

**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 [ 1400 ]   Sing a Song [ 1334 ]   Once Upon a Time [ 1067 ]**

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 #	:	15
Account	:	\$ 0.00
Free Turns	:	0
Security Code	:	5050
Special Service	:	YES

# Sundered

(A Free People)

Season : Spring

## RELATIONS WITH OTHER NATIONS

# 1 North Kingdom	: Disliked	# 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	: Neutral
#23 Once Upon a Time	: Neutral	#24 Plane	: Neutral	#25 Alvernus	: Neutral

## POPULATION CENTERS

**Cataract Glen** Location : @ 2218 in Mixed Forest Climate is Mild

Size : Town	Fortifications : Tower	Loyalty : 37	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	459	119	11	0
Current stores	238	0	0	0	923	238	52	-

**Crossing** Location : @ 2617 in Hills & Rough Climate is Mild

Size : Village	Fortifications : None	Loyalty : 11	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	101	0	56	0	0	0	0	1500
Current stores	303	0	270	0	0	0	0	-

**Forests Edge** Location : @ 2418 in Mixed Forest Climate is Mild

Size : Major Town	Fortifications : Tower	Loyalty : 35	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	97	151	0	0
Current stores	0	0	0	0	194	302	0	-

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

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

**Riverside** Location : @ 2416 in Mixed Forest Climate is Mild

Size : Town	Fortifications : Tower	Loyalty : 32	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	151	248	0	0
Current stores	0	0	0	0	303	496	0	-

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

Size : Major Town	Fortifications : Fort	Loyalty : 72	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	108	176	0	0
Current stores	0	0	44	0	216	352	740	-

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

Size : Village	Fortifications : None	Loyalty : 24	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	1917	192	62	-

**ARMIES AND NAVIES**

**Army Commander : Commander Changling** Location : @ 2314 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  
 Characters traveling with army : - Willow.  
**The Camp of First Fork flying the flag of the Sheri-Urk is here.**

**Army Commander : Captain Deadwood** Location : @ 2220 in Open Plains Climate is Mild  
 Army morale : 27 Warships : 0 Transports : 0 (6) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Mixed Elven horseriders w/broadswords 26 10 0 207 Heavy Cavalry  
 Wood Elf footsoldiers w/broadswords 28 10 0 991 Heavy Infantry  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0  
 Armor 0 0  
 Food 0 Out of Food !!  
 War machines 0  
**The un-owned Ruins of Urukhamo is here.**  
 An army bearing the banner of the Sundered under Lord Iron Wood is here.  
**An army bearing the banner of the North Kingdom under Captain Myrmidones is here.**

**Army Commander : Commander Grazer** Location : @ 2418 in Mixed Forest Climate is Mild  
 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  
 Armor 0 0  
 Food 1 Low Supplies !!  
 War machines 0  
 Characters traveling with army : - Huorns and Ents.  
 The Major Town/Tower of Forests Edge flying the flag of the Sundered is here.

**Army Commander : Lord Iron Wood** Location : @ 2220 in Open Plains Climate is Mild  
 Army morale : 42 Warships : 0 Transports : 0 (6) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Mixed Elven horseriders w/broadswords 25 10 60 400 Heavy Cavalry  
 Wood Elf footsoldiers w/broadswords 25 10 0 800 Heavy Infantry  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0  
 Armor 0 0  
 Food 1 Low Supplies !!  
 War machines 0  
 Characters traveling with army : - Treebeard Ents.  
**The un-owned Ruins of Urukhamo is here.**  
 An army bearing the banner of the Sundered under Captain Deadwood is here.  
**An army bearing the banner of the North Kingdom under Captain Myrmidones is here.**

**COMPANY COMMANDERS :**

None

**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 :	13606		Leather	541	101
Pop Centers :	2500		Bronze	0	0
Characters :	17460		Steel	314	56
			Mithril	0	0
Total :	33566		Food	3553	1767
			Timber	1580	790
Current Tax rate :	70%		Mounts	854	19
Revenue expected next turn :	22500 (-11066)				
Current Gold reserve :	1792				

**Ships have been left anchored at the following locations:**

None

**You have the following double agents:**

**Sotida of the Lohmai'gwaith @ 2414**

Double agent Sotida reports she was ordered to guard a character. Segucu was guarded.

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

**You have the following hostages:**

None

**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.
E Mere Vardo	Tome	45	Yes	Good	Increases Mage Rank by 15.
Moon-axe	Axe	65	No	None	COMBAT - Increases damage by 750 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 the fall of a Strategic Site.*

*There are rumors of a kidnap attempt involving Padrey and Shatterstar.*

*Local militia spotted Zogre at Riverside and thwarted his mission.*

*There are rumors of an encounter involving Tor Mitari at 0810.*

## ENCOUNTER MESSAGES

### Encounter for Commander Grazer at 2418

The forest has become very dense during the past few days. Scouts and night guards have reported hearing muttered words when no one was apparently there. Several guards have detected movement but then found no person or animal in that area. Early one morning, the reason became clear. Standing there in our path was a large group of Huorns and Ents. Their aged bark wrinkled as they gazed steadfastly at us and their strong limbs seemed to move from side to side as if waiting for some type of signal. As the first of our troops approached them, they were offered gifts of nuts, berries, and draught. Soon their deep voices resonated amongst themselves and amongst our troops. "We have felt the onslaught of the enemy, and we have decided to play a small part. We will travel with you for a time and see for ourselves whether we should become involved." I am glad to have these Ents and Huorns with us, and the troops feel much cheered in their presence.

## COMBAT MESSAGES

### Battle at 2414

In the Warm climate of the Mixed Forest of 2414, 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 Oslkjmog** 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
326 Mixed Mannish footmen w/battle axes	wooden	none	a mob

At the head of a calm army rode **Commander Dagnirgul** of the nation of the Lohmai'gwaith. 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
174 Wood Elf footsoldiers w/broadswords	wooden	none	ragged ranks

The Village of Birch Wood flying the flag of the Sundered is situated in the Mixed Forest here.

After the battle had joined in earnest, heroes made their presence known all over the battlefield. After the battle.... Oslkjmog's forces were victorious in the battle, but suffered some losses. Oslkjmog appeared to have survived. Dagnirgul's forces were destroyed/routed in the battle. Dagnirgul was captured.

The battle for Birch Wood was vicious and quick. Although the defending militia fought hard to stem the assault, they were outnumbered and eventually fell before the onslaught!

After the attack on the population center.... Oslkjmog's army survived the attack on the Village, but suffered some losses. Oslkjmog appeared to have survived. The Village has been reduced to a Camp. The Camp has been under siege/attack this turn. The Camp now flies the flag of the Sheri-Urk.

## 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.....
Bluster	215	RfsPers	
Bluster	505	Bribe	frequ 6000
Changling	770	HrArmy	300 hi ^ ^ 1
Changling	850	MovArmy	nw nw ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Cierra	215	RfsPers	
Cierra	810	MovChar	1920
Deadwood	408	HvInfan	300 ^ ^
Deadwood	850	MovArmy	se sw ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Fellstaff	810	MovChar	2416
Fellstaff	925	Recon	
Grazer	215	RfsPers	
Grazer	770	HrArmy	400 hi ^ ^ 1
Iron Wood	400	HvCvlry	400 ^ st
Iron Wood	860	ForcMar	se sw sw ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Lindon	325	NatSell	mi 100
Lindon	728	NamComm	Fletcher m
Nightbreeze	215	RfsPers	
Nightbreeze	610	GrdChar	madon
Plum Crazy	500	Double	lady
Plum Crazy	810	MovChar	1920
Shadow Walker	315	PrchCar	st 400
Shadow Walker	731	NamAgen	Padfoot f
White Oak	315	PrchCar	le 800
White Oak	780	TrComm	iron n
Willow	360	TrArt	iron 42 ^ ^ ^ ^ ^
Willow	870	MovJoin	2314 chang
Windsong	500	Double	nick
Windsong	810	MovChar	1920

Bluster



Ranks : Command 0 Agent 0 Emissary 60 Mage 0  
 Health 100 Stealth 0 Challenge 30  
 Artifacts : None  
 Spells (+0) : None

Bluster was located in the Hills & Rough at 3433.

He was ordered to refuse all personal challenges.

He was ordered to bribe/recruit a character. He was not able to recruit the character because he was not able to persuade or meet the demands. Continued efforts (or more Gold) may succeed.

*He is currently in the Hills & Rough at 3433. The Major Town/Fort of Uplink flying the flag of the Sapphic Enclave is here.*

Changling



Ranks : Command 30 Agent 0 Emissary 0 Mage 0  
 Health 58 Stealth 0 Challenge 30  
 Artifacts : None  
 Spells (+0) : None

Changling was located in the Mixed Forest at 2416.

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 2314. The Camp of First Fork flying the flag of the Sheri-Urk is here.*

Cierra



Ranks : Command 0 Agent 0 Emissary 70 Mage 0  
 Health 100 Stealth 0 Challenge 35  
 Artifacts : None  
 Spells (+0) : None

Cierra was located in the Mountains at 2214.

She was ordered to refuse all personal challenges.

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

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

Deadwood



Ranks : Command 46 Agent 0 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 61  
 Artifacts : #135 Sil-Maegil/  
 Spells (+0) : None

Deadwood was located in the Mixed Forest at 2218.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

He was ordered to recruit some heavy infantry. 300 Heavy Infantry w/Wood weapons and No armor were recruited.

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

*He commands an army in the Open Plains at 2220. The un-owned Ruins of Urukhamo is here.*

Fellstaff



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

Fellstaff was located in the Mixed Forest at 2218.

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

He was ordered to recon the area. A recon of the area was attempted. Foreign armies identified: None. See report below.

*He is currently in the Mixed Forest at 2416. The Town/Tower of Riverside flying the flag of the Sundered is here.*

Fletcher



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.*



Grazer



Ranks : Command 30 Agent 0 Emissary 0 Mage 0  
 Health 100 Stealth 21 Challenge 30  
 Artifacts : None  
 Spells (+0) : None

Grazer was located in the Mixed Forest at 2418.

He was ordered to refuse all personal challenges.

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

He had a special encounter. See Encounter Messages.

***He commands an army in the Mixed Forest at 2418. The Major Town/Tower of Forests Edge flying the flag of the Sundered is here.***

Iron Wood



Ranks : Command 53 (68) Agent 0 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 78  
 Artifacts : #42 Dagger of Green Wisdom\ #121 Angbor  
 Spells (+0) : None

Iron Wood was located in the Mixed Forest at 2317.

He was ordered to recruit some heavy cavalry. 400 Heavy Cavalry w/Wood weapons and Steel armor were recruited.

He was ordered to force march the army. He accepted the forced march orders. Morale was reduced.

***He commands an army in the Open Plains at 2220. The un-owned Ruins of Urukhamo is here.***

Lindon



Ranks : Command 42 Agent 0 Emissary 0 Mage 40  
 Health 100 Stealth 0 Challenge 52  
 Artifacts : None

Spells (+0) : #104 Resistances(77) #108 Blessings(68) #414 Scry Hex(95)  
 #415 Scry Area(90)

Lindon was located in the Mixed Forest at 2317.

He was ordered to have the nation sell to the caravans. 220 Mithril were sold for 14300 Gold.

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

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

Nightbreeze



Ranks : Command 0 Agent 61 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 45  
 Artifacts : None  
 Spells (+0) : None

Nightbreeze was located in the Open Plains at 2220.  
 She was ordered to refuse all personal challenges.  
 She was ordered to guard a character. Madonna was guarded.  
*She is currently in the Open Plains at 2220. The un-owned Ruins of Urukhamo is here.*

Padfoot



Ranks : Command 0 Agent 30 Emissary 0 Mage 0  
 Health 100 Stealth 21 Challenge 22  
 Artifacts : None  
 Spells (+0) : None

Padfoot has a special ability. She has a bonus to her Stealth rank.  
*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 68 Mage 0  
 Health 100 Stealth 0 Challenge 34  
 Artifacts : None  
 Spells (+0) : None

Plum Crazy was located in the Mountains at 2214.  
 He was ordered to recruit a double agent. He was not able to recruit the double agent because he was not able to influence the character. Continued efforts may succeed.  
 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.*

Shadow Walker



Ranks : Command 0 Agent 52 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 39  
 Artifacts : None  
 Spells (+0) : None

Shadow Walker was located in the Mixed Forest at 2317.

He was ordered to purchase from the caravans. 400 Steel were bought for 1200 Gold.

He was ordered to name a new agent. A new agent named Padfoot was available.

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

White Oak



Ranks : Command 30 Agent 42 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 38  
 Artifacts : None  
 Spells (+0) : None

White Oak was located in the Mixed Forest at 2317.

He was ordered to purchase from the caravans. 800 Leather were bought for 2400 Gold.

He was ordered to transfer the command. The command was transferred to Iron Wood. He left the army.

*He is currently 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 60 (90)  
 Health 100+ Stealth 0 Challenge 105  
 Artifacts : #45 E Mere Vardo #65 Moon-axe\ #155 Staff of the Wanderer  
 Spells(+30) : #308 Capital Return(96) #402 Perceive Allegiance(100)  
 #412 Research Artifact(90) #418 Locate Artifact(91) #422 Perceive Power(90)  
 #428 Locate Artifact True(76)

Willow was located in the Mixed Forest at 2317.

She was ordered to transfer some artifacts to a character. Dagger of Green Wisdom #42 was transferred.

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

*She is traveling with Changling in the Mixed Forest at 2314. The Camp of First Fork flying the flag of the Sheri-Urk is here.*

Windsong



Ranks : Command 0 Agent 0 Emissary 65 Mage 30

Health 100 Stealth 0 Challenge 39

Artifacts : None

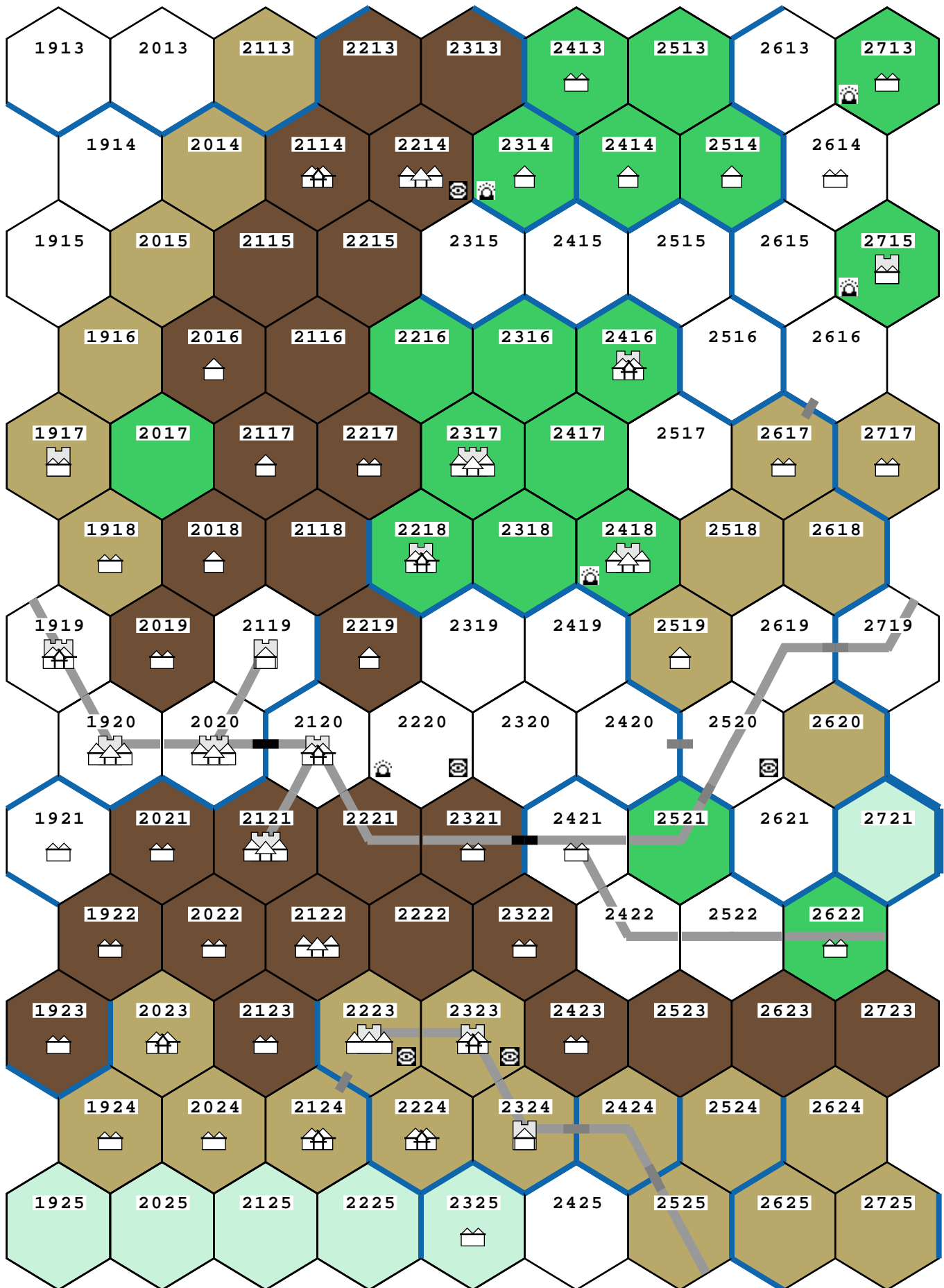
Spells (+0) : #4 Major Heal(73) #6 Greater Heal(82) #308 Capital Return(73)

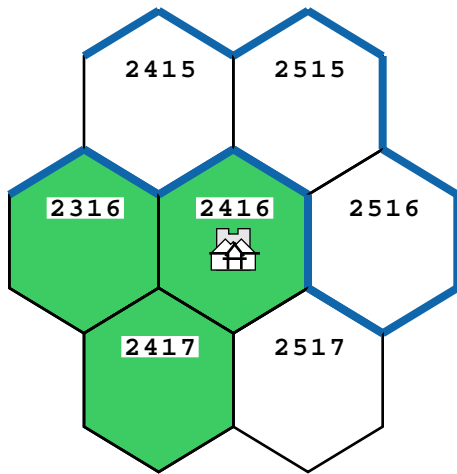
Windsong was located in the Mountains at 2214.

She was ordered to recruit a double agent. She was not able to recruit the double agent because she was not able to influence the character. Continued efforts may succeed.

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

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





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

**Deadwood (ID: deadw) @ 2220 Command**

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

**Fellstaff (ID: fells) @ 2416 Command**

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

**Fletcher (ID: fletc) @ 2317 Command**

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

**Grazer (ID: graze) @ 2418 Command**

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

**Iron Wood (ID: iron ) @ 2220 Command**

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

**Lindon (ID: lindo) @ 2317 Command Mage**

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



**Nightbreeze (ID: night) @ 2220 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 ) @ 1920 Emissary**

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

**Shadow Walker (ID: shado) @ 2317 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: willow) @ 2314 Mage**

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

## Windsong

(ID: winds) @ 1920 Emissary Mage

## Emissary Mage

Order      ->    #       Code            Type       

Order      ->    #        Code            Type       

Required

## Information

Required

## Information