

MEPBM Games
presents

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



GAME # 141



Once Upon a Time

Victory points : 1300
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 [1383] Once Upon a Time [1300] Sing a Song [1275]

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 # : 20
Account : \$ 0.00
Free Turns : 0
Security Code : 6502
Special Service : YES

Once Upon a Time

(A Free People)

Season : Summer

RELATIONS WITH OTHER NATIONS

# 1 North Kingdom	: Tolerated	# 2 South Kingdom	: Tolerated	# 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 : 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	170	0	32	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	949	0	0	0	1237	0	53	-

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	178	0	0	0	214	1176	569	-

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 : 46	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	383	0	0	0	381	0	13	-

Farfaraway	Location : @ 3705 in Open Plains		Climate is Cool					
Size : Camp	Fortifications : None	Loyalty : 28	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	340	0	0	0	550	0	51	-

Fiaba	Location : @ 3421 in Mountains		Climate is Mild					
Size : Town	Fortifications : None	Loyalty : 43	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	610	643	18	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	374	744	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	896	322	0	0	0	0	-

Lagna Sa Location : @ 3706 in Open Plains Climate is Cool

Size : Major Town	Fortifications : Tower	Loyalty : 51	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	210 0 0 0 110 0 22 -				

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 1521 774 10 0 0 0 -				

Neverending Location : @ 2711 in Mixed Forest Climate is Warm

Size : Major Town	Fortifications : None	Loyalty : 51	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	0 1753 0 0 578 2116 620 -				

An 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 : 54	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	338 0 0 0 531 0 41 -				

Pioggia Location : @ 3821 in Mountains Climate is Mild

Size : Village	Fortifications : None	Loyalty : 25	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 1270 983 24 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	454 0 0 0 1122 0 20 -				

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	767 0 0 0 1347 0 25 -				

Pul Rug Na Location : @ 3906 in Open Plains Climate is Cool

Size : Town	Fortifications : None	Loyalty : 34	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	266 0 0 0 179 0 11 -				

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	0 282 0 0 0 264 0 -				

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

Size : Village	Fortifications : None	Loyalty : 35	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	0 728 0 0 0 414 0 -				

Spiaggia Location : @ 3430 in Mountains Climate is Mild

Size : Camp	Fortifications : None	Loyalty : 23	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 1650 694 20 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 396 0 0 0 1030 0 20 -

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 393 0 0 0 625 0 27 -

ARMIES AND NAVIES

Army Commander : Lord Cappuccetto Rosso Location : @ 2711 in Mixed Forest Climate is Warm
 Army morale : 19 Warships : 0 Transports : 0 (9) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Northman horsemen w/battle axes 12 21 16 1288 Heavy Cavalry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0 0
 Food 1 Low Supplies !!
 War machines 0
 Characters traveling with army : - Gatto.
 The Major Town of Neverending flying the flag of the Once Upon a Time is here.

Army Commander : Regent Lupo Location : @ 3712 in Shore/Plains Climate is Mild
 Army morale : 79 Warships : 0 Transports : 0 (1) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Northman horsemen w/battle axes 39 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 : @ 2924 Traveling with him are : **Freddie Mercury - Madonna - Vasco.**
 Veteran Muxes Location : @ 4233 Traveling with him are : Biancaneve - Decoder.

MARKET PRICES

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	8991	35376	5268	2485	202781	18470	953
Purchase at market price/unit	4	3	6	18	2	3	14
Sell to market price/unit	2	2	4	11	1	2	9

MISCELLANEOUS

Maintenance Costs expected next turn are:	Totals for Nation:	Stores	Production
Armies/Navies : 8628	Leather	4674	1430
Pop Centers : 6750	Bronze	8880	1432
Characters : 30220	Steel	3416	408
	Mithril	104	104
Total : 45598	Food	8278	4620
	Timber	4714	507
Current Tax rate : 60%	Mounts	1472	96
Revenue expected next turn : 56200 (+10602)			
Current Gold reserve : 24960			

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 @ 2924**

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. Ursulos was assassinated.
Double agent Freddie Mercury reports he moved with the company to 2924.

Lady Gaga of the Sing a Song @ 2924

Double agent Lady Gaga reports she was ordered to improve the population center size. She was not able to complete the improvement of the population center size because the populace did not support it. Continued efforts may succeed.

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

Nightbreeze of the Sundered @ 2122

Double agent Nightbreeze reports she was ordered to guard a character. Windsong was guarded.
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 guard the location. Overview was guarded.
Double agent Shadow Walker reports he was ordered to move. He accepted the movement orders.

Vasco of the Sing a Song @ 2924

Double agent Vasco reports he was ordered to refuse all personal challenges.
Double agent Vasco reports he was ordered to assassinate a character. He was not able to assassinate the character because of tight security. He was injured by Korsikhos while performing his assassination mission.
Double agent Vasco reports he moved with the company to 2924.

Zymraan of the Ground Pounders @ 2122

Double agent Zymraan reports he was ordered to improve the population center size. Morannon was improved to a Major Town.
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

None

ENCOUNTER MESSAGES

None

COMBAT MESSAGES**Battle at 2711**

In the Warm climate of the Mixed Forest of 2711, a conflict took place in the early afternoon during a driving storm.

At the head of a demoralized army rode **Captain Cappuccetto Rosso** of the nation of the Once Upon a Time. In her hands was borne the glowing Sword called Macirillë. The mount on which she rode stood cautiously at the rear of the battle lines. Behind her the forming ranks were filled with:

Troops	Weapons	Armor	Formations
1200 Northman horsemen w/battle axes	wooden/bronze	leather	a mob

At the head of a rebellious army rode **Captain Qohoria** of the nation of the Sheri-Urk. The mount on which she rode moved with trepidation to the center of the battle lines. Behind her the forming ranks were filled with:

Troops	Weapons	Armor	Formations
1056 Mixed Mannish footmen w/battle axes	wooden	none	a mob

The Major Town of Neverending flying the flag of the Once Upon a Time is situated in the Mixed Forest here.

Report from Cappuccetto Rosso.....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.. Keep close ranks. Use standard formation. Like we practiced! As our troops deployed, a cheer went up as balls of light green light burst among the enemy, and they realized that the mages had already started the battle. Against the forces of Qohoria, our standard formation adjusted as they veered off and hit our flank.

After the battle had joined in earnest, heroes made their presence known all over the battlefield. **Cappuccetto Rosso** stood off to one side making magical gestures and incanting arcane words. Suddenly, magical barriers sprung up around her comrades and prevented many a wound from occurring! **Gatto** stood off to one side making magical gestures and incanting arcane words. Suddenly, magical barriers sprung up around his comrades and prevented many a wound from occurring!

Report from Cappuccetto Rosso.....Our cavalry were severely hindered by the dense woods in accomplishing their objectives. 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.... Cappuccetto Rosso's forces were victorious in the battle, but suffered some losses. Cappuccetto Rosso appeared to have survived. Qohoria's forces were destroyed/routed in the battle. Qohoria appeared to have survived.

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	615	Assass	tuoni
Azzurro	820	MovCmpy	2924
Biancaneve	525	InfOthr	
Biancaneve	925	Recon	
Cappuccetto Rosso	225	CstCbSp	102
Cappuccetto Rosso	400	HvCvlyr	400 br br
Cenerentola	745	CreCmpy	
Cenerentola	525	InfOthr	
Cicala	500	Double	night
Cicala	585	Uncover	
Decoder	525	InfOthr	
Decoder	215	RfsPers	
Gatto	210	IssPers	qohor
Gatto	225	CstCbSp	102
Gretel	500	Double	shado
Gretel	585	Uncover	
La Voce	325	NatSell	br 50
La Voce	810	MovChar	3705
Lupo	435	ArmyMan	
Lupo	942	MvTnMap	^
Muxes	525	InfOthr	
Muxes	820	MovCmpy	4233
Nonna	520	InfYour	
Nonna	585	Uncover	
Piccola Vedetta	520	InfYour	
Piccola Vedetta	810	MovChar	3014
Pinocchio	185	DnStNat	12
Pinocchio	710	PrenMgy	
Pollicino	330	CstCjSp	508 500
Pollicino	710	PrenMgy	
Robin Hood	710	PrenMgy	
Robin Hood	330	CstCjSp	508 500
Rosso Malpelo	755	JnCmpy	cener
Rosso Malpelo	525	InfOthr	
Sabbiolina	710	PrenMgy	
Sabbiolina	330	CstCjSp	508 500
Volpe	710	PrenMgy	
Volpe	948	TranCar	3712 2317 go 20000

Azzurro



Ranks : Command 18 Agent 75 Emissary 0 Mage 0
 Health 100 Stealth 10 Challenge 60
 Artifacts : None
 Spells (+0) : None

Azzurro was located in the Hills & Rough at 2223.

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

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

He commands a company in the Shore/Plains at 2924. The City/Keep of Minas Tirith flying the flag of the South Kingdom 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 Mountains at 3530.

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

She moved with the company to 4233.

She was ordered to recon the area. A recon of the area was attempted. Foreign armies identified: None. See report below.

She is traveling with Muxes in the Hills & Rough at 4233. The Major Town/Tower of The Aerie flying the flag of the Dark Feast is here.

Cappuccetto Rosso



Ranks : Command 51 Agent 0 Emissary 0 Mage 63
 Health 100 Stealth 0 Challenge 90
 Artifacts : #126 Macirillëv
 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.

She was ordered to cast a combat spell. Barriers was cast.

She was ordered to recruit some heavy cavalry. 400 Heavy Cavalry w/Bronze weapons and Bronze armor were recruited.

She commands an army in the Mixed Forest at 2711. The Major Town 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 create a company. A company was created.

The company commanded by Cenerentola has been disbanded because of minimum size requirements.

She is currently in the Mountains at 2114. The Major Town of Khiranos flying the flag of the Dark Feast is here.

Cicala



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

Cicala was located in the Mountains at 2214.

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

She was ordered to uncover some secrets. Secrets uncovered - uncovered that the nation of the Tribes of Angmar seeks to see to the termination of Jeremiah Johnson by any means whatsoever. - uncovered that the nation of the Wise Council possesses Special Nation Ability #21.

She moved with the company to 2924.

She is traveling with Lady Gaga of the Sing a Song in the Shore/Plains at 2924. The City/Keep of Minas Tirith flying the flag of the South Kingdom 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 Mountains at 3530.

He was ordered to refuse all personal challenges.

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 normal. Continued efforts may succeed.

He moved with the company to 4233.

He is traveling with Muxes in the Hills & Rough at 4233. The Major Town/Tower of The Aerie flying the flag of the Dark Feast is here.

Gatto



Ranks : Command 72 Agent 0 Emissary 0 Mage 50
 Health 100 Stealth 0 Challenge 99
 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 challenge Qohoria to personal combat.

He challenged Qohoria to personal combat, but was refused. He gained personal honor.

He was ordered to cast a combat spell. Barriers was cast.

He is traveling with Cappuccetto Rosso in the Mixed Forest at 2711. The Major Town of Neverending flying the flag of the Once Upon a Time is here.

Gretel



Ranks : Command 0 Agent 0 Emissary 78 Mage 0
 Health 100 Stealth 0 Challenge 39
 Artifacts : None
 Spells (+0) : None

Gretel was located in the Mountains at 2214.

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

She was ordered to uncover some secrets. Secrets uncovered - uncovered that the nation of the North Kingdom seeks to see to the termination of Chisholm 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 Twilight Hammer seeks to see to the termination of Chisholm by any means whatsoever. - uncovered that the nation of the Plane possesses Special Nation Ability #5. It was also uncovered that the Sing a Song capital is at 4112.

She moved with the company to 2924.

She is traveling with Lady Gaga of the Sing a Song in the Shore/Plains at 2924. The City/Keep of Minas Tirith flying the flag of the South Kingdom is here.

La Voce



Ranks : Command 0 Agent 0 Emissary 40 Mage 0
 Health 100 Stealth 0 Challenge 20
 Artifacts : None
 Spells (+0) : None

La Voce was located in the Shore/Plains at 3712.

She was ordered to have the nation sell to the caravans. The stores sold was changed because the total product sold was more than the market purchase limit. 4348 Bronze were sold for 21740 Gold.

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

She is currently in the Open Plains at 3705. The Camp of Farfaraway flying the flag of the Once Upon a Time is here.

Lupo



Ranks : Command 63 Agent 0 Emissary 44 Mage 0
 Health 100 Stealth 0 Challenge 68
 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 move the turn map. He was not able to move the turn map because the direction was invalid.

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 Mountains at 3530.

He was ordered to influence their population center loyalty. The loyalty was influenced/reduced at Aughaur. 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 4233. The Major Town/Tower of The Aerie flying the flag of the Dark Feast is here.

Nonna



Ranks : Command 0 Agent 0 Emissary 51 Mage 0
 Health 100 Stealth 0 Challenge 25
 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 uncover some secrets. Secrets uncovered - uncovered that the nation of the Thorinar has collapsed and is no longer active - uncovered that the nation of the North Kingdom seeks to see to the termination of Angus by any means whatsoever - uncovered that the nation of the Alvernus seeks to terminate 10 characters by personal challenge or by assassination. - uncovered that the nation of the Twilight Hammer possesses Special Nation Ability #10.

She is currently in the Mixed Forest at 2711. The Major Town 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 Hills & Rough at 3806.

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

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

She is currently in the Mixed Forest at 3014.

Pinocchio



Ranks : Command 64 Agent 0 Emissary 0 Mage 58
 Health 100 Stealth 0 Challenge 78
 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 Sheri-Urk were downgraded.

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

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(94)

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. 330 Mounts were conjured.

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

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

Robin Hood



Ranks : Command 0 Agent 0 Emissary 0 Mage 52
 Health 100 Stealth 0 Challenge 52
 Artifacts : None

Spells (+0) : #102 Barriers(93) #214 Call Winds(78) #308 Capital Return(80)
 #402 Perceive Allegiance(68) #508 Conjure Mounts(82)

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. 250 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.

Rosso Malpelo



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

Spells (+0) : None

Rosso Malpelo was located in the Mountains at 2114.

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

Rosso Malpelo was assassinated.

He was ordered to join a company. He was not permitted orders because he has died.

Sabbiolina



Ranks : Command 0 Agent 0 Emissary 0 Mage 65
 Health 100 Stealth 0 Challenge 65
 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. 315 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.

Volpe



Ranks : Command 60 Agent 0 Emissary 0 Mage 55
 Health 100 Stealth 0 Challenge 73
 Artifacts : None

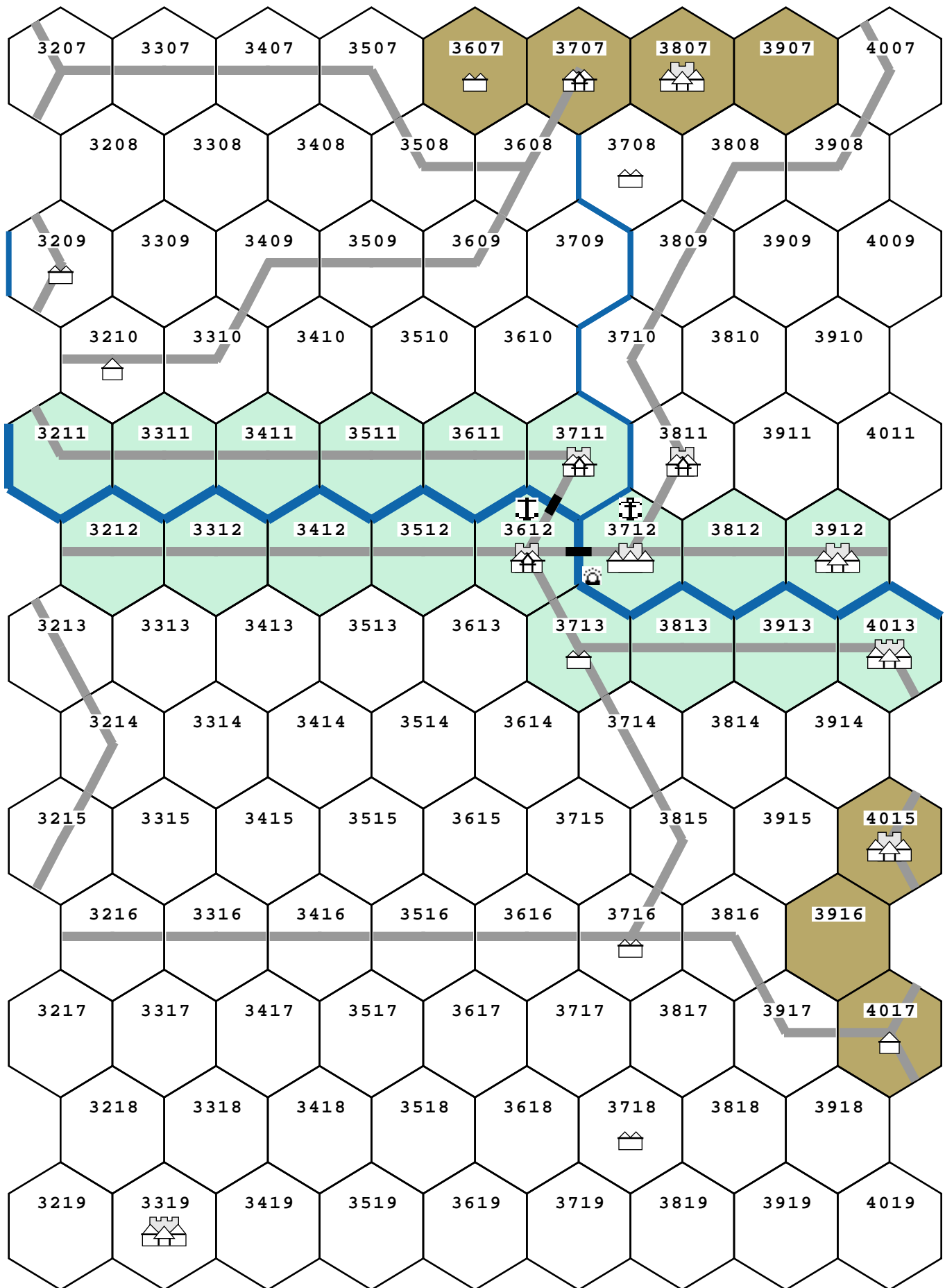
Spells (+0) : #102 Barriers(86) #404 Perceive Relations(92) #414 Scry Hex(86)
 #508 Conjure Mounts(83)

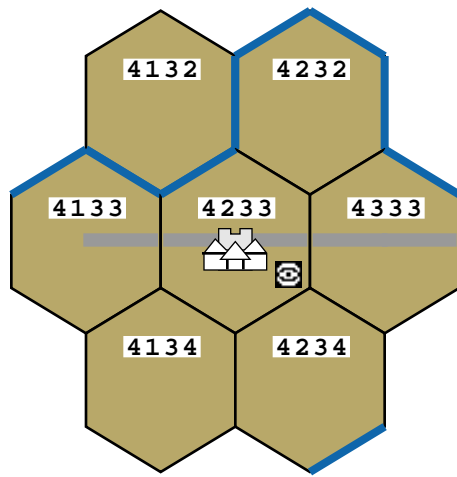
Volpe was located in the Shore/Plains at 3712.

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

He was ordered to transport by the caravans. 20000 Gold (+10%) transported from Casa

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				

Cenerentola (ID: cener) @ 2114 Command Emissary

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

Cicala (ID: cical) @ 2924 Emissary

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

Decoder (ID: decod) @ 4233 Emissary

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

Gatto (ID: gatto) @ 2711 Command Mage

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

Gretel (ID: grete) @ 2924 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: lup0) @ 3712 Command Emissary

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

Muxes (ID: muxes) @ 4233 Command Emissary

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

Nonna (ID: nonna) @ 2711 Emissary

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

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

Piccola Vedetta (ID: picco) @ 3014 Emissary

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

Pinocchio (ID: pinoc) @ 3712 Command Mage

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

Order	->	# _____ Code _____ Type _____
Required		_____
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

<table border="0" style="width: 100%;"> <tr> <td style="width: 15%;">Order</td> <td style="width: 5%;">-></td> <td style="width: 10%;"># _____</td> <td style="width: 20%;">Code _____</td> <td style="width: 50%;">Type _____</td> </tr> <tr> <td>Required</td> <td></td> <td></td> <td>_____</td> <td></td> </tr> <tr> <td>Information</td> <td></td> <td></td> <td>_____</td> <td></td> </tr> <tr> <td></td> <td></td> <td></td> <td>_____</td> <td></td> </tr> <tr> <td></td> <td></td> <td></td> <td>_____</td> <td></td> </tr> </table>	Order	->	# _____	Code _____	Type _____	Required			_____		Information			_____					_____					_____		<table border="0" style="width: 100%;"> <tr> <td style="width: 15%;">Order</td> <td style="width: 5%;">-></td> <td style="width: 10%;"># _____</td> <td style="width: 20%;">Code _____</td> <td style="width: 50%;">Type _____</td> </tr> <tr> <td>Required</td> <td></td> <td></td> <td>_____</td> <td></td> </tr> <tr> <td>Information</td> <td></td> <td></td> <td>_____</td> <td></td> </tr> <tr> <td></td> <td></td> <td></td> <td>_____</td> <td></td> </tr> <tr> <td></td> <td></td> <td></td> <td>_____</td> <td></td> </tr> </table>	Order	->	# _____	Code _____	Type _____	Required			_____		Information			_____					_____					_____	
Order	->	# _____	Code _____	Type _____																																															
Required			_____																																																
Information			_____																																																

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

Volpe (ID: volpe) @ 3712 Command Mage

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