

**MEPBM Games****presents**

# Middle-earth Play-By-Mail™

## Fourth Age, circa 1000



GAME # 141

**Lands**

Victory points : 934

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 Neutrals :

**North Kingdom [ 1675 ] Alvernus [ 1083 ] Lands [ 934 ]**

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 # : 10  
 Account : \$ 0.00  
 Free Turns : 0  
 Security Code : 9278  
 Special Service : YES

# Lands

(A Neutral)

Season : Winter

## RELATIONS WITH OTHER NATIONS

# 1 North Kingdom	: Tolerated	# 2 South Kingdom	: Tolerated	# 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	: Neutral	#17 Great Trollusk	: Neutral	#18 Bením an Pharazôn	: Neutral
#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 Mild

Size : Camp	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	423	0	27	1200
Current stores	0	0	0	0	1188	0	128	-

**Darthir** Location : @ 2537 in Hills & Rough Climate is Hot

Size : Town	Fortifications : None	Loyalty : 44	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	82	0	0	0	0	10	800
Current stores	0	545	0	0	0	0	65	-

*An army bearing the banner of the South Kingdom under Hero Cereanth is here.*

**Deldúwath** Location : @ 2435 in Hills & Rough Climate is Mild

Size : Camp	Fortifications : None	Loyalty : 8	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	90	0	0	0	0	144	9	0
Current stores	64	0	0	0	0	0	46	-

**Desert** Location : @ 2236 in Hills & Rough Climate is Mild

Size : Camp	Fortifications : Tower	Loyalty : 29	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	324	0	120	0	0	108	0	0
Current stores	232	0	242	0	0	0	0	-

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

Size : City	Fortifications : Fort	Loyalty : 63	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	70	54	0	0
Current stores	616	0	24	40	300	0	700	-

A small army bearing the banner of the Lands under Commander Null is here.

**Korondë** Location : @ 2235 in Hills & Rough Climate is Mild

Size : Town	Fortifications : None	Loyalty : 39	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	60	0	0	0	124	0	1300
Current stores	0	440	0	0	0	0	0	-

**Lámina** Location : @ 2935 in Hills & Rough Climate is Mild

Size : Camp	Fortifications : None	Loyalty : 48	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	981	0	9	1200
Current stores	0	0	0	0	2738	0	40	-

**Mae Govannon** Location : @ 2536 in Hills & Rough Climate is Hot  
 Size : Village Fortifications : None Loyalty : 19 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 1056 0 0 735 0 0 -

**Mountains** Location : @ 2136 in Mixed Forest Climate is Mild  
 Size : Village Fortifications : None Loyalty : 37 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 0 0 0 0 619 79 0 0  
 Current stores 0 0 0 0 2631 0 0 -

**Mukatana** Location : @ 2634 in Hills & Rough Climate is Mild  
 Size : Camp Fortifications : None Loyalty : 17 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 306 210 0 0 0 0 0 1200  
 Current stores 219 1050 0 0 0 0 0 -

**Nargelion** Location : @ 2135 in Mixed Forest Climate is Mild  
 Size : Camp Fortifications : None Loyalty : 21 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 0 0 0 0 333 333 0 0  
 Current stores 0 0 0 0 999 0 0 -

**Plains** Location : @ 2337 in Shore/Plains Climate is Mild  
 Size : Town Fortifications : Tower Loyalty : 30 Docks : Harbor Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 200 0 0 0 259 0 5 0  
 Current stores 143 0 0 0 1036 0 26 -

**Rough** Location : @ 2139 in Hills & Rough Climate is Mild  
 Size : Major Town Fortifications : Tower Loyalty : 25 Docks : Port Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 0 108 0 0 0 104 0 1400  
 Current stores 0 540 0 0 0 41933 0 -

**Shore** Location : @ 2339 in Hills & Rough Climate is Mild  
 Size : Town Fortifications : Tower Loyalty : 31 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 0 150 36 0 0 0 0 1000  
 Current stores 0 750 73 0 0 0 0 -

**Swamp** Location : @ 2335 in Hills & Rough Climate is Mild  
 Size : Camp Fortifications : Tower Loyalty : 29 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 0 0 70 0 0 108 0 1000  
 Current stores 0 0 141 0 0 0 0 -

**Thargelion** Location : @ 2437 in Hills & Rough Climate is Mild  
 Size : Village Fortifications : None Loyalty : 39 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 115 0 0 0 900 108 0 0  
 Current stores 77 0 0 0 3387 0 0 -

**ARMIES AND NAVIES**

**Army Commander : Commander Null** Location : @ 2137 in Mixed Forest Climate is Mild  
 Army morale : 69 Warships : 0 Transports : 0 (1) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Lesser Dúnadan mercenaries w/broadswords 77 30 10 200 Men-at-Arms  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0  
 Armor 0 0  
 Food 900  
 War machines 0  
 Characters traveling with army : - Dark - Fire .  
 The City/Fort of Hills flying the flag of the Lands is here.

**COMPANY COMMANDERS :**

None

**MARKET PRICES**

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	34274	24787	2747	596	248158	688	4874
Purchase at market price/unit	3	3	8	46	2	9	7
Sell to market price/unit	1	1	4	21	1	4	3

**MISCELLANEOUS**

Maintenance Costs expected next turn are:	Totals for Nation:	Stores	Production
Armies/Navies : 600	Leather	1351	1035
Pop Centers : 4250	Bronze	4381	802
Characters : 22380	Steel	480	226
	Mithril	40	0
Total : 27230	Food	13014	3758
	Timber	41933	1162
Current Tax rate : 78%	Mounts	1005	60
Revenue expected next turn : 45080 (+17850)			
Current Gold reserve : 12982			

Ritual character terminations: 0

Ships have been left anchored at the following locations:

7 warships at hex 2139  
 1 transports at hex 2139

You have the following double agents:

None

You have the following hostages:

None

You possess the following artifacts:

None

You have hidden the following additional artifacts:

None

## NATION MESSAGES

There are rumors of an armed conflict involving the RhunLandChattelCo at 4324.  
 There are rumors of an armed conflict involving the Tribes of Angmar at 1605.  
 There are rumors of an armed conflict involving the Thorinar and the Tribes of Angmar at 1605.  
 Pilindi is no longer under our control.  
 3177 Gold was stolen at Mae Govannon.  
 There are rumors of a theft attempt involving Huyna at Nornorsa.  
 1700 Gold was stolen at Mountains.  
 1400 Gold was stolen at Mountains.  
 There are rumors of a theft attempt involving Fleegu at Elensarn.  
 1325 Gold was stolen at Mountains.  
 1850 Gold was stolen at Mountains.  
 Our populace reports that the deadline for allegiance change is imminent!

## ENCOUNTER MESSAGES

None

## 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](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.....
Aldhelm Demuret	605	GrdLoc	
Aldhelm Demuret	325	NatSell	le 100
Cinard	690	StlGold	
Cinard	810	MovChar	3136
Dark	705	RsrchSp	406
Dark	315	PrchCar	ti 19058
Earth	525	InfOthr	
Earth	585	Uncover	
Fire	430	TrpsMan	ma
Fire	947	NatTran	2139 ti 100
Kalatar	690	StlGold	
Kalatar	810	MovChar	3136
Klú Relortin	690	StlGold	
Klú Relortin	810	MovChar	3136

Light	525	InfOthr	
Light	585	Uncover	
Null	435	ArmyMan	
Null	705	RsrchSp	428
Qesset	690	StlGold	
Qesset	810	MovChar	3136
Sound	430	TrpsMan	ma
Sound	810	MovChar	2139
Tabaya Kas	690	StlGold	
Tabaya Kas	810	MovChar	3136
Tartas Izain	690	StlGold	
Tartas Izain	810	MovChar	3136
Water	525	InfOthr	
Water	585	Uncover	
Wind	550	ImprPop	
Wind	810	MovChar	2834

Aldhelm Demuret



Ranks : Command 0 Agent 56 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 42  
 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. The stores sold was changed because the total product sold was more than the market purchase limit. 8298 Leather were sold for 19916 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 55 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 41  
 Artifacts : None  
 Spells (+0) : None

Cinard was located in the Hills & Rough at 3037.

He was ordered to steal the Gold. 1400 Gold was stolen at Of Mischief.

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

**He is currently in the Hills & Rough at 3136. The Camp of Of Storms flying the flag of the Plane 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(86) #418 Locate Artifact(60)  
 #428 Locate Artifact True(73)

Dark was located in the Mixed Forest at 2137.

He was ordered to purchase from the caravans. 19058 Timber were bought for 45739 Gold.

He was ordered to research a spell. Divine Army #406 was successfully researched.

**He is traveling with Null 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 81 Mage 0  
 Health 100 Stealth 0 Challenge 47  
 Artifacts : None  
 Spells (+0) : None

Earth was located in the Hills & Rough at 2336.

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

He was ordered to uncover some secrets. Secrets uncovered - uncovered that the nation of the Sheri-Urk seeks to hold the population center of Wyndham at 2506 - uncovered that the nation of the Plane seeks to see to the termination of Beyonce Knowles by any means whatsoever - uncovered that the nation of the Thorinar seeks to see to the termination of Enya Firehair by any means whatsoever. - uncovered that the nation of the Tribes of Angmar possesses Special Nation Ability #21.

*He is currently in the Hills & Rough at 2336. The Camp of Amrûn flying the flag of the Lands is here.*

Fire



Ranks : Command 63 Agent 51 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 72  
 Artifacts : None  
 Spells (+0) : None

Fire was located in the Mixed Forest at 2137.

He was ordered to put some troops on maneuvers. The maneuvers for the Men-at-Arms were completed.

He was ordered to have the nation transport by the caravans. 40859 Timber (+10%) transported to Rough.

*He is traveling with Null in the Mixed Forest at 2137. The City/Fort of Hills flying the flag of the Lands is here.*

Kalatar



Ranks : Command 0 Agent 67 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 50  
 Artifacts : None  
 Spells (+0) : None

Kalatar was located in the Hills & Rough at 2734.

He was ordered to steal the Gold. No Gold was found in the treasury at Of Fear.

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

*He is currently in the Hills & Rough at 3136. The Camp of Of Storms flying the flag of the Plane is here.*



Kl Relortin



Ranks : Command 0 Agent 60 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 45  
 Artifacts : None  
 Spells (+0) : None

Klú Relortin was located in the Hills & Rough at 2734.

He was ordered to steal the Gold. 7221 Gold was stolen at Of Fear.

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

***He is currently in the Hills & Rough at 3136. The Camp of Of Storms flying the flag of the Plane is here.***

Light



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

Light was located in the Hills & Rough at 2239.

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

He was ordered to uncover some secrets. Secrets uncovered - uncovered that the nation of the Lohmai'gwaith seeks to hold the artifact: a Bow, #22 - uncovered that the nation of the Sheri-Urk seeks to hold the greatest amount of artifacts - uncovered that the nation of the Plane seeks to acquire 10 additional artifacts of any alignment. - uncovered that the nation of the Once Upon a Time possesses Special Nation Ability #1. It was also uncovered that the Plane capital is at 3034.

***He is currently in the Hills & Rough at 2239. The Camp of Bauglira flying the flag of the Plane is here.***

Null



Ranks : Command 38 Agent 0 Emissary 0 Mage 48  
 Health 100 Stealth 0 Challenge 57  
 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)

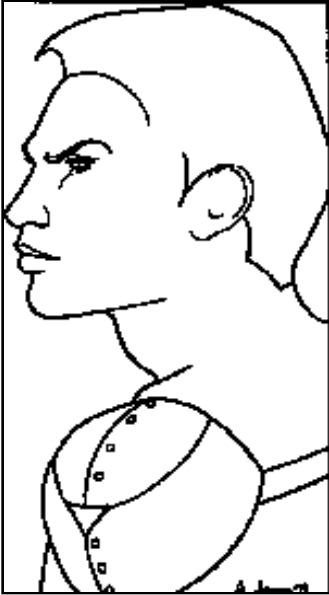
Null was located in the Mixed Forest at 2137.

He was ordered to put the army on maneuvers. The maneuvers for the army were completed.

He was ordered to research a spell. Locate Artifact True #428 was successfully researched.

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

Qesset



Ranks : Command 0 Agent 55 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 41  
 Artifacts : None  
 Spells (+0) : None

Qesset was located in the Hills & Rough at 3037.

He was ordered to steal the Gold. 3190 Gold was stolen at Of Mischief.

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

*He is currently in the Hills & Rough at 3136. The Camp of Of Storms flying the flag of the Plane is here.*

Sound



Ranks : Command 53 Agent 0 Emissary 0 Mage 48  
 Health 100 Stealth 0 Challenge 65  
 Artifacts : None

Spells (+0) : #412 Research Artifact(100) #413 Scry Population Center(97)  
 #415 Scry Area(74) #418 Locate Artifact(60) #510 Conjure Food(76)

Sound was located in the Mixed Forest at 2137.

He was ordered to put some troops on maneuvers. The maneuvers for the Men-at-Arms were completed.

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

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

Tabaya Kas



Ranks : Command 0 Agent 56 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 42  
 Artifacts : None  
 Spells (+0) : None

Tabaya Kas was located in the Hills & Rough at 3037.

He was ordered to steal the Gold. 1223 Gold was stolen at Of Mischief.

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

*He is currently in the Hills & Rough at 3136. The Camp of Of Storms flying the flag of the Plane is here.*

Tartas Izain



Ranks : Command 0 Agent 57 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 42  
 Artifacts : None  
 Spells (+0) : None

Tartas Izain was located in the Hills & Rough at 2734.

He was ordered to steal the Gold. 1325 Gold was stolen at Of Fear.

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

*He is currently in the Hills & Rough at 3136. The Camp of Of Storms flying the flag of the Plane is here.*

Water



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

Water was located in the Hills & Rough at 2935.

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

He was ordered to uncover some secrets. Secrets uncovered - uncovered that the nation of the Alvernus seeks to terminate 10 characters by personal challenge or by assassination - uncovered that the nation of the Sheri-Urk seeks to hold the artifact: a Sword, #44. - uncovered that the nation of the Sing a Song possesses Special Nation Ability #6.

*He is currently in the Hills & Rough at 2935. The Camp of Lámina flying the flag of the Lands is here.*

Wind



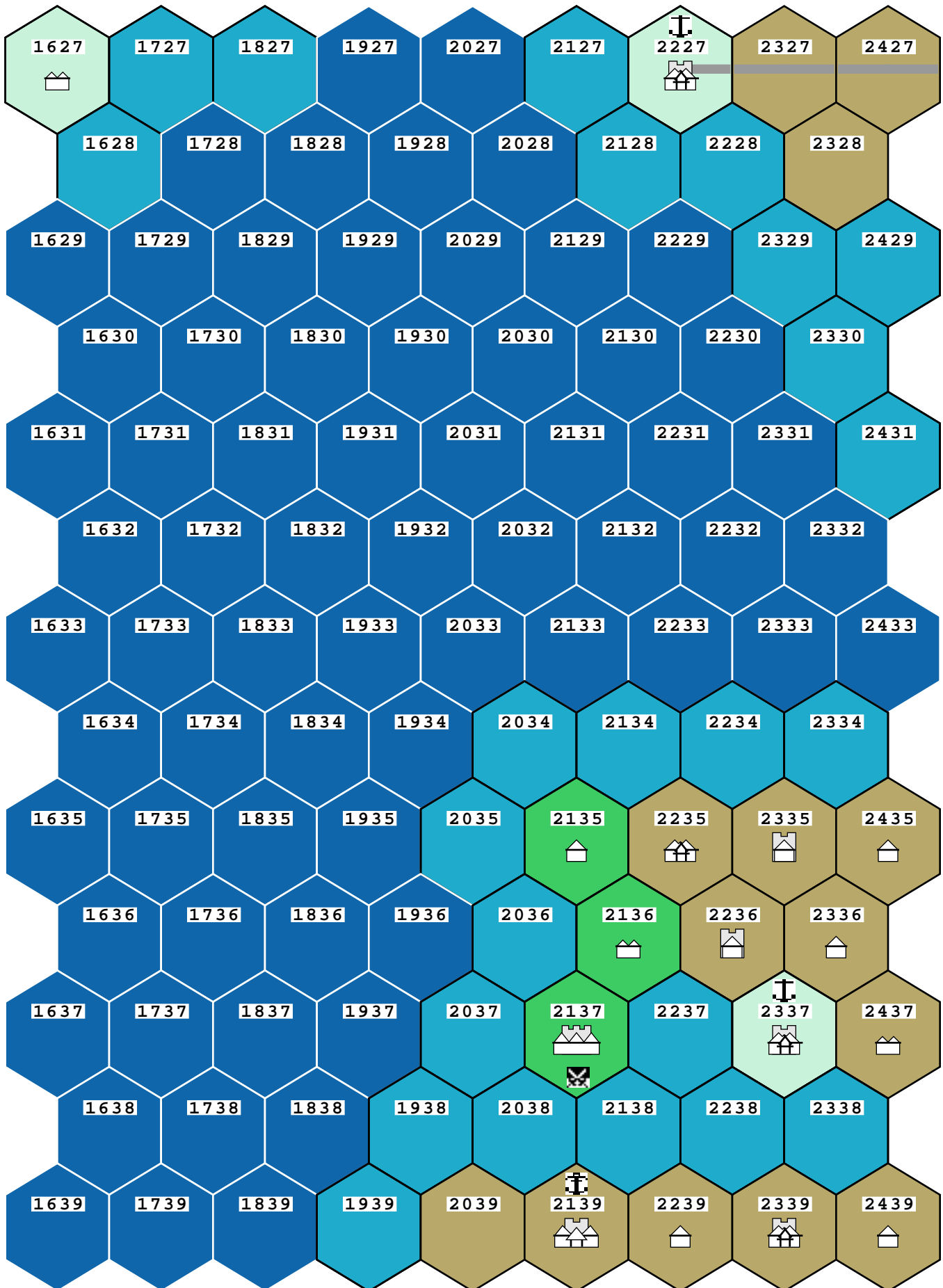
Ranks : Command 0 Agent 0 Emissary 66 Mage 0  
 Health 100 Stealth 0 Challenge 33  
 Artifacts : None  
 Spells (+0) : None

Wind was located in the Hills & Rough at 2235.

He was ordered to improve the population center size. Korondë was improved to a Town.

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

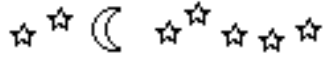
*He is currently in the Hills & Rough at 2834. The Major Town of Herenya flying the flag of the Plane is here.*



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

Lands

**URNSHEET**



Game # 141



NATE KEENE 110758  
 NONE  
 NONE  
 NONE

Game # : 141  
 Player # : 21  
 Turn # : 11  
 Security # : 9278

**Return this turnsheet before FEBRUARY 24 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 _____  Required _____ Information _____ _____ _____	Order -> # _____ Code _____ Type _____  Required _____ Information _____ _____ _____
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**Cinard (ID: cinar) @ 3136 Agent**

Order -> # _____ Code _____ Type _____  Required _____ Information _____ _____ _____	Order -> # _____ Code _____ Type _____  Required _____ Information _____ _____ _____
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**Dark (ID: dark ) @ 2137 Command Mage**

Order -> # _____ Code _____ Type _____  Required _____ Information _____ _____ _____	Order -> # _____ Code _____ Type _____  Required _____ Information _____ _____ _____
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**Earth (ID: earth) @ 2336 Command Emissary**

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

**Fire (ID: fire ) @ 2137 Command Agent**

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

**Kalatar (ID: kalat) @ 3136 Agent**

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

**Klú Relortin (ID: klu r) @ 3136 Agent**

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

**Light (ID: light) @ 2239 Emissary**

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

**Null (ID: null ) @ 2137 Command Mage**

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

**Qeset (ID: qesse) @ 3136 Agent**

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

**Sound (ID: sound) @ 2139 Command Mage**

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

**Tabaya Kas (ID: tabay) @ 3136 Agent**

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

**Tartas Izain (ID: tarta) @ 3136 Agent**

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

**Water (ID: water) @ 2935 Emissary**

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

**Wind (ID: wind ) @ 2834 Emissary**

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