

MEPBM Games**presents**

Middle-earth Play-By-Mail™

Fourth Age, circa 1000



GAME # 141

**Once Upon a Time**

Victory points : 1067

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 [1367] Sing a Song [1233] Once Upon a Time [1067]

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 # : 16
 Account : \$ 0.00
 Free Turns : 0
 Security Code : 6203
 Special Service : YES

Once Upon a Time

(A Free People)

Season : Spring

RELATIONS WITH OTHER NATIONS

# 1 North Kingdom	: Tolerated	# 2 South Kingdom	: Tolerated	# 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	: Neutral
#13 Red Witches	: Neutral	#14 Dark Feast	: Hated	#15 Twilight Hammer	: Disliked
#16 Sh'iar Empire	: Disliked	#17 Great Trollusk	: Neutral	#18 Bením an Pharazôn	: Neutral
#19 RhunLandChattelCo	: Disliked	#20 Tribes of Angmar	: Hated	#21 Lands	: Tolerated
#22 Sing a Song	: Friendly	#24 Plane	: Tolerated	#25 Alvernus	: Tolerated

POPULATION CENTERS

Campo Location : @ 3713 in Shore/Plains Climate is Cool

Size : Village	Fortifications : None	Loyalty : 31	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	230	0	0	0	582	0	13	0
Current stores	0	0	0	0	1164	0	0	-

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

Size : City	Fortifications : Tower	Loyalty : 87	Docks : Port	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	43	0	0	0	101	0	3	0
Current stores	0	0	0	0	202	3426	0	-

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

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

Size : Major Town	Fortifications : Fort	Loyalty : 51	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	93	0	0	0	179	0	3	0
Current stores	0	0	0	0	358	0	0	-

Farfaraway Location : @ 3705 in Open Plains Climate is Cold

Size : Camp	Fortifications : None	Loyalty : 29	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	60	0	0	0	150	0	9	0
Current stores	0	0	0	0	300	0	0	-

Fiaba Location : @ 3421 in Mountains Climate is Cool

Size : Village	Fortifications : None	Loyalty : 49	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	208	80	24	0	0	0	0
Current stores	0	208	383	24	0	0	0	-

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

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	102	72	0	720
Current stores	0	0	0	0	204	336	0	-

Isola che non Location : @ 4215 in Mountains Climate is Cold

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	130	34	0	0	0	0	660
Current stores	0	692	164	0	0	0	0	-

Lagna Sa Location : @ 3706 in Open Plains Climate is Cold

Size : Major Town	Fortifications : Tower	Loyalty : 57	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	37	0	0	0	30	0	4	0
Current stores	0	0	0	0	60	0	0	-

Montagna Location : @ 3322 in Mountains Climate is Cool
 Size : Camp Fortifications : None Loyalty : 20 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 1124 374 8 0 0 0 -

Neverending Location : @ 2711 in Mixed Forest Climate is Mild
 Size : Major Town Fortifications : None Loyalty : 46 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 0 0 0 274 166 0 0
 Current stores 2312 0 0 0 684 1434 315 -

Pianura Location : @ 3811 in Open Plains Climate is Cool
 Size : Town Fortifications : Tower Loyalty : 60 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 82 0 0 0 250 0 10 0
 Current stores 0 0 0 0 500 0 0 -

Pioggia Location : @ 3821 in Mountains Climate is Cool
 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 1040 535 24 0 0 0 -

Ponte Location : @ 3711 in Shore/Plains Climate is Cool
 Size : Town Fortifications : Tower Loyalty : 47 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 110 0 0 0 528 0 5 0
 Current stores 0 0 0 0 1056 0 0 -

Prato Location : @ 4012 in Shore/Plains Climate is Cool
 Size : Village Fortifications : Tower Loyalty : 52 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 186 0 0 0 634 0 6 0
 Current stores 0 0 0 0 1268 0 0 -

Pul Rug Na Location : @ 3906 in Open Plains Climate is Cold
 Size : Town Fortifications : None Loyalty : 40 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 47 0 0 0 49 0 2 0
 Current stores 0 0 0 0 98 0 0 -

Ragnar Sa Location : @ 3807 in Hills & Rough Climate is Cold
 Size : Major Town Fortifications : Tower Loyalty : 63 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 41 0 0 0 20 0 840
 Current stores 0 218 0 0 0 150 0 -

Sisska Location : @ 3506 in Hills & Rough Climate is Cold
 Size : Village Fortifications : None Loyalty : 37 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 115 0 0 0 29 0 600
 Current stores 0 518 0 0 0 250 0 -

Spiaggia Location : @ 3430 in Mountains Climate is Cool
 Size : Camp Fortifications : None Loyalty : 21 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 1352 374 20 0 0 0 -

Terrano Location : @ 3612 in Shore/Plains Climate is Cool
 Size : Town Fortifications : Tower Loyalty : 59 Docks : Harbor Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 96 0 0 0 485 0 5 0
 Current stores 0 0 0 0 970 0 0 -

Thiach Location : @ 3708 in Open Plains Climate is Cool
 Size : Camp Fortifications : None Loyalty : 45 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 112 0 0 0 368 0 8 0
 Current stores 0 0 0 0 736 0 0 -

ARMIES AND NAVIES

Army Commander : Regent Gatto Location : @ 1501 in Shore/Plains Climate is Polar
 Army morale : 16 Warships : 0 Transports : 0 (9) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Northman horsemen w/battle axes 39 11 2 1214 Heavy Cavalry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0 0
 Armor 0 0 0
 Food 0 Out of Food !!
 War machines 0
 The Major Town/Tower of Toad Suck flying the flag of the Tribes of Angmar is here.
 A small navy bearing the banner of the Alvernus under Regent Llewi is here.

Army Commander : Lord Lupo Location : @ 3712 in Shore/Plains Climate is Cool
 Army morale : 72 Warships : 0 Transports : 0 (1) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Northman horsemen w/battle axes 32 11 2 100 Heavy Cavalry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0 0
 Armor 0 0 0
 Food 2 Low Supplies !!
 War machines 0
 Characters traveling with army : - Pinocchio - Volpe.
 The City/Tower of Casa flying the flag of the Once Upon a Time is here.

COMPANY COMMANDERS :

Veteran Azzurro Location : @ 2214 Traveling with him are : **Freddie Mercury - Madonna - Vasco.**
 Veteran Muxes Location : @ 3124 Traveling with him are : Biancaneve.

MARKET PRICES

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	17303	14985	15045	0	254196	0	3692
Purchase at market price/unit	2	2	4	107	2	10	7
Sell to market price/unit	1	1	2	55	1	5	4

MISCELLANEOUS

Maintenance Costs expected next turn are:	Totals for Nation:	Stores	Production
Armies/Navies : 8184	Leather	2312	1096
Pop Centers : 6250	Bronze	5152	1224
Characters : 29440	Steel	1830	406
	Mithril	76	78
Total : 43874	Food	7600	3732
	Timber	5596	287
Current Tax rate : 60%	Mounts	315	68
Revenue expected next turn : 47820 (+3946)			
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:

Lady Gaga of the Sing a Song @ 2214

Double agent Lady Gaga reports she was ordered to influence their population center loyalty. The loyalty was influenced/reduced at Flong Mars. Current loyalty is perceived to be fair.

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

Madonna of the Sing a Song @ 2214

Double agent Madonna reports she was ordered to refuse all personal challenges.

Double agent Madonna reports she was ordered to kidnap a character. She was not able to kidnap the character because the character was not permitted as a target.

Double agent Madonna reports she moved with the company to 2214.

You have the following hostages:

None

You possess the following artifacts:

Name of artifact	Item	#	Latent	Alignment	Known Powers
Pectoral	Amulet	34	Yes	None	Increases Emissary Rank by 30.
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 Praetor and Siane at 3334.

There are rumors of an armed conflict involving the RhunLandChattelCo and the Sapphic Enclave at 3730.

Montagna has dropped to a Camp because of poor loyalty.

ENCOUNTER MESSAGES

Report from the camp at 3322.

The tremors which have occurred in the neighboring regions at first struck fear into the hearts of our citizens. Then, however, they began to rejoice that the founders had been wise enough not to build on a dormant volcano as it was evident that some others had done. Even though we tried to tell them that any of the mountains in the region could hide dormant volcanos, they refused to listen to us as usual and loyalty has increased accordingly.

COMBAT MESSAGES

Battle at 1703

In the Polar climate of the Open Plains of 1703, a conflict took place in the early afternoon in a dense and oppressive fog.

At the head of a demoralized army rode **Regent 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
1839 Northman horsemen w/battle axes	wooden/bronze	none/leather	ragged ranks

At the head of a demoralized army rode **Veteran Milaner** of the nation of the Tribes of Angmar. 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
300 Mixed Mannish footmen w/battle axes	wooden	none	a mob
100 Lesser Mannish footmen w/spears	wooden	none	a mob

At the head of a demoralized army rode **Captain Calmorik** of the nation of the Tribes of Angmar. 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
122 Mixed Mannish horsemen w/shortswords	wooden	none	a mob
600 Mixed Mannish footmen w/battle axes	wooden	none	a mob

The Town of Hogchain flying the flag of the Tribes of Angmar is situated in the Open Plains here. It is fortified by a Tower, and it is under siege or attack.

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 by the blare of the bugles.. Hit the enemy..then run! Hit and Run!!

Against the forces of Milaner, they stayed with their standard formation, so we kept hitting them and running away.

Against the forces of Calmorik, they tried to lay an ambush, but we kept hitting them and running away.

After the battle had joined in earnest, heroes made their presence known all over the battlefield. **Gatto** burst forth with a blood curdling yell and rushed to meet whatever foes would face his glowing Axe.

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.

Commanders on the scene ordered their troops to salvage what they could from the remains of the enemy forces..

Regent Gatto: 1 Food

After the battle.... Gatto's forces were victorious in the battle, but suffered minor losses. Gatto appeared to have survived. Milaner's forces were destroyed/routed in the battle. Milaner appeared to have survived but suffers from light wounds. Calmorik's forces were destroyed/routed in the battle. Calmorik appeared to have survived but suffers from serious wounds.

The battle for Hogchain 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.... Gatto's army survived the attack on the Town, but suffered minor losses. Gatto appeared to have survived. The Town has been reduced to a Ruins. The Tower has not been

affected. The Ruins of Hogchain now flies no known flag.

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	2214
Biancaneve	505	Bribe	decod 7500
Biancaneve	755	JnCmpy	muxes
Cappuccetto Rosso	494	FortPop	
Cappuccetto Rosso	330	CstCjSp	508 500
Cenerentola	555	CreCmp	^
Cenerentola	810	MovChar	2121
Cicala	525	InfOthr	
Cicala	755	JnCmpy	lady
Gatto	250	DstPop	hr
Gatto	850	MovArmy	nw nw w ^ ^ ^ ^ ^ ^ ^ ^ no
Gretel	525	InfOthr	
Gretel	755	JnCmpy	lady
Hansel	525	InfOthr	
Hansel	755	JnCmpy	lady
Lupo	435	ArmyMan	
Lupo	325	NatSell	st 100
Muxes	745	CreCmpy	
Muxes	820	MovCmpy	3124
Nonna	520	InfYour	
Nonna	810	MovChar	3708
Piccola Vedetta	520	InfYour	
Piccola Vedetta	810	MovChar	3806
Pinocchio	325	NatSell	mo 100
Pinocchio	948	TranCar	3712 2317 go 15000
Pollicino	710	PrenMgy	
Pollicino	810	MovChar	2713
Rosso Malpelo	525	InfOthr	
Rosso Malpelo	585	Uncover	
Sabbiolina	315	PrchCar	ti 3426
Sabbiolina	947	NatTran	2711 le 100
Volpe	737	NamMage	Robin Hood m
Volpe	185	DnStNat	15

Azzurro



Ranks : Command 18 Agent 65 Emissary 0 Mage 0
 Health 100 Stealth 10 Challenge 52
 Artifacts : None
 Spells (+0) : None

Azzurro was located in the Open Plains at 1817.

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 Mountains at 2214. The Major Town of Overview flying the flag of the Sheri-Urk is here.

Biancaneve



Ranks : Command 33 Agent 0 Emissary 85 (115) Mage 12
 Health 100 Stealth 0 Challenge 68
 Artifacts : #34 Pectoral
 Spells (+0) : #402 Perceive Allegiance(73)

Biancaneve was located in the Mountains at 3421.

She was ordered to bribe/recruit a character. Decoder was successfully recruited.

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

She moved with the company to 3124.

She is traveling with Muxes in the Mountains at 3124. The Town/Tower of Minas Ithil flying the flag of the South Kingdom is here.

Cappuccetto Rosso



Ranks : Command 49 Agent 0 Emissary 0 Mage 63
 Health 100 Stealth 0 Challenge 90
 Artifacts : #126 Macirillëv
 Spells (+0) : #102 Barriers(95) #412 Research Artifact(100)
 #418 Locate Artifact(67) #508 Conjure Mounts(100)

Cappuccetto Rosso was located in the Mixed Forest at 2711.

She was ordered to cast a conjuring spell. Conjure Mounts was cast. There were insufficient Mounts available to conjure. 315 Mounts were conjured.

She was ordered to fortify the population center. She was not able to complete the improvement of the fortifications because the populace did not support it. Continued efforts may succeed.

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

Cenerentola



Ranks : Command 24 Agent 0 Emissary 51 Mage 0
 Health 100 Stealth 0 Challenge 31
 Artifacts : None
 Spells (+0) : None

Cenerentola was located in the Open Plains at 2319.

She was ordered to create a camp. She was not able to create the camp because there was insufficient populace.

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

She is currently in the Mountains at 2121. The Major Town/Fort of Hornburg flying the flag of the North Kingdom is here.

Cicala



Ranks : Command 0 Agent 0 Emissary 65 Mage 0
 Health 100 Stealth 0 Challenge 32
 Artifacts : None
 Spells (+0) : None

Cicala was located in the Open Plains at 1920.

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 join a company. She joined the company commanded by Lady Gaga of Sing a Song.

She moved with the company to 2214.

She is traveling with Lady Gaga of the Sing a Song in the Mountains at 2214. The Major Town of Overview flying the flag of the Sheri-Urk is here.

Decoder



Ranks : Command 0 Agent 0 Emissary 59 Mage 0
 Health 100 Stealth 0 Challenge 29
 Artifacts : None
 Spells (+0) : None

He is currently in the Mountains at 3421. The Village of Fiaba flying the flag of the Once Upon a Time is here.

Gatto



Ranks : Command 66 Agent 0 Emissary 0 Mage 50
 Health 100 Stealth 0 Challenge 93
 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 1703.

He was ordered to destroy the Town of Hogchain. See Combat Messages.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

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

He commands an army in the Shore/Plains at 1501. The Major Town/Tower of Toad Suck flying the flag of the Tribes of Angmar is here.

Gretel



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

Gretel was located in the Open Plains at 1920.

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

She was ordered to join a company. She joined the company commanded by Lady Gaga of Sing a Song.

She moved with the company to 2214.

She is traveling with Lady Gaga of the Sing a Song in the Mountains at 2214. The Major Town of Overview flying the flag of the Sheri-Urk is here.

Hansel



Ranks : Command 0 Agent 0 Emissary 65 Mage 0
 Health 100 Stealth 0 Challenge 32
 Artifacts : None
 Spells (+0) : None

Hansel was located in the Open Plains at 1920.

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

He was ordered to join a company. He joined the company commanded by Lady Gaga of Sing a Song.

He moved with the company to 2214.

He is traveling with Lady Gaga of the Sing a Song in the Mountains at 2214. The Major Town of Overview flying the flag of the Sheri-Urk is here.

Lupo



Ranks : Command 56 Agent 0 Emissary 44 Mage 0
 Health 100 Stealth 0 Challenge 61
 Artifacts : None
 Spells (+0) : None

Lupo was located in the Shore/Plains at 3712.

He was ordered to have the nation sell to the caravans. The stores sold was changed because the total product sold was more than the market purchase limit. 675 Steel were sold for 4050 Gold.

He was ordered to put the army on maneuvers. The maneuvers for the army were completed.

He commands an army 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 59 Mage 0
 Health 100 Stealth 0 Challenge 31
 Artifacts : None
 Spells (+0) : None

Muxes was located in the Mountains at 3421.

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

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

He commands a company in the Mountains at 3124. The Town/Tower of Minas Ithil flying the flag of the South Kingdom is here.

Nonna



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

Nonna was located in the Open Plains at 3705.

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

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

She is currently in the Open Plains at 3708. The Camp of Thiach flying the flag of the Once Upon a Time is here.

Piccola Vedetta



Ranks : Command 0 Agent 0 Emissary 52 Mage 0
 Health 100 Stealth 0 Challenge 26
 Artifacts : None
 Spells (+0) : None

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

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

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

She is currently in the Hills & Rough at 3806. The Camp/Fort of Fortino flying the flag of the Once Upon a Time is here.

Pinocchio



Ranks : Command 56 Agent 0 Emissary 0 Mage 55
 Health 100 Stealth 0 Challenge 69
 Artifacts : None

Spells (+0) : #102 Barriers(74) #412 Research Artifact(90)
 #418 Locate Artifact(80) #508 Conjure Mounts(100)

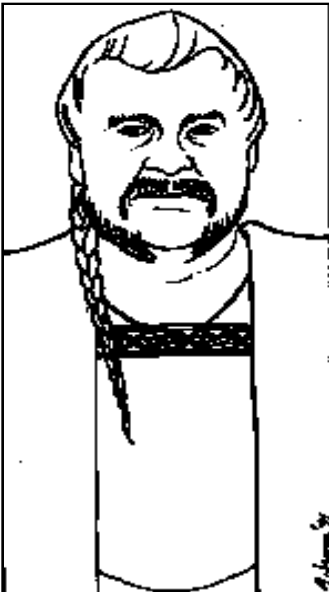
Pinocchio was located in the Shore/Plains at 3712.

He was ordered to have the nation sell to the caravans. 2456 Mounts were sold for 17192 Gold.

He was ordered to transport by the caravans. The transport was changed because there was insufficient Gold. 9440 Gold (+10%) transported from Casa .

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

Pollicino



Ranks : Command 0 Agent 0 Emissary 0 Mage 62
 Health 100 Stealth 0 Challenge 62
 Artifacts : None

Spells (+0) : #102 Barriers(86) #218 Wall of Wind(66) #308 Capital Return(94)
 #414 Scry Hex(83) #506 Curses(42) #508 Conjure Mounts(91)

Pollicino was located in the Shore/Plains at 3712.

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

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

He is currently in the Mixed Forest at 2713. The Village of Tad Eithel flying the flag of the Lohmai'gwaith is here.

Robin Hood



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

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

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.

Rosso Malpelo



Ranks : Command 0 Agent 0 Emissary 56 Mage 0
 Health 100 Stealth 0 Challenge 28
 Artifacts : None

Spells (+0) : None

Rosso Malpelo was located in the Mountains at 2117.

He was ordered to influence their population center loyalty. The loyalty was influenced/reduced at Ardinaak. Current loyalty is perceived to be fair.

He was ordered to uncover some secrets. Secrets uncovered - uncovered that the nation of the Sheri-Urk seeks to hold the population center of Vilgetir at 2324 - 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 Sh'iar Empire seeks to hold the artifact: a Helm, #53. - uncovered that the nation of the Sheri-Urk possesses Special Nation Ability #13. It was also uncovered that the Sheri-Urk capital is at 1817.

He is currently in the Mountains at 2117. The Camp of Ardinaak flying the flag of the Sheri-Urk is here.

Sabbiolina



Ranks : Command 0 Agent 0 Emissary 0 Mage 57
 Health 100 Stealth 0 Challenge 57
 Artifacts : None

Spells (+0) : #102 Barriers(90) #214 Call Winds(69) #302 Long Stride(84)
 #413 Scry Population Center(88) #508 Conjure Mounts(100)

Sabbiolina was located in the Shore/Plains at 3712.

She was ordered to purchase from the caravans. 3426 Timber were bought for 6852 Gold.

She was ordered to have the nation transport by the caravans. 2312 Leather (+10%) transported to Neverending.

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.

Volpe



Ranks : Command 53 Agent 0 Emissary 0 Mage 53
 Health 100 Stealth 0 Challenge 66
 Artifacts : None

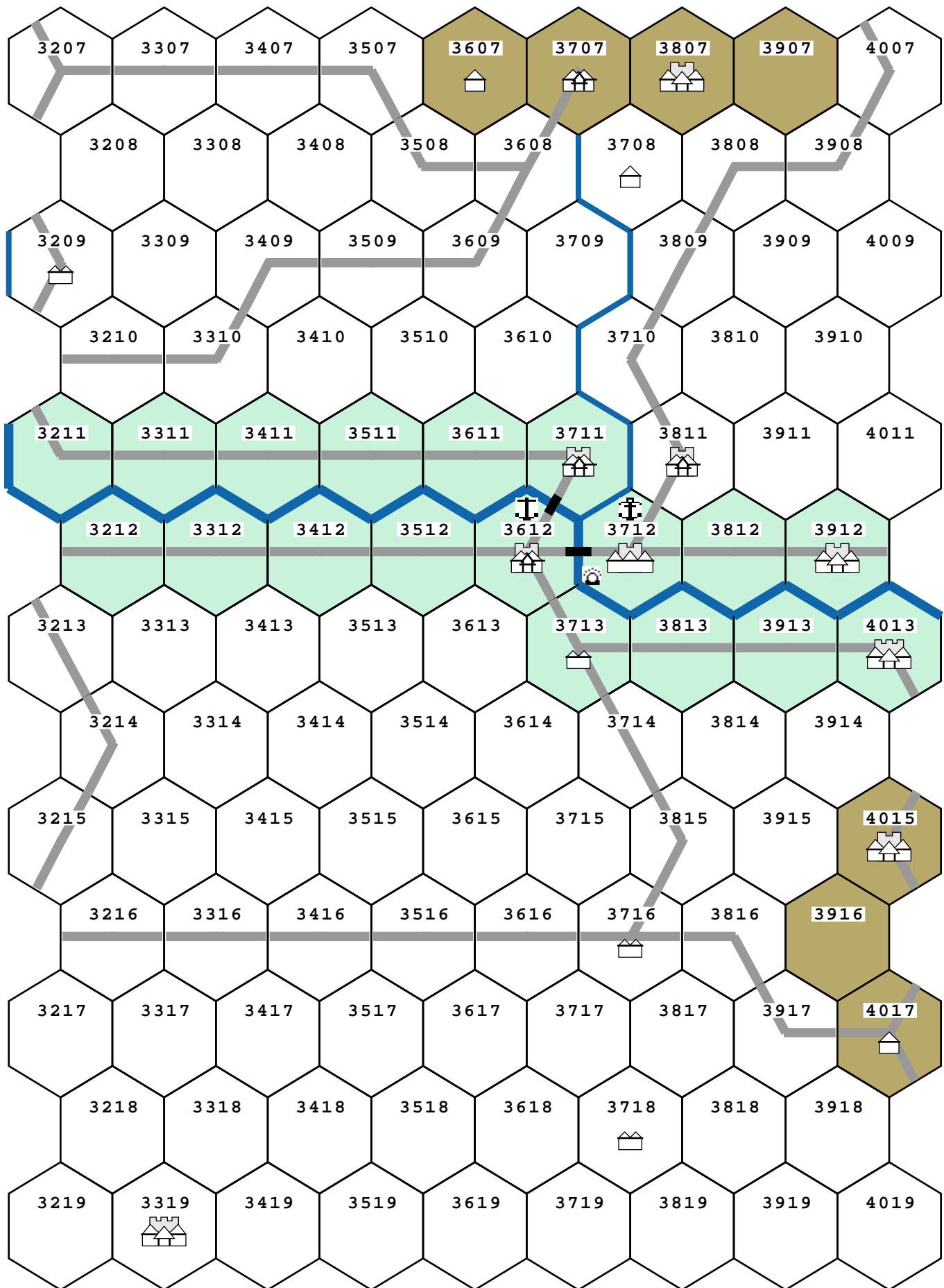
Spells (+0) : #102 Barriers(86) #404 Perceive Relations(92) #414 Scry Hex(86)
 #508 Conjure Mounts(81)

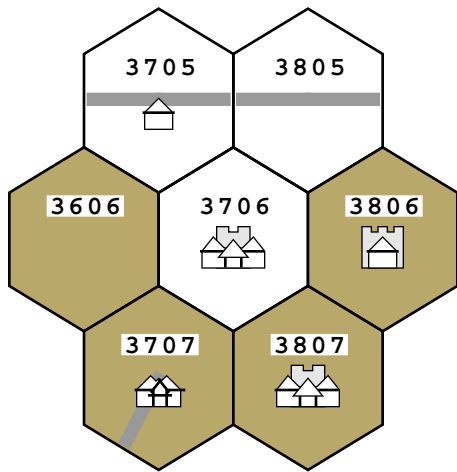
Volpe was located in the Shore/Plains at 3712.

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

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

He is traveling with Lupo 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				

Cenerentola (ID: cener) @ 2121 Command Emissary

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

Cicala (ID: cical) @ 2214 Emissary

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

Decoder (ID: decod) @ 3421 Emissary

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

Gatto (ID: gatto) @ 1501 Command Mage

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

Gretel (ID: grete) @ 2214 Emissary

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

Hansel (ID: hanse) @ 2214 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) @ 3124 Command Emissary

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

Nonna (ID: nonna) @ 3708 Emissary

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

Piccola Vedetta (ID: picco) @ 3806 Emissary

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

Pinocchio (ID: pinoc) @ 3712 Command Mage

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

Pollicino (ID: polli) @ 2713 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			_____				
			_____								_____				
			_____								_____				

Rosso Malpelo (ID: rosso) @ 2117 Emissary

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

Sabbiolina (ID: sabbi) @ 3712 Mage

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			_____				
			_____								_____				
			_____								_____				