

**MEPBM Games**  
**presents**

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



GAME # 141



## Once Upon a Time

Victory points : 1192  
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 [ 1334 ] Once Upon a Time [ 1192 ] Sing a Song [ 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 # : 21  
Account : \$ 0.00  
Free Turns : 0  
Security Code : 4290  
Special Service : YES

# Once Upon a Time

(A Free People)

Season : Summer

## RELATIONS WITH OTHER NATIONS

# 1 North Kingdom	: Tolerated	# 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	: Disliked	#18 Bením an Pharazôn	: Disliked
#19 RhunLandChattelCo	: Disliked	#20 Tribes of Angmar	: Hated	#21 Lands	: Tolerated
#22 Sing a Song	: Friendly	#24 Plane	: Tolerated	#25 Alvernus	: Tolerated

## POPULATION CENTERS

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

Size : Village	Fortifications : Tower	Loyalty : 54	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	240	0	64	0	0	0	-

**Campo** Location : @ 3713 in Shore/Plains Climate is Mild

Size : Village	Fortifications : None	Loyalty : 28	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	259	0	0	0	655	0	14	0
Current stores	0	0	0	0	1892	0	67	-

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

Size : City	Fortifications : Tower	Loyalty : 82	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	0	0	0	0	327	1176	1158	-

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

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

Size : Major Town	Fortifications : Fort	Loyalty : 47	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	0	0	0	0	583	0	17	-

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

Size : Camp	Fortifications : None	Loyalty : 32	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	0	0	0	0	950	0	75	-

**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	766	703	36	0	0	0	-

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

Size : Camp	Fortifications : Fort	Loyalty : 33	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	646	936	0	-

**Isola che non** Location : @ 4215 in Mountains Climate is Cool

Size : Village	Fortifications : None	Loyalty : 42	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	216	56	0	0	0	0	1100
Current stores	0	1112	378	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	0 0 0 0 190 0 32 -				

**Montagna** Location : @ 3322 in Mountains Climate is Mild

Size : Camp	Fortifications : None	Loyalty : 19	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 1791 874 20 0 0 0 -				

**Neverending** Location : @ 2711 in Mixed Forest Climate is Warm

Size : Major Town	Fortifications : Tower	Loyalty : 56	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	5548 953 0 0 882 1300 560 -				

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 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	0 0 0 0 812 0 52 -				

**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 1470 1095 48 0 0 0 -				

**Ponte** Location : @ 3711 in Shore/Plains Climate is Mild

Size : Town	Fortifications : Tower	Loyalty : 44	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	0 0 0 0 1716 0 25 -				

**Prato** Location : @ 4012 in Shore/Plains Climate is Mild

Size : Village	Fortifications : Tower	Loyalty : 48	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	0 0 0 0 2060 0 32 -				

**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	0 0 0 0 309 0 16 -				

**Ragnar Sa** Location : @ 3807 in Hills & Rough Climate is Cool

Size : Major Town	Fortifications : Tower	Loyalty : 61	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	0 350 0 0 0 318 0 -				

**Sisska** Location : @ 3506 in Hills & Rough Climate is Cool

Size : Village	Fortifications : None	Loyalty : 36	Docks : None	Hidden ? : No	Sieged ? : No
Surplus Product	Leather Bronze Steel Mithril Food Timber Mounts Gold				
Expected production	0 192 0 0 0 77 0 1000				
Current stores	0 920 0 0 0 491 0 -				

**Spiaggia** Location : @ 3430 in Mountains Climate is Mild

Size : Camp	Fortifications : None	Loyalty : 22	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 1910 774 40 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 0 0 0 0 1575 0 25 -

**Thiach** Location : @ 3708 in Open Plains Climate is Mild  
 Size : Village Fortifications : None Loyalty : 40 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 0 0 0 0 956 0 34 -

## ARMIES AND NAVIES

**Army Commander : Lord Cappuccetto Rosso** 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 12 23 19 100 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 Major Town/Tower of Neverending flying the flag of the Once Upon a Time is here.

**Army Commander : Warlord Gatto** Location : @ 2610 in Mixed Forest Climate is Mild  
 Army morale : 14 Warships : 0 Transports : 0 (11) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Northman horsemen w/battle axes 12 23 19 1588 Heavy Cavalry  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0  
 Armor 0 0 0  
 Food 0 Out of Food !!  
 War machines 0

**Army Commander : Regent Lupo** Location : @ 3712 in Shore/Plains Climate is Mild  
 Army morale : 80 Warships : 0 Transports : 0 (1) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Northman horsemen w/battle axes 40 11 2 100 Heavy Cavalry  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0  
 Armor 0 0 0  
 Food 2 Low Supplies !!  
 War machines 0  
 Characters traveling with army : - Pinocchio - Volpe.  
 The City/Tower of Casa flying the flag of the Once Upon a Time is here.

## COMPANY COMMANDERS :

Veteran Azzurro Location : @ 3433 Traveling with him are : **Freddie Mercury - Madonna - Vasco.**  
 Veteran Muxes Location : @ 4128 Traveling with him are : Biancaneve - Decoder.

**MARKET PRICES**

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	25317	32388	5215	1645	226076	29426	1071
Purchase at market price/unit	2	2	6	22	2	2	14
Sell to market price/unit	1	1	3	12	1	1	7

**MISCELLANEOUS**

Maintenance Costs expected next turn are:	Totals for Nation:	Stores	Production
Armies/Navies : 11028	Leather	5548	1430
Pop Centers : 7250	Bronze	9512	1432
Characters : 32860	Steel	3824	408
	Mithril	208	104
Total : 51138	Food	12898	4620
	Timber	4221	507
Current Tax rate : 60%	Mounts	2093	96
Revenue expected next turn : 56200 (+5062)			
Current Gold reserve : 15462			

No new characters available at this time

Ships have been left anchored at the following locations:

2 warships at hex 3712  
4 transports at hex 3712

You have the following double agents:

**Freddie Mercury of the Sing a Song @ 3433**

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

**Lady Gaga of the Sing a Song @ 3530**

Double agent Lady Gaga reports she was ordered to recruit a double agent. Azzurro is now our double agent.  
Double agent Lady Gaga reports she was ordered to move the company. She accepted the company movement orders.

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

Double agent Madonna reports she was ordered to assassinate a character. Kelithorn was assassinated.  
Artifact(s) were discovered on the body of Kelithorn.  
Double agent Madonna reports she moved with the company to 3433.

**Nightbreeze of the Sundered @ 2323**

Double agent Nightbreeze reports she was ordered to steal the Gold. 4806 Gold was stolen at Tempakhor.  
Double agent Nightbreeze reports she was ordered to move. She accepted the movement orders.

**Shadow Walker of the Sundered @ 2317**

Double agent Shadow Walker reports he was ordered to bid from the caravans. 300 Mithril was bought for 6300 Gold.  
Double agent Shadow Walker reports he was ordered to name a new agent. No character name was provided. A new agent named Turin was available.

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

Double agent Vasco reports he was ordered to refuse all personal challenges.  
Double agent Vasco reports he was ordered to guard a character. Madonna was guarded.  
Double agent Vasco reports he moved with the company to 3433.

**Zymraan of the Ground Pounders @ 2527**

Double agent Zymraan reports he was ordered to perform counter espionage. Counter espionage completed. No double agents were reported at 2122.

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
Pectoral	Amulet	34	Yes	None	Increases Emissary Rank by 30.
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 2218.*

*There are rumors of an assassination attempt involving Madonna and Kelithorn.*

*There are rumors of an assassination attempt involving Frogluk and Solusek Ro.*

## 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	820	MovCmpy	3433
Biancaneve	215	RfsPers	
Biancaneve	585	Uncover	
Cappuccetto Rosso	400	HvCvlry	400 br br
Cappuccetto Rosso	765	SplArmy	gatto 1588 ^ ^ ^ ^ ^
Cenerentola	525	InfOthr	
Cenerentola	810	MovChar	2117
Cicala	500	Double	madon
Cicala	215	RfsPers	
Decoder	215	RfsPers	
Decoder	585	Uncover	
Gatto	494	FortPop	
Gatto	860	ForcMar	w ne ne w ^ ^ ^ ^ ^ ^ ^ ^ no
Gretel	500	Double	madon
Gretel	215	RfsPers	
La Voce	520	InfYour	
La Voce	585	Uncover	
Lupo	734	NamEmis	Cacciatore m
Lupo	435	ArmyMan	
Muxes	215	RfsPers	
Muxes	820	MovCmpy	4128
Nonna	520	InfYour	
Nonna	315	PrchCar	le 800
Piccola Vedetta	555	CreCmp	^
Piccola Vedetta	810	MovChar	2711
Pinocchio	185	DnStNat	2
Pinocchio	947	NatTran	2711 le 100
Pollicino	785	JnArmy	cappu
Pollicino	330	CstCjSp	508 500
Robin Hood	710	PrenMgy	
Robin Hood	330	CstCjSp	508 500
Sabbiolina	710	PrenMgy	
Sabbiolina	330	CstCjSp	508 500
Volpe	737	NamMage	Briciolina f
Volpe	725	NamChar	Solitaria f 10 10 10 ^

Azzurro



Ranks : Command 18 Agent 77 Emissary 0 Mage 0  
 Health 100 Stealth 10 Challenge 61  
 Artifacts : None  
 Spells (+0) : None

Azzurro was located in the Shore/Plains at 2924.

He was ordered to steal the Gold. 7100 Gold was stolen at Minas Tirith.

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

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

Biancaneve



Ranks : Command 33 Agent 0 Emissary 90 (120) Mage 12  
 Health 100 Stealth 0 Challenge 71  
 Artifacts : #34 Pectoral  
 Spells (+0) : #402 Perceive Allegiance(73)

Biancaneve was located in the Hills & Rough at 4233.

She was ordered to refuse all personal challenges.

She was ordered to uncover some secrets. Secrets uncovered - uncovered that the nation of the Acadians has collapsed and is no longer active - uncovered that the nation of the Dark Feast seeks to hold the artifact: a Sword, #102 - uncovered that the nation of the Dark Feast seeks to terminate 10 characters by personal challenge or by assassination. - uncovered that the nation of the Dark Feast possesses Special Nation Ability #21. It was also uncovered that the Dark Feast capital is at 4233.

She moved with the company to 4128.

*She is traveling with Muxes in the Mountains at 4128. The Village/Tower of Fate flying the flag of the RhunLandChattelCo is here.*

Briciolina



Ranks : Command 0 Agent 0 Emissary 0 Mage 40  
 Health 100 Stealth 0 Challenge 40  
 Artifacts : None

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

*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 40 Mage 0  
 Health 100 Stealth 0 Challenge 20  
 Artifacts : None  
 Spells (+0) : None

*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.*

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) #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 recruit some heavy cavalry. 400 Heavy Cavalry w/Bronze weapons and Bronze armor were recruited.

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

*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 53 Mage 0  
 Health 100 Stealth 0 Challenge 32  
 Artifacts : None  
 Spells (+0) : None

Cenerentola was located in the Mountains at 2114.

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

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

*She is currently in the Mountains at 2117. The Camp of Ardinaak flying the flag of the Sheri-Urk is here.*

Cicala



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

Cicala was located in the Shore/Plains at 2924.

She was ordered to refuse all personal challenges.

She was ordered to recruit a double agent. Madonna is now our double agent.

She moved with the company to 3530.

***She is traveling with Lady Gaga of the Sing a Song in the Mountains at 3530. The Town/Fort of Aughaur flying the flag of the Red Witches is here.***

Decoder



Ranks : Command 0 Agent 0 Emissary 63 Mage 0  
 Health 100 Stealth 0 Challenge 31  
 Artifacts : None  
 Spells (+0) : None

Decoder was located in the Hills & Rough at 4233.

He was ordered to refuse all personal challenges.

He was ordered to uncover some secrets. Secrets uncovered - uncovered that the nation of the Dark Feast seeks to hold the artifact: a Ring, #164. - 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.

He moved with the company to 4128.

***He is traveling with Muxes in the Mountains at 4128. The Village/Tower of Fate flying the flag of the RhunLandChattelCo is here.***

Gatto



Ranks : Command 74 Agent 0 Emissary 0 Mage 50  
 Health 100 Stealth 0 Challenge 101  
 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.

He was ordered to fortify the population center. The fortifications at Neverending were improved to a Tower.

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 Mixed Forest at 2610.***

Gretel



Ranks : Command 0 Agent 0 Emissary 80 Mage 0  
 Health 100 Stealth 0 Challenge 40  
 Artifacts : None  
 Spells (+0) : None

Gretel was located in the Shore/Plains at 2924.

She was ordered to refuse all personal challenges.

She was ordered to recruit a double agent. Madonna is now our double agent.

She moved with the company to 3530.

*She is traveling with Lady Gaga of the Sing a Song in the Mountains at 3530. The Town/Fort of Aughaur flying the flag of the Red Witches is here.*

La Voce



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

La Voce was located in the Open Plains at 3705.

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

She 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 Silent Assembly possesses Special Nation Ability #8. *She is currently in the Open Plains at 3705. The Camp of Farfaraway flying the flag of the Once Upon a Time is here.*

Lupo



Ranks : Command 65 Agent 0 Emissary 44 Mage 0  
 Health 100 Stealth 0 Challenge 70  
 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 name a new emissary. A new emissary named Cacciatore was available. *He commands an army 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 69 Mage 0  
 Health 100 Stealth 0 Challenge 36  
 Artifacts : None  
 Spells (+0) : None

Muxes was located in the Hills & Rough at 4233.

He was ordered to refuse all personal challenges.

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

***He commands a company in the Mountains at 4128. The Village/Tower of Fate flying the flag of the RhunLandChattelCo is here.***

Nonna



Ranks : Command 0 Agent 0 Emissary 53 Mage 0  
 Health 100 Stealth 0 Challenge 26  
 Artifacts : None  
 Spells (+0) : None

Nonna was located in the Mixed Forest at 2711.

She was ordered to purchase from the caravans. 800 Leather were bought for 3200 Gold.

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

***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.***

Piccola Vedetta



Ranks : Command 0 Agent 0 Emissary 56 Mage 0  
 Health 100 Stealth 0 Challenge 28  
 Artifacts : None  
 Spells (+0) : None

Piccola Vedetta was located in the Mixed Forest at 3014.

She was ordered to create a camp. She was not able to create the camp because there was insufficient populace.

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

***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.***

Pinocchio



Ranks : Command 66 Agent 0 Emissary 0 Mage 58  
 Health 100 Stealth 0 Challenge 80  
 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 South Kingdom were downgraded.

He was ordered to have the nation transport by the caravans. 5548 Leather (+10%) transported to Neverending.

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

Pollicino



Ranks : Command 0 Agent 0 Emissary 0 Mage 68  
 Health 100 Stealth 0 Challenge 68  
 Artifacts : None

Spells (+0) : #102 Barriers(86) #218 Wall of Wind(66) #308 Capital Return(94)  
 #414 Scry Hex(84) #506 Curses(42) #508 Conjure Mounts(95)

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. 340 Mounts were conjured.

He was ordered to join an army. He joined the army commanded by Cappuccetto Rosso.

*He is traveling with Cappuccetto Rosso 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 55  
 Health 100 Stealth 0 Challenge 55  
 Artifacts : None

Spells (+0) : #102 Barriers(93) #214 Call Winds(78) #308 Capital Return(80)  
 #402 Perceive Allegiance(68) #508 Conjure Mounts(83)

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. 260 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 67  
 Health 100 Stealth 0 Challenge 67  
 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. 325 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 10 Mage 0  
 Health 100 Stealth 0 Challenge 13  
 Artifacts : None

Spells (+0) : None

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

Volpe



Ranks : Command 61 Agent 0 Emissary 0 Mage 55  
 Health 100 Stealth 0 Challenge 74  
 Artifacts : None

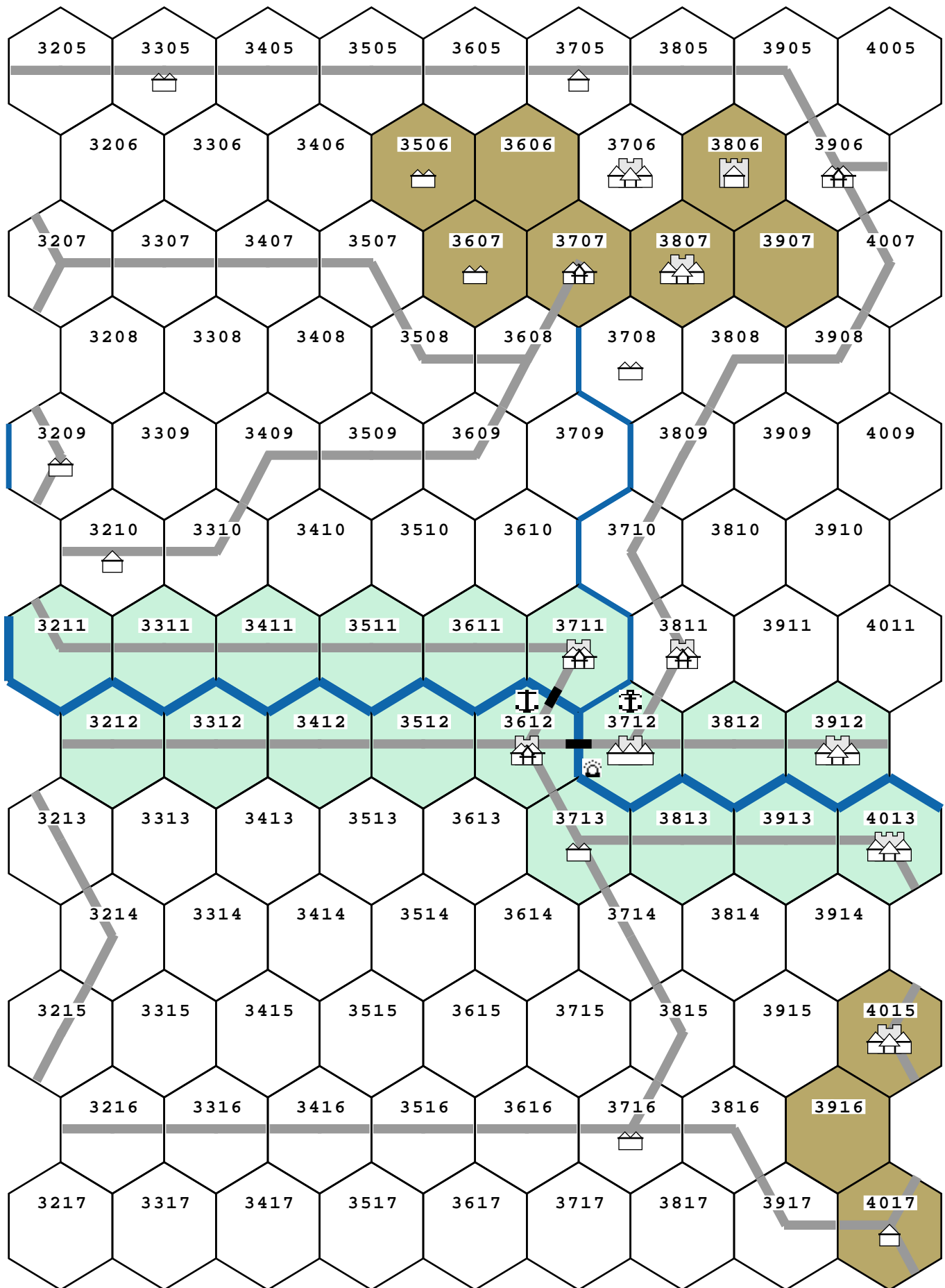
Spells (+0) : #102 Barriers(86) #404 Perceive Relations(92) #414 Scry Hex(86)  
 #508 Conjure Mounts(83)

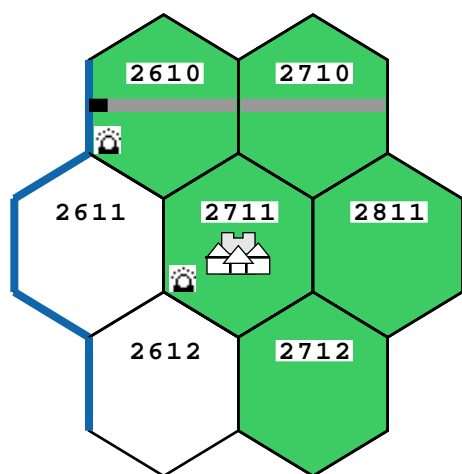
Volpe was located in the Shore/Plains at 3712.

He was ordered to name a new character. A new character named Solitaria was available.

He was ordered to name a new mage. A new mage named Briciolina was available.

*He is traveling with Lupo 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) @ 3712 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) @ 2117 Command Emissary**

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

**Cicala (ID: cical) @ 3530 Emissary**

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

**Decoder (ID: decod) @ 4128 Emissary**

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

**Gatto (ID: gatto) @ 2610 Command Mage**

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

**Gretel (ID: grete) @ 3530 Emissary**

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

**La Voce (ID: la vo) @ 3705 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) @ 4128 Command Emissary**

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

**Nonna (ID: nonna) @ 2711 Emissary**

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

**Piccola Vedetta (ID: picco) @ 2711 Emissary**

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

**Pinocchio (ID: pinoc) @ 3712 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) @ 3712 Mage**

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

**Solitaria (ID: solit) @ 3712 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			_____				
			_____								_____				