

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 [1400] Sing a Song [1334] 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 # | : | 15 |
| Account | : | \$ 0.00 |
| Free Turns | : | 0 |
| Security Code | : | 5222 |
| 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 | : Neutral |
| #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 : 24 | 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 | 582 | 0 | 77 | - |

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 | 1445 | 0 | 0 | 0 | 101 | 0 | 1855 | - |

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 : 52 | 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 | 179 | 0 | 16 | - |

Farfaraway Location : @ 3705 in Open Plains Climate is Cold

| | | | | | | | | |
|---------------------|-----------------------|--------------|--------------|---------------|---------------|--------|--------|------|
| Size : Camp | Fortifications : None | Loyalty : 25 | 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 | 150 | 0 | 33 | - |

Fiaba Location : @ 3421 in Mountains Climate is Cool

| | | | | | | | | |
|---------------------|-----------------------|--------------|--------------|---------------|---------------|--------|--------|------|
| Size : Village | Fortifications : None | Loyalty : 50 | 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 | 0 | 444 | 0 | 0 | 0 | 0 | - |

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

| | | | | | | | | |
|---------------------|-----------------------|--------------|--------------|---------------|---------------|--------|--------|------|
| Size : Camp | Fortifications : Fort | Loyalty : 26 | 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 | 102 | 264 | 0 | - |

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

| | | | | | | | | |
|---------------------|-----------------------|--------------|--------------|---------------|---------------|--------|--------|------|
| Size : Village | Fortifications : None | Loyalty : 43 | 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 | 562 | 190 | 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 | 30 | 0 | 67 | - |

Montagna Location : @ 3322 in Mountains Climate is Cool
 Size : Village Fortifications : None Loyalty : 1 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 216 80 8 0 0 0 0
 Current stores 0 908 432 0 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 0 0 0 0 410 1268 0 -

Pianura Location : @ 3811 in Open Plains Climate is Cool
 Size : Town Fortifications : Tower Loyalty : 61 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 0 250 0 58 -

Pioggia Location : @ 3821 in Mountains Climate is Cool
 Size : Village Fortifications : None Loyalty : 27 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 0 840 621 0 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 0 528 0 29 -

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 0 634 0 35 -

Pul Rug Na Location : @ 3906 in Open Plains Climate is Cold
 Size : Town Fortifications : None Loyalty : 41 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 49 0 29 -

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 0 177 0 0 0 130 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 0 403 0 0 0 221 102 -

Spiaggia Location : @ 3430 in Mountains Climate is Cool
 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 1092 432 0 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 0 485 0 29 -

Thiach

Location : @ 3708 in Open Plains Climate is Cool

| | | | | | |
|---------------------|-----------------------|--------------|--------------|---------------|---------------|
| Size : Camp | Fortifications : None | Loyalty : 44 | Docks : None | Hidden ? : No | Sieged ? : No |
| Surplus Product | Leather | Bronze | Steel | Mithril | Food |
| Expected production | 112 | 0 | 0 | 0 | 368 |
| Current stores | 0 | 0 | 0 | 0 | 368 |

ARMIES AND NAVIES**Army Commander : Regent Gatto**

Location : @ 1703 in Open Plains Climate is Polar

Army morale : 4 Warships : 0 Transports : 0 (13) Travel mode : Normal

| Troops | Training | Weapon | Armor | # Troops | Troop Type |
|---------------------------------|----------|----------------|-------|----------|---------------|
| Northman horsemen w/battle axes | 32 | 11 | 2 | 1839 | Heavy Cavalry |
| Baggage Train | Leather | Bronze | Steel | Mithril | |
| Weapons | - | 0 | 0 | 0 | |
| Armor | 0 | 0 | 0 | 0 | |
| Food | 0 | Out of Food !! | | | |
| War machines | 0 | | | | |

The Town/Tower of Hogchain flying the flag of the Tribes of Angmar is here.

An army bearing the banner of the Tribes of Angmar under Captain Calmorik is here.

A small army bearing the banner of the Tribes of Angmar under Veteran Milaner is here.

Army Commander : Lord Lupo

Location : @ 3712 in Shore/Plains Climate is Cool

Army morale : 70 Warships : 0 Transports : 0 (1) Travel mode : Normal

| Troops | Training | Weapon | Armor | # Troops | Troop Type |
|---------------------------------|----------|-----------------|-------|----------|---------------|
| Northman horsemen w/battle axes | 30 | 11 | 2 | 100 | Heavy Cavalry |
| Baggage Train | Leather | Bronze | Steel | Mithril | |
| Weapons | - | 0 | 0 | 0 | |
| Armor | 0 | 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 : @ 1817 Traveling with him are : **Freddie Mercury - Madonna - Vasco.****MARKET PRICES**

| Product | Leather | Bronze | Steel | Mithril | Food | Timber | Mounts |
|-------------------------------|---------|--------|-------|---------|--------|--------|--------|
| Market units available | 23903 | 19211 | 306 | 2905 | 207429 | 21265 | 1404 |
| Purchase at market price/unit | 2 | 2 | 10 | 16 | 2 | 2 | 12 |
| Sell to market price/unit | 1 | 1 | 6 | 9 | 1 | 1 | 7 |

MISCELLANEOUS**Maintenance Costs expected next turn are:****Totals for Nation:****Stores****Production**

| | | | | |
|------------------------------|---------------|---------|------|------|
| Armies/Navies : | 11934 | Leather | 1445 | 1096 |
| Pop Centers : | 6250 | Bronze | 3982 | 1170 |
| Characters : | 26940 | Steel | 2119 | 386 |
| | | Mithril | 0 | 76 |
| Total : | 45124 | Food | 3868 | 3732 |
| | | Timber | 1883 | 287 |
| Current Tax rate : | 60% | Mounts | 2388 | 68 |
| Revenue expected next turn : | 49320 (+4196) | | | |
| Current Gold reserve : | 4298 | | | |

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 @ 1920**

Double agent Lady Gaga reports she was ordered to influence their population center loyalty. She was not able to influence/reduce the population center loyalty because 2214 was occupied by an enemy army(ies).

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

Madonna of the Sing a Song @ 1817

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

Double agent Madonna reports she was ordered to kidnap a character. Pakindjfoe Mog was kidnaped.

Double agent Madonna reports she moved with the company to 1817.

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

The loyalty was influenced/reduced at Montagna.

There are rumors of a kidnap attempt involving Rallos Zek and Yoerjurg.

1705 Gold was stolen at Sisska.

There are rumors of an encounter involving Frogluk at 2708.

ENCOUNTER MESSAGES

None

COMBAT MESSAGES**Battle at 2203**

In the Polar climate of the Hills & Rough of 2203, a conflict took place about midnight under a omen-filled sky.

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 |
|--------------------------------------|---------------|--------------|--------------|
| 2300 Northman horsemen w/battle axes | wooden/bronze | none/leather | ragged ranks |

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

| Troops | Weapons | Armor | Formations |
|--|---------|-------|------------|
| 1100 Mixed Mannish footmen w/battle axes | wooden | none | a mob |
| 200 Lesser Mannish footmen w/spears | 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 by the blare of the bugles.. Charge!! Charge!! Against the forces of Camerone, we charged...right into their ambush.

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 around and over the small hills and attacked the enemy savagely. 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.... Gatto's forces were victorious in the battle, but suffered minor losses. Gatto appeared to have survived. Camerone's forces were destroyed/routed in the battle. Camerone appeared to have survived.

SPECIAL MESSAGES

FREE TURNS! Do you have any friends that would enjoy playing ME-PBM? MEPBM will credit you with a free turn for each NEW player that signs up and mentions your name (New players can only mention one name). If you would like to start a game with several friends, just let us know! Please try to collect all names & required funds, and mail together, when joining with friends. Current player set-ups are: £5.00, new player registrations are: £10.00

Front Sheet

The FrontSheet is now in the main body of the email of each turn you get. This also includes nations available, new games starting up, generic message from us about other aspects of the game as well as game reports. It also has your balance and the conta

ME-PBM Forum and ME-PBM Mailing List

This is to let you know that we have started an ME-PBM forum on our web site. The address for the web site is www.MiddleEarthGames.com. From there, you can go to links that allow you to log into the message board and to subscribe to the mailing list.

ORDERS GIVEN

| Character | Order # | Order Code | Additional Information..... |
|-------------------|---------|------------|------------------------------|
| Azzurro | 615 | Assass | ereno |
| Azzurro | 820 | MovCmpy | 1817 |
| Biancaneve | 505 | Bribe | muxes 7500 |
| Biancaneve | 320 | SellCar | br 874 |
| Cappuccetto Rosso | 710 | PrenMgy | |
| Cappuccetto Rosso | 810 | MovChar | 2711 |
| Cenerentola | 525 | InfOthr | |
| Cenerentola | 810 | MovChar | 2319 |
| Cicala | 520 | InfYour | |
| Cicala | 810 | MovChar | 1920 |
| Gatto | 230 | AttEnmy | ch |
| Gatto | 850 | MovArmy | w w w w w ^ ^ ^ ^ ^ ^ ^ ^ no |
| Gretel | 550 | ImprPop | |
| Gretel | 810 | MovChar | 1920 |
| Hansel | 520 | InfYour | |
| Hansel | 810 | MovChar | 1920 |
| Lupo | 435 | ArmyMan | |
| Lupo | 325 | NatSell | mi 100 |
| Nonna | 810 | MovChar | 3705 |
| Nonna | 550 | ImprPop | |
| Piccola Vedetta | 520 | InfYour | |

| | | | | | |
|-----------------|-----|---------|------|-----|-----|
| Piccola Vedetta | 585 | Uncover | | | |
| Pinocchio | 710 | PrenMgy | | | |
| Pinocchio | 185 | DnStNat | 20 | | |
| Pollicino | 710 | PrenMgy | | | |
| Pollicino | 330 | CstCjSp | 508 | 500 | |
| Rosso Malpelo | 555 | CreCmp | ^ | | |
| Rosso Malpelo | 810 | MovChar | 2117 | | |
| Sabbiolina | 710 | PrenMgy | | | |
| Sabbiolina | 330 | CstCjSp | 508 | 500 | |
| Volpe | 185 | DnStNat | 20 | | |
| Volpe | 947 | NatTran | 3712 | 1e | 100 |

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 2220.

He was ordered to assassinate a character. Erenoc was assassinated.

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

He commands a company in the Open Plains at 1817. The City/Fort of Arrenhal flying the flag of the Sheri-Urk is here.

Biancaneve



Ranks : Command 33 Agent 0 Emissary 84 (114) 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 sell to the caravans. 874 Bronze were sold for 1748 Gold.

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

She is currently in the Mountains at 3421. The Village of Fiaba flying the flag of the Once Upon a Time 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 Shore/Plains at 3712.

She was ordered to prentice magery. The prentice magery was successful and her Mage rank has been improved.

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

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 Shore/Plains at 3028.

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 marginal. Continued efforts may succeed.

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

She is currently in the Open Plains at 2319.

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 Mixed Forest at 2711.

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

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

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

Gatto



Ranks : Command 63 Agent 0 Emissary 0 Mage 50
 Health 100 Stealth 0 Challenge 90
 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 Hills & Rough at 2203.

He was ordered to have his army attack all of his enemies. 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 Open Plains at 1703. The Town/Tower of Hogchain flying the flag of the Tribes of Angmar is here.

Gretel



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

Gretel was located in the Mixed Forest at 2711.

She was ordered to improve the population center size. Neverending was improved to a Major Town.

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

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

Hansel



Ranks : Command 0 Agent 0 Emissary 63 Mage 0
 Health 100 Stealth 0 Challenge 31
 Artifacts : None
 Spells (+0) : None

Hansel 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 move. He accepted the movement orders.

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

Lupo



Ranks : Command 54 Agent 0 Emissary 44 Mage 0
 Health 100 Stealth 0 Challenge 59
 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. 273 Mithril were sold for 17745 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

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

Nonna



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

Nonna was located in the Open Plains at 3708.

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

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

She is currently in the Open Plains at 3705. The Camp of Farfaraway flying the flag of the Once Upon a Time is here.

Piccola Vedetta



Ranks : Command 0 Agent 0 Emissary 50 Mage 0
 Health 100 Stealth 0 Challenge 25
 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 uncover some secrets. Secrets uncovered - uncovered that the nation of the Sheri-Urk seeks to hold the population center of Tempakhor at 2122. - uncovered that the nation of the Plane possesses Special Nation Ability #24.

She is currently in the Shore/Plains at 3713. The Village of Campo flying the flag of the Once Upon a Time is here.

Pinocchio



Ranks : Command 54 Agent 0 Emissary 0 Mage 55
 Health 100 Stealth 0 Challenge 68
 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 downgrade our relations. Our relations with the Tribes of Angmar were downgraded.

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

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 60
 Health 100 Stealth 0 Challenge 60
 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 cast a conjuring spell. Conjure Mounts was cast. There were insufficient Mounts available to conjure. 285 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.

Rosso Malpelo



Ranks : Command 0 Agent 0 Emissary 53 Mage 0
 Health 100 Stealth 0 Challenge 26
 Artifacts : None

Spells (+0) : None

Rosso Malpelo was located in the Mixed Forest at 2514.

He was ordered to create a camp. He was not able to create the camp because a population center already exists.

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

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 cast a conjuring spell. Conjure Mounts was cast. There were insufficient Mounts available to conjure. 275 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.

Volpe



Ranks : Command 50 Agent 0 Emissary 0 Mage 53
 Health 100 Stealth 0 Challenge 65
 Artifacts : None

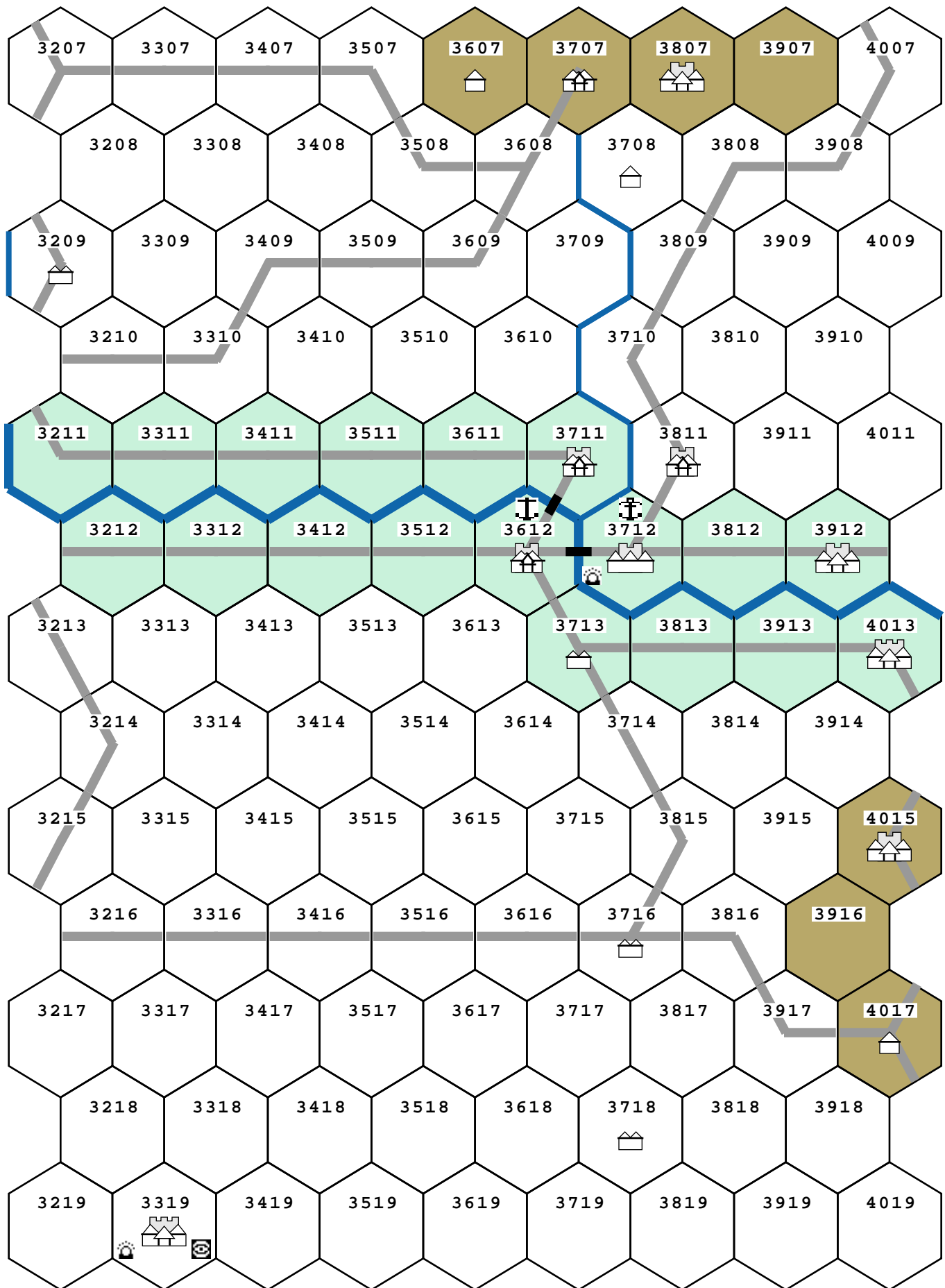
Spells (+0) : #102 Barriers(86) #404 Perceive Relations(92) #414 Scry Hex(86)
 #508 Conjure Mounts(81)

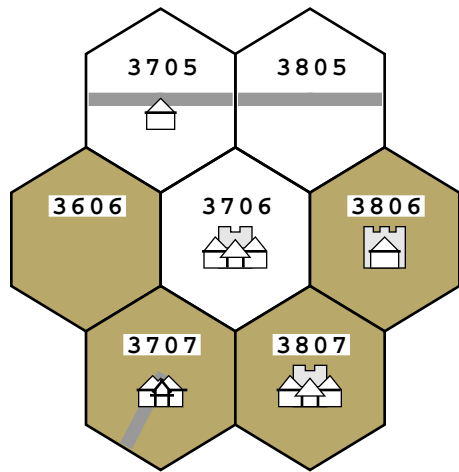
Volpe was located in the Shore/Plains at 3712.

He was ordered to downgrade our relations. Our relations with the Tribes of Angmar were downgraded.

He was ordered to have the nation transport by the caravans. 1393 Leather (+10%) transported to 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.





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

Cenerentola (ID: cener) @ 2319 Command Emissary

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| Order | -> | # | _____ | Code | _____ | Type | _____ | Order | -> | # | _____ | Code | _____ | Type | _____ |
| Required | | | _____ | | | | | Required | | | _____ | | | | |
| Information | | | _____ | | | | | Information | | | _____ | | | | |
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Cicala (ID: cical) @ 1920 Emissary

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| Order | -> | # | _____ | Code | _____ | Type | _____ | Order | -> | # | _____ | Code | _____ | Type | _____ |
| Required | | | _____ | | | | | Required | | | _____ | | | | |
| Information | | | _____ | | | | | Information | | | _____ | | | | |
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Gatto (ID: gatto) @ 1703 Command Mage

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| Order | -> | # | _____ | Code | _____ | Type | _____ | Order | -> | # | _____ | Code | _____ | Type | _____ |
| Required | | | _____ | | | | | Required | | | _____ | | | | |
| Information | | | _____ | | | | | Information | | | _____ | | | | |
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Gretel (ID: grete) @ 1920 Emissary

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| Order | -> | # | _____ | Code | _____ | Type | _____ | Order | -> | # | _____ | Code | _____ | Type | _____ |
| Required | | | _____ | | | | | Required | | | _____ | | | | |
| Information | | | _____ | | | | | Information | | | _____ | | | | |
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Hansel (ID: hanse) @ 1920 Emissary

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

Lupo (ID: lupo) @ 3712 Command Emissary

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|-------------|----|---|-------|------|-------|------|-------|-------------|----|---|-------|------|-------|------|-------|
| Order | -> | # | _____ | Code | _____ | Type | _____ | Order | -> | # | _____ | Code | _____ | Type | _____ |
| Required | | | _____ | | | | | Required | | | _____ | | | | |
| Information | | | _____ | | | | | Information | | | _____ | | | | |
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Muxes (ID: muxes) @ 3421 Command Emissary

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| Order | -> | # | _____ | Code | _____ | Type | _____ | Order | -> | # | _____ | Code | _____ | Type | _____ |
| Required | | | _____ | | | | | Required | | | _____ | | | | |
| Information | | | _____ | | | | | Information | | | _____ | | | | |
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Nonna (ID: nonna) @ 3705 Emissary

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

Piccola Vedetta (ID: picco) @ 3713 Emissary

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

Pinocchio (ID: pinoc) @ 3712 Command Mage

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

Pollicino (ID: polli) @ 3712 Mage

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

Rosso Malpelo (ID: rosso) @ 2117 Emissary

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

Sabbiolina (ID: sabbi) @ 3712 Mage

Order -> # _____ Code _____ Type _____ Order -> # _____ Code _____ Type _____

Required

Information

Required

Information

Volpe (ID: volpe) @ 3712 Command Mage

Order -> # _____ Code _____ Type _____ Order -> # _____ Code _____ Type _____

Required

Information

Required

Information