

MEPBM Games**presents**

Middle-earth Play-By-Mail™

Fourth Age, circa 1000



GAME # 141

**Once Upon a Time**

Victory points : 1200

Victory Conditions :

- To acquire 10 additional artifacts (12) of any alignment.
- To hold in stores at game end the greatest amount of Mithril.
- To see to the termination of Zimrathon by any means whatsoever.
- To hold at game end the population center of Lagna Sa at 3706.
- 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 :

- #09 New emissaries start at rank up to 40.
- #10 New mages start at rank up to 40.
- #24 Can learn lost conjure mounts spell.

Internet G141N23
 ANASTASIA GEMELLI 110894
 NONE
 NONE
 NONE

Game # : 141
 Player # : 23
 Turn # : 25
 Account : \$ 0.00
 Free Turns : 0
 Security Code : 3838
 Special Service : YES

Once Upon a Time

(A Free People)

Season : Summer

RELATIONS WITH OTHER NATIONS

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

POPULATION CENTERS

Barad-dûr Location : @ 3423 in Mountains Climate is Hot

Size : Village	Fortifications : Tower	Loyalty : 52	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	70	0	32	0	0	0	2000
Current stores	0	0	0	32	0	0	0	-

Casa (Capital) Location : @ 3712 in Shore/Plains Climate is Mild

Size : City	Fortifications : Tower	Loyalty : 88	Docks : Port	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	49	0	0	0	113	0	4	0
Current stores	2196	0	0	0	226	1176	77	-

Castello Location : @ 4013 in Shore/Plains Climate is Mild

Size : Major Town	Fortifications : Fort	Loyalty : 46	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	104	0	0	0	202	0	4	0
Current stores	416	0	0	0	404	0	33	-

Farfaraway Location : @ 3705 in Open Plains Climate is Cool

Size : Camp	Fortifications : None	Loyalty : 37	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	160	0	0	0	400	0	24	0
Current stores	640	0	0	0	800	0	171	-

Fate Location : @ 4128 in Mountains Climate is Mild

Size : Village	Fortifications : Tower	Loyalty : 56	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	80	8	0	0	0	1400
Current stores	0	0	400	8	0	0	0	-

Fiaba Location : @ 3421 in Mountains Climate is Mild

Size : Town	Fortifications : None	Loyalty : 44	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	156	60	18	0	0	0	0
Current stores	0	0	180	18	0	0	0	-

Fortino Location : @ 3806 in Hills & Rough Climate is Cool

Size : Camp	Fortifications : Fort	Loyalty : 25	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	272	192	0	1200
Current stores	0	0	0	0	544	1704	0	-

Herëamon Location : @ 2610 in Mixed Forest Climate is Mild

Size : Camp	Fortifications : None	Loyalty : 35	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	160	0	873	99	0	0
Current stores	0	0	480	0	1746	297	0	-

Isola che non Location : @ 4215 in Mountains Climate is Cool
 Size : Village Fortifications : None Loyalty : 42 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 216 56 0 0 0 0 1100
 Current stores 0 0 168 0 0 0 0 -

Lagna Sa Location : @ 3706 in Open Plains Climate is Cool
 Size : Major Town Fortifications : Tower Loyalty : 50 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 99 0 0 0 80 0 10 0
 Current stores 396 0 0 0 160 0 72 -

Montagna Location : @ 3322 in Mountains Climate is Mild
 Size : Camp Fortifications : None Loyalty : 16 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 270 100 10 0 0 0 0
 Current stores 0 0 300 10 0 0 0 -

Neverending Location : @ 2711 in Mixed Forest Climate is Warm
 Size : Major Town Fortifications : Tower Loyalty : 93 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 0 0 0 304 184 0 0
 Current stores 2348 0 0 0 608 2036 325 -

A small army bearing the banner of the Once Upon a Time under Lord Cappuccetto Rosso is here.

An army bearing the banner of the Once Upon a Time under General Gatto is here.

A large army bearing the banner of the Silent Assembly under Commander Herubrand is here.

Pianura Location : @ 3811 in Open Plains Climate is Mild
 Size : Town Fortifications : Tower Loyalty : 57 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 92 0 0 0 281 0 11 0
 Current stores 368 0 0 0 562 0 96 -

Pioggia Location : @ 3821 in Mountains Climate is Mild
 Size : Village Fortifications : None Loyalty : 26 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 200 112 24 0 0 0 0
 Current stores 0 0 336 24 0 0 0 -

Ponte Location : @ 3711 in Shore/Plains Climate is Mild
 Size : Town Fortifications : Tower Loyalty : 46 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 124 0 0 0 594 0 5 0
 Current stores 496 0 0 0 1188 0 45 -

Prato Location : @ 4012 in Shore/Plains Climate is Mild
 Size : Village Fortifications : Tower Loyalty : 48 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 209 0 0 0 713 0 7 0
 Current stores 836 0 0 0 1426 0 60 -

Pul Rug Na Location : @ 3906 in Open Plains Climate is Cool
 Size : Town Fortifications : None Loyalty : 33 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 125 0 0 0 130 0 5 0
 Current stores 500 0 0 0 260 0 36 -

Ragnar Sa Location : @ 3807 in Hills & Rough Climate is Cool
 Size : Major Town Fortifications : Tower Loyalty : 38 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 68 0 0 0 54 0 1400
 Current stores 0 0 0 0 0 534 0 -

Sisska Location : @ 3506 in Hills & Rough Climate is Cool
 Size : Village Fortifications : None Loyalty : 38 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 192 0 0 0 77 0 1000
 Current stores 0 0 0 0 0 799 0 -

Spiaggia Location : @ 3430 in Mountains Climate is Mild
 Size : Camp Fortifications : None Loyalty : 22 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 260 80 20 0 0 0 0
 Current stores 0 0 240 20 0 0 0 -

Terrano Location : @ 3612 in Shore/Plains Climate is Mild
 Size : Town Fortifications : Tower Loyalty : 54 Docks : Harbor Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 108 0 0 0 545 0 5 0
 Current stores 432 0 0 0 1090 0 45 -

Thiach Location : @ 3708 in Open Plains Climate is Mild
 Size : Village Fortifications : None Loyalty : 24 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 101 0 0 0 331 0 7 0
 Current stores 404 0 0 0 662 0 62 -

ARMIES AND NAVIES

Army Commander : Lord Cappuccetto Rosso Location : @ 2711 in Mixed Forest Climate is Warm
 Army morale : 17 Warships : 0 Transports : 0 (3) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Northman horsemen w/battle axes 15 21 16 401 Heavy Cavalry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0 0
 Food 0 Out of Food !!
 War machines 0
 The Major Town/Tower of Neverending flying the flag of the Once Upon a Time is here.
 An army bearing the banner of the Once Upon a Time under General Gatto is here.
A large army bearing the banner of the Silent Assembly under Commander Herubrand is here.

Army Commander : General Gatto Location : @ 2711 in Mixed Forest Climate is Warm
 Army morale : 25 Warships : 0 Transports : 0 (5) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Northman horsemen w/battle axes 18 23 19 674 Heavy Cavalry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0 0
 Food 574 Low Supplies !!
 War machines 0
 The Major Town/Tower of Neverending flying the flag of the Once Upon a Time is here.
 A small army bearing the banner of the Once Upon a Time under Lord Cappuccetto Rosso is here.
A large army bearing the banner of the Silent Assembly under Commander Herubrand is here.

Army Commander : Warlord Pinocchio Location : @ 2507 in Open Plains Climate is Cool
 Army morale : 12 Warships : 0 Transports : 0 (4) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Northman horsemen w/battle axes 21 10 0 600 Heavy Cavalry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0 0
 Food 0 Out of Food !!
 War machines 0

Army Commander : Veteran Solitaria Location : @ 2611 in Open Plains Climate is Warm
 Army morale : 13 Warships : 0 Transports : 0 (6) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Northman horsemen w/battle axes 10 11 2 900 Heavy Cavalry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0
 Food 0 Out of Food !!
 War machines 0
A huge army bearing the banner of the North Kingdom under Lord Tor Mitari is here.

COMPANY COMMANDERS :

Veteran Azzurro Location : @ 4233 Traveling with him are : **Freddie Mercury - Rallos Zek - Vasco.**
 Hero Cenerentola Location : @ 1219 Traveling with her are : **Nick Cave.**
 Veteran Muxes Location : @ 2423 Traveling with him are : **De Gregori - Decoder.**

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 : 15750	Leather	9032	1171
Pop Centers : 7750	Bronze	0	1432
Characters : 33200	Steel	2104	648
	Mithril	112	112
Total : 56700	Food	9676	4838
	Timber	6546	606
Current Tax rate : 60%	Mounts	1022	82
Revenue expected next turn : 57600 (+900)			
Current Gold reserve : 0			

No new characters available at this time

Ships have been left anchored at the following locations:

2 warships at hex 3712
 4 transports at hex 3712

You have the following double agents:

Freddie Mercury of the Sing a Song @ 4233

Double agent Freddie Mercury reports he was ordered to assassinate a character.
 Double agent Freddie Mercury reports he injured Benalcazar of the RhunLandChattelCo and thwarted his guard mission. Glamhoth was assassinated.
 Double agent Freddie Mercury reports he was ordered to execute a hostage. Zrkeyhai was executed.
 Double agent Freddie Mercury reports he moved with the company to 4233.

Lady Gaga of the Sing a Song @ 2123

Double agent Lady Gaga reports 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.
 Double agent Lady Gaga reports she was ordered to move the company. She accepted the company movement orders.

Nightbreeze of the Sundered @ 2319

Double agent Nightbreeze reports 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.

Double agent Nightbreeze reports 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.

Qesset of the Lands @ 2837

Double agent Qesset reports he was ordered to scout an army. A scout of the army was attempted. Commander Pon Acark of the Benîm an Pharazôn is located in the Desert Wastes at 2837 Travel mode is Normal. Morale is 83. Troops: Heavy Cavalry: 2085 . War machines: 49. Scouted army movement to new location at 2837.

Shadow Walker of the Sundered @ 2421

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

Double agent Shadow Walker reports 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.

Tartas Izain of the Lands @ 2636

Double agent Tartas Izain reports he was ordered to guard the location. Herenya was guarded.

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

Vasco of the Sing a Song @ 4233

Double agent Vasco reports he was ordered to assassinate a character. Benalcazar was assassinated.

Double agent Vasco reports he was ordered to execute a hostage. Mahrian was executed.

Double agent Vasco reports he moved with the company to 4233.

Zymraan of the Ground Pounders @ 2227

Double agent Zymraan reports he was ordered to influence the population center loyalty. The loyalty was influenced/improved at Dol Amroth.

Double agent Zymraan reports he was ordered to guard a character. Urthel was guarded.

You have the following hostages:

None

You possess the following artifacts:

Name of artifact	Item	#	Latent	Alignment	Known Powers
Axe of Braogha	Axe	72	No	None	COMBAT - Increases damage by 750 points.
Macirillë	Sword	126	No	None	COMBAT - Increases damage by 750 points.

You have hidden the following additional artifacts:

None

NATION MESSAGES

There are rumors of a personal challenge involving Iron Wood and Namonikh at 2421.

There are rumors of road construction around 1921.

There are rumors of the fall of a Strategic Site.

There are rumors of the fall of a Strategic Site.

725 Gold was stolen at Thiach.

8900 Gold was stolen at Ragnar Sa.

Our populace reports that a season change is imminent!

ENCOUNTER MESSAGES

None

COMBAT MESSAGES

Battle at 2609

In the Mild climate of the Open Plains of 2609, a conflict took place in the early afternoon under a omen-filled sky.

At the head of a demoralized army rode **Lord Batroc** of the nation of the Tribes of Angmar. In his hands was borne the glowing Mace called Nallagurth. The mount on which he rode stood cautiously at the rear of the battle lines. Behind him the forming ranks were filled with:

Troops	Weapons	Armor	Formations
1800 Mixed Mannish footmen w/battle axes	wooden	leather/bronze	a mob

At the head of a demoralized army rode **Warlord Gatto** of the nation of the Once Upon a Time. In his hands was borne the glowing Axe called Axe of Braogha. The mount on which he rode stood cautiously at the rear of the battle lines. Behind him the forming ranks were filled with:

Troops	Weapons	Armor	Formations
1064 Northman horsemen w/battle axes	wooden/bronze	leather/bronze	a mob

At the head of a rebellious army rode **Lord Cappuccetto Rosso** of the nation of the Once Upon a Time. In her hands was borne the glowing Sword called Macirillë. The mount on which she rode moved with trepidation to the center of the battle lines. Behind her the forming ranks were filled with:

Troops	Weapons	Armor	Formations
643 Northman horsemen w/battle axes	wooden/bronze	leather/bronze	a mob

At the head of a rebellious army rode **Commander Herubrand** of the nation of the Silent Assembly. The mount on which she rode moved with trepidation to the center of the battle lines. Behind her the forming ranks were filled with:

Troops	Weapons	Armor	Formations
2000 Woodman footmen w/battle axes	wooden	none	a mob

Report from Gatto.....My commanders moved among the troops before battle, readying them, bolstering their resolve, and issuing last minute orders. The troops needed this encouragement because many feared that they would die in the battle. Finally the order was given in loud commands.. Charge!! Charge!!
Against the forces of Batroc, they met our charge with their standard formation.

Report from Cappuccetto Rosso.....My commanders moved among the troops before battle, readying them, bolstering their resolve, and issuing last minute orders. The troops needed this encouragement because many feared that they would die in the battle. Finally the order was passed down the ranks.. Charge!! Charge!!
Against the forces of Batroc, they met our charge with their standard formation.

After the battle had joined in earnest, heroes made their presence known all over the battlefield. **Batroc** fought side by side with the troops and diverted many a blade during the pitched battle with his glowing Mace. **Gatto** burst forth with a blood curdling yell and rushed to meet whatever foes would face his glowing Axe. **Cappuccetto Rosso** fought side by side with the troops and diverted many a blade during the pitched battle with her glowing Sword.

Report from Gatto.....Our cavalry rode swiftly across the open plains and thundered into the enemy, killing many. The troops tried to fight well, but they needed much more training. They fought very poorly. Although the enemy fought hard, we finally succeeded in overwhelming them after a long battle.

Report from Cappuccetto Rosso.....Our cavalry rode swiftly across the open plains and thundered into the enemy, killing many. The troops tried to fight well, but they needed much more training. They fought very poorly. Although the enemy fought hard, we finally succeeded in overwhelming them after a long battle.

After the battle.... Batroc's forces were destroyed/routed in the battle. Batroc was killed. Gatto's forces were victorious in the battle, but suffered some losses. Gatto appeared to have survived. Cappuccetto Rosso's forces were victorious in the battle, but suffered some losses. Cappuccetto Rosso appeared to have survived. Herubrand's forces found no enemy armies to fight.

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.....
Azzurro	215	RfsPers	
Azzurro	820	MovCmpy	4233
Briciolina	710	PrenMgy	
Briciolina	330	CstCjSp	508 500
Cacciatore	520	InfYour	
Cacciatore	585	Uncover	
Cappuccetto Rosso	230	AttEnmy	ch
Cappuccetto Rosso	860	ForcMar	se se ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Cenerentola	525	InfOthr	
Cenerentola	745	CreCmpy	
Cicala	500	Double	water
Cicala	215	RfsPers	
Dabadda	948	TranCar	3712 2709 go 10000
Dabadda	948	TranCar	3712 4015 mo 1000
Decoder	500	Double	gesse
Decoder	585	Uncover	
Gatto	230	AttEnmy	ch
Gatto	860	ForcMar	se se ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Gretel	500	Double	wind
Gretel	215	RfsPers	
Lupo	185	DnStNat	16
Lupo	325	NatSell	br 100
Muxes	500	Double	tarta
Muxes	820	MovCmpy	2423
Nonna	520	InfYour	
Nonna	810	MovChar	3713
Piccola Vedetta	525	InfOthr	
Piccola Vedetta	585	Uncover	
Pinocchio	940	CstLoSp	418 34
Pinocchio	860	ForcMar	w sw sw ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Pollicino	330	CstCjSp	508 500
Pollicino	710	PrenMgy	

[illegible]

Azzurro



Ranks : Command 18 Agent 83 Emissary 0 Mage 0
 Health 100 Stealth 10 Challenge 66
 Artifacts : None
 Spells (+0) : None

Azzurro was located in the Open Plains at 4325.

He was ordered to refuse all personal challenges.

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

He commands a company in the Hills & Rough at 4233. The Major Town/Tower of The Aerie flying the flag of the Dark Feast is here.

Biancaneve



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

Spells (+0) : #104 Resistances(71) #218 Wall of Wind(90) #308 Capital Return(61)
 #412 Research Artifact(60)

She is currently in the Shore/Plains at 3712. The City/Tower of Casa flying the flag of the Once Upon a Time is here.

Briciolina



Ranks : Command 0 Agent 0 Emissary 0 Mage 49
 Health 100 Stealth 0 Challenge 49
 Artifacts : None

Spells (+0) : #102 Barriers(75) #202 Call Fire(91) #302 Long Stride(86)
 #408 Perceive Nationality(58) #508 Conjure Mounts(90)

Briciolina was located in the Shore/Plains at 3712.

She was ordered to cast a conjuring spell. Conjure Mounts was cast. There were insufficient Mounts available to conjure. 230 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 Shore/Plains at 3712. The City/Tower of Casa flying the flag of the Once Upon a Time is here.

Cacciatore



Ranks : Command 0 Agent 0 Emissary 48 Mage 0
 Health 100 Stealth 0 Challenge 24
 Artifacts : None
 Spells (+0) : None

Cacciatore was located in the Mixed Forest at 2711.

He was ordered to influence the population center loyalty. The loyalty was influenced/improved at Neverending.

He was ordered to uncover some secrets. Secrets uncovered - uncovered that the nation of the Acadians has collapsed and is no longer active - uncovered that the nation of the Sundered seeks to hold the greatest amount of artifacts - uncovered that the nation of the Dark Feast seeks to hold in stores the greatest amount of Mithril. - uncovered that the nation of the Benîm an Pharazôn possesses Special Nation Ability #9.

He is currently in the Mixed Forest at 2711. The Major Town/Tower of Neverending flying the flag of the Once Upon a Time is here.

Cappuccetto Rosso



Ranks : Command 55 Agent 0 Emissary 0 Mage 63
 Health 100 Stealth 0 Challenge 91
 Artifacts : #126 Macirillë√
 Spells (+0) : #102 Barriers(96) #412 Research Artifact(100)
 #418 Locate Artifact(67) #502 Weakness(91) #508 Conjure Mounts(100)

Cappuccetto Rosso was located in the Open Plains at 2609.

She was ordered to have her army attack all of her enemies. See Combat Messages.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

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

She commands an army in the Mixed Forest at 2711. The Major Town/Tower of Neverending flying the flag of the Once Upon a Time is here.

Cenerentola



Ranks : Command 24 Agent 0 Emissary 56 Mage 0
 Health 100 Stealth 0 Challenge 34
 Artifacts : None
 Spells (+0) : None

Cenerentola was located in the Shore/Plains at 1219.

She was ordered to influence their population center loyalty. The loyalty was influenced/reduced at Dannedhir. Current loyalty is perceived to be normal.

She was ordered to create a company. A company was created.

She commands a company in the Shore/Plains at 1219. The Village of Dannedhir flying the flag of the Sing a Song is here.

Cicala



Ranks : Command 0 Agent 0 Emissary 81 Mage 0
 Health 100 Stealth 0 Challenge 40
 Artifacts : None
 Spells (+0) : None

Cicala was located in the Hills & Rough at 2734.

She was ordered to refuse all personal challenges.

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 moved with the company to 2123.

She is traveling with Lady Gaga of the Sing a Song in the Mountains at 2123. The Village of Barad Carchoth flying the flag of the Great Trollusk is here.

Dabadda



Ranks : Command 0 Agent 0 Emissary 40 Mage 0
 Health 100 Stealth 0 Challenge 20
 Artifacts : None
 Spells (+0) : None

Dabadda was located in the Shore/Plains at 3712.

She was ordered to transport by the caravans. The transport was changed because there was insufficient Gold. 548 Gold (+10%) transported from Casa .

She was ordered to transport by the caravans. 1000 Mounts (+10%) transported from Casa to Radio Gaga.

She is currently in the Shore/Plains at 3712. The City/Tower of Casa flying the flag of the Once Upon a Time is here.

Decoder



Ranks : Command 0 Agent 0 Emissary 71 Mage 0
 Health 100 Stealth 0 Challenge 35
 Artifacts : None
 Spells (+0) : None

Decoder was located in the Hills & Rough at 2834.

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

He was ordered to uncover some secrets. Secrets uncovered - uncovered that the nation of the Lands seeks to see to the termination of Pericles by any means whatsoever - uncovered that the nation of the Lands seeks to see to the termination of Guarmath by any means whatsoever. - uncovered that the nation of the Lands possesses Special Nation Ability #11. It was also uncovered that the Lands capital is at 2137.

He moved with the company to 2423.

He is traveling with Muxes in the Mountains at 2423. The Village of Jakhirai flying the flag of the Red Witches is here.

Gatto



Ranks : Command 80 Agent 0 Emissary 0 Mage 50
 Health 100 Stealth 0 Challenge 107
 Artifacts : #72 Axe of Braogha
 Spells (+0) : #102 Barriers(100) #416 Reveal Production(89)
 #420 Reveal Character(72) #508 Conjure Mounts(71)

Gatto was located in the Open Plains at 2609.

He was ordered to have his army attack all of his enemies. See Combat Messages.

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

He commands an army in the Mixed Forest at 2711. The Major Town/Tower of Neverending flying the flag of the Once Upon a Time is here.

Gretel



Ranks : Command 0 Agent 0 Emissary 84 Mage 0
 Health 100 Stealth 0 Challenge 42
 Artifacts : None
 Spells (+0) : None

Gretel was located in the Hills & Rough at 2734.

She was ordered to refuse all personal challenges.

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 moved with the company to 2123.

She is traveling with Lady Gaga of the Sing a Song in the Mountains at 2123. The Village of Barad Carchoth flying the flag of the Great Trollusk is here.

Lupo



Ranks : Command 68 Agent 0 Emissary 44 Mage 0
 Health 100 Stealth 0 Challenge 73
 Artifacts : None
 Spells (+0) : None

Lupo was located in the Shore/Plains at 3712.

He was ordered to downgrade our relations. Our relations with the Sh'iar Empire were downgraded.

He was ordered to have the nation sell to the caravans. 14440 Bronze were sold for 14440 Gold.

He is currently in the Shore/Plains at 3712. The City/Tower of Casa flying the flag of the Once Upon a Time is here.

Muxes



Ranks : Command 10 Agent 0 Emissary 78 Mage 0
 Health 100 Stealth 0 Challenge 41
 Artifacts : None
 Spells (+0) : None

Muxes was located in the Hills & Rough at 2834.

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

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

He commands a company in the Mountains at 2423. The Village of Jakhirai flying the flag of the Red Witches is here.

Nonna



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

Nonna was located in the Open Plains at 3708.

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

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

She is currently in the Shore/Plains at 3713. The Village of Campo flying the flag of the Dark Feast is here.

Piccola Vedetta



Ranks : Command 0 Agent 0 Emissary 61 Mage 0
 Health 100 Stealth 0 Challenge 30
 Artifacts : None
 Spells (+0) : None

Piccola Vedetta was located in the Shore/Plains at 3713.

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 uncover some secrets. Secrets uncovered - uncovered that the nation of the Dark Feast seeks to hold the artifact: a Sword, #102. - uncovered that the nation of the Dark Feast possesses Special Nation Ability #9. It was also uncovered that the Dark Feast capital is at 4233.

She is currently in the Shore/Plains at 3713. The Village of Campo flying the flag of the Dark Feast is here.

Pinocchio



Ranks : Command 72 Agent 0 Emissary 0 Mage 58
 Health 100 Stealth 0 Challenge 86
 Artifacts : None

Spells (+0) : #102 Barriers(74) #412 Research Artifact(90)
 #418 Locate Artifact(82) #508 Conjure Mounts(100)

Pinocchio was located in the Open Plains at 2705.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

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

He was ordered to cast a lore spell. Locate Artifact - Pectoral #34 is possessed by Ulgerik at or near 3739.

He commands an army in the Open Plains at 2507.

Pollicino



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

Spells (+0) : #102 Barriers(87) #218 Wall of Wind(66) #308 Capital Return(94)
 #314 Teleport(82) #414 Scry Hex(84) #506 Curses(42) #508 Conjure Mounts(98)

Pollicino was located in the Mixed Forest at 2711.

He was ordered to cast a conjuring spell. Conjure Mounts was cast. There were insufficient Mounts available to conjure. 360 Mounts were conjured.

He was ordered to prentice magery. The prentice magery was successful and his Mage rank has been improved.

He is currently in the Mixed Forest at 2711. The Major Town/Tower of Neverending flying the flag of the Once Upon a Time is here.

Robin Hood



Ranks : Command 0 Agent 0 Emissary 0 Mage 63
 Health 100 Stealth 0 Challenge 63
 Artifacts : None

Spells (+0) : #102 Barriers(93) #214 Call Winds(78) #308 Capital Return(80)
 #402 Perceive Allegiance(68) #508 Conjure Mounts(86)

Robin Hood was located in the Shore/Plains at 3712.

He was ordered to cast a conjuring spell. Conjure Mounts was cast. There were insufficient Mounts available to conjure. 305 Mounts were conjured.

He was ordered to prentice magery. The prentice magery was successful and his Mage rank has been improved.

He is currently in the Shore/Plains at 3712. The City/Tower of Casa flying the flag of the Once Upon a Time is here.

Sabbiolina



Ranks : Command 0 Agent 0 Emissary 0 Mage 71
Health 21 Stealth 0 Challenge 71
Artifacts : None

Spells (+0) : #102 Barriers(90) #214 Call Winds(69) #302 Long Stride(85)
#413 Scry Population Center(88) #508 Conjure Mounts(100)

Sabbiolina was located in the Open Plains at 2609.

She was ordered to find an artifact. An artifact search was attempted. No artifact was found at 2609. Continued efforts may succeed.

She was ordered to find an artifact. An artifact search was attempted. No artifact was found at 2609. Continued efforts may succeed.

She is currently in the Open Plains at 2609.

Solitaria



Ranks : Command 10 Agent 10 Emissary 21 Mage 0
Health 100 Stealth 0 Challenge 14
Artifacts : None

Spells (+0) : None

Solitaria was located in the Mixed Forest at 2711.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

She was ordered to recruit some heavy cavalry. 400 Heavy Cavalry 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 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 2611.

Volpe



Ranks : Command 64 Agent 0 Emissary 0 Mage 55
Health 100 Stealth 0 Challenge 77
Artifacts : None

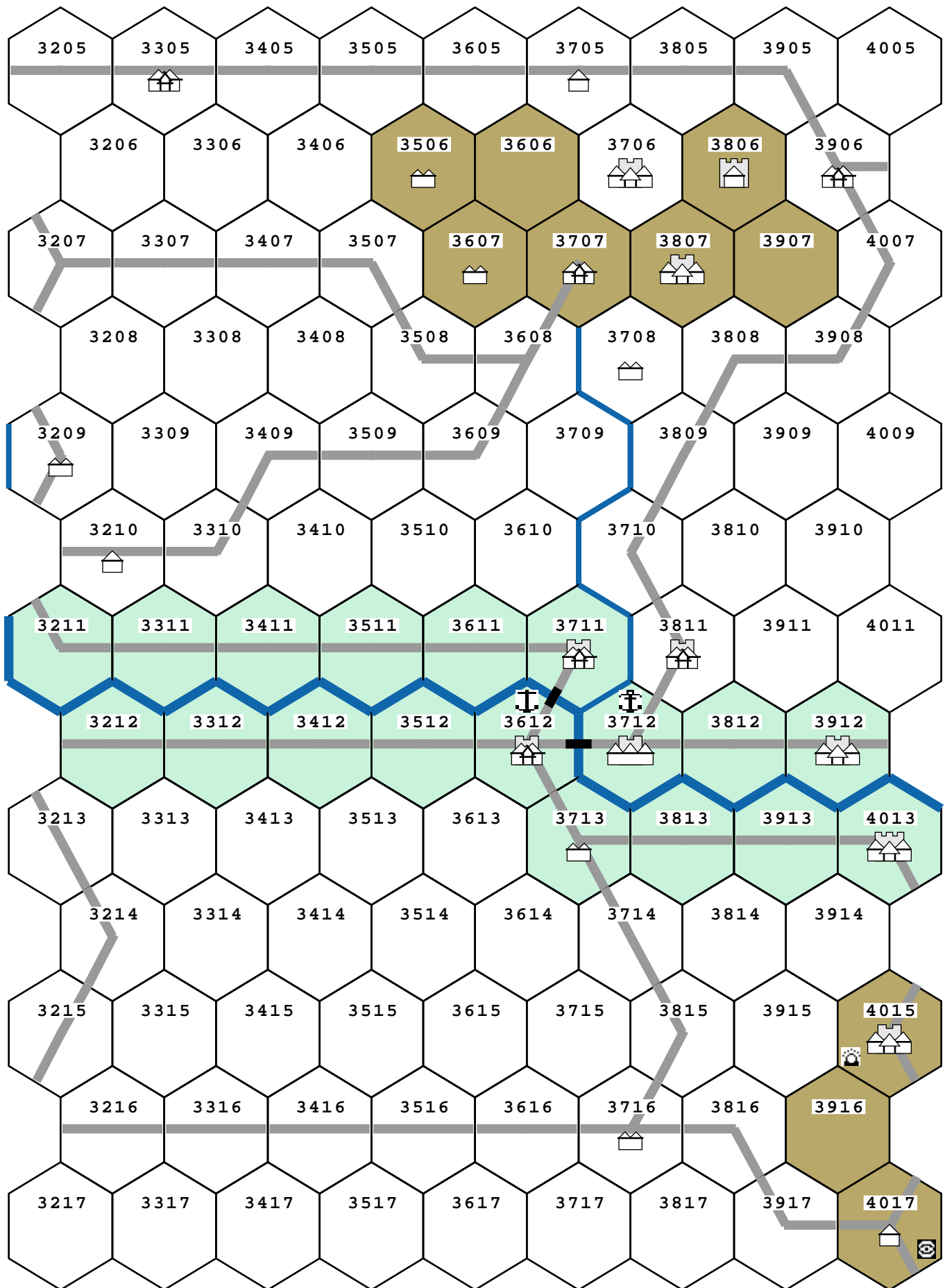
Spells (+0) : #102 Barriers(86) #404 Perceive Relations(92) #414 Scry Hex(86)
#508 Conjure Mounts(83)

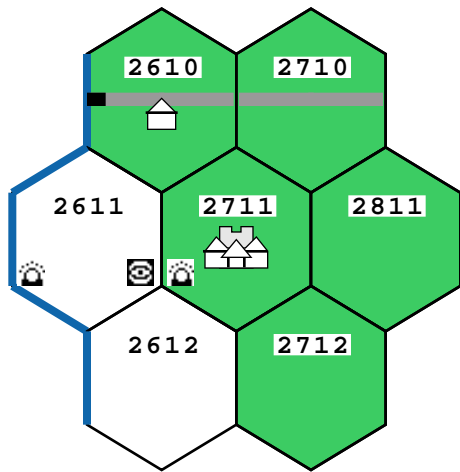
Volpe was located in the Shore/Plains at 3712.

He was ordered to downgrade our relations. Our relations with the RhunLandChattelCo were downgraded.

He was ordered to name a new mage. A new mage named Biancaneve was available.

He is currently in the Shore/Plains at 3712. The City/Tower of Casa flying the flag of the Once Upon a Time is here.





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

Cacciatore (ID: cacci) @ 2711 Emissary

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

Cappuccetto Rosso (ID: cappu) @ 2711 Command Mage

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

Cenerentola (ID: cener) @ 1219 Command Emissary

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

Cicala (ID: cical) @ 2123 Emissary

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

Dabadda (ID: dabad) @ 3712 Emissary

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

Decoder (ID: decod) @ 2423 Emissary

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

Gatto (ID: gatto) @ 2711 Command Mage

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

Gretel (ID: grete) @ 2123 Emissary

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

Lupo (ID: lupo) @ 3712 Command Emissary

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

Muxes (ID: muxes) @ 2423 Command Emissary

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

Nonna (ID: nonna) @ 3713 Emissary

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

Piccola Vedetta (ID: picco) @ 3713 Emissary

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

Pinocchio (ID: pinoc) @ 2507 Command Mage

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

Pollicino (ID: polli) @ 2711 Mage

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

Robin Hood (ID: robin) @ 3712 Mage

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

Sabbiolina (ID: sabbi) @ 2609 Mage

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

Solitaria (ID: solit) @ 2611 Command Agent Emissary

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

Volpe (ID: volpe) @ 3712 Command Mage

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