

**MEPBM Games**  
**presents**

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



GAME # 141



## Once Upon a Time

Victory points : 1150  
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 [ 1466 ] Once Upon a Time [ 1150 ] Sing a Song [ 1117 ]**

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 # : 24  
Account : \$ 0.00  
Free Turns : 0  
Security Code : 9475  
Special Service : YES

# Once Upon a Time

(A Free People)

Season : Summer

## RELATIONS WITH OTHER NATIONS

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

## POPULATION CENTERS

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

Size : Village	Fortifications : Tower	Loyalty : 53	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	450	0	0	0	0	0	-

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

Size : City	Fortifications : Tower	Loyalty : 89	Docks : Port	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	49	0	0	0	113	0	4	0
Current stores	2147	0	0	0	113	1176	638	-

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

Size : Major Town	Fortifications : Fort	Loyalty : 46	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	104	0	0	0	202	0	4	0
Current stores	312	0	0	0	202	0	29	-

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

Size : Camp	Fortifications : None	Loyalty : 36	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	160	0	0	0	400	0	24	0
Current stores	480	0	0	0	400	0	147	-

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

Size : Village	Fortifications : Tower	Loyalty : 56	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	80	8	0	0	0	1400
Current stores	0	0	320	0	0	0	0	-

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

Size : Town	Fortifications : None	Loyalty : 45	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	1234	120	0	0	0	0	-

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

Size : Camp	Fortifications : Fort	Loyalty : 24	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	272	192	0	1200
Current stores	0	0	0	0	272	1512	0	-

**Herëamon** Location : @ 2610 in Mixed Forest Climate is Mild

Size : Camp	Fortifications : None	Loyalty : 36	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	160	0	873	99	0	0
Current stores	0	0	320	0	873	198	0	-

**Isola che non** Location : @ 4215 in Mountains Climate is Cool  
 Size : Village Fortifications : None Loyalty : 42 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 0 216 56 0 0 0 0 1100  
 Current stores 0 1760 112 0 0 0 0 -

**Lagna Sa** Location : @ 3706 in Open Plains Climate is Cool  
 Size : Major Town Fortifications : Tower Loyalty : 49 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 99 0 0 0 80 0 10 0  
 Current stores 297 0 0 0 80 0 62 -

**Montagna** Location : @ 3322 in Mountains Climate is Mild  
 Size : Camp Fortifications : None Loyalty : 17 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 2601 200 0 0 0 0 -

**Neverending** Location : @ 2711 in Mixed Forest Climate is Warm  
 Size : Major Town Fortifications : Tower Loyalty : 88 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 0 0 0 0 304 184 0 0  
 Current stores 3148 153 0 0 304 1852 365 -

A small army bearing the banner of the Once Upon a Time under Veteran Solitaria is here.

**Pianura** Location : @ 3811 in Open Plains Climate is Mild  
 Size : Town Fortifications : Tower Loyalty : 56 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 92 0 0 0 281 0 11 0  
 Current stores 276 0 0 0 281 0 85 -

**Pioggia** Location : @ 3821 in Mountains Climate is Mild  
 Size : Village Fortifications : None Loyalty : 25 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 2070 224 0 0 0 0 -

**Ponte** Location : @ 3711 in Shore/Plains Climate is Mild  
 Size : Town Fortifications : Tower Loyalty : 46 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 124 0 0 0 594 0 5 0  
 Current stores 372 0 0 0 594 0 40 -

**Prato** Location : @ 4012 in Shore/Plains Climate is Mild  
 Size : Village Fortifications : Tower Loyalty : 47 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 209 0 0 0 713 0 7 0  
 Current stores 627 0 0 0 713 0 53 -

**Pul Rug Na** Location : @ 3906 in Open Plains Climate is Cool  
 Size : Town Fortifications : None Loyalty : 34 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 125 0 0 0 130 0 5 0  
 Current stores 375 0 0 0 130 0 31 -

**Ragnar Sa** Location : @ 3807 in Hills & Rough Climate is Cool  
 Size : Major Town Fortifications : Tower Loyalty : 58 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 0 68 0 0 0 54 0 1400  
 Current stores 0 554 0 0 0 480 0 -  
 Foreign characters reported in the hex : - **Kank** .

**Sisska** Location : @ 3506 in Hills & Rough Climate is Cool  
 Size : Village Fortifications : None Loyalty : 38 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 0 192 0 0 0 77 0 1000  
 Current stores 0 1496 0 0 0 722 0 -

**Spiaggia** Location : @ 3430 in Mountains Climate is Mild  
 Size : Camp Fortifications : None Loyalty : 23 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 2690 160 0 0 0 0 -

**Terrano** Location : @ 3612 in Shore/Plains Climate is Mild  
 Size : Town Fortifications : Tower Loyalty : 53 Docks : Harbor Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 108 0 0 0 545 0 5 0  
 Current stores 324 0 0 0 545 0 40 -

**Thiach** Location : @ 3708 in Open Plains Climate is Mild  
 Size : Village Fortifications : None Loyalty : 18 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 101 0 0 0 331 0 7 0  
 Current stores 303 0 0 0 331 0 55 -

## ARMIES AND NAVIES

**Army Commander : Lord Cappuccetto Rosso** Location : @ 2609 in Open Plains Climate is Mild  
 Army morale : 18 Warships : 0 Transports : 0 (5) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Northman horsemen w/battle axes 12 21 16 643 Heavy Cavalry  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0  
 Armor 0 0 0  
 Food 335 Low Supplies !!  
 War machines 0

**An army bearing the banner of the Tribes of Angmar under Lord Batroc is here.**

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

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

**Army Commander : Warlord Gatto** Location : @ 2609 in Open Plains 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 23 19 1064 Heavy Cavalry  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0  
 Armor 0 0 0  
 Food 1922 Low Supplies !!  
 War machines 0

**An army bearing the banner of the Tribes of Angmar under Lord Batroc is here.**

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

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

**Army Commander : Warlord Pinocchio** Location : @ 2705 in Open Plains Climate is Cool  
 Army morale : 17 Warships : 0 Transports : 0 (4) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Northman horsemen w/battle axes 21 10 0 600 Heavy Cavalry  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0  
 Armor 0 0 0  
 Food 0 Out of Food !!  
 War machines 0

**Army Commander : Veteran Solitaria** Location : @ 2711 in Mixed Forest Climate is Warm  
 Army morale : 19 Warships : 0 Transports : 0 (4) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Northman horsemen w/battle axes 10 12 3 500 Heavy Cavalry  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0  
 Armor 0 0  
 Food 0 Out of Food !!  
 War machines 0  
 The Major Town/Tower of Neverending flying the flag of the Once Upon a Time is here.

#### COMPANY COMMANDERS :

Veteran Azzurro Location : @ 4325 Traveling with him are : **Freddie Mercury - Rallos Zek - Vasco.**  
 Veteran Muxes Location : @ 2834 Traveling with him are : **De Gregori - Decoder.**

#### MARKET PRICES

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	27683	18477	6409	4448	290847	28107	4057
Purchase at market price/unit	3	3	5	12	2	3	8
Sell to market price/unit	1	1	3	6	1	1	4

#### MISCELLANEOUS

Maintenance Costs expected next turn are:	Totals for Nation:	Stores	Production
Armies/Navies : 17142	Leather	8661	1171
Pop Centers : 7750	Bronze	13008	1432
Characters : 31920	Steel	1456	648
	Mithril	0	112
Total : 56812	Food	4838	4838
	Timber	5940	606
	Mounts	1545	82
Current Tax rate : 60%			
Revenue expected next turn : 57600 (+788)			
Current Gold reserve : 0			

#### 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 @ 4325

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. Jer Rae was assassinated.  
 Double agent Freddie Mercury reports he moved with the company to 4325.

##### Lady Gaga of the Sing a Song @ 2734

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 the populace was not influenced. Current loyalty is perceived to be normal. Continued efforts may succeed.  
 Double agent Lady Gaga reports she was ordered to move the company. She accepted the company movement orders.

##### Nightbreeze of the Sundered @ 2319

Double agent Nightbreeze reports she was ordered to refuse all personal challenges.  
 Double agent Nightbreeze reports she was ordered to assassinate a character. She was not able to assassinate the character because of tight security. She was injured by Yazhgar while performing her assassination mission.

**Shadow Walker of the Sundered @ 2317**

Double agent Shadow Walker reports he was ordered to have the nation sell to the caravans. 7340 Food were sold for 7340 Gold.

Double agent Shadow Walker reports he was ordered to perform counter espionage. Counter espionage completed. No double agents were reported at 2317.

**Vasco of the Sing a Song @ 4325**

Double agent Vasco reports he was ordered to refuse all personal challenges.

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

Double agent Vasco reports he moved with the company to 4325.

**Zymraan of the Ground Pounders @ 2227**

Double agent Zymraan reports he was ordered to improve the population center size. He was not able to complete the improvement of the population center size because the populace did not support it. Continued efforts may succeed.

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

You have the following hostages:

None

You possess the following artifacts:

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

You have hidden the following additional artifacts:

None

**NATION MESSAGES**

*There are rumors of an armed conflict involving the Lohmai'gwaith at 2319.*

**ENCOUNTER MESSAGES**

None

**COMBAT MESSAGES****Challenge from Fish at 3712**

In the Shore/Plains of 3712 a ritual duel began. A large circle was drawn on the dueling grounds of the city. As the residents of Casa gathered around, Fish, a healthy agent stepped forth and called challenge. In answer, Sabbiolina, a healthy robed mage stepped forth. Those watching calculated the odds at 2 to 1 in favor of the challenged. The fight began in earnest. Bystanders gasped as the mage's power sizzled toward the agent while the agent sought an avenue of attack as well. Skillful thrusts and tendrils of light and darkness followed each other in a flurry of activity. Finally, Fish fell to a savage barrage of spells by Sabbiolina. Sabbiolina was noted to have suffered grievous wounds in the fight.

**Battle at 2510**

In the Mild climate of the Open Plains of 2510, a conflict took place in the early hours of the evening in a dense and oppressive fog.

At the head of a rebellious army rode **Warlord Gatto** of the nation of the Once Upon a Time. In his hands was borne the glowing Axe called Axe of Braogha. The mount on which he rode moved with trepidation to the center of the battle lines. Behind him the forming ranks were filled with:

Troops	Weapons	Armor	Formations
1438 Northman horsemen w/battle axes	wooden/bronze	leather/bronze	a mob

At the head of a demoralized army rode **Lord Cappuccetto Rosso** of the nation of the Once Upon a Time. In her hands was borne the glowing Sword called Macirillë. The mount on which she rode stood cautiously at the rear of the battle lines. Behind her the forming ranks were filled with:

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

At the head of a rebellious army rode **Warlord Sazar Parn** of the nation of the North Kingdom. The mount on which he rode moved with trepidation to the center of the battle lines. Behind him the forming ranks were filled with:

Troops	Weapons	Armor	Formations
900 Dúnadan knights w/lances	wooden	bronze/steel	a mob

The Camp of Keolan flying the flag of the Sing a Song is situated in the Open Plains here.

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 clear voice of their Commander.. Charge!! Charge!!

Against the forces of Sazar Parn, we charged...right into their ambush.

Report from Cappuccetto Rosso.....My commanders moved among the troops before battle, readying them, bolstering their resolve, and issuing last minute orders. The troops needed this encouragement because many feared that they would die in the battle. Finally the order was given by the clear voice of their Commander.. Head straight for them and then strike the left flank...the left flank! 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.

Against the forces of Sazar Parn, they tried to lay an ambush, but we broke into their exposed flank.

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. **Cappuccetto Rosso** fought side by side with the troops and diverted many a blade during the pitched battle with her glowing Sword. **Pollicino** 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 across the open plains and thundered into the enemy, killing many. The troops tried to fight well, but they needed much more training. They fought very poorly. Although the enemy fought hard, we finally succeeded in overwhelming them after a long battle.

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

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

Warlord Gatto: 4050 Food

Lord Cappuccetto Rosso: 1621 Food

After the battle.... Gatto's forces were victorious in the battle, but suffered some losses. Gatto appeared to have survived. Cappuccetto Rosso's forces were victorious in the battle, but suffered minor losses. Cappuccetto Rosso appeared to have survived. Sazar Parn's forces were destroyed/routed in the battle. Sazar Parn 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	blast
Azzurro	820	MovCmpy	4325
Briciolina	710	PrenMgy	
Briciolina	705	RsrchSp	508
Cacciatore	520	InfYour	
Cacciatore	585	Uncover	
Cappuccetto Rosso	230	AttEnmy	fl
Cappuccetto Rosso	860	ForcMar	ne ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Cenerentola	525	InfOthr	
Cenerentola	810	MovChar	1219
Cicala	525	InfOthr	
Cicala	585	Uncover	
Decoder	525	InfOthr	
Decoder	585	Uncover	
Gatto	230	AttEnmy	ch
Gatto	860	ForcMar	ne ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Gretel	525	InfOthr	
Gretel	215	RfsPers	
Lupo	185	DnStNat	1
Lupo	734	NamEmis	^ f
Muxes	525	InfOthr	
Muxes	820	MovCmpy	2834
Nonna	525	InfOthr	
Nonna	810	MovChar	3708
Piccola Vedetta	525	InfOthr	
Piccola Vedetta	585	Uncover	
Pinocchio	430	TrpsMan	hc
Pinocchio	860	ForcMar	w w w w w w w ^ ^ ^ ^ ^ ^ no
Pollicino	225	CstCbSp	102
Pollicino	810	MovChar	2711
Robin Hood	710	PrenMgy	
Robin Hood	948	TranCar	3712 2709 go 15000



Sabbiolina	825	CstMvSp	302	2609
Sabbiolina	900	FindArt	84	
Solitaria	400	HvCvlry	400	^ ^
Solitaria	520	InfYour		
Volpe	185	DnStNat	1	
Volpe	325	NatSell	mi	100

Azzurro



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

Azzurro was located in the Hills & Rough at 4433.

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

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

*He commands a company in the Open Plains at 4325.*

Briciolina



Ranks : Command 0 Agent 0 Emissary 0 Mage 46  
 Health 100 Stealth 0 Challenge 46  
 Artifacts : None

Spells (+0) : #102 Barriers(75) #202 Call Fire(91) #302 Long Stride(86)  
 #408 Perceive Nationality(58) #508 Conjure Mounts(89)

Briciolina was located in the Shore/Plains at 3712.

She was ordered to research a spell. Conjure Mounts #508 was successfully researched.

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 45 Mage 0  
 Health 100 Stealth 0 Challenge 22  
 Artifacts : None  
 Spells (+0) : None

Cacciatore was located in the Mixed Forest at 2711.

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

He was ordered to uncover some secrets. Secrets uncovered - uncovered that the nation of the Thorinar has collapsed and is no longer active. - uncovered that the nation of the Sheri-Urk possesses Special Nation Ability #6.

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

Cappuccetto Rosso



Ranks : Command 53 Agent 0 Emissary 0 Mage 63  
 Health 100 Stealth 0 Challenge 91  
 Artifacts : #126 Macirillëv  
 Spells (+0) : #102 Barriers(96) #412 Research Artifact(100)  
 #418 Locate Artifact(67) #502 Weakness(91) #508 Conjure Mounts(100)

Cappuccetto Rosso was located in the Open Plains at 2510.

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

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

*She commands an army in the Open Plains at 2609.*

Cenerentola



Ranks : Command 24 Agent 0 Emissary 53 Mage 0  
 Health 100 Stealth 0 Challenge 32  
 Artifacts : None  
 Spells (+0) : None

Cenerentola was located in the Mountains at 2016.

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

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

*She is currently in the Shore/Plains at 1219. The Village of Dannedhir flying the flag of the Benîm an Pharazôn is here.*

Cicala



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

Cicala was located in the Hills & Rough at 2636.

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

She was ordered to uncover some secrets. Secrets uncovered - uncovered that the nation of the Benîm an Pharazôn seeks to see to the termination of Ericus by any means whatsoever - uncovered that the nation of the Benîm an Pharazôn seeks to terminate 10 characters by personal challenge or by assassination - uncovered that the nation of the Benîm an Pharazôn seeks to hold the population center of Urukhamo at 2220. - uncovered that the nation of the Benîm an Pharazôn possesses Special Nation Ability #32. It was also uncovered that the Benîm an Pharazôn capital is at 2730.

She moved with the company to 2734.

*She is traveling with Lady Gaga of the Sing a Song in the Hills & Rough at 2734. The Town/Tower of Of Fear flying the flag of the Benîm an Pharazôn is here.*

Dabadda



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

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

Decoder



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

Decoder was located in the Hills & Rough at 2636.

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

He was ordered to uncover some secrets. Secrets uncovered - uncovered that the nation of the Benîm an Pharazôn seeks to see to the termination of Ericus by any means whatsoever - uncovered that the nation of the Twilight Hammer seeks to hold the artifact: a Sword, #195 - uncovered that the nation of the Benîm an Pharazôn seeks to see to the termination of Ericus by any means whatsoever. - uncovered that the nation of the Benîm an Pharazôn possesses Special Nation Ability #24. It was also uncovered that the Benîm an Pharazôn capital is at 2730.

He moved with the company to 2834.

*He is traveling with Muxes in the Hills & Rough at 2834. The Town of Herenya flying the flag of the Benîm an Pharazôn is here.*

Gatto



Ranks : Command 79 Agent 0 Emissary 0 Mage 50  
 Health 100 Stealth 0 Challenge 106  
 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 2510.

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

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

*He commands an army in the Open Plains at 2609.*

Gretel



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

Gretel was located in the Hills & Rough at 2636.

She was ordered to refuse all personal challenges.

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

She moved with the company to 2734.

*She is traveling with Lady Gaga of the Sing a Song in the Hills & Rough at 2734. The Town/Tower of Of Fear flying the flag of the Benim an Pharazôn is here.*

Lupo



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

Lupo was located in the Shore/Plains at 3712.

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

He was ordered to name a new emissary. No character name was provided. A new emissary named Dabadda was available.

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

Muxes



Ranks : Command 10 Agent 0 Emissary 75 Mage 0  
 Health 100 Stealth 0 Challenge 39  
 Artifacts : None  
 Spells (+0) : None

Muxes was located in the Hills & Rough at 2636.

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

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

*He commands a company in the Hills & Rough at 2834. The Town of Herenya flying the flag of the Benim an Pharazôn is here.*

Nonna



Ranks : Command 0 Agent 0 Emissary 57 Mage 0  
 Health 100 Stealth 0 Challenge 28  
 Artifacts : None  
 Spells (+0) : None

Nonna was located in the Shore/Plains at 3713.

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

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

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

Piccola Vedetta



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

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

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

She was ordered to uncover some secrets. Secrets uncovered - uncovered that the nation of the Dark Feast seeks to terminate 10 characters by personal challenge or by assassination - uncovered that the nation of the Dark Feast seeks to terminate 10 characters by personal challenge or by assassination. - uncovered that the nation of the Dark Feast possesses Special Nation Ability #21. It was also uncovered that the Dark Feast capital is at 4233.

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

Pinocchio



Ranks : Command 72 Agent 0 Emissary 0 Mage 58  
 Health 100 Stealth 0 Challenge 86  
 Artifacts : None  
 Spells (+0) : #102 Barriers(74) #412 Research Artifact(90)  
 #418 Locate Artifact(80) #508 Conjure Mounts(100)

Pinocchio was located in the Open Plains at 3405.

Lack of Food may have affected army movement.

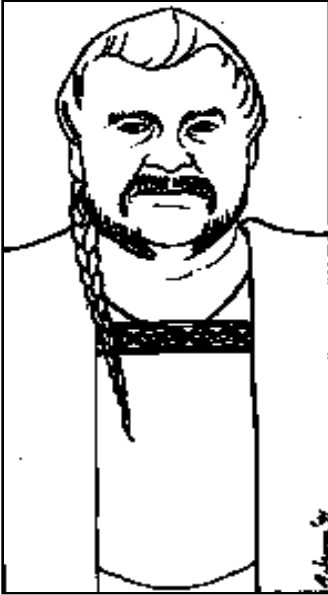
Lack of Food restricted the army morale.

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

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

***He commands an army in the Open Plains at 2705.***

Pollicino



Ranks : Command 0 Agent 0 Emissary 0 Mage 72  
 Health 100 Stealth 0 Challenge 72  
 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(97)

Pollicino was located in the Open Plains at 2510.

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

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

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

Robin Hood



Ranks : Command 0 Agent 0 Emissary 0 Mage 61  
 Health 100 Stealth 0 Challenge 61  
 Artifacts : None

Spells (+0) : #102 Barriers(93) #214 Call Winds(78) #308 Capital Return(80)  
 #402 Perceive Allegiance(68) #508 Conjure Mounts(85)

Robin Hood 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 transport by the caravans. The transport was changed because there was insufficient Gold. 13362 Gold (+10%) transported from Casa .

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

Sabbiolina



Ranks : Command 0 Agent 0 Emissary 0 Mage 71  
 Health 7 Stealth 0 Challenge 71  
 Artifacts : None

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

Sabbiolina was located in the Shore/Plains at 3712.

She was challenged by Fish to personal combat. See Combat Messages.

She was ordered to cast a movement spell. Long Stride was cast.

She was ordered to find an artifact. An artifact search was attempted. No artifact was found at 2609.

***She is currently in the Open Plains at 2609.***

## Solitaria



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

Solitaria was located in the Mixed Forest at 2711.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

She was ordered to recruit some heavy cavalry. 400 Heavy Cavalry w/Wood weapons and No armor were recruited.

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

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

## Volpe



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

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

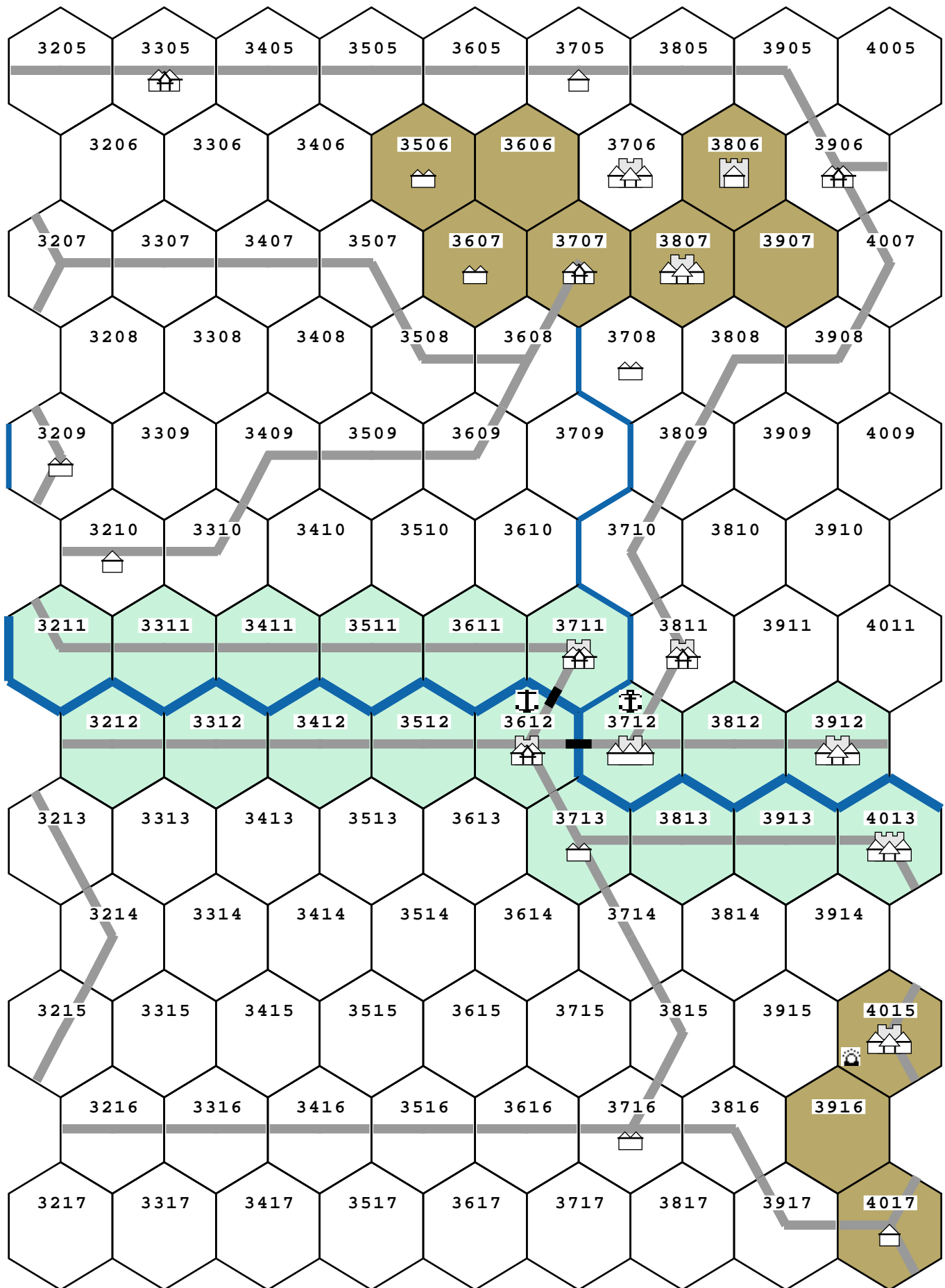
Volpe was located in the Shore/Plains at 3712.

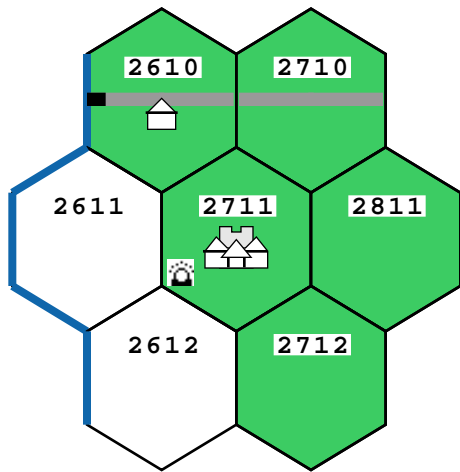
He was ordered to downgrade our relations. Our relations with the North Kingdom were downgraded.

He was ordered to have the nation sell to the caravans. 536 Mithril were sold for 19296 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.*







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

**Cappuccetto Rosso (ID: cappu) @ 2609 Command Mage**

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

**Cenerentola (ID: cener) @ 1219 Command Emissary**

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

**Cicala (ID: cical) @ 2734 Emissary**

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

**Dabadda (ID: dabad) @ 3712 Emissary**

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

**Decoder (ID: decod) @ 2834 Emissary**

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

**Gatto (ID: gatto) @ 2609 Command Mage**

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

**Gretel (ID: grete) @ 2734 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) @ 2834 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) @ 3713 Emissary**

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

**Pinocchio (ID: pinoc) @ 2705 Command Mage**

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

## Pollicino (ID: polli) @ 2711 Mage

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

Robin Hood (ID: robin) @ 3712 Mage

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

Sabbiolina (ID: sabbi) @ 2609 Mage

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

## Solitaria (ID: solit) @ 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			_____	
			_____						_____	
			_____						_____	