

MEPBM Games**presents**

Middle-earth Play-By-Mail™

Fourth Age, circa 1000



GAME # 143

**Amestrians**

Victory points : 400

Victory Conditions :

To hold at game end the artifact: Cloak of Protection #210.
 To see to the termination of U Lu Zaw by any means whatsoever.
 To hold at game end the population center of Beacon Hill at 4426.
 To hold at game end the population center of Linhir at 2527.
 To acquire 10 additional artifacts (12) of any alignment.

Top 3 Free Peoples :

Half-Orcs [942] Galadhrim [875] Frost Men [700]

Special Nation Abilities :

#08 Buy/sell orders receive 20% market adjustments.
 #10 New mages start at rank up to 40.
 #23 Can learn lost weakness spell.
 #30 Can learn lost teleport spell.

Internet G143N06
 GALEN KEENE 110759
 NONE
 NONE
 NONE

Game # : 143
 Player # : 6
 Turn # : 11
 Account : \$ 0.00
 Free Turns : 0
 Security Code : 3050
 Special Service : YES

Amestrians

(A Free People)

Season : Winter

RELATIONS WITH OTHER NATIONS

# 1 North Kingdom	: Neutral	# 2 South Kingdom	: Neutral	# 3 Frost Men	: Tolerated
# 4 Dustbighters	: Tolerated	# 5 Aerithryn	: Tolerated	# 7 Faux Meddle Army	: Tolerated
# 8 Twin Scorpions	: Tolerated	# 9 Rhosgobel	: Tolerated	#10 Half-Orcs	: Tolerated
#11 Galadhrim	: Tolerated	#12 Drib Le Chin	: Disliked	#13 Ull Navala	: Disliked
#14 Farrelly	: Disliked	#15 Nacath Strum	: Disliked	#16 Shadowborn	: Disliked
#17 Heathen Kings	: Disliked	#18 Vampiric Order	: Disliked	#19 Scourge	: Disliked
#20 Black Numenroans	: Disliked	#21 Enlightned Shadow	: Neutral	#22 Fallen	: Neutral
#23 Amun-Musa	: Neutral	#24 Darokin	: Neutral	#25 Karamaikos	: Neutral

POPULATION CENTERS

Central (Capital) Location : @ 3721 in Mountains Climate is Cold

Size : Major Town	Fortifications : Tower	Loyalty : 48	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	29	5	0	0	0	780
Current stores	209	0	284	5	0	0	0	-

Devil's Nest Location : @ 3622 in Mountains Climate is Cold

Size : Camp	Fortifications : None	Loyalty : 35	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	180	0	12	0	0	0	600
Current stores	0	480	0	12	0	0	0	-

East Location : @ 3422 in Mountains Climate is Cold

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	48	14	0	0	0	720
Current stores	0	0	288	14	0	0	0	-

Emenduin Location : @ 3517 in Open Plains Climate is Cold

Size : Camp	Fortifications : None	Loyalty : 14	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	39	0	0	0	168	0	9	0
Current stores	313	0	0	0	0	0	214	-

Kel Horend Location : @ 4420 in Open Plains Climate is Hot

Size : Village	Fortifications : None	Loyalty : 18	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	64	0	0	0	186	0	19	0
Current stores	256	0	0	0	0	0	118	-

Lesra Location : @ 3621 in Mountains Climate is Cold

Size : Camp	Fortifications : None	Loyalty : 44	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	42	12	0	0	0	840
Current stores	0	0	252	12	0	0	0	-

New Optain Location : @ 3821 in Mountains Climate is Cold

Size : Major Town	Fortifications : Tower	Loyalty : 63	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	55	19	0	0	0	0	660
Current stores	0	147	115	0	0	0	0	-

South Location : @ 3822 in Mountains Climate is Cold

Size : Camp	Fortifications : None	Loyalty : 19	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	42	12	0	0	0	600
Current stores	0	0	252	12	0	0	0	-

Ul Dalena Location : @ 4321 in Open Plains Climate is Hot
 Size : Town Fortifications : Tower Loyalty : 22 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 91 0 0 0 317 0 5 0
 Current stores 304 0 0 0 0 0 25 -

Unulló Location : @ 4120 in Open Plains Climate is Hot
 Size : Camp Fortifications : None Loyalty : 28 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 304 0 0 0 368 0 8 0
 Current stores 912 0 0 0 0 0 24 -

Veassë Location : @ 3521 in Mountains Climate is Cold
 Size : Camp Fortifications : None Loyalty : 31 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 60 72 0 0 0 0 840
 Current stores 0 160 432 0 0 0 0 -

Voronwa Location : @ 3520 in Open Plains Climate is Hot
 Size : Village Fortifications : None Loyalty : 29 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 211 0 0 0 794 0 6 0
 Current stores 1003 0 0 0 0 0 54 -

West Location : @ 3823 in Mountains Climate is Cold
 Size : Camp Fortifications : None Loyalty : 53 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 156 66 0 0 0 0 900
 Current stores 0 416 396 0 0 0 0 -

ARMIES AND NAVIES

Army Commander : Regent Pride Location : @ 4325 in Open Plains Climate is Hot
 Army morale : 74 Warships : 0 Transports : 0 (2) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Dwarven ponyriders w/war hammers 32 45 49 166 Heavy Cavalry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0 0
 Food 328 Low Supplies !!
 War machines 0
The City/Castle of The Hive flying the flag of the Scourge is here.
A small army bearing the banner of the Scourge under Lord Subotei is here.

Army Commander : Lord Wrath Location : @ 4324 in Open Plains Climate is Hot
 Army morale : 37 Warships : 0 Transports : 0 (2) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Dwarven ponyriders w/war hammers 18 43 60 234 Heavy Cavalry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0 0
 Food 0 Out of Food !!
 War machines 0
A large army bearing the banner of the Half-Orcs under Lord Morzug Bloodaxe is here.
An army bearing the banner of the Ull Navala under Commander Thorgrim is here.

COMPANY COMMANDERS :

None

MARKET PRICES

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	19614	31191	11009	1815	263202	18885	6563
Purchase at market price/unit	2	2	4	22	2	2	6
Sell to market price/unit	1	1	2	12	1	1	3

MISCELLANEOUS**Maintenance Costs expected next turn are:****Totals for Nation:****Stores****Production**

Armies/Navies :	2400	Leather	2997	709
Pop Centers :	1500	Bronze	1203	451
Characters :	15380	Steel	2019	318
		Mithril	55	55
Total :	19280	Food	0	1833
		Timber	0	0
Current Tax rate :	61%	Mounts	435	47
Revenue expected next turn :	22715 (+3435)			
Current Gold reserve :	703			

Ships have been left anchored at the following locations:

None

You have the following double agents:**Edward Elric of the Faux Meddle Aarmy @ 3124**

Double agent Edward Elric reports he was ordered to steal the Gold. 2627 Gold was stolen at Intyalë.

Double agent Edward Elric reports he was ordered to move. He accepted the movement orders.

You have the following hostages:**Nefarian of the Shadowborn is held by Hohenheim at 3821 - No Gold ransom demanded at this time.****You possess the following artifacts:**

Name of artifact	Item	#	Latent	Alignment	Known Powers
Gordur	Sword	36	No	Good	COMBAT - Increases damage by 500 points.
Ring of Stargazing	Ring	75	Yes	None	Increases Mage Rank by 35.
Raukambar	Sword	145	No	Good	COMBAT - Increases damage by 750 points.

You have hidden the following additional artifacts:

None

NATION MESSAGES

There are rumors of an armed conflict involving the Nacth Strum and the Amestrians at 4324.
There are rumors of an armed conflict involving the Amun-Musa and the Drib Le Chin at 2415.
Emenduin has dropped to a Camp because of poor loyalty.
There are rumors of a theft attempt involving A Fire Drake at Minas Ithil.
There are rumors of a theft attempt involving Slorsa at Thousand Spears.
There are rumors of a theft attempt involving Foulbreath at Cagmolaga.
There are rumors of an encounter involving Corrupticus at 3322.

ENCOUNTER MESSAGES

Encounter for Lust at 3318

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

COMBAT MESSAGES

Battle at 4325

In the Hot climate of the Open Plains of 4325, a conflict took place in the early hours of the evening under a clear sky.

At the head of a loud and exuberant army rode **Regent Pride** of the nation of the Amestrians. The mount on which he rode pranced mightily at the head of the battle lines. Behind him the forming ranks were filled with:

Troops	Weapons	Armor	Formations
1262 Dwarven ponyriders w/war hammers	bronze/steel	bronze/steel	ragged ranks

At the head of a demoralized army rode **Commander Viggo the Zealous** of the nation of the Scourge. The mount on which he rode stood cautiously at the rear of the battle lines. Behind him the forming ranks were filled with:

Troops	Weapons	Armor	Formations
400 Mixed Mannish footmen w/battle axes	wooden	none	a mob

At the head of a demoralized army rode **Captain Gengis the Smiter** of the nation of the Scourge. The mount on which he rode stood cautiously at the rear of the battle lines. Behind him the forming ranks were filled with:

Troops	Weapons	Armor	Formations
2000 Mixed Mannish footmen w/battle axes	wooden	none	a mob

The City of The Hive flying the flag of the Scourge is situated in the Open Plains here. It is fortified by a Castle.

Report from Pride....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 heard coursing through the ranks.. Charge!! Charge!!

Against the forces of Viggo the Zealous, we charged...right into their ambush.

Against the forces of Gengis the Smiter, when we charged, they attempted to surround us.

After the battle had joined in earnest, heroes made their presence known all over the battlefield. **Hulegu** stood off to one side making magical gestures and incanting arcane words. Suddenly, bolts of chilling frost struck into the ranks of the enemy, freezing scores of them to death! **Altan Ashugh** stood off to one side

making magical gestures and incanting arcane words. Suddenly, bolts of chilling frost struck into the ranks of the enemy, freezing scores of them to death!

Report from Pride....Our cavalry rode swiftly across the open plains and thundered into the enemy, killing many. The troops fought very well, but more training would have raised them to great heights. They fought with great spirit. 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..

Regent Pride: 3 Food

After the battle.... Pride's forces were victorious in the battle, but suffered huge losses. Pride appeared to have survived. Viggo the Zealous's forces were destroyed/routed in the battle. Viggo the Zealous was killed. Gengis the Smiter's forces were destroyed/routed in the battle. Gengis the Smiter appeared to have survived but suffers from deadly wounds.

Battle at 4324

In the Hot climate of the Open Plains of 4324, a conflict took place in the early morning hours under a omen-filled sky.

At the head of a demoralized army rode **Lord Engle-Blut** of the nation of the Nacch Strum. In his hands was borne the glowing Sword called Morlhach. The mount on which he rode stood cautiously at the rear of the battle lines. Behind him the forming ranks were filled with:

Troops	Weapons	Armor	Formations
1100 Mixed Mannish footmen w/battle axes	wooden	none	a mob

At the head of a rebellious army rode **Lord Morzug Bloodaxe** of the nation of the Half-Orcs. 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
1787 Mixed Mannish horsemen w/lances	wooden/bronze	leather/bronze	a mob
92 Plainsman horsemen w/broadswords	bronze/steel	bronze/steel	ragged ranks

At the head of a rebellious army rode **Lord Wrath** of the nation of the Amestrians. In his hands was borne the glowing Sword called Gordur. 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
521 Dwarven ponyriders w/war hammers	bronze/steel	steel	a mob

Report from Wrath....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 shouted across the battlefield.. Charge!! Charge!! As our troops deployed, a cheer went up as balls of light green light burst among the enemy, and they realized that the mages had already started the battle.

Against the forces of Engle-Blut, we charged but they veered off and hit our flank.

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

Engle-Blut fought side by side with the troops and diverted many a blade during the pitched battle with his glowing Sword. **Wrath** fought side by side with the troops and diverted many a blade during the pitched battle with his glowing Sword. **Sloth** stood off to one side making magical gestures and incanting arcane words. Suddenly, many of her comrades felt their armor grow tougher and more resistant to the blows of their enemies. **Arantar** 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. **Ulbar** stood off to one side making magical gestures and incanting arcane words. Suddenly, many of his comrades counted their blessings as they evaded blows which surely should have landed!

Report from Wrath....Our cavalry rode swiftly across the open plains and thundered into the enemy, killing many. 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.

After the battle.... Engle-Blut's forces were destroyed/routed in the battle. Engle-Blut appeared to have survived. Morzug Bloodaxe's forces found no enemy armies to fight. Wrath's forces were victorious in the battle, but suffered severe losses. Wrath appeared to have survived.

SPECIAL MESSAGES

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

Front Sheet

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

ME-PBM Forum and ME-PBM Mailing List

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

ORDERS GIVEN

Character	Order #	Order Code	Additional Information.....
Arantar	810	MovChar	3721
Arantar	225	CstCbSp	104
Dorf in the Flask	810	MovChar	3721
Dorf in the Flask	210	IssPers	viggo
Envy	325	NatSell	fo 100
Envy	705	RsrchSp	502
Greed	940	CstLoSp	428 163
Greed	705	RsrchSp	502
Hohenheim	215	RfsPers	
Hohenheim	650	Execute	gemet
Lust	555	CreCmp	^
Lust	810	MovChar	3823
Nienor	940	CstLoSp	415 4029
Nienor	705	RsrchSp	502
Pride	215	RfsPers	
Pride	230	AttEnemy	ch
Sloth	810	MovChar	3721
Sloth	225	CstCbSp	104
Ulbar	810	MovChar	3721
Ulbar	225	CstCbSp	108
Wrath	215	RfsPers	
Wrath	230	AttEnemy	ch

Arantar



Ranks : Command 0 Agent 0 Emissary 0 Mage 55
 Health 90 Stealth 0 Challenge 55
 Artifacts : None

Spells (+0) : #104 Resistances(94) #214 Call Winds(81) #308 Capital Return(100)
 #408 Perceive Nationality(82) #412 Research Artifact(83)

Arantar was located in the Open Plains at 4324.

He was ordered to cast a combat spell. Resistances was cast.

Arantar was wounded during combat.

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

He is currently in the Mountains at 3721. The Major Town/Tower of Central flying the flag of the Amestrians is here.

Dorf in the Flask



Ranks : Command 70 Agent 20 Emissary 10 Mage 40
 Health 100 Stealth 0 Challenge 85
 Artifacts : None

Spells (+0) : #2 Minor Heal(80) #8 Heal True(77) #314 Teleport(65)
 #502 Weakness(82)

Dorf in the Flask was located in the Open Plains at 4325.

He was ordered to challenge Viggo the Zealous to personal combat.

He challenged Viggo the Zealous to personal combat, but was refused. He gained personal honor.

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

He is currently in the Mountains at 3721. The Major Town/Tower of Central flying the flag of the Amestrians is here.

Envy



Ranks : Command 0 Agent 0 Emissary 0 Mage 53
 Health 100 Stealth 0 Challenge 53
 Artifacts : None

Spells (+0) : #406 Divine Army(100) #413 Scry Population Center(99)
 #415 Scry Area(85) #417 Divine Characters w/Forces(82) #502 Weakness(91)

Envy was located in the Mountains at 3721.

She was ordered to have the nation sell to the caravans. 4101 Food were sold for 4921 Gold.

She was ordered to research a spell. Weakness #502 was successfully researched.

She is currently in the Mountains at 3721. The Major Town/Tower of Central flying the flag of the Amestrians is here.

Greed



Ranks : Command 0 Agent 0 Emissary 0 Mage 55 (90)
 Health 100 Stealth 0 Challenge 90
 Artifacts : #75 Ring of Stargazing
 Spells(+35) : #408 Perceive Nationality(66) #412 Research Artifact(100)
 #418 Locate Artifact(77) #428 Locate Artifact True(59)

Greed was located in the Mountains at 3721.

He was ordered to research a spell. He was not able to research the spell because there was insufficient Gold.

He was ordered to cast a lore spell. Locate Artifact True - Durin's Armor/Shield #163 is located in the Open Plains at 4019.

He is currently in the Mountains at 3721. The Major Town/Tower of Central flying the flag of the Amestrians is here.

Hohenheim



Ranks : Command 0 Agent 60 Emissary 0 Mage 30
 Health 16 Stealth 0 Challenge 52
 Artifacts : None

Spells (+0) : #406 Divine Army(67) #413 Scry Population Center(66)
 #415 Scry Area(82)

Hohenheim was located in the Mountains at 3821.

He was ordered to refuse all personal challenges.

He was ordered to execute a hostage. Gemetzel was executed.

He is currently in the Mountains at 3821. The Major Town/Tower of New Optain flying the flag of the Amestrians is here.

Lust



Ranks : Command 0 Agent 0 Emissary 71 Mage 0
 Health 100 Stealth 0 Challenge 35
 Artifacts : None

Spells (+0) : None

Lust was located in the Open Plains at 3318.

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

She was ordered to create a camp. She was not able to create the camp because there was insufficient Gold.

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

She is currently in the Mountains at 3823. The Camp of West flying the flag of the Amestrians is here.

Nienor



Ranks : Command 0 Agent 0 Emissary 0 Mage 56
 Health 100 Stealth 0 Challenge 56
 Artifacts : None

Spells (+0) : #102 Barriers(71) #204 Wild Flames(100) #308 Capital Return(84)
 #414 Scry Hex(81) #415 Scry Area(94)

Nienor was located in the Mountains at 3721.

He was ordered to research a spell. He was not able to research the spell because there was insufficient Gold.

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

He is currently in the Mountains at 3721. The Major Town/Tower of Central flying the flag of the Amestrians is here.

Pride



Ranks : Command 61 Agent 0 Emissary 0 Mage 10
 Health 100 Stealth 0 Challenge 63
 Artifacts : None

Spells (+0) : #412 Research Artifact(100)

Pride was located in the Open Plains at 4325.

He was ordered to refuse all personal challenges.

He was ordered to have his army attack all of his enemies. See Combat Messages.

He commands an army in the Open Plains at 4325. The City/Castle of The Hive flying the flag of the Scourge is here.

Sloth



Ranks : Command 0 Agent 0 Emissary 0 Mage 53
 Health 100 Stealth 0 Challenge 68

Artifacts : #145 Raukambar

Spells (+0) : #104 Resistances(75) #314 Teleport(80)
 #408 Perceive Nationality(82) #412 Research Artifact(71) #418 Locate Artifact(71)
 #428 Locate Artifact True(81)

Sloth was located in the Open Plains at 4324.

She was ordered to cast a combat spell. Resistances was cast.

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

She is currently in the Mountains at 3721. The Major Town/Tower of Central flying the flag of the Amestrians is here.

Ulbar



Ranks : Command 0 Agent 0 Emissary 0 Mage 54
 Health 100 Stealth 0 Challenge 54
 Artifacts : None

Spells (+0) : #104 Resistances(60) #108 Blessings(70) #218 Wall of Wind(76)
 #302 Long Stride(87) #404 Perceive Relations(94) #412 Research Artifact(89)

Ulbar was located in the Open Plains at 4324.

He was ordered to cast a combat spell. Blessings was cast.

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

He is currently in the Mountains at 3721. The Major Town/Tower of Central flying the flag of the Amestrians is here.

Wrath



Ranks : Command 58 Agent 0 Emissary 0 Mage 13
 Health 100 Stealth 0 Challenge 71
 Artifacts : #36 Gordur
 Spells (+0) : #412 Research Artifact(50)

Wrath was located in the Open Plains at 4324.

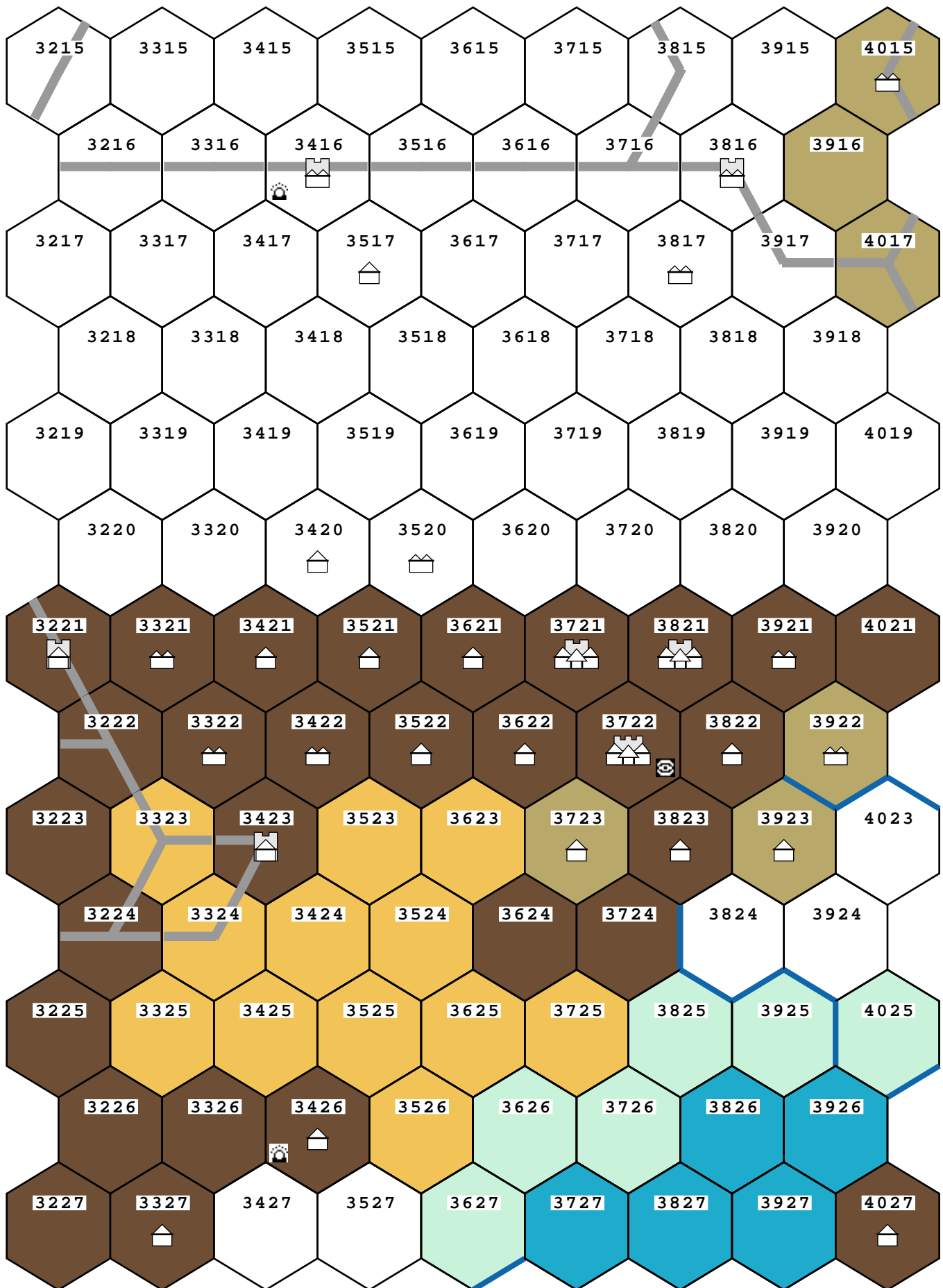
He was ordered to refuse all personal challenges.

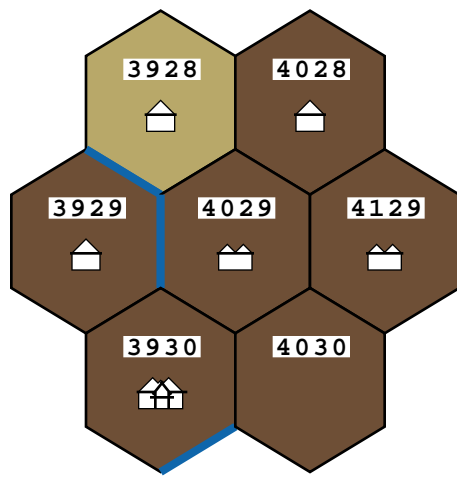
He was ordered to have his army attack all of his enemies. See Combat Messages.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

He commands an army in the Open Plains at 4324.

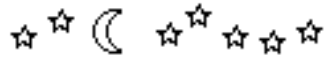




MEPBM Games
Middle-earth Play-By-Mail™
Fourth Age, circa 1000

Amestrians

URNSHEET



Game # 143



GALEN KEENE 110759
 NONE
 NONE
 NONE

Game # : 143
 Player # : 6
 Turn # : 12
 Security # : 3050

Return this turnsheet before JANUARY 6 2014

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

Daytime Phone #: _____

Arantar (ID: arant) @ 3721 Mage

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

Dorf in the Flask (ID: dorf) @ 3721 Command Agent Emissary Mage

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

Envy (ID: envy) @ 3721 Mage

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

Ulbar

(ID: ulbar) @ 3721 Mage

Order -> # _____ Code _____ Type _____ Order -> # _____ Code _____ Type _____

Required

Information

Required

Information

Wrath

(ID: wrath) @ 4324 Command Mage

Order -> # _____ Code _____ Type _____ Order -> # _____ Code _____ Type _____

Required

Information

Required

Information