

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 Neutrals :

North Kingdom [1600] South Kingdom [1283] Once Upon a Time [1250]

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 # : 8
Account : \$ 0.00
Free Turns : 0
Security Code : 9601
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

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

Size : Village	Fortifications : None	Loyalty : 50	Docks : None	Hidden ? : No	Sieged ? : No
Surplus Product	Leather Bronze Steel Mithril Food Timber Mounts Gold				
Expected production	0 109 0 0 0 0 13 800				
Current stores	0 354 0 0 0 0 42 -				

Deldúwath Location : @ 2435 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	90 0 0 0 0 144 9 0				
Current stores	280 0 0 0 0 687 28 -				

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

Size : Camp	Fortifications : Tower	Loyalty : 31	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	1008 0 2 0 0 912 0 -				

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

Size : City	Fortifications : Fort	Loyalty : 68	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	4400 0 24 0 160 21429 700 -				

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

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

Mae Govannon Location : @ 2536 in Hills & Rough Climate is Hot

Size : Village	Fortifications : None	Loyalty : 25	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	0 672 0 0 389 0 0 -				

Mountains Location : @ 2136 in Mixed Forest Climate is Mild

Size : Village	Fortifications : None	Loyalty : 41	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 1393 816 0 -				

Mukatana Location : @ 2634 in Hills & Rough 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	306 210 0 0 0 0 0 1200				
Current stores	952 630 0 0 0 0 0 -				

Nargelion Location : @ 2135 in Mixed Forest Climate is Mild
 Size : Camp Fortifications : None Loyalty : 26 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 0 0 0 333 333 0 0
 Current stores 0 0 0 0 333 333 0 -

Pilindi Location : @ 2736 in Hills & Rough Climate is Hot
 Size : Camp Fortifications : None Loyalty : 15 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 0 0 0 840 144 24 0
 Current stores 0 0 0 0 1680 520 72 -

Plains Location : @ 2337 in Shore/Plains Climate is Mild
 Size : Town Fortifications : Tower Loyalty : 36 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 622 0 0 0 518 0 16 -

Rough Location : @ 2139 in Hills & Rough Climate is Mild
 Size : Major Town Fortifications : Tower Loyalty : 29 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 0 324 0 0 0 962 0 -

Shore Location : @ 2339 in Hills & Rough Climate is Mild
 Size : Town Fortifications : Tower Loyalty : 34 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 0 450 1 0 0 0 0 -

Swamp Location : @ 2335 in Hills & Rough Climate is Mild
 Size : Camp Fortifications : Tower Loyalty : 34 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 1 0 0 912 0 -

Thargelion Location : @ 2437 in Hills & Rough Climate is Mild
 Size : Camp Fortifications : None Loyalty : 44 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 144 0 0 0 1125 135 0 0
 Current stores 288 0 0 0 1362 420 0 -

Tyarretta Location : @ 2436 in Hills & Rough Climate is Mild
 Size : Village Fortifications : None Loyalty : 4 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 0 72 0 605 0 22 0
 Current stores 0 0 1 0 1210 0 74 -

ARMIES AND NAVIES

Army Commander : Regent Dark Location : @ 2137 in Mixed Forest Climate is Mild
 Army morale : 33 Warships : 0 Transports : 0 (1) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Lesser Dúnadan mercenaries w/broadswords 64 30 10 100 Men-at-Arms
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0 0
 Food 400
 War machines 0
 The City/Fort of Hills flying the flag of the Lands is here.
 A small army bearing the banner of the Lands under Commander Null is here.

Army Commander : Commander Null Location : @ 2137 in Mixed Forest Climate is Mild
 Army morale : 67 Warships : 0 Transports : 0 (1) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Lesser Dúnadan mercenaries w/broadswords 66 30 10 100 Men-at-Arms
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0
 Food 500
 War machines 0
 Characters traveling with army : - Fire - Sound.
 The City/Fort of Hills flying the flag of the Lands is here.
 A small army bearing the banner of the Lands under Regent Dark is here.

COMPANY COMMANDERS :

None

MARKET PRICES

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	7753	18967	12079	1496	253805	920	1635
Purchase at market price/unit	3	3	3	22	2	8	10
Sell to market price/unit	2	2	2	16	1	6	7

MISCELLANEOUS

Maintenance Costs expected next turn are:	Totals for Nation:	Stores	Production
Armies/Navies : 600	Leather	7550	1064
Pop Centers : 4250	Bronze	2430	769
Characters : 20080	Steel	29	298
	Mithril	0	0
Total : 24930	Food	7045	4024
	Timber	26991	1209
	Mounts	932	73
Current Tax rate : 78%			
Revenue expected next turn : 35530 (+10600)			
Current Gold reserve : 1377			

No new characters available at this time

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

Cacanga is no longer under our control.
Selen is no longer under our control.
528 Gold was stolen at Mountains.
1075 Gold was stolen at Mountains.
88 Gold was stolen at Deldúwath.
97 Gold was stolen at Pilindi.

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. 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	315	PrchCar	ti 8858
Cinard	690	StlGold	
Cinard	920	ScoPop	
Dark	710	PrenMgy	
Dark	850	MovArmy	se sw ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Earth	525	InfOthr	
Earth	585	Uncover	
Fire	315	PrchCar	le 4400
Fire	325	NatSell	st 100
Kalatar	690	StlGold	
Kalatar	920	ScoPop	
Klú Relortin	690	StlGold	
Klú Relortin	915	ScoHex	
Light	525	InfOthr	
Light	585	Uncover	
Null	435	ArmyMan	
Null	710	PrenMgy	
Qeset	690	StlGold	
Qeset	915	ScoHex	

Sound	430	TrpsMan	ma
Sound	710	PrenMgy	
Tabaya Kas	690	StlGold	
Tabaya Kas	915	ScoHex	
Tartas Izain	690	StlGold	
Tartas Izain	920	ScoPop	
Water	525	InfOthr	
Water	585	Uncover	
Wind	525	InfOthr	
Wind	585	Uncover	

Aldhelm Demuret



Ranks : Command 0 Agent 50 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 37
 Artifacts : None
 Spells (+0) : None

Aldhelm Demuret was located in the Mixed Forest at 2137.

He was ordered to purchase from the caravans. 8858 Timber were bought for 21259 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 45 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 33
 Artifacts : None
 Spells (+0) : None

Cinard was located in the Hills & Rough at 3037.

He was ordered to steal the Gold. 409 Gold was stolen at Of Mischief.

He was ordered to scout the population center. A scout of the population center was attempted. Town named Of Mischief - owned by the Plane - fortified with a Tower - loyalty = 44. Production - Leather: 130 - Bronze: 160 - Gold: 1000. Stores - Leather: 124 - Bronze: 231.

He is currently in the Hills & Rough at 3037. The Town/Tower of Of Mischief flying the flag of the Plane is here.

Dark



Ranks : Command 60 Agent 0 Emissary 0 Mage 43
 Health 100 Stealth 0 Challenge 70
 Artifacts : None

Spells (+0) : #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 2135.

He was ordered to prentice magery. The prentice magery was successful and his Mage rank has been improved.

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

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 77 Mage 0
 Health 100 Stealth 0 Challenge 45
 Artifacts : None
 Spells (+0) : None

Earth was located in the Hills & Rough at 2537.

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

He was ordered to uncover some secrets. Secrets uncovered - uncovered that the nation of the Dark Feast seeks to hold in stores the greatest amount of Mithril - uncovered that the nation of the Plane seeks to hold the artifact: a Tome, #154. - uncovered that the nation of the Sundered possesses Special Nation Ability #1.

He is currently in the Hills & Rough at 2537. The Village of Darthir flying the flag of the Lands is here.

Fire



Ranks : Command 53 Agent 48 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 62
 Artifacts : None
 Spells (+0) : None

Fire was located in the Mixed Forest at 2137.

He was ordered to purchase from the caravans. 4400 Leather were bought for 10560 Gold.

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. 3332 Steel were sold for 19992 Gold.

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 61 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 45
 Artifacts : None
 Spells (+0) : None

Kalatar was located in the Hills & Rough at 2734.

He was ordered to steal the Gold. 1474 Gold was stolen at Of Fear.

He was ordered to scout the population center. A scout of the population center was attempted. Major Town named Of Fear - owned by the Plane - fortified with a Tower - includes a Port - loyalty = 28. Production - Leather: 110 - Gold: 1200 - Timber: 170. Stores - Leather: 55 - Timber: 61.

He is currently in the Hills & Rough at 2734. The Major Town/Tower of Of Fear flying the flag of the Plane is here.

Kl Relortin



Ranks : Command 0 Agent 53 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 39
 Artifacts : None
 Spells (+0) : None

Klú Relortin 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 scout the hex. A scout of the hex was attempted. Terrain is Hills & Rough. Climate is Mild. A Major Town named Of Fear is here and fortified with a Tower, including a Port and Of Fear is owned by the Plane and the hex has production of - Leather: 110 Gold: 1200 Timber: 170 . Foreign forces present: None. Anchored ships reported: None.

He is currently in the Hills & Rough at 2734. The Major Town/Tower of Of Fear flying the flag of the Plane is here.

Light



Ranks : Command 0 Agent 0 Emissary 47 Mage 0
 Health 100 Stealth 0 Challenge 23
 Artifacts : None
 Spells (+0) : None

Light was located in the Hills & Rough at 2239.

He was ordered to influence their population center loyalty. He was not able to influence/reduce the population center loyalty because the populace was not influenced. Current loyalty is perceived to be rebellious. Continued efforts may succeed.

He was ordered to uncover some secrets. Secrets uncovered - 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 Wise Council seeks to hold the population center of Trannel at 3707. - uncovered that the nation of the Dark Feast possesses Special Nation Ability #10. 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 31 Agent 0 Emissary 0 Mage 48
 Health 100 Stealth 0 Challenge 55
 Artifacts : None

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

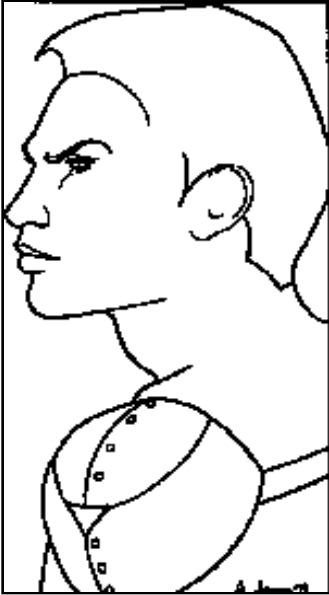
Null was located in the Mixed Forest at 2137.

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

He was ordered to prentice magery. The prentice magery was successful and his Mage rank has been improved.

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

Qeset



Ranks : Command 0 Agent 47 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 35
 Artifacts : None
 Spells (+0) : None

Qeset was located in the Hills & Rough at 3037.

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

He was ordered to scout the hex. A scout of the hex was attempted. Terrain is Hills & Rough. Climate is Hot. A Town named Of Mischief is here and fortified with a Tower and Of Mischief is owned by the Plane and the hex has production of - Leather: 130 Bronze: 160 Gold: 1000 . Foreign forces present: None.

He is currently in the Hills & Rough at 3037. The Town/Tower of Of Mischief flying the flag of the Plane is here.

Sound



Ranks : Command 39 Agent 0 Emissary 0 Mage 46
 Health 100 Stealth 0 Challenge 55
 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 prentice magery. The prentice magery was successful and his Mage rank has been improved.

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

Tabaya Kas



Ranks : Command 0 Agent 48 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 36
 Artifacts : None
 Spells (+0) : None

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

He was ordered to steal the Gold. 754 Gold was stolen at Of Mischief.

He was ordered to scout the hex. A scout of the hex was attempted. Terrain is Hills & Rough. Climate is Hot. A Town named Of Mischief is here and fortified with a Tower and Of Mischief is owned by the Plane and the hex has production of - Leather: 130 Bronze: 160 Gold: 1000 . Foreign forces present: None.

He is currently in the Hills & Rough at 3037. The Town/Tower of Of Mischief flying the flag of the Plane is here.

Tartas Izain



Ranks : Command 0 Agent 49 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 36
 Artifacts : None
 Spells (+0) : None

Tartas Izain 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 scout the population center. A scout of the population center was attempted. Major Town named Of Fear - owned by the Plane - fortified with a Tower - includes a Port - loyalty = 28. Production - Leather: 110 - Gold: 1200 - Timber: 170. Stores - Leather: 55 - Timber: 61.

He is currently in the Hills & Rough at 2734. The Major Town/Tower of Of Fear flying the flag of the Plane is here.

Water



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

Water was located in the Hills & Rough at 2437.

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

He was ordered to uncover some secrets. Secrets uncovered - uncovered that the nation of the South Kingdom seeks to see to the termination of Sound by any means whatsoever - uncovered that the nation of the Wise Council seeks to see to the termination of Augustus by any means whatsoever. - uncovered that the nation of the Sundered possesses Special Nation Ability #10.

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

Wind



Ranks : Command 0 Agent 0 Emissary 61 Mage 0
 Health 100 Stealth 0 Challenge 30
 Artifacts : None
 Spells (+0) : None

Wind was located in the Hills & Rough at 2235.

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

He was ordered to uncover some secrets. Secrets uncovered - uncovered that the nation of the Plane seeks to hold the population center of Swamp at 2335. - uncovered that the nation of the Sh'iar Empire possesses Special Nation Ability #1. It was also uncovered that the Plane capital is at 3034.

He is currently in the Hills & Rough at 2235. The Village of Korondë flying the flag of the Plane is here.

Required <hr/> Information <hr/>	Required <hr/> Information <hr/>
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Earth (ID: earth) @ 2537 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) @ 2734 Agent

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

Klú Relortin (ID: klu r) @ 2734 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) @ 3037 Agent

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

Sound (ID: sound) @ 2137 Command Mage

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

Tabaya Kas (ID: tabay) @ 3037 Agent

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

Tartas Izain (ID: tarta) @ 2734 Agent

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

Water (ID: water) @ 2437 Emissary

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

Wind (ID: wind) @ 2235 Emissary

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