

THE COSMIC BALANCE



Issue # 200

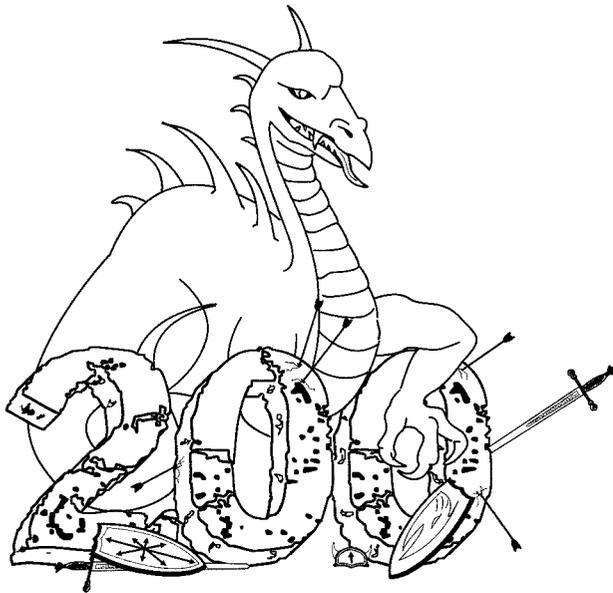
March 2003

ISSUE 200 INTRODUCTION

When the Cosmic Balance first appeared seventeen years ago, who could have imagined that it would last this long, not to mention maintain its monthly publication schedule throughout? Reaching Issue #200 is certainly an impressive milestone.

Of course the Cosmic Balance would not have existed were it not for the Crack Of Doom game system which is still going strong. We would like to pat ourselves on the back and say that it is all due to our hard work, clever game design, and constant upgrades, enhancements and improvements. But that is just part of the story. The worlds of Panagea and Lorasias owe their longevity to you, the participants. Without your witty notices, clever poetry and engaging fiction the Cosmic Balance would be a pale publication. Without your bold adventures, brilliant military campaigns and constantly pushing the envelope of what the game systems allow we would have little to contribute as well. And without a solid base of dedicated role-players to knit it all together the Crack of Doom would be just a "game" and not the living adventure that we all know and love. Thank you one and all, players past and present, for your contributions and the mark you leave on the game's history!

But enough of being sentimental, what's inside? First off, this is a MEGA ISSUE — the biggest issue we have ever produced — and besides the standard game news and Player Notices we have included a number of interesting treats. By popular demand Duane has written two extensive articles. One on the factors associated with Morale and the other on game



maximums. Certainly not the most thrilling of articles but packed with insider details that will help to enhance play. Also included is a reprint of Issue #1 — the very first Cosmic Balance. An interesting look back at how it all started. We have a number of player contributions as well including special features from prominent alliances. We have also squeezed in some minor tidbits as well, including a Debbie original illustration. So enjoy this special MEGA ISSUE — we know we will!

PANAGEANEWS

This month we begin in Eastern Panagea. [Ed: This is the original playtest region, first populated in July 1986!] On the Crystal Plains outside the city of Narga Thum, Lumberjacks (Chaotic Kodan Raman Gnolls), Dire Wolf (Chaotic Kodan Raman Gnolls) and N.Y Giants (Chaotic Kodan Raman Giants) teamed up to smash Blue Wolves (SNAP Gnolls). At about the same time Silent Covenant (Chaotic Kodan Raman Gnolls), Kodan Raiders (Chaotic Kodan Raman Gnolls) and Dire Wolf (Chaotic Kodan Raman Gnolls) teamed up to devastate the fleeing Treetop Lovers (Lawful Giants).

Moving to Central Panagea: On the isle of Mycenea, Smasher (Lawful Terminator Humans) defeated Loogt'N Lizards (Shhvoon worshipping Lizars). At about the same time Fedaykin (Lawful Terminator Humans), Trekkers (Lawful Terminator Humans) and Wyraxian (Lawful Terminator Giants) teamed up to defeat the mighty, though fleeing, Vulture Legion (Chaotic Kodan Raman Gnolls). Several days later Vulture Legion attempted to attack an army known as T2 only to be intercepted by Fedaykin and the battered Gnolls were again defeated.

In the Grimwall Range, Jaguar Brigade (Humans) and Northwind (Wicca worshipping Humans) teamed up to all but destroy Black Dragon Tuman (Lawful Avatars Humans).

We now move to the West where most of this month's battles occurred. On the Illyrian plain, Black Company (Trimorph worshipping CSA Giants) and Screaming Kids (Trimorph worshipping Giants)

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teamed up to defeat the fleeing Jem'Hadar (Lopra worshipping EGA Humans).

At the nearby city of Andar, Rick's Reserves (Chaotic Kodan Raman Gnolls) and Lomorian Wolf Pack (Chaotic Kodan Raman Gnolls) defeated Stormhammer (Lawful Dwarves of the Runeblades alliance). Meanwhile, Lupine Legion (Chaotic Kodan Raman Gnolls) destroyed Spellblade Legion (Lawful Runeblades Elves) and Wolverine Psychos (Chaotic Kodan Raman Gnolls) destroyed Magesword Legion (Lawful Runeblades Elves).

In the Elderwood forest, Shadowcat Rangers (Wicca worshipping Humans) and Dragonright (Lo-kee worshipping CSA Lizara) teamed up to destroy Hexaaquo (Lawful AIM Humans). A month later Shadowcat Rangers, Dragonright and Northeast (Wicca worshipping Humans) teamed up to maul Sun Blazor (Lawful AIM Humans).

In the Tarakeen Forest outside of Ravenwood, Mutton Birds (Giants) defeated a fleeing Ash (Lawful AIM Giants). A month later Lions Of The North (Wicca worshipping Humans), Mutton Birds, Bengal Lancers (Wicca worshipping Humans) and Arn's Warriors (Chaotic CSA Giants) combined their efforts to ravage the weakened Ash.

LORASIANEWS

This month we begin on the strategic Isle of Quadro where Jaws Of Thirst (Lawful HARM Gnolls) smashed Kuppa's Kossacks (Chaotic KIL Kobolds) outside the beleaguered city of Cosmopolis. At about the same time Shadowmane (Lawful Centaurs of the Crystalian Warriors) defeated Dag Nabbitts (Chaotic ROC Ogres), forcing them to retreat and thereby breaking the Ogre's siege of Aztlan.

On the Agerian Plain outside the city of Kingston, Fear That Walks (Lawful HARM Lizara) destroyed Hisssteria (Chaotic ROC Lizara). At about the same time, though 100 miles away, Graybeard's Raiders (Lawful Guardians Dwarves) smashed Howling Fury (Chaotic ROC Gnolls).

In the region known as Malundia, Peaceful Traders (Kobolds) devastated Axe Of Doom (Chaotic ROT Orcs). At about the same time and 100 miles away, Guardians O The Wood (Lawful Elves) attacked and defeated the Xalna Swarm (Miiya worshipping Xaati).

In other battles...

In the Nadev Jungle outside the Lizaran city of Reeza'Nesh, Frost Giants (Lawful Giants) defeated the fleeing Amphibians (Shhvoon worshipping ROC Lizara).

In the Pryma Forest, the 10th Virginia Inf (Chaotic Gnolls of the Akuda Combine) and Gesellshaft Narren (Lyredh worshipping Giants of the Akuda Combine) teamed up to hammer the 109th Fallen Angels (Lawful Humans of the Crystalian Warriors).

On the Phrygian Plains, the Ziira Swarm (Miiya worshipping Xaati) defeated the Black Falcons (Hobgoblins).

PANAGEARUMORS

Kodan Raman submariners hold the key to victory in the Numorean Sea campaign.

The KIL Alliance is on the move again in Panagea.

"Nobody knows the trouble we've seen." — Song favored by the Kodan Raman Bards.

The Terminators have attacked three Lawful armies. What can this mean?

The power of the Runeblades alliance has been broken!

The Showdown At Mycene is about to reach its climax. Who will prevail?

LORASIARUMORS

Like a phoenix rising from the ashes, KIL has returned, again!

The Ratt Skinners are a bunch of cannibals!

HARM wouldn't hurt a fly.

The people of Port Royale are worried about all the waste from the armies camped outside. And the stink from the dead bodies is pretty bad, too.

The Crystalian Warriors have two new openings in their Alliance. Coincidentally, they lost two armies last month.

Tlatoani is sieging Cosmopolis to free his mother, which KIL has mistaken for a Dragon.

The Akuda Combine couldn't hurt a fly — they're not strong enough!



ALLIANCESPECTACULAR

PANAGEA PLAYER NOTICE

The Circle of Steel is one of the oldest Alliances in Panagea and is composed of several Empires of many different races. The CSA has an extensive list of skills and bonuses for use by its members. The CSA has long been at war with the Elderwood Guard Alliance (EGA). The CSA is also a member of a larger group of Chaotic Alliances, including L.O.O.(G)T. and Kodan Raman, that have been fighting the Lawful Alliances A.I.M. and Terminators for several years. During the last year CSA and Lawful armies have traded blows numerous times, especially in the west. The CSA also re-took its capital Ky'Lesh and seized the city Hampton. Currently our armies are active in the west and on central Panagea. CSA membership is open to any Chaotic or Neutral army.

For more information about the CSA please contact me at:

lanza@airmail.net
or diplo Shu-Cho-Kan of A#520 Urotsukidoji

Circle of Steel Alliance



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PANAGEA PLAYER NOTICE

The Terminator alliance is alive and well despite the swarms of Chaotics and their allies infesting the world. We may be small in number but our cause is just. As the only large Lawful Alliance still fighting Chaotics, we have a duty to keep the forces of evil at bay. We will never surrender to the dark side. We would rather die fighting than to give in to minions from hell.

Although we are not actively looking for recruits, we're offering any non-Chaotic who was seduced by the Chaotics to change sides and fight with us. This offer is also extended to any Chaotics who drop their Chaotic banners and declare for Law. Of course, you must still prove yourselves by actually fighting Chaotic forces and their allies. Talk is cheap.

This offer is available for a short time. You must contact me before the end of April 2003. Then, you must show me that you really have mended your ways. I'm not looking for cannon fodder (as I've been so often wrongly accused of by Chaotic scum). This may be your only chance to change sides and fight for Law instead of against it.

To all the Chaotic scum and their remaining allies, it's time for you to check out. You were given the chance to share the world. Instead you laughed at my offer because you were too intoxicated with power to think it through carefully. So, I've laid out my final offer to those of you who have sobered up somewhat and have seen the light. The rest of you will just pay the ultimate price.

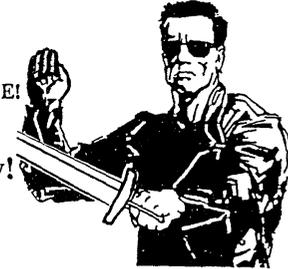
It's the fight to the death. I expect no quarter and will give none. However, any prior agreements will still be honored. There will not be any more new offers made by me.

Lawfuls shall rule the world! Chaotics will be in the underworld.

Xanthor, A#172 Wyraxian
Terminator Alliance

Greetings from
The TERMINATOR ALLIANCE!
And now,

Hasta La Vista, Baby!



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LORASIA PLAYER NOTICE

Greetings Warlords and citizens of Lorasias! I am Hakkon, Imperial Commander of the Red Armies. The I.R.A. Alliance is only a few months old, but we have made great advances. We have new as well as experienced Warlords to lead our crusade to bring Lorasias under the Red banners. We have recently taken control of the great city Cosmopolis and its defending Dragon! This will provide a safe haven for the I.R.A. and its allies.

This alliance is made up of militant Neutrals. We believe that for the balance in Lorasias to be maintained we must work with or against Law and Chaos equally. You can be our ally or enemy, it's your choice. If you help us, we'll help you.

The I.R.A. does have several allies already and we look forward to working with them. As for enemies, the I.R.A. is working hard to lessen or eliminate the influence of the Warlord Tlatoani in Lorasias. Tlatoani and his plundering armies continue to upset the balance.

If you are interested in joining the I.R.A. or would like to ally with us, please contact:

C#2402 Hakkon,
A#224 Scarlet Knights, or S#205 Cosmopolis.

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LORASIA PLAYER NOTICE

ICON is a neutral Alliance. We are based out of Kaffa on the Vardian Plains and have few interests outside of that region, although we are among the most active of the explorers of Lorasias. ICON is also the only truly "international" Alliance in the game, as it is established in both the U.S. and U.K. versions of the game. Thus, our members can communicate and trade information with their counterparts across the Atlantic. ICON is also the only Alliance with an official website: www.airmail.net/lanza/index.htm where members can download past issues of the newsletters, broadsheets, as well as maps, scouting information, skills and bonuses, and a Crack of Doom Compendium, which contains quite a bit of information. This site was down while I moved it, but now it is back and better than ever. New graphics, a new layout, and new information!

ICON is one of the few Alliances with a track record of remaining neutral. We generally have good relations with all the other alliances.

Membership in ICON comes in two flavors: junior and senior. Junior members have limited access to the information on the website. This is to keep a player from joining ICON, acquiring all of the information on the website, and then dropping, skipping to another Alliance, or going rogue. In order to become a senior member, one generally has to remain a member of ICON for a year and contribute to the alliance. Nonetheless, junior members do get access to some skills and bonuses and other information. Additionally, the public can access many skills and bonuses, many of them going up to level 2, simply by going to the website.

The core membership is strong and ICON remains one of the premier alliances in Crack of Doom II. You may contact ICON at lanza@airmail.net or diplo A#327 Knights of the Rose c/o Prester John. It's that simple.



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LORASIA PLAYER NOTICE

Greetings from the Guardians of Destiny. My name is Chris Ganshaw and I run Graybeard's Raiders (among others). I started playing CoD II in Dec. '97. At that time I was recruited by the then strong Guardians. In the last 5 years the Guardians' sun has set. The information they originally gained has been lost and its members moved on to other Alliances or to found their own.

Over the years the Guardians have made some enemies. To the best of my knowledge, Reign of Chaos (ROC) and All Chaos Explorers (ACE) have not rescinded their pledges against the Guardians.

So where does that leave the Guardians? Well, struggling at best. It is not an Alliance for those who want a lot of correspondence. It is more for those independent minded players who want to be part of building something larger.

As I see it, the Guardians offer a counter to Chaos. Not a particularly strong counter, but a counter nonetheless. Any who might be interested, or any other stray Guardians, should feel free to contact me at:

A#253 Graybeard's Raiders
Chris Ganshaw
48 Candee Ave
Sayville, NY 11782
cwganshaw@aol.com

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LORASIA PLAYER NOTICE

The Crystallian Warriors

The Crystallian Warriors Alliance was formed on September 29th, 2001. It was originally created because of the lack of communication with the leadership personnel in the G.O.D. It was also made to offer other Lawfuls another Lawful Alliance they could join, and get away from the ongoing battle between the G.O.D. and the S.O.B.

I was going to give credit to all my alliance members by name and list the armies that have declared to join the CW, but it seems that a certain alliance has decided to attack only CW members. Thus, I will not put others in possible harm's way because of them.

The CW is here to stay. We have ideas and goals that we are working on and headed toward in the near future. All of our people have a say in what happens in and to the alliance. This is not a total Dictatorship. Opinions, ideas, and thoughts from other members is what makes this alliance different.

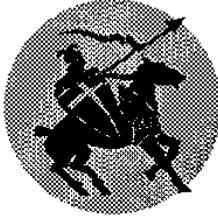
I do not claim that we are, by any means, perfect. But we know our shortcomings, admit when we are right or wrong, and learn from those experiences.

All role-players, new and old, are encouraged to join this outstanding alliance. So if you as a Lawful or Neutral are interested in exploring continents or oceans, building a city, or even want to try a leadership position, then the CW is for you. For more info:

By Diplo: A#179 K-9 Knights, Paladin
Quartermoon, Commander

By Mail: James Tillman, 317505 200T, P.O. Box 466,
Alamo, GA 30411

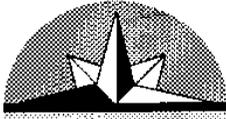
If you are a new player and need a little help to get you off the ground floor, you can contact me also. We are always glad to help anyone who wants to learn about this "Great Game". Remember, this is just a game. Make new friends and just have fun! Happy Gaming to all!



HARM'S ARM



Congratulations on Your 200th



Thank You
Great Master
Printers
For Your
Commitment
To COD

It brings the Heroes And Raving Maniacs HARM Alliance great pleasure to be honoring the Crack of Doom's 200th newsletter.

It's an outstanding accomplishment in a world of advancing technologies. The Crack of Doom's longevity is tantamount to the "Great Master" Printers desire to put forth the best product on the market, by continuing to improve and upgrade with the times. Your success is indicative of the many men and women who have

traipsed the lands of Panagea and Lorasias for over 16 years, and have continued to look forward to the CB each and every month.



The Great Master printers hard at work

ter printers of the Cosmic Balance. For without your due diligence there would be no HARM to battle the chaotic forces that currently thrive in Lorasias.

For all that you have done and for all that you do. The HARM Alliance thanks the Great Mas-

The HARM Alliance sends many thanks and looks forward to the next 200 issues

The Heroes And Raving Maniacs (HARM)

The Heroes And Raving Maniacs, otherwise known as HARM is without a doubt the largest alliance of lawfuls in all of Lorasias.

We are a lawful only alliance that would prefer to deal strictly with other declared lawfuls. However, we fully acknowledge the need to communicate with others to further facilitate the precepts of the Order of Law.

We are a close knit bunch who first and foremost look out for each other.

We have a wealth of bonuses, skills, spells, city info, maps, troop types and a plethora of other material that is useful in the everyday life of someone walking in the Order of Law.

I invite all declared lawfuls to diplo or write me. I would like to hear how your doing and your opinion of things in general. Who knows, maybe we can help each

other.

Knaps Ughlot
Patriarch of the
HARM Alliance
A# 435 Toc Jam
or

James M. LeBlanc, 30 Administration Rd. Bridgewater, Mass. 02324



GREETING'S FROM ACE!

The ACE Alliance is one of the older fractions in COD 2. We're dedicated to the advancement of all ACE members regardless of what type of plans they may have for molding their Empires. Some of the most advanced gamers started out with ACE. I believe in being open with learned information so a balance is had throughout the alliance. Thus, creating a over-all stronger alliance.

Though ACE is relatively quiet in the COSMIC BALANCE and not waging war, we're still active with a good number of strong Empires. Our main focus has turned towards explorations of new terrains. We've a map of 1500+ sectors and counting! ACE also has a large number of skills & bonuses, spells, characters, etc.

If your a new player or one who's been around for awhile, a player looking to do his/her own thing with help from older players, ACE might be just the thing to guide you in the direction you want to go. If your interested in finding out more or if your looking to trade information, etc. contact me at:

BY DIPLO: C# 713 DECAPITATOR
Commander of the ANGELS OF DEATH
Leader of the ACE Alliance

OR
SCOTT DYKAS
3947 S. Lipton Ave.
St. Francis, WI
53235

BULLETINBOARD

PANAGEA PLAYER NOTICE

At reading of this notice anyone wishing access to the fine market of S# 165 Altheria must diplo City Leader C#3589 Tana. Full access guaranteed once documentation cleared and certification issued.

Tana

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PANAGEA PLAYER NOTICE

Hey, Nicky. When are you going to visit me? Vulture Legion was no fun. It's not putting up much of a fight. You and your Wimpy Psychotics may make it more interesting for me. So, how about it? Come on over to Mycenea and die (oops, I mean visit). I promise you a very warm welcome.

If you're too afraid to come on over, you can send one of your other lackeys over. Although it won't be as much fun as attacking (I mean visiting with) your psychos, I'll still give your lackeys a well-deserved welcome. Either way you too will have loads of fun as long as you like dying.

Your Friend,

Xanthor

P.S. Don't let the frustrations of this world spill over to other worlds. Do you get my drift?

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PANAGEA AND LORASIA PLAYER NOTICE

A few words on the various alignments as prepared by Longpath Greybelly (Klerik of Kaos) of the 10th Virginia Inf.

LAW is concerned with making the world fit their idea of how it should be. The needs of the many outweigh the needs of the few or the one. The world is to be governed with a lengthy and strict set of rules with harsh punishments for infractions. It is to be led by a narrow majority of the Elite who are better at making these decisions than the commoner. If the world fails to live up to their expectations then it must be "fixed".

NEUTRALITY is concerned with keeping things the way they are. They tend to stick with one bailiwick and not interfere outside of that, not choose sides. For this reason they are called fence straddlers, but in reality they choose not to decide. They can have many styles of government and leadership, including virtually none. [Perversion of Neutrality can be caused when an empire is run as Lawful or Chaotic, but operates under a Neutral deity to be able to trade at all cities.]

CHAOS is concerned with letting people make their own choices and living with the consequences. They stress individuality, believing that if you make your bed you should lie in it. Leaders are those who are strong enough to be followed, although they can be strict and brutal. They have fewer hard and fast rules than Lawfuls, preferring to use societal pressures, such as mores and norms, to dictate behavior. Punishments for infractions tend to be subtler, but can be just as harsh, such as being ostracized.

No empire fits perfectly in any of these as they are simply generalizations, but may be used to predict likely behavior based on deity selection.

GOOD

Lawful Good: Benevolent. Generally is protective of the weak. Usually willing to help peaceful non-Lawful peoples, (even some Chaotics) and assist in non-Lawful matters. Respects nature and its complicated set of checks and balances. Respects the rights and property of non-Chaotics. Being Lawful means self-imposed rules even those meant to prevent abuse are to be enforced even when they are detrimental. This can mean that a forest is to be protected at the expense of the hunter or woodcutter whose family may starve or freeze. Aldaryn and Oshiana are examples of Lawful Good.

Neutral Good: Benevolent. Much like Lawful Good with far fewer rules and lax enforcement outside their sphere of activity. They tend to treat Lawfuls and Chaotics as they would other Neutrals. Generally respects the rights and property of others. Lyredh is an example of Neutral Good

Chaotic Good: Ambivalent. Similar to Neutral Good, without as much charity due to a belief in self-reliance. Willing to help out a weaker position and not likely to abuse them. They tend to be politically neutral, even amongst other Chaotics, although they are not necessarily peaceful. Tend to have a great respect for nature and some even revel in it. Respects the rights and property of non-Lawfuls. Some have an extreme sense of honor. Kanaph-Ruach is an example of Chaotic Good

NEUTRAL

Lawful Neutral: Ambivalent. May abuse someone in a weaker position, but not just because they are weaker. Not especially concerned with non-Lawful peoples or matters. Doesn't abuse nature, but isn't concerned when others do unless it is excessive or will impact upon them. Usually respects the rights and property of others but will violate this if they feel it necessary. Tend to follow self-imposed rules but knows when they need to be broken, but this does not occur often. There are no known examples of Lawful Neutral deities. Silvanus is closest to Lawful Neutral, but his blind hatred of all nocturnal races makes him Lawful Evil.

True Neutral: Ambivalent. May abuse someone in a weaker position, but generally not just because they are weaker. Isn't likely to abuse nature, but isn't usually concerned when others do unless it is excessive or will impact upon them. They stay out of politics, even amongst other Neutrals. Occasionally respects the rights and property of others but violations are common. Respects only self-imposed rules unless they are enforced by greater strength. Shhvoon is an example of True Neutral. Grusar (Chaotic) is close to True Neutral.

Chaotic Neutral: Ambivalent. Will abuse someone in a weaker position, but generally not just because they are weaker. Tend to stay out of politics, but usually holds an opinion. Doesn't abuse nature, but isn't concerned when others do unless it is excessive or will impact upon them. Usually respects the rights and property of non-Lawfuls. Tend to have a code rather than a set of rules, but penalties for infractions can be downright brutal, giving them a strong sense of honor. Clangedin is a Chaotic Neutral deity.

EVIL

Lawful Evil: Aggressively Intrusive. Almost always abuses someone in a weaker position out of a sense of it being his or her "right". Overly concerned with most peoples and matters, and routinely intrudes. The entire world has been put before them to mold into its proper form. Has little or no respect for the property of others, generally believing that if you are not part of the solution you are part of the problem. They believe they can put your property to better use than you can. They are firm believers in Might Makes Right. Being bullies, they will enslave others (even peaceful Empires) to be used to fight for them. Imposes one set of rules on the world for everyone else, but does not follow these when they interfere with expediency. Tend to collect into a clique of overlords seeking dominion over everyone else. Lord Arkyn and Lord Arkeen are the best examples of Lawful Evil deities. Eldaron is a lesser example, mainly because he restricts himself to the mountains instead of the entire world.

Neutral Evil: Aggressive. May abuse someone in a weaker position when possible. Treats Chaotics and Lawfuls as they would other Neutrals. Lo-Kee is an exception due to his association with the Cosmic Balance. They tend to view the world, or at least part of it, as belonging to them. Has virtually no respect for the rights and property of others, believing Might Makes Right. They have few self-imposed rules, although specific types may have a code that they all hold inviolate, with harsh penalties for violations. Trimorph is an example of Neutral Evil deity. Lo-Kee is Neutral Evil because of the lengths his followers will go to preserve the Balance.

Chaotic Evil: Aggressive. Seeks to abuse someone in a weaker position and enjoys it. Treats other Chaotics only a little better than Neutrals. Lawfuls are only good for food. The world is there to be squeezed for its riches. Has little respect for nature, but usually knows

how to keep it in balance. Has virtually no respect for rights or property of others. Might is the only Right. Have few rules or codes, as the rule makers and enforcers change regularly. May be brutal and sadistic for the fun of it. May work with other Chaotics or Neutrals, but not very well and only if it is in their self-interest. Kauron and Shargash are examples of Chaotic Evil

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LORASIA PLAYER NOTICE

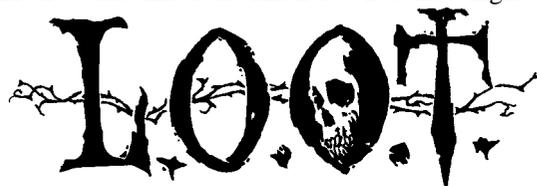
Woe to Kobold Khan

Woe to Kobold Khan, he who hunt'd fame
Although his grand schemes sadly came up lame
This kobold sought to conquer all he saw
And of his audacity we stand in awe;
For an underhand'd plan he devised
Through false words that were but a tricky guise
To pit the alliances of this land
'gainst one warlord a terrorist Khan had brand
B. Guile, that fake trickster who did proclaim
Tlatoani's name he tried to defame.

Many were those who back'd this bold plan
And Krull was one who fell in with Khan
A friend and ally he pretend'd to be
And attacked ICON's Pride with great glee
Then placed the blame 'pon Tlatoani's head
'twas all Monctezuma's fault, he pled
In the vain hope ICON would strike back
And cut the proud gnolls very little slack.
All-out war he sought to incite
While Khan sat back and laugh'd at the fight

But alas for their plans, PJ was wise
And through diplomacy a solution devised
So that war was avert'd on the whole
By crafty resort to the diplomat's scroll.
Now other plans Kobold Khan also had
And their ultimate fate was just as sad
Kobold Khan used a fake name, B. Guile
(Seeking to place Tlatoani on public trial)
And the 'Office of Homeland Security'
Khan created out of total obscurity.

False reports and lies were quickly spread
(What do you expect from one who's inbred?)
Of cities and armies rallying to the cause
To great acclaim and much joyful applause.
Yet a house of cards all this nonsense was
Nonetheless the taverns and pubs were abuzz
And accusations 'gainst others were aimed
In hopes t'would set the fair Lorasias aflame.
Deception and deceit, blame and clever lies
In these machinations Khan reached new highs.



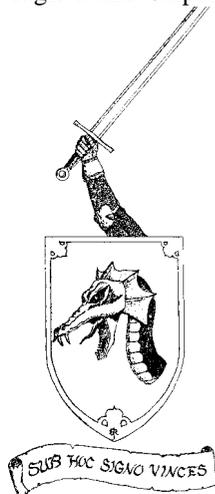
He con'd First Pioneers, Lawful HARM elves
Into betraying their god and themselves
By attacking Lawful centaurs of the Rohirrim
(Something which very nicely suited him)
Allies of Tlatoani these centaurs were known.
Kobold Khan sat back and laugh'd on his throne
While he con'd ACE and a Shhvoon warlord
Into putting Ixataca to the sword
While Kobolds of The Seize storm'd fair Aztlan
Dancing to the tune of brutal cruel Khan!

The defenders repulsed Khan's first assault
Bringing the fierce ruthless kobolds to a halt.
Kobold Khan then bombard'd the brave town
Its walls he continually sought to bring down.
Then Hellorin's Wrath storm'd the defenses again,
And they fail'd at immense cost and great pain.
So Kobolds of the Seize fought a third time;
They slaughter'd the populace; their acts a crime
From he who claim'd to defend all the land
From terror's treacherous stained and bloody hand!

Oh he crowed that most foolish Kobold Khan
About his leadership and his great plan
'bout how KIL armies would fight to the death
Each kobold and lackey to the last breath
And then KIL's armies would respawn anew
With new names and new leaders to eschew
The greatness of Khan, the 'Soopreem' Ruler
(In truth, it is said there are none who are crueler)
To fight again and again, an endless tide
From which none of us could ever hope to hide!

Now truly the kobolds in this plan an ally had
In the form of the warlord Gnarlbard
Whom from the city of Cosmopolis
Secretly supplied them from that metropolis
With engines for siege warfare and other supplies
And his involvement later vocally decried
But such deceptions did not fool Tlatoani
Who planned to exact an eye for an eye
For the treachery that had been done
And dispatch his enemies to oblivion.

But they all misjudged Tlatoani's skill
Who turned his Tonatiuh's Torch to the kill.
Swiftly like the eagle it and Calpulli fell



Upon Kobolds of the Seize in a dell
In a bloody pair of brutal clashes
The mighty kobolds were reduced in a flash
To a remnant of their once mighty selves
Who couldn't defeat a mass of poncey elves!
Then Tonatiuh's Torch finished the grisly task
While Calpulli put Black Crow Clan in the cask.

Then Shadowmane appeared on the plain
Together with TT became Hellorin's bane
Betwixt those two the Wrath was made a wreck
When Tlatoani severed Hellorin's neck!
Then Tlatoani turned his mind to Aztlan
And most carefully he laid his final plan
Storming the kobolds who'd taken its walls;
They threw back the attack but got badly maul'd.
Then Dag Nabbits of ROC tried to intervene
(Their interference had not been unforeseen).

A second time TT struck at the Kobolds
And wiped them out of Tlatoani's old stronghold.
But Tlatoani was not finished with his revenge
Marching 'pon Cosmopolis to avenge
Himself 'gainst Gnarlbard's vile and traitorous acts
A steep price Tlatoani plan'd to exact
TT and Shadowmane kill'd First Bloodsword
And placed the city under siege, and its lord.
Gnolls of the IRA tried to lift the siege
Their defeat of SeaHawks added to TT's prestige.

Then a shadow o'er the battlefield loomed
A dragon from the city plan'd to consume
Tlatoani's hosts, but failed and then fled
The bloody battlefield and hosts of the dead.
The siege was resumed o'er that troubled town
One wonders when TT will have its lord's crown.
TT and Shadowmane destroyed Kadaver Kobolds
Jaws of Thirst of Harm wiped out Ded Tez twofold
And that's where the battle stands this fateful day
Cosmopolis I've no doubt a heavy price shall pay.

Oh woe to Kobold Khan, that fated lord
Who sought this land's many riches to hoard
Against the sword of those he sought to destroy
Through subtle plans and a devious ploy
He could not stand and lost his hoary head
And now, as the Grelgs would say, he's 'ded'.
But I must wonder if he'll rise from his grave
Or spend his days with his head on a pole, enslaved.
Tlatoani 'twas proved the better warlord
Now we've nothing to fear from KIL's great horde.

Let this be a lesson in the foolishness of pride
For 'the fall' is oft this human fault's bride
Kobold Khan, mighty warlord, went too far
And the warlord tried to elevate his star
To a celestial position it had not earned
And so the Dukes of Chaos his efforts spurned
Heed this warning and learn from his mistake
Do not bite off a greater piece of tempting cake
Than you can chew and easily digest
For failure awaits, as surely Khan's fate attests.

Rowan the Dark

LORASIA PLAYER NOTICE

Now is the time for all Alliance leaders and independent Warlords to contact the I.R.A. to establish diplomatic relations. If you wish to be an ally or just have peaceful neutral relations, please diplo the I.R.A. to let this be known. If the I.R.A. doesn't hear from you, then we cannot promise you help or safety in Lorasias. Please diplo C#2402 Hakkon with your statements of friendship, neutrality, or hostility.

+ + + + +

LORASIA PLAYER NOTICE

GOG! Kongra... kongrat... kongrat-u... sai good job 2 awl dat mayk it 2 isshew 200. Me member me start playen 'rownd isshew 46-48. GROG! buddy Edger start him powetree kontesst n wut u gno GROG! iz grayt powet. GROG! giv u GROG! mostest favrit powem.

FER

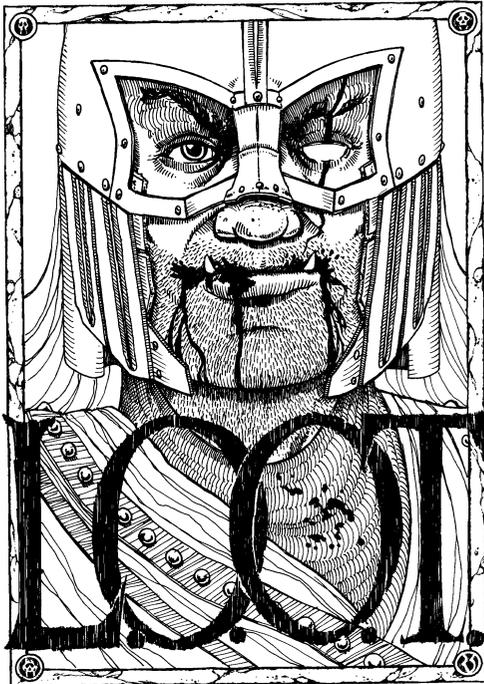
Rownd eerz n elvzeez
Got awlmosst gno fer
Wen d wind blowz
Me heer dem sai "Brrrr"

D sno mayk dem tern
Uh funnee shayd uv bloo
Well...
Funnee frum me poynt uv veuw

A gnoll inna elf kowt wood gno look riit
A ferless gnoll wood be terribul siit
So me gess me gotta b kontent
Just to mayk dem into tent

+ + + + +

'Consume thine enemies and their strength shall become yours.'



LORASIA PLAYER NOTICE

Dark Tidings

From the mouth of the cave strides a female Dark Elf. Skin so dark, hair so white, her eyes the colors of midnight. In her stride is purpose, in her eyes determined intensity.

This is Mol'afay Kacha, once a herbalist, now a Warlord in training. Around her are gathered two Mages, two Clerics, a Druid, A Gladiator and a Thief. Just beyond them stand 100 Hvy Legionnaires.

Mol'afay speaks: "You all know the truth about 'Believers of the Way'. You all know my vow to avenge them. I have spoken many times to Army Commander Taim asking for his support to track down and destroy the Deceiver. In this Taim refuses, saying it is not his fight. The Army, its heart strong, supports my vow. Come to me. Kneel. Swear your oath of loyalty to me, Mol'afay Kacha, and know I will rule and avenge!"

Each member of the Empire present steps forward and drops to one knee, wearing loyalty of mind, body and sword to Mol'afay Kacha. When the time comes to take control of the Empire all who have knelt here will support Mol'afay Kacha.

By Alak (First) Selds (Sworn) Lliv (Warrior) atar (to) Mol'afay

+ + + + +

LORASIA PLAYER NOTICE

Fright Night

Around a huge feeding fire many creatures danced, some on two legs, some on four, others went about on six legs with serving trays balanced on their backs. One stood tallest among them saying, "I will lead you to war. Against who is not yet clear, for Miiya has only said There will be War, now lead. This much I do know, a deep dark hatred builds in my heart for one I can not see. This comes in a dream from Miiya. In a separate vision from Miiya I see a dark skinned, white haired, pointed eared female. This vision provides good tidings to my heart. We must find and destroy the one I cannot see. Miiya will lead us in this search. Seek out the race of dark skinned, white haired, pointed eared ones. Do not fail to report to me upon finding them as fast as you can."

The one dressed somewhat as a Cleric stood before the horde and swore, "I believe Miiya directs Army Leader Zolar." Zolar commands the army to follow her lead. "Train, prepare and build your strength, for war we are bound. All will come to know and fear us as we defeat and eat those we deem our foes."

As witnessed by
The Hobgoblin Thief Slip Garnach

+ + + + +

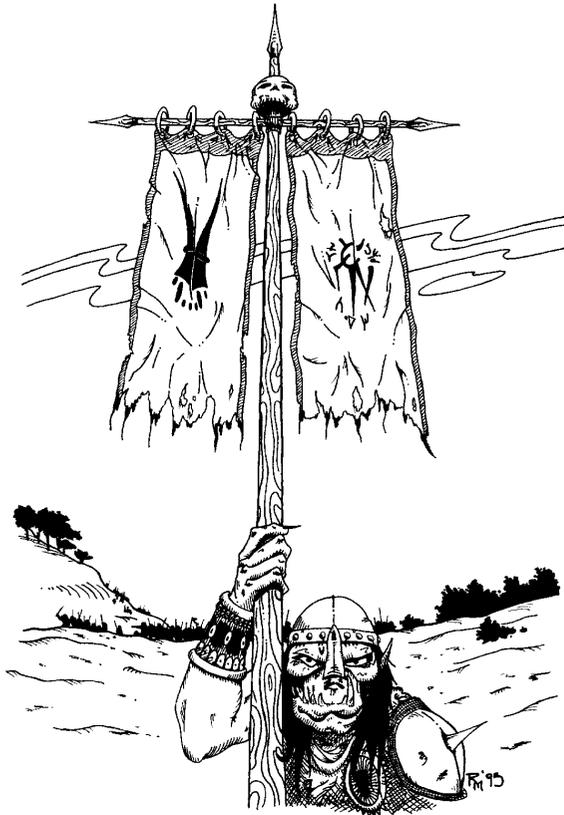
LORASIA PLAYER NOTICE

Greetings Lorasians,

I am Corvallis, the Consigliere of the Akuda Combine. The Akuda Combine is a collection of free individuals, bound together for protection, development, sharing of information, and to accomplish goals. We are a Chaotic/Neutral Alliance, with the majority of our armies being on or near Continent I. The Akuda Combine is ruled by a Council which is represented by a member from each Empire. Each councilmember has the title of Commandant and votes on all Alliance matters. The Consigliere's responsibilities are to ensure that the Council's wishes are enacted.

Recently several large Lawful Alliances and associations (Lawfuls running together, but not flying Alliance banners) have been marching around unchecked, forcing their views and beliefs on others. Last year's excursion by Tonatiuh's Torch (TT) to attack the Gesellschaft Narren and any armies affiliated with them is a prime example of how the Lawfuls operate. I've outlined several examples of how Lawfuls target armies.

Example 1: Tonatiuh's Torch sails to Cont. I to attack Gesellschaft Narren (GN). They issue a statement saying any army that has any relations with GN will be a target. My Satyr army, being one that considers GN a friend, does not appreciate being a target of TT/Shadowmane, even though my only crime was to trade with GN. The above example has led to GN, Foresters, and Bad Blood joining the Akuda Combine.



Example 2: The Ratt Skinners (undeclared Neutral army of Goblins) are threatened by Tlatoani. TT puts the Goblins on a hit list and declares them an enemy and encourages others to attack the Goblins. Tlatoani then targets Bloodnguts and Knights of Malta for being associated with the Goblins in previous unrelated raids. Bloodnguts and Knights of Malta have since joined the Akuda Combine.

Example 3: The army Pride is attacked without warning from a Lawful battle group. They are a peaceful army attacked for no reason, even though they fly banners of another Neutral Alliance. This leads Pride and the City of Gray Hollow to declare Akuda Combine.

Example 4: HARM's and Crystalian Warriors' attacks throughout Lorasias on Neutrals and Chaotics.

The Akuda takes great pride in their military and training of its soldiers. The above threats are one of the reasons we have banded together and we will not tolerate any threats against our members and allies in the future. We will guard against any who are bent on forcing their Laws and beliefs on the creatures of Lorasias.

The Akuda is not currently recruiting, but welcome communication from fellow Neutrals and Chaotics.

Corvallis
Consigliere of the Akuda Combine

Please send communications to: mwarren620@aol.com

IN MEMORIUM

With deepest regret we must report the passing of James (Jim) Chapin, who died recently of a heart attack at the age of 60.

In the real world, Jim was the brother of the late singer Harry Chapin and son of James Sr. the noted jazz drummer (Jim once confessed to being the only member of his family without musical talent). Most recently employed as a national political analyst for United Press International, Jim held a doctoral degree in history from Cornell, had taught history at Yale as well as diplomatic and military history at Rutgers. Perhaps best known for his work on social and political causes Jim spent more than 20 years on the board of World Hunger Year (www.worldhungeryear.org), an organization formed by his younger brother Harry.

Of course to us, Jim was a great guy and a skilled gamer. We had known Jim for perhaps 20 years starting first in our days working with the Tribes Of Crane and later as a playtester and player for Crack Of Doom I. After an extended hiatus, he had returned to COD as part of the much heralded Xaati invasion. Perhaps best known to us as the controlling force behind the Baddums and Worsums Ogres, Jim was always a skilled tactician and an excellent role-player. He wrote entertaining and clever actions, and was the creative force behind the Chaotic Deity Grusar. Perhaps most important of all, he was a pleasure to chat with. Much beloved by one and all here at AGE, he will be missed.

COD ON-LINE

Our presence on the Internet is growing rapidly with a number of resources currently available.

If you want to learn about the happenings in the CRACK OF DOOM (I and II) check out the following message boards:

http://groups.yahoo.com/group/conclave_gathering/
<http://www.neosoft.com/~lanza/ICONdiscuss1.html>

Message Boards are a great way to share ideas and pick up the latest gaming gossip. As with anything you get off the internet - - don't believe everything you read! When in doubt, ask the GM. Also, if you have an important comment, question or complaint, send it to AGE rather than posting a message as AGE does not supervise or manage these sites and your comments may never reach us and will be unlikely to get an official response.

In a similar vein, the ICON alliance (COD II) has its own website that contains a wealth of useful information for members and non- members alike:

<http://web2.airmail.net/Lanza/index.htm>

If you want information on CTF2187 check out the following:

TALES OF CTF2187: A great new site by Shannon Muir that contains the best of her game related fiction and more! Check it out at:

<http://members.aol.com/shannonelisemuir/>

ORBO's CTF2187 HOME PAGE: Want to check out a great archive of old CTF newsletters? How about player bios, many with color photos? All that plus lots of other useful information is available at the CTF website. Special thanks to Orbo (Rob Fackler) for his efforts in setting and maintaining this cool site: Check it out at:

<http://userweb.suscom.net/~orbomaxx/ctfhome2.htm>

Brigadier General Them Bones [PN323] of the Beserkers [TM5] has set up a Chat Room at:

<http://groups.yahoo.com/group/ctf2187>

He also has set up an email discussion list. For those of you unfamiliar with a mailing list, here is how it works. Folks interested in a common topic must JOIN (aka SUBSCRIBE TO) the list. All of these "members" will then receive all postings to this list and can also respond and/or post their own messages. All sorts of folks can have all sorts of topics going at the same time — so long as it is strictly CTF related. The list is currently moderated by General I.B. Tryon [PN721] of team WASP [TM18].

To join, send a blank email to: CTF2187-subscribe@yahoogroups.com.

If you prefer to get all of the postings in one "batch" mailing a day (rather than each one sent to you individually) then immediately send a SECOND email to: CTF2187-digest@yahoogroups.com

Of course, don't forget to check out the AGE site which contains all sorts of nifty downloads (House Rules, CC/RC Form, etc.). It is still in its infancy but is expected to grow and evolve rapidly over the coming months and of course feedback and suggestions are encouraged. Check it out at:

<http://www.ageforfun.com>

SCORE CARD

Can't tell the players (ie. alliance abbreviations) without a score card? Here it is:

Panagea (COD I)

A.I.M. — Aegis In Malum (Latin for Shield Against Evil).

C.S.A. — Circle of Steel Alliance.

D.O.A. — Defenders of Aldaryn.

E.G.A. — Elderwood Guard Alliance.

L.O.O.T. — League of Orcs Ogres and Trolls. Also referred to as L.O.O.(G.)T. when Gnolls are included.

P.T.L. — Panagea Trade League.

R.P.A. — Royal Panagean Alliance.

S.N.A.P. — Society of Neutrally Allied Peoples.

S.W.A.R.M. — Shhvoon Worshipers And Respected Mariners.

Lorasia (COD II)

A.C.E. — All Chaos Explorers.

Akuda — Akuda Combine.

C.W. — Crystalian Warriors.

F.R.C. — Fourth Reich of Chaos.

Guardians — Guardians of Destiny.

HARM — Heroes and Raving Maniacs.

ICON — Independent Confederation Of Neutrals.

I.R.A. — Imperial Red Armies.

K.I.L. — Kobolds Invade Lorasia.

N.W.O. — New World Order.

R.O.C. — Reign Of Chaos.

R.O.T. — Raging Odious Terror.

S.O.B. — Soldiers Of Balance.

SPREAD THE WORD

Do you know someone who might be interested in Play-By-Mail? Better yet, how about someone who might be interested in playing one of the games run by AGE (CTF, COD I, COD II)? If so, send us their name and address and we will send them our massive information package along with a special free gift. It's a great way to recruit a friend into the hobby.

INSIDER INFO: MORALE (COD I & II)

Recently there have been a lot of concerns and questions about Morale. We have written on this subject before but it seems like a good time for a bit of elaboration. While the focus of this article is on COD II, most everything covered applies to COD I as well.

Morale is essentially the level of happiness of your people and their relative confidence in their leader. While an essential ingredient in role playing it also has a number of practical effects, the primary of which is combat — the higher the morale the better your warriors will fight. On the extreme high end of Morale (“Impetuous”) your people can become so self confident they may initiate combat without your instructions. For example: Your Impetuous Dwarves spy a smaller Goblin army, some loudmouth shouts “Hey, let’s kick some greenskin butt!” and off they go while your leader tries to figure out what’s going on. Even with a planned attack your warriors may become so over zealous that they don’t allow enough time to properly cast battle spells and/or fully take advantage of some combat bonuses (ex: “What do you mean I have to stand around with the reserves? Forget that...”). Of course their frenzied attack is often so brutal that it may not matter. On the opposite end of the scale troops with Poor Morale may refuse to attack even when ordered to do so unless the odds are greatly in their favor. With even lower Morale they will refuse to attack altogether.

Morale also affects recruiting. For example; who wants to join an army where everyone is unhappy and complaining? Conversely, an army where everyone is gung-ho is likely to attract more recruits. Low morale can also adversely affect productivity (making trinkets, cutting timber, etc.) or in extreme cases, troops may refuse to follow orders (refuse to make transfers, launch attacks, forced march, make timber, etc.).

Obviously high Morale is good and low Morale is bad, so what affects morale? How does it work? Basically there are nine Morale levels. Within each level there is a ten point scale. The “points” are used by the GM to evaluate Morale effects, the levels are what are seen by the players (Fair, Average, Good, etc.). When the GM says “Morale Rises” the points are being raised. Whether or not this will change the level depends on where in the scale it started. [Note: The Piety Rating works in a very similar manner]. Most events that raise or lower Morale will cause a one, two or three point change. During the Monthly Adjustments Morale will tend to slowly drift toward Average if there are no other factors at work. Because of the way the whole Morale system works, plotting overall Morale results in a bell curve, most Armies have Average Morale, slightly fewer have Fair/Good, fewer still have Poor/Very Good, etc. Based on current statistics Dwarves, Giants and Humans on average have Good Morale; Elves, Gnolls and Goblins have Average Morale; while Kobolds, Ogres and Orcs have Fair Morale.

As some have already noted, there are many more factors that lower Morale than there are that raise it. Why? Because it is a reflection of reality — it is much harder to make people happy than it is to annoy them.

The following is a list of some of the factors that cause Morale changes, the typical points changes, and where appropriate the rationale behind them. The list is NOT complete and only includes TYPICAL effects — this is a role playing game and so there are MANY exceptions and special cases.

Drift: Morale may move by up to one point per month towards Average (50). The farther off Average (whether higher or lower) the greater the chance of drifting.

Feasts: One to three points depending on the action. “Use 5 Food to have a feast” is a one point effect. The typical action is more verbose than that and gets a 2 point boost. Exceptional actions can get three points or more but are understandably rare. Feasts are less likely to be effective for armies with already high Morale.

Bard: A Bard can help raise low Morale and maintain good Morale depending on his/her skills and how low Morale is (it’s easier to boost really low Morale). Up to a one point change per Monthly Adjustment. Further boosts can occur through Special Actions.

Combat: Up to a three point loss for the loser. Normally no change for the victor unless heavy casualties occur. Retreating or Fleeing armies lose an additional one or two points. An extreme case (Fleeing Army gets slammed) results in a five point loss!

Starvation: One point loss per month for herds, two points for people.

Plague: One point loss per month per plague.

Hidden Banners: Up to one point loss per month.

Summoned/Necromantic Allies Present: One to three points lost per month because they are so alien and unnatural they creep out your people. Unless of course you are a Vampire and then you really don’t mind. Vampires are immune to this adjustment.

No leader: One point loss per month. Of course foraging and combat are also affected in no small way.

Dropping Your Alliance/Deity/Religion: Up to a ten point loss (one whole Morale category) depending on how long you have been a member. This is so severe to discourage “alliance hopping” behavior.

Inadequate Non-warriors: Up to one point per month. To avoid this you should try to have at least 10% of your people be Non-warriors. Vampires are exempt. The rationale for this is that Non-warriors are not just breeders but also perform a lot of essential support work like preparing food, repairing clothing, etc. Stuff that fierce warriors or skilled Craftsmen are loathe to do. In addition this helps to undermine suicide units (ie. training everyone to be warriors and then fighting to the death).

Forced March/Sail: Normally one point but potentially up to three points depending on the circumstances.

Moving while Overloaded/Overcrowded: Up to three points each depending on the severity of the situation. It's possible to be so overloaded you can't move but still lose Morale while straining during the attempt.

Inactivity: Up to one point per month if you haven't had a turn in two or more months. The chance varies depending on the length of time involved. Your chance of a Morale drop is only about 50% if it has been six months since your last turn. Automatic if it has been a year or more. Rationale: Your people are getting bored and/or stir crazy. Also helps to discourage "sleepers".

The best way to build up your Morale is to work on the good things (like feasts) and avoid the bad things (like starvation). There is no quick solution to building up your Morale, it is a slow and steady process. Once you reach your desired Morale level it is fairly easy to maintain as long as you avoid Morale dropping behaviors.

INSIDER INFO: MAXIMUMS (COD I & II)

Recently the issue of limits came up separately on COD I and II. Everything has limits when it comes to storage capacity whether we are talking about cookies in a jar, gas in a car or kids in a classroom. Whoever designs the container makes a guess at the maximum reasonable capacity and builds the thing accordingly. The same is true for programming. When we set up a database we make a reasonable guess as to how big positions might get and set aside variable space accordingly. Normally we prefer to keep such information hidden from the players, not because it is any big dark secret, but simply because it detracts from the enjoyment of play. It is just more fun to think of your army as... well, an army of noble warriors rather than an accumulation of numbers. But by popular request here are some of the innate limits built into the system. And PLEASE, we don't want any complaints on the subject or requests for changes. Most players will NEVER bump into any of these limits and changing them is usually a large, difficult and time consuming project.

COD I

Each Troop Type is limited to a maximum of 30,000. With thirteen troop types an Army can conceivably contain 390,000 people!

Most possessions including Herds, Food, Wagons, etc. also have a 30,000 limit. In other words you can have 30,000 cattle AND 30,000 sheep, not 30,000 total.

Each individual Ship and Artillery type has a limit of 250.

The amount of GS a position can have is virtually unlimited as is the number of characters.

All position names (Army, City, Character, etc.) have a 20 character limit (includes letters, numbers, spaces, and punctuation).

A position can have up to five Auxiliary Forces (which includes the temporary Invisible Hosts) each of which can contain up to 30,000 members.

COD II

Each Troop Type is limited to a maximum of 30,000. With fourteen troop types an Army can conceivably contain 420,000 people!

Most individual possessions including Herds, Food, Wagons, Siege Equipment, Ships and Artillery, etc. also have a 30,000 limit. In other words you can have 30,000 cattle AND 30,000 sheep, not 30,000 herds total.

The amount of GS a position can have is virtually unlimited as is the number of characters.

Each character can carry up to four special Items (Magic Swords, Rings, lock pick kits, etc.) while each Army/Settlement can have up to 30 such items.

All position names (Army, City, Character, etc.) have a 20 character limit (includes letters, numbers, spaces, and punctuation).

Each Army/Settlement can have up to three hired Mercenary Forces, one force of Divine Allies (sent by your Deity — EXTREMELY rare and hard to come by) and one force of Summoned Allies (ie. Necromantic). Each of these forces can contain up to 30,000 members though it would be rare to see more than a few dozen at a time.

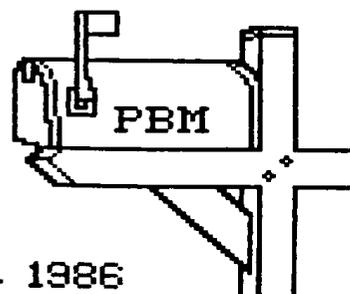
WHAT'S NEW — COD I & II

Having trouble keeping track of all the latest rule changes, hints and strategy articles published in the Cosmic Balance? Now available: "The Best Of The Cosmic Balance" covering Issues #126-#180 (more will be added as time permits). This publication is FREE for the asking when your request is accompanied by a turn or a payment to your account otherwise we ask \$1.00 to cover postage and handling. Another great service from your friends at ADVANCED GAMING ENTERPRISES.



The Cosmic Balance

Issue #1



August 1986

NEWS & INFORMATION

On July 31st, 1986, a group of Orcish Marines successfully raided the Brigadoom city treasury. The Marines were led by a powerful Warlord and a well trained Sorcerer and aided by a diversionary attack on the city harbor. Nearly 20 of the raiding Orcs were slain before they were able to make their escape with an undisclosed amount of the city's treasury. The amount is rumored to be several hundred Gold Sovereigns.

The pirate city's Overlord, Bolack One-Eye, immediately took steps to improve city security and began harsh crack-downs on the city's Orcish population. In addition he announced a 100 Gold Sovereign reward for information leading to the identity of the perpetrators of this dastardly act and a 400 Gold Sovereign reward for anyone that can prove a successful retaliatory attack on the perpetrators.

Elsewhere, worshippers are flocking to the banners of Kauron the Despoiler, a large white eye on a black background. The principal center of worship appears to be the Orcish cavern city of Grimhold. An especially vicious deity, Kauron is rapidly becoming one of the more powerful Dukes of Chaos on Panagea.

Though one of the least numerous races on Panagea, the Ogres of Ravenwood are quickly becoming the most organized and therefore one of the most powerful races in the north. Operating out of the hidden city of Stonewood they are expected to quickly become a major threat to the Elves of the Lorian and Lomorian Forests.

RUMORS

The island city of Mycene appears to be becoming the center of a vast aquatic federation. The major port of call for numerous human tribal fleets, Mycene is expected to begin major operations against the pirates currently plaguing the Numorean Sea.

Ogre forces are said to be marshalling their strength for a major attack on the Giant city of Thunderburg.

A new Elvish city is under construction in the northeastern section of the Lomorian Forest.

Orc raiders have begun launching numerous attacks against the small human settlements in the southern Crystal Plains, striking from their protected sanctuaries in the Black Mountains. It appears that only a large, coordinated operation against them can halt the ever-increasing attacks.

Giants have launched several attacks on Ogres' settlements in Phokasia. The attacks are said to be an effort to keep the strategic Phokasian passes open for trade.

BULLETIN BOARD

PLAYER NOTICE

Does anyone want to trade mapping information? Especially interested in the SE quadrant of the map, but all information welcome. For details contact:

Joseph Bloch
11 Vanderpool Dr.
Morriston, NJ 07960
(201) 267-5595
[call between 11pm & 3am EST]

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PLAYER NOTICE

Hail fellow creatures of Chaos! I desire to form an alliance of like-minded creatures of Chaos to waste all do-gooders and tip the Cosmic Balance. Initially, we all badly need information but military cooperation will also be a keystone of our alliance. Leadership would be determined chaotically by who's the most heinous. Lawful creatures need not apply. The Dukes of Chaos want us!

Army #126 Snake Eaters

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PLAYER NOTICE

I've already started a map of Panagea. If anyone would like a copy all you have to do is send me all of your map information. Terrain, cities (names, price lists, VIPs) and roads. I intend to put together a good map and cities/price list so no guess work please.

Send a self addressed stamped envelope and 25 cents to defray printing costs to:

Dave Retorick
1330 Veirs Mill Road
Rockville, MD 20851

I will try to complete the map and cities/price list as soon as possible and will keep everyone informed of the progress being made by notices in the newsletter.

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