @ 2634 in Hills & Rough Climate is Warm
 Size : Camp Fortifications : None Loyalty : 41 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 340 210 0 0 0 0 0 1200
 Current stores 1020 0 0 0 0 0 0 -

Nargelion Location : @ 2135 in Mixed Forest Climate is Warm
 Size : Camp Fortifications : None Loyalty : 38 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 0 0 0 370 370 0 0
 Current stores 0 0 0 0 740 2660 0 -

Of Fear Location : @ 2734 in Hills & Rough Climate is Warm
 Size : Town Fortifications : Tower Loyalty : 37 Docks : Harbor Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 66 0 0 0 0 102 0 1200
 Current stores 198 0 0 0 0 380 0 -

An army bearing the banner of the Benîm an Pharazôn under General Tarîkmagân is here.

Plains Location : @ 2337 in Shore/Plains Climate is Warm
 Size : Town Fortifications : Tower Loyalty : 36 Docks : Harbor Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 222 0 0 0 288 0 6 0
 Current stores 666 0 0 0 576 0 72 -

A huge navy bearing the banner of the South Kingdom under Commander Volog is here.

Rough Location : @ 2139 in Hills & Rough Climate is Warm
 Size : Major Town Fortifications : Tower Loyalty : 36 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 108 0 0 0 116 0 1400
 Current stores 800 0 0 0 0 116 400 -

An army bearing the banner of the Lands under Regent Fire is here.

Swamp Location : @ 2335 in Hills & Rough Climate is Warm
 Size : Camp Fortifications : Tower Loyalty : 39 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 0 70 0 0 120 0 1000
 Current stores 0 0 209 0 0 863 0 -

ARMIES AND NAVIES

Army Commander : Regent Dark Location : @ 2137 in Mixed Forest Climate is Warm
 Army morale : 36 Warships : 0 Transports : 0 (8) Travel mode : Normal

Troops	Training	Weapon	Armor	# Troops	Troop Type
Lesser Dúnadan horsemen w/broadswords	10	10	30	1000	Heavy Cavalry
Lesser Dúnadan mercenaries w/broadswords	77	30	10	200	Men-at-Arms
Baggage Train Leather Bronze Steel Mithril					
Weapons - 0		0		0	
Armor 0		0		0	
Food 82	Low Supplies !!				
War machines 0					

The City/Fort of Hills flying the flag of the Lands is here.

Army Commander : Regent Fire Location : @ 2139 in Hills & Rough Climate is Warm

Army morale : 1 Warships : 0 Transports : 0 (5) Travel mode : Normal

Troops		Training	Weapon	Armor	# Troops	Troop Type
Lesser Dúnadan horsemen w/broadswords		10	10	0	400	Heavy Cavalry
Mixed Mannish footmen w/spears		10	10	0	400	Heavy Infantry
Lesser Dúnadan mercenaries w/broadswords		10	30	10	100	Men-at-Arms
Baggage Train	Leather	Bronze	Steel	Mithril		
Weapons	-	0	0	0		
Armor	0	0	0	0		
Food	0	Out of Food !!				
War machines	0					

The Major Town/Tower of Rough flying the flag of the Lands is here.

Army Commander : Captain Null Location : @ 2534 in Hills & Rough Climate is Warm

Army morale : 81 Warships : 0 Transports : 0 (4) Travel mode : Normal

Troops		Training	Weapon	Armor	# Troops	Troop Type
Lesser Dúnadan horsemen w/broadswords		22	10	30	534	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 Cacanga flying the flag of the Plane is here.

COMPANY COMMANDERS :

None

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 :	13504	Leather	9822	1654
Pop Centers :	4750	Bronze	351	804
Characters :	23120	Steel	827	190
		Mithril	0	0
Total :	41374	Food	6126	3063
		Timber	10486	1434
		Mounts	1291	58
Current Tax rate :	39%			
Revenue expected next turn :	28530 (-12844)			
Current Gold reserve :	4960			

Ritual character terminations: 1

Ships have been left anchored at the following locations:

None

You have the following double agents:

Brell Serilis of the Plane @ 2636

Double agent Brell Serilis reports he was ordered to sabotage the harbor/port. He was not able to sabotage the harbor/port because there was no harbor or port.

Double agent Brell Serilis reports he was ordered to move. He accepted the movement orders.

You have the following hostages:

Blister of the Sh'iar Empire is held by Kalatar at 2536 - No Gold ransom demanded at this time.
 Naidine of the Sheri-Urk is held by Qesset at 2536 - No Gold ransom demanded at this time.

You possess the following artifacts:

Name of artifact	Item	#	Latent	Alignment	Known Powers
Stinging Tongue	Bow	85	No	Evil	COMBAT - Increases damage by 500 points.

You have hidden the following additional artifacts:

None

NATION MESSAGES

There are rumors of an armed conflict involving the Ground Pounders and the South Kingdom at 3320.
There are rumors of an encounter involving De Gregori at 4419.

ENCOUNTER MESSAGES

Encounter for Cinard at 2436

He turned without a word and fled. As he fled into the darkness, he heard the Giant mutter something and walk away. The thunderous footsteps soon faded into the distance.

COMBAT MESSAGES

None

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.....
Aldhelm Demuret	605	GrdLoc	
Aldhelm Demuret	325	NatSell	br 100
Cinard	215	RfsPers	
Cinard	615	Assass	bawbu
Dark	400	HvCvlry	500 ^ ^
Dark	940	CstLoSp	415 2438
Earth	525	InfOthr	
Earth	870	MovJoin	3235 asdfd
Fire	465	RmvPort	
Fire	925	Recon	
Kalatar	215	RfsPers	
Kalatar	615	Assass	balku
Klú Relortin	215	RfsPers	
Klú Relortin	615	Assass	ulwat
Light	810	MovChar	2535
Light	525	InfOthr	
Null	430	TrpsMan	hc
Null	850	MovArmy	nw ne ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Qesset	905	ScoArmy	bawbu y
Qesset	810	MovChar	2636
Tabaya Kas	215	RfsPers	
Tabaya Kas	615	Assass	tarik
Tartas Izain	690	StlGold	
Tartas Izain	810	MovChar	2636
Water	810	MovChar	2436
Water	525	InfOthr	
Wind	810	MovChar	2437
Wind	525	InfOthr	

Aldhelm Demuret



Ranks : Command 0 Agent 62 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 46
 Artifacts : None
 Spells (+0) : None

Aldhelm Demuret was located in the Mixed Forest at 2137.

He was ordered to have the nation sell to the caravans. 2280 Bronze were sold for 8208 Gold.

He was ordered to guard the location. Hills was guarded.

He is currently in the Mixed Forest at 2137. The City/Fort of Hills flying the flag of the Lands is here.

Cinard



Ranks : Command 0 Agent 71 Emissary 0 Mage 0
 Health 74 Stealth 0 Challenge 53
 Artifacts : None
 Spells (+0) : None

Cinard was located in the Hills & Rough at 2436.

He was ordered to refuse all personal challenges.

He was forced to flee the encounter. See Encounter messages.

He was ordered to assassinate a character. He was not able to complete his mission because the character was too well guarded. He was captured by Leegrash while performing his assassination mission.

Browgue escaped from being held hostage.

Cinard escaped from being held hostage to 2436.

He is currently in the Hills & Rough at 2436. The Camp of Tyarretta flying the flag of the Benîm an Pharazôn is here.

Dark



Ranks : Command 62 Agent 0 Emissary 0 Mage 45
 Health 100 Stealth 0 Challenge 73
 Artifacts : None

Spells (+0) : #406 Divine Army(98) #412 Research Artifact(100)
 #413 Scry Population Center(100) #415 Scry Area(90) #418 Locate Artifact(60)
 #428 Locate Artifact True(73)

Dark was located in the Mixed Forest at 2137.

He was ordered to recruit some heavy cavalry. 500 Heavy Cavalry w/Wood weapons and No armor were recruited.

He was ordered to cast a lore spell. Scry Area - Foreign armies identified: None. See report below.

He commands an army in the Mixed Forest at 2137. The City/Fort of Hills flying the flag of the Lands is here.

Earth



Ranks : Command 30 Agent 0 Emissary 87 Mage 0
 Health 100 Stealth 0 Challenge 50
 Artifacts : None
 Spells (+0) : None

Earth was located in the Hills & Rough at 2438.

He was ordered to influence their population center loyalty. The loyalty was influenced/reduced at Havens Of Umbar. Havens Of Umbar is now under our control.

The company commanded by Earth has been disbanded because of minimum size requirements.

He was ordered to move and join the army. He accepted the movement orders. He was not able to join the army because the target commander was not of the same nation.

He is currently in the Hills & Rough at 3235. The Village/Tower of Of War flying the flag of the Benîm an Pharazôn is here.

Fire



Ranks : Command 63 Agent 52 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 72
 Artifacts : None
 Spells (+0) : None

Fire was located in the Hills & Rough at 2139.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

He was ordered to remove the port. The port was removed at Rough.

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

He commands an army in the Hills & Rough at 2139. The Major Town/Tower of Rough flying the flag of the Lands is here.

Kalatar



Ranks : Command 0 Agent 74 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 55
 Artifacts : #85 Stinging Tongue
 Spells (+0) : None

Kalatar was located in the Hills & Rough at 2536.

He was ordered to refuse all personal challenges.

He was ordered to assassinate a character.

He injured Arolic of the Benîm an Pharazôn and thwarted his guard mission. Balkumagîn was assassinated. Artifact(s) were discovered on the body of Balkumagîn.

He is currently in the Hills & Rough at 2536. The Village of Mae Govannon flying the flag of the Lands is here.

Kl Relortin



Ranks : Command 0 Agent 69 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 51
 Artifacts : None
 Spells (+0) : None

Klú Relortin was located in the Hills & Rough at 2636.

He was ordered to refuse all personal challenges.

He was ordered to assassinate a character. He was not able to assassinate the character because of tight security.

He is currently in the Hills & Rough at 2636. The City/Castle of Falassë flying the flag of the Bením an Pharazôn is here.

Light



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

Light was located in the Hills & Rough at 2438.

He was ordered to influence their population center loyalty. He was not able to influence/reduce the population center loyalty because Havens Of Umbar was of the same nation.

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

He is currently in the Hills & Rough at 2535. The Camp of Selen flying the flag of the Plane is here.

Null



Ranks : Command 48 Agent 0 Emissary 0 Mage 48
 Health 100 Stealth 0 Challenge 60
 Artifacts : None

Spells (+0) : #412 Research Artifact(78) #413 Scry Population Center(72)
 #415 Scry Area(56) #418 Locate Artifact(68) #428 Locate Artifact True(71)

Null was located in the Hills & Rough at 2536.

Lack of Food may have affected army movement.

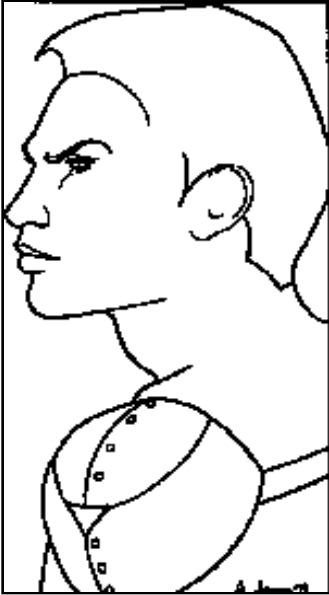
Lack of Food restricted the army morale.

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

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

He commands an army in the Hills & Rough at 2534. The Village of Cacanga flying the flag of the Plane is here.

Qesset



Ranks : Command 0 Agent 76 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 57
 Artifacts : None
 Spells (+0) : None

Qesset was located in the Hills & Rough at 2631.

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

He was ordered to scout an army. A scout of the army was attempted. Commander Bawbuzagar of the Benîm an Pharazôn is located in the Hills & Rough at 2536 Travel mode is Normal. Morale is 37. Troops: Heavy Cavalry: 844 . Scouted army movement to new location at 2536.

He is currently in the Hills & Rough at 2536. The Village of Mae Govannon flying the flag of the Lands is here.

Tabaya Kas



Ranks : Command 0 Agent 70 Emissary 0 Mage 0
 Health 20 Stealth 0 Challenge 52
 Artifacts : None
 Spells (+0) : None

Tabaya Kas was located in the Hills & Rough at 2636.

He was ordered to refuse all personal challenges.

He was ordered to assassinate a character. He was not able to assassinate the character because of tight security. He was injured by Tarîkmaqân while performing his assassination mission.

He is currently in the Hills & Rough at 2636. The City/Castle of Falassë flying the flag of the Benîm an Pharazôn is here.

Tartas Izain



Ranks : Command 0 Agent 72 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 54
 Artifacts : None
 Spells (+0) : None

Tartas Izain was located in the Hills & Rough at 2731.

He was ordered to steal the Gold. 2665 Gold was stolen at Zigurunzaden.

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

He is currently in the Hills & Rough at 2636. The City/Castle of Falassë flying the flag of the Benîm an Pharazôn is here.

Water



Ranks : Command 0 Agent 0 Emissary 84 Mage 0
 Health 100 Stealth 0 Challenge 42
 Artifacts : None
 Spells (+0) : None

Water was located in the Hills & Rough at 2438.

He was ordered to influence their population center loyalty. The loyalty was influenced/reduced at Havens Of Umbar. Current loyalty is perceived to be rebellious.

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

He is currently in the Hills & Rough at 2436. The Camp of Tyarretta flying the flag of the Benîm an Pharazôn is here.

Wind



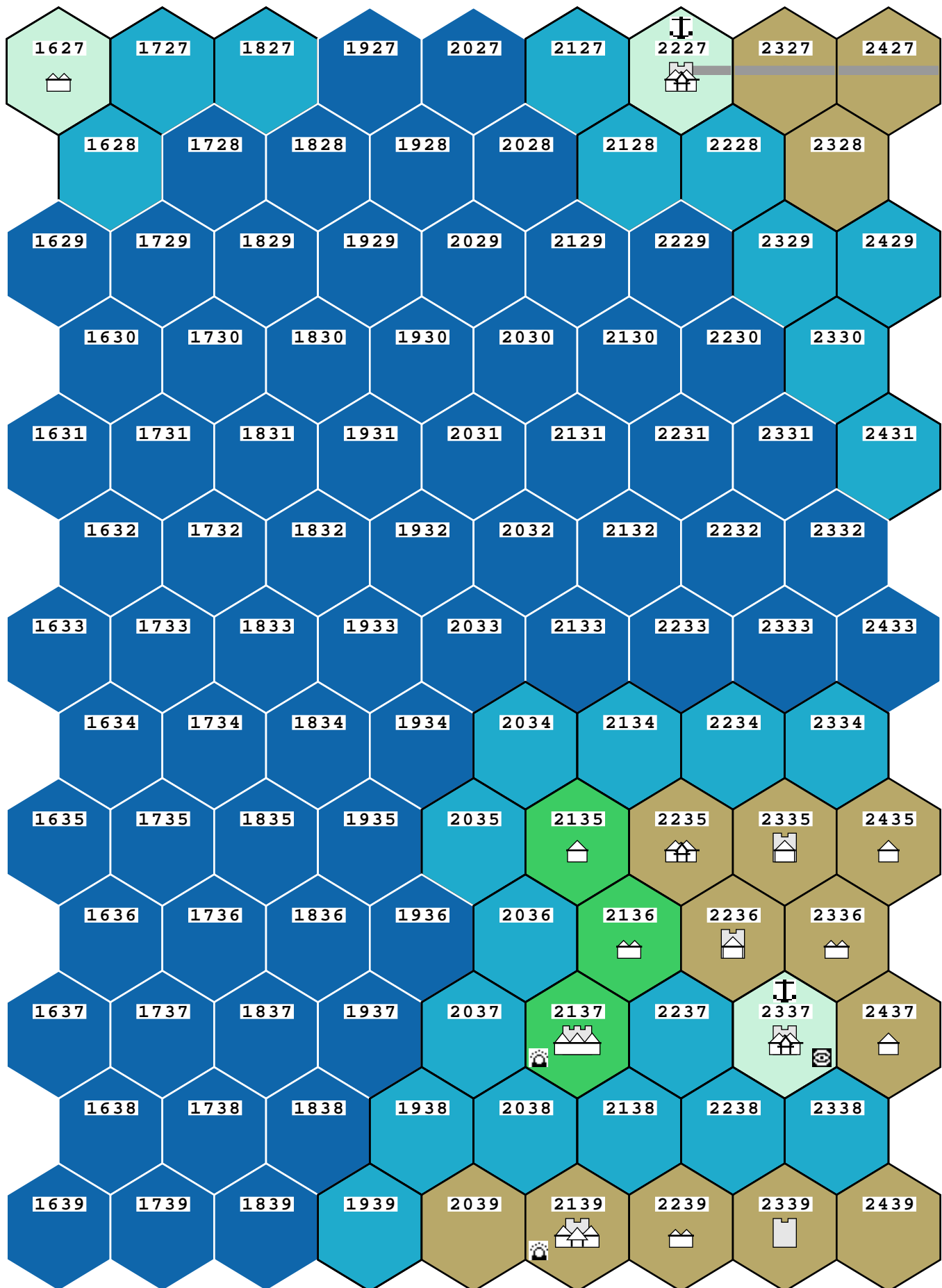
Ranks : Command 0 Agent 0 Emissary 75 Mage 0
 Health 100 Stealth 0 Challenge 37
 Artifacts : None
 Spells (+0) : None

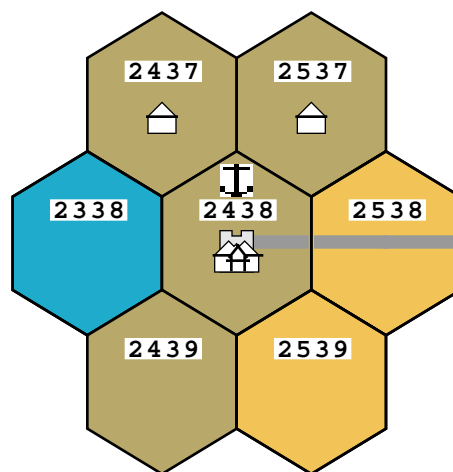
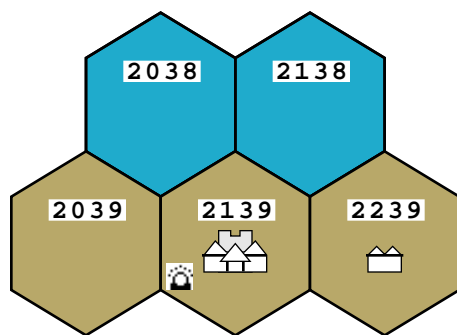
Wind was located in the Hills & Rough at 2438.

He was ordered to influence their population center loyalty. He was not able to influence/reduce the population center loyalty because Havens Of Umbar was of the same nation.

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

He is currently in the Hills & Rough at 2437. The Camp of Thargelion flying the flag of the South Kingdom is here.







```
Game #      : 141
Player #    : 21
Turn #      : 19
Security #  : 5911
```

Return this turnsheet before JUNE 16 2013

To MEPBM, 340 North Rd, Cardiff, CF14 3BP, Wales
Tel: +44 (0) 29 20913359 Fax: +44 (0) 29 20625532

Daytime Phone #: _____

Aldhelm Demuret (ID: aldhe) @ 2137 Agent

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

Cinard (ID: cinar) @ 2436 Agent

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

Dark (ID: dark) @ 2137 Command Mage

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

Earth (ID: earth) @ 3235 Command Emissary

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

Fire (ID: fire) @ 2139 Command Agent

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

Kalatar (ID: kalat) @ 2536 Agent

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

Klú Relortin (ID: klu r) @ 2636 Agent

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

Light (ID: light) @ 2535 Emissary

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

Null (ID: null) @ 2534 Command Mage

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

