

**MEPBM Games**  
**presents**

# Middle-earth Play-By-Mail™

## Fourth Age, circa 1000



GAME # 141



### Once Upon a Time

Victory points : 1183

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 [ 1275 ] Once Upon a Time [ 1183 ] Wise Council [ 975 ]**

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 #	:	31
Account	:	\$ 0.00
Free Turns	:	0
Security Code	:	8751
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	: Hated	#14 Dark Feast	: Hated	#15 Twilight Hammer	: Hated
#16 Sh'iar Empire	: Hated	#17 Great Trollusk	: Hated	#18 Bením an Pharazôn	: Disliked
#19 RhunLandChattelCo	: Hated	#20 Tribes of Angmar	: Hated	#21 Lands	: Tolerated
#22 Sing a Song	: Friendly	#24 Plane	: Friendly	#25 Alvernus	: Tolerated

## POPULATION CENTERS

**Barad Pelendur** Location : @ 1319 in Shore/Plains Climate is Mild

Size : Village	Fortifications : None	Loyalty : 46	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	288	0	0	0	518	0	7	0
Current stores	0	0	0	0	518	0	7	-

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

Size : Village	Fortifications : Tower	Loyalty : 44	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	224	0	0	0	-

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

Size : City	Fortifications : Tower	Loyalty : 77	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	943	-

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

Size : Major Town	Fortifications : Fort	Loyalty : 38	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	51	-

**Currahee** Location : @ 2307 in Mountains Climate is Polar

Size : Major Town	Fortifications : None	Loyalty : 48	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	13	0	2	0	0	0	420
Current stores	0	156	0	14	0	0	0	-

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

Size : Camp	Fortifications : None	Loyalty : 65	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	140	50	0	0	0	0	1100
Current stores	0	280	250	0	0	0	0	-

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

Size : Camp	Fortifications : None	Loyalty : 34	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	225	-

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

Size : Village	Fortifications : Tower	Loyalty : 51	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	370	56	0	0	0	-

**Fiaba** Location : @ 3421 in Mountains Climate is Cool  
 Size : Town Fortifications : None Loyalty : 30 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 0 156 60 18 0 0 0 0  
 Current stores 0 312 267 126 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 2136 0 -

**Herëamon** Location : @ 2610 in Mixed Forest Climate is Cool  
 Size : Village Fortifications : None Loyalty : 29 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 0 0 128 0 621 70 0 0  
 Current stores 0 0 680 0 0 807 0 -

**Isola che non** Location : @ 4215 in Mountains Climate is Cold  
 Size : Village Fortifications : None Loyalty : 36 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 0 130 34 0 0 0 0 660  
 Current stores 0 260 157 0 0 0 0 -

**Montagna** Location : @ 3322 in Mountains Climate is Cool  
 Size : Camp Fortifications : None Loyalty : 11 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 0 270 100 10 0 0 0 0  
 Current stores 0 540 445 70 0 0 0 -

**Neverending** Location : @ 2711 in Mixed Forest Climate is Mild  
 Size : City Fortifications : Tower Loyalty : 84 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 4154 276 0 0 0 2700 1001 -

A small army bearing the banner of the Once Upon a Time under Regent Cappuccetto Rosso is here.

**Nuvole Bianche** Location : @ 3721 in Mountains 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 0 290 0 20 0 0 0 1200  
 Current stores 0 580 0 60 0 0 0 -

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

**Pianura** Location : @ 3811 in Open 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 82 0 0 0 250 0 10 0  
 Current stores 0 0 0 0 0 0 156 -

**Pioggia** Location : @ 3821 in Mountains Climate is Cool  
 Size : Village Fortifications : None Loyalty : 22 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 0 200 112 24 0 0 0 0  
 Current stores 0 400 498 168 0 0 0 -

**Ponte** Location : @ 3711 in Shore/Plains Climate is Cool  
 Size : Town Fortifications : Tower Loyalty : 39 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 75 -

**Prato** Location : @ 4012 in Shore/Plains Climate is Cool  
 Size : Village Fortifications : Tower Loyalty : 41 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 96 -

**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 0 654 0 -

**Spiaggia** Location : @ 3430 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 0 260 80 20 0 0 0 0  
 Current stores 0 520 356 140 0 0 0 -

**Tallunë** Location : @ 4428 in Mountains Climate is Cool  
 Size : Village Fortifications : None Loyalty : 43 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 0 0 48 24 0 0 0 1500  
 Current stores 0 0 288 48 0 0 0 -

**Terrano** Location : @ 3612 in Shore/Plains Climate is Cool  
 Size : Town Fortifications : Tower Loyalty : 20 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 75 -

**Thiach** Location : @ 3708 in Open Plains Climate is Cool  
 Size : Village Fortifications : None Loyalty : 21 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 98 -

## ARMIES AND NAVIES

**Army Commander : Regent Cappuccetto Rosso** Location : @ 2711 in Mixed Forest Climate is Mild  
 Army morale : 21 Warships : 0 Transports : 0 (1) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Northman horsemen w/battle axes 13 11 7 149 Heavy Cavalry  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 50  
 Armor 0 0 50  
 Food 297 Low Supplies !!  
 War machines 0  
 Characters traveling with army : - Gatto - Solitaria.  
 The City/Tower of Neverending flying the flag of the Once Upon a Time is here.

**Army Commander : Warlord Pinocchio** Location : @ 2312 in Open Plains Climate is Mild  
 Army morale : 21 Warships : 0 Transports : 0 (12) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Northman horsemen w/battle axes 13 11 7 1800 Heavy Cavalry  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0  
 Armor 0 0 0  
 Food 3593 Low Supplies !!  
 War machines 0

## COMPANY COMMANDERS :

Veteran Azzurro Location : @ 4433 Traveling with him are : **Freddie Mercury - Rallos Zek - Vasco.**  
 Veteran Muxes Location : @ 3707 Traveling with him are : **De Gregori - Decoder.**

**MARKET PRICES**

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	19131	29442	11830	2721	273972	22967	3936
Purchase at market price/unit	3	3	4	16	2	3	8
Sell to market price/unit	2	2	2	9	1	2	5

**MISCELLANEOUS**

Maintenance Costs expected next turn are:		Totals for Nation:	Stores	Production
Armies/Navies :	11994	Leather	4154	1048
Pop Centers :	7250	Bronze	3546	1570
Characters :	35700	Steel	3311	692
		Mithril	906	158
Total :	54944	Food	518	3999
		Timber	7473	245
Current Tax rate :	60%	Mounts	2727	54
Revenue expected next turn :	60840 (+5896)			
Current Gold reserve :	6957			

**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:**

**De Gregori of the Sing a Song @ 3707**

Double agent De Gregori reports he was ordered to assassinate a character. Burnt was assassinated.

Double agent De Gregori reports he was ordered to scout the population center. A scout of the population center was attempted. Town named Trannel - owned by the Dark Feast - loyalty = 15. Production - Food: 280 - Bronze: 150 - Gold: 1000. Stores - Bronze: 771 - Food: 100. Foreign armies present: None.

**Freddie Mercury of the Sing a Song @ 4433**

Double agent Freddie Mercury reports he was ordered to steal the Gold. No Gold was found in the treasury at Chandilar.

Double agent Freddie Mercury reports he was ordered to scout the population center. A scout of the population center was attempted. City named Chandilar - capital - owned by the Sh'iar Empire - loyalty = 78. Production - Food: 570 - Gold: 1200 - Steel: 130. Stores - Steel: 440 - Food: 273 - Timber: 650 - Mounts: 268.

**Katala of the Silent Assembly @ 2212**

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

Double agent Katala reports she was ordered to scout for any characters. A scout for characters was attempted. Found: Spy Prang - Dark Feast. Assassin Huyna - Sing a Song. Thief Kesha - Sing a Song. Nothing else was reported at this time.

**Lady Gaga of the Sing a Song @ 2209**

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

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

**Nightbreeze of the Sundered @ 2818****Tartas Izain of the Lands @ 3433**

Double agent Tartas Izain reports he was ordered to steal the Gold. 3293 Gold was stolen at Kadarêth.

Double agent Tartas Izain reports he moved with the company to 3433.

Double agent Tartas Izain reports he was ordered to scout the population center. A scout of the population center was attempted. Major Town named Uplink - owned by the Sh'iar Empire - fortified with a Fort - loyalty = 31. Production - Food: 720 - Gold: 1500 - Steel: 70. Stores - Leather: 1089 - Steel: 110 - Food: 690. Foreign armies present: - Sh'iar Empire.

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

Double agent Vasco reports he was ordered to steal the Gold. 5918 Gold was stolen at Chandilar.

Double agent Vasco reports he was ordered to scout the population center. A scout of the population center was attempted. City named Chandilar - capital - owned by the Sh'iar Empire - loyalty = 78. Production - Food : 570 - Gold: 1200 - Steel: 130. Stores - Steel: 440 - Food: 273 - Timber: 650 - Mounts: 268.

**You have the following hostages:**

None

**You possess the following artifacts:**

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

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

None

**NATION MESSAGES**

*The loyalty was influenced/reduced at Tatamagouche.*

*Tatamagouche is no longer under our control.*

*There are rumors of a theft attempt involving Carfe at Hellgate.*

*175 Gold was stolen at Herëamon.*

**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	690	StlGold	
Azzurro	360	TrArt	john 211 ^ ^ ^ ^ ^
Biancaneve	947	NatTran	2711 le 100
Biancaneve	948	TranCar	3712 2709 go 5000
Briciolina	710	PrenMgy	
Briciolina	330	CstCjSp	508 500
Cacciatore	525	InfOthr	
Cacciatore	810	MovChar	2209
Cappuccetto Rosso	435	ArmyMan	
Cappuccetto Rosso	765	SplArmy	pinoc 1800 ^ ^ ^ ^ ^
Cenerentola	525	InfOthr	
Cenerentola	810	MovChar	1219
Cicala	525	InfOthr	
Cicala	215	RfsPers	
Decoder	500	Double	de gr
Decoder	215	RfsPers	
Gatto	940	CstLoSp	420 wogan
Gatto	870	MovJoin	2711 cappu
Gretel	525	InfOthr	
Gretel	215	RfsPers	
Lupo	942	MvTnMap	^
Lupo	185	DnStNat	13
Muxes	215	RfsPers	
Muxes	500	Double	de gr
Nonna	520	InfYour	
Nonna	810	MovChar	3322
Piccola Vedetta	525	InfOthr	
Piccola Vedetta	810	MovChar	4432
Pinocchio	315	PrchCar	le 1000
Pinocchio	850	MovArmy	w sw w w ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Pollicino	710	PrenMgy	
Pollicino	330	CstCjSp	508 500
Robin Hood	325	NatSell	fo 100
Robin Hood	330	CstCjSp	508 500
Sabbiolina	710	PrenMgy	
Sabbiolina	330	CstCjSp	508 500
Solitaria	400	HvCvlyr	500 ^ ^
Solitaria	315	PrchCar	fo 3698
Volpe	330	CstCjSp	508 500
Volpe	710	PrenMgy	

Azzurro



Ranks : Command 18 Agent 93 Emissary 0 Mage 0  
 Health 100 Stealth 10 Challenge 73  
 Artifacts : None  
 Spells (+0) : None

Azzurro was located in the Hills & Rough at 4433.

He was ordered to transfer some artifacts to a character. Foam-light #211 was transferred.

He was ordered to steal the Gold. 4603 Gold was stolen at Chandilar.

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

Biancaneve



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

Biancaneve was located in the Shore/Plains at 3712.

She was ordered to have the nation transport by the caravans. 4153 Leather (+10%) transported to Neverending.

She was ordered to transport by the caravans. 5000 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 60  
 Health 100 Stealth 0 Challenge 60  
 Artifacts : None

Spells (+0) : #102 Barriers(75) #202 Call Fire(91) #302 Long Stride(86)  
 #408 Perceive Nationality(58) #508 Conjure Mounts(96)

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. 295 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 60 Mage 0  
 Health 100 Stealth 0 Challenge 30  
 Artifacts : None  
 Spells (+0) : None

Cacciatore was located in the Mountains at 2212.

He was ordered to influence their population center loyalty. He was not able to influence/reduce the population center loyalty because 2212 was occupied by an enemy army(ies).

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

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

Cappuccetto Rosso



Ranks : Command 60 Agent 0 Emissary 0 Mage 64  
 Health 100 Stealth 0 Challenge 94  
 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 put the army on maneuvers. The maneuvers for the army were completed.

She was ordered to split the army. The army was split. 3593 Food was transferred.

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

Cenerentola was located in the Shore/Plains at 1319.

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

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

***She is currently in the Shore/Plains at 1219. The Camp of Dannedhir flying the flag of the Sheri-Urk is here.***

Cicala



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

Cicala was located in the Mixed Forest at 2109.

She was ordered to refuse all personal challenges.

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

She moved with the company to 2209.

***She is traveling with Lady Gaga of the Sing a Song in the Hills & Rough at 2209. The Town/Fort of Imladris flying the flag of the Tribes of Angmar is here.***

Decoder



Ranks : Command 0 Agent 0 Emissary 82 Mage 0  
 Health 100 Stealth 0 Challenge 41  
 Artifacts : None  
 Spells (+0) : None

Decoder was located in the Hills & Rough at 3707.

He was ordered to refuse all personal challenges.

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

***He is traveling with Muxes in the Hills & Rough at 3707. The Town of Trannel flying the flag of the Dark Feast is here.***

Gatto



Ranks : Command 83 Agent 0 Emissary 0 Mage 50  
 Health 100 Stealth 0 Challenge 95  
 Artifacts : None  
 Spells (+0) : #102 Barriers(100) #416 Reveal Production(89)  
 #420 Reveal Character(74) #508 Conjure Mounts(71)

Gatto was located in the Hills & Rough at 2209.

He was ordered to move and join the army. He accepted the movement orders. He joined the army commanded by Cappuccetto Rosso.

He was ordered to cast a lore spell. Reveal Character - Wogan is located at or near 3911.

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

Gretel



Ranks : Command 0 Agent 0 Emissary 90 Mage 0  
 Health 100 Stealth 0 Challenge 45  
 Artifacts : None  
 Spells (+0) : None

Gretel was located in the Mixed Forest at 2109.

She was ordered to refuse all personal challenges.

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

She moved with the company to 2209.

***She is traveling with Lady Gaga of the Sing a Song in the Hills & Rough at 2209. The Town/Fort of Imladris flying the flag of the Tribes of Angmar 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 Red Witches were downgraded.

He was ordered to move the turn map. He was not able to move the turn map because the direction was invalid.

***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 85 Mage 0  
 Health 100 Stealth 0 Challenge 44  
 Artifacts : None  
 Spells (+0) : None

Muxes was located in the Hills & Rough at 3707.

He was ordered to refuse all personal challenges.

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

***He commands a company in the Hills & Rough at 3707. The Town of Trannel flying the flag of the Dark Feast is here.***

Nonna



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

Nonna was located in the Mountains at 3430.

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

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

***She is currently in the Mountains at 3322. The Camp of Montagna flying the flag of the Once Upon a Time is here.***

Piccola Vedetta



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

Piccola Vedetta was located in the Hills & Rough at 4332.

She was ordered to influence their population center loyalty. The loyalty was influenced/reduced at Tal Sh'iar. Current loyalty is perceived to be rebellious.

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

***She is currently in the Hills & Rough at 4432. The Village of Vulcan flying the flag of the Sh'iar Empire is here.***

Pinocchio



Ranks : Command 77 Agent 0 Emissary 0 Mage 58  
 Health 100 Stealth 0 Challenge 91  
 Artifacts : None  
 Spells (+0) : #102 Barriers(77) #412 Research Artifact(90)  
 #418 Locate Artifact(86) #508 Conjure Mounts(100)

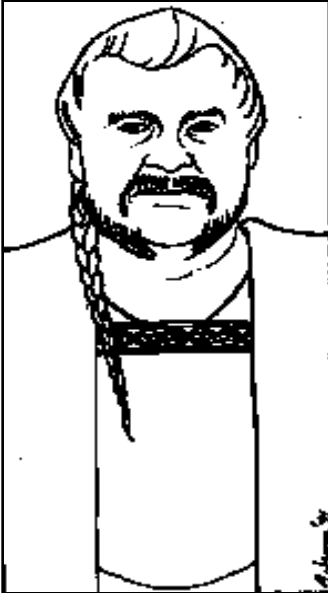
Pinocchio was located in the Mixed Forest at 2711.

He was ordered to purchase from the caravans. 1000 Leather were bought for 2000 Gold.

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

***He commands an army in the Open Plains at 2312.***

Pollicino



Ranks : Command 0 Agent 0 Emissary 0 Mage 79  
 Health 100 Stealth 0 Challenge 79  
 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. 390 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 72  
 Health 100 Stealth 0 Challenge 72  
 Artifacts : None

Spells (+0) : #102 Barriers(93) #214 Call Winds(78) #308 Capital Return(80)  
 #402 Perceive Allegiance(68) #508 Conjure Mounts(92)

Robin Hood was located in the Shore/Plains at 3712.

He was ordered to have the nation sell to the caravans. 8029 Food were sold for 8029 Gold.

He was ordered to cast a conjuring spell. Conjure Mounts was cast. There were insufficient Mounts available to conjure. 360 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.*

Sabbiolina



Ranks : Command 0 Agent 0 Emissary 0 Mage 77  
 Health 100 Stealth 0 Challenge 77  
 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. 375 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 33 Agent 14 Emissary 21 Mage 0  
 Health 100 Stealth 0 Challenge 38  
 Artifacts : None  
 Spells (+0) : None

Solitaria was located in the Mixed Forest at 2711.

She was ordered to purchase from the caravans. 3698 Food were bought for 7396 Gold.

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

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

## Volpe



Ranks : Command 64 Agent 0 Emissary 0 Mage 59  
 Health 100 Stealth 0 Challenge 78  
 Artifacts : None

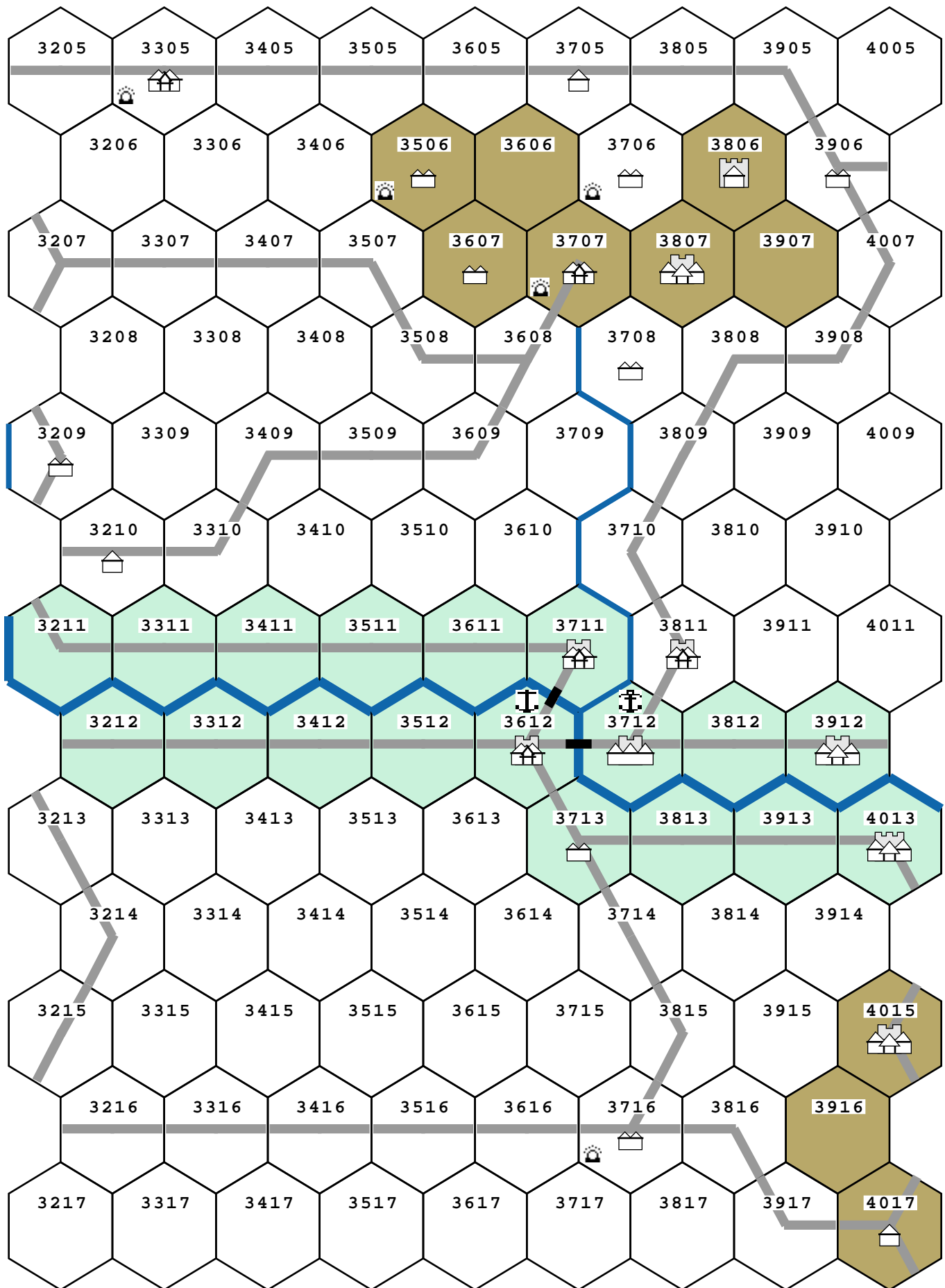
Spells (+0) : #102 Barriers(86) #404 Perceive Relations(92) #414 Scry Hex(86)  
 #508 Conjure Mounts(87)

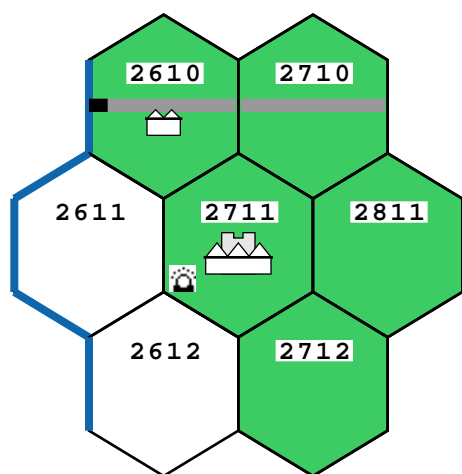
Volpe was located in the Shore/Plains at 3712.

He was ordered to cast a conjuring spell. Conjure Mounts was cast. There were insufficient Mounts available to conjure. 285 Mounts were conjured.

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

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







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

Cacciatore (ID: cacci) @ 2209 Emissary

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

Cappuccetto Rosso (ID: cappu) @ 2711 Command Mage

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

Cenerentola (ID: cener) @ 1219 Command Emissary

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

Cicala (ID: cical) @ 2209 Emissary

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

Decoder (ID: decod) @ 3707 Emissary

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Gatto (ID: gatto) @ 2711 Command Mage

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

**Gretel (ID: grete) @ 2209 Emissary**

Order	->	#	_____	Code	_____	Type	_____	Order	->	#	_____	Code	_____	Type	_____
Required			_____					Required			_____				
Information			_____					Information			_____				
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**Lupo (ID: lupo ) @ 3712 Command Emissary**

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

**Muxes (ID: muxes) @ 3707 Command Emissary**

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

**Nonna (ID: nonna) @ 3322 Emissary**

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

**Piccola Vedetta (ID: picco) @ 4432 Emissary**

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

**Pinocchio (ID: pinoc) @ 2312 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			_____				
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			_____								_____				

**Sabbiolina (ID: sabbi) @ 2711 Mage**

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

**Solitaria (ID: solit) @ 2711 Command Agent Emissary**

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

**Volpe (ID: volpe) @ 3712 Command Mage**

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