

MEPBM Games
presents

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



GAME # 141



Sapphic Enclave

Victory points : 400
 Victory Conditions :
 To hold at game end the artifact: Gurthdur #17.
 To see to the termination of Guarmath by any means whatsoever.
 To see to the termination of Valacar by any means whatsoever.
 To hold in stores at game end the greatest amount of Mithril.
 To terminate 10 characters by personal challenge or by assassination.

Top 3 Free Peoples :

Once Upon a Time [1217] Sing a Song [850] Acadians [600]

Special Nation Abilities :
 #10 New mages start at rank up to 40.
 #14 All new troop recruits start at training 25.
 #21 Hire new armies at no cost.
 #24 Can learn lost conjure mounts spell.

Internet G141N07
 RICHARD THOMAS 109334
 NONE
 NONE
 NONE

Game # : 141
 Player # : 7
 Turn # : 11
 Account : \$ 0.00
 Free Turns : 0
 Security Code : 6501
 Special Service : YES

Sapphic Enclave

(A Free People)

Season : Winter

RELATIONS WITH OTHER NATIONS

# 1 North Kingdom	: Neutral	# 2 South Kingdom	: Neutral	# 3 Wise Council	: Tolerated
# 4 Acadians	: Tolerated	# 5 Silent Assembly	: Tolerated	# 6 Thorinar	: Tolerated
# 8 Nameless	: Tolerated	# 9 Ground Pounders	: Tolerated	#10 Sundered	: Tolerated
#11 Lohmai'gwaith	: Tolerated	#12 Sheri-Urk	: Disliked	#13 Red Witches	: Disliked
#14 Dark Feast	: Disliked	#15 Twilight Hammer	: Disliked	#16 Sh'iar Empire	: Disliked
#17 Great Trollusk	: Disliked	#18 Bením an Pharazôn	: Disliked	#19 RhunLandChattelCo	: Disliked
#20 Tribes of Angmar	: Disliked	#21 Lands	: Neutral	#22 Sing a Song	: Neutral
#23 Once Upon a Time	: Neutral	#24 Plane	: Neutral	#25 Alvernus	: Neutral

POPULATION CENTERS

Location : @ 3729 in Hills & Rough Climate is Hot								
Size : Camp	Fortifications : None	Loyalty : 29	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	104	120	0	0	0	0	1040
Current stores	0	312	360	0	0	0	300	-

Location : @ 3825 in Shore/Plains Climate is Hot								
Size : Camp	Fortifications : None	Loyalty : 23	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	224	0	0	0	224	0	24	0
Current stores	896	0	0	0	672	0	24	-

Location : @ 3328 in Mountains Climate is Cold								
Size : City	Fortifications : Tower	Loyalty : 87	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	6	2	0	0	0	900
Current stores	2178	0	18	18	0	0	635	-

A small army bearing the banner of the Sapphic Enclave under Commander Halbarad is here.

Location : @ 3530 in Mountains Climate is Cold								
Size : Major Town	Fortifications : Fort	Loyalty : 54	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	34	34	0	0	0	0	600
Current stores	0	102	102	0	0	0	165	-

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

Location : @ 3228 in Mountains Climate is Cold								
Size : Camp	Fortifications : None	Loyalty : 30	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	102	0	18	0	0	0	660
Current stores	0	306	0	150	0	0	0	-

Location : @ 3428 in Open Plains Climate is Hot								
Size : Village	Fortifications : Tower	Loyalty : 36	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	122	0	0	0	205	0	6	0
Current stores	488	0	0	0	615	0	6	-

Location : @ 3427 in Open Plains Climate is Hot								
Size : Camp	Fortifications : None	Loyalty : 41	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	192	0	0	0	536	0	16	0
Current stores	768	0	0	0	1608	0	16	-

Kelumë Location : @ 3630 in Mountains Climate is Cold
 Size : Camp Fortifications : None Loyalty : 27 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 96 30 0 0 0 0 900
 Current stores 0 288 90 0 0 0 0 -

Ninniach Location : @ 3829 in Hills & Rough Climate is Hot
 Size : Camp Fortifications : None Loyalty : 36 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 288 0 48 0 0 0 0 1120
 Current stores 1152 0 144 0 0 0 300 -

Núath Location : @ 3329 in Mountains Climate is Cold
 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 53 0 5 0 0 0 900
 Current stores 0 159 0 47 0 0 0 -

Thangor Location : @ 3528 in Open Plains Climate is Hot
 Size : Camp Fortifications : None Loyalty : 28 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 232 0 0 0 312 0 8 0
 Current stores 928 0 0 0 936 0 8 -

Thara-pata Location : @ 3730 in Mountains Climate is Cold
 Size : Camp Fortifications : None Loyalty : 40 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 144 0 6 0 0 0 600
 Current stores 0 432 0 50 0 0 0 -

Tokeliant Location : @ 3529 in Hills & Rough Climate is Hot
 Size : Village Fortifications : None Loyalty : 26 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 0 0 0 0 115 13 800
 Current stores 0 0 0 0 0 0 13 -

Unulló Location : @ 3629 in Hills & Rough Climate is Hot
 Size : Camp Fortifications : None Loyalty : 35 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 112 0 0 0 200 0 0 1040
 Current stores 448 0 0 0 600 0 0 -

Voronwa Location : @ 3527 in Open Plains Climate is Hot
 Size : Camp Fortifications : None Loyalty : 13 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 240 0 0 0 528 0 24 0
 Current stores 960 0 0 0 1584 0 24 -

Wilóke Location : @ 3426 in Mountains Climate is Cold
 Size : Town Fortifications : Tower Loyalty : 44 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 104 0 4 0 0 0 720
 Current stores 0 312 0 32 0 0 0 -

ARMIES AND NAVIES

Army Commander : Lord Gorlim Location : @ 3723 in Hills & Rough Climate is Hot
 Army morale : 1 Warships : 0 Transports : 0 (6) Travel mode : Normal

Troops			Training	Weapon	Armor	# Troops	Troop Type
Wood Elf footsoldiers w/broadswords			33	10	0	1300	Heavy Infantry
Baggage Train	Leather	Bronze	Steel		Mithril		
Weapons	-	0	0		0		
Armor	0	0	0		0		
Food	0	Out of Food !!					
War machines	0						

The Town/Tower of Ashpit flying the flag of the RhunLandChattelCo is here.

A small army bearing the banner of the RhunLandChattelCo under Veteran Coronado is here.

An army bearing the banner of the RhunLandChattelCo under Hero Woodrow is here.

Army Commander : Commander Halbarad Location : @ 3328 in Mountains Climate is Cold
 Army morale : 10 Warships : 0 Transports : 0 (1) Travel mode : Normal

Troops			Training	Weapon	Armor	# Troops	Troop Type
Mixed Elven horseriders w/broadswords			25	10	0	100	Heavy Cavalry
Baggage Train	Leather	Bronze	Steel		Mithril		
Weapons	-	0	0		0		
Armor	0	0	0		0		
Food	0	Out of Food !!					
War machines	0						

 The City/Tower of Androth flying the flag of the Sapphic Enclave is here.

Army Commander : Commander Siane Location : @ 3531 in Hills & Rough Climate is Mild
 Army morale : 1 Warships : 0 Transports : 0 (5) Travel mode : Normal

Troops			Training	Weapon	Armor	# Troops	Troop Type
Wood Elf footsoldiers w/broadswords			25	10	0	1200	Heavy Infantry
Baggage Train	Leather	Bronze	Steel		Mithril		
Weapons	-	0	0		0		
Armor	0	0	0		0		
Food	0	Out of Food !!					
War machines	0						

Army Commander : Lord Valandil Location : @ 4325 in Open Plains Climate is Hot
 Army morale : 41 Warships : 0 Transports : 0 (5) Travel mode : Normal

Troops			Training	Weapon	Armor	# Troops	Troop Type
Mixed Elven horseriders w/broadswords			53	40	40	167	Heavy Cavalry
Wood Elf footsoldiers w/broadswords			37	10	0	722	Heavy Infantry
Baggage Train	Leather	Bronze	Steel		Mithril		
Weapons	-	0	0		0		
Armor	0	0	0		0		
Food	0	Out of Food !!					
War machines	0						

A small army bearing the banner of the RhunLandChattelCo under Lord Jim Bridger is here.

COMPANY COMMANDERS :

Veteran Glóredhel Location : @ 3221 Traveling with her are : Gallan - Nienor - Otrane.

MARKET PRICES

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	32076	18111	4360	1613	248832	11006	1776
Purchase at market price/unit	3	3	6	22	2	4	9
Sell to market price/unit	2	2	4	17	1	3	7

MISCELLANEOUS

Maintenance Costs expected next turn are:			Totals for Nation:	Stores	Production
Armies/Navies :	14490		Leather	7818	1410
Pop Centers :	2500		Bronze	1911	637
Characters :	17860		Steel	714	238
			Mithril	297	35
Total :	34850		Food	6015	2005
			Timber	0	115
Current Tax rate :	60%		Mounts	1491	91
Revenue expected next turn :	27280 (-7570)				
Current Gold reserve :	2982				

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:

Name of artifact	Item #	Latent	Alignment	Known Powers
Cloak of the Heavens	Cloak 136	Yes	None	Increases Agent Rank by 10.

You have hidden the following additional artifacts:

None

NATION MESSAGES

*There are rumors of an armed conflict involving the North Kingdom and the Acadians at 0811.
 Local militia spotted Xanth at Aughaur and thwarted his mission.
 There are rumors of a hostage rescue attempt involving Celgor and Domniue.
 3832 Gold was stolen at Wilóke.
 There are rumors of a theft attempt involving Kalatar at Of Storms.*

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. 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.....
Dervorin	520	InfYour	
Dervorin	810	MovChar	3527
Gallan	520	InfYour	
Gallan	755	JnCmpy	glore
Glóredhel	610	GrdChar	nieno
Glóredhel	820	MovCmpy	3221
Gorlim	850	MovArmy	e ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Gorlim	430	TrpsMan	hi
Halbarad	325	NatSell	ti 100
Halbarad	770	HrArmy	100 hc ^ ^ ^
Haleth	780	TrComm	gorli n
Haleth	810	MovChar	3426
Marach	330	CstCjSp	508 500
Marach	710	PrenMgy	
Nienor	520	InfYour	
Nienor	330	CstCjSp	508 500
Oruthan	605	GrdLoc	
Oruthan	810	MovChar	3221
Otrane	520	InfYour	
Otrane	755	JnCmpy	glore
Siane	408	HvInfan	400 ^ ^
Siane	860	ForcMar	sw se ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Ulbar	520	InfYour	
Ulbar	810	MovChar	3527
Valandil	430	TrpsMan	hi
Valandil	850	MovArmy	sw se sw sw ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no

Dervorin



Ranks : Command 0 Agent 0 Emissary 53 Mage 0
 Health 100 Stealth 0 Challenge 26
 Artifacts : None
 Spells (+0) : None

Dervorin was located in the Mountains at 3228.

She was ordered to influence the population center loyalty. The loyalty was influenced/improved at Cúarthol.

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

She is currently in the Open Plains at 3527. The Camp of Voronwa flying the flag of the Sapphic Enclave is here.

Gallan



Ranks : Command 0 Agent 0 Emissary 58 Mage 0
 Health 100 Stealth 0 Challenge 29
 Artifacts : None
 Spells (+0) : None

Gallan was located in the Hills & Rough at 3829.

She was ordered to influence the population center loyalty. The loyalty was influenced/improved at Ninniach.

She was ordered to join a company. She joined the company commanded by Glóredhel.

She moved with the company to 3221.

She is traveling with Glóredhel in the Mountains at 3221. The Major Town/Tower of Morannon flying the flag of the South Kingdom is here.

Glóredhel



Ranks : Command 10 Agent 44 Emissary 0 Mage 15
 Health 100 Stealth 0 Challenge 39
 Artifacts : None
 Spells (+0) : #302 Long Stride(49)

Glóredhel was located in the Hills & Rough at 3829.

She was ordered to guard a character. Nienor was guarded.

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

She commands a company in the Mountains at 3221. The Major Town/Tower of Morannon flying the flag of the South Kingdom is here.

Gorlim



Ranks : Command 59 Agent 0 Emissary 0 Mage 33
 Health 100 Stealth 0 Challenge 67
 Artifacts : None

Spells (+0) : #4 Major Heal(85) #302 Long Stride(96) #412 Research Artifact(59)

Gorlim was located in the Desert Wastes at 3623.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

She was ordered to put some troops on maneuvers. The maneuvers for the Heavy Infantry were completed.

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

She commands an army in the Hills & Rough at 3723. The Town/Tower of Ashpit flying the flag of the RhunLandChattelCo is here.

Halbarad



Ranks : Command 30 Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 30
 Artifacts : None

Spells (+0) : None

Halbarad was located in the Mountains at 3328.

She was ordered to have the nation sell to the caravans. 1726 Timber were sold for 6904 Gold.

She was ordered to hire an army. An army of 100 Heavy Cavalry with 0 Food was hired.

She commands an army in the Mountains at 3328. The City/Tower of Androth flying the flag of the Sapphic Enclave is here.

Haleth



Ranks : Command 30 Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 30
 Artifacts : None

Spells (+0) : None

Haleth was located in the Desert Wastes at 3623.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

She was ordered to transfer the command. The command was transferred to Gorlim. She left the army.

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

She is currently in the Mountains at 3426. The Town/Tower of Wilóke flying the flag of the Sapphic Enclave is here.

Marach



Ranks : Command 0 Agent 0 Emissary 0 Mage 55
 Health 100 Stealth 0 Challenge 55
 Artifacts : None

Spells (+0) : #102 Barriers(94) #210 Words of Calm(84) #302 Long Stride(100)
 #406 Divine Army(80) #508 Conjure Mounts(74)

Marach was located in the Mountains at 3328.

She was ordered to cast a conjuring spell. Conjure Mounts was cast. There were insufficient Mounts available to conjure. 265 Mounts were conjured.

She was ordered to prentice magery. The prentice magery was successful and her Mage rank has been improved.

She is currently in the Mountains at 3328. The City/Tower of Androth flying the flag of the Sapphic Enclave is here.

Nienor



Ranks : Command 0 Agent 0 Emissary 70 Mage 60
 Health 100 Stealth 0 Challenge 68
 Artifacts : None

Spells (+0) : #412 Research Artifact(94) #413 Scry Population Center(95)
 #415 Scry Area(81) #418 Locate Artifact(95) #428 Locate Artifact True(69)
 #508 Conjure Mounts(83)

Nienor was located in the Hills & Rough at 3829.

She was ordered to cast a conjuring spell. Conjure Mounts was cast. There were insufficient Mounts available to conjure. 300 Mounts were conjured.

She was ordered to influence the population center loyalty. The loyalty was influenced/improved at Ninniach.

She moved with the company to 3221.

She is traveling with Glóredhel in the Mountains at 3221. The Major Town/Tower of Morannon flying the flag of the South Kingdom is here.

Oruthan



Ranks : Command 33 Agent 55 (65) Emissary 0 Mage 42
 Health 100 Stealth 0 Challenge 66
 Artifacts : #136 Cloak of the Heavens
 Spells (+0) : #104 Resistances(86) #412 Research Artifact(99)
 #418 Locate Artifact(55) #508 Conjure Mounts(90)

Oruthan was located in the Mountains at 3328.

She was ordered to guard the location. Androth was guarded.

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

She is currently in the Mountains at 3221. The Major Town/Tower of Morannon flying the flag of the South Kingdom is here.

Otrane



Ranks : Command 0 Agent 0 Emissary 58 Mage 0
 Health 100 Stealth 0 Challenge 29
 Artifacts : None
 Spells (+0) : None

Otrane was located in the Hills & Rough at 3829.

She was ordered to influence the population center loyalty. The loyalty was influenced/improved at Ninniach.

She was ordered to join a company. She joined the company commanded by Glóredhel.

She moved with the company to 3221.

She is traveling with Glóredhel in the Mountains at 3221. The Major Town/Tower of Morannon flying the flag of the South Kingdom is here.

Siane



Ranks : Command 33 Agent 0 Emissary 0 Mage 33
 Health 100 Stealth 0 Challenge 41
 Artifacts : None
 Spells (+0) : #104 Resistances(80) #416 Reveal Production(80)
 #508 Conjure Mounts(64)

Siane was located in the Mountains at 3530.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

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

She was ordered to force march the army. She accepted the forced march orders. Morale was reduced. Movement was stopped because the terrain restricted movement.

She commands an army in the Hills & Rough at 3531.

Ulbar



Ranks : Command 0 Agent 0 Emissary 54 Mage 15
 Health 100 Stealth 0 Challenge 30
 Artifacts : None
 Spells (+0) : #416 Reveal Production(99)

Ulbar was located in the Mountains at 3228.

She was ordered to influence the population center loyalty. The loyalty was influenced/improved at Cúarthol.

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

She is currently in the Open Plains at 3527. The Camp of Voronwa flying the flag of the Sapphic Enclave is here.

Valandil



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

Valandil was located in the Open Plains at 4324.

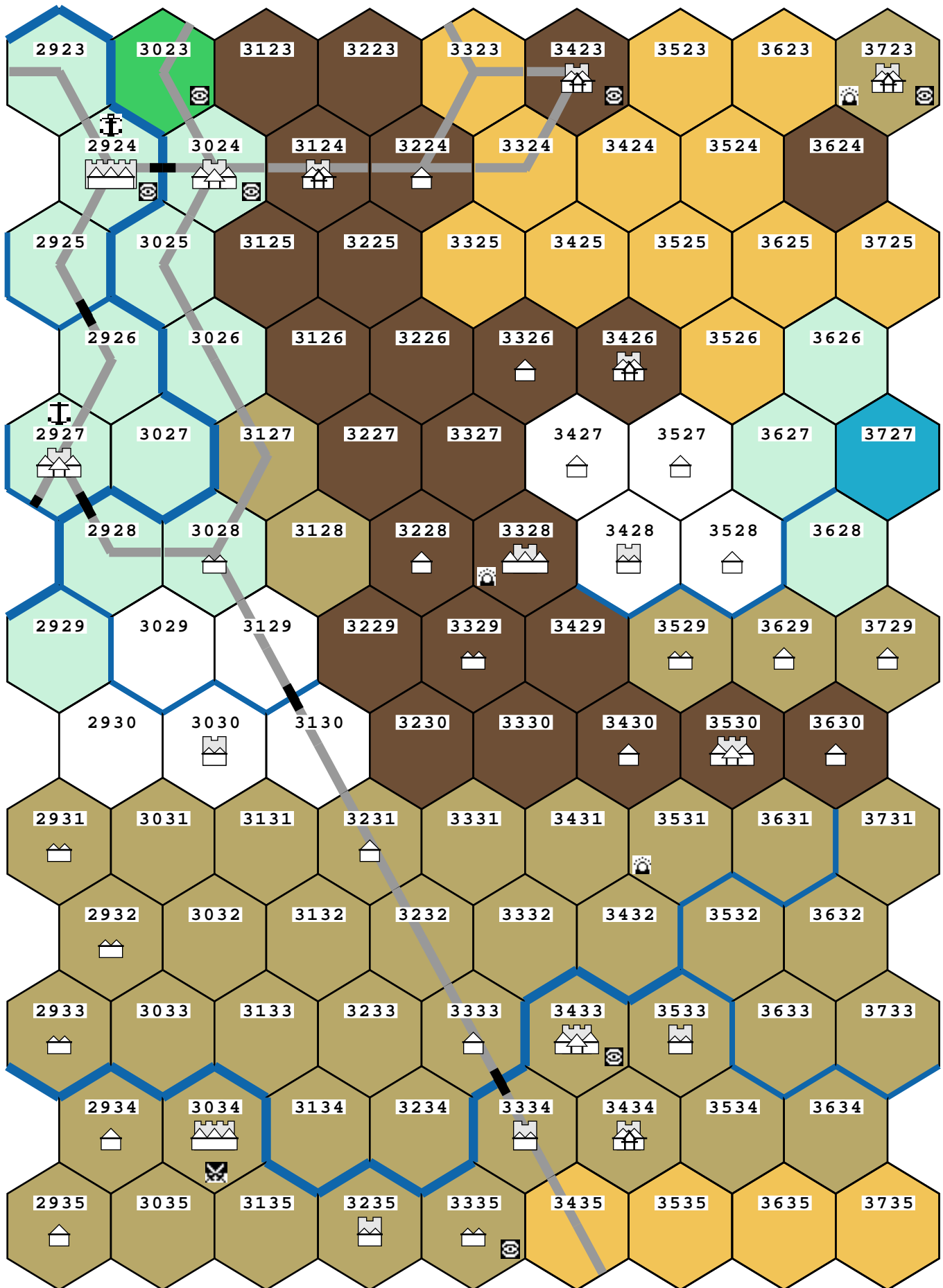
Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

She was ordered to put some troops on maneuvers. The maneuvers for the Heavy Infantry were completed.

She was ordered to move the army. She accepted the army movement orders. Movement was delayed by evasive or non-(friendly/tolerant) forces. Movement was stopped by non-(friendly/tolerant) forces.

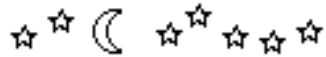
She commands an army in the Open Plains at 4325.



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

Sapphic Enclave

URNSHEET



Game # 141



RICHARD THOMAS 109334
 NONE
 NONE
 NONE

Game # : 141
 Player # : 7
 Turn # : 12
 Security # : 6501

Return this turnsheet before MARCH 10 2013

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

Daytime Phone #: _____

Dervorin (ID: dervo) @ 3527 Emissary

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

Gallan (ID: galla) @ 3221 Emissary

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

Glóredhel (ID: glore) @ 3221 Command Agent Mage

Order -> # _____ Code _____ Type _____ Required _____ Information _____ _____	Order -> # _____ Code _____ Type _____ Required _____ Information _____ _____
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Gorlim (ID: gorli) @ 3723 Command Mage

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

Halbarad (ID: halba) @ 3328 Command

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

Haleth (ID: halet) @ 3426 Command

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

Marach (ID: marac) @ 3328 Mage

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

Nienor (ID: nieno) @ 3221 Emissary Mage

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

Oruthan (ID: oruth) @ 3221 Command Agent Mage

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

Otrane (ID: otran) @ 3221 Emissary

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

Siane (ID: siane) @ 3531 Command Mage

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

Ulbar (ID: ulbar) @ 3527 Emissary Mage

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

Valandil (ID: valan) @ 4325 Command

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