

MEPBM Games
presents

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



GAME # 141



Plane

Victory points : 550

Victory Conditions :

- To acquire 10 additional artifacts (12) of any alignment.
- To see to the termination of Beyonce Knowles by any means whatsoever.
- To see to the termination of Milamber by any means whatsoever.
- To hold at game end the population center of Swamp at 2335.
- To hold at game end the artifact: The Black Book #154.

Top 3 Free Peoples :

Alvernus [1200] Once Upon a Time [1167] Sing a Song [1100]

Special Nation Abilities :

- #01 Scout/recon at double normal skill rank.
- #08 Buy/sell orders receive 20% market adjustments.
- #10 New mages start at rank up to 40.

Internet G141N24
GALEN KEENE 110759
NONE
NONE
NONE

Game #	:	141
Player #	:	24
Turn #	:	23
Account	:	\$ 0.00
Free Turns	:	0
Security Code	:	5408
Special Service	:	YES

Plane

(A Free People)

Season : Summer

RELATIONS WITH OTHER NATIONS

# 1 North Kingdom	: Disliked	# 2 South Kingdom	: Disliked	# 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	: Hated
#13 Red Witches	: Neutral	#14 Dark Feast	: Neutral	#15 Twilight Hammer	: Neutral
#16 Sh'iar Empire	: Disliked	#17 Great Trollusk	: Neutral	#18 Bením an Pharazôn	: Hated
#19 RhunLandChattelCo	: Neutral	#20 Tribes of Angmar	: Neutral	#21 Lands	: Tolerated
#22 Sing a Song	: Tolerated	#23 Once Upon a Time	: Friendly	#25 Alvernus	: Tolerated

POPULATION CENTERS

Bauglira Location : @ 2239 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	141	0	0	0	0	0	19	1200
Current stores	141	0	0	0	0	0	0	-

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

Size : Village	Fortifications : None	Loyalty : 37	Docks : None	Hidden ? : No	Sieged ? : YES			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	314	250	0	0	0	0	0	1280
Current stores	2175	636	0	0	0	0	0	-

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

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

Size : Town	Fortifications : None	Loyalty : 56	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	48	0	0	0	110	0	1040
Current stores	0	181	0	0	0	0	0	-

Ku-Band Location : @ 3335 in Hills & Rough Climate is Hot

Size : Camp	Fortifications : None	Loyalty : 19	Docks : None	Hidden ? : No	Sieged ? : YES			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	224	0	0	0	0	0	16	1200
Current stores	430	0	0	0	0	0	52	-

Of Hate (Capital) Location : @ 3034 in Hills & Rough Climate is Hot

Size : City	Fortifications : Castle	Loyalty : 57	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	13	0	0	46	0	1200
Current stores	0	0	13	0	0	0	0	-

Of Mischief Location : @ 3037 in Hills & Rough Climate is Hot

Size : Camp	Fortifications : Tower	Loyalty : 30	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	104	128	0	0	0	0	0	800
Current stores	104	128	0	0	0	0	0	-

Of Storms Location : @ 3136 in Hills & Rough Climate is Hot

Size : Camp	Fortifications : None	Loyalty : 38	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	64	0	0	96	0	960
Current stores	0	0	64	0	0	0	0	-

Of Time Location : @ 2836 in Hills & Rough Climate is Hot

Size : Camp	Fortifications : Tower	Loyalty : 27	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	112	0	0	0	16	1040
Current stores	0	0	112	0	0	0	0	-

Of Valor

Location : @ 3036 in Hills & Rough Climate is Hot

Size : Camp	Fortifications : Tower		Loyalty : 39	Docks : None	Hidden ? : No		Sieged ? : No	
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	72	0	0	128	0	960
Current stores	0	0	72	0	0	0	0	-

Of War

Location : @ 3235 in Hills & Rough Climate is Hot

Size : Village	Fortifications : Tower		Loyalty : 43	Docks : None	Hidden ? : No	Sieged ? : No		
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	173	77	0	0	0	0	880
Current stores	0	173	77	0	0	0	0	-

Pilindi

Location : @ 2736 in Hills & Rough Climate is Hot

Size : Camp	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	840	144	24	0
Current stores	0	0	0	0	0	0	0	-

Plains

Location : @ 2337 in Shore/Plains Climate is Hot

Size : Village	Fortifications : Tower		Loyalty : 50	Docks : None	Hidden ? : No		Sieged ? : No	
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	237	0	0	0	307	0	6	0
Current stores	237	0	0	0	0	0	0	-

Rhandir

Location : @ 2934 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	0	0	0	0	192	8	880
Current stores	0	0	0	0	0	0	0	-

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

Location : @ 2535 in Hills & Rough Climate is Hot

Size : Camp	Fortifications : None		Loyalty : 35	Docks : None	Hidden ? : No	Sieged ? : No		
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	48	0	0	240	0	880
Current stores	0	0	48	0	0	0	0	-

Shore

Location : @ 2339 in Hills & Rough Climate is Hot

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	200	48	0	0	0	0	800
Current stores	0	200	48	0	0	0	0	-

ARMIES AND NAVIES

None

COMPANY COMMANDERS :

None

MARKET PRICES

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	19045	24762	6991	203	310126	33170	5071
Purchase at market price/unit	2	2	5	69	2	2	6
Sell to market price/unit	1	1	3	36	1	1	3

MISCELLANEOUS

Maintenance Costs expected next turn are:		Totals for Nation:	Stores	Production
Armies/Navies :	0	Leather	3087	1020
Pop Centers :	4500	Bronze	1318	799
Characters :	24060	Steel	434	434
		Mithril	0	0
Total :	28560	Food	0	1147
		Timber	0	956
Current Tax rate :	55%	Mounts	52	89
Revenue expected next turn :	23015 (-5545)			
Current Gold reserve :	932			

Ships have been left anchored at the following locations:

None

You have the following double agents:

Tabaya Kas of the Lands @ 3034

Double agent Tabaya Kas reports he was ordered to guard the location. Hills was guarded.

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

Tartas Izain of the Lands @ 2834

Double agent Tartas Izain reports he was ordered to refuse all personal challenges.

Double agent Tartas Izain reports he was ordered to assassinate a character. Tarikmagân was assassinated. Artifact(s) were discovered on the body of Tarikmagân.

You have the following hostages:

Gimlan of the Benîm an Pharazôn is held by Brell Serilis at 2636 - No Gold ransom demanded at this time.

Yoejurg of the Sheri-Urk is held by Rallos Zek at 4433 - No Gold ransom demanded at this time.

You possess the following artifacts:

None

You have hidden the following additional artifacts:

Name of artifact	#	Location
Mace of the Huntsman	9	Quellious has hidden it in the City of Of Hate at 3034
Culok	145	Quellious has hidden it in the City of Of Hate at 3034

NATION MESSAGES

There are rumors of a personal challenge involving Willow and Kank at 2317.

There are rumors of a theft attempt involving Angus at 4435.

Havens Of Umbar is now under our control.

ENCOUNTER MESSAGES

None

COMBAT MESSAGES**Battle at 2934**

In the Hot climate of the Hills & Rough of 2934, a conflict took place in the early morning hours during a driving storm.

At the head of a rebellious army rode **Veteran Angbor** of the nation of the Plane. 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
489 Haradan mûmakriders w/falchions	steel	steel	a mob

The Camp of Rhandir flying the flag of the South Kingdom is situated in the Hills & Rough here.

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

The battle for Rhandir 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.... Angbor's army survived the attack on the Camp, but suffered minor losses. Angbor appeared to have survived. The Camp has been reduced to a Ruins. The Ruins of Rhandir now flies no known flag.

Battle at 3335

In the Hot climate of the Hills & Rough of 3335, a conflict took place in the early afternoon under a omen-filled sky.

At the head of a rebellious army rode **Commander Riadeegha** of the nation of the Plane. 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
478 Haradan mûmakriders w/falchions	wooden	steel	a mob

The Village of Ku-Band flying the flag of the Sh'iar Empire is situated in the Hills & Rough here.

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

The battle for Ku-Band 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.... Riadeegha's army survived the attack on the Village, but suffered minor losses. Riadeegha 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 Plane.

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.....
Adeyn	325	NatSell	mi 100
Adeyn	325	NatSell	fo 100
Angbor	255	CptrPop	ch
Angbor	775	DsbArmy	
Bertoxxulous	555	CreCmp	^
Bertoxxulous	810	MovChar	2438
Brell Serilis	920	ScoPop	
Brell Serilis	930	ScoChar	
Bristlebane	810	MovChar	2636
Bristlebane	525	InfOthr	
Inoruuk	810	MovChar	2636
Inoruuk	525	InfOthr	
Ordun Halbor	810	MovChar	3034
Ordun Halbor	670	SabFort	
Padrey	810	MovChar	3034
Padrey	670	SabFort	
Pon Opar	690	StlGold	
Pon Opar	810	MovChar	4233
Quellious	775	DsbArmy	
Quellious	325	NatSell	ti 100
Rallos Zek	755	JnCmpy	azzur
Rallos Zek	930	ScoChar	
Riadeegha	255	CptrPop	ch
Riadeegha	775	DsbArmy	
Samaub	690	StlGold	
Samaub	810	MovChar	1513
Solusek Ro	185	DnStNat	2
Solusek Ro	325	NatSell	mo 100
Tigon	810	MovChar	3034
Tigon	930	ScoChar	

Adeyn



Ranks : Command 0 Agent 0 Emissary 0 Mage 50
 Health 100 Stealth 0 Challenge 50
 Artifacts : None

Spells (+0) : #104 Resistances(91) #206 Wall of Fire(70) #302 Long Stride(94)
 #414 Scry Hex(84) #506 Curses(48)

Adeyn was located in the Hills & Rough at 3034.

He was ordered to have the nation sell to the caravans. 1454 Food were sold for 1745 Gold.

He was ordered to have the nation sell to the caravans. 250 Mithril were sold for 3900 Gold.

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

Angbor



Ranks : Command 22 Agent 18 Emissary 13 Mage 0
 Health 100 Stealth 0 Challenge 26
 Artifacts : None

Spells (+0) : None

Angbor was located in the Hills & Rough at 2934.

He was ordered to capture the Camp of Rhandir. See Combat Messages.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

He was ordered to disband the army.

The army commanded by Angbor has been disbanded as ordered.

He is currently in the Hills & Rough at 2934. The Camp of Rhandir flying the flag of the Plane is here.

Bertoxxulous



Ranks : Command 0 Agent 0 Emissary 78 Mage 0
 Health 100 Stealth 0 Challenge 39
 Artifacts : None

Spells (+0) : None

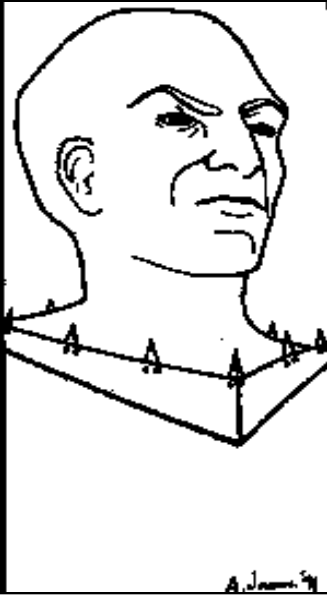
Bertoxxulous was located in the Hills & Rough at 2934.

He was ordered to create a camp. A camp named Rhandir was created.

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

He is currently in the Hills & Rough at 2438. The Village of Havens Of Umbar flying the flag of the Plane is here.

Brell Serilis



Ranks : Command 0 Agent 81 Emissary 0 Mage 0
 Health 30 Stealth 0 Challenge 60
 Artifacts : None
 Spells (+0) : None

Brell Serilis was located in the Hills & Rough at 2636.

He was ordered to scout the population center. A scout of the population center was attempted. City named Falassë - owned by the Benîm an Pharazôn - fortified with a Fort - loyalty = 73. Production - Leather: 300 - Bronze: 150 - Gold: 1200. Stores - Leather: 77 - Bronze: 24 - Mounts: 3. Foreign armies present: - Lands.

He was ordered to scout for any characters. A scout for characters was attempted. Found: Proclamator Lady Gaga - Sing a Song. Lord Null - Lands. Banneret Decoder - Once Upon a Time. Regent Dark - Lands. Proclamator Wind - Lands. Legate Water - Lands. Curate Muxes - Once Upon a Time. Curate Cicala - Once Upon a Time. Proclamator Gretel - Once Upon a Time. Cutpurse De Gregori - Sing a Song. Nothing else was reported at this time.

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

Bristlebane



Ranks : Command 0 Agent 0 Emissary 86 Mage 0
 Health 100 Stealth 0 Challenge 43
 Artifacts : None
 Spells (+0) : None

Bristlebane was located in the Hills & Rough at 2235.

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

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

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

Inoruuk



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

Inoruuk was located in the Hills & Rough at 2235.

He was ordered to influence their population center loyalty. He was not able to influence/reduce the population center loyalty because Korondë was of the same nation.

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

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

Ordun Halbor



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

Ordun Halbor was located in the Hills & Rough at 2636.

He was ordered to sabotage the fortifications. He was not able to sabotage the fortifications because of tight security.

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.

Padrey



Ranks : Command 0 Agent 77 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 57
 Artifacts : None
 Spells (+0) : None

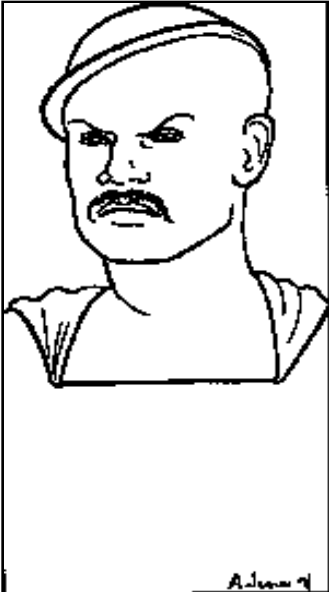
Padrey was located in the Hills & Rough at 2636.

He was ordered to sabotage the fortifications. The fortifications were sabotaged at Falassë.

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.

Pon Opar



Ranks : Command 0 Agent 66 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 49
 Artifacts : None
 Spells (+0) : None

Pon Opar was located in the Hills & Rough at 3723.

He was ordered to steal the Gold. He was not able to complete his mission because the target was too well guarded. He was captured by Augustus while performing his theft mission.

He was ordered to move. He was not permitted orders because he was held hostage.

He is currently being held hostage. Location unknown. No Gold ransom demanded at this time.

Quellious



Ranks : Command 40 Agent 0 Emissary 85 Mage 0
 Health 100 Stealth 0 Challenge 52
 Artifacts : None
 Spells (+0) : None

Quellious was located in the Hills & Rough at 3034.

She was ordered to have the nation sell to the caravans. 1068 Timber were sold for 2563 Gold.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

She was ordered to disband the army.

The army commanded by Quellious has been disbanded as ordered.

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

Rallos Zek



Ranks : Command 0 Agent 68 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 51
 Artifacts : None
 Spells (+0) : None

Rallos Zek was located in the Hills & Rough at 3433.

He was ordered to join a company. He joined the company commanded by Azzurro of Once Upon a Time.

He moved with the company to 4433.

He was ordered to scout for any characters. A scout for characters was attempted.

Found: Warlock Hepzibah - Sh'iar Empire. Azzurro. Madonna. Freddie Mercury. Commander Jer Rae - Sh'iar Empire. Commander Cheyenne - Sh'iar Empire. Commander Jer Jer - Sh'iar Empire. Mage Zarre - Sh'iar Empire. Footpad Blaster - Sh'iar Empire. Nothing else was reported at this time.

He is traveling with Azzurro of the Once Upon a Time in the Hills & Rough at 4433. The City/Fort of Chandilar flying the flag of the Sh'iar Empire is here.

Riadeegha



Ranks : Command 39 Agent 0 Emissary 19 Mage 25
 Health 100 Stealth 0 Challenge 47
 Artifacts : None
 Spells (+0) : #102 Barriers(87) #308 Capital Return(65)

Riadeegha was located in the Hills & Rough at 3335.

He was ordered to capture the Village of Ku-Band. See Combat Messages.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

He was ordered to disband the army.

The army commanded by Riadeegha has been disbanded as ordered.

He is currently in the Hills & Rough at 3335. The Camp of Ku-Band flying the flag of the Plane is here.

Samaub



Ranks : Command 0 Agent 74 Emissary 0 Mage 15
 Health 100 Stealth 0 Challenge 58
 Artifacts : None
 Spells (+0) : #302 Long Stride(51)

Samaub was located in the Hills & Rough at 0711.

He was ordered to steal the Gold. He was not able to steal Gold because of tight security.

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

He is currently in the Open Plains at 1513. The Town/Fort of Barad-Olog flying the flag of the Great Trollusk is here.

Solusek Ro



Ranks : Command 71 Agent 0 Emissary 0 Mage 47
 Health 100 Stealth 0 Challenge 82
 Artifacts : None

Spells (+0) : #412 Research Artifact(95) #413 Scry Population Center(66)
 #415 Scry Area(75) #418 Locate Artifact(92)

Solusek Ro was located in the Hills & Rough at 3034.

He was ordered to downgrade our relations. Our relations with the South Kingdom were downgraded.

He was ordered to have the nation sell to the caravans. 300 Mounts were sold for 2880 Gold.

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

Tigon



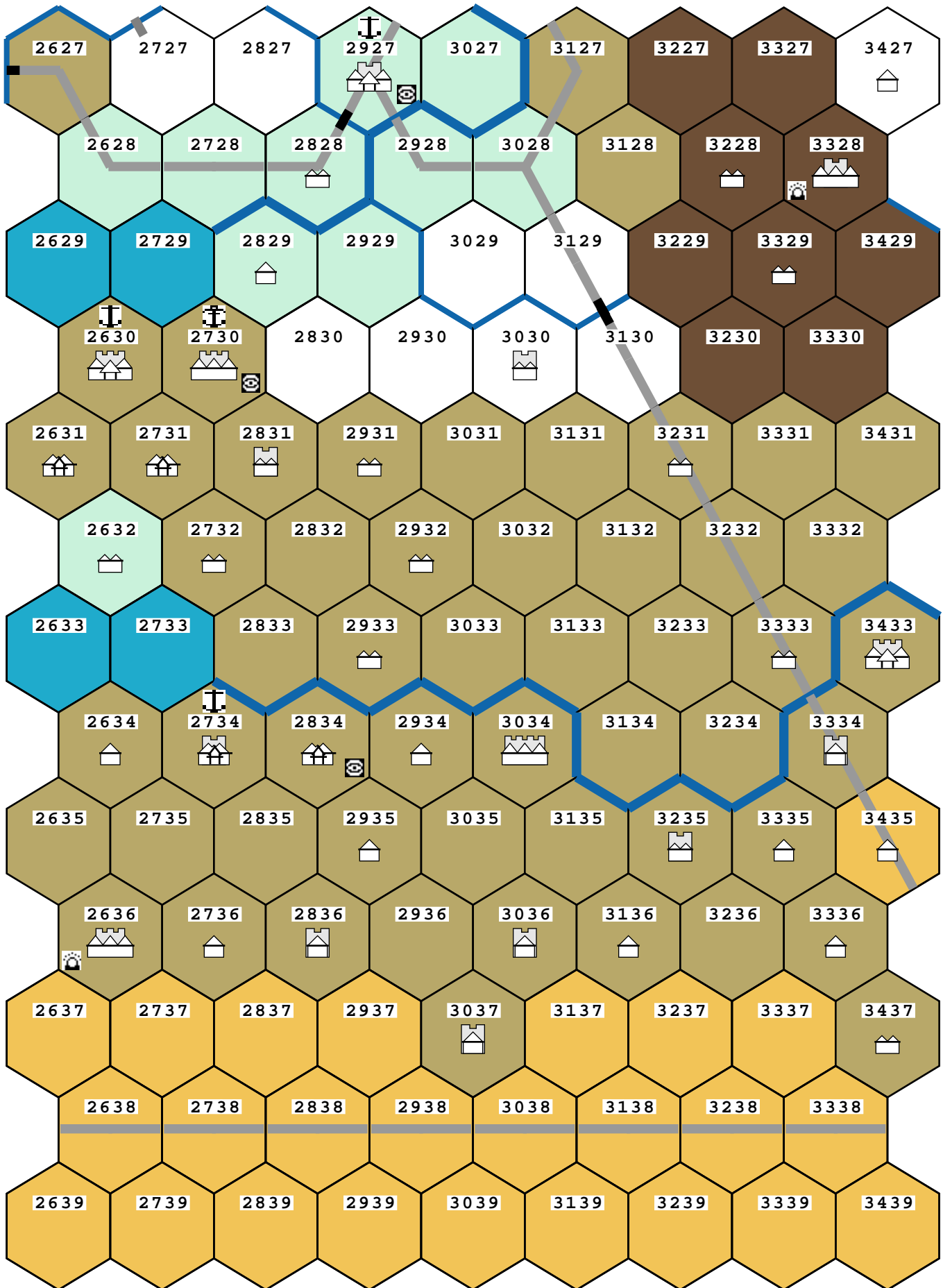
Ranks : Command 0 Agent 65 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 48
 Artifacts : None
 Spells (+0) : None

Tigon was located in the Hills & Rough at 2636.

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

He was ordered to scout for any characters. A scout for characters was attempted. Found: Spy Tabaya Kas - Lands. An unknown Free People Male. Spy Klú Relortin - Lands. One or more reports may be incorrect. Nothing else was reported at this time.

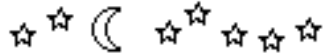
He is currently in the Hills & Rough at 3034. The City/Castle of Of Hate flying the flag of the Plane is here.



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

Plane

URNSHEET



Game # 141



GALEN KEENE 110759
 NONE
 NONE
 NONE

Game # : 141
 Player # : 24
 Turn # : 24
 Security # : 5408

Return this turnsheet before AUGUST 25 2013

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

Daytime Phone #: _____

Adeyn (ID: adeyn) @ 3034 Mage

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

Angbor (ID: angbo) @ 2934 Command Agent Emissary

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

Bertorxxulous (ID: berto) @ 2438 Emissary

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

Brell Serilis (ID: brell) @ 2636 Agent

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

Bristlebane (ID: brist) @ 2636 Emissary

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

Inoruuk (ID: inoru) @ 2636 Emissary

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

Ordun Halbor (ID: ordun) @ 3034 Agent

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

Padrey (ID: padre) @ 3034 Agent

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

Quellious (ID: quell) @ 3034 Command Emissary

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

Rallos Zek (ID: rallo) @ 4433 Agent

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

Riadeegha (ID: riade) @ 3335 Command Emissary Mage

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

Samaub (ID: samau) @ 1513 Agent Mage

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

Solusek Ro (ID: solus) @ 3034 Command Mage

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

Tigon (ID: tigon) @ 3034 Agent

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