

MEPBM Games
presents

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



GAME # 141



Sundered

Victory points : 525
 Victory Conditions :
 To hold at game end the artifact: Elenrûth #20.
 To hold at game end the artifact: Air-cleaver #35.
 To hold at game end the artifact: Dawnsword #18.
 To hold at game end the artifact: Sting #112.
 To hold at game end the greatest amount of artifacts.

Top 3 Free Peoples :

Alvernus [1550] Once Upon a Time [1200] Sing a Song [1075]

Special Nation Abilities :
 #10 New mages start at rank up to 40.
 #14 All new troop recruits start at training 25.
 #20 New armies start at morale 40.
 #21 Hire new armies at no cost.

Internet G141N10
 PHILIP SWIDERSKI 110670
 NONE
 NONE
 NONE

Game # : 141
 Player # : 10
 Turn # : 25
 Account : \$ 0.00
 Free Turns : 0
 Security Code : 3068
 Special Service : YES

Sundered

(A Free People)

Season : Summer

RELATIONS WITH OTHER NATIONS

# 1 North Kingdom	: Hated	# 2 South Kingdom	: Neutral	# 3 Wise Council	: Tolerated
# 4 Acadians	: Tolerated	# 5 Silent Assembly	: Tolerated	# 6 Thorinar	: Tolerated
# 7 Sapphic Enclave	: Tolerated	# 8 Nameless	: Tolerated	# 9 Ground Pounders	: Tolerated
#11 Lohmai'gwaith	: Friendly	#12 Sheri-Urk	: Hated	#13 Red Witches	: Hated
#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	: Tolerated
#23 Once Upon a Time	: Neutral	#24 Plane	: Neutral	#25 Alvernus	: Neutral

POPULATION CENTERS

Birch Wood Location : @ 2414 in Mixed Forest Climate is Warm

Size : Camp	Fortifications : None	Loyalty : 52	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	460	340	0	0
Current stores	0	0	0	0	9	680	0	-

Forests Edge Location : @ 2418 in Mixed Forest Climate is Warm

Size : Town	Fortifications : Tower	Loyalty : 39	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	162	252	0	0
Current stores	0	0	0	0	171	2419	0	-

Overview Location : @ 2214 in Mountains Climate is Cool

Size : Major Town	Fortifications : None	Loyalty : 39	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	108	32	0	0	0	0	1100
Current stores	2000	611	160	0	9	0	0	-

A small army bearing the banner of the Sundered under Commander Cedar is here.

The Gathering (Capital) Location : @ 2317 in Mixed Forest Climate is Warm

Size : Major Town	Fortifications : Fort	Loyalty : 65	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	120	196	0	0
Current stores	0	0	0	300	125	1352	0	-

A small army bearing the banner of the Sundered under Commander Hackett is here.

Timber Town Location : @ 2413 in Mixed Forest Climate is Warm

Size : Village	Fortifications : None	Loyalty : 11	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	952	96	8	0
Current stores	0	0	0	0	1000	576	48	-

ARMIES AND NAVIES

Army Commander : Commander Cedar Location : @ 2214 in Mountains Climate is Cool

Army morale : 40 Warships : 0 Transports : 0 (2) Travel mode : Normal

Troops		Training	Weapon	Armor	# Troops	Troop Type
Wood Elf footsoldiers w/broadswords		25	10	0	400	Heavy Infantry
Baggage Train	Leather	Bronze	Steel	Mithril		
Weapons	-	0	0	0		
Armor	0	0	0	0		
Food	1	Low Supplies !!				
War machines	0					

Characters traveling with army : - Iron Wood.

The Major Town of Overview flying the flag of the Sundered is here.

Army Commander : Captain Deadwood Location : @ 2218 in Mixed Forest Climate is Warm
 Army morale : 40 Warships : 0 Transports : 0 (2) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Wood Elf footsoldiers w/broadswords 25 10 0 300 Heavy Infantry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0
 Food 1 Low Supplies !!
 War machines 0

The Village/Tower of Cataract Glen flying the flag of the Sheri-Urk is here.

Army Commander : Commander Hackett Location : @ 2317 in Mixed Forest Climate is Warm
 Army morale : 40 Warships : 0 Transports : 0 (3) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Mixed Elven horseriders w/broadswords 25 30 30 400 Heavy Cavalry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0
 Food 1 Low Supplies !!
 War machines 0

Characters traveling with army : - White Oak - Willow.

The Major Town/Fort of The Gathering flying the flag of the Sundered is here.

COMPANY COMMANDERS :

None

MARKET PRICES

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	27467	35010	14911	3356	292234	24179	4131
Purchase at market price/unit	2	2	3	13	2	2	7
Sell to market price/unit	1	1	2	8	1	1	4

MISCELLANEOUS

Maintenance Costs expected next turn are:	Totals for Nation:	Stores	Production
Armies/Navies : 5200	Leather	2000	0
Pop Centers : 1500	Bronze	611	108
Characters : 19780	Steel	160	32
	Mithril	300	0
Total : 26480	Food	1314	1694
	Timber	5027	884
Current Tax rate : 70%	Mounts	48	8
Revenue expected next turn : 16850 (-9630)			
Current Gold reserve : 3158			

Ships have been left anchored at the following locations:

None

You have the following double agents:

Sotida of the Lohmai'gwaith @ 2817

Double agent Sotida reports she was ordered to assassinate a character. Tisha was assassinated.

Double agent Sotida reports she was ordered to move. She accepted the movement orders.

Trallor of the Ground Pounders @ 4233

Double agent Trallor reports he was ordered to react with the encounter.

Double agent Trallor reports he was ordered to move. He accepted the movement orders.

You have the following hostages:

Myrmidones of the North Kingdom is held by Deadwood at 2218 - No Gold ransom demanded at this time.

You possess the following artifacts:

Name of artifact	Item	#	Latent	Alignment	Known Powers
Dagger of Green Wisdom	Dagger	42	No	None	COMBAT - Increases damage by 500 points.
Orcruin	Sword	51	No	Good	COMBAT - Increases damage by 2250 points.
Angbor	Gauntlet	121	Yes	None	Increases Command Rank by 15.
Sil-Maegil	Spear	135	No	Good	COMBAT - Increases damage by 750 points.
Staff of the Wanderer	Staff	155	Yes	Good	Increases Mage Rank by 15.

You have hidden the following additional artifacts:

None

NATION MESSAGES

There are rumors of a personal challenge involving Batroc and Kesha at 2609.

There are rumors of an armed conflict involving the North Kingdom and the Sing a Song at 2510.

There are rumors of the fall of a Strategic Site.

Local militia spotted Jackl at The Gathering and thwarted his mission.

There are rumors of a theft attempt involving Bregolas at Thiach.

There are rumors of a theft attempt involving Samaub at Laimé.

2000 Leather transported from the Sapphic Enclave to Overview.

Our populace reports that a season change is imminent!

ENCOUNTER MESSAGES

None

COMBAT MESSAGES

Battle at 2218

In the Warm climate of the Mixed Forest of 2218, a conflict took place in the early hours of the evening under a omen-filled sky.

At the head of a demoralized army rode **Captain Ulcathur** of the nation of the Sheri-Urk. The mount on which she rode stood cautiously at the rear of the battle lines. Behind her the forming ranks were filled with:

Troops	Weapons	Armor	Formations
985 Mixed Mannish horsemen w/shortswords	wooden	none	a mob
1500 Mixed Mannish footmen w/battle axes	wooden	none	a mob

The Town of Cataract Glen flying the flag of the Sundered is situated in the Mixed Forest here. It is fortified by a Tower, and it is under siege or attack.

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

The battle for Cataract Glen 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.... Ulcathur's army survived the attack on the Town, but suffered minor losses. Ulcathur appeared to have survived. The Town has been reduced to a Village. The Tower has not been affected. The Village has been under siege/attack this turn. The Village now flies the flag of the

Sheri-Urk.

Battle at 2421

In the Warm climate of the Open Plains of 2421, a conflict took place about midday under a omen-filled sky.

At the head of a calm army rode **Regent Iron Wood** of the nation of the Sundered. In his hands was borne the glowing Dagger called Dagger of Green Wisdom. 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
205 Wood Elf footsoldiers w/broadswords	wooden	none	ragged ranks

At the head of a calm army rode **Commander Namonikh** of the nation of the Red Witches. 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
500 Mixed Mannish horsemen w/shortswords	bronze	steel	a mob

Report from Iron Wood.....My commanders moved among the troops before battle, readying them, bolstering their resolve, and issuing last minute orders. These troops didn't need much encouragement and waved and joked with their Commanders, offering bets on who would find the best plunder. Finally the order was given in loud commands.. Keep close ranks. Use standard formation. Like we practiced!

Against the forces of Namonikh, 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. **Iron Wood** burst forth with a blood curdling yell and rushed to meet whatever foes would face his glowing Dagger.

Report from Iron Wood.....Our foot soldiers engaged the other troops in the open and took the battle to them. The troops fought very well, but more training would have raised them to great heights. They fought with great spirit. However, we were overrun in less than a few hours.

After the battle.... Iron Wood's forces were destroyed/routed in the battle. Iron Wood appeared to have survived. Namonikh's forces were victorious in the battle, but suffered minor losses. Namonikh 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. 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.....
Bluster	525	InfOthr	
Bluster	810	MovChar	2114
Cedar	770	HrArmy	400 hi ^ ^ 1
Cedar	315	PrchCar	fo 10
Cierra	525	InfOthr	
Cierra	810	MovChar	2114
Deadwood	770	HrArmy	300 hi ^ ^ 1
Deadwood	850	MovArmy	w w ^ ^ ^ ^ ^ ^ ^ ^ no
Hackett	215	RfsPers	
Hackett	770	HrArmy	400 hc br br 1
Iron Wood	210	IssPers	namon
Iron Wood	870	MovJoin	2214 cedar
Nightbreeze	615	Assass	guarm
Nightbreeze	915	ScoHex	
Padfoot	810	MovChar	2317
Padfoot	930	ScoChar	
Plum Crazy	525	InfOthr	
Plum Crazy	810	MovChar	2114
Shadow Walker	810	MovChar	2320
Shadow Walker	905	ScoArmy	namon y
Turin	215	RfsPers	
Turin	605	GrdLoc	
White Oak	728	NamComm	Cringe m
White Oak	785	JnArmy	hacke
Willow	870	MovJoin	2317 hacke
Willow	900	FindArt	^
Windsong	215	RfsPers	
Windsong	520	InfYour	

Bluster



Ranks : Command 0 Agent 0 Emissary 68 Mage 0
 Health 100 Stealth 0 Challenge 34
 Artifacts : None
 Spells (+0) : None

Bluster was located in the Mountains at 2217.

He was ordered to influence their population center loyalty. The loyalty was influenced/reduced at Fell Peak. Current loyalty is perceived to be normal.

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

He is currently in the Mountains at 2114. The Town of Khiranos flying the flag of the Dark Feast is here.

Cedar



Ranks : Command 37 Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 37
 Artifacts : None
 Spells (+0) : None

Cedar was located in the Mountains at 2214.

He was ordered to purchase from the caravans. 10 Food were bought for 20 Gold.

He was ordered to hire an army. An army of 400 Heavy Infantry with 1 Food was hired.

He commands an army in the Mountains at 2214. The Major Town of Overview flying the flag of the Sundered is here.

Changling



Ranks : Command 33 Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 33
 Artifacts : None
 Spells (+0) : None

Changling was located in an unknown location.

Changling could not escape from being held hostage.

He is currently being held hostage. Location unknown. No Gold ransom demanded at this time.

Cierra



Ranks : Command 0 Agent 0 Emissary 79 Mage 0
 Health 100 Stealth 0 Challenge 39
 Artifacts : None
 Spells (+0) : None

Cierra was located in the Mixed Forest at 2414.

She was ordered to influence their population center loyalty. The loyalty was influenced/reduced at Birch Wood. Birch Wood is now under our control.

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

She is currently in the Mountains at 2114. The Town of Khiranos flying the flag of the Dark Feast is here.

Cringe



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

He is currently in the Mixed Forest at 2317. The Major Town/Fort of The Gathering flying the flag of the Sundered is here.

Deadwood



Ranks : Command 48 Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 63
 Artifacts : #135 Sil-Maegil/
 Spells (+0) : None

Deadwood was located in the Mixed Forest at 2418.

He was ordered to hire an army. An army of 300 Heavy Infantry with 1 Food was hired.

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

He commands an army in the Mixed Forest at 2218. The Village/Tower of Cataract Glen flying the flag of the Sheri-Urk is here.

Fletcher



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

Fletcher was located in an unknown location.

Fletcher could not escape from being held hostage.

He is currently being held hostage. Location unknown. No Gold ransom demanded at this time.

Hackett



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

Hackett was located in the Mixed Forest at 2317.

He was ordered to refuse all personal challenges.

He was ordered to hire an army. An army of 400 Heavy Cavalry with 1 Food was hired.

He commands an army in the Mixed Forest at 2317. The Major Town/Fort of The Gathering flying the flag of the Sundered is here.

Iron Wood



Ranks : Command 65 (80) Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 90
 Artifacts : #42 Dagger of Green Wisdom #121 Angbor
 Spells (+0) : None

Iron Wood was located in the Open Plains at 2421.

He was ordered to challenge Namonikh to personal combat.

He challenged Namonikh to personal combat, but was refused. He gained personal honor.

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

He is traveling with Cedar in the Mountains at 2214. The Major Town of Overview flying the flag of the Sundered is here.

Nightbreeze



Ranks : Command 0 Agent 76 Emissary 0 Mage 0
 Health 21 Stealth 0 Challenge 57
 Artifacts : None
 Spells (+0) : None

Nightbreeze was located in the Open Plains at 2319.

She was ordered to assassinate a character. She was not able to assassinate the character because of tight security. She was injured by Guarmath while performing her assassination mission.

She was ordered to scout the hex. A scout of the hex was attempted. Terrain is Open Plains. Climate is Warm. No population center currently exists. The hex has production of - Leather: 240 Food: 1100 Mounts: 10 . Foreign forces present: None.

She is currently in the Open Plains at 2319.

Padfoot



Ranks : Command 0 Agent 59 Emissary 0 Mage 0
 Health 100 Stealth 21 Challenge 44
 Artifacts : None
 Spells (+0) : None

Padfoot was located in the Hills & Rough at 2224.

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

She was ordered to scout for any characters. A scout for characters was attempted. Found: An unknown Dark Servant Male. An unknown Dark Servant Male. One or more reports may be incorrect. Nothing else was reported at this time.

She is currently in the Mixed Forest at 2317. The Major Town/Fort of The Gathering flying the flag of the Sundered is here.

Plum Crazy



Ranks : Command 0 Agent 0 Emissary 78 Mage 0
 Health 100 Stealth 0 Challenge 39
 Artifacts : None
 Spells (+0) : None

Plum Crazy was located in the Mixed Forest at 2414.

He was ordered to influence their population center loyalty. He was not able to influence/reduce the population center loyalty because the populace was not influenced. Current loyalty is perceived to be marginal. Continued efforts may succeed.

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

He is currently in the Mountains at 2114. The Town of Khiranos flying the flag of the Dark Feast is here.

Shadow Walker



Ranks : Command 0 Agent 66 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 49
 Artifacts : None
 Spells (+0) : None

Shadow Walker was located in the Mixed Forest at 2317.

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

He was ordered to scout an army. A scout of the army was attempted. Commander Namonikh of the Red Witches is located in the Open Plains at 2421 Travel mode is Normal. Morale is 50. Troops: Heavy Cavalry: 420 . Scouted army movement to new location at 2421.

He is currently in the Open Plains at 2421. The un-owned Ruins of Quanikhos is here.

Turin



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

Turin was located in the Mixed Forest at 2413.

He was ordered to refuse all personal challenges.

He was ordered to guard the location. Timber Town was guarded.

He is currently in the Mixed Forest at 2413. The Village of Timber Town flying the flag of the Sundered is here.

White Oak



Ranks : Command 30 Agent 52 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 46
 Artifacts : None
 Spells (+0) : None

White Oak was located in the Mixed Forest at 2317.

He was ordered to name a new commander. A new commander named Cringe was available.

He was ordered to join an army. He joined the army commanded by Hackett.

He is traveling with Hackett in the Mixed Forest at 2317. The Major Town/Fort of The Gathering flying the flag of the Sundered is here.

Willow



Ranks : Command 0 Agent 0 Emissary 0 Mage 63 (78)
 Health 73† Stealth 0 Challenge 123
 Artifacts : #51 Orcruin✓ #155 Staff of the Wanderer
 Spells(+15) : #308 Capital Return(96) #402 Perceive Allegiance(100)
 #412 Research Artifact(90) #416 Reveal Production(84) #418 Locate Artifact(91)
 #420 Reveal Character(89) #422 Perceive Power(90) #428 Locate Artifact True(78)
 #430 Reveal Character True(79)

Willow was located in the Open Plains at 2319.

She was ordered to move and join the army. She accepted the movement orders. She joined the army commanded by Hackett.

She was ordered to find an artifact. An artifact search was attempted. No artifact was found at 2317.

She is traveling with Hackett in the Mixed Forest at 2317. The Major Town/Fort of The Gathering flying the flag of the Sundered is here.

Windsong



Ranks : Command 0 Agent 0 Emissary 73 Mage 30
 Health 100 Stealth 0 Challenge 43
 Artifacts : None

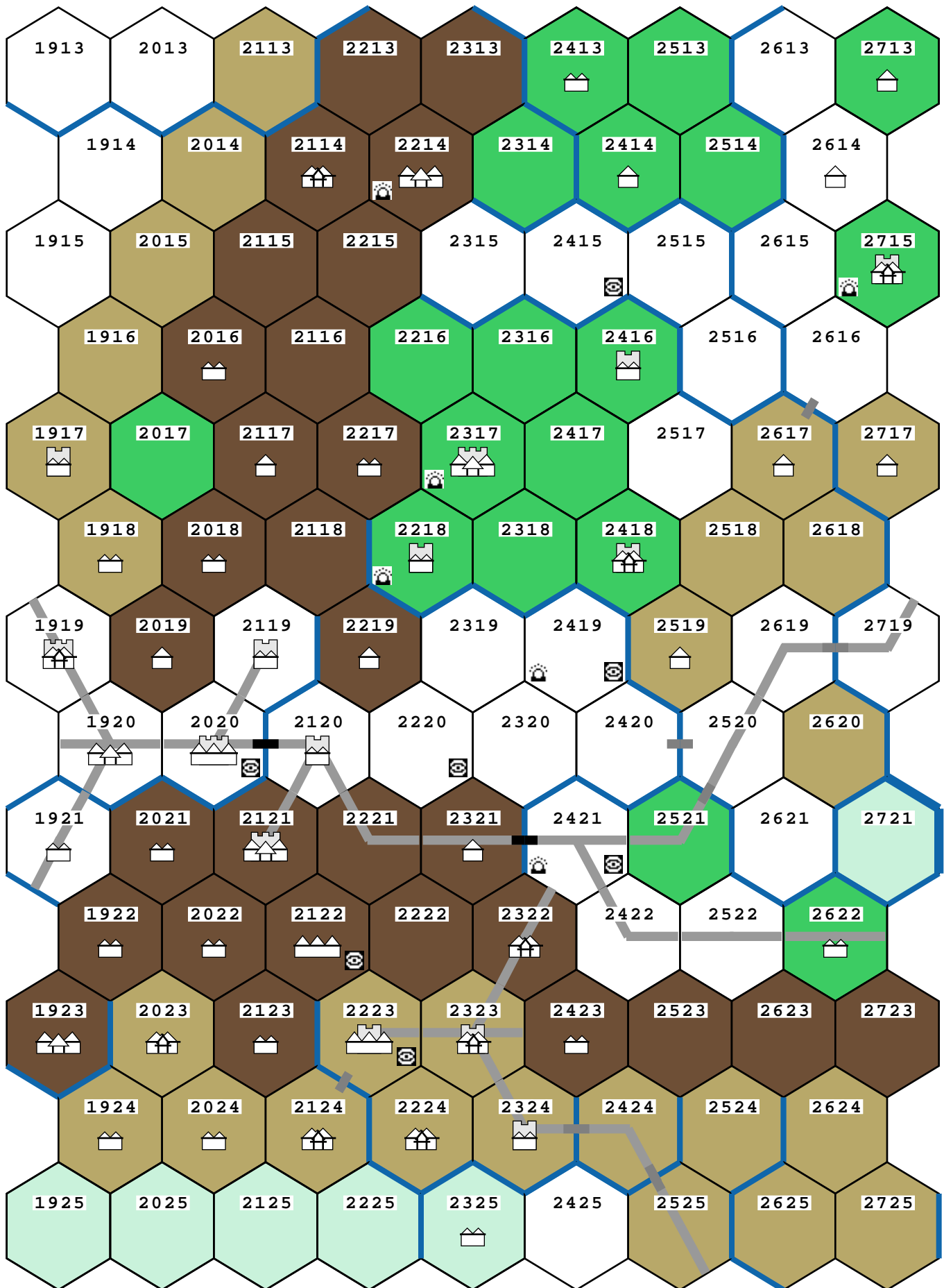
Spells (+0) : #4 Major Heal(73) #6 Greater Heal(84) #308 Capital Return(73)

Windsong was located in the Mixed Forest at 2317.

She was ordered to refuse all personal challenges.

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

She is currently in the Mixed Forest at 2317. The Major Town/Fort of The Gathering flying the flag of the Sundered is here.



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

Cringe (ID: cring) @ 2317 Command

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

Deadwood (ID: deadw) @ 2218 Command

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

Hackett (ID: hacke) @ 2317 Command

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

Iron Wood (ID: iron) @ 2214 Command

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

Nightbreeze (ID: night) @ 2319 Agent

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

Padfoot (ID: padfo) @ 2317 Agent

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

Plum Crazy (ID: plum) @ 2114 Emissary

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

Shadow Walker (ID: shado) @ 2421 Agent

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

Turin (ID: turin) @ 2413 Agent

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

White Oak (ID: white) @ 2317 Command Agent

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

Willow (ID: willo) @ 2317 Mage

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

Windsong (ID: winds) @ 2317 Emissary Mage

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