

**MEPBM Games**  
**presents**

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



GAME # 141



## Once Upon a Time

Victory points : 1100

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 :

**Sing a Song [ 1167 ]   Once Upon a Time [ 1100 ]   Alvernus [ 950 ]**

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 #	:	29
Account	:	\$ 0.00
Free Turns	:	0
Security Code	:	9816
Special Service	:	YES

# Once Upon a Time

(A Free People)

Season : Fall

## RELATIONS WITH OTHER NATIONS

# 1 North Kingdom	: Hated	# 2 South Kingdom	: Disliked	# 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	: Hated
#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 Carchoth** Location : @ 2123 in Mountains Climate is Cold

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	77	53	0	0	0	0	600
Current stores	0	0	388	0	0	0	0	-

*An army bearing the banner of the Red Witches under Lord Ivanosh is here.*

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

Size : Village	Fortifications : Tower	Loyalty : 47	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	160	0	0	0	-

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

Size : City	Fortifications : Tower	Loyalty : 83	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	2043	0	0	0	30	1176	676	-

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

Size : Major Town	Fortifications : Fort	Loyalty : 40	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	93	0	0	0	54	0	45	-

**Durthang** Location : @ 3122 in Mountains Climate is Cool

Size : Camp	Fortifications : None	Loyalty : 52	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	140	50	0	0	0	0	1100
Current stores	0	0	150	0	0	0	0	-

**Farfaraway** Location : @ 3705 in Open Plains Climate is Cold

Size : Camp	Fortifications : None	Loyalty : 36	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	60	0	0	0	45	0	207	-

**Fate** Location : @ 4128 in Mountains Climate is Cool

Size : Village	Fortifications : Tower	Loyalty : 54	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	210	40	0	0	0	-

**Fiaba** Location : @ 3421 in Mountains Climate is Cool

Size : Town	Fortifications : None	Loyalty : 30	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	147	90	0	0	0	-

**Fortino** Location : @ 3806 in Hills & Rough Climate is Cold  
 Size : Camp Fortifications : Fort Loyalty : 27 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 31 1992 0 -

**Herëamon** Location : @ 2610 in Mixed Forest Climate is Cool  
 Size : Camp Fortifications : None Loyalty : 33 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 0 0 160 0 776 88 0 0  
 Current stores 0 0 392 0 233 649 0 -

**Isola che non** Location : @ 4215 in Mountains Climate is Cold  
 Size : Village Fortifications : None Loyalty : 36 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 0 89 0 0 0 0 -

**Montagna** Location : @ 3322 in Mountains Climate is Cool  
 Size : Camp Fortifications : None Loyalty : 11 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 0 245 50 0 0 0 -

**Neverending** Location : @ 2711 in Mixed Forest Climate is Mild  
 Size : City Fortifications : Tower Loyalty : 87 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 0 0 0 0 137 83 0 0  
 Current stores 699 625 0 0 55 2534 330 -

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

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

**Nuvole Bianche** Location : @ 3721 in Mountains Climate is Cool  
 Size : Camp Fortifications : None Loyalty : 42 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 0 290 0 20 0 0 0 1200  
 Current stores 0 0 0 20 0 0 0 -

Foreign characters reported in the hex : **Augustus - Hermes.**

**Pianura** Location : @ 3811 in Open Plains Climate is Cool  
 Size : Town Fortifications : Tower Loyalty : 50 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 82 0 0 0 75 0 136 -

**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 0 274 120 0 0 0 -

**Ponte** Location : @ 3711 in Shore/Plains Climate is Cool  
 Size : Town Fortifications : Tower Loyalty : 40 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 110 0 0 0 158 0 65 -

**Prato** Location : @ 4012 in Shore/Plains Climate is Cool  
 Size : Village Fortifications : Tower Loyalty : 43 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 186 0 0 0 190 0 84 -

**Ragnar Sa** Location : @ 3807 in Hills & Rough Climate is Cold  
 Size : Major Town Fortifications : Tower Loyalty : 41 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 0 0 0 0 614 0 -

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

**Spiaggia** Location : @ 3430 in Mountains Climate is Cool  
 Size : Camp Fortifications : None Loyalty : 9 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 0 196 100 0 0 0 -

**Tatamagouche** Location : @ 0811 in Mountains Climate is Cool  
 Size : Village Fortifications : None Loyalty : 47 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 0 152 96 8 0 0 0 0  
 Current stores 0 0 192 102 0 0 0 -  
 Foreign characters reported in the hex : **Al'leneluk - Criknrog**.

**Terrano** Location : @ 3612 in Shore/Plains Climate is Cool  
 Size : Town Fortifications : Tower Loyalty : 48 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 96 0 0 0 145 0 65 -

**Thiach** Location : @ 3708 in Open Plains Climate is Cool  
 Size : Village Fortifications : None Loyalty : 22 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 90 0 0 0 294 0 6 0  
 Current stores 90 0 0 0 88 0 86 -

## ARMIES AND NAVIES

**Army Commander : Lord Cappuccetto Rosso** Location : @ 2711 in Mixed Forest Climate is Mild  
 Army morale : 17 Warships : 0 Transports : 0 (8) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Northman horsemen w/battle axes 14 11 2 1100 Heavy Cavalry  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0 50  
 Armor 0 0 50  
 Food 0 Out of Food !!  
 War machines 0  
 Characters traveling with army : - Solitaria.  
 The City/Tower of Neverending flying the flag of the Once Upon a Time is here.

## COMPANY COMMANDERS :

Veteran Azzurro Location : @ 4433 Traveling with him are : **Freddie Mercury - Rallos Zek - Vasco**.  
 Veteran Muxes Location : @ 3713 Traveling with him are : **De Gregori** - Decoder.

## MARKET PRICES

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	28531	21928	10544	1692	333428	25981	7857
Purchase at market price/unit	3	3	4	27	2	3	7
Sell to market price/unit	2	2	3	18	1	2	4

**MISCELLANEOUS****Maintenance Costs expected next turn are:**

Armies/Navies :	6900
Pop Centers :	7250
Characters :	35800
Total :	49950
Current Tax rate :	60%
Revenue expected next turn :	53520 (+3570)
Current Gold reserve :	2948

**Totals for Nation:****Stores****Production**

Leather	3459	760
Bronze	625	1786
Steel	2283	825
Mithril	682	140
Food	1104	3636
Timber	6965	263
Mounts	1694	47

**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 @ 4433**

Double agent Freddie Mercury reports he was ordered to refuse all personal challenges.  
Double agent Freddie Mercury reports he was ordered to assassinate a character. Ponce de Leon was assassinated.  
Double agent Freddie Mercury reports he moved with the company to 4433.

**Katala of the Silent Assembly @ 2209**

Double agent Katala reports she was ordered to move. She accepted the movement orders.  
Double agent Katala reports she was ordered to scout for any characters. A scout for characters was attempted. Found: Mystic Levitra - Unknown. Lord Atenelol - Unknown. Commander Xanax - Unknown. Warlord Pinocchio - Once Upon a Time. Regent Bigorik - Tribes of Angmar. Thief Kesha - Sing a Song. Captain Storlagu - Tribes of Angmar. Commander Balkhmog - Great Trollusk. One or more reports may be incorrect. Nothing else was reported at this time.

**Lady Gaga of the Sing a Song @ 2307**

Double agent Lady Gaga reports she was ordered to bribe/recruit a character. She was not able to recruit the character because she was not able to persuade or meet the demands. Continued efforts (or more Gold) may succeed.  
Double agent Lady Gaga reports she was ordered to move the company. She accepted the company movement orders.

**Nightbreeze of the Sundered @ 2818****Shadow Walker of the Sundered @ 2527****Tartas Izain of the Lands @ 2730**

Double agent Tartas Izain reports he was ordered to assassinate a character. Orkamûr was assassinated.  
Double agent Tartas Izain reports he was ordered to join a company. He joined the company commanded by Dark .  
Double agent Tartas Izain reports he moved with the company to 2730.

**Vasco of the Sing a Song @ 4433**

Double agent Vasco reports he was ordered to refuse all personal challenges.  
Double agent Vasco reports he was ordered to assassinate a character. Amundsen was assassinated.  
Double agent Vasco reports he moved with the company to 4433.

**You have the following hostages:**

None

**You possess the following artifacts:**

Name of artifact	Item	#	Latent	Alignment	Known Powers
Staff of the Serpent	Staff	2	Yes	None	Increases Mage Rank by 15.
Maranya	Ring	84	Yes	None	Increases Mage Rank by 30.
Macirillë	Sword	126	No	None	COMBAT - Increases damage by 750 points.
Foam-light	Armor	211	Yes	None	Increases Command Rank by 15.

**You have hidden the following additional artifacts:**

None

**NATION MESSAGES***There are rumors of the fall of a Strategic Site.**The loyalty was influenced from the efforts or presence of Pallando the Blue at Montagna.**There are rumors of an assassination attempt involving Polchek and Sotida.**3400 Gold was stolen at Neverending.**671 Gold was stolen at Durthang.***ENCOUNTER MESSAGES**

None

**COMBAT MESSAGES****Battle at 3706**

In the Cold climate of the Open Plains of 3706, a conflict took place in the early hours of the evening under an overcast sky.

At the head of a demoralized army rode **Lord Bogan** of the nation of the Dark Feast. 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
400 Troll footsoldiers w/battle axes	wooden	none	a mob

At the head of a demoralized army rode **Captain Burnt** of the nation of the Dark Feast. 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
600 Orc wolfriders w/maces	steel	steel	a mob

The Major Town of Lagna Sa flying the flag of the Once Upon a Time is situated in the Open Plains here.

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

The battle for Lagna Sa 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.... Bogan's army survived the attack on the Major Town, but suffered minor losses. Bogan appeared to have survived. Burnt's army survived the attack on the Major Town, but suffered minor losses. Burnt appeared to have survived. The Major Town has been reduced to a Town. The Town has been under siege/attack this turn. The Town now flies the flag of the Dark Feast.

**Battle at 2209**

In the Warm climate of the Hills & Rough of 2209, a conflict took place in the early morning hours under a omen-filled sky.

At the head of a demoralized army rode **General 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
632 Northman horsemen w/battle axes	wooden/bronze	leather/bronze	ragged ranks

At the head of a demoralized army rode **Regent Bigorik** 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
1400 Mixed Mannish horsemen w/shortswords	wooden	leather/bronze	a mob

At the head of a demoralized army rode **Captain Storlagu** 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
1200 Mixed Mannish footmen w/battle axes	wooden	leather	a mob
100 Mannish slaves w/shortswords	bronze	leather	a mob

The Town of Imladris flying the flag of the Tribes of Angmar is situated in the Hills & Rough here. It is fortified by a Fort.

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 heard coursing through the ranks.. Keep close ranks. Use standard formation. Like we practiced! As our troops deployed, a cheer went up as balls of light green light burst among the enemy, and they realized that the mages had already started the battle. The men cheered as a few boulders and some flying debris struck among the enemy troops.

Against the forces of Bigorik, they charged our standard formation and hit us hard.

Against the forces of Storlagu, they had laid an ambush, but our standard formation adjusted.

After the battle had joined in earnest, heroes made their presence known all over the battlefield. **Gatto** stood off to one side making magical gestures and incanting arcane words. Suddenly, magical barriers sprung up around his comrades and prevented many a wound from occurring! **Pinocchio** stood off to one side making magical gestures and incanting arcane words. Suddenly, magical barriers sprung up around his comrades and prevented many a wound from occurring!

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. However, we were overrun in less than a few hours.

After the battle.... Gatto's forces were destroyed/routed in the battle. Gatto was captured. Bigorik's forces were victorious in the battle, but suffered minor losses. Bigorik appeared to have survived. Storlagu's forces were victorious in the battle, but suffered some losses. Storlagu 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](http://www.MiddleEarthGames.com). From there, you can go to links that allow you to log into the message board and to subscribe to the mailing list.

### ORDERS GIVEN

Character	Order #	Order Code	Additional Information.....
Azzurro	615	Assass	macki
Azzurro	820	MovCmpy	4433
Biancaneve	900	FindArt	2
Biancaneve	900	FindArt	84
Briciolina	330	CstCjSp	508 500
Briciolina	710	PrenMgy	
Cacciatore	500	Double	katal
Cacciatore	810	MovChar	2610
Cappuccetto Rosso	435	ArmyMan	
Cappuccetto Rosso	330	CstCjSp	508 500
Cenerentola	520	InfYour	
Cenerentola	810	MovChar	0812
Cicala	525	InfOthr	
Cicala	585	Uncover	
Dabadda	520	InfYour	
Dabadda	585	Uncover	
Decoder	525	InfOthr	
Decoder	585	Uncover	
Gatto	210	IssPers	bigor
Gatto	225	CstCbSp	102
Gretel	525	InfOthr	
Gretel	585	Uncover	
Lupo	770	HrArmy	500 hc ^ ^ 1
Lupo	325	NatSell	fo 90
Muxes	525	InfOthr	
Muxes	820	MovCmpy	3713
Nonna	525	InfOthr	
Nonna	810	MovChar	3430
Piccola Vedetta	520	InfYour	
Piccola Vedetta	810	MovChar	4428
Pinocchio	210	IssPers	stor1
Pinocchio	225	CstCbSp	102
Pollicino	710	PrenMgy	
Pollicino	330	CstCjSp	508 500
Robin Hood	330	CstCjSp	508 500
Robin Hood	710	PrenMgy	
Sabbiolina	948	TranCar	2711 4112 mo 800
Sabbiolina	330	CstCjSp	508 500
Solitaria	400	HvCvlry	500 ^ ^
Solitaria	948	TranCar	2711 3328 br 5000
Volpe	315	PrchCar	le 2000
Volpe	947	NatTran	2711 br 100



Azzurro



Ranks : Command 18 (33) Agent 90 Emissary 0 Mage 0  
 Health 100 Stealth 10 Challenge 75  
 Artifacts : #211 Foam-light  
 Spells (+0) : None

Azzurro was located in the Hills & Rough at 4432.

He was ordered to assassinate a character.

He injured Amundsen of the RhunLandChattelCo and thwarted his guard mission. Mackinzie was assassinated. Artifact(s) were discovered on the body of Mackinzie.

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

**He commands a company in the Hills & Rough at 4433. The City/Fort of Chandilar flying the flag of the Sh'iar Empire is here.**

Biancaneve



Ranks : Command 0 Agent 0 Emissary 0 Mage 47 (92)  
 Health 100 Stealth 0 Challenge 92  
 Artifacts : #2 Staff of the Serpent #84 Maranya  
 Spells(+45) : #104 Resistances(71) #218 Wall of Wind(90) #308 Capital Return(61)  
 #412 Research Artifact(60)

Biancaneve was located in the Mixed Forest at 2709.

She was ordered to find an artifact. An artifact search was attempted. Staff of the Serpent #2 was found in the Mixed Forest at 2709.

She was ordered to find an artifact. An artifact search was attempted. Maranya #84 was found in the Mixed Forest at 2709.

**She is currently in the Mixed Forest at 2709. The City of Galadbrynd flying the flag of the Silent Assembly is here.**

Briciolina



Ranks : Command 0 Agent 0 Emissary 0 Mage 57  
 Health 100 Stealth 0 Challenge 57  
 Artifacts : None  
 Spells (+0) : #102 Barriers(75) #202 Call Fire(91) #302 Long Stride(86)  
 #408 Perceive Nationality(58) #508 Conjure Mounts(94)

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. 280 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 58 Mage 0  
 Health 100 Stealth 0 Challenge 29  
 Artifacts : None  
 Spells (+0) : None

Cacciatore was located in the Mountains at 2309.

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

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

*He is currently in the Mixed Forest at 2610. The Camp of Herëamon flying the flag of the Once Upon a Time is here.*

Cappuccetto Rosso



Ranks : Command 57 Agent 0 Emissary 0 Mage 64  
 Health 100 Stealth 0 Challenge 93  
 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 Mixed Forest at 2711.

She was ordered to cast a conjuring spell. Conjure Mounts was cast. There were insufficient Mounts available to conjure. 320 Mounts were conjured.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

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

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

Cenerentola



Ranks : Command 24 Agent 0 Emissary 68 Mage 0  
 Health 100 Stealth 0 Challenge 40  
 Artifacts : None  
 Spells (+0) : None

Cenerentola was located in the Mountains at 0811.

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

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

*She is currently in the Mountains at 0812. The Village of Tracadie flying the flag of the North Kingdom is here.*

Cicala



Ranks : Command 0 Agent 0 Emissary 85 Mage 0  
 Health 100 Stealth 0 Challenge 42  
 Artifacts : None  
 Spells (+0) : None

Cicala was located in the Mountains at 2214.

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

She was ordered to uncover some secrets. Secrets uncovered - uncovered that the nation of the Wise Council seeks to hold the population center of Vegas at 2112 - uncovered that the nation of the Wise Council seeks to hold the population center of Lagna Sa at 3706. - uncovered that the nation of the Wise Council possesses Special Nation Ability #8. It was also uncovered that the Wise Council capital is at 2903.

She moved with the company to 2307.

***She is traveling with Lady Gaga of the Sing a Song in the Mountains at 2307. The Major Town of Currahee flying the flag of the Silent Assembly is here.***

Dabadda



Ranks : Command 0 Agent 0 Emissary 51 Mage 0  
 Health 100 Stealth 0 Challenge 25  
 Artifacts : None  
 Spells (+0) : None

Dabadda was located in the Hills & Rough at 3807.

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

She was ordered to uncover some secrets. Secrets uncovered - uncovered that the nation of the Sh'iar Empire seeks to terminate 10 characters by personal challenge or by assassination. - uncovered that the nation of the Dark Feast possesses Special Nation Ability #13.

***She is currently in the Hills & Rough at 3807. The Major Town/Tower of Ragnar Sa flying the flag of the Once Upon a Time is here.***

Decoder



Ranks : Command 0 Agent 0 Emissary 78 Mage 0  
 Health 100 Stealth 0 Challenge 39  
 Artifacts : None  
 Spells (+0) : None

Decoder was located in the Mountains at 3122.

He was ordered to influence their population center loyalty. The loyalty was influenced/reduced at Durthang. Durthang is now under our control.

He was ordered to uncover some secrets. Secrets uncovered - uncovered that the nation of the Wise Council seeks to see to the termination of Plum Crazy by any means whatsoever. - uncovered that the nation of the Thorinar possesses Special Nation Ability #8.

He moved with the company to 3713.

***He is traveling with Muxes in the Shore/Plains at 3713. The Village of Campo flying the flag of the Dark Feast is here.***

Gatto



Ranks : Command 83 Agent 0 Emissary 0 Mage 50  
Health 100 Stealth 0 Challenge 95  
Artifacts : None

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 2209.

He was ordered to challenge Bigorik to personal combat.

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

He was ordered to cast a combat spell. Barriers was cast.

Gatto was captured during combat by Bigorik. Artifact(s) were removed from Gatto.

Gatto could not escape from being held hostage.

***He is currently being held hostage. Location unknown. No Gold ransom demanded at this time.***

Gretel



Ranks : Command 0 Agent 0 Emissary 88 Mage 0  
Health 100 Stealth 0 Challenge 44  
Artifacts : None

Spells (+0) : None

Gretel was located in the Mountains at 2214.

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

She was ordered to uncover some secrets. Secrets uncovered - uncovered that the nation of the Wise Council seeks to hold the population center of Trannel at 3707 - uncovered that the nation of the Wise Council seeks to hold the population center of Lagna Sa at 3706. - uncovered that the nation of the Wise Council possesses Special Nation Ability #8. It was also uncovered that the Wise Council capital is at 2903.

She moved with the company to 2307.

***She is traveling with Lady Gaga of the Sing a Song in the Mountains at 2307. The Major Town of Currahee flying the flag of the Silent Assembly 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 have the nation sell to the caravans. 9941 Food were sold for 9941 Gold.

He was ordered to hire an army. He was not able to hire an army because there was insufficient 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 83 Mage 0  
 Health 100 Stealth 0 Challenge 43  
 Artifacts : None  
 Spells (+0) : None

Muxes was located in the Mountains at 3122.

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

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

***He commands a company in the Shore/Plains at 3713. The Village of Campo flying the flag of the Dark Feast is here.***

Nonna



Ranks : Command 0 Agent 0 Emissary 64 Mage 0  
 Health 100 Stealth 0 Challenge 32  
 Artifacts : None  
 Spells (+0) : None

Nonna was located in the Mountains at 3721.

She was ordered to influence their population center loyalty. The loyalty was influenced/reduced at Nuvole Bianche. Nuvole Bianche is now under our control.

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

***She is currently in the Mountains at 3430. The Camp of Spiaggia flying the flag of the Once Upon a Time is here.***

Piccola Vedetta



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

Piccola Vedetta was located in the Mountains at 4128.

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

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

***She is currently in the Mountains at 4428. The Village of Tallunë flying the flag of the Dark Feast is here.***

Pinocchio



Ranks : Command 76 Agent 0 Emissary 0 Mage 58  
 Health 100 Stealth 0 Challenge 90  
 Artifacts : None

Spells (+0) : #102 Barriers(77) #412 Research Artifact(90)  
 #418 Locate Artifact(85) #508 Conjure Mounts(100)

Pinocchio was located in the Hills & Rough at 2209.

He was ordered to challenge Storlagu to personal combat.

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

He was ordered to cast a combat spell. Barriers was cast.

**He is currently in the Hills & Rough at 2209. The Town/Fort of Imladris flying the flag of the Tribes of Angmar is here.**

Pollicino



Ranks : Command 0 Agent 0 Emissary 0 Mage 77  
 Health 100 Stealth 0 Challenge 77  
 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(100)

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. 380 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 City/Tower of Neverending flying the flag of the Once Upon a Time is here.**

Robin Hood



Ranks : Command 0 Agent 0 Emissary 0 Mage 70  
 Health 100 Stealth 0 Challenge 70  
 Artifacts : None

Spells (+0) : #102 Barriers(93) #214 Call Winds(78) #308 Capital Return(80)  
 #402 Perceive Allegiance(68) #508 Conjure Mounts(90)

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. 340 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 74  
 Health 77 Stealth 0 Challenge 74  
 Artifacts : None

Spells (+0) : #102 Barriers(90) #214 Call Winds(69) #302 Long Stride(85)  
 #413 Scry Population Center(89) #508 Conjure Mounts(100)

Sabbiolina 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. 370 Mounts were conjured.

She was ordered to transport by the caravans. 800 Mounts (+10%) transported from Neverending to Innuendo.

*She is currently in the Mixed Forest at 2711. The City/Tower of Neverending flying the flag of the Once Upon a Time is here.*

Solitaria



Ranks : Command 30 Agent 14 Emissary 21 Mage 0  
 Health 100 Stealth 0 Challenge 35  
 Artifacts : None

Spells (+0) : None

Solitaria was located in the Mixed Forest at 2711.

She was ordered to recruit some heavy cavalry. 500 Heavy Cavalry w/Wood weapons and No armor were recruited.

She was ordered to transport by the caravans. 5000 Bronze (+10%) transported from Neverending to Androth.

*She is traveling with Cappuccetto Rosso in the Mixed Forest at 2711. The City/Tower of Neverending flying the flag of the Once Upon a Time is here.*

Volpe



Ranks : Command 64 Agent 0 Emissary 0 Mage 56  
 Health 100 Stealth 0 Challenge 78  
 Artifacts : None

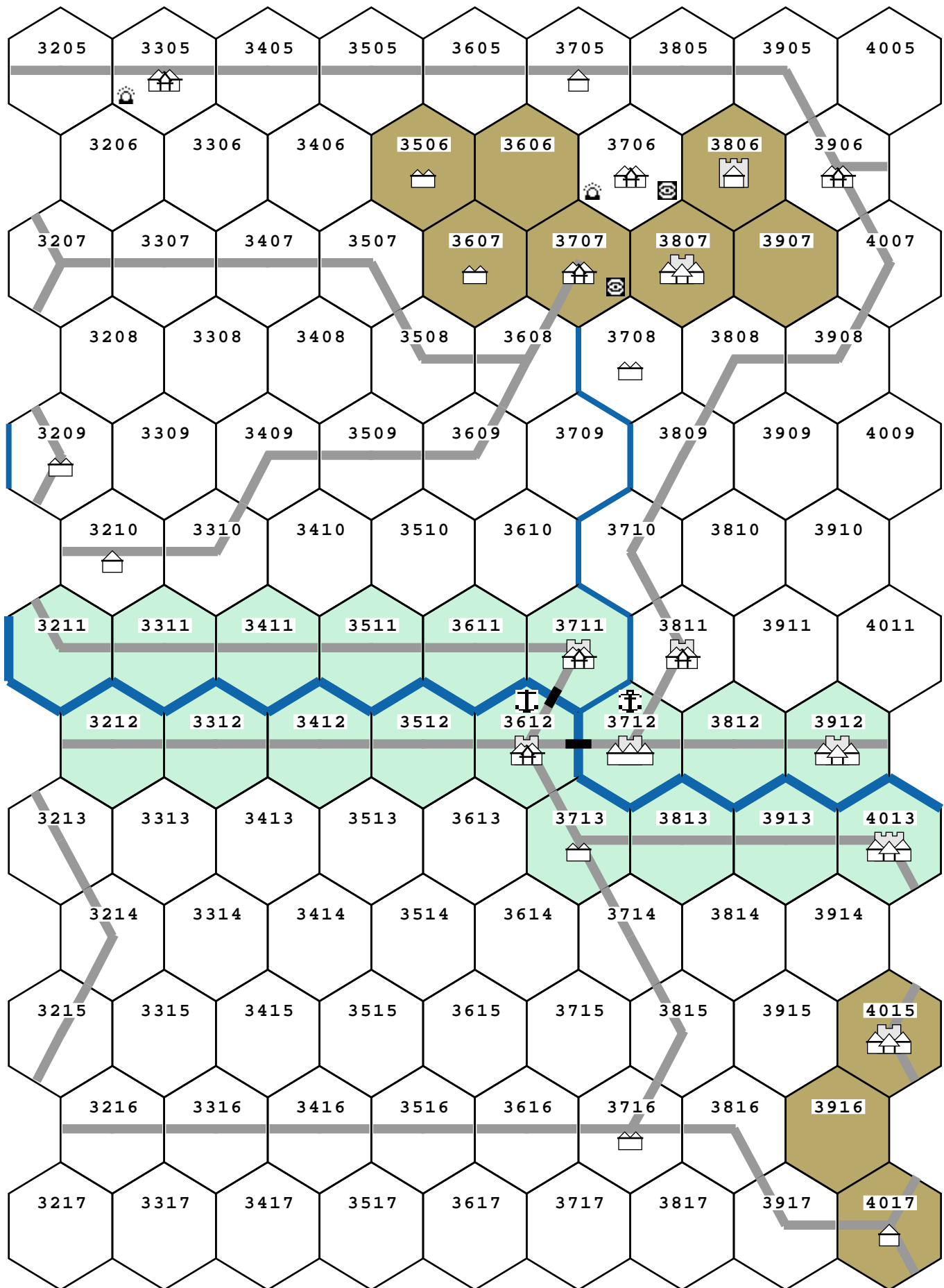
Spells (+0) : #102 Barriers(86) #404 Perceive Relations(92) #414 Scry Hex(86)  
 #508 Conjure Mounts(85)

Volpe was located in the Shore/Plains at 3712.

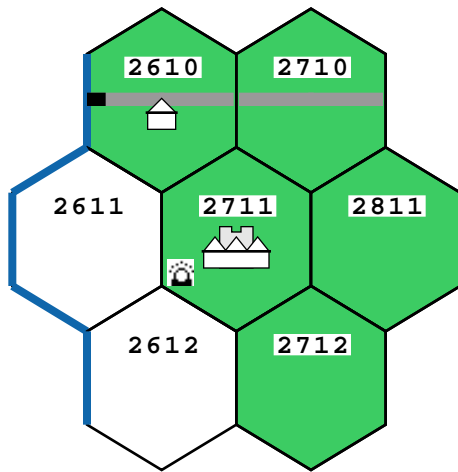
He was ordered to purchase from the caravans. 2000 Leather were bought for 4000 Gold.

He was ordered to have the nation transport by the caravans. 6125 Bronze (+10%) transported to Neverending.

*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) @ 2610 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) @ 0812 Command Emissary**

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

**Cicala (ID: cical) @ 2307 Emissary**

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

**Dabadda (ID: dabad) @ 3807 Emissary**

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

**Decoder (ID: decode) @ 3713 Emissary**

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

**Gretel (ID: grete) @ 2307 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) @ 3713 Command Emissary**

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

**Nonna (ID: nonna) @ 3430 Emissary**

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

**Piccola Vedetta (ID: picco) @ 4428 Emissary**

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

**Pinocchio (ID: pinoc) @ 2209 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) @ 2711 Mage**

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

**Solitaria (ID: solit) @ 2711 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			_____				
			_____								_____				
			_____								_____				