

MEPBM Games**presents**

Middle-earth Play-By-Mail™

Fourth Age, circa 1000



GAME # 141

**Lands**

Victory points : 758

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 [1275] Once Upon a Time [1183] Wise Council [975]

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 # : 31
 Account : \$ 0.00
 Free Turns : 0
 Security Code : 9664
 Special Service : YES

Lands

(A Free People)

Season : Fall

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	: Disliked
#13 Red Witches	: Disliked	#14 Dark Feast	: Neutral	#15 Twilight Hammer	: Neutral
#16 Sh'iar Empire	: Hated	#17 Great Trollusk	: Disliked	#18 Benîm an Pharazôn	: Hated
#19 RhunLandChattelCo	: Neutral	#20 Tribes of Angmar	: Neutral	#22 Sing a Song	: Tolerated
#23 Once Upon a Time	: Tolerated	#24 Plane	: Friendly	#25 Alvernus	: Tolerated

POPULATION CENTERS

Amrûn	Location : @ 2336 in Hills & Rough Climate is Warm							
Size : Village	Fortifications : None		Loyalty : 39	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	0	0	0	-

Desert	Location : @ 2236 in Hills & Rough				Climate is Warm					
Size : Camp	Fortifications : Tower		Loyalty : 25		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	0	0	600	0	0	600	0	-		

Hills (Capital)	Location : @ 2137 in Mixed Forest			Climate is Warm				
Size : City	Fortifications : Fort		Loyalty : 40	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	0	0	0	0	0	300	1	-

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

Kuluinn	Location : @ 3018 in Open Plains			Climate is Mild				
Size : Camp	Fortifications : None		Loyalty : 40	Docks : None	Hidden ? : No		Sieged ? : No	
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	90	0	0	0	585	0	27	0
Current stores	0	0	0	0	0	0	0	-

Lámina	Location : @ 2935 in Hills & Rough Climate is Warm							
Size : Camp	Fortifications : None		Loyalty : 33 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	0	0	0	-

Mae Govannon								
Location : @ 2536 in Hills & Rough Climate is Hot								
Size : Camp	Fortifications : None		Loyalty : 37	Docks : None	Hidden ? : No		Sieged ? : No	
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	240	0	0	216	0	0	880
Current stores	0	240	0	0	0	0	0	-

Melyanna	Location : @ 2537 in Hills & Rough			Climate is Hot				
Size : Camp	Fortifications : None		Loyalty : 17	Docks : None	Hidden ? : No		Sieged ? : No	
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	136	0	0	0	0	16	800
Current stores	0	136	0	0	0	0	0	-

Mountains	Location : @ 2136 in Mixed Forest			Climate is Warm				
Size : Village	Fortifications : None		Loyalty : 29	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	0	440	0	-

Mukatana Location : @ 2634 in Hills & Rough Climate is Warm
 Size : Camp Fortifications : None Loyalty : 22 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 0 210 0 0 0 0 0 -

Nargelion Location : @ 2135 in Mixed Forest Climate is Warm
 Size : Camp Fortifications : None Loyalty : 24 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 0 1850 0 -

Of Fear Location : @ 2734 in Hills & Rough Climate is Warm
 Size : Village Fortifications : Tower Loyalty : 20 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 88 0 0 0 0 136 0 1200
 Current stores 0 0 0 0 0 844 0 -

Peley Location : @ 2512 in Open Plains Climate is Mild
 Size : Camp Fortifications : None Loyalty : 40 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 288 0 0 0 972 0 18 0
 Current stores 0 0 0 0 0 0 0 -

Swamp Location : @ 2335 in Hills & Rough Climate is Warm
 Size : Camp Fortifications : Tower Loyalty : 8 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 0 350 0 0 600 0 -

Thargelion Location : @ 2437 in Hills & Rough Climate is Warm
 Size : Camp Fortifications : None Loyalty : 26 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 160 0 0 0 1250 150 0 0
 Current stores 0 0 0 0 0 750 0 -

Ūsakan Location : @ 3210 in Open Plains Climate is Cool
 Size : Camp Fortifications : None Loyalty : 37 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 160 0 0 0 200 0 16 0
 Current stores 0 0 0 0 0 0 0 -

ARMIES AND NAVIES

Army Commander : Regent Null Location : @ 2137 in Mixed Forest Climate is Warm
 Army morale : 3 Warships : 0 Transports : 0 (1) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Mixed Mannish footmen w/spears 10 10 0 100 Heavy Infantry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0 0
 Food 0 Out of Food !!
 War machines 0
 The City/Fort of Hills flying the flag of the Lands is here.

COMPANY COMMANDERS :

Regent Dark Location : @ 3433 Traveling with him are : **Brell Serilis** - Cinard - Klú Relortin - Qesset - Tartas Izain.
 Captain Earth Location : @ 2630 Traveling with him are : **Bertoxxulous** - Light - Wind .

MARKET PRICES

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	19131	29442	11830	2721	273972	22967	3936
Purchase at market price/unit	3	3	4	16	2	3	8
Sell to market price/unit	2	2	2	9	1	2	5

MISCELLANEOUS

Maintenance Costs expected next turn are:		Totals for Nation:	Stores	Production
Armies/Navies :	400	Leather	0	1486
Pop Centers :	2500	Bronze	586	586
Characters :	26880	Steel	950	190
		Mithril	0	0
Total :	29780	Food	0	5825
		Timber	5384	1044
Current Tax rate :	78%	Mounts	1	111
Revenue expected next turn :	21130 (-8650)			
Current Gold reserve :	8550			

Ritual character terminations: 18

Ships have been left anchored at the following locations:

None

You have the following double agents:

Brell Serilis of the Plane @ 3433

Double agent Brell Serilis reports artifact(s) were received.

Double agent Brell Serilis reports he moved with the company to 3433.

Double agent Brell Serilis reports he was ordered to scout the hex. A scout of the hex was attempted.

Terrain is Hills & Rough. Climate is Hot. A Major Town named Uplink is here and fortified with a Fort and Uplink is owned by the Sh'iar Empire and the hex has production of - Food: 720 Gold: 1500 Steel: 70 .

Foreign forces present: - Blister of the Sh'iar Empire. Anchored ships reported: None.

Double agent Brell Serilis reports he was ordered to scout for any characters. A scout for characters was attempted. Found: Mage Frequency - Unknown. Regent Dark - Lands. Warlord Blister - Sh'iar Empire. Spy Aldhelm Demuret - Lands. Thief Tartas Izain - Lands. Thief Cinard - Lands. Thief Klú Relortin - Lands. Thief Qesset - Lands. One or more reports may be incorrect. Nothing else was reported at this time.

Padrey of the Plane @ 2139

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

Double agent Padrey reports he was ordered to have the nation transport by the caravans. 2782 Steel (+10%) transported to Rough.

Samaub of the Plane @ 3433

Double agent Samaub reports he was ordered to steal the Gold. No Gold was found in the treasury at Linhir.

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

Shadow Walker of the Plane @ 2630

Double agent Shadow Walker reports he was ordered to move. He accepted the movement orders.

Double agent Shadow Walker reports he was ordered to scout for any characters. A scout for characters was attempted. Found: Curate Light - Lands. Legate Earth - Lands. Proclamator Wind - Lands. Legate Water - Lands . Nothing else was reported at this time.

Sûldun of the Wise Council @ 3305

Double agent Sûldun reports he was ordered to recruit some heavy infantry. 400 Heavy Infantry w/Wood weapons and No armor were recruited.

Double agent Sûldun reports he was ordered to force march the army. He accepted the forced march orders. Morale was reduced.

You have the following hostages:

Naidine of the Sheri-Urk is held by Qesset at 3433 - No Gold ransom demanded at this time.
 Volog of the South Kingdom is held by Qesset at 3433 - 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.
Calris	Sword	111	No	Evil	COMBAT - Increases damage by 750 points.
Helm of the Dark	Helm	117	Yes	Evil	Increases Command Rank by 10.
Cuiviegurth	Whip	162	No	Evil	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 Sapphic Enclave and the Benîm an Pharazôn at 3231.
 There are rumors of a sabotage attempt involving Orcir at Sein Ithil.*

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	690	StlGold	
Aldhelm Demuret	810	MovChar	3433
Cinard	635	Interr	silio
Cinard	650	Execute	silio
Dark	940	CstLoSp	415 3434
Dark	820	MovCmpy	3433
Dulish	947	NatTran	2137 mo 100
Dulish	810	MovChar	2137
Earth	745	CreCmpy	
Earth	820	MovCmpy	2630
Estelmo	325	NatSell	fo 100
Estelmo	731	NamAgen	^ f
Fire	325	NatSell	le 100
Fire	731	NamAgen	^ f
Klú Relortin	915	ScoHex	
Klú Relortin	675	SabPort	
Light	755	JnCmpy	earth
Light	525	InfOthr	
Null	948	TranCar	2137 2438 mo 994
Null	315	PrchCar	mo 600
Qesset	675	SabPort	
Qesset	360	TrArt	brell 55 91 108 ^ ^ ^
Tartas Izain	690	StlGold	
Tartas Izain	920	ScoPop	
Water	500	Double	shado
Water	810	MovChar	2630
Wind	525	InfOthr	
Wind	755	JnCmpy	earth

Aldhelm Demuret



Ranks : Command 0 Agent 79 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 59
 Artifacts : None
 Spells (+0) : None

Aldhelm Demuret was located in the Hills & Rough at 2527.

He was ordered to steal the Gold. 5093 Gold was stolen at Linhir.

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

He is currently in the Hills & Rough at 3433. The Major Town/Fort of Uplink flying the flag of the Sh'iar Empire is here.

Cinard



Ranks : Command 0 Agent 88 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 66
 Artifacts : None
 Spells (+0) : None

Cinard was located in the Hills & Rough at 2730.

He was ordered to interrogate a hostage. Sillion was successfully interrogated. Interrogation report - Footpad Sillion - Benîm an Pharazôn. She revealed that the capital of the Benîm an Pharazôn is at 2630. She revealed that the nation of the Benîm an Pharazôn seeks to hold the population center of Pelargir at 2927 - seeks to hold the artifact: a Sword, #58 - seeks to hold the population center of Urukhamo at 2220 - seeks to terminate 10 characters by personal challenge or by assassination. She revealed that the nation of the Benîm an Pharazôn possesses Special Nation Ability #13. Nothing else revealed at this time.

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

He moved with the company to 3433.

He is traveling with Dark in the Hills & Rough at 3433. The Major Town/Fort of Uplink flying the flag of the Sh'iar Empire is here.

Dark



Ranks : Command 69 Agent 0 Emissary 0 Mage 45
 Health 100 Stealth 0 Challenge 80
 Artifacts : None

Spells (+0) : #406 Divine Army(98) #412 Research Artifact(100)
 #413 Scry Population Center(100) #415 Scry Area(93) #418 Locate Artifact(60)
 #428 Locate Artifact True(73)

Dark was located in the Hills & Rough at 2730.

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

He was ordered to cast a lore spell. Scry Area - Foreign armies identified: - Blister of the Sh'iar Empire with about 1600 troops at 3433. See report below.

He commands a company in the Hills & Rough at 3433. The Major Town/Fort of Uplink flying the flag of the Sh'iar Empire is here.

Dulish



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

Dulish was located in the Hills & Rough at 2932.

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

He was ordered to have the nation transport by the caravans. 494 Mounts (+10%) transported to Hills.

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

Earth



Ranks : Command 41 Agent 0 Emissary 91 Mage 0
 Health 100 Stealth 0 Challenge 55
 Artifacts : None
 Spells (+0) : None

Earth was located in the Hills & Rough at 2730.

He was ordered to create a company. A company was created.

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

He commands a company in the Hills & Rough at 2630. The Major Town/Fort of Balakazra flying the flag of the Benîm an Pharazôn is here.

Estelmo



Ranks : Command 0 Agent 40 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 30
 Artifacts : None
 Spells (+0) : None

Estelmo was located in the Mixed Forest at 2137.

He was ordered to have the nation sell to the caravans. 11159 Food were sold for 13390 Gold.

He was ordered to name a new agent. No character name was provided. A new agent named Kahreb was available.

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

Fire



Ranks : Command 72 Agent 53 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 81
 Artifacts : None
 Spells (+0) : None

Fire was located in the Mixed Forest at 2137.

He was ordered to have the nation sell to the caravans. 5058 Leather were sold for 6070 Gold.

He was ordered to name a new agent. No character name was provided. A new agent named Ilfirin was available.

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

Ilfirin



Ranks : Command 0 Agent 40 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 30
 Artifacts : None
 Spells (+0) : None

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

Kahreb



Ranks : Command 0 Agent 40 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 30
 Artifacts : None
 Spells (+0) : None

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

Kl Relortin



Ranks : Command 0 Agent 84 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 63
 Artifacts : None
 Spells (+0) : None

Klú Relortin was located in the Hills & Rough at 2730.

He was ordered to sabotage the harbor/port. The Port was sabotaged at Kadarêth.

He moved with the company to 3433.

He was ordered to scout the hex. A scout of the hex was attempted. Terrain is Hills & Rough. Climate is Hot. A Major Town named Uplink is here and fortified with a Fort and Uplink is owned by the Sh'iar Empire and the hex has production of - Food: 720 Gold: 1500 Steel: 70 . Foreign forces present: - Blister of the Sh'iar Empire. Anchored ships reported: None.

He is traveling with Dark in the Hills & Rough at 3433. The Major Town/Fort of Uplink flying the flag of the Sh'iar Empire is here.

Light



Ranks : Command 0 Agent 0 Emissary 79 Mage 0
 Health 100 Stealth 0 Challenge 39
 Artifacts : None
 Spells (+0) : None

Light was located in the Hills & Rough at 2730.

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

He was ordered to join a company. He joined the company commanded by Earth.

He moved with the company to 2630.

He is traveling with Earth in the Hills & Rough at 2630. The Major Town/Fort of Balakazra flying the flag of the Bením an Pharazôn is here.

Null



Ranks : Command 62 Agent 0 Emissary 0 Mage 48
 Health 100 Stealth 0 Challenge 74
 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 purchase from the caravans. 600 Mounts were bought for 2880 Gold.

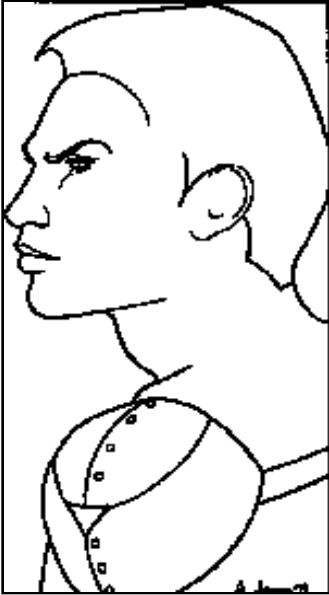
Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

He was ordered to transport by the caravans. 994 Mounts (+10%) transported from Hills to Havens Of Umbar.

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 85 Emissary 0 Mage 0
 Health 88 Stealth 0 Challenge 63
 Artifacts : #85 Stinging Tongue #111 Calris #117 Helm of the Dark
 Spells (+0) : None

Qeset was located in the Hills & Rough at 2730.

He was ordered to transfer some artifacts to a character. Ring of Curufin #55 was transferred. Sulhelka #91 was transferred. Miramarth #108 was transferred.

He was ordered to sabotage the harbor/port. He was not able to sabotage the Harbor because of tight security. He was injured by local militia while performing his sabotage mission.

He moved with the company to 3433.

He is traveling with Dark in the Hills & Rough at 3433. The Major Town/Fort of Uplink flying the flag of the Sh'iar Empire is here.

Tartas Izain



Ranks : Command 0 Agent 88 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 66
 Artifacts : #162 Cuiviegurth
 Spells (+0) : None

Tartas Izain was located in the Hills & Rough at 2730.

He was ordered to steal the Gold. 3293 Gold was stolen at Kadarêth.

He moved with the company to 3433.

He was ordered to scout the population center. A scout of the population center was attempted. Major Town named Uplink - owned by the Sh'iar Empire - fortified with a Fort - loyalty = 31. Production - Food: 720 - Gold: 1500 - Steel: 70. Stores - Leather: 1089 - Steel: 110 - Food: 690. Foreign armies present: - Sh'iar Empire.

He is traveling with Dark in the Hills & Rough at 3433. The Major Town/Fort of Uplink flying the flag of the Sh'iar Empire is here.

Water



Ranks : Command 0 Agent 0 Emissary 98 Mage 0
 Health 100 Stealth 0 Challenge 49
 Artifacts : None
 Spells (+0) : None

Water was located in the Hills & Rough at 2527.

He was ordered to recruit a double agent. Shadow Walker is now our double agent.

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

He is currently in the Hills & Rough at 2630. The Major Town/Fort of Balakazra flying the flag of the Benîm an Pharazôn is here.

Wind



Ranks : Command 0 Agent 0 Emissary 89 Mage 0
Health 100 Stealth 0 Challenge 44
Artifacts : None
Spells (+0) : None

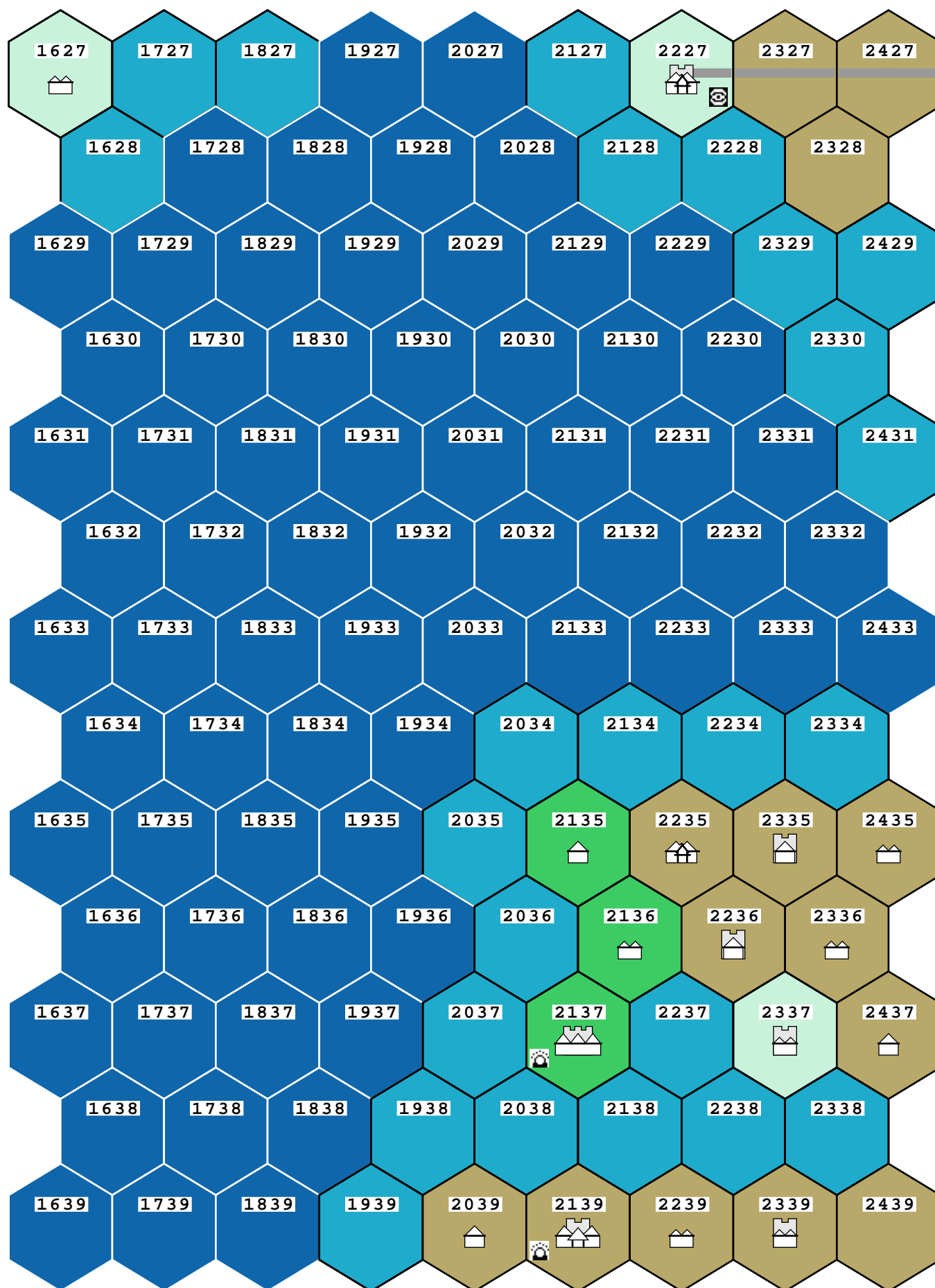
Wind was located in the Hills & Rough at 2730.

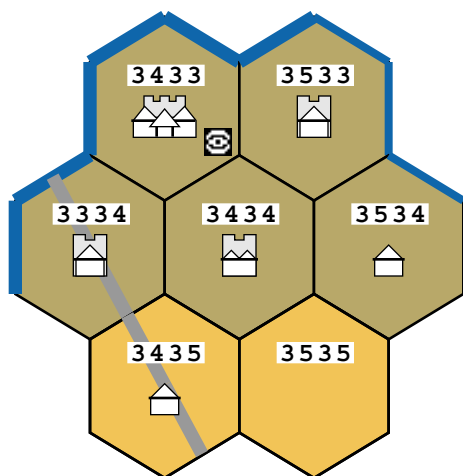
He was ordered to influence their population center loyalty. The loyalty was influenced/reduced at Kadarêth. Current loyalty is perceived to be rebellious.

He was ordered to join a company. He joined the company commanded by Earth.

He moved with the company to 2630.

He is traveling with Earth in the Hills & Rough at 2630. The Major Town/Fort of Balakazra flying the flag of the Benîm an Pharazôn is here.







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Game #      : 141
Player #    : 21
Turn #      : 32
Security #  : 9664
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Return this turnsheet before DECEMBER 15 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) @ 3433 Agent

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

Cinard (ID: cinar) @ 3433 Agent

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

Dark (ID: dark) @ 3433 Command Mage

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

Dulish (ID: dulis) @ 2137 Agent

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

Earth (ID: earth) @ 2630 Command Emissary

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

Estelmo (ID: estel) @ 2137 Agent

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

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

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

Ilfirin (ID: ilfir) @ 2137 Agent

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

Kahreb (ID: kahre) @ 2137 Agent

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

Klú Relortin (ID: klu r) @ 3433 Agent

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

Light (ID: light) @ 2630 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			_____				
			_____								_____				

Qesset (ID: qesse) @ 3433 Agent

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

Tartas Izain (ID: tarta) @ 3433 Agent

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

Water (ID: water) @ 2630 Emissary

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

Wind (ID: wind) @ 2630 Emissary

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

Required Information

Required
Information