

MEPBM Games**presents**

Middle-earth Play-By-Mail™

Fourth Age, circa 1000



GAME # 141

**Lands**

Victory points : 850

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 :

Sing a Song [1525] Alvernus [1250] Once Upon a Time [1142]

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 # : 19
 Account : \$ 0.00
 Free Turns : 0
 Security Code : 6929
 Special Service : YES

Lands

(A Free People)

Season : Spring

RELATIONS WITH OTHER NATIONS

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

POPULATION CENTERS

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

Size : Village	Fortifications : None	Loyalty : 48	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 0 102 0 345 -				

Foreign characters reported in the hex : - **Suligar.**

An army bearing the banner of the South Kingdom under Commander Volog is here.

Deldúwath Location : @ 2435 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	100 0 0 0 0 160 10 0				
Current stores	400 0 0 0 0 0 134 -				

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

Size : Camp	Fortifications : Tower	Loyalty : 50	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 0 479 0 0 0 0 -				

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

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

Size : Town	Fortifications : Tower	Loyalty : 42	Docks : Harbor	Hidden ? : No	Sieged ? : No
Surplus Product	Leather Bronze Steel Mithril Food Timber Mounts Gold				
Expected production	294 234 0 0 0 0 0 1600				
Current stores	1470 585 0 0 0 0 0 -				

Foreign characters reported in the hex : - **Lômiphel.**

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

Size : City	Fortifications : Fort	Loyalty : 64	Docks : None	Hidden ? : No	Sieged ? : No
Surplus Product	Leather Bronze Steel Mithril Food Timber Mounts Gold				
Expected production	0 0 0 0 78 60 0 0				
Current stores	3766 4000 259 0 21 0 200 -				

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

Size : Town	Fortifications : None	Loyalty : 29	Docks : None	Hidden ? : No	Sieged ? : No
Surplus Product	Leather Bronze Steel Mithril Food Timber Mounts Gold				
Expected production	0 60 0 0 0 138 0 1300				
Current stores	0 60 0 0 0 0 0 -				

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

Size : Camp	Fortifications : None	Loyalty : 65	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 0 294 0 128 -				

MPEG-2

Location : @ 3336 in Hills & Rough Climate is Hot

Size : Camp	Fortifications : None	Loyalty : 45	Docks : None	Hidden ? : No	Sieged ? : No
Surplus Product	Leather	Bronze	Steel	Mithril	Food
Expected production	272	0	0	0	160
Current stores	1088	0	0	0	64

Mountains

Location : @ 2136 in Mixed Forest Climate is Warm

Size : Village	Fortifications : None	Loyalty : 47	Docks : None	Hidden ? : No	Sieged ? : No
Surplus Product	Leather	Bronze	Steel	Mithril	Food
Expected production	0	0	0	0	688
Current stores	0	0	0	0	186

Mukatana

Location : @ 2634 in Hills & Rough Climate is Warm

Size : Camp	Fortifications : None	Loyalty : 37	Docks : None	Hidden ? : No	Sieged ? : No
Surplus Product	Leather	Bronze	Steel	Mithril	Food
Expected production	340	210	0	0	0
Current stores	1360	210	0	0	0

Nargelion

Location : @ 2135 in Mixed Forest Climate is Warm

Size : Camp	Fortifications : None	Loyalty : 33	Docks : None	Hidden ? : No	Sieged ? : No
Surplus Product	Leather	Bronze	Steel	Mithril	Food
Expected production	0	0	0	0	370
Current stores	0	0	0	0	100

Rough

Location : @ 2139 in Hills & Rough Climate is Warm

Size : Major Town	Fortifications : Tower	Loyalty : 32	Docks : None	Hidden ? : No	Sieged ? : No
Surplus Product	Leather	Bronze	Steel	Mithril	Food
Expected production	0	108	0	0	116
Current stores	800	108	0	0	400

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

Swamp

Location : @ 2335 in Hills & Rough Climate is Warm

Size : Camp	Fortifications : Tower	Loyalty : 36	Docks : None	Hidden ? : No	Sieged ? : No
Surplus Product	Leather	Bronze	Steel	Mithril	Food
Expected production	0	0	70	0	120
Current stores	0	0	279	0	0

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

ARMIES AND NAVIES**Army Commander : Regent Dark**

Location : @ 2236 in Hills & Rough Climate is Warm

Army morale : 36 Warships : 0 Transports : 0 (8) Travel mode : Normal

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

The Camp/Tower of Desert flying the flag of the Lands is here.

Army Commander : Regent Fire

Location : @ 2139 in Hills & Rough Climate is Warm

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

Troops	Training	Weapon	Armor	# Troops	Troop Type
Lesser Dúnadan mercenaries w/broadswords	10	30	10	100	Men-at-Arms
Baggage Train	Leather	Bronze	Steel	Mithril	
Weapons	-	0	0	0	
Armor	0	0	0	0	
Food	0	Out of Food !!			
War machines	0				

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

Army Commander : Lord Null Location : @ 2335 in Hills & Rough Climate is Warm
 Army morale : 79 Warships : 0 Transports : 0 (4) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Lesser Dúnadan horsemen w/broadswords 25 10 30 534 Heavy Cavalry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0
 Food 0 Out of Food !!
 War machines 0
 The Camp/Tower of Swamp flying the flag of the Lands is here.

COMPANY COMMANDERS :

None

MARKET PRICES

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	14405	462	0	3360	212984	36764	1347
Purchase at market price/unit	2	9	11	12	2	2	12
Sell to market price/unit	1	5	6	7	1	1	7

MISCELLANEOUS

Maintenance Costs expected next turn are:	Totals for Nation:	Stores	Production
Armies/Navies : 9504	Leather	8884	1366
Pop Centers : 3250	Bronze	4963	612
Characters : 23260	Steel	1017	190
	Mithril	0	0
Total : 36014	Food	703	2602
	Timber	0	1332
Current Tax rate : 39%	Mounts	1271	52
Revenue expected next turn : 21575 (-14439)			
Current Gold reserve : 24739			

Ritual character terminations: 2

Ships have been left anchored at the following locations:

None

You have the following double agents:

Brell Serilis of the Plane @ 2636

Double agent Brell Serilis reports he was ordered to refuse all personal challenges.

Double agent Brell Serilis reports he was ordered to assassinate a character. Leegrash was assassinated.

You have the following hostages:

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

Naidine of the Sheri-Urk is held by Qesset at 2236 - No Gold ransom demanded at this time.

You possess the following artifacts:

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

You have hidden the following additional artifacts:

None

NATION MESSAGES

There are rumors of the fall of a Strategic Site.
There are rumors of an encounter involving De Gregori at 4419.
There are rumors of an encounter involving Iago the Lucky at 2814.
There are rumors of road construction around 2323.
Of Fear is no longer under our control.
There are rumors of a theft attempt involving White Oak at Barad Lagrim.
20000 Gold was transported from the Once Upon a Time to Hills.
There are rumors of an encounter involving Yozhurg at 1612.
Our populace reports that a season change is imminent!

ENCOUNTER MESSAGES

None

COMBAT MESSAGES

Battle at 2337

In the Warm climate of the Shore/Plains of 2337, a conflict took place in the early afternoon in a dense and oppressive fog.

At the head of a rebellious army rode **Commander Volog** of the nation of the South Kingdom. 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
2100 Dúnadan footmen w/broadswords	wooden/bronze	leather/bronze	ragged ranks

The Town of Plains flying the flag of the Lands is situated in the Shore/Plains here. It is fortified by a Tower, and it is under siege or attack.

After the battle.... Volog's forces found no enemy armies to fight.

The battle for Plains was over even before it began. The attackers were so numerous and strong that the defending militia had little chance to save themselves. The battle was over in just a few hours!!

After the attack on the population center.... Volog's army survived the attack on the Town, but suffered minor losses. Volog appeared to have survived. The Town has been reduced to a Village. The Tower has not been affected. The Village has been under siege/attack this turn. The Village now flies the flag of the South Kingdom.

Battle at 2536

In the Hot climate of the Hills & Rough of 2536, a conflict took place in the early hours of the evening in high winds.

At the head of a calm army rode **Commander Bawbuzagar** of the nation of the Benîm an Pharazôn. The mount on which she rode moved calmly to the front of the battle lines. Behind her the forming ranks were filled with:

Troops	Weapons	Armor	Formations
844 Mixed Mannish horsemen w/shortswords	wooden/bronze	bronze/steel	ragged ranks

The Village of Mae Govannon flying the flag of the Lands is situated in the Hills & Rough here.

After the battle.... Bawbuzagar's forces found no enemy armies to fight.

The battle for Mae Govannon was over even before it began. The attackers were so numerous and strong that the defending militia had little chance to save themselves. The battle was over in just a few hours!!

After the attack on the population center.... Bawbuzagar's army survived the attack on the Village, but suffered minor losses. Bawbuzagar appeared to have survived. The Village has been reduced to a Camp. The Camp has been under siege/attack this turn. The Camp now flies the flag of the Benim an Pharazôn.

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	315	PrchCar	br 4000
Aldhelm Demuret	325	NatSell	ti 100
Cinard	905	ScoArmy	volog y
Cinard	810	MovChar	2337
Dark	325	NatSell	fo 100
Dark	860	ForcMar	ne e ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Earth	948	TranCar	2236 3034 le 1309
Earth	810	MovChar	2137
Fire	605	GrdLoc	
Fire	425	RtrTrps	400 ^ 400 ^ ^ ^
Kalatar	215	RfsPers	
Kalatar	615	Assass	bawbu
Klú Relortin	215	RfsPers	
Klú Relortin	810	MovChar	2927
Light	215	RfsPers	
Light	810	MovChar	2537
Null	430	TrpsMan	hc
Null	850	MovArmy	sw w w ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Qesset	810	MovChar	2236
Qesset	615	Assass	bawbu
Tabaya Kas	215	RfsPers	
Tabaya Kas	810	MovChar	3034
Tartas Izain	215	RfsPers	
Tartas Izain	615	Assass	leegr
Water	525	InfOthr	
Water	810	MovChar	2736
Wind	810	MovChar	2536
Wind	525	InfOthr	

Aldhelm Demuret



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

Aldhelm Demuret was located in the Mixed Forest at 2137.

He was ordered to purchase from the caravans. 4000 Bronze were bought for 6400 Gold.

He was ordered to have the nation sell to the caravans. 11920 Timber were sold for 14304 Gold.

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

Cinard



Ranks : Command 0 Agent 71 Emissary 0 Mage 0
 Health 88 Stealth 0 Challenge 53
 Artifacts : None
 Spells (+0) : None

Cinard was located in the Hills & Rough at 2436.

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

He was ordered to scout an army. A scout of the army was attempted. Commander Volog of the South Kingdom is located in the Hills & Rough at 2336 Travel mode is Normal. Morale is 30. Troops: Heavy Infantry: 1720 . Scouted army movement to new location at 2336.

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

Dark



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

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

Dark was located in the Mixed Forest at 2137.

He was ordered to have the nation sell to the caravans. The stores sold was changed because the total product sold was more than the market purchase limit. 7103 Food were sold for 8524 Gold.

He was ordered to force march the army. He accepted the forced march orders. Morale was reduced.

He commands an army in the Hills & Rough at 2236. The Camp/Tower of Desert flying the flag of the Lands is here.

Earth



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

Earth was located in the Hills & Rough at 3235.

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

He was ordered to transport by the caravans. 1309 Leather (+10%) transported from Desert to Of Hate.

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

Fire was located in the Hills & Rough at 2139.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

He was ordered to retire some troops. 400 Heavy Cavalry were retired. 400 Heavy Infantry were retired.

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

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

Kalatar



Ranks : Command 0 Agent 76 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 57
 Artifacts : #85 Stinging Tongue
 Spells (+0) : None

Kalatar was located in the Hills & Rough at 2536.

He was ordered to refuse all personal challenges.

He was ordered to assassinate a character. Bawbuzagar was assassinated.

He is currently in the Hills & Rough at 2536. The Camp of Mae Govannon flying the flag of the Benim an Pharazôn is here.

Kl Relortin



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

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

He was ordered to refuse all personal challenges.

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

He is currently in the Shore/Plains at 2927. The Major Town/Tower of Pelargir flying the flag of the Dark Feast is here.

Light



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

Light was located in the Hills & Rough at 2535.

He was ordered to refuse all personal challenges.

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

He is currently in the Hills & Rough at 2537.

Null



Ranks : Command 51 Agent 0 Emissary 0 Mage 48
 Health 100 Stealth 0 Challenge 63
 Artifacts : None

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

Null was located in the Hills & Rough at 2534.

Lack of Food may have affected army movement.

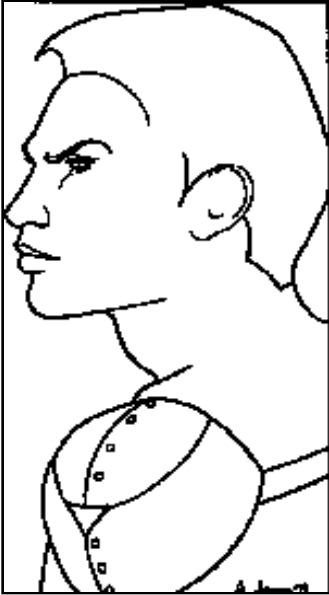
Lack of Food restricted the army morale.

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

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

He commands an army in the Hills & Rough at 2335. The Camp/Tower of Swamp flying the flag of the Lands is here.

Qesset



Ranks : Command 0 Agent 76 Emissary 0 Mage 0
 Health 63 Stealth 0 Challenge 57
 Artifacts : None
 Spells (+0) : None

Qesset was located in the Hills & Rough at 2536.

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

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

He is currently in the Hills & Rough at 2236. The Camp/Tower of Desert flying the flag of the Lands is here.

Tabaya Kas



Ranks : Command 0 Agent 70 Emissary 0 Mage 0
 Health 34 Stealth 0 Challenge 52
 Artifacts : None
 Spells (+0) : None

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

He was ordered to refuse all personal challenges.

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

He is currently in the Hills & Rough at 3034. The City/Castle of Of Hate flying the flag of the Plane is here.

Tartas Izain



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

Tartas Izain was located in the Hills & Rough at 2636.

He was ordered to refuse all personal challenges.

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

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

Water



Ranks : Command 0 Agent 0 Emissary 85 Mage 0
 Health 100 Stealth 0 Challenge 42
 Artifacts : None
 Spells (+0) : None

Water was located in the Hills & Rough at 2436.

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

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

He is currently in the Hills & Rough at 2736. The Camp of Pilindi flying the flag of the Benîm an Pharazôn is here.

Wind



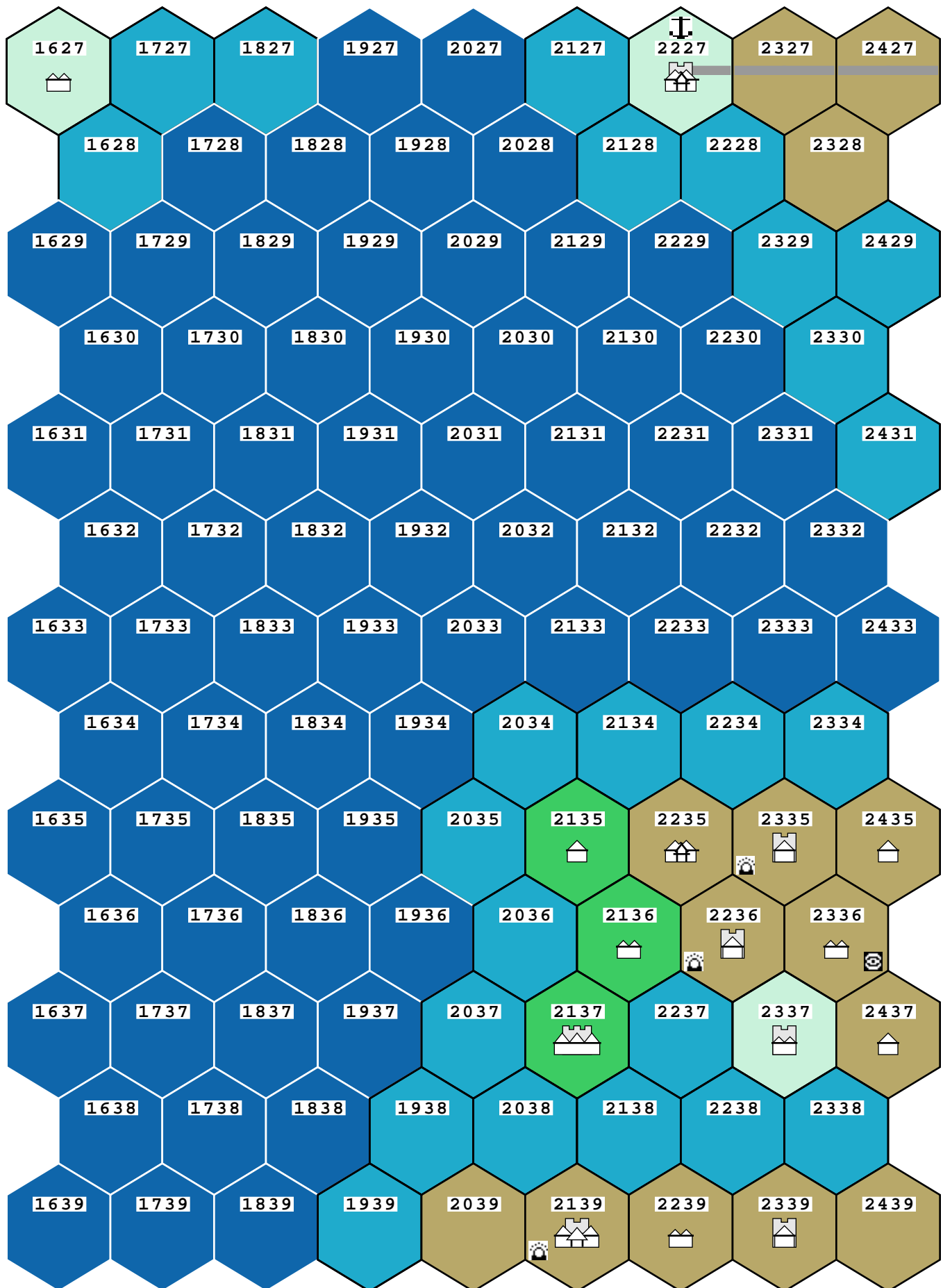
Ranks : Command 0 Agent 0 Emissary 75 Mage 0
 Health 100 Stealth 0 Challenge 37
 Artifacts : None
 Spells (+0) : None

Wind was located in the Hills & Rough at 2437.

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 move. He accepted the movement orders.

He is currently in the Hills & Rough at 2536. The Camp of Mae Govannon flying the flag of the Benîm an Pharazôn is here.



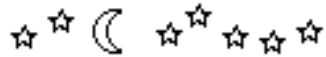
MEPBM Games

Middle-earth Play-By-Mail™

Fourth Age, circa 1000

Lands

TURNSHEET



Game # 141



NATE KEENE 110758
NONE
NONE
NONE

Game # : 141
Player # : 21
Turn # : 20
Security # : 6929

Return this turnsheet before JUNE 30 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

<p>Order -> # _____ Code _____ Type _____</p> <p>Required _____</p> <p>Information _____</p> <p>_____</p>	<p>Order -> # _____ Code _____ Type _____</p> <p>Required _____</p> <p>Information _____</p> <p>_____</p>
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Cinard (ID: cinar) @ 2336 Agent

<p>Order -> # _____ Code _____ Type _____</p> <p>Required _____</p> <p>Information _____</p> <p>_____</p>	<p>Order -> # _____ Code _____ Type _____</p> <p>Required _____</p> <p>Information _____</p> <p>_____</p>
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Dark (ID: dark) @ 2236 Command Mage

<p>Order -> # _____ Code _____ Type _____</p> <p>Required _____</p> <p>Information _____</p> <p>_____</p>	<p>Order -> # _____ Code _____ Type _____</p> <p>Required _____</p> <p>Information _____</p> <p>_____</p>
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Earth (ID: earth) @ 2137 Command Emissary

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

Fire (ID: fire) @ 2139 Command Agent

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

Kalatar (ID: kalat) @ 2536 Agent

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

Klú Relortin (ID: klu r) @ 2927 Agent

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

Light (ID: light) @ 2537 Emissary

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

Null (ID: null) @ 2335 Command Mage

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

Qesset (ID: qesse) @ 2236 Agent

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

Tabaya Kas (ID: tabay) @ 3034 Agent

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Tartas Izain (ID: tarta) @ 2636 Agent

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

Water (ID: water) @ 2736 Emissary

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

Wind (ID: wind) @ 2536 Emissary

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