

MEPBM Games
presents

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



GAME # 141



Once Upon a Time

Victory points : 967
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 [1533] Sing a Song [1250] Wise Council [1025]

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 # : 26
Account : \$ 0.00
Free Turns : 0
Security Code : 2149
Special Service : YES

Once Upon a Time

(A Free People)

Season : Fall

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	: 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	70	0	64	0	0	0	-

Foreign characters reported in the hex : **Gavin**.

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

Size : City	Fortifications : Tower	Loyalty : 92	Docks : Port	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	43	0	0	0	101	0	3	0
Current stores	0	0	0	0	0	1176	915	-

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

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	93	0	0	0	179	0	3	0
Current stores	0	0	0	0	0	0	36	-

Farfaraway Location : @ 3705 in Open Plains Climate is Cold

Size : Camp	Fortifications : None	Loyalty : 37	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	60	0	0	0	150	0	9	0
Current stores	0	0	0	0	0	0	180	-

Fate Location : @ 4128 in Mountains Climate is Cool

Size : Village	Fortifications : Tower	Loyalty : 57	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	480	16	0	0	0	-

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	156	240	36	0	0	0	-

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

Size : Camp	Fortifications : Fort	Loyalty : 26	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	102	72	0	720
Current stores	0	0	0	0	0	1776	0	-

Herëamon Location : @ 2610 in Mixed Forest 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	0	0	160	0	776	88	0	0
Current stores	0	0	640	0	0	385	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 0 130 202 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 0 0 0 0 0 0 76 -

Montagna Location : @ 3322 in Mountains Climate is Cool
 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 0 270 400 20 0 0 0 -

Neverending Location : @ 2711 in Mixed Forest Climate is Mild
 Size : Major Town Fortifications : Tower Loyalty : 97 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 0 0 0 274 166 0 0
 Current stores 0 0 0 0 0 2202 690 -

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 0 0 0 0 0 0 106 -

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 0 200 448 48 0 0 0 -

Ponte Location : @ 3711 in Shore/Plains Climate is Cool
 Size : Town Fortifications : Tower Loyalty : 45 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 110 0 0 0 528 0 5 0
 Current stores 0 0 0 0 0 0 50 -

Prato Location : @ 4012 in Shore/Plains Climate is Cool
 Size : Village Fortifications : Tower Loyalty : 48 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 186 0 0 0 634 0 6 0
 Current stores 0 0 0 0 0 0 66 -

Pul Rug Na Location : @ 3906 in Open Plains Climate is Cold
 Size : Town Fortifications : None Loyalty : 34 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 47 0 0 0 49 0 2 0
 Current stores 0 0 0 0 0 0 38 -

Ragnar Sa Location : @ 3807 in Hills & Rough Climate is Cold
 Size : Major Town Fortifications : Tower Loyalty : 39 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 41 0 0 0 554 0 -

Sisska Location : @ 3506 in Hills & Rough Climate is Cold
 Size : Village Fortifications : None Loyalty : 39 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 115 0 0 0 29 0 600
 Current stores 0 115 0 0 0 828 0 -

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

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 0 260 320 40 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 0 0 0 0 0 0 50 -

Thiach Location : @ 3708 in Open Plains Climate is Cool
 Size : Village Fortifications : None Loyalty : 24 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 90 0 0 0 294 0 6 0
 Current stores 0 0 0 0 0 0 68 -

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 Major Town/Tower of Neverending flying the flag of the Once Upon a Time is here.

Army Commander : General Gatto Location : @ 2410 in Open Plains Climate is Cool
 Army morale : 20 Warships : 0 Transports : 0 (7) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Northman horsemen w/battle axes 17 22 18 975 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 : - Solitaria.
A large army bearing the banner of the Silent Assembly under Commander Herubrand is here.
 An army bearing the banner of the Once Upon a Time under Warlord Pinocchio is here.

Army Commander : Warlord Pinocchio Location : @ 2410 in Open Plains Climate is Cool
 Army morale : 10 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
 An army bearing the banner of the Once Upon a Time under General Gatto is here.
A large army bearing the banner of the Silent Assembly under Commander Herubrand is here.

COMPANY COMMANDERS :

Veteran Azzurro Location : @ 3839 Traveling with him are : **Freddie Mercury - Rallos Zek - Vasco.**

Hero Cenerentola Location : @ 0711 Traveling with her are : **Nick Cave.**

Veteran Muxes Location : @ 2022 Traveling with him are : **De Gregori - Decoder.**

MARKET PRICES

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	27612	29031	15348	4527	314207	25678	4822
Purchase at market price/unit	3	3	3	9	2	3	6
Sell to market price/unit	2	2	2	6	1	2	4

MISCELLANEOUS

Maintenance Costs expected next turn are:	Totals for Nation:	Stores	Production
Armies/Navies : 10350	Leather	0	844
Pop Centers : 7750	Bronze	1242	1242
Characters : 33720	Steel	2730	626
	Mithril	224	112
Total : 51820	Food	0	3852
	Timber	6921	375
Current Tax rate : 60%	Mounts	2275	53
Revenue expected next turn : 55720 (+3900)			
Current Gold reserve : 0			

No new characters available at this time

Ships have been left anchored at the following locations:

2 warships at hex 3712
4 transports at hex 3712

You have the following double agents:

Freddie Mercury of the Sing a Song @ 3839

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. Crunch was assassinated.

Double agent Freddie Mercury reports he moved with the company to 3839.

Lady Gaga of the Sing a Song @ 1922

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

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

Nightbreeze of the Sundered @ 2218

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

Double agent Nightbreeze reports she was ordered to move. She accepted the movement orders.

Qesset of the Lands @ 2837

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

Double agent Qesset reports he was ordered to assassinate a character. Xanth was assassinated. Artifact(s) were discovered on the body of Xanth.

Shadow Walker of the Sundered @ 2421

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

Double agent Shadow Walker reports he was ordered to assassinate a character. Namonikh was assassinated.

Tartas Izain of the Lands @ 2636

Double agent Tartas Izain reports he was ordered to steal the Gold. 10193 Gold was stolen at Falassë.

Double agent Tartas Izain reports he was ordered to scout the population center. A scout of the population center was attempted. City named Falassë - owned by the Plane - fortified with a Fort - loyalty = 51.
Production - Leather: 300 - Bronze: 150 - Gold: 1200. Stores - Bronze: 24. Foreign armies present: None.

Vasco of the Sing a Song @ 3839

Double agent Vasco reports he was ordered to refuse all personal challenges.
Double agent Vasco reports he was ordered to assassinate a character.
Double agent Vasco reports he injured Crunch of the Dark Feast and thwarted his guard mission. He was not able to assassinate the character because of tight security.
Double agent Vasco reports he moved with the company to 3839.

Zymraan of the Ground Pounders @ 2527

Double agent Zymraan reports he was ordered to improve the population center size. He was not able to improve the population center size because there was insufficient Gold.
Double agent Zymraan reports he was ordered to join an army. He joined the army commanded by Urthel.
Double agent Zymraan reports he moved with the army to 2527.

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 2421.
325 Gold was stolen at Thiach.
3750 Gold was stolen at Lagna Sa.

ENCOUNTER MESSAGES

Encounter for Lord Cappuccetto Rosso at 2711

As we crossed an ancient graveyard last night, the ground seemed to erupt with the dead! Rotting bodies, Skeletons, and Ghosts streamed out of their graves and moved toward our troops. Suddenly, however, they stopped, and a single Ghost moved forward. "Hail, warriors. We are the scouts who fell to a vile ambush many years ago. But I see that you are not the ones for which we search. You may pass." And with those words, the Spirits returned to their graves with a long sigh of despair.

COMBAT MESSAGES

Battle at 2611

In the Mild climate of the Open Plains of 2611, a conflict took place in the early hours of the evening in a dense and oppressive fog.

At the head of a demoralized army rode **Lord Tor Mitari** of the nation of the North Kingdom. 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
3495 Dúnadan footmen w/broadswords	wooden	none	a mob
99 Lesser Dúnadan mercenaries w/shortswords	bronze	leather	a mob

At the head of a demoralized army rode **Veteran Solitaria** of the nation of the Once Upon a Time. 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
900 Northman horsemen w/battle axes	wooden/bronze	none/leather	a mob

Report from Solitaria.....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.. Keep close ranks. Use standard formation. Like we practiced!

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

After the battle had joined in earnest, heroes made their presence known all over the battlefield.

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

After the battle.... Tor Mitari's forces were victorious in the battle, but suffered minor losses. Tor Mitari appeared to have survived. Solitaria's forces were destroyed/routed in the battle. Solitaria appeared to have survived but suffers from serious wounds.

SPECIAL MESSAGES

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

Front Sheet

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

ME-PBM Forum and ME-PBM Mailing List

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

ORDERS GIVEN

Character	Order #	Order Code	Additional Information.....
Azzurro	690	StlGold	
Azzurro	820	MovCmpy	3839
Biancaneve	710	PrenMgy	
Biancaneve	948	TranCar	3712 2137 go 12000
Briciolina	710	PrenMgy	
Briciolina	330	CstCjSp	508 500
Cacciatore	520	InfYour	
Cacciatore	585	Uncover	
Cappuccetto Rosso	340	TrPo2Ar	1

Cappuccetto Rosso	355	TrTrps	gatto	301	^	^	^	^	^		
Cenerentola	525	InfOthr									
Cenerentola	820	MovCmpy	0711								
Cicala	525	InfOthr									
Cicala	215	RfsPers									
Dabadda	520	InfYour									
Dabadda	810	MovChar	3806								
Decoder	525	InfOthr									
Decoder	585	Uncover									
Gatto	400	HvCvlyr	400	^	^						
Gatto	850	MovArmy	w	nw	w	^	^	^	^	^	^
Gretel	525	InfOthr									
Gretel	215	RfsPers									
Lupo	948	TranCar	3712	2137	fo	15000					
Lupo	947	NatTran	3712	fo	100						
Muxes	525	InfOthr									
Muxes	820	MovCmpy	2022								
Nonna	525	InfOthr									
Nonna	585	Uncover									
Piccola Vedetta	525	InfOthr									
Piccola Vedetta	585	Uncover									
Pinocchio	940	CstLoSp	418	55							
Pinocchio	850	MovArmy	se	sw	sw	^	^	^	^	^	^
Pollicino	710	PrenMgy									
Pollicino	330	CstCjSp	508	500							
Robin Hood	710	PrenMgy									
Robin Hood	330	CstCjSp	508	500							
Sabbiolina	940	CstLoSp	413	2409							
Sabbiolina	810	MovChar	2711								
Solitaria	215	RfsPers									
Solitaria	870	MovJoin	2410	gatto							
Volpe	325	NatSell	le	100							
Volpe	330	CstCjSp	508	500							

Azzurro



Ranks : Command 18 Agent 85 Emissary 0 Mage 0
 Health 100 Stealth 10 Challenge 67
 Artifacts : None
 Spells (+0) : None

Azzurro was located in the Hills & Rough at 4233.

He was ordered to steal the Gold. 957 Gold was stolen at The Aerie.

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

He commands a company in the Desert Wastes at 3839. The Town of Blue Loungechair flying the flag of the Sh'iar Empire is here.

Biancaneve



Ranks : Command 0 Agent 0 Emissary 0 Mage 42
 Health 100 Stealth 0 Challenge 42
 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 prentice magery. The prentice magery was successful and her Mage rank has been improved.

She was ordered to transport by the caravans. The transport was changed because there was insufficient Gold. 5253 Gold (+10%) transported from Casa .

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 51
 Health 100 Stealth 0 Challenge 51
 Artifacts : None

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

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. 245 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 51 Mage 0
 Health 100 Stealth 0 Challenge 25
 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 Wise Council seeks to see to the termination of Augustus by any means whatsoever - uncovered that the nation of the Benim an Pharazôn seeks to terminate 10 characters by personal challenge or by assassination - uncovered that the nation of the Sapphic Enclave seeks to hold in stores the greatest amount of Mithril. - uncovered that the nation of the Sing a Song possesses Special Nation Ability #10.

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 55 Agent 0 Emissary 0 Mage 63
 Health 100 Stealth 0 Challenge 91
 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 transfer some Food from the population center to the army. 1 Food was transferred.

She was ordered to transfer some troops from the army to an army. 301 Heavy Cavalry were transferred.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

She had a special encounter. See Encounter Messages.

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.

Cenerentola



Ranks : Command 24 Agent 0 Emissary 60 Mage 0
 Health 100 Stealth 0 Challenge 36
 Artifacts : None
 Spells (+0) : None

Cenerentola was located in the Shore/Plains at 1219.

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

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

She commands a company in the Hills & Rough at 0711. The Town of Grand-Pre 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 2123.

She was ordered to refuse all personal challenges.

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

She moved with the company to 1922.

She is traveling with Lady Gaga of the Sing a Song in the Mountains at 1922. The Village of Raugawul flying the flag of the Red Witches is here.

Dabadda



Ranks : Command 0 Agent 0 Emissary 44 Mage 0
 Health 100 Stealth 0 Challenge 22
 Artifacts : None
 Spells (+0) : None

Dabadda was located in the Shore/Plains at 3712.

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

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

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

Decoder



Ranks : Command 0 Agent 0 Emissary 74 Mage 0
 Health 100 Stealth 0 Challenge 37
 Artifacts : None
 Spells (+0) : None

Decoder was located in the Mountains at 2423.

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

He was ordered to uncover some secrets. Secrets uncovered - uncovered that the nation of the Lands seeks to see to the termination of Gamina by any means whatsoever. - uncovered that the nation of the Red Witches possesses Special Nation Ability #8. It was also uncovered that the Red Witches capital is at 2223.

He moved with the company to 2022.

He is traveling with Muxes in the Mountains at 2022. The Village of Barad Lagrim flying the flag of the Great Trollusk is here.

Gatto



Ranks : Command 80 Agent 0 Emissary 0 Mage 50
 Health 100 Stealth 0 Challenge 107
 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 Mixed Forest at 2711.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

He was ordered to recruit some heavy cavalry. The troop recruitment was changed because of insufficient leather. No Heavy Cavalry were recruited.

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

He commands an army in the Open Plains at 2410.

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 Mountains at 2123.

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 marginal. Continued efforts may succeed.

She moved with the company to 1922.

She is traveling with Lady Gaga of the Sing a Song in the Mountains at 1922. The Village of Raugawul flying the flag of the Red Witches 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 transport by the caravans. 12001 Food (+10%) transported to Casa .

He was ordered to transport by the caravans. The transport was changed because there was insufficient Food. 11207 Food (+10%) transported from Casa to Hills.

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 79 Mage 0
 Health 100 Stealth 0 Challenge 41
 Artifacts : None
 Spells (+0) : None

Muxes was located in the Mountains at 2423.

He was ordered to influence their population center loyalty. The loyalty was influenced/reduced at Jakhirai. 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 2022. The Village of Barad Lagrim 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 uncover some secrets. Secrets uncovered - uncovered that the nation of the Dark Feast seeks to hold the artifact: a Sword, #102 - uncovered that the nation of the Red Witches seeks to hold the artifact: a Crown, #169. - 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.

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 uncover some secrets. Secrets uncovered - uncovered that the nation of the Sundered seeks to hold the population center of Keolan at 2510. - uncovered that the nation of the Ground Pounders possesses Special Nation Ability #20.

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(83) #508 Conjure Mounts(100)

Pinocchio was located in the Open Plains at 2507.

Lack of Food may have affected army movement.

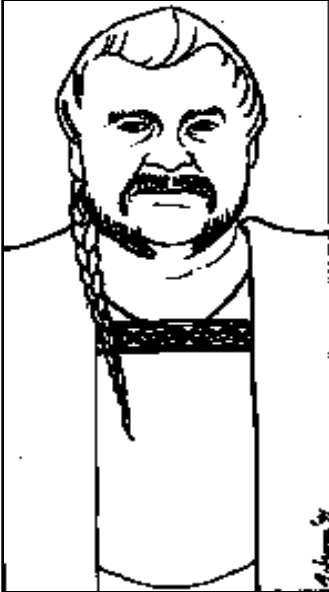
Lack of Food restricted the army morale.

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

He was ordered to cast a lore spell. Locate Artifact - Ring of Curufin #55 is possessed by Qeset at or near 2736.

He commands an army in the Open Plains at 2410.

Pollicino



Ranks : Command 0 Agent 0 Emissary 0 Mage 74
 Health 100 Stealth 0 Challenge 74
 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(99)

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. 365 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 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 65
 Health 100 Stealth 0 Challenge 65
 Artifacts : None

Spells (+0) : #102 Barriers(93) #214 Call Winds(78) #308 Capital Return(80)
 #402 Perceive Allegiance(68) #508 Conjure Mounts(87)

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. 315 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 71
 Health 35 Stealth 0 Challenge 71
 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 Open Plains at 2609.

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

She was ordered to cast a lore spell. Scry Population Center - Town named Hellgate - owned by the Dark Feast - fortified with a Fort - loyalty = 14. Production - Gold: 1400 - Steel: 110 - Mithril: 20. Stores - Steel: 40 - Mithril: 19.

She 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.

Solitaria



Ranks : Command 10 Agent 10 Emissary 21 Mage 0
 Health 70 Stealth 0 Challenge 14
 Artifacts : None

Spells (+0) : None

Solitaria was located in the Open Plains at 2611.

She was ordered to refuse all personal challenges.

Solitaria was wounded during combat.

She was ordered to move and join the army. She accepted the movement orders. She joined the army commanded by Gatto.

She is traveling with Gatto in the Open Plains at 2410.

Volpe



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

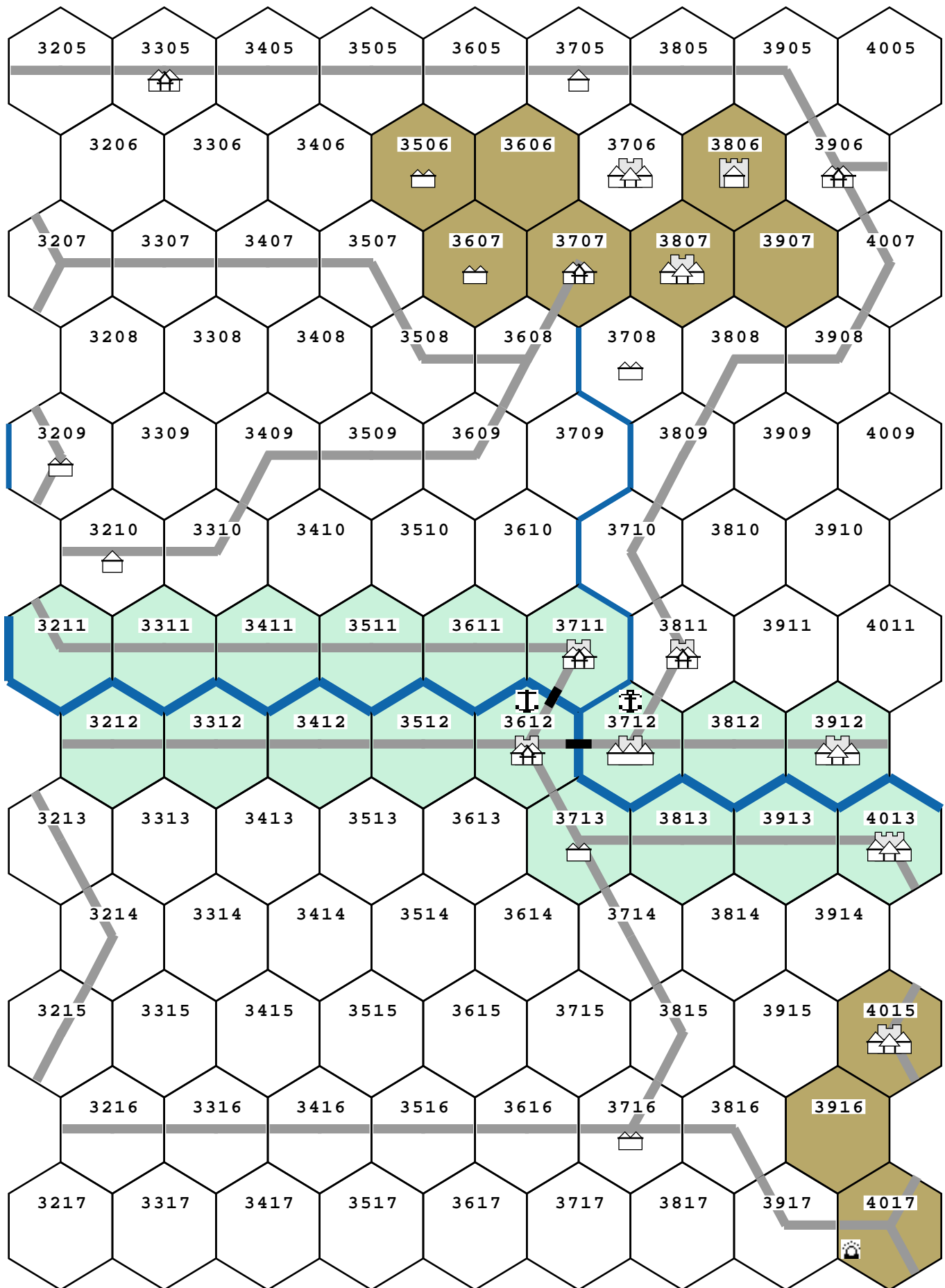
Spells (+0) : #102 Barriers(86) #404 Perceive Relations(92) #414 Scry Hex(86)
 #508 Conjure Mounts(84)

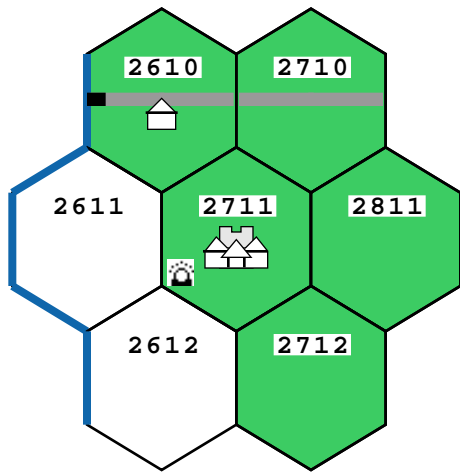
Volpe was located in the Shore/Plains at 3712.

He was ordered to have the nation sell to the caravans. 9876 Leather were sold for 9876 Gold.

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

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

Cenerentola (ID: cener) @ 0711 Command Emissary

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

Cicala (ID: cical) @ 1922 Emissary

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

Dabadda (ID: dabad) @ 3806 Emissary

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

Decoder (ID: decod) @ 2022 Emissary

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

Gatto (ID: gatto) @ 2410 Command Mage

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

Gretel (ID: grete) @ 1922 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) @ 2022 Command Emissary

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

Nonna (ID: nonna) @ 3713 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) @ 2410 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) @ 2410 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			_____				
			_____								_____				
			_____								_____				