

**MEPBM Games**  
**presents**

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



GAME # 141



## Once Upon a Time

Victory points : 983  
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 [ 1500 ] Sing a Song [ 1000 ] Once Upon a Time [ 983 ]**

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 # : 27  
Account : \$ 0.00  
Free Turns : 0  
Security Code : 6291  
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	: Disliked
#16 Sh'iar Empire	: Hated	#17 Great Trollusk	: Hated	#18 Bením an Pharazôn	: Disliked
#19 RhunLandChattelCo	: Hated	#20 Tribes of Angmar	: Hated	#21 Lands	: Tolerated
#22 Sing a Song	: Friendly	#24 Plane	: Friendly	#25 Alvernus	: Tolerated

## POPULATION CENTERS

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

Size : Village	Fortifications : Tower	Loyalty : 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	140	0	96	0	0	0	-

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

Size : City	Fortifications : Tower	Loyalty : 93	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	43	0	0	0	101	1176	0	-

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

Size : Major Town	Fortifications : Fort	Loyalty : 45	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	179	0	39	-

**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	150	0	189	-

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

Size : Village	Fortifications : Tower	Loyalty : 58	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	50	24	0	0	0	-

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

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

Size : Town	Fortifications : None	Loyalty : 44	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	156	60	18	0	0	0	0
Current stores	0	312	27	54	0	0	0	-

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

Size : Camp	Fortifications : Fort	Loyalty : 31	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	1848	0	-

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

Size : Camp	Fortifications : None	Loyalty : 37	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	160	0	776	88	0	0
Current stores	0	0	72	0	776	473	0	-

**Isola che non** Location : @ 4215 in Mountains Climate is Cold  
 Size : Village Fortifications : None Loyalty : 42 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 0 130 34 0 0 0 0 660  
 Current stores 0 260 21 0 0 0 0 -

**Lagna Sa** Location : @ 3706 in Open Plains Climate is Cold  
 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 37 0 0 0 30 0 4 0  
 Current stores 37 0 0 0 30 0 80 -  
 Foreign characters reported in the hex : - **Kank** .

**Montagna** Location : @ 3322 in Mountains Climate is Cool  
 Size : Camp Fortifications : None Loyalty : 18 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 0 540 45 30 0 0 0 -

**Neverending** Location : @ 2711 in Mixed Forest Climate is Mild  
 Size : City Fortifications : Tower Loyalty : 98 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 0 0 0 0 274 2368 80 -  
 A small army bearing the banner of the Once Upon a Time under Lord Cappuccetto Rosso is here.

**Pianura** Location : @ 3811 in Open Plains Climate is Cool  
 Size : Town Fortifications : Tower Loyalty : 57 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 0 250 0 116 -

**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 0 400 50 72 0 0 0 -

**Ponte** Location : @ 3711 in Shore/Plains Climate is Cool  
 Size : Town Fortifications : Tower Loyalty : 46 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 0 528 0 55 -

**Prato** Location : @ 4012 in Shore/Plains Climate is Cool  
 Size : Village Fortifications : Tower Loyalty : 47 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 0 634 0 72 -

**Pul Rug Na** Location : @ 3906 in Open Plains Climate is Cold  
 Size : Town Fortifications : None Loyalty : 33 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 47 0 0 0 49 0 40 -

**Ragnar Sa** Location : @ 3807 in Hills & Rough Climate is Cold  
 Size : Major Town Fortifications : Tower Loyalty : 40 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 82 0 0 0 574 0 -

**Spiaggia** Location : @ 3430 in Mountains Climate is Cool  
 Size : Camp Fortifications : None Loyalty : 21 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 0 260 80 20 0 0 0 0  
 Current stores 0 520 36 60 0 0 0 -

**Terrano** Location : @ 3612 in Shore/Plains Climate is Cool  
 Size : Town Fortifications : Tower Loyalty : 55 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 0 485 0 55 -

**Thiach** Location : @ 3708 in Open Plains Climate is Cool  
 Size : Village Fortifications : None Loyalty : 23 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 0 294 0 74 -

## ARMIES AND NAVIES

**Army Commander : Lord Cappuccetto Rosso** Location : @ 2711 in Mixed Forest Climate is Mild  
 Army morale : 17 Warships : 0 Transports : 0 (1) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Northman horsemen w/battle axes 15 21 16 100 Heavy Cavalry  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 50  
 Armor 0 0 50  
 Food 0 Out of Food !!  
 War machines 0  
 The City/Tower of Neverending flying the flag of the Once Upon a Time is here.

**Army Commander : General Gatto** Location : @ 2309 in Mountains Climate is Cold  
 Army morale : 11 Warships : 0 Transports : 0 (11) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Northman horsemen w/battle axes 22 17 11 1575 Heavy Cavalry  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0  
 Armor 0 0 0  
 Food 0 Out of Food !!  
 War machines 0  
 Characters traveling with army : - Pinocchio - Solitaria.  
**The Village/Fort of Cameth Brin flying the flag of the Twilight Hammer is here.**  
**An army bearing the banner of the Twilight Hammer under Warlord Gothmog is here.**

## COMPANY COMMANDERS :

Veteran Azzurro Location : @ 3433 Traveling with him are : **Freddie Mercury - Rallos Zek - Vasco.**  
 Hero Cenerentola Location : @ 0811 Traveling with her are : **Nick Cave.**  
 Veteran Muxes Location : @ 2123 Traveling with him are : **De Gregori - Decoder.**

## MARKET PRICES

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	30365	32174	13465	3682	308935	33341	4471
Purchase at market price/unit	2	2	3	11	2	2	7
Sell to market price/unit	1	1	2	7	1	1	4

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

Armies/Navies :	10350
Pop Centers :	7750
Characters :	34520
Total :	52620
Current Tax rate :	60%
Revenue expected next turn :	55120 (+2500)
Current Gold reserve :	0

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

Leather	844	844
Bronze	2254	1127
Steel	301	626
Mithril	336	112
Food	3852	3715
Timber	6439	263
Mounts	800	53

**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 @ 3433**

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. He was not able to assassinate the character because there is no (or no longer a) character with id "galro".  
Double agent Freddie Mercury reports he moved with the company to 3433.

**Lady Gaga of the Sing a Song @ 1923**

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 @ 2818**

Double agent Nightbreeze reports she was ordered to steal the Gold. 2025 Gold was stolen at Cataract Glen.  
Double agent Nightbreeze reports she was ordered to move. She accepted the movement orders.

**Qeset of the Lands @ 2339**

Double agent Qeset reports he was ordered to refuse all personal challenges.  
Double agent Qeset reports he was ordered to move. He accepted the movement orders.

**Shadow Walker of the Sundered @ 2527**

Double agent Shadow Walker reports he was ordered to assassinate a character. He was not able to assassinate the character because of tight security.  
Double agent Shadow Walker reports he was ordered to move. He accepted the movement orders.

**Tartas Izain of the Lands @ 2339**

Double agent Tartas Izain reports he was ordered to steal the Gold. 5907 Gold was stolen at Falassë.  
Double agent Tartas Izain reports he was ordered to move. He accepted the movement orders.

**Vasco of the Sing a Song @ 3433**

Double agent Vasco reports he was ordered to refuse all personal challenges.  
Double agent Vasco reports he was ordered to assassinate a character. Galron was assassinated.  
Double agent Vasco reports he moved with the company to 3433.

**Zymraan of the Ground Pounders @ 2527**

Double agent Zymraan reports he was ordered to influence their population center loyalty. The loyalty was influenced/reduced at Linhir. Current loyalty is perceived to be fair.  
Double agent Zymraan reports he was ordered to kidnap a character. He was not able to kidnap the character because there is no (or no longer a) character with id "maugr".

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

*The loyalty was influenced/reduced at Sisska.*

*The loyalty was influenced/reduced at Sisska.*

*Sisska is no longer under our control.*

*10 Gold was stolen at Isola che non.*

*There are rumors of a theft attempt involving Samaub at Panikhai.*

*There are rumors of a theft attempt involving Reacher at Pioggia.*

## ENCOUNTER MESSAGES

None

## COMBAT MESSAGES

None

## 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	xenit
Azzurro	820	MovCmpy	3433
Biancaneve	710	PrenMgy	
Biancaneve	325	NatSell	st 91
Briciolina	710	PrenMgy	
Briciolina	330	CstCjSp	508 500
Cacciatore	550	ImprPop	
Cacciatore	948	TranCar	2711 2214 mo 1500
Cappuccetto Rosso	330	CstCjSp	508 500
Cappuccetto Rosso	710	PrenMgy	
Cenerentola	525	InfOthr	
Cenerentola	820	MovCmpy	0811
Cicala	525	InfOthr	
Cicala	215	RfsPers	
Dabadda	520	InfYour	
Dabadda	810	MovChar	3705
Decoder	525	InfOthr	
Decoder	215	RfsPers	
Gatto	435	ArmyMan	
Gatto	860	ForcMar	nw w ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Gretel	525	InfOthr	
Gretel	215	RfsPers	
Lupo	185	DnStNat	2
Lupo	948	TranCar	3712 2709 mo 2500
Muxes	525	InfOthr	
Muxes	820	MovCmpy	2123
Nonna	525	InfOthr	
Nonna	810	MovChar	3721
Piccola Vedetta	525	InfOthr	
Piccola Vedetta	810	MovChar	3922
Pinocchio	940	CstLoSp	418 84
Pinocchio	780	TrComm	gatto y
Pollicino	710	PrenMgy	
Pollicino	330	CstCjSp	508 500
Robin Hood	710	PrenMgy	
Robin Hood	330	CstCjSp	508 500
Sabbiolina	330	CstCjSp	508 500
Sabbiolina	710	PrenMgy	
Solitaria	610	GrdChar	gatto
Solitaria	430	TrpsMan	hc
Volpe	710	PrenMgy	
Volpe	330	CstCjSp	508 500

Azzurro



Ranks : Command 18 Agent 87 Emissary 0 Mage 0  
 Health 100 Stealth 10 Challenge 69  
 Artifacts : None  
 Spells (+0) : None

Azzurro was located in the Desert Wastes at 3839.

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

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

*He commands a company in the Hills & Rough at 3433. The Major Town/Fort of Uplink flying the flag of the Sh'iar Empire is here.*

Biancaneve



Ranks : Command 0 Agent 0 Emissary 0 Mage 45  
 Health 100 Stealth 0 Challenge 45  
 Artifacts : None

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

Biancaneve was located in the Shore/Plains at 3712.

She was ordered to have the nation sell to the caravans. 3055 Steel were sold for 6110 Gold.

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.*

Briciolina



Ranks : Command 0 Agent 0 Emissary 0 Mage 54  
 Health 100 Stealth 0 Challenge 54  
 Artifacts : None

Spells (+0) : #102 Barriers(75) #202 Call Fire(91) #302 Long Stride(86)  
 #408 Perceive Nationality(58) #508 Conjure Mounts(92)

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. 255 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 54 Mage 0  
 Health 100 Stealth 0 Challenge 27  
 Artifacts : None  
 Spells (+0) : None

Cacciatore was located in the Mixed Forest at 2711.

He was ordered to improve the population center size. Neverending was improved to a City.

He was ordered to transport by the caravans. 1500 Mounts (+10%) transported from Neverending to Overview.

***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.***

Cappuccetto Rosso



Ranks : Command 55 Agent 0 Emissary 0 Mage 64  
 Health 100 Stealth 0 Challenge 92  
 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. 315 Mounts were conjured.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

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

***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 63 Mage 0  
 Health 100 Stealth 0 Challenge 37  
 Artifacts : None  
 Spells (+0) : None

Cenerentola was located in the Hills & Rough at 0711.

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

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

***She commands a company in the Mountains at 0811. The Village of Tatamagouche flying the flag of the North Kingdom is here.***

Cicala



Ranks : Command 0 Agent 0 Emissary 83 Mage 0  
 Health 100 Stealth 0 Challenge 41  
 Artifacts : None  
 Spells (+0) : None

Cicala was located in the Mountains at 1922.

She was ordered to refuse all personal challenges.

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 moved with the company to 1923.

*She is traveling with Lady Gaga of the Sing a Song in the Mountains at 1923. The Major Town of Tall Peak flying the flag of the Twilight Hammer is here.*

Dabadda



Ranks : Command 0 Agent 0 Emissary 46 Mage 0  
 Health 100 Stealth 0 Challenge 23  
 Artifacts : None  
 Spells (+0) : None

Dabadda was located in the Hills & Rough at 3806.

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

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.*

Decoder



Ranks : Command 0 Agent 0 Emissary 76 Mage 0  
 Health 100 Stealth 0 Challenge 38  
 Artifacts : None  
 Spells (+0) : None

Decoder was located in the Mountains at 2022.

He was ordered to refuse all personal challenges.

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

He moved with the company to 2123.

*He is traveling with Muxes in the Mountains at 2123. The Village of Barad Carchoth flying the flag of the Great Trollusk is here.*

Gatto



Ranks : Command 81 Agent 0 Emissary 0 Mage 50  
 Health 100 Stealth 0 Challenge 108  
 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 2410.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

He was ordered to put the army on maneuvers. The maneuvers for the army 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 Mountains at 2309. The Village/Fort of Cameth Brin flying the flag of the Twilight Hammer is here.*

Gretel



Ranks : Command 0 Agent 0 Emissary 86 Mage 0  
 Health 100 Stealth 0 Challenge 43  
 Artifacts : None  
 Spells (+0) : None

Gretel was located in the Mountains at 1922.

She was ordered to refuse all personal challenges.

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

She moved with the company to 1923.

*She is traveling with Lady Gaga of the Sing a Song in the Mountains at 1923. The Major Town of Tall Peak flying the flag of the Twilight Hammer 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 South Kingdom were downgraded.

He was ordered to transport by the caravans. The transport was changed because there was insufficient Mounts. 1612 Mounts (+10%) transported from Casa to Galadbrynd.

*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 80 Mage 0  
 Health 100 Stealth 0 Challenge 42  
 Artifacts : None  
 Spells (+0) : None

Muxes was located in the Mountains at 2022.

He was ordered to influence their population center loyalty. The loyalty was influenced/reduced at Barad Lagrim. 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 Mountains at 2123. The Village of Barad Carchoth flying the flag of the Great Trollusk is here.*

Nonna



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

Nonna was located in the 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 fair. Continued efforts may succeed.

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

*She is currently in the Mountains at 3721. The Camp of Nuvoles Bianche flying the flag of the RhunLandChattelCo 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 fair. Continued efforts may succeed.

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

*She is currently in the Hills & Rough at 3922. The Camp of Hot Corner flying the flag of the RhunLandChattelCo 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(84) #508 Conjure Mounts(100)

Pinocchio was located in the Open Plains at 2410.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

He was ordered to transfer the command. The command was transfered to Gatto. He joined the army.

He moved with the army to 2309.

He was ordered to cast a lore spell. Locate Artifact - Maranya #84 is located at or near 2708.

***He is traveling with Gatto in the Mountains at 2309. The Village/Fort of Cameth Brin flying the flag of the Twilight Hammer is here.***

Pollicino



Ranks : Command 0 Agent 0 Emissary 0 Mage 75  
 Health 100 Stealth 0 Challenge 75  
 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. 370 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 66  
 Health 100 Stealth 0 Challenge 66  
 Artifacts : None

Spells (+0) : #102 Barriers(93) #214 Call Winds(78) #308 Capital Return(80)  
 #402 Perceive Allegiance(68) #508 Conjure Mounts(88)

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. 325 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 73  
Health 49 Stealth 0 Challenge 73  
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. 355 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 Mixed Forest at 2711. The City/Tower of Neverending flying the flag of the Once Upon a Time is here.*

Solitaria



Ranks : Command 18 Agent 14 Emissary 21 Mage 0  
Health 84 Stealth 0 Challenge 23  
Artifacts : None

Spells (+0) : None

Solitaria was located in the Open Plains at 2410.

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

She was ordered to guard a character. Gatto was guarded.

She moved with the army to 2309.

*She is traveling with Gatto in the Mountains at 2309. The Village/Fort of Cameth Brin flying the flag of the Twilight Hammer 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)

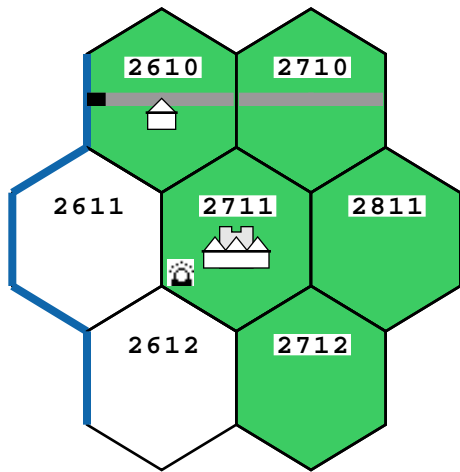
Volpe was located in the Shore/Plains at 3712.

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







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

## Cacciatore (ID: cacci) @ 2711 Emissary

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

Cappuccetto Rosso (ID: cappu) @ 2711 Command Mage

Order	->	#	<u>      Code      </u>	<u>Type</u>		Order	->	#	<u>      Code      </u>	<u>Type</u>	
Required			<u>                    </u>			Required			<u>                    </u>		
Information			<u>                    </u>			Information			<u>                    </u>		
			<u>                    </u>						<u>                    </u>		

Cenerentola (ID: cener) @ 0811 Command Emissary

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

Cicala (ID: cical) @ 1923 Emissary

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

Dabadda (ID: dabad) @ 3705 Emissary

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

Decoder (ID: decod) @ 2123 Emissary

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

**Gatto (ID: gatto) @ 2309 Command Mage**

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

**Gretel (ID: grete) @ 1923 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) @ 2123 Command Emissary**

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

**Nonna (ID: nonna) @ 3721 Emissary**

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

**Piccola Vedetta (ID: picco) @ 3922 Emissary**

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

**Pinocchio (ID: pinoc) @ 2309 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) @ 2309 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			_____				
			_____								_____				
			_____								_____				