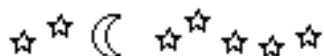


**MEPBM Games**  
**presents**

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



GAME # 141



## Lands

Victory points : 975

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 [ 1167 ] Plane [ 1100 ] Once Upon a Time [ 1033 ]**

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 # : 13  
Account : \$ 0.00  
Free Turns : 0  
Security Code : 2877  
Special Service : YES

# Lands

(A Free People)

**Season : Spring**

## RELATIONS WITH OTHER NATIONS

# 1 North Kingdom : Tolerated	# 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 : 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 : 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 : 57	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	376	0	201	-

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

Size : Village	Fortifications : None	Loyalty : 56	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	763	0	0	0	0	91	-

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

Size : Camp	Fortifications : None	Loyalty : 27	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	344	0	0	0	0	448	74	-

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

Size : Camp	Fortifications : Tower	Loyalty : 59	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	1240	0	0	0	0	336	0	-

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

Size : City	Fortifications : Fort	Loyalty : 79	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	1616	0	0	40	78	168	1700	-

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

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

Size : Town	Fortifications : None	Loyalty : 37	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	386	0	-

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

Size : Camp	Fortifications : None	Loyalty : 79	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	1090	0	68	-

**MPEG-2** Location : @ 3336 in Hills & Rough Climate is Hot

Size : Camp	Fortifications : None	Loyalty : 48	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	272	0	0	0	0	160	8	0
Current stores	544	0	0	0	0	320	16	-

**Mae Govannon** Location : @ 2536 in Hills & Rough Climate is Hot  
 Size : Village Fortifications : None Loyalty : 46 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 0 192 0 0 173 0 0 -

**Mountains** Location : @ 2136 in Mixed Forest Climate is Warm  
 Size : Village Fortifications : None Loyalty : 56 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 0 688 246 0 -

**Mukatana** Location : @ 2634 in Hills & Rough Climate is Warm  
 Size : Camp Fortifications : None Loyalty : 39 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 1171 210 0 0 0 0 0 -

**Nargelion** Location : @ 2135 in Mixed Forest Climate is Warm  
 Size : Camp Fortifications : None Loyalty : 36 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 0 370 1036 0 -

**Plains** Location : @ 2337 in Shore/Plains Climate is Warm  
 Size : Town Fortifications : Tower Loyalty : 33 Docks : Harbor Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 222 0 0 0 288 0 6 0  
 Current stores 765 0 0 0 288 0 42 -

**Rough** Location : @ 2139 in Hills & Rough Climate is Warm  
 Size : Major Town Fortifications : Tower Loyalty : 39 Docks : Port Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 0 108 0 0 0 116 0 1400  
 Current stores 0 108 0 0 0 25007 0 -

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

**Shore** Location : @ 2339 in Hills & Rough Climate is Warm  
 Size : Town Fortifications : Tower Loyalty : 45 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 0 150 0 0 0 0 0 -

**Swamp** Location : @ 2335 in Hills & Rough Climate is Warm  
 Size : Camp Fortifications : Tower Loyalty : 35 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 0 0 0 336 0 -

**Thargelion** Location : @ 2437 in Hills & Rough Climate is Warm  
 Size : Village Fortifications : None Loyalty : 68 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 128 0 0 0 1000 120 0 0  
 Current stores 435 0 0 0 1000 336 0 -

**ARMIES AND NAVIES**

**Army Commander : Regent Fire** Location : @ 2139 in Hills & Rough Climate is Warm  
 Army morale : 10 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  
 Armor 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 : Commander Null** Location : @ 2137 in Mixed Forest Climate is Warm  
 Army morale : 77 Warships : 0 Transports : 0 (5) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Lesser Dúnadan horsemen w/broadswords 10 10 0 500 Heavy Cavalry  
 Lesser Dúnadan mercenaries w/broadswords 77 30 10 200 Men-at-Arms  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0  
 Armor 0 0  
 Food 900 Low Supplies !!  
 War machines 0  
 Characters traveling with army : - Dark .  
 The City/Fort of Hills flying the flag of the Lands is here.

**Navy Commander : Lord Sound** Location : @ 2734 in Hills & Rough Climate is Warm  
 Army morale : 18 Warships : 4 Transports : 1 (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  
 Armor 0 0  
 Food 0 Out of Food !!  
 War machines 0  
 The Major Town/Tower of Of Fear flying the flag of the Plane is here.  
 An army bearing the banner of the Sh'iar Empire under Regent Shatterstar is here.

**COMPANY COMMANDERS :**

None

**MARKET PRICES**

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	27221	20300	6700	1767	259641	17268	5016
Purchase at market price/unit	3	3	5	21	2	3	7
Sell to market price/unit	2	2	4	16	1	2	5

**MISCELLANEOUS**

Maintenance Costs expected next turn are:	Totals for Nation:	Stores	Production
Armies/Navies : 3650	Leather	6115	1422
Pop Centers : 4250	Bronze	1483	829
Characters : 23820	Steel	0	226
	Mithril	40	0
Total : 31720	Food	4063	4063
	Timber	28619	1452
Current Tax rate : 39%	Mounts	2192	71
Revenue expected next turn : 27530 (-4190)			
Current Gold reserve : 7365			

Ritual character terminations: 0

Ships have been left anchored at the following locations:

None

You have the following double agents:

None

You have the following hostages:

None

You possess the following artifacts:

None

You have hidden the following additional artifacts:

None

### NATION MESSAGES

*There are rumors of an encounter involving Willow at 4424.*

### ENCOUNTER MESSAGES

None

### COMBAT MESSAGES

#### Battle at 2734

In the Warm climate of the Hills & Rough of 2734, offshore a naval conflict took place in the early morning hours under a omen-filled sky.

At the head of a fleet of 30 warships and 1 transports was Lord Sound of the nation of the Lands.

At the head of a fleet of 20 warships and 10 transports was Hero Bawbuzagar of the nation of the Benîm an Pharazôn.

On that day in history... Lord Sound ordered his ships to flank the enemy fleet. Hero Bawbuzagar ordered her ships to charge the enemy fleet.

Lord Sound's navy totally overwhelmed the ships under the command of Hero Bawbuzagar.

Hero Bawbuzagar's navy also used magical shields and caused many losses among the ships under the command of Lord Sound.

After the battle.... Sound's forces were victorious in the battle, but suffered huge losses. Sound appeared to have survived. Bawbuzagar's forces were destroyed/routed in the battle. Bawbuzagar appeared to have survived.

### SPECIAL MESSAGES

**FREE TURNS!** Do you have any friends that would enjoy playing ME-PBM? MEPBM will credit you with a free turn for each NEW player that signs up and mentions your name (New players can only mention one name). If you would like to start a game with several friends, just let us know! Please try to collect all names & required funds, and mail together, when joining with friends. Current player set-ups are: £5.00, new player registrations are: £10.00

## Front Sheet

The FrontSheet is now in the main body of the email of each turn you get. This also includes nations available, new games starting up, generic message from us about other aspects of the game as well as game reports. It also has your balance and the conta

## ME-PBM Forum and ME-PBM Mailing List

This is to let you know that we have started an ME-PBM forum on our web site. The address for the web site is [www.MiddleEarthGames.com](http://www.MiddleEarthGames.com). From there, you can go to links that allow you to log into the message board and to subscribe to the mailing list.

## ORDERS GIVEN

Character	Order #	Order Code	Additional Information.....
Aldhelm Demuret	605	GrdLoc	
Aldhelm Demuret	325	NatSell	st 100
Cinard	690	StlGold	
Cinard	810	MovChar	3135
Dark	185	DnStNat	18
Dark	940	CstLoSp	415 2734
Earth	525	InfOthr	
Earth	810	MovChar	2631
Fire	605	GrdLoc	
Fire	770	HrArmy	100 ma ^ ^ ^
Kalatar	810	MovChar	3135
Kalatar	620	Kidnap	shatt
Klú Relortin	665	SabBrdg	nw
Klú Relortin	810	MovChar	2535
Light	215	RfsPers	
Light	810	MovChar	2631
Null	185	DnStNat	18
Null	940	CstLoSp	413 2734
Qesset	690	StlGold	
Qesset	810	MovChar	3028
Sound	215	RfsPers	
Sound	230	AttEnemy	fl
Tabaya Kas	690	StlGold	
Tabaya Kas	810	MovChar	2828
Tartas Izain	690	StlGold	
Tartas Izain	810	MovChar	3037
Water	525	InfOthr	
Water	810	MovChar	2631
Wind	810	MovChar	2631
Wind	525	InfOthr	

Aldhelm Demuret



Ranks : Command 0 Agent 59 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 44  
 Artifacts : None  
 Spells (+0) : None

Aldhelm Demuret was located in the Mixed Forest at 2137.

He was ordered to have the nation sell to the caravans. 1158 Steel were sold for 2779 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 67 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 50  
 Artifacts : None  
 Spells (+0) : None

Cinard was located in the Hills & Rough at 2631.

He was ordered to steal the Gold. 1866 Gold was stolen at Adûnazir.

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

**He is currently in the Hills & Rough at 3135.**

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(88) #418 Locate Artifact(60)  
 #428 Locate Artifact True(73)

Dark was located in the Mixed Forest at 2137.

He was ordered to downgrade our relations. Our relations with the Benîm an Pharazôn were downgraded.

He was ordered to cast a lore spell. Scry Area - Foreign armies identified: None. See report below.

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

Earth



Ranks : Command 30 Agent 0 Emissary 84 Mage 0  
 Health 100 Stealth 0 Challenge 49  
 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 move. He accepted the movement orders.

**He is currently in the Hills & Rough at 2631. The Town of Adúnazir flying the flag of the Benîm an Pharazôn is here.**

Fire



Ranks : Command 63 Agent 52 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 72  
 Artifacts : None  
 Spells (+0) : None

Fire was located in the Hills & Rough at 2139.

He was ordered to guard the location. Rough was guarded. He spotted Leeegrash while performing his guarding.

He was ordered to hire an army. An army of 100 Men-at-Arms with 0 Food was hired.

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

Kalatar was located in the Hills & Rough at 2834.

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

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

**He is currently in the Hills & Rough at 3135.**



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 Shore/Plains at 2928.

He was ordered to sabotage a bridge. A bridge was sabotaged at 2928.

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

***He is currently in the Hills & Rough at 2535. The Village of Selen flying the flag of the Plane is here.***

Light



Ranks : Command 0 Agent 0 Emissary 59 Mage 0  
 Health 100 Stealth 0 Challenge 29  
 Artifacts : None  
 Spells (+0) : None

Light was located in the Hills & Rough at 2438.

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 2631. The Town of Adûnazir flying the flag of the Benîm an Pharazôn is here.***

Null



Ranks : Command 38 Agent 0 Emissary 0 Mage 48  
 Health 100 Stealth 0 Challenge 57  
 Artifacts : None

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

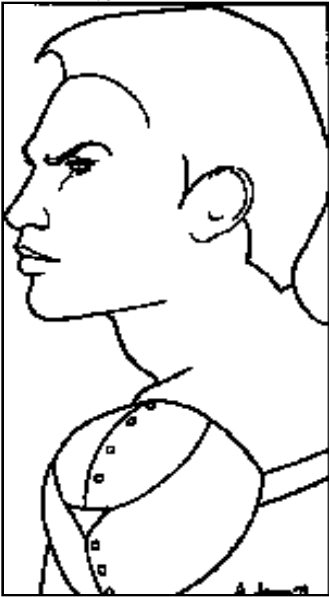
Null was located in the Mixed Forest at 2137.

He was ordered to downgrade our relations. Our relations with the Benîm an Pharazôn were downgraded.

He was ordered to cast a lore spell. He was not able to cast the spell. Continued efforts may succeed.

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

Qesset



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

Qesset was located in the Hills & Rough at 2932.

He was ordered to steal the Gold. 2320 Gold was stolen at Enyarma.

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

*He is currently in the Shore/Plains at 3028. The Village of Shathûr flying the flag of the South Kingdom is here.*

Sound



Ranks : Command 56 Agent 0 Emissary 0 Mage 48  
 Health 100 Stealth 0 Challenge 68  
 Artifacts : None

Spells (+0) : #412 Research Artifact(100) #413 Scry Population Center(97)  
 #415 Scry Area(74) #418 Locate Artifact(60) #510 Conjure Food(77)

Sound was located in the Hills & Rough at 2734.

He was ordered to refuse all personal challenges.

He was ordered to have his navy attack all of his enemies. See Combat Messages.

He was ordered to have his army attack all of his enemies. No enemy armies/navies attacked at 2734.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

*He commands a navy offshore at 2734. The Major Town/Tower of Of Fear flying the flag of the Plane is here.*

Tabaya Kas



Ranks : Command 0 Agent 64 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 48  
 Artifacts : None  
 Spells (+0) : None

Tabaya Kas was located in the Hills & Rough at 2933.

He was ordered to steal the Gold. 2379 Gold was stolen at Amon Sur.

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

*He is currently in the Shore/Plains at 2828. The Village of Halenon flying the flag of the South Kingdom is here.*

Tartas Izain



Ranks : Command 0 Agent 63 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 47  
 Artifacts : None  
 Spells (+0) : None

Tartas Izain was located in the Hills & Rough at 2831.

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

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

***He is currently in the Hills & Rough at 3037. The Village/Tower of Of Mischief flying the flag of the Sh'iar Empire is here.***

Water



Ranks : Command 0 Agent 0 Emissary 77 Mage 0  
 Health 100 Stealth 0 Challenge 38  
 Artifacts : None  
 Spells (+0) : None

Water was located in the Hills & Rough at 2535.

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

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

***He is currently in the Hills & Rough at 2631. The Town of Adûnazir flying the flag of the Benîm an Pharazôn is here.***

Wind



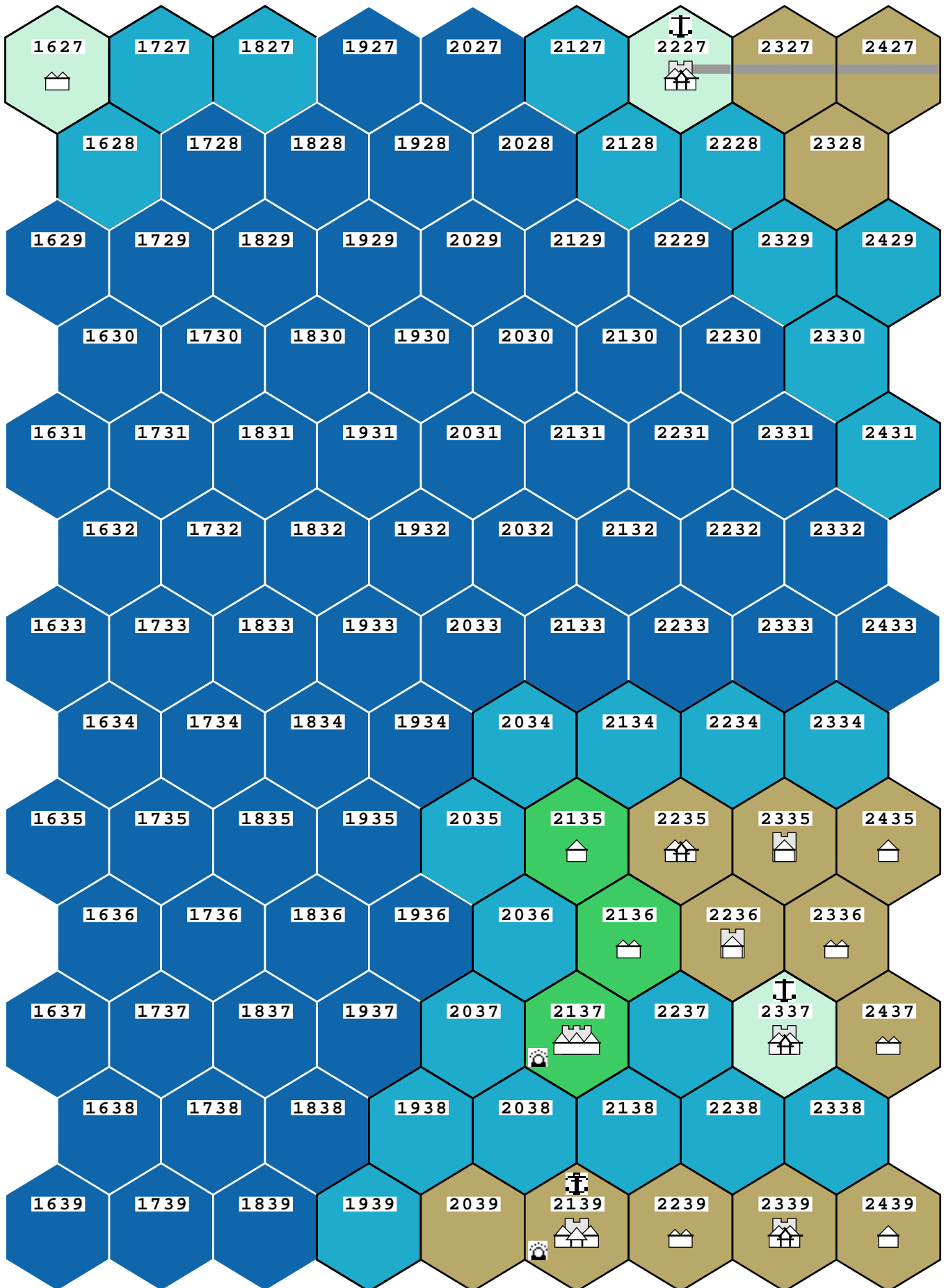
Ranks : Command 0 Agent 0 Emissary 73 Mage 0  
 Health 100 Stealth 0 Challenge 36  
 Artifacts : None  
 Spells (+0) : None

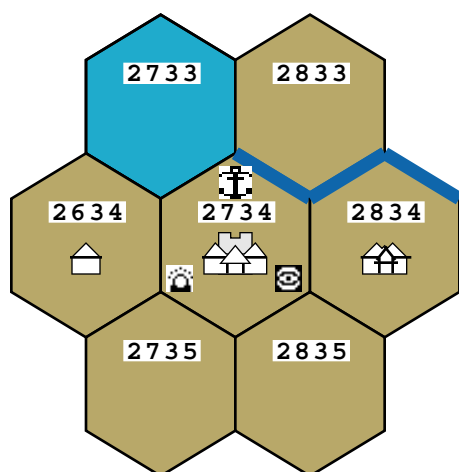
Wind was located in the Hills & Rough at 2438.

He was ordered to influence their population center loyalty. The loyalty was influenced/reduced at Havens Of Umbar. Current loyalty is perceived to be fair.

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

***He is currently in the Hills & Rough at 2631. The Town of Adûnazir flying the flag of the Benîm an Pharazôn is here.***





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

**Earth (ID: earth) @ 2631 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) @ 3135 Agent**

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

**Klú Relortin (ID: klu r) @ 2535 Agent**

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

**Light (ID: light) @ 2631 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) @ 3028 Agent

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

**Sound** (ID: sound) @ 2734 Command Mage

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

**Tabaya Kas** (ID: tabay) @ 2828 Agent

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

## Tartas Izain (ID: tarta) @ 3037 Agent

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

## Water (ID: water) @ 2631 Emissary

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

## Wind (ID: wind ) @ 2631 Emissary

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