

MEPBM Games
presents

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



GAME # 141



Sundered

Victory points : 667
 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 [1200] Once Upon a Time [1167] Sing a Song [1100]

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 #	:	23
Account	:	\$ 0.00
Free Turns	:	0
Security Code	:	3326
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

Cataract Glen Location : @ 2218 in Mixed Forest Climate is Warm

Size : Town	Fortifications : Tower	Loyalty : 20	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	510	132	12	0
Current stores	0	0	0	0	574	528	48	-

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

Size : Town	Fortifications : Tower	Loyalty : 45	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	810	1915	0	-

Overview Location : @ 2214 in Mountains Climate is Cool

Size : Major Town	Fortifications : None	Loyalty : 45	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	0	395	96	0	0	0	0	-

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

Size : Major Town	Fortifications : Fort	Loyalty : 50	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	800	800	0	300	479	960	400	-

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

Size : Village	Fortifications : None	Loyalty : 15	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	3808	384	32	-

ARMIES AND NAVIES

Army Commander : Commander Fletcher Location : @ 2319 in Open Plains Climate is Warm

Army morale : 41 Warships : 0 Transports : 0 (5) Travel mode : Normal

Troops	Training	Weapon	Armor	# Troops	Troop Type
Wood Elf footsoldiers w/broadswords	26	16	12	1016	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				

Characters traveling with army : - Huorns and Ents - Willow.

A large army bearing the banner of the Great Trollusk under Regent Grogthog is here.

An army bearing the banner of the Lohmai'gwaith under Captain Otto is here.

A large army bearing the banner of the Sheri-Urk under Veteran Yazhgar is here.

Army Commander : Regent Iron Wood Location : @ 2421 in Open Plains Climate is Warm
 Army morale : 32 Warships : 0 Transports : 0 (5) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Wood Elf footsoldiers w/broadswords 31 10 0 1100 Heavy Infantry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0 0
 Armor 0 0 0
 Food 0 Out of Food !!
 War machines 0

The Village of Quanikhos flying the flag of the Red Witches is here.

A small army bearing the banner of the Red Witches under Commander Gauvinos is here.

COMPANY COMMANDERS :

Commander White Oak Location : @ 2317 Traveling with him are : Padfoot.

MARKET PRICES

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	19045	24762	6991	203	310126	33170	5071
Purchase at market price/unit	2	2	5	69	2	2	6
Sell to market price/unit	1	1	3	36	1	1	3

MISCELLANEOUS

Maintenance Costs expected next turn are:	Totals for Nation:	Stores	Production
Armies/Navies : 8464	Leather	800	0
Pop Centers : 2000	Bronze	1195	108
Characters : 18120	Steel	96	32
	Mithril	300	0
Total : 28584	Food	5671	1744
	Timber	3787	676
Current Tax rate : 70%	Mounts	480	20
Revenue expected next turn : 20350 (-8234)			
Current Gold reserve : 19022			

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 move. She accepted the movement orders.

Double agent Sotida reports she was ordered to scout for any characters. A scout for characters was attempted. Found: No foreign characters found.

Trallor of the Ground Pounders @ 4129

Double agent Trallor reports he was ordered to steal an artifact. Collohwesta #4 was stolen.

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

Double agent Trallor reports he has encountered the entrance to a dark hidden cave which can be investigated.

You have the following hostages:

Myrmidones of the North Kingdom is held by Deadwood at 2421 - 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 Gatto and Filiter at 2510.**There are rumors of an encounter involving Shackleton at 4424.**There are rumors of an assassination attempt involving Qeset and Tarikmagân.**There are rumors of a theft attempt involving Trallor at 3031.**There are rumors of a theft attempt involving Pon Opar at Ashpit.**There are rumors of a theft attempt involving Angelimar at Campo.***ENCOUNTER MESSAGES**

None

COMBAT MESSAGES**Battle at 2416**

In the Warm climate of the Mixed Forest of 2416, a conflict took place in the early hours of the evening in high winds.

At the head of a rebellious army rode **Commander Cedar** of the nation of the Sundered. The mount on which he rode moved with trepidation to the center of the battle lines. Behind him the forming ranks were filled with:

Troops	Weapons	Armor	Formations
400 Wood Elf footsoldiers w/broadswords	wooden	none	ragged ranks

The Village of Riverside flying the flag of the Red Witches is situated in the Mixed Forest here. It is fortified by a Tower, and it is under siege or attack.

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

The battle for Riverside began as a relatively even battle. The attackers gave vent to their anger as the defending militia fought them off time and time again.

After the attack on the population center.... Cedar's army survived the attack on the Village, but suffered huge losses. Cedar appeared to have survived. The Village has not been damaged. The Tower has not been affected. The Village has been under siege/attack this turn. The Village now flies the flag of the Red Witches.

Battle at 2421

In the Warm climate of the Open Plains of 2421, a conflict took place in the early morning hours during a driving storm.

At the head of a calm army rode **Lord Ivanosh** 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	steel	steel	a mob

At the head of a rebellious army rode **Captain Deadwood** of the nation of the Sundered. In his hands was borne the glowing Spear called Sil-Maegil. The mount on which he rode moved with trepidation to the center of the battle lines. Behind him the forming ranks were filled with:

Troops	Weapons	Armor	Formations
600 Wood Elf footsoldiers w/broadswords	wooden	none	a mob

The Village of Quantikhos flying the flag of the Red Witches is situated in the Open Plains here.

Report from Deadwood.....My commanders moved among the troops before battle, readying them, bolstering their resolve, and issuing last minute orders. Some of the troops needed this encouragement but others were checking the readiness of their weapons. Finally the order was shouted across the battlefield.. Charge!! Charge!!

Against the forces of Ivanosh, they met our charge with one of their own.

After the battle had joined in earnest, heroes made their presence known all over the battlefield. **Deadwood** fought side by side with the troops and diverted many a blade during the pitched battle with his glowing Spear. **Skinbark Ents** walked majestically through the fearful ranks of their enemies, bringing death and fear to those that attempted to thwart their progress!

Report from Deadwood.....Our foot soldiers engaged the other troops in the open and took the battle to them. The troops fought well, but they could have been better trained. They fought as if uninspired. However, we were overrun in less than a few hours.

After the battle.... Ivanosh's forces were destroyed/routed in the battle. Ivanosh appeared to have survived. Deadwood's forces were destroyed/routed in the battle. Deadwood appeared to have survived.

Battle at 2834

In the Hot climate of the Hills & Rough of 2834, a conflict took place in the early morning hours in high winds.

At the head of a loud and exuberant army rode **General Tarikmagân** of the nation of the Benîm an Pharazôn. In his hands was borne the glowing Whip called Cuiviegurth. The mount on which he rode pranced mightily at the head of the battle lines. Behind him the forming ranks were filled with:

Troops	Weapons	Armor	Formations
2558 Mixed Mannish horsemen w/shortswords	steel	steel	a mob

The Major Town of Herenya flying the flag of the Sundered is situated in the Hills & Rough here.

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

The attacking war machines let loose with a barrage of aerial missiles but inflicted no damage before the actual ground assault! The battle for Herenya 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.... Tarikmagân's army survived the attack on the Major Town, but suffered minor losses. Tarikmagân appeared to have survived. The Major Town has been reduced to a Town. The Town has been under siege/attack this turn. The Town now flies the flag of the Benîm an Pharazôn.

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	500	Double	trall
Bluster	810	MovChar	2421
Cedar	255	CptrPop	fl
Cedar	850	MovArmy	se sw ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Cierra	525	InfOthr	
Cierra	810	MovChar	2317
Deadwood	215	RfsPers	
Deadwood	250	DstPop	ch
Fletcher	408	HvInfan	238 ^ le
Fletcher	850	MovArmy	se ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Iron Wood	850	MovArmy	sw ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Iron Wood	430	TrpsMan	hi
Nightbreeze	215	RfsPers	
Nightbreeze	615	Assass	oslkj
Padfoot	215	RfsPers	
Padfoot	690	StlGold	
Plum Crazy	525	InfOthr	
Plum Crazy	810	MovChar	2317
Shadow Walker	215	RfsPers	
Shadow Walker	610	GrdChar	willo
Turin	215	RfsPers	
Turin	810	MovChar	2413
White Oak	690	StlGold	
White Oak	820	MovCmpy	2317
Willow	210	IssPers	kank
Willow	870	MovJoin	2319 fletc
Windsong	525	InfOthr	
Windsong	810	MovChar	2317

Bluster



Ranks : Command 0 Agent 0 Emissary 67 Mage 0
 Health 100 Stealth 0 Challenge 33
 Artifacts : None
 Spells (+0) : None

Bluster was located in the Hills & Rough at 3031.

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

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

He is currently in the Open Plains at 2421. The Village of Quanikhos flying the flag of the Red Witches 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 Mixed Forest at 2416.

He was ordered to capture the Village of Riverside. See Combat Messages.

The army commanded by Cedar has been disbanded because of minimum size requirements.

He was ordered to move the army. He was not able to move the army because he does not command an army.

He is currently in the Mixed Forest at 2416. The Village/Tower of Riverside flying the flag of the Red Witches 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 75 Mage 0
 Health 100 Stealth 0 Challenge 37
 Artifacts : None
 Spells (+0) : None

Cierra was located in the Mountains at 2217.

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

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

She 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 Open Plains at 2421.

He was ordered to refuse all personal challenges.

He was ordered to destroy the Village of Quanikhos. See Combat Messages.

Skinbark Ents has left the army.

He is currently in the Open Plains at 2421. The Village of Quanikhos flying the flag of the Red Witches is here.

Fletcher



Ranks : Command 32 Agent 0 Emissary 0 Mage 0
 Health 91 Stealth 0 Challenge 32
 Artifacts : None
 Spells (+0) : None

Fletcher 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. 238 Heavy Infantry w/Wood weapons and Leather 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 2319.

Iron Wood



Ranks : Command 61 (76) Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 86
 Artifacts : #42 Dagger of Green Wisdom #121 Angbor
 Spells (+0) : None

Iron Wood was located in the Open Plains at 2420.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

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

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

He commands an army in the Open Plains at 2421. The Village of Quanikhos flying the flag of the Red Witches is here.

Nightbreeze



Ranks : Command 0 Agent 76 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 57
 Artifacts : None
 Spells (+0) : None

Nightbreeze was located in the Open Plains at 2319.

She was ordered to refuse all personal challenges.

She was ordered to assassinate a character. Oslkjmog was assassinated.

She is currently in the Open Plains at 2319.

Padfoot



Ranks : Command 0 Agent 58 Emissary 0 Mage 0
 Health 100 Stealth 21 Challenge 43
 Artifacts : None
 Spells (+0) : None

Padfoot was located in the Hills & Rough at 2023.

She was ordered to refuse all personal challenges.

She was ordered to steal the Gold. 2294 Gold was stolen at Panikhai.

She moved with the company to 2317.

She is traveling with White Oak 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 Mountains at 2217.

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 normal. Continued efforts may succeed.

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

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

Shadow Walker



Ranks : Command 0 Agent 66 Emissary 0 Mage 0
 Health 38 Stealth 0 Challenge 49
 Artifacts : None
 Spells (+0) : None

Shadow Walker was located in the Mixed Forest at 2317.

He was ordered to refuse all personal challenges.

He was ordered to guard a character. Willow was guarded. He spotted Jackl while performing his guarding.

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

Turin



Ranks : Command 0 Agent 34 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 25
 Artifacts : None
 Spells (+0) : None

Turin was located in the Mixed Forest at 2317.

He was ordered to refuse all personal challenges.

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

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

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 Hills & Rough at 2023.

He was ordered to steal the Gold. 4092 Gold was stolen at Panikhai.

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

He commands a company 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 (75)
 Health 100+ Stealth 0 Challenge 120
 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(78)

Willow was located in the Mixed Forest at 2317.

She was ordered to challenge Kank to personal combat.

She challenged Kank to personal combat, but was refused. She gained personal honor.

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

She is traveling with Fletcher in the Open Plains at 2319.

Windsong



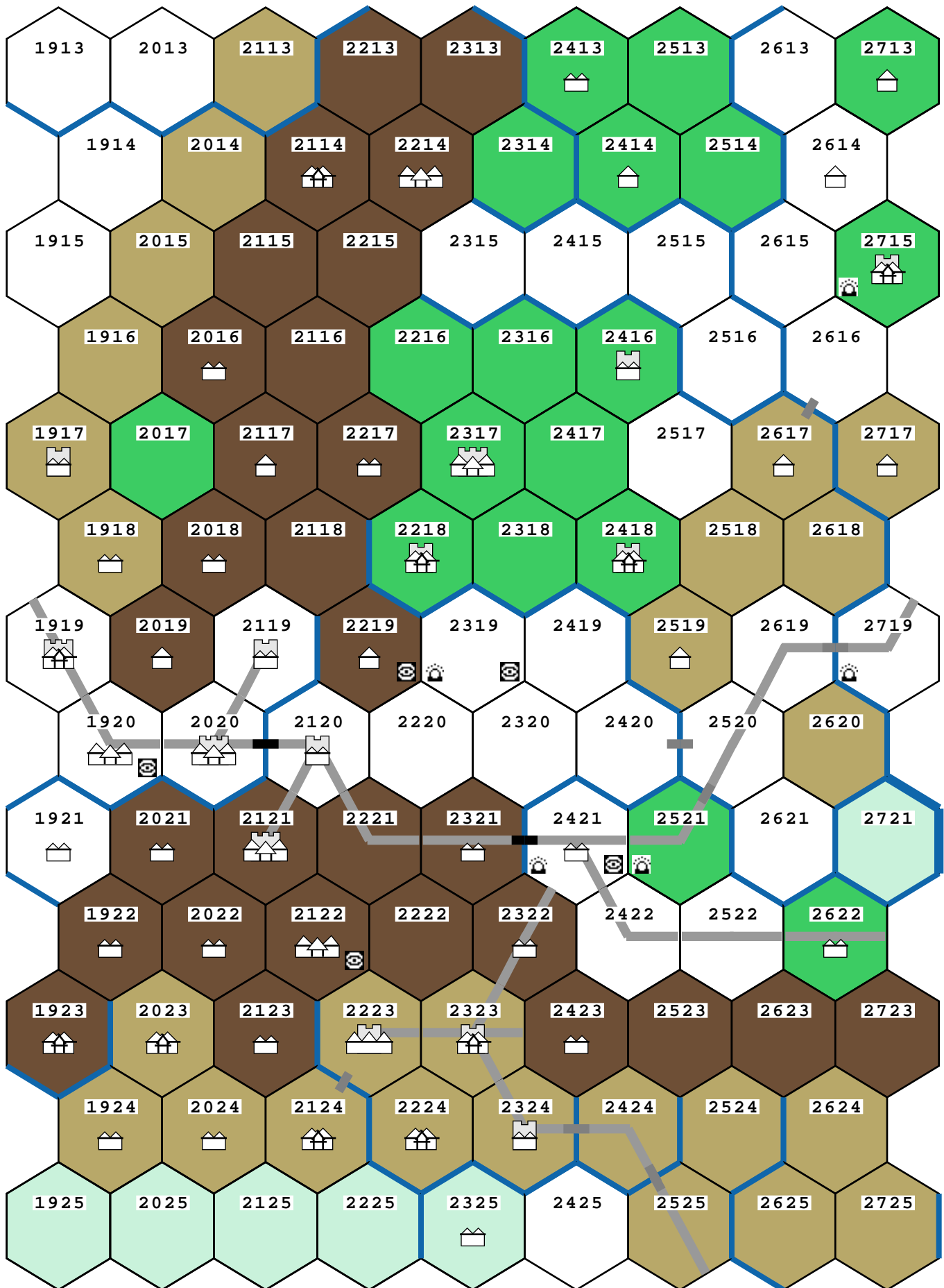
Ranks : Command 0 Agent 0 Emissary 69 Mage 30
 Health 100 Stealth 0 Challenge 41
 Artifacts : None
 Spells (+0) : #4 Major Heal(73) #6 Greater Heal(83) #308 Capital Return(73)

Windsong was located in the Mountains at 2217.

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

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

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				

Deadwood (ID: deadw) @ 2421 Command

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

Fletcher (ID: fletc) @ 2319 Command

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

Iron Wood (ID: iron) @ 2421 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) @ 2317 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			_____	
			_____						_____	
			_____						_____	

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: willow) @ 2319 Mage

<table border="0" style="width: 100%;"> <tr> <td style="width: 15%;">Order</td> <td style="width: 5%;">-></td> <td style="width: 10%;"># _____</td> <td style="width: 20%;">Code _____</td> <td style="width: 50%;">Type _____</td> </tr> <tr> <td colspan="5" style="height: 15px;"></td> </tr> <tr> <td colspan="5">Required _____</td> </tr> <tr> <td colspan="5">Information _____</td> </tr> <tr> <td colspan="5" style="height: 15px;"></td> </tr> <tr> <td colspan="5" style="height: 15px;"></td> </tr> </table>	Order	->	# _____	Code _____	Type _____						Required _____					Information _____															<table border="0" style="width: 100%;"> <tr> <td style="width: 15%;">Order</td> <td style="width: 5%;">-></td> <td style="width: 10%;"># _____</td> <td style="width: 20%;">Code _____</td> <td style="width: 50%;">Type _____</td> </tr> <tr> <td colspan="5" style="height: 15px;"></td> </tr> <tr> <td colspan="5">Required _____</td> </tr> <tr> <td colspan="5">Information _____</td> </tr> <tr> <td colspan="5" style="height: 15px;"></td> </tr> <tr> <td colspan="5" style="height: 15px;"></td> </tr> </table>	Order	->	# _____	Code _____	Type _____						Required _____					Information _____														
Order	->	# _____	Code _____	Type _____																																																									
Required _____																																																													
Information _____																																																													
Order	->	# _____	Code _____	Type _____																																																									
Required _____																																																													
Information _____																																																													

Windsong (ID: winds) @ 2317 Emissary Mage

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