

# THE COSMIC BALANCE



Issue # 182

September 2001

## PANAGEANEWS

We begin in Central Panagea where the fighting was the heaviest and the action was centered on the isle of Mycenea. In the opening round the Plains Drifters (Lawful Terminator Humans) and Crusaders (Lawful Terminator Humans) teamed up to destroy the 20th LOOT Legion (Chaotic LOOT Orcs). At the nearby city of Mycene, Clan Thaxton (Lawful Terminator Humans) destroyed Dragons-Tail (Lo-kee worshipping CSA Lizara). Also nearby, Fedaykin (Lawful Terminator Humans) defeated Lava Lamps (Chaotic LOOT Orcs), the Trekkers (Lawful Terminator Humans) failed in their attempt to storm the city known as Dead Elf (Shhvoon worshipping Lizara), and the Wyraxian (Lawful Terminator Giants) defeated the 31st LOOT Legion (Chaotic LOOT Orcs).

More than three weeks passed before fighting resumed throughout the island with the Wyraxian defeating the 13th LOOT Legion (Chaotic LOOT Orcs), the Trekkers capturing Dead Elf, and Fedaykin destroying Lava Lamps.

Moving to Western Panagea we begin in the Kolaan Basin where Orca (Lawful Terminator Humans) intercepted Strychnine's (Giants) attack on the army known as T2 but was soundly defeated for their efforts. This did not save T2 (Lawful Terminator Giants) as they were subsequently defeated in follow-up attacks by Grave Robbers (Trimorph worshipping CSA Giants), Black Company (Trimorph worshipping CSA Giants), and Disembowellers (Trimorph worshipping CSA Giants). Several weeks later the attack on T2 began anew when an assault by Lobo's Moon (Zraxxut worshipping LOOT Gnolls) was intercepted by Orca who was again defeated.

In the region known as Aurumia outside the city of Troy, Thunder (Lawful Terminator Humans) defeated Silver Spray (Lo-kee worshipping CSA Elves).

In the Vaeld Mountains outside of Thraegens Deep, Urotsukidoji (Lo-kee worshipping CSA Humans) destroyed Black Lancers (Lopra worshipping EGA Humans).

On the Illyrian plain outside of Gildazar, Rick's Reserves (Chaotic Kodan Raman Gnolls) smashed Midnight (Lawful EGA Elves). Outside Hampton, Mutton Birds (Giants) defeated Scout Lance (Lopra worshipping EGA Humans).

In the region known as Mireland, Lions Of The North (Wicca worshipping Humans) attacked the city of Ky'lesh (Lopra worshipping EGA Humans). Though possessing a HUGE superiority in numbers, the assault was repulsed due in no small part to the lack of Sappers and artillery in the attacking force. However,

the garrison is unlikely to survive another assault or two without some major support.

In the Eastern region fighting was restricted to the Crystal Plains outside of Narga Thum. In the first engagement, Moondogs (Chaotic Kodan Raman Gnolls) and Kodan Raiders (Chaotic Kodan Raman Gnolls) teamed up to destroy Ljosalfar (Lawful Elves). At about the same time the N.Y. Giants (Chaotic Kodan Raman Giants) defeated Ithaca (Lawful Terminator Giants).

## LORASIANEWS

In the Pryma Forest outside of Lotheria, Who Let The Dogs Out (Chaotic ROC Gnolls) defeated Dirty Dawgs (Guardians Gnolls). Several days later Tonatuh's Torch (Kobolds) struck Who Let The Dogs Out and defeated them soundly. More than a week later Headbangers (Trimorph worshipping Dark Elves) were repulsed in their assault on the Yellow Sect (Lawful Elves).

On the Nulean Plain outside of Port Royale the massive Gesellschaft Narren (Lyredh worshipping Giants) smashed the infamous Burial At Sea (Lawful Vampires). More than two weeks later they struck again, this time destroying the once mighty Armageddon (Lawful Guardians Giants). [Ed: Morale DOES make a difference!]

On the Agerian Plain, Shadowmane (Centaur) intercepted an attack on Rohirrim and defeated Believers Of The Way (ACE Dark Elves). Days later Shadowmane directly (the previous attack was the result of Standing Orders) launched an attack on Believers Of The Way and smashed the already battered defenders. At about the same time at the city of Isengak, Dwarven Axes (Lawful Dwarves) devastated Gang Green (Chaotic ROC Goblins). Nearly two weeks later Dwarven Axes defeated the Dark Legion (Chaotic Goblins). At about the same time, though more than 100 miles away, the Blood Rune (Chaotic Orcs) defeated Gnollo Condottiere (Gnolls).

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Finally, on Fenway Island outside the town of Spider's Wort, Tonatiuh's Torch (Kobolds) defeated Wriggling Maggots (Chaotic ROC Hobgoblins) in a brutal engagement that saw more than 600 total casualties and both sides casting the dreaded Firestorm spell.

## **PANAGEARUMORS**

There seem to be a lot of dead Kodans lately. What's happening to them all?

The hidden island nation of Tulakka is located in... AAAARGH!

The Terminators have been Terminated. Again.

What's this I hear about the CSA making another comeback? Who'd have thought it.

Narga Thum is the last independent city in all of Eastern Panagea. The rest are under the control of the Kodan Raman and their lackeys.

Is KIL giving it another go or are they just going to go back to Lorasias where they belong?

## **LORASIA RUMORS**

Beware the coming of the Itox Sky-Fleets!

The Maelstrom has swallowed two more armies. Who's next??

The Tiax mole-people are attacking cities from below!

Kobolds grow discontented at market prices at Ez'zak. They cry out for justice.

The aXiat come to serve man!

## **BULLETINBOARD**

### **PANAGEA PLAYER NOTICE**

It always gives me a great deal of amusement to read about the Chaotics complaining that the Terminators have specifically targeted small armies. That's not correct. We attacked Wolverine Psychos over many turns. It was not a small army. We attacked and finally destroyed Legion of Iron Humans. It was not a small army. In fact, Legion of Iron was larger than our battle armies before we trained up to meet the Chaotics' pathetic attempt at a "surprise" attack. We managed to "run" from large Chaotic armies because the incompetent commanders of those armies are unable to track down and attack their intended targets for more than one turn. Their last feeble attempt was terminated because we sacrificed a smaller army in order to allow the battle armies to escape from enemy forces. Of course, the Chaotics

derided this tactic because they were NOT smart enough to use it when Wolverine Psychos was chased down and attacked multiple times. If we want to chase down and destroy an army, it will be destroyed. The same cannot be said when a Chaotic tries this tactic. It's just too difficult to plagiarize this Lawful tactic.

Now, the Chaotics complain that we "whine" about their attacks on small Lawful armies. Let me see if I understood your whine. The Chaotics take the holier than thou attitude when we target small armies. However, it's perfectly OK for them to "plagiarize" our tactic. For the intellectually-challenged Chaotics, this is a really simple tactic to copy. If we follow their warped logic, the following scenario would be acceptable to the copycat. Armies from group A murder smaller armies belonging to group B. So, armies from group B start murdering smaller armies from group A. If you apply the Chaotics sense of morality, it's OK for them to murder smaller armies belonging to group A because the armies in that group started it first. The Chaotics are a bunch of hypocrites. They wrongly think they're not murderers because they didn't start it first. What a sorry bunch of Chaotics.

If you ask nicely, I could give you some pointers. Here's one for free: Get out of the West while you still can.

Xanthor

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### **PANAGEA PLAYER NOTICE**

Mr. Potatohead —

Your past will come back to haunt you.

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### **LORASIA PLAYER NOTICE**

It's no surprise to COD I veterans that Layter tends to be very opinionated. Also, he is often wrong in his conclusions. Check the message board to read more about his "opinions." Read it to understand his paranoia. He badly needs attention from others. We should pity him and put this rabid mutt down.

Oh, about the COD I remark. His distant cousin in that world was nicknamed "mouth of the south." The moniker is well-deserved. The "mouth" had an opinion on everything. She (I think) just couldn't shut up. She believed her opinions were right and those who didn't buy it were simply wrong.

We should give Layter an appropriate nickname also. How about "pest in the west?" After all, he did emerge from some bog in the west (Continent I). I'm open to other suggestions. "Nut in a rut?"

C#764 Deidre

## LORASIA PLAYER NOTICE

The Lawfool Went West To Reiginhold  
By Kundig of Gesellschaft Narren

The Lawfool went west to Reiginhold  
He was looking for lives to steal  
He was in a bind  
He'd half a mind  
And zero heart to feel

Then he came across some giants  
But they didn't have a lot  
The Lawfool jumped up on his horse  
And began to take all they got

I'll bet you didn't know it  
But he's a *Destiny* stealer too  
He'll take your soul  
And spend your gold  
Cuz he thinks he's better than you

They gave up,  
cuz they had no chance  
What happened next was a sin  
Blanked out their mind  
Made more of their kind  
The most evil of Lawful kin  
Tears streamed across my face  
As I now enter this show  
As fire raged within my heart  
I wanted the vengeance to flow  
Rage drew all sense from my mind  
Against such evil as this  
Then a steady hand drew my arm  
And returned my soul to bliss

The story isn't finished,  
Rage is dead  
Stripped away by a loved one  
So I sat down in my thinking chair  
And drew up how it would be done

I planned  
Ally from the Mountain  
Strong Chaotic one  
Make sure to attack outta the sun  
Train until we're ready, time on our side  
We'll pick this fight  
Turn the tide

The Goddess gives her blessing  
So the drums begin their heavy beat  
We marched to slay the evil  
And the circle is now complete

I said Evil just rise on up  
if you wanna get beat again  
Cuz I'm telling you this Arkyn slime  
We're the toughest that's ever been

I planned  
Ally from the Mountain  
Strong Chaotic one  
Made sure to attack outta the sun  
Trained until ready, time was on our side  
We picked this fight  
Turned the tide

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## LORASIA PLAYER NOTICE

The dusk broke clear as Bentpaw emerged from his tent, rubbing the sleep from his eyes. The camp was beginning to come to life. He twisted his neck to the side but it refused to crack. He made his way towards the smell of baking biscuits and stood in line for breakfast. Just as a second ladle of thick gravy was poured on his plate a sentry came running up. Bentpaw let out a sigh, knowing that his breakfast would be cold if he ever got back to it.

The sentry saluted, "Sir, a courier is waiting at the Southeast post."

"A courier? Why didn't you just bring the message?" Bentpaw looked off in the direction of the indicated post and saw a wiry looking giant talking animatedly with a pair of armored gnolls.

"She said she can only deliver the message to you or Minister Layter" A short walk later Bentpaw stared up at the courier.

"I'm Bentpaw. What's so important you had to ruin my breakfast?"

The courier shifted slightly and said in a matter of fact tone, "I'm sorry, but I'm afraid I was instructed to see proof."

Bentpaw stared the courier in the eyes, but she just stared back. He lifted his right paw and showed it was indeed curled around itself. "Now, before my breakfast gets cold, what is your message?"

"Leader Bentpaw, I bring greetings of Kundig, leader of the Jagdkraft Empire. Commander of the Battle Army Gesellschaft Narren. He read of your debates against the vampire leader Torquemada in which you called him to task for his murder of our brethren in Jagd. He thanks you for your words in our defense. He wishes to discuss with you the possibility of an alliance against our common enemy, the evil vampire army Burial at Sea. It is his desire to see this blight removed from the world permanently. He wants to know if you would be willing to assist in this mission." her voice changed to a light tone and she added, "I was told to wait for an answer."

Bentpaw's eyebrow rose and he studied her face for additional reactions but their were none. When he spoke it was in a stern tone, "Tell Kundig I'll meet with him, three days from now. Two miles north of the city, there is a small copse of trees on the side of a rise. No more than two aides." Bentpaw spun and marched off before she could see the grin beginning to overtake the corners of his mouth.

LORASIA PLAYER NOTICE

To: The On-Looker  
From: Layter

First off I will not respond to your comments/questions that are intended simply to antagonize me.

You inform someone that they have made undisclosed enemies and that you will try to find out who and why. The rest of us are not supposed to take that to mean you will reveal this knowledge if ascertained? That is quite a disingenuous assertion you are making and I don't think that too many people buy it. In the following notice you state "we" (You+Crystalian Warriors/K-9 Knights) have to figure out why someone is making negative comments about Neutrals/Lawfuls. This Freudian slip shows your kinship with the K-9 Knights even if you are not Lawful.

When I said you knew the K-9 Knights were ex-Guardian it was because I believed you are (or were related to) the Watcher and would already know this. I am still not convinced you are not simply a follower of his malicious and insipid lies. I mentioned this notice to demonstrate the smoke screen I believe you are putting up to hide your Lawful leanings, not to debate the content of the statement. K-9 is on Continent 1, usually around Magdenheim.

"A Chaotick shoveling the stuff that is on them". It is pretty much accepted that saying someone is shoveling something refers to figurative cow-droppings. So this Chaotic must be covered with the stuff to need to shovel it off. Sounds like an attack/insult to me. The rumors to which I believe you are referring were that the K-9 Knights are ex-Guardian, probably not to be trusted and that the ICoN FTZ is a sham. I have multiple scouts showing them as Guardian and now showing them as CW. Since the Guardians were shown to be liars and untrustworthy the integrity of the K-9 must come into question since they were members until recently. The ICoN notices could just as easily come from a Lawful. How about the idea that some or all of these rumors could be correct? If you were unbiased you would have considered that instead of simply sticking up for your lawful buddy.

Finally I do not lie or try to cloud issues. I try to view my writings from the perspective of someone antagonistic to them (a Devils Advocate if you will) so I am forced to choose precise words. I am extremely good at destroying lies and attempts to obfuscate so I think I would be good at writing them. However, since I have the truth on my side I do not need to lower my writing to that level. A pity you cannot say the same.

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LORASIA PLAYER NOTICE

To: Torque Your Momma  
From: Kundig

Wanna know why you're now dead?  
Ask Jagd!

LORASIA PLAYER NOTICE

What's the matter Layter? Cat got your tongue? Where's the news about your recent whipping? You were quick to report your smashing victory over Dirty Dawgs at Lotheria. You outnumbered them by almost 5 to 1 and fought mainly Swashbucklers. Wow! That was quite a achievement. Congratulations.

When my army Tonatiuh's Torch fought you, we outnumbered you by slightly more than 2 to 1. Yet, we managed to beat the crap out of you. Who Let the Dogs Out started with 50 Hvy. Mtd. Bowmen, 20 Lt. Swordsmen, 266 Hvy. Spearmen, and 396 Hvy. Crossbowmen, 254 Non-warriors, 86 Foragers, 88 Craftsmen. After it was all over, they were reduced to 19 Hvy. Mtd. Bowmen, 1 Lt. Swordsmen, 32 Hvy. Spearmen, 197 Hvy. Crossbowmen, 216 Now-warriors, 77 Foragers, 77 Craftsmen. For every kobold warrior that fell in battle, we killed more than 4 gnoll warriors. The crushing defeat must have rendered the mutts mute.

Next time don't Let the Dogs Out unless they're strong enough to fight a real battle army. It's just too easy when you attack a dropped army. If you continue attacking dropped armies, I may just have to permanently put you out of your misery.

Who should I teach a lesson next? Maybe another army that can only fight dropped armies? Any volunteers? In the near future, I hope to punish ... err, teach ... someone else who doesn't know how to fight correctly.

Any Lawful or neutral armies at Lotheria are invited to beat up #460 Who Let the Dogs Out gnolls some more if it's too stupid to get the hell out of a Lawful city. It's down to 230 infantry and 19 cavalry.

Layter, let me know if you need yet another refresher course on the art of war. Of course, you'll need to train up again before asking me for the next lesson. Change army number and name again if it makes you feel safer. LOL

Tlatoani

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LORASIA PLAYER NOTICE

To: ICON Warlords in the Pryma Forest  
From: Prince Attalaus, ICON A#111 1st Veil

Hail ICON brothers! It is important that all ICON members who are active in the Pryma Forest contact me as soon as you can. A big change is about to occur in the forest and I would like all of you to have a chance to take part. Diplo the above army or write to me at:

Anthony Wells  
#238810  
2727 Beecher Road  
Adrain, MI 49221

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LORASIA PLAYER NOTICE

To: Layter (ROC)  
Re: CB #180

Poor Lord Layter. The status of your position should allow you to use more appropriate words other than "stupid" when you address someone. Is your vocabulary that limited that you can't make a point without being insulting?

You say the Sword of Justice has no scabbard because it is always used. Who is using it? Certainly not you or any of the ROC. Not the Vardian Plains Partnership, nor the GOD, ACE, ICON, CW, or SOB, etc. Vengeance and revenge are not justice. Back biting and tattle talking is not justice. Bending words so they fit a certain story that is being given by someone so as to keep them from looking or sounding bad is not justice. Don't get me wrong. I am not saying anyone does that. I am just pointing out several things I have seen in the CBs in the past. What is the Sword of Justice to you and ROC? If it fits to who you are and what you do then I comment you highly. If not, remember: the Sword of Justice swings both ways.

The On-Looker

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LORASIA PLAYER NOTICE

Could it be his daughter? Is she sending me a message? What does she want?

Hmmmm. Yes and yes. As for what she wants. I think you already know. You just don't want to believe it. Three years ago we didn't believe how vampires increased in number. We told ourselves the missing were dragged off by wild animals. Now we know that's not true. Wolves didn't drag off Anise. Something far worse happened to her. Her spirit has been trying to find a way to free itself ever since. She wanted it so badly she invaded your dreams.

The goddess does not like warfare, she couldn't condone this. I'd bring down her displeasure upon us.

The goddess doesn't like to have her children corrupted into evil creatures either. If you want to make a fine statue you must rip a hunk of stone from the ground, pound and grind and chisel and sand and polish until you are done. The process is backbreaking, painful and sometimes bloody. But the results are worth it.

Anise is crying out for release. Everyone has heard of your visions. Most of the people already know what you refuse to accept. Either evil goes unpunished or we seek to make the world a better, safer place. Your words ring true. Still, they have powerful allies Who also have powerful enemies. They could become our allies. We could get in over our heads. That is why the gods put them so high.

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LORASIA PLAYER NOTICE

BE AFRAID OF M.O.M.!!!!

Throughout Lorasias the scream could be heard. "Help! They have released M.O.M.!" At first those who heard it laughed at the man running by him screaming. He looked to his friend and said aloud, "How terrifying could someone called MOM be?" His friend laughed and shrugged his shoulders. Then they heard this sound of what sounded like thousands of troops, and the echoing song being sung by the voices of what sounded like a million. They listened to the words... "ALL WE ARE WE OWE HIM!" Over and over again. Then they saw them being led by the angriest, ugliest, most obese, vile looking Dwarf, and he was hideous. His eyes were bright red as if he had ingested a whole tavern on his own, and there were pieces of food on his armor. Then I saw it — his one-handed, double headed axe that was discolored from all the blood that still stained it.

RUN FROM THE "MINISTER OF MANIACS"!!!

Where are they and when will they unleash HIM?

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LORASIA PLAYER NOTICE

To: Sertorix and ICON

I find your silence to be very ignorant and disrespectful. I have tried to be diplomatic in awaiting your response and passed on an opportunity to attack A#202 Ark of the Covenant. However, I see neither count for much. So be it!

I can only assume that ICON condones and probably even sponsored Jacob the Chosen's act of thievery. I shall act accordingly.

Since you've had ample time to contemplate and dismiss my correspondence maybe the rest of ICON would like to consider this. There is a good chance Ark of the Covenant will evade me and scamper back to ICON territory and I'll be forced to pursue him into ICON's precious Vardian Plains. Are you ready to spend an ample amount of ICON's resources putting me down? What about the other malcontents I manage to round up with axes to grind against ICON? Every new issue seems to have a new one. Hmm. Imagine that.

EXILE Ark of the Covenant and let Jacob the Chosen pay for his stolen bonuses with his blood or I will make my presence known all over the Vardian Plain. I will lay waste to every sector I have to pass through in my effort to find Jacob the Chosen.

C#414 Broc  
A#199 Kosmos

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## LORASIA PLAYER NOTICE

To: Bentpaw — ROC

Did you and the other ROC writer take the “how to talk vulgar” class? At first you sounded educated and well spoken. Then you jumped off your high horse right into the crap all us foot soldiers wade through. And how can you, of all Gnolls, say that I have insulting tones? If I point something out that you don’t see, does that make me a menace to your way of thinking? If so then it is you who has a problem. But I would like to know how you know about these slit trenches behind the latrines? I know dogs like to sniff each other for various reasons, but to doddle around the backside of the latrines is a little too perverse for even us “true” foot soldiers. “Yeck...”

I, as well as many other readers, do watch to see who is role playing, trying to role play, and who is just doing their own thing. I will continue to answer all comments directed to me. And I will answer them as a role player. If no insults are given to me, then I will give credit where credit is due. I have done this several times already. Credit is not freely given. It is earned from your peers. Just keep on role-playing and have fun.

The On-Looker

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## LORASIA PLAYER NOTICE

New Players — Interested in knowing the most warlike positions? Here are the top 5:

A#104 Burial At Sea — Lawful Vampires: 22-0, 2 armies destroyed

A#188 Tonatiuh’s Torch — Kobolds: 18-0, 1 army destroyed

A#183 Sticks n Stones — Lawful Guardian Halflings: 11-1

A#157 Wriggling Maggots — Chaotic ROC Hobgoblins: 9-2, 1 army destroyed

A#141 Relentless Wolves — Chaotic ACE Gnolls: 2-9, 1 army destroyed

I hope these are accurate. I’m pretty sure they are.

Happy Gaming, and beware!

## WHAT’S NEW — COD II

While working on the changes for the new race (details elsewhere) Duane made some changes to the way Foragers are handled. Beginning in October, armies with a large number of Foragers (particularly small armies) should see a boost in the effectiveness of their Foragers.

## WHAT’S NEW — COD II

**BIG NEWS! IMPORTANT ANNOUNCEMENT!**  
Do we have your attention? As first reported on our website ([www.ageforfun.com](http://www.ageforfun.com)) we are about to introduce a brand new race to the world of Lorasias. This is NOT a native race that suddenly became more prominent but a NEW race making its appearance from somewhere else in the multiverse. This new race is not just a variation in stats but something completely different with a new character class/troop types, unique setup configuration (much different from the typical Standard/Advanced Race setup) and some unique characteristics found nowhere else. It even comes with a separate ARS and Player’s Guide. Can you tell we are excited? We would love to tell you more but we want the new race, not to mention the role-playing elements about their personality, to be a mystery .

So why are we telling you anything at all? We need players to run the new positions. But because these positions are so unique and special, we need special players to run them. Why? For one thing this may be the ONLY TIME these positions will ever be available (unless there is a second wave) — they WILL NOT become a regular setup option. Secondly, we think this will add greatly to the game’s mythos and want to make sure the new positions are run appropriately and not simply as an extension of a player’s existing positions. In other words, interested players should be prepared to run the new race as independent of their other positions — we DO NOT want to see the new race rush off to attack your pre-existing enemies or immediately join your favorite alliance. What we would like to see (at least for the first several months) is the new positions not communicate with anyone else but members of their own species unless directly encountered AND appropriate in terms of role-playing. In fact, it’s probably best to not even mention that you own the position. As role-players we trust that you will communicate and cooperate with members of your own race (at least initially) even if the players involved are not normally someone you would work with. Finally, DO NOT share the race specifics (and certainly not the ARS) with others unless the appropriate situation comes up in role playing terms — we want to stretch out the sense of mystery as long as possible.

If you are interested in running one of the new positions and are willing to cooperate with the restrictions and requirements let us know as soon as possible — we hope to introduce them sometime around October 1st, 2001. What we are looking for are resourceful rather than necessarily experienced players that are dedicated to role-playing. As this is a Special Race, the setup fee will be \$10, it will count towards the three Empire per player limit but will not count as an Advanced Race. Don’t ask for more details. They will be sent out to the appropriate players when the new positions are assigned. Starting position details (leader, troops, locations, etc.) will all be assigned so there is no need to provide this information.

The new race looks to be a great new addition to the COD II gaming system and it should be lots of fun for everyone. Enjoy!