

MEPBM Games

presents

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



GAME # 141



Lands

Victory points : 800

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 [1367] Sing a Song [1233] Once Upon a Time [1067]

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 #	:	16
Account	:	\$ 0.00
Free Turns	:	0
Security Code	:	4731
Special Service	:	YES

Lámina	Location : @ 2935 in Hills & Rough Climate is Warm							
Size : Camp	Fortifications : None		Loyalty : 76		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	98	-

MPEG-2

Location : @ 3336 in Hills & Rough Climate is Hot

Size : Camp	Fortifications : None		Loyalty : 50	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	272	0	0	0	0	800	40	-

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	384	0	0	0	0	0	-

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

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

A small army bearing the banner of the Benim an Pharazôn under Hero Sapheth is here.**Mountains**

Location : @ 2136 in Mixed Forest Climate is Warm

Size : Village	Fortifications : None		Loyalty : 54	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	510	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	340	420	0	0	0	0	0	-

Nargelion

Location : @ 2135 in Mixed Forest Climate is Warm

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	370	370	0	0
Current stores	0	0	0	0	0	2146	0	-

Of Fear

Location : @ 2734 in Hills & Rough Climate is Warm

Size : Town	Fortifications : Tower		Loyalty : 35	Docks : Harbor	Hidden ? : No		Sieged ? : No	
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	66	0	0	0	0	102	0	1200
Current stores	66	0	0	0	0	204	0	-

Plains

Location : @ 2337 in Shore/Plains Climate is Warm

Size : Town	Fortifications : Tower		Loyalty : 36	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	222	0	0	0	0	0	60	-

Rough

Location : @ 2139 in Hills & Rough Climate is Warm

Size : Major Town	Fortifications : Tower	Loyalty : 37	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	800	216	0	0	0	25355	400	-

Foreign characters reported in the hex : - **Balkumagîn.****Swamp**

Location : @ 2335 in Hills & Rough Climate is Warm

Size : Camp	Fortifications : Tower		Loyalty : 38	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	69	0	0	696	0	-

ARMIES AND NAVIES

Army Commander : Regent Dark Location : @ 2137 in Mixed Forest Climate is Warm
 Army morale : 32 Warships : 0 Transports : 0 (5) Travel mode : Normal

Troops	Training	Weapon	Armor	# Troops	Troop Type
Lesser Dúnadan horsemen w/broadswords	10	10	60	500	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
 Food 82 Low Supplies !!
 War machines 0
 Characters traveling with army : - Cinard.
 The City/Fort of Hills flying the flag of the Lands is here.

Army Commander : Regent Fire Location : @ 2339 in Hills & Rough Climate is Warm
 Army morale : 3 Warships : 0 Transports : 0 (5) Travel mode : Normal

Troops	Training	Weapon	Armor	# Troops	Troop Type
Lesser Dúnadan horsemen w/broadswords	10	10	0	400	Heavy Cavalry
Mixed Mannish footmen w/spears	10	10	0	400	Heavy Infantry
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
 Food 0 Out of Food !!
 War machines 0
 The un-owned Ruins/Tower of Shore is here.

Army Commander : Captain Null Location : @ 2536 in Hills & Rough Climate is Hot
 Army morale : 76 Warships : 0 Transports : 0 (7) Travel mode : Normal

Troops	Training	Weapon	Armor	# Troops	Troop Type
Lesser Dúnadan horsemen w/broadswords	14	10	30	1000	Heavy Cavalry

Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0 0
 Armor 0 0 0
 Food 0 Out of Food !!
 War machines 0
 The Village of Mae Govannon flying the flag of the Lands is here.
 An army bearing the banner of the South Kingdom under Commander Cereanth is here.
 A small army bearing the banner of the Benîm an Pharazôn under Hero Sapheth is here.

COMPANY COMMANDERS :

Commander Earth Location : @ 2636 Traveling with him are : Light - Water - Wind .

MARKET PRICES

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	17303	14985	15045	0	254196	0	3692
Purchase at market price/unit	2	2	4	107	2	10	7
Sell to market price/unit	1	1	2	55	1	5	4

MISCELLANEOUS**Maintenance Costs expected next turn are:**

Armies/Navies :	13300
Pop Centers :	4500
Characters :	22720
Total :	40520
Current Tax rate :	39%
Revenue expected next turn :	26755 (-13765)
Current Gold reserve :	0

Totals for Nation:**Stores****Production**

Leather	6926	1360
Bronze	1358	679
Steel	447	190
Mithril	0	0
Food	0	3063
Timber	33983	1434
Mounts	1805	71

Ritual character terminations: 0**Ships have been left anchored at the following locations:**

None

You have the following double agents:**Brell Serilis of the Plane @ 2438**

Double agent Brell Serilis reports he was ordered to steal the Gold. 6600 Gold was stolen at Havens Of Umbar.

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 Warm. A Town named Havens Of Umbar is here and fortified with a Tower, including a Harbor and Havens Of Umbar is owned by the South Kingdom and the hex has production of - Leather : 490 Bronze: 390 Gold: 1600 . Foreign forces present: None. Anchored ships reported: None.

You have the following hostages:

Browgue of the Sh'iar Empire is held by Cinard at 2137 - No Gold ransom demanded at this time.
 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 1920 - No Gold ransom demanded at this time.

You possess the following artifacts:

None

You have hidden the following additional artifacts:

None

NATION MESSAGES

*There are rumors of an armed conflict involving the Sundered and the Sheri-Urk at 2314.
 6586 Gold was stolen at Rough.*

ENCOUNTER MESSAGES

None

COMBAT MESSAGES



Challenge from Sound at 2139

In the Hills & Rough of 2139 a ritual duel began. A large circle was drawn on the paving stones near the market. As Sound's army stood by, Sound, a healthy warrior stepped forth and called challenge. In answer, Balkumagin, a healthy agent stepped forth. In his hands was borne the glowing Bow called Stinging Tongue. Those watching calculated the odds at roughly even. The fight began in earnest. Bystanders gasped as the combatants cut and slashed at each other. Driving blows and skillful stabs followed each other in quick succession. Finally, Sound fell to a well placed dagger cunningly thrown by Balkumagin. Balkumagin was noted to have suffered bloody wounds in the fight.

Battle at 2437

In the Warm climate of the Hills & Rough of 2437, a conflict took place in the early morning hours under a clear sky.

At the head of a rebellious army rode **Commander Cereanth** of the nation of the South Kingdom. The mount on which she rode moved with trepidation to the center of the battle lines. Behind her the forming ranks were filled with:

Troops	Weapons	Armor	Formations
817 Dúnadan footmen w/broadswords	wooden/bronze	leather/bronze	a mob

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

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

The battle for Thargelion 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.... Cereanth's army survived the attack on the Village, but suffered minor losses. Cereanth 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 South Kingdom.

Battle at 2339

In the Warm climate of the Hills & Rough of 2339, a conflict took place in the early morning hours in a dense and oppressive fog.

At the head of a rebellious army rode **Hero Bawbuzagar** of the nation of the Benim an Pharazôn. The mount on which she rode moved with trepidation to the center of the battle lines. Behind her the forming ranks were filled with:

Troops	Weapons	Armor	Formations
1144 Mixed Mannish horsemen w/shortswords	wooden/bronze	bronze/steel	ragged ranks

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

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

The battle for Shore 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 Town, but suffered minor losses. Bawbuzagar appeared to have survived. The Town has been reduced to a Ruins. The Tower

has not been affected. The Ruins of Shore now flies no known flag.

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	325	NatSell	st 70
Aldhelm Demuret	315	PrchCar	ti 2500
Cinard	948	TranCar	2139 3034 go 10000
Cinard	870	MovJoin	2137 dark
Dark	400	HvCvlyr	500 ^ st
Dark	325	NatSell	fo 100
Earth	215	RfsPers	
Earth	820	MovCmpy	2636
Fire	400	HvCvlyr	400 ^ ^
Fire	860	ForcMar	e e ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Kalatar	215	RfsPers	
Kalatar	905	ScoArmy	cerea y
Klú Relortin	215	RfsPers	
Klú Relortin	620	Kidnap	tarik
Light	525	InfOthr	
Light	215	RfsPers	
Null	430	TrpsMan	hc
Null	850	MovArmy	e e ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Qesset	215	RfsPers	
Qesset	620	Kidnap	naidi
Sound	210	IssPers	balku
Sound	948	TranCar	2139 3034 ti 10000
Tabaya Kas	810	MovChar	2636
Tabaya Kas	930	ScoChar	
Tartas Izain	670	SabFort	
Tartas Izain	810	MovChar	2120
Water	525	InfOthr	
Water	215	RfsPers	
Wind	525	InfOthr	
Wind	215	RfsPers	

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 purchase from the caravans. The product bought was changed because the amount was more than market levels. 1500 Timber were bought for 2400 Gold.

He was ordered to have the nation sell to the caravans. The stores sold was changed because the total product sold was more than the market purchase limit. 1923 Steel were sold for 13845 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 46 Stealth 0 Challenge 53
 Artifacts : None
 Spells (+0) : None

Cinard was located in the Hills & Rough at 3135.

He was ordered to move and join the army. He accepted the movement orders. He joined the army commanded by Dark .

He was ordered to transport by the caravans. The transport was changed because there was insufficient Gold. 4290 Gold (+10%) transported from Hills.

He is traveling with Dark in the Mixed Forest at 2137. The City/Fort of Hills 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(88) #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. 6126 Food were sold for 7350 Gold.

He was ordered to recruit some heavy cavalry. 500 Heavy Cavalry w/Wood weapons and Steel armor were recruited.

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

Earth



Ranks : Command 30 Agent 0 Emissary 86 Mage 0
 Health 100 Stealth 0 Challenge 50
 Artifacts : None
 Spells (+0) : None

Earth was located in the Hills & Rough at 2834.

He was ordered to refuse all personal challenges.

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

He commands a company in the Hills & Rough at 2636. The Major Town/Fort of Falassë 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.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

He was ordered to recruit some heavy cavalry. 400 Heavy Cavalry w/Wood weapons and No armor were recruited.

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 2339. The un-owned Ruins/Tower of Shore is here.

Kalatar



Ranks : Command 0 Agent 71 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 53
 Artifacts : None
 Spells (+0) : None

Kalatar was located in the Hills & Rough at 2436.

He was ordered to refuse all personal challenges.

He was ordered to scout an army. A scout of the army was attempted. Commander Cereanth of the South Kingdom is located in the Hills & Rough at 2536 Travel mode is Normal. Morale is 26. Troops: Heavy Infantry: 741 . Scouted army movement to new location at 2536.

He is currently in the Hills & Rough at 2536. The Village of Mae Govannon flying the flag of the Lands 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 kidnap a character. He was not able to kidnap the character because of tight security.

He is currently in the Hills & Rough at 2636. The Major Town/Fort of Falassë flying the flag of the Bením an Pharazôn 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 2834.

He was ordered to refuse all personal challenges.

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

He moved with the company to 2636.

He is traveling with Earth in the Hills & Rough at 2636. The Major Town/Fort of Falassë flying the flag of the Bením an Pharazôn is here.

Null



Ranks : Command 42 Agent 0 Emissary 0 Mage 48
 Health 100 Stealth 0 Challenge 58
 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 2436.

Lack of Food may have affected army movement.

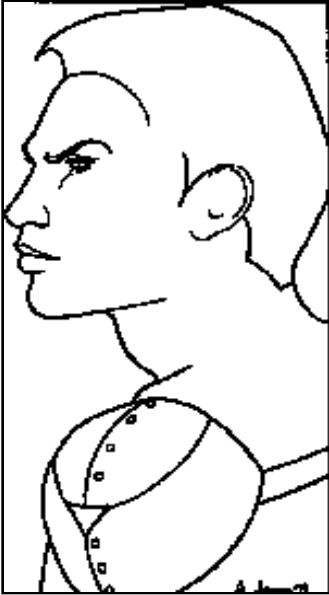
Lack of Food restricted the army morale.

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. Movement was delayed by evasive or non-(friendly/tolerant) forces. Movement was stopped by non-(friendly/tolerant) forces.

He commands an army in the Hills & Rough at 2536. The Village of Mae Govannon flying the flag of the Lands is here.

Qesset



Ranks : Command 0 Agent 74 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 55
 Artifacts : None
 Spells (+0) : None

Qesset was located in the Open Plains at 1920.

He was ordered to refuse all personal challenges.

He was ordered to kidnap a character. Naidine was kidnaped.

He is currently in the Open Plains at 1920. The Major Town/Tower of Flong Mars flying the flag of the Sheri-Urk is here.

Sound



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

Sound was located in the Hills & Rough at 2139.

He was ordered to challenge Balkumagîn to personal combat. See Combat Messages.

The army commanded by Sound has been disbanded because no suitable commander was present.

He was ordered to transport by the caravans. He was not permitted orders because he has died.

Tabaya Kas



Ranks : Command 0 Agent 70 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 52
 Artifacts : None
 Spells (+0) : None

Tabaya Kas was located in the Hills & Rough at 3135.

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: Warlord Tarîkmagân - Benîm an Pharazôn. Curate Adûnaphel - Benîm an Pharazôn.

Proclamator Lômiphel - Benîm an Pharazôn. Curate Gimlan - Benîm an Pharazôn. Storlagu - Dark Servant Male. One or more reports may be incorrect. Nothing else was reported at this time.

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

Tartas Izain



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

Tartas Izain was located in the Mountains at 3124.

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 Open Plains at 2120. The Town/Tower of Xanabos flying the flag of the Red Witches is here.

Water



Ranks : Command 0 Agent 0 Emissary 82 Mage 0
 Health 100 Stealth 0 Challenge 41
 Artifacts : None
 Spells (+0) : None

Water was located in the Hills & Rough at 2834.

He was ordered to refuse all personal challenges.

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

He moved with the company to 2636.

He is traveling with Earth in the Hills & Rough at 2636. The Major Town/Fort of Falassë 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 2834.

He was ordered to refuse all personal challenges.

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

He moved with the company to 2636.

He is traveling with Earth in the Hills & Rough at 2636. The Major Town/Fort of Falassë flying the flag of the Benîm an Pharazôn is here.



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Game #      : 141
Player #    : 21
Turn #      : 17
Security #  : 4731
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Return this turnsheet before MAY 19 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

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

Cinard (ID: cinar) @ 2137 Agent

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

Dark (ID: dark) @ 2137 Command Mage

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

Earth (ID: earth) @ 2636 Command Emissary

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

Fire (ID: fire) @ 2339 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) @ 2636 Agent

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

Light (ID: light) @ 2636 Emissary

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

Null (ID: null) @ 2536 Command Mage

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

Qesset (ID: qesse) @ 1920 Agent

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

Tabaya Kas (ID: tabay) @ 2636 Agent

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

Tartas Izain (ID: tarta) @ 2120 Agent

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

Water (ID: water) @ 2636 Emissary

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

Wind (ID: wind) @ 2636 Emissary

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

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