

THE COSMIC BALANCE



Issue # 236

March 2006

PANAGEANEWS

This month we begin in the Eastern Region. On the Crystal Plains, Hunter's Moon (Zraxxut worshipping LOOT Gnolls) destroyed Dragon Wing (Lo-kee worshipping CSA Lizara). Outside the Human city of Narga Thum, Queen's Grenadiers (Lawful Elves) defeated Distant Thunder (Chaotic Gnolls).

In the Black Mountains outside the Orc city of Grimhold, Northwind (Wicca worshipping Humans) smashed Andar's Own (Lawful Terminator Humans).

In the Crystal Mountains outside the Human city known as Havelock, Kodan Raiders (Chaotic Kodan Raman Gnolls) defeated Dark Brigade (Verra worshipping Humans of the Panagea Trade League).

Moving to Central Panagea.... On the island of Mycenea outside the Human city of Phoenix, Lomorian Wolf Pack (Chaotic Kodan Raman Gnolls) defeated the fleeing 1st Phoecian Imp. (Lawful Humans).

Moving to the Western region.... In the Elderwood forest outside the Ogre city of Morgroth, Black Company (Trimorph worshipping CSA Giants) destroyed Silvermist (Lyredh worshipping Humans).

In the Vaeld Mountains outside the Dwarf stronghold of Thraegens Deep, Mutton Birds (Chaotic CSA Giants) defeated the fleeing Red Horse (Lopra worshipping EGA Humans) while Throbacs (Wicca worshipping Humans) and Bengal Lancers (Wicca worshipping Humans) teamed up to destroy Red Jade (Lopra worshipping EGA Humans).

LORASIANNEWS

On the Isle of Quadro outside the Kobold city known as Cosmopolis, Ez'zak Pochteca (Lawful Kobolds) and Explorers (Lawful Kobolds) teamed up to smash the fleeing Trafalgar (Chaotic KIL Orcs).

On the Nulean Plain, Miiri Swarm (Miiya worshipping Xaati) all but destroyed Yangese (Trimorph worshipping Gnolls of the Triad alliance).

On the Verian Plain outside the Gnull city known as Duchy Of Hound, Holy Dyvers (Lawful HARM Humans) destroyed the fleeing Rabid Hounds (Cosmic Balance worshipping Gnolls).

On the Vardian Plain outside the Human city of Vardunon, Boulderdash (Lawful HARM Titans) and

Toe Jam (Lawful HARM Dwarves) teamed up to defeat Widomakers (Cosmic Balance worshipping Gnolls). Nearly two weeks later 9th Diamond (Lawful HARM Humans) destroyed the venerable Torocious (KIL Minotaurs). Meanwhile, at the nearby Giant city of Angonheim, Wave Warriors (Cosmic Balance worshipping ICON Humans) defeated the fleeing Foran's Axemen (Humans). More than a week later Red Fox Company (Lawful HARM Dwarves) defeated the retreating 1st Crimson Legion (Humans). Several days later Eternal Servants (Lo-kee worshipping Humans of the New World Order) defeated the fleeing Killer Kroks (Chaotic ACE Lizara).

In the Nadev Jungle outside the Lizaran city of Reeza'nesh, Melissa's Madmen (Lawful HARM Gnolls) defeated the fleeing Gozitens (Shhvoon worshipping Humans of the Akuda Combine).

In the Anvil Mountains outside the Dwarven city known as Balen's Deep, Lucy's Legion (Lawful HARM Gnolls) was repulsed in their attack on Zeta Swarm (Ya-zii worshipping Xorg).

In the region known as Malundia outside the Kobold city of Ez'zak, Peaceful Traders (Lawful Kobolds) and Najdorf (Lawful Kobolds) teamed up to defeat Xall Swarm (Miiya worshipping Xaati).

In the Pryma Forest outside the Dark Elf city known as Morlok'Ced, Night Stalkers (Chaotic Dark Elves) defeated the retreating Stompin Jugulers (Cosmic Balance worshipping Ogres of the IRA).

In the Cambrian Range outside the Human city of Lofton, the long anticipated battle between Tonatiah's Torch (Lawful Kobolds) and Ratt Skinners (Shhvoon worshipping Goblins) at last occurred. In a bloody clash that involved nearly 14,000 troops and more than 2,300 casualties the Goblins proved victorious! Meanwhile Frost Giants (Lawful HARM Giants) and K-9 Knights (Lawful Gnolls of the Crystallian Warriors) teamed up to defeat the fleeing 10th Virginia Inf (Chaotic Gnolls of the Akuda Combine).

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PANAGEARUMORS

Various Chaotic factions are running out of Food and Foes and so have begun to feed upon one another.

The Ratt Skinners have been spotted near Andar?!?

The city leader of Mycene is a loon. No really, he has feathers and everything!

Xanthor is slowing down with age. He now uses a cane and boy are the sheep unhappy.

Restore the balance or face the wrath of...

LORASIA RUMORS

Some say Murder Inc is the beginning of the end for Akuda spiders.

Bugs are still on the move. Kill them before they rebuild. I scout lots of 'em still. Where's the promised Dwarf Artillery and Elf Bug Spray?

Whatever happened to those mighty Trolls and Vampires? My seers tell me they're both extinct. Trollva smollva.

As if the Xaati and Xorg weren't bad enough, now we have reports of a very hungry caterpillar!

Recent defeats has caused dissension amongst the Akuda Combine. A split or even a civil war seem possible!

Vampires are once more on the prowl and in ever increasing numbers. Unfortunately they don't like the taste of bugs.

Come to the Dark Side — it's the better way.

BULLETINBOARD

PANAGEA PLAYER NOTICE

A certain Kodan Raman trio has been traipsing around Panagea "bravely" attacking little armies they believe to be "unguided". Well I am now the guiding spirit of one such victim and do you know? This littlest army of the Empire has TEN bigger brothers. MUCH bigger brothers. And they believe "Kodan Raman Noodle Gnolls" would make a DELIGHTFUL soup! Happily we have over 40 Sorcerors who can cast Locate Army and Observe Army. Let the hunt begin!

Sincerely,

An extremely hungry and ticked off older brother

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PANAGEA PLAYER NOTICE

Kodan losers, I hope you enjoyed reading those battle reports. That was just a fantastic performance against my army. Before the start of the battles, Wolverine Psychos had 90,000+ warriors, Vulture Legion had 60,000+ warriors, and Howling Winds had 50,000+ warriors. Hmmm. That adds up to more than 200,000+ warriors. Who were they afraid of? My army, of course. It started with 19,000+ warriors. In the Feb 2006 CB, the number of casualties reported (nearly 24,000) were almost evenly split between my army and the massive, spineless Kodan hordes.

That's right folks. The all-powerful Kodan needed more than a 20-to-1 advantage in order to achieve parity in losses. Guess anything less than that would have resulted in more Kodan losses. Congratulations on your hollow victory. May all future ones be just as hollow.

Xanthor

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LORASIA PLAYER NOTICE

From: A#865 Widowmakers
To: Rumor Writer (Jan '06)

Widowmakers are a neutral run position dedicated to the Cosmic Balance and recently to the ACE Alliance. You claim we're in league with Chaos — you bet your inbred leaders we are!

We were completely neutral until we attacked a Chaotic only to be repeatedly attacked by Lawful armies. 2,500 murdered by the forces of Law; Lawful who are to uphold the ways of Law. We of the C.B. must restore the Balance!

When you want to speak, don't cower in the rumors! Sociology dictates; your environment creates/makes the path in which one "becomes". If YOU don't like what we've "become", contact those who sent me down this path!

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LORASIA PLAYER NOTICE

The all-knowing and infinitely wise Melfus-Star, Minister of Enlightenment and Diplomatic Relations, Recruitment, and Peacekeeper, is in search of worthy beings willing to enlist into a strong Alliance, the Crystallian Warriors; Lawful opponents of Chaos and Evil. Those interested are requested to contact:

C#156 Melfus-Star
or RWN
Mr. Leslie D. White
30 Administration Road
Bridgewater, MA 02324-3230

LORASIA PLAYER NOTICE

From: A#261 Angels of Death
To: All Lorasians

It has been a long time since I last wrote to the populace of Lorasias. ACE doesn't make this a forum to badger, brag, or spread rumors. Only when it's deemed important, by the Dukes of Chaos, shall Lorasias hear from ACE.

At this time I would like to address a disturbing trend, a plague, affecting Lorasias. This "plague" has to do with the integrity of CODII. Many individuals are choosing to run in more than one alliance. Running an "undercover" unit undermines the design of COD. A good number of entities in other alliances, I hate to say, started out in ACE.

True Chaotics are few and far between. Lawfools are in control of Lorasias! To be a true gamer, Chaos is the only challenge. Riding another's coattails as Lawfools do with Tonatiuh's Torch is not a Chaotic's way. Tlatoani, not all your Lawfool allies are being upfront with you.

I've great respect for those in other alignments/alliances. Those such as Tlatoani and Greybeard of GOD who've been around for as many years as I, but the new entities... you'll NEVER see myself, Tlatoani, or Greybeard running an opposition's army "undercover". We live or die with our banners!

I now call out to all non-allied entities and Chaotics to come together to have your voice heard by the Dukes of Chaos. Those not in alliances or aligned come over to the Chaotic side. It's time for Chaotics to unify, to be free and thrive. Contact me by diplo or directly for my ideas.

Scott Dykas
Box 351
Waupun, WI 53963

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LORASIA PLAYER NOTICE

WANTED: Experienced warriors (nocturnal or enhanced vision only, no day trippers) to undertake a great and bloody undertaking. You will be paid well and outfitted with the best weapons and equipment, the finest foods and fodder for your stinking herds. If you believe you got the army (600+) and heart or lack of, diplo me and be on Con I.

C#1436 Khazid'hea

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LORASIA PLAYER NOTICE

In response to the miscreant (that is one who behaves criminally, for you illiterates/Chaotics) who thought he spied Tlatoani slinking around latrines, if he was he must have been searching for that ratt turd Corvallis! Seems as good a place to hide as any. And I, Quarian Moonbow, say that. If anyone else wishes to call me a "lackey" or one of a nature to take bribes, they may do so at any coliseum they choose to my face. I suggest the one at the city of Vardunon. But if you would prefer another place to rest in peace, by all means, name the place, I have Longships and would be happy to accommodate you. Call it granting a last request.

Yours in Law!

C#3131 Quarian Moonbow

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LORASIA PLAYER NOTICE

OLD SAYINGS

There are three sides to every argument: your side, my side, and the truth.

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LORASIA PLAYER NOTICE

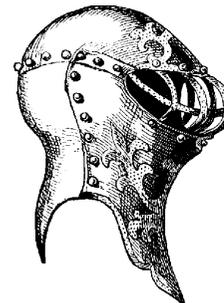
I was really upset to hear that the AC Alliance has disbanded. I mean, what good is a war if there isn't a crybaby or two to do battle with? Too bad you couldn't take the heat. Waa, waa, waa!!

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LORASIA PLAYER NOTICE

I'm curious to know what is really going on with the A.C. Is it true that they are now a defunct entity due to internal strife? Inquiring minds wish to know.

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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.

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.

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. Sometimes referred to as G.O.D.

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.

REMINDER

It is important to remember that the newsletter now covers two different game worlds: PANAGEA (COD I) and LORASIA (COD II). All newsletter submissions (Player Notices or Rumors) should clearly be labeled indicating to which world they refer. Not only does this make the information more useful to the reader but it also helps to avoid confusion between two positions with the same ID Number (one in each game). As stated in the House Rules, materials for the next newsletter must be received by the 21st of the month. Diplomatic messages should also clearly indicate what world they are for.

COD ON-LINE

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://www.hypercon.net~lanza>

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.

