

**MEPBM Games**  
**presents**

# Middle-earth Play-By-Mail™

## Fourth Age, circa 1000



GAME # 143



### **Dustbighters**

Victory points : 900  
 Victory Conditions :  
   To hold at game end the artifact: Durin's Armor/Shield #163.  
   To hold at game end the population center of Osgiliath at 3024.  
   To hold at game end the artifact: Ring of Stargazing #75.  
   To terminate 10 characters by personal challenge or by assassination.  
   To see to the termination of Elfhelm by any means whatsoever.

Top 3 Free Peoples :

**Frost Men [ 1050 ]   Aerithryn [ 1033 ]   Dustbighters [ 900 ]**

Special Nation Abilities :  
   #06 Armies lose no morale for force march.  
   #11 New agents start at rank up to 40.  
   #12 New commanders start at rank up to 40.  
   #24 Can learn lost conjure mounts spell.

Internet G143N04  
 GENE CHIPMAN 110239  
 NONE  
 NONE  
 NONE

Game #	:	143
Player #	:	4
Turn #	:	2
Account	:	\$ 0.00
Free Turns	:	0
Security Code	:	4652
Special Service	:	YES

# Dustbighters

(A Free People)

Season : Summer

## RELATIONS WITH OTHER NATIONS

# 1 North Kingdom	: Neutral	# 2 South Kingdom	: Neutral	# 3 Frost Men	: Tolerated
# 5 Aerithryn	: Tolerated	# 6 Amestrians	: Tolerated	# 7 Faux Meddle Army	: Tolerated
# 8 Twin Scorpions	: Tolerated	# 9 Rhosgobel	: Tolerated	#10 Half-Orcs	: Tolerated
#11 Galadhrim	: Tolerated	#12 Drib Le Chin	: Disliked	#13 Ull Navala	: Hated
#14 Farrelly	: Disliked	#15 Nacth Strum	: Disliked	#16 Shadowborn	: Disliked
#17 Heathen Kings	: Disliked	#18 Vampiric Order	: Disliked	#19 Scourge	: Disliked
#20 Black Numenroans	: Disliked	#21 Enlightned Shadow	: Neutral	#22 Fallen	: Neutral
#23 Amun-Musa	: Neutral	#24 Darokin	: Neutral	#25 Karameikos	: Neutral

## POPULATION CENTERS

**Dry Rut** Location : @ 3213 in Open Plains Climate is Mild

Size : Town	Fortifications : Tower	Loyalty : 29	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	124	0	0	0	351	0	5	0
Current stores	0	0	0	0	351	0	0	-

**Dunwedh** Location : @ 4015 in Hills & Rough Climate is Mild

Size : Camp	Fortifications : None	Loyalty : 25	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	300	0	0	0	0	9	1100
Current stores	0	0	0	0	0	0	0	-

Foreign characters reported in the hex : **Kalandor**.

**Eastpost** Location : @ 3416 in Open Plains Climate is Warm

Size : Camp	Fortifications : Tower	Loyalty : 30	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	240	0	0	0	540	0	10	0
Current stores	0	0	0	0	540	0	0	-

**Mudflat Landing** Location : @ 3112 in Shore/Plains Climate is Mild

Size : Major Town	Fortifications : None	Loyalty : 38	Docks : Port	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	36	0	0	0	108	0	11	0
Current stores	800	0	0	0	108	0	345	-

A small army bearing the banner of the Dustbighters under Captain Suri Sackstomper is here.

**Ochrefort (Capital)** Location : @ 3214 in Open Plains Climate is Warm

Size : Major Town	Fortifications : Fort	Loyalty : 71	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	80	0	0	0	168	0	4	0
Current stores	1398	0	0	0	168	0	0	-

An army bearing the banner of the Dustbighters under Commander Falin Blackeye is here.

**Osteluir** Location : @ 3421 in Mountains Climate is Mild

Size : Camp	Fortifications : None	Loyalty : 25	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	220	60	0	0	0	0	1300
Current stores	0	0	0	0	0	0	0	-

**Passwater** Location : @ 3212 in Shore/Plains Climate is Mild

Size : Town	Fortifications : Tower	Loyalty : 29	Docks : Harbor	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	173	0	0	0	211	0	5	0
Current stores	0	0	0	0	211	0	0	-

**Sawmill** Location : @ 3111 in Shore/Plains Climate is Mild  
 Size : Village Fortifications : Tower Loyalty : 23 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 173 0 0 0 425 0 14 0  
 Current stores 0 0 0 0 425 0 0 -

**Short Stand** Location : @ 3116 in Open Plains Climate is Warm  
 Size : Camp Fortifications : Tower Loyalty : 27 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 250 0 0 0 1040 0 10 0  
 Current stores 0 0 0 0 1040 0 0 -

**West Ditch** Location : @ 3012 in Open Plains Climate is Mild  
 Size : Town Fortifications : Tower Loyalty : 25 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 184 0 0 0 454 0 11 0  
 Current stores 0 0 0 0 454 0 0 -

## ARMIES AND NAVIES

**Army Commander : Regent Dain Ironrod** Location : @ 4220 in Open Plains Climate is Hot  
 Army morale : 39 Warships : 0 Transports : 0 (4) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Dwarven ponyriders w/war hammers 32 27 20 423 Heavy Cavalry  
 Dwarven ponyriders w/battle axes 65 60 60 141 Light Cavalry  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0  
 Armor 0 0  
 Food 1421 Low Supplies !!  
 War machines 0

An army bearing the banner of the Half-Orcs under Captain Morzug Bloodaxe is here.

An army bearing the banner of the Scourge under Lord Subotei is here.

**Army Commander : Commander Falin Blackeye** Location : @ 3214 in Open Plains Climate is Warm  
 Army morale : 64 Warships : 0 Transports : 0 (4) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Dwarven ponyriders w/war hammers 10 10 0 400 Heavy Cavalry  
 Dwarven ponyriders w/battle axes 60 60 60 100 Light Cavalry  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0  
 Armor 0 0  
 Food 333 Low Supplies !!  
 War machines 5  
 The Major Town/Fort of Ochrefort flying the flag of the Dustbighters is here.

**Army Commander : Captain Suri Sackstomper** Location : @ 3112 in Shore/Plains Climate is Mild  
 Army morale : 30 Warships : 0 Transports : 0 (1) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Dwarven ponyriders w/battle axes 60 60 60 100 Light Cavalry  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0  
 Armor 0 0  
 Food 67 Low Supplies !!  
 War machines 0  
 The Major Town of Mudflat Landing flying the flag of the Dustbighters is here.

**COMPANY COMMANDERS :**

None

**MARKET PRICES**

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	20180	7551	1783	537	14547	8681	1210
Purchase at market price/unit	3	5	8	53	2	5	11
Sell to market price/unit	2	3	5	36	1	3	8

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

Armies/Navies :	6561
Pop Centers :	4750
Characters :	12680
Total :	23991
Current Tax rate :	73%
Revenue expected next turn :	26125 (+2134)
Current Gold reserve :	26028

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

Leather	2198	1260
Bronze	0	520
Steel	0	60
Mithril	0	0
Food	3297	3297
Timber	0	0
Mounts	345	79

No new characters available at this time

Ritual character terminations: 0

Ships have been left anchored at the following locations:

4 warships at hex 3112  
 8 transports at hex 3112

You have the following double agents:

None

You have the following hostages:

Sul Hjorn of the Ull Navala is held by Dain Ironrod at 4220 - No Gold ransom demanded at this time.

You possess the following artifacts:

Name of artifact	Item	#	Latent	Alignment	Known Powers
Robes of the Orc Priests	Robes	6	Yes	Evil	Increases Command Rank by 10.
Flails of Horselaying	Flail	185	No	Evil	COMBAT - Increases damage by 500 points.

You have hidden the following additional artifacts:

None

## NATION MESSAGES

*There are rumors of a theft attempt involving Nishantha Kumara at An Croghan.*

## ENCOUNTER MESSAGES

None

## COMBAT MESSAGES

### Battle at 4017

In the Warm climate of the Hills & Rough of 4017, a conflict took place in the early afternoon in high winds.

At the head of a rebellious army rode **Captain Morzug Bloodaxe** of the nation of the Half-Orcs. 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
700 Mixed Mannish horsemen w/lances	wooden/bronze	leather/bronze	a mob

At the head of a rebellious army rode **Regent Dain Ironrod** of the nation of the Dustbighters. 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
600 Dwarven ponyriders w/war hammers	wooden/bronze	leather/bronze	ragged ranks
200 Dwarven ponyriders w/battle axes	steel	steel	solid ranks

At the head of a calm army rode **Lord Jorhun** of the nation of the Ull Navala. The mount on which he rode moved calmly to the front of the battle lines. Behind him the forming ranks were filled with:

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

Suddenly, violent bolts of lightning crashed into and around the battleground. Unnaturally strong and driving rain caused Army Commanders to review their chosen tactics. Captain Morzug Bloodaxe changed tactics to standard battle formation. Regent Dain Ironrod changed tactics to standard battle formation.

Report from Dain Ironrod....My commanders moved among the troops before battle, readying them, bolstering their resolve, and issuing last minute orders. Some of the troops needed this encouragement but others were checking the readiness of their weapons. Finally the order was shouted across the battlefield.. Keep close ranks. Use standard formation. Like we practiced!

Against the forces of Jorhun, they charged our standard formation and hit us hard.

After the battle had joined in earnest, heroes made their presence known all over the battlefield. **Sul Hjorn** rode into the enemy ranks with his glowing Flail and cut down a score of foes before they knew what had happened.

Report from Dain Ironrod....Our cavalry rode swiftly around and over the small hills and attacked the enemy savagely. The troops fought well, but they could have been better trained. They fought as if uninspired. Although the enemy fought hard, we finally succeeded in overwhelming them after a long battle.

Commanders on the scene ordered their troops to salvage what they could from the remains of the enemy forces..

Captain Morzug Bloodaxe: 567 Food

Regent Dain Ironrod: 949 Food

After the battle.... Morzug Bloodaxe's forces were victorious in the battle, but suffered some losses.

Morzug Bloodaxe appeared to have survived. Dain Ironrod's forces were victorious in the battle, but suffered some losses. Dain Ironrod appeared to have survived. Jorhun's forces were destroyed/routed in the battle. Jorhun 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.....
Bumbur Snotbeard	330	CstCjSp	508 200
Bumbur Snotbeard	947	NatTran	3214 1e 100
Dain Ironrod	230	AttEnmy	su
Dain Ironrod	850	MovArmy	se se se h e e ^ ^ ^ ^ ^ ^ ^ no
Drami	555	CreCmp	^
Drami	810	MovChar	3017
Falin Blackeye	400	HvCvlry	400 ^ ^
Falin Blackeye	765	SplArmy	suri ^ 100 ^ ^ ^ ^
Floin	555	CreCmp	^
Floin	810	MovChar	2912
Frami	728	NamComm	Thorgar Blackboot m
Frami	947	NatTran	3112 mo 100
Groin	555	CreCmp	^
Groin	810	MovChar	3113
Suri Sackstomper	185	DnStNat	13
Suri Sackstomper	850	MovArmy	nw nw ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Targon	731	NamAgen	^ ^
Targon	810	MovChar	3112
Uri the Wright	330	CstCjSp	508 220
Uri the Wright	948	TranCar	3214 3112 1e 800

Brand



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

*He is currently in the Open Plains at 3214. The Major Town/Fort of Ochrefort flying the flag of the Dustbighters is here.*

Bumbur Snotbeard



Ranks : Command 0 Agent 0 Emissary 0 Mage 40  
 Health 100 Stealth 0 Challenge 40  
 Artifacts : None  
 Spells (+0) : #412 Research Artifact(72) #413 Scry Population Center(81)  
 #415 Scry Area(56) #508 Conjure Mounts(68)

Bumbur Snotbeard was located in the Open Plains at 3214.

He was ordered to cast a conjuring spell. Conjure Mounts was cast. 200 Mounts were conjured.

He was ordered to have the nation transport by the caravans. 1072 Leather (+10%) transported to Ochrefort.

*He is currently in the Open Plains at 3214. The Major Town/Fort of Ochrefort flying the flag of the Dustbighters is here.*

Dain Ironrod



Ranks : Command 62 Agent 0 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 62  
 Artifacts : #6 Robes of the Orc Priests #185 Flails of Horseslaying  
 Spells (+0) : None

Dain Ironrod was located in the Hills & Rough at 4017.

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

He captured Sul Hjorn during combat. Artifact(s) were discovered on Sul Hjorn.

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 Open Plains at 4220.*

Dernwyn



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

Dernwyn has a special ability. He has a bonus to his Command rank.  
*He is currently in the Open Plains at 3214. The Major Town/Fort of Ochrefort flying the flag of the Dustbighters is here.*

Drami



Ranks : Command 0 Agent 0 Emissary 52 Mage 30  
 Health 100 Stealth 0 Challenge 36  
 Artifacts : None  
 Spells (+0) : #302 Long Stride(75) #412 Research Artifact(94)  
 #508 Conjure Mounts(100)

Drami was located in the Hills & Rough at 4015.

He was ordered to create a camp. No population center name was provided. A camp named Dunwedh was created.

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

*He is currently in the Open Plains at 3017.*

Falin Blackeye



Ranks : Command 30 Agent 10 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 31  
 Artifacts : None  
 Spells (+0) : None

Falin Blackeye was located in the Open Plains at 3214.

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

He was ordered to split the army. The army was split. 67 Food was transferred.

*He commands an army in the Open Plains at 3214. The Major Town/Fort of Ochrefort flying the flag of the Dustbighters is here.*



Floin



Ranks : Command 0 Agent 0 Emissary 50 Mage 0  
 Health 100 Stealth 0 Challenge 25  
 Artifacts : None  
 Spells (+0) : None

Floin was located in the Open Plains at 3519.

He was ordered to create a camp. He was not able to complete the creation of the camp because there was insufficient populace. Continued efforts may succeed.

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

*He is currently in the Mixed Forest at 2912.*

Frami



Ranks : Command 40 Agent 40 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 47  
 Artifacts : None  
 Spells (+0) : None

Frami was located in the Open Plains at 3214.

He was ordered to name a new commander. The character name provided was already in use. A new commander named Dernwyn was available.

He was ordered to have the nation transport by the caravans. 296 Mounts (+10%) transported to Mudflat Landing.

*He is currently in the Open Plains at 3214. The Major Town/Fort of Ochrefort flying the flag of the Dustbighters is here.*

Groin



Ranks : Command 0 Agent 0 Emissary 55 Mage 0  
 Health 100 Stealth 0 Challenge 27  
 Artifacts : None  
 Spells (+0) : None

Groin was located in the Mountains at 3421.

He was ordered to create a camp. No population center name was provided. A camp named Osteluir was created.

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

*He is currently in the Mixed Forest at 3113.*

Suri Sackstomper



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

Suri Sackstomper was located in the Open Plains at 3214.

She was ordered to downgrade our relations. Our relations with the Ull Navala were downgraded.

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

***She commands an army in the Shore/Plains at 3112. The Major Town of Mudflat Landing flying the flag of the Dustbighters is here.***

Targon



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

Targon was located in the Open Plains at 3214.

She was ordered to name a new agent. No character name was provided. A new agent named Brand was available.

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

***She is currently in the Shore/Plains at 3112. The Major Town of Mudflat Landing flying the flag of the Dustbighters is here.***

Uri the Wright



Ranks : Command 10 Agent 0 Emissary 0 Mage 42  
 Health 100 Stealth 0 Challenge 44  
 Artifacts : None

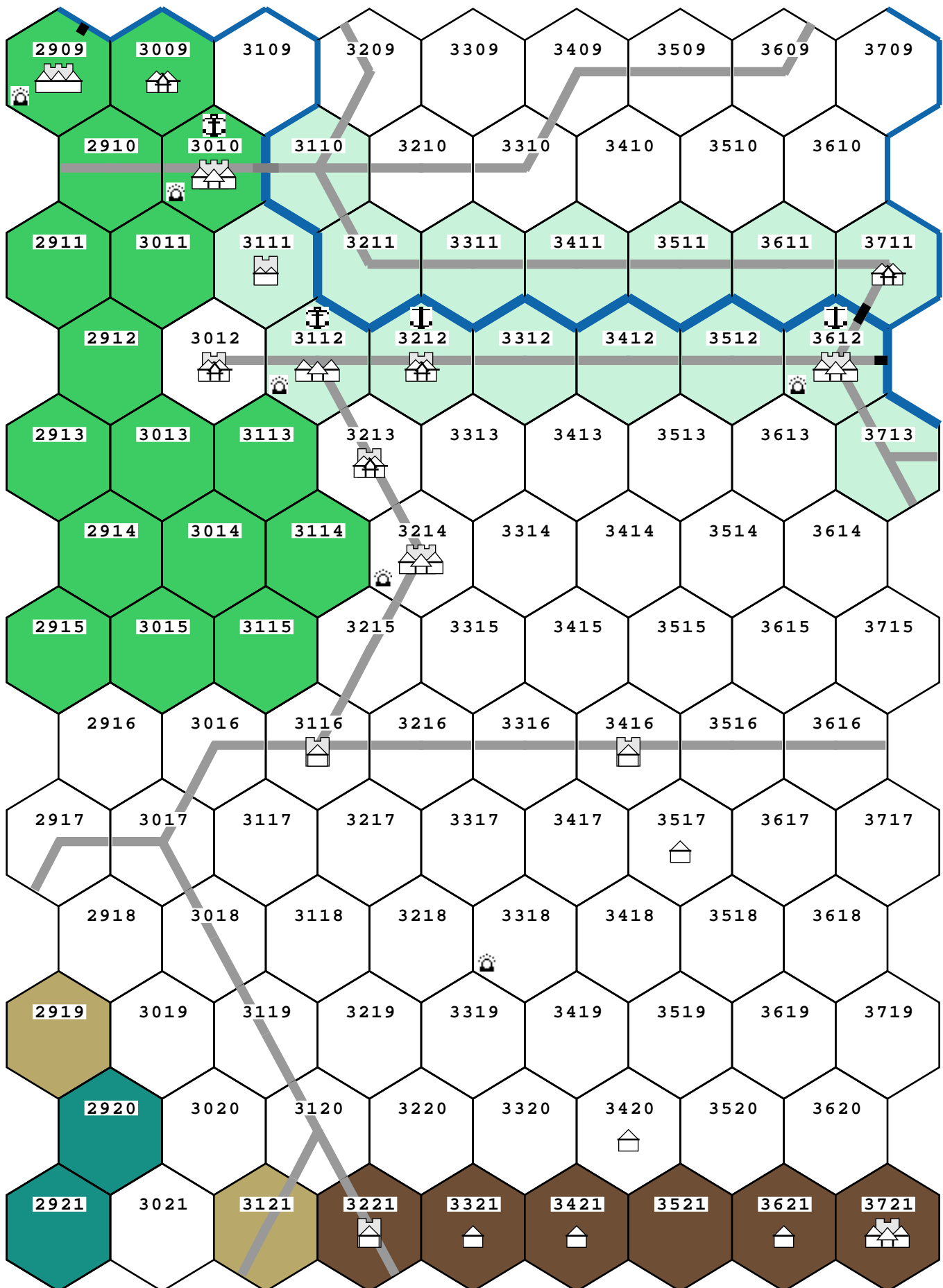
Spells (+0) : #412 Research Artifact(90) #418 Locate Artifact(73)  
 #428 Locate Artifact True(66) #508 Conjure Mounts(73)

Uri the Wright was located in the Open Plains at 3214.

He was ordered to cast a conjuring spell. Conjure Mounts was cast. There were insufficient Mounts available to conjure. 210 Mounts were conjured.

He was ordered to transport by the caravans. 800 Leather (+10%) transported from Ochrefort to Mudflat Landing.

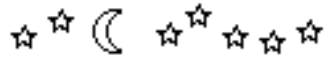
***He is currently in the Open Plains at 3214. The Major Town/Fort of Ochrefort flying the flag of the Dustbighters is here.***



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

Dustbighters

**URNSHEET**



Game # 143



GENE CHIPMAN 110239  
 NONE  
 NONE  
 NONE

Game # : 143  
 Player # : 4  
 Turn # : 3  
 Security # : 4652

**Return this turnsheet before SEPTEMBER 2 2013**

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

Daytime Phone #: \_\_\_\_\_

**Brand (ID: brand) @ 3214 Agent**

<p>Order -&gt; # _____ Code _____ Type _____</p> <p>Required _____</p> <p>Information _____</p> <p>_____</p>	<p>Order -&gt; # _____ Code _____ Type _____</p> <p>Required _____</p> <p>Information _____</p> <p>_____</p>
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**Bumbur Snotbeard (ID: bumbu) @ 3214 Mage**

<p>Order -&gt; # _____ Code _____ Type _____</p> <p>Required _____</p> <p>Information _____</p> <p>_____</p>	<p>Order -&gt; # _____ Code _____ Type _____</p> <p>Required _____</p> <p>Information _____</p> <p>_____</p>
--	--

**Dain Ironrod (ID: dain ) @ 4220 Command**

<p>Order -&gt; # _____ Code _____ Type _____</p> <p>Required _____</p> <p>Information _____</p> <p>_____</p>	<p>Order -&gt; # _____ Code _____ Type _____</p> <p>Required _____</p> <p>Information _____</p> <p>_____</p>
--	--

**Dernwyn (ID: dernw) @ 3214 Command**

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

**Drami (ID: drami) @ 3017 Emissary Mage**

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

**Falin Blackeye (ID: falin) @ 3214 Command Agent**

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

**Floin (ID: floin) @ 2912 Emissary**

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

**Frami (ID: frami) @ 3214 Command Agent**

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

**Groin (ID: groin) @ 3113 Emissary**

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

**Suri Sackstomper (ID: suri ) @ 3112 Command**

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

**Targon (ID: targo) @ 3112 Agent**

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

**Uri the Wright (ID: uri t) @ 3214 Command Mage**

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