

MEPBM Games
presents

Middle-earth Play-By-Mail™

Fourth Age, circa 1000



GAME # 141



Once Upon a Time

Victory points : 1167

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 [1200] Once Upon a Time [1167] Sing a Song [1100]

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 #	:	23
Account	:	\$ 0.00
Free Turns	:	0
Security Code	:	5317
Special Service	:	YES

Once Upon a Time

(A Free People)

Season : Summer

RELATIONS WITH OTHER NATIONS

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

POPULATION CENTERS

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

Size : Village	Fortifications : Tower	Loyalty : 53	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	70	0	32	0	0	0	2000
Current stores	0	380	0	128	0	0	0	-

A small army bearing the banner of the Sapphic Enclave under Captain Halbarad is here.

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

Size : City	Fortifications : Tower	Loyalty : 90	Docks : Port	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	49	0	0	0	113	0	4	0
Current stores	2098	0	0	0	0	1176	634	-

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

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	104	0	0	0	202	0	4	0
Current stores	208	0	0	0	0	0	25	-

Farfaraway Location : @ 3705 in Open Plains 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	160	0	0	0	400	0	24	0
Current stores	320	0	0	0	0	0	123	-

Fate Location : @ 4128 in Mountains Climate is Mild

Size : Village	Fortifications : Tower	Loyalty : 56	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	80	8	0	0	0	1400
Current stores	0	0	240	8	0	0	0	-

Fiaba Location : @ 3421 in Mountains Climate is Mild

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	1078	60	72	0	0	0	-

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

Size : Camp	Fortifications : Fort	Loyalty : 32	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	272	192	0	1200
Current stores	0	0	0	0	0	1320	0	-

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

Herëamon Location : @ 2610 in Mixed Forest Climate is Mild
 Size : Camp Fortifications : None Loyalty : 36 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 0 160 0 873 99 0 0
 Current stores 0 0 160 0 0 99 0 -

Isola che non Location : @ 4215 in Mountains Climate is Cool
 Size : Village Fortifications : None Loyalty : 41 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 216 56 0 0 0 0 1100
 Current stores 0 1544 56 0 0 0 0 -

Lagna Sa Location : @ 3706 in Open Plains Climate is Cool
 Size : Major Town Fortifications : Tower Loyalty : 50 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 99 0 0 0 80 0 10 0
 Current stores 198 0 0 0 0 0 52 -

Montagna Location : @ 3322 in Mountains Climate is Mild
 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 2331 100 40 0 0 0 -

Neverending Location : @ 2711 in Mixed Forest Climate is Warm
 Size : Major Town Fortifications : Tower Loyalty : 81 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 0 0 0 304 184 0 0
 Current stores 3948 153 0 0 0 1668 765 -
 A small army bearing the banner of the Once Upon a Time under Veteran Solitaria is here.

Pianura Location : @ 3811 in Open Plains Climate is Mild
 Size : Town Fortifications : Tower Loyalty : 55 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 92 0 0 0 281 0 11 0
 Current stores 184 0 0 0 0 0 74 -

Pioggia Location : @ 3821 in Mountains Climate is Mild
 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 1870 112 96 0 0 0 -

Ponte Location : @ 3711 in Shore/Plains Climate is Mild
 Size : Town Fortifications : Tower Loyalty : 45 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 124 0 0 0 594 0 5 0
 Current stores 248 0 0 0 0 0 35 -

Prato Location : @ 4012 in Shore/Plains Climate is Mild
 Size : Village Fortifications : Tower Loyalty : 47 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 209 0 0 0 713 0 7 0
 Current stores 418 0 0 0 0 0 46 -

Pul Rug Na Location : @ 3906 in Open Plains Climate is Cool
 Size : Town Fortifications : None Loyalty : 35 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 125 0 0 0 130 0 5 0
 Current stores 250 0 0 0 0 0 26 -

Ragnar Sa Location : @ 3807 in Hills & Rough Climate is Cool
 Size : Major Town Fortifications : Tower Loyalty : 59 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 68 0 0 0 54 0 1400
 Current stores 0 486 0 0 0 426 0 -

Sisska Location : @ 3506 in Hills & Rough Climate is Cool
 Size : Village Fortifications : None Loyalty : 38 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 192 0 0 0 77 0 1000
 Current stores 0 1304 0 0 0 645 0 -

Spiaggia Location : @ 3430 in Mountains Climate is Mild
 Size : Camp Fortifications : None Loyalty : 24 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 2430 80 80 0 0 0 -

Terrano Location : @ 3612 in Shore/Plains Climate is Mild
 Size : Town Fortifications : Tower Loyalty : 54 Docks : Harbor Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 108 0 0 0 545 0 5 0
 Current stores 216 0 0 0 0 0 35 -

Thiach Location : @ 3708 in Open Plains Climate is Mild
 Size : Village Fortifications : None Loyalty : 17 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 101 0 0 0 331 0 7 0
 Current stores 202 0 0 0 0 0 48 -

ARMIES AND NAVIES

Army Commander : Lord Cappuccetto Rosso Location : @ 2510 in Open Plains Climate is Mild
 Army morale : 11 Warships : 0 Transports : 0 (6) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Northman horsemen w/battle axes 10 21 16 800 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 : - Pollicino.

The Camp of Keolan flying the flag of the Sing a Song is here.

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

An army bearing the banner of the North Kingdom under Warlord Sazar Parn is here.

Army Commander : Warlord Gatto Location : @ 2510 in Open Plains Climate is Mild
 Army morale : 19 Warships : 0 Transports : 0 (10) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Northman horsemen w/battle axes 13 23 19 1438 Heavy Cavalry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0 0
 Food 0 Out of Food !!
 War machines 0

The Camp of Keolan flying the flag of the Sing a Song is here.

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

An army bearing the banner of the North Kingdom under Warlord Sazar Parn is here.

Army Commander : Warlord Pinocchio Location : @ 3405 in Open Plains Climate is Cool
 Army morale : 25 Warships : 0 Transports : 0 (4) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Northman horsemen w/battle axes 20 10 0 600 Heavy Cavalry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0 0
 Food 2 Low Supplies !!
 War machines 0

Army Commander : Veteran Solitaria Location : @ 2711 in Mixed Forest Climate is Warm
 Army morale : 19 Warships : 0 Transports : 0 (1) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Northman horsemen w/battle axes 10 21 16 100 Heavy Cavalry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0
 Food 0 Out of Food !!
 War machines 0
 The Major Town/Tower of Neverending flying the flag of the Once Upon a Time is here.

COMPANY COMMANDERS :

Veteran Azzurro Location : @ 4433 Traveling with him are : **Freddie Mercury - Madonna - Rallos Zek - Vasco.**
 Veteran Muxes Location : @ 2636 Traveling with him are : **De Gregori - Decoder.**

MARKET PRICES

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	19045	24762	6991	203	310126	33170	5071
Purchase at market price/unit	2	2	5	69	2	2	6
Sell to market price/unit	1	1	3	36	1	1	3

MISCELLANEOUS

Maintenance Costs expected next turn are:	Totals for Nation:	Stores	Production
Armies/Navies : 17928	Leather	8290	1171
Pop Centers : 7750	Bronze	11576	1432
Characters : 30520	Steel	808	648
	Mithril	424	112
Total : 56198	Food	0	4838
	Timber	5334	606
	Mounts	1863	82
Current Tax rate : 60%			
Revenue expected next turn : 57600 (+1402)			
Current Gold reserve : 0			

Ships have been left anchored at the following locations:

2 warships at hex 3712
 4 transports at hex 3712

You have the following double agents:

Freddie Mercury of the Sing a Song @ 4433

Double agent Freddie Mercury reports he was ordered to guard the location. Uplink was guarded.
 Double agent Freddie Mercury reports he was ordered to execute a hostage. Wreaporguk was executed.
 Double agent Freddie Mercury reports he moved with the company to 4433.

Lady Gaga of the Sing a Song @ 2636

Double agent Lady Gaga reports she was ordered to influence their population center loyalty. The loyalty was influenced/reduced at Uplink. 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.

Madonna of the Sing a Song @ 4433

Double agent Madonna reports she was ordered to assassinate a character. She was not able to assassinate the character because the target character was not present.
 Double agent Madonna reports she was ordered to execute a hostage. Shatterstar was executed.
 Double agent Madonna reports she moved with the company to 4433.

Nightbreeze of the Sundered @ 2319

Double agent Nightbreeze reports she was ordered to refuse all personal challenges.
 Double agent Nightbreeze reports she was ordered to assassinate a character. Oslkjmog was assassinated.

Shadow Walker of the Sundered @ 2317

Double agent Shadow Walker reports he was ordered to refuse all personal challenges.
 Double agent Shadow Walker reports he was ordered to guard a character. Willow was guarded. He spotted Jackl while performing his guarding.

Vasco of the Sing a Song @ 4433

Double agent Vasco reports he was ordered to guard the location. Uplink was guarded.
 Double agent Vasco reports he was ordered to execute a hostage. Vjirjlr Jhreluruk was executed.
 Double agent Vasco reports he moved with the company to 4433.

Zymraan of the Ground Pounders @ 2227

Double agent Zymraan reports he was ordered to influence their population center loyalty. He 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.
 Double agent Zymraan reports he was ordered to move. He accepted the movement orders.

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 Benîm an Pharazôn at 3022.
The loyalty was influenced/reduced at Thiach.
There are rumors of an assassination attempt involving Tartas Izain and Tarîkmagân.
Local militia spotted Niminor at Neverending and thwarted her mission.
1443 Gold was stolen at Fate .
2100 Gold was stolen at Neverending.

ENCOUNTER MESSAGES

Encounter for La Voce at 3705

The great Spider showed no interest in the food which La Voce offered it. It did, however, show considerable interest in La Voce ... La Voce bore the attack as bravely as possible, but it was a ghastly assault. Streamers of sticky web flew out at La Voce and held her immobile while the Spider's cruel mandibles made short work of her defenses. La Voce died horribly.

Encounter for Lord Cappuccetto Rosso at 2510

During the past several days, our scouts have reported seeing glimpses of a man in brown robes and leggings who has been following us from a distance. None of our scouts have been able to get near him or even been able to find any trail which he has left. I was about to tell our scouts to disregard him when he dropped from a tree branch down beside the mount I was riding. He walked silently beside me for several minutes while I managed to tell my guards not to take any action. Finally, he turned to me and said "I am Radagast the Brown and you need better scouts. I'll scout this area for you while I'm here. If you have any Mages among you, I may be able to help them as well." For each that he found, he increased their knowledge of the magical arts. "Remember to fulfill the good in your hearts and to preserve the bounty which nature gives

us." And with that he was gone, although I still don't know how he left or in which direction he went.

COMBAT MESSAGES



Challenge from Gatto at 2510

In the Open Plains of 2510 a ritual duel began. A large circle was drawn in the parade grounds outside of the camp. As Gatto's army stood by, Gatto, a healthy warrior stepped forth and called challenge. In his hands was borne the glowing Axe called Axe of Braogha. In answer, Filiter, a sorely wounded agent stepped forth. Those watching calculated the odds at 2 to 1 in favor of the challenger. Gatto swung with a mighty blow and felled Filiter immediately!

Battle at 2510

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

At the head of a demoralized army rode **Warlord Gatto** of the nation of the Once Upon a Time. In his hands was borne the glowing Axe called Axe of Braogha. The mount on which he rode stood cautiously at the rear of the battle lines. Behind him the forming ranks were filled with:

Troops	Weapons	Armor	Formations
1588 Northman horsemen w/battle axes	wooden/bronze	leather/bronze	a mob

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

Troops	Weapons	Armor	Formations
26 Mixed Mannish horsemen w/shortswords	wooden	none	ragged ranks
363 Mixed Mannish footmen w/battle axes	wooden	none	a mob
11 Mannish slaves w/shortswords	bronze	leather	ragged ranks

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

Report from Gatto.....My commanders moved among the troops before battle, readying them, bolstering their resolve, and issuing last minute orders. The troops needed this encouragement because many feared that they would die in the battle. Finally the order was shouted across the battlefield.. Charge!! Charge!! Against the forces of Bilorik, we charged but they veered off and hit our flank.

After the battle had joined in earnest, heroes made their presence known all over the battlefield. **Gatto** burst forth with a blood curdling yell and rushed to meet whatever foes would face his glowing Axe.

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

After the battle.... Gatto's forces were victorious in the battle, but suffered minor losses. Gatto appeared to have survived. Bilorik's forces were destroyed/routed in the battle. Bilorik was killed.

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	605	GrdLoc	
Azzurro	820	MovCmpy	4433
Biancaneve	525	InfOthr	
Biancaneve	925	Recon	
Briciolina	710	PrenMgy	
Briciolina	948	TranCar	3712 2709 go 15000
Cacciatore	520	InfYour	
Cacciatore	810	MovChar	2711
Cappuccetto Rosso	765	SplArmy	solit 100 ^ ^ ^ ^ ^
Cappuccetto Rosso	860	ForcMar	nw w ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Cenerentola	525	InfOthr	
Cenerentola	810	MovChar	2016
Cicala	525	InfOthr	
Cicala	585	Uncover	
Decoder	525	InfOthr	
Decoder	585	Uncover	
Gatto	230	AttEnmy	ch
Gatto	210	IssPers	filit
Gretel	525	InfOthr	
Gretel	585	Uncover	
La Voce	520	InfYour	
La Voce	285	ReacEnc	Food
Lupo	435	ArmyMan	
Lupo	765	SplArmy	pinoc 900 ^ ^ ^ ^ ^
Muxes	525	InfOthr	
Muxes	820	MovCmpy	2636
Nonna	520	InfYour	
Nonna	810	MovChar	3713
Piccola Vedetta	520	InfYour	
Piccola Vedetta	810	MovChar	3713
Pinocchio	185	DnStNat	17
Pinocchio	860	ForcMar	ne nw nw nw w nw nw nw w ^ ^ ^ ^ ^ no
Pollicino	710	PrenMgy	
Pollicino	330	CstCjSp	508 500
Robin Hood	710	PrenMgy	
Robin Hood	330	CstCjSp	508 500
Sabbiolina	710	PrenMgy	
Sabbiolina	330	CstCjSp	508 500
Solitaria	400	HvCvlry	400 ^ ^
Solitaria	520	InfYour	
Volpe	185	DnStNat	1
Volpe	325	NatSell	fo 100

Azzurro



Ranks : Command 18 Agent 80 Emissary 0 Mage 0
 Health 100 Stealth 10 Challenge 64
 Artifacts : None
 Spells (+0) : None

Azzurro was located in the Hills & Rough at 3433.

He was ordered to guard the location. Uplink was guarded.

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

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

Biancaneve



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

Biancaneve was located in the Hills & Rough at 3433.

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

Biancaneve was assassinated.

She was ordered to recon the area. She was not permitted orders because she has died.

Briciolina



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

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

Briciolina 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. 14753 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.

Cacciatore



Ranks : Command 0 Agent 0 Emissary 42 Mage 0
 Health 100 Stealth 0 Challenge 21
 Artifacts : None
 Spells (+0) : None

Cacciatore was located in the Shore/Plains at 3712.

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

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

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

Cappuccetto Rosso



Ranks : Command 51 Agent 0 Emissary 0 Mage 63
 Health 100 Stealth 0 Challenge 90
 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.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

She was ordered to split the army. The army was split. 0 Food was transferred.

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

She had a special encounter. See Encounter Messages.

Scouting was performed by Radagast the Brown. A scout of the area was attempted.

Foreign armies identified: - Sazar Parn of the North Kingdom with about 900 troops at 2510 - Batroc of the Tribes of Angmar with about 1800 troops at 2609. See report below.
She commands an army in the Open Plains at 2510. The Camp of Keolan flying the flag of the Sing a Song is here.

Cenerentola



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

Cenerentola was located in the Mountains at 2117.

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 was ordered to move. She accepted the movement orders.

She is currently in the Mountains at 2016. The Village of Delothden flying the flag of the Sheri-Urk is here.

Cicala



Ranks : Command 0 Agent 0 Emissary 79 Mage 0
 Health 100 Stealth 0 Challenge 39
 Artifacts : None
 Spells (+0) : None

Cicala was located in the Hills & Rough at 3433.

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

She was ordered to uncover some secrets. Secrets uncovered - uncovered that the nation of the Sh'iar Empire seeks to hold the population center of Ku-Band at 3335. - uncovered that the nation of the Sh'iar Empire possesses Special Nation Ability #13. It was also uncovered that the Sh'iar Empire capital is at 4433.

She moved with the company to 2636.

She is traveling with Lady Gaga of the Sing a Song in the Hills & Rough at 2636. The City/Fort of Falassé flying the flag of the Benîm an Pharazôn is here.

Decoder



Ranks : Command 0 Agent 0 Emissary 65 Mage 0
 Health 100 Stealth 0 Challenge 32
 Artifacts : None
 Spells (+0) : None

Decoder was located in the Hills & Rough at 3433.

He was ordered to influence their population center loyalty. He 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.

He was ordered to uncover some secrets. Secrets uncovered - uncovered that the nation of the Plane seeks to see to the termination of Milamber by any means whatsoever. - uncovered that the nation of the Sh'iar Empire possesses Special Nation Ability #10. It was also uncovered that the Sh'iar Empire capital is at 4433.

He moved with the company to 2636.

He is traveling with Muxes in the Hills & Rough at 2636. The City/Fort of Falassé flying the flag of the Benîm an Pharazôn is here.

Gatto



Ranks : Command 77 Agent 0 Emissary 0 Mage 50
 Health 100 Stealth 0 Challenge 104
 Artifacts : #72 Axe of Braogha
 Spells (+0) : #102 Barriers(100) #416 Reveal Production(89)
 #420 Reveal Character(72) #508 Conjure Mounts(71)

Gatto was located in the Open Plains at 2510.

He was ordered to challenge Filiter to personal combat. See Combat Messages.

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

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

He commands an army in the Open Plains at 2510. The Camp of Keolan flying the flag of the Sing a Song is here.

Gretel



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

Gretel was located in the Hills & Rough at 3433.

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

She was ordered to uncover some secrets. Secrets uncovered - uncovered that the nation of the Lohmai'gwaith seeks to see to the termination of Uvatha by any means whatsoever - uncovered that the nation of the Sh'iar Empire seeks to hold the population center of Ku-Band at 3335 - uncovered that the nation of the Sh'iar Empire seeks to hold the artifact: a Sword, #133. - uncovered that the nation of the Sh'iar Empire possesses Special Nation Ability #29. It was also uncovered that the Sh'iar Empire capital is at 4433.

She moved with the company to 2636.

She is traveling with Lady Gaga of the Sing a Song in the Hills & Rough at 2636. The City/Fort of Falassé flying the flag of the Bením an Pharazôn is here.

La Voce



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

La Voce was located in the Open Plains at 3705.

She was ordered to react with the encounter. See Encounter messages.

She was ordered to influence the population center loyalty. She was not permitted orders because she has died.

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 put the army on maneuvers. The maneuvers for the army were completed.

He was ordered to split the army. The army split was changed because there were insufficient troops. The army was split. 2 Food was transferred.

The army commanded by Lupo has been disbanded because of minimum size requirements. ***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 72 Mage 0
 Health 100 Stealth 0 Challenge 38
 Artifacts : None
 Spells (+0) : None

Muxes was located in the Hills & Rough at 3433.

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

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

He commands a company in the Hills & Rough at 2636. The City/Fort of Falassë flying the flag of the Benîm an Pharazôn is here.

Nonna



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

Nonna was located in the Mixed Forest at 2711.

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

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

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 Mixed Forest at 2711.

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

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

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 70 Agent 0 Emissary 0 Mage 58
 Health 100 Stealth 0 Challenge 84
 Artifacts : None

Spells (+0) : #102 Barriers(74) #412 Research Artifact(90)
 #418 Locate Artifact(80) #508 Conjure Mounts(100)

Pinocchio was located in the Shore/Plains at 3712.

He was ordered to downgrade our relations. Our relations with the Great Trollusk were downgraded.

He was ordered to force march the army. He accepted the forced march orders. Morale was reduced. Movement was stopped because the terrain restricted movement.

He commands an army in the Open Plains at 3405.

Pollicino



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

Spells (+0) : #102 Barriers(86) #218 Wall of Wind(66) #308 Capital Return(94)
 #314 Teleport(82) #414 Scry Hex(84) #506 Curses(42) #508 Conjure Mounts(97)

Pollicino was located in the Mixed Forest at 2711.

He was ordered to cast a conjuring spell. Conjure Mounts was cast. There were insufficient Mounts available to conjure. 350 Mounts were conjured.

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

He moved with the army to 2510.

He is traveling with Cappuccetto Rosso in the Open Plains at 2510. The Camp of Keolan flying the flag of the Sing a Song is here.

Robin Hood



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

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

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

He was ordered to 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.

Sabbiolina



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

Spells (+0) : #102 Barriers(90) #214 Call Winds(69) #302 Long Stride(84)
 #413 Scry Population Center(88) #508 Conjure Mounts(100)

Sabbiolina 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. 345 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.

Solitaria



Ranks : Command 10 Agent 10 Emissary 18 Mage 0
 Health 100 Stealth 0 Challenge 14
 Artifacts : None

Spells (+0) : None

Solitaria was located in the Mixed Forest at 2711.

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

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

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

Volpe



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

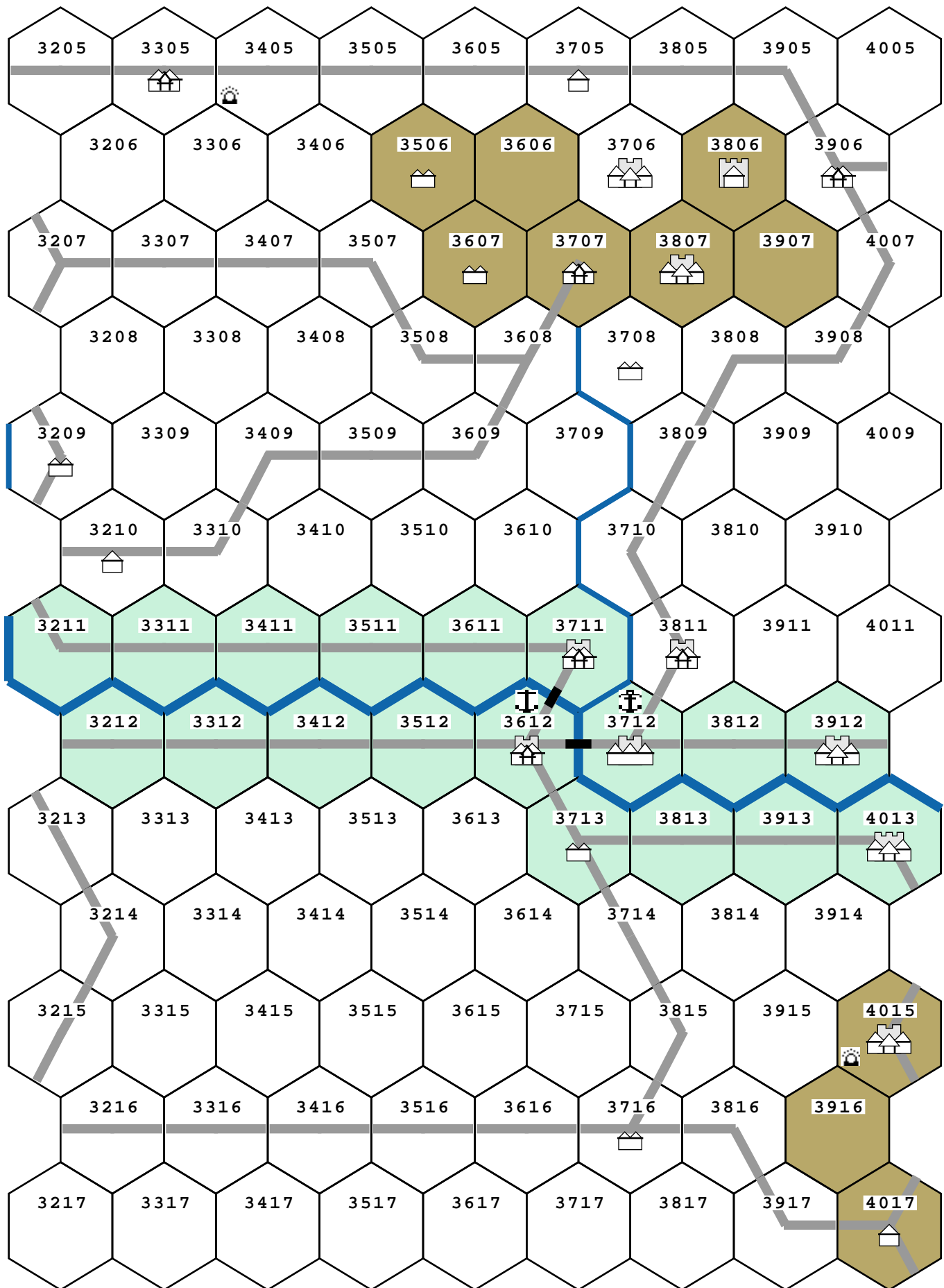
Spells (+0) : #102 Barriers(86) #404 Perceive Relations(92) #414 Scry Hex(86)
 #508 Conjure Mounts(83)

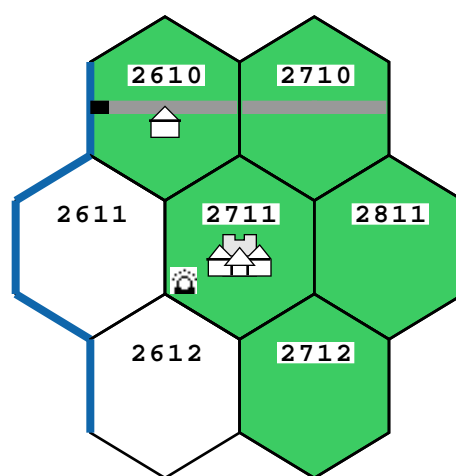
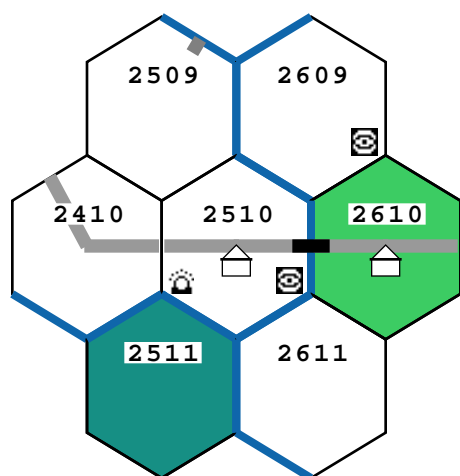
Volpe was located in the Shore/Plains at 3712.

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

He was ordered to have the nation sell to the caravans. 19809 Food were sold for 19809 Gold.

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





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

Cappuccetto Rosso (ID: cappu) @ 2510 Command Mage

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

Cenerentola (ID: cener) @ 2016 Command Emissary

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

Cicala (ID: cical) @ 2636 Emissary

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

Decoder (ID: decod) @ 2636 Emissary

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

Gatto (ID: gatto) @ 2510 Command Mage

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

Gretel (ID: grete) @ 2636 Emissary

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

Lupo (ID: lup0) @ 3712 Command Emissary

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

Muxes (ID: muxes) @ 2636 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			<hr/>			Required			<hr/>	
Information			<hr/>			Information			<hr/>	
			<hr/>						<hr/>	

Pinocchio (ID: pinoc) @ 3405 Command Mage

<p>Order -> # _____ Code _____ Type _____</p> <p>Required _____</p> <p>Information _____</p> <p>_____</p>	<p>Order -> # _____ Code _____ Type _____</p> <p>Required _____</p> <p>Information _____</p> <p>_____</p>
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Pollicino (ID: polli) @ 2510 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) @ 3712 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			_____				
			_____								_____				
			_____								_____				