

# THE COSMIC BALANCE



Issue # 227

June 2005

## PANAGEANEWS

It was a surprisingly quiet month in Panagea — it appears most of the main targets are well known and fleeing the battle zone. We begin in the Eastern Region in the Lorian Forest outside the Gnoll city of Featherwood Lodge where Wyraxian (Lawful Terminator Giants) and Bloodguard (Lawful Terminator Humans) smashed the fleeing Tai-Pan (Lo-kee worshipping Giants).

On the Crystal Plain outside the Human city of Narga Thum, Fedaykin (Lawful Terminator Humans) destroyed Patches (Chaotic Kodan Raman Gnolls). More than a week later Howling Winds (Chaotic Kodan Raman Gnolls) and Dire Wolf (Chaotic Kodan Raman Gnolls) struck back and defeated Fedaykin in close and costly battles with nearly 26,000 killed on both sides. Outside the Gnoll city of Thunderburg, Kodan Raiders (Chaotic Kodan Raman Gnolls), N.Y. Giants (Chaotic Kodan Raman Giants) and Rogue (Chaotic Kodan Raman Giants) teamed up to destroy Free Marines (Lyredh worshipping Humans of the Monsties alliance).

Moving to the Central Region, on the isle of Mycenea the terrifyingly powerful Wolverine Psychos (Chaotic Kodan Raman Gnolls) smashed the relatively weak though extremely numerous Orca (Lawful Terminator Humans). A month later Lupine Legion (Chaotic Kodan Raman Gnolls) defeated the fleeing 1st Phonecian Imp. (Lawful Humans) outside the Human city of Phoenix while a hundred miles away Wolverine Psychos struck again, this time mauling the fleeing Crusaders (Lawful Terminator Humans).

In the West, on the Illyrian plain Black Company (Trimorph worshipping CSA Giants) crushed Dust And Thunder (Lawful Runeblades Elves).

## LORASIANEWS

We begin in the Anvil Mountains where Ark Of The Covenant (Cosmic Balance worshipping Humans of the New World Order) defeated Order Of Neptonics (Lawful Humans) in a close, hard fought battle. Less than two weeks passed before a newly reinforced Order Of Neptonics launched a counter attack but they were again defeated by the Ark Of The Covenant.

In the Kresh Mountains outside the Orc city of Morcresh, First Seekers (Lawful HARM ELves) smashed Dark Tide (Orcs).

On the Isle of Quadro outside the Kobold city of Cosmopolis, Explorers (Lawful Kobolds) defeated the fleeing Trafalgar (Chaotic KIL Orcs). More than two weeks later Explorers struck again, this time defeating the fleeing Kuppa's Kossacks (Chaotic KIL Kobolds).

We move now to the Pryma Forest where, at the Human city of Novograd, Ratt Skinners (Shhvoon worshipping Goblins) destroyed Black Falcons (Hobgoblins). At about the same time at the Elven city of Lotheria, Tonatiuh's Torch (Lawful Kobolds) all but destroyed Goring Horns (Chaotic Minotaurs). Two weeks later in the dark depths of the Pryma Forest, Ratt Skinners teamed up with the 10th Virginia Inf (Chaotic Gnolls of the Akuda Combine) to defeat the mighty Jaws Of Thirst (Lawful HARM Gnolls). Several days later at the Dark Elven city of Morlok'ced, Facilitators (Lawful Kobolds) destroyed the diminutive Sawtooth (Shhvoon worshipping Goblins).

On the Verian Plain outside the Gnoll city known as the Duchy Of Hound, Renders And Eaters (Shhvoon worshipping Goblins of the New World Order) defeated Xalna Swarm (Miiya worshipping Xaati). Meanwhile Pizzoff (Shhvoon worshipping KIL Goblins) and Slimey Green Bougar (Shhvoon worshipping Goblins) teamed up to smash Xappy Swarm (Miiya worshipping Xaati).

In the Cambraun Range outside the Giant city of Magdenheim, Gongylus Gongyloids (Yazii worshipping Xorg) smashed the fleeing Golden Scales (Kobolds). Two weeks later the terrifying Xorg horde struck again, this time all but destroying the fleeing remnants of the Golden Scales.

## PANAGEARUMORS

The Terminators are giving up and have surrendered all their cities and gold to the Kodan Raman. Or so they thought.

New Blood is no more. DEATH will now come to you all.

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Nick Gnoll-tee is a slob!

The Kodan Raman have declared the isle of Mycenea their own personal playground!

Who is Zantho?

City Leader Valen of Mycene has fallen to his death from the walls of Mycene.

Xanthor has returned! The Terminator invasion of the West has begun and they now control most of the coastal regions. All they need now is a major port....

### **LORASIA RUMORS**

Rumor has it that K-9 Knights is no longer the fearless leader of C.W. He is now known as the fearless flee-er.

ICON has gained new recruits!

TT Ta ta he he ho ho ha ha.

FEAR is growing in power and will soon be Akuda's bane.

The Akuda Combine is nearly decimated but has one more trick up its sleeve.

FEAR is spreading its wings. Their first target: Spider's Wort.

I heard TT bribed the Great Dragon of Cosmopolis to defend Aztlan. Boy he'll sure be surprised when my agent bribes em! Draggy said send gold, be done!

Soon the marauding marauders will become the marauded! Stay tuned!

I heard more fleets were flocking to the banners of justice and are forming quietly off Quadro's shores, staying at sea until they're ready to go!

The will of Justice will be served. And served COLD!

I heard Bentpaw is afraid of the Grelgs on Quadro.

I heard ROC has sunk so low that everyone decided to worship TT instead of Kobold Khan.

Trollva smollva.

A large number of snarks were seen in waters around Quadro. Wonder why?

Bugs! Bugs! Everywhere damn bugs! Going to be a hot one this summer.

Shadowmane must be hunting Loony. He attacked Lean Mean Green only to find out "Oops! My bad! Wrong empire!"

The Crack of Doom has opened and a long forgotten army has risen from the grave. Their motto: Rule all Quadro.

### **BULLETINBOARD**

#### PANAGEA PLAYER NOTICE

Hey IDIOT,

I didn't realize you could think. Each time I read your ranting and raving about rewriting history, I thank my lucky stars that I don't have allies incapable of telling the truth. Hope you have many more allies like that.

You and your allies can keep the Old World. The New World will be the playground of my counterpart there. Enjoy whatever's left of the Old World. Guess I'll win anyway because you'll get bored very soon and off yourselves.

Hasta La Vista!  
Xanthor

P.S. It wasn't really necessary to identify yourself. I knew it was an IDIOT as soon as I read the first sentence.

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#### LORASIA PLAYER NOTICE

To: All Lorasias  
From: C#1320 Razor  
RE: Murder Inc.

To all Lorasias: Murder Inc has formed. This is not an alliance, but is a service organization to the denizens of Lorasias. No one who is currently a member of any alliance is allowed to join. One other restriction is that no Lawfuls are allowed membership. This is more for the role-playing aspect. We are not Chaotic sympathizers and Lawfuls may hire our services as well as Chaotics.

We offer scouts, maps, skills, spells and all other kinds of info as well as murder for hire. Gold, not power, is our motive. Currently there are seven Empires in the collective. To join please send the following information: Army #, Empire #, Character #, your real name and address and any email address you may have.

For those only interested in info, scouts, murder, etc. you only need to send Character # with your request. For those shy folks send only your Character # and a grey merchant middleman name, ID# and location.

Prices are negotiable. 1/2 up front, 1/2 on delivery. Virtually anything can be used as payment, even extra food and fodder.

We are not connected in any way to any other alliance and we are NOT the cult of assassins, but we do KNOW WHO THEY ARE.

Prices for assassination are formulated from number of opposing troops needed to sneak around to do the deed. Prices for alliance leaders are slightly steeper.

Your basic run-of-the-mill leader would cost only 2,500 gs. Infamous leaders like Tlatoani, etc. would be very expensive for example. Probably in the run of 25,000 gs plus expenses. We are not currently targeting him. We are only giving an example of a hypothetical situation.

We reserve the right to reject anyone from membership or any employment offers. We also buy information as well as sell it. This collective is well suited for small empires who are looking for role-playing not battles. We have two battle armies but these are fully for retaliation to informants malcontents.

Murder Inc decrees anyone caught spying or printing notices in CB of protest will summarily be executed at our convenience with no exceptions. In the most heinous, insidious manner which can be devised.

Interested parties please diplo:

C#1320 Razor  
Minister of Information

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#### LORASIA PLAYER NOTICE

After reading about all that griping in Conclave Chat in May concerning the number of bugs in Ziira Swarm, I looked at my scouting reports again. Guess what? I got the wrong scouting info. The scout of 500 non-combatants in the army came after the attacks on 3/14. I should have looked at the February report. My apologies.

Since I could only get scouting reports of the city, the error is not as bad as receiving multiple battle reports you initiated and still insisting the attacked army had Flee orders instead of Melee orders. To avoid errors in the future, please send me your battle reports. Then, I'll be able to help you read your battle reports correctly (e.g. the difference between the words "Flee" and "Melee") and also get the correct numbers of people in that army. I know Flee and Melee sound the same. However, they're very different tactics.

Why did you destroy Ashanti humans?

Tlatoani

#### LORASIA PLAYER NOTICE

While traveling through the steppes of the vast plains of Phrygian I was truly impressed with its beauty and its immensity. I would gaze out and daydream as I watched the numerous herds of horse and caribou and the flocks of thousands of sheep as they meandered about in all their innocence.

Just as I was about to leave behind its beauty I became suddenly curious as I spotted movement other than that of the sheep. As I ventured forth I espied thousands of ugly little heads popping up and down in and among the sheep. It was then that I realized that I had happened upon the breeding grounds of the abhorable little Goblins of Ratt Skinners.

As I hid among the tall grasses of the steppes I watched as they continued to spoil the virgin grounds around me and I knew that I must hurry to warn all those who believe in justice and law. Warn them of the evil being propagated among the fertile plains of the steppes. Thousands of little goblinoid creatures fouling all the land in their path as they continue to breed ugliness unencumbered and without fear.

Hear ye, hear ye all you fearless warriors. The time has come for all to bear arms to destroy the goblinoids before they destroy the beauty of Lorasias. We shall overcome only if we unite and march as one against evil.

Gern Stonefoot

#### SPECIAL OFFER

July 1st is a special date for us here at Advanced Gaming Enterprises as it marks the NINETEEN year anniversary of our first processing turns for the original Crack of Doom Playtest (the company itself was actually formed several months earlier). In celebration and to show our gratitude for your dedicated and enthusiastic support we have the following special offer: Send in a single check for \$50.00 or more for your CoD or CTF account during the month of JUNE and we will deposit that money PLUS an additional \$4.00 into your account. That's right, an additional four extra dollars game credit, FREE! It's just our way of saying Thank You! [Note: This is a 'CASH ONLY' offer that includes checks and Money Orders but NOT payments made by Credit or Debit Card.]

Debbie & Duane



## IN MEMORIAM

With great sadness we must announce the passing of Joseph "Joe" Holland, one time COD Player (55th Beastiary), long time CTF Player (Dutchman, Pancho Villa, Carver 'Artout, Felix the Scout, and many others). Joe had the distinction of being the only CTF player on the Standby List for most of the game's history and probably set a record for the most teams created (besides being a founding member of the Dynachrome Brigdade). But to us, more than anything, he was a friend — almost from the first day he wandered in on a CTF demo at an LA gaming convention. One of our "warmest" memories of Joe was playing paintball with him on one of the hottest days Southern California can muster and, in between half hour long sprints through the bush in the quest for victory, he would be swilling HOT coffee and having a smoke while everyone else was downing cold drinks and trying to catch their breath!

We will really miss Joe. His unique style, wonderful role playing, amusing banter, and the endearing "hello dere" greeting that preceded every conversation will be missed. Our most sincere condolences to Joe's family and friends.

In addition to everything else he was, including a Vietnam vet, Joe was a talented artist. What follows is a montage of some his best work.

