

**MEPBM Games****presents**

# Middle-earth Play-By-Mail™

## Fourth Age, circa 1000



GAME # 141

**Lands**

Victory points : 900

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 [ 1400 ] Sing a Song [ 1334 ] 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 # : 15  
 Account : \$ 0.00  
 Free Turns : 0  
 Security Code : 4139  
 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 : Hated	#17 Great Trollusk : Neutral	#18 Bením an Pharazôn : Hated
#19 RhunLandChattelCo : Neutral	#20 Tribes of Angmar : Neutral	#22 Sing a Song : Tolerated
#23 Once Upon a Time : Tolerated	#24 Plane : Tolerated	#25 Alvernus : Tolerated

## POPULATION CENTERS

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

Size : Village	Fortifications : None	Loyalty : 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	249	-

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

Size : Village	Fortifications : None	Loyalty : 58	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	109	0	0	0	0	117	-

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

Size : Camp	Fortifications : None	Loyalty : 30	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	0	0	0	0	0	768	94	-

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

Size : Camp	Fortifications : Tower	Loyalty : 61	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	360	0	120	0	0	120	0	0
Current stores	0	0	240	0	0	576	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	5766	0	2300	0	78	288	1200	-

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

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

Size : Town	Fortifications : None	Loyalty : 39	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	662	0	-

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

Size : Camp	Fortifications : None	Loyalty : 80	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	88	-

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

Size : Camp	Fortifications : None	Loyalty : 51	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	0	0	0	0	0	640	32	-

**Mae Govannon** Location : @ 2536 in Hills & Rough Climate is Hot  
 Size : Village Fortifications : None Loyalty : 48 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 0 192 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 0 688 422 0 -

**Mukatana** Location : @ 2634 in Hills & Rough Climate is Warm  
 Size : Camp Fortifications : None Loyalty : 42 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 0 210 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 0 370 1776 0 -

**Of Fear** Location : @ 2734 in Hills & Rough 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 66 0 0 0 0 102 0 1200  
 Current stores 0 0 0 0 0 102 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 0 0 0 0 288 0 54 -

**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 1600 108 0 0 0 25239 800 -

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

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

A small navy bearing the banner of the Lands under Lord Sound is here.

**Shore** Location : @ 2339 in Hills & Rough Climate is Warm  
 Size : Town Fortifications : Tower Loyalty : 47 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 72 0 0 0 0 -

**An army bearing the banner of the Benîm an Pharazôn under Hero Bawbuzagar is here.**

**Swamp** Location : @ 2335 in Hills & Rough Climate is Warm  
 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 70 0 0 120 0 1000  
 Current stores 0 0 140 0 0 576 0 -

**Thargelion** Location : @ 2437 in Hills & Rough Climate is Warm  
 Size : Village Fortifications : None Loyalty : 71 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 0 0 0 0 1000 576 0 -

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

**ARMIES AND NAVIES**

**Army Commander : Regent Dark** Location : @ 2137 in Mixed Forest Climate is Warm  
 Army morale : 30 Warships : 0 Transports : 0 (1) Travel mode : Normal

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

The City/Fort of Hills flying the flag of the Lands is here.

**Army Commander : Regent Fire** Location : @ 2139 in Hills & Rough Climate is Warm  
 Army morale : 10 Warships : 0 Transports : 0 (2) Travel mode : Normal

Troops			Training	Weapon	Armor	# Troops	Troop Type
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		0		
Food	0	Out of Food !!					
War machines	0						

The Major Town/Tower of Rough flying the flag of the Lands is here.  
 A small navy bearing the banner of the Lands under Lord Sound is here.

**Army Commander : Commander Null** Location : @ 2436 in Hills & Rough Climate is Warm  
 Army morale : 78 Warships : 0 Transports : 0 (7) Travel mode : Normal

Troops			Training	Weapon	Armor	# Troops	Troop Type
Lesser Dúnadan horsemen w/broadswords			10	10	30	1000	Heavy Cavalry
Baggage Train	Leather	Bronze	Steel		Mithril		
Weapons	-	0	0		0		
Armor	0	0	0		0		
Food	818	Low Supplies !!					
War machines	0						

The Village of Tyarretta flying the flag of the Plane is here.

**Navy Commander : Lord Sound** Location : @ 2139 in Hills & Rough Climate is Warm  
 Army morale : 10 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		0		
Armor	0	0	0		0		
Food	0	Out of Food !!					
War machines	0						

The Major Town/Tower of Rough flying the flag of the Lands is here.  
 A small army bearing the banner of the Lands under Regent Fire is here.

**COMPANY COMMANDERS :**

Commander Earth Location : @ 2834 Traveling with him are : Light - Water - Wind .

**MARKET PRICES**

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	23903	19211	306	2905	207429	21265	1404
Purchase at market price/unit	2	2	10	16	2	2	12
Sell to market price/unit	1	1	6	9	1	1	7

**MISCELLANEOUS**

Maintenance Costs expected next turn are:		Totals for Nation:	Stores	Production
Armies/Navies :	8250	Leather	7366	1488
Pop Centers :	5000	Bronze	829	829
Characters :	24520	Steel	2752	226
		Mithril	0	0
Total :	37770	Food	4063	4063
		Timber	31625	1554
Current Tax rate :	39%	Mounts	2634	71
Revenue expected next turn :	30680 (-7090)			
Current Gold reserve :	3525			

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 move. He accepted the movement orders.

Double agent Brell Serilis reports he was ordered to scout an army. He was not able to scout the army because the target commander was not close enough.

You have the following hostages:

Browgue of the Sh'iar Empire is held by Cinard at 3135 - No Gold ransom demanded at this time.

Blister of the Sh'iar Empire is held by Kalatar at 2436 - 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 a theft attempt involving Niminor at Lhugorod.  
2280 Gold was stolen at Shore.*

**ENCOUNTER MESSAGES**

None

**COMBAT MESSAGES**

None

**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	315	PrchCar	st 2800
Aldhelm Demuret	948	TranCar	2137 2139 le 1600
Cinard	810	MovChar	3135
Cinard	620	Kidnap	shatt
Dark	947	NatTran	2137 le 100
Dark	400	HvCvlry	500 ^ st
Earth	500	Double	brell
Earth	820	MovCmpy	2834
Fire	315	PrchCar	mo 1900
Fire	408	HvInfan	400 ^ ^
Kalatar	905	ScoArmy	tarik y
Kalatar	810	MovChar	2436
Klú Relortin	215	RfsPers	
Klú Relortin	620	Kidnap	tarik
Light	525	InfOthr	
Light	215	RfsPers	
Null	765	SplArmy	dark ^ ^ ^ ^ ^ 200
Null	860	ForcMar	ne e e e ^ ^ ^ ^ ^ ^ ^ ^ no
Qesset	690	StlGold	
Qesset	810	MovChar	1920
Sound	830	MovNavy	w sw se sw se ^ ^ ^ ^ ^ ^ ^ no
Sound	948	TranCar	2139 3034 mo 1000
Tabaya Kas	665	SabBrdg	w
Tabaya Kas	810	MovChar	3135
Tartas Izain	690	StlGold	
Tartas Izain	810	MovChar	3124
Water	500	Double	brell
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. 2800 Steel were bought for 6720 Gold.

He was ordered to transport by the caravans. 1600 Leather (+10%) transported from Hills to Rough.

*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 32 Stealth 0 Challenge 53  
 Artifacts : None  
 Spells (+0) : None

Cinard 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 injured by Shatterstar while performing his kidnap mission.

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

He was ordered to have the nation transport by the caravans. 6910 Leather (+10%) transported to Hills.

*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 2734.

He was ordered to recruit a double agent. Brell Serilis is now our double agent.

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

***He commands a company in the Hills & Rough at 2834. The Town of Herenya flying the flag of the Sh'iar Empire 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 purchase from the caravans. 1900 Mounts were bought for 9120 Gold.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

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

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

Kalatar was located in the Shore/Plains at 3024.

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

He was ordered to scout an army. A scout of the army was attempted. He was not able to scout the army. Continued efforts may succeed.

***He is currently in the Hills & Rough at 2436. The Village of Tyarretta flying the flag of the Plane 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 Town/Tower of Falassë flying the flag of the Bením an Pharazôn is here.***

Light



Ranks : Command 0 Agent 0 Emissary 64 Mage 0  
 Health 100 Stealth 0 Challenge 32  
 Artifacts : None  
 Spells (+0) : None

Light was located in the Hills & Rough at 2734.

He was ordered to refuse all personal challenges.

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

He moved with the company to 2834.

***He is traveling with Earth in the Hills & Rough at 2834. The Town of Herenya flying the flag of the Sh'iar Empire 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)

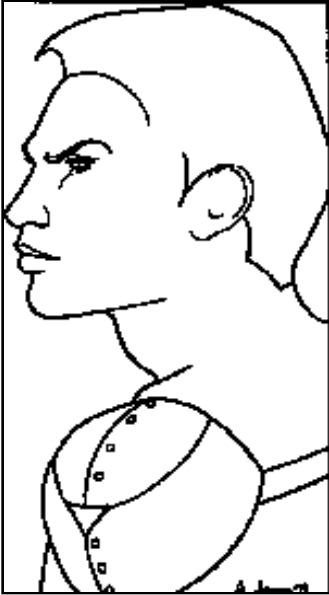
Null was located in the Mixed Forest at 2137.

He was ordered to split the army. The army was split. 82 Food was transferred.

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 2436. The Village of Tyarretta flying the flag of the Plane is here.***

Qesset



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

Qesset was located in the Hills & Rough at 2224.

He was ordered to steal the Gold. 2111 Gold was stolen at Amon Arlog.

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

*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 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 Coastal Waters at 2134.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

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

He was ordered to transport by the caravans. 1000 Mounts (+10%) transported from Rough to Of Hate.

*He commands a navy offshore at 2139. The Major Town/Tower of Rough flying the flag of the Lands is here.*

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 Shore/Plains at 3024.

He was ordered to sabotage a bridge. A bridge was sabotaged at 3024.

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

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

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 Shore/Plains at 2927.

He was ordered to steal the Gold. 3525 Gold was stolen at Pelargir.

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

**He is currently in the Mountains at 3124. The Town/Tower of Minas Ithil flying the flag of the South Kingdom is here.**

Water



Ranks : Command 0 Agent 0 Emissary 80 Mage 0  
 Health 100 Stealth 0 Challenge 40  
 Artifacts : None  
 Spells (+0) : None

Water was located in the Hills & Rough at 2734.

He was ordered to refuse all personal challenges.

He was ordered to recruit a double agent. Brell Serilis is now our double agent.

He moved with the company to 2834.

**He is traveling with Earth in the Hills & Rough at 2834. The Town of Herenya flying the flag of the Sh'iar Empire is here.**

Wind



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

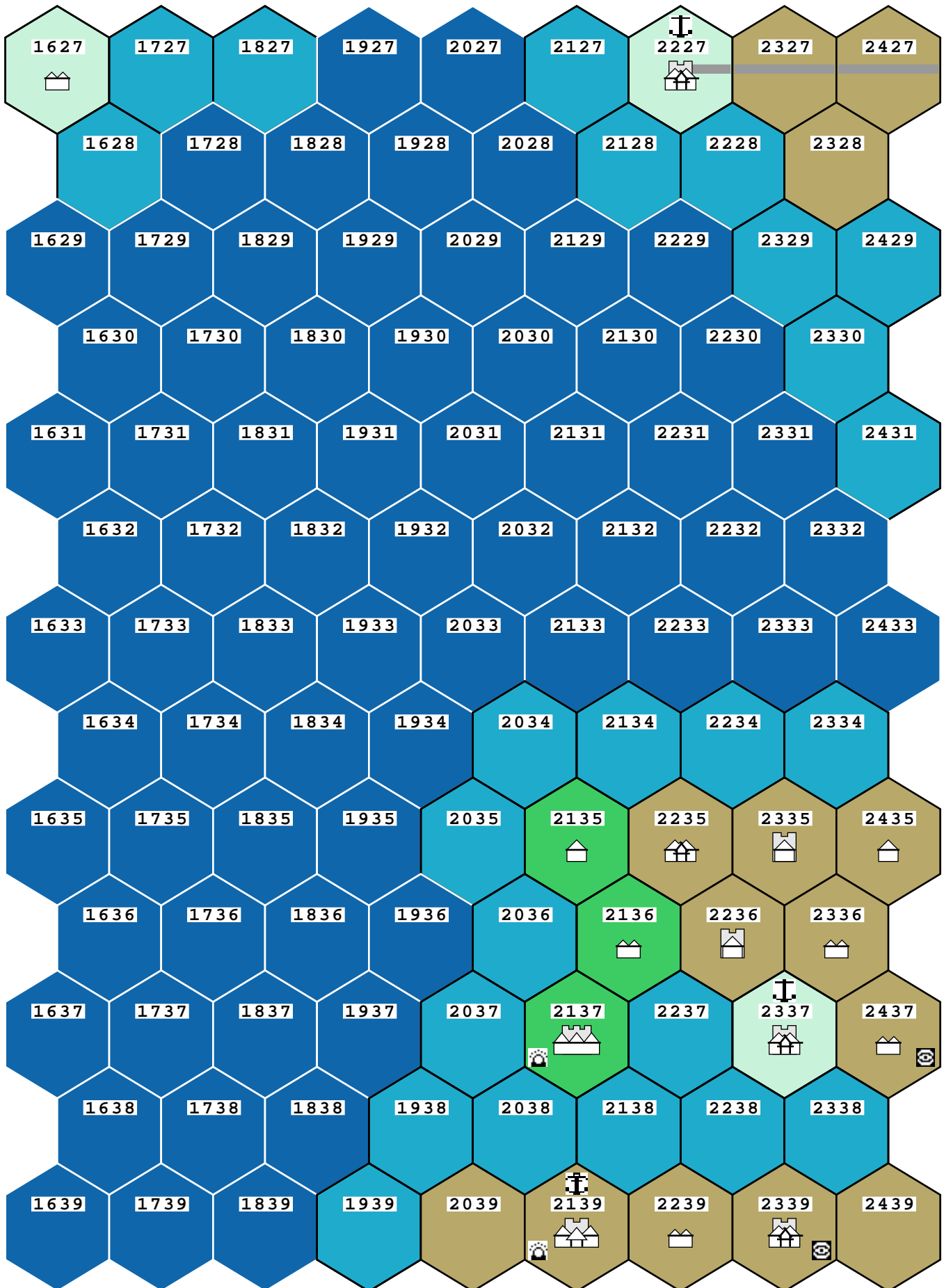
Wind was located in the Hills & Rough at 2734.

He was ordered to refuse all personal challenges.

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

He moved with the company to 2834.

**He is traveling with Earth in the Hills & Rough at 2834. The Town of Herenya flying the flag of the Sh'iar Empire is here.**



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Game #      : 141
Player #    : 21
Turn #      : 16
Security #  : 4139
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Required _____ Information _____ _____	Required _____ Information _____ _____
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Earth (ID: earth) @ 2834 Command Emissary

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

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Fire (ID: fire ) @ 2139 Command Agent
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Order	->	# _____	Code _____	Type _____		Order	->	# _____	Code _____	Type _____
Required			_____			Required			_____	
Information			_____			Information			_____	
			_____						_____	
			_____						_____	

## Kalatar (ID: kalat) @ 2436 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) @ 2834 Emissary

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

## Null (ID: null ) @ 2436 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			_____		
			_____						_____		
			_____						_____		

Sound (ID: sound) @ 2139 Command Mage

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**Tabaya Kas** (ID: tabay) @ 3135 Agent

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

## Tartas Izain (ID: tarta) @ 3124 Agent

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

## Water (ID: water) @ 2834 Emissary

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

Wind (ID: wind ) @ 2834 Emissary

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