

THE COSMIC BALANCE



Issue # 237

April 2006

PANAGEANEWS

We begin in the West which saw the bulk of this month's fighting. At the Ogre city of Morgroth, in the Elderwood forest region, Black Company (Trimorph worshipping CSA Giants) and Disembowellers (Trimorph worshipping CSA Giants) teamed up to destroy the Legion Of Mithra (Chaotic Humans). At about the same time Bear Clan (Trimorph worshipping Giants) defeated the fleeing Skull Smashers (Kauron worshipping Hobgoblins).

In the Kolaan Basin, Head Hunters (Trimorph worshipping CSA Giants) and Strychnine (Trimorph worshipping CSA Giants) teamed up to all but destroy Twilight (Lawful Terminator Humans).

On the Illyrian Plain outside the Gnoll city of Gildazar, Knight Riders (Lawful Terminator Centaurs) defeated the fleeing Deathwind (Chaotic CSA Trolls).

In the Vaeld Mountains, Lions Of the North (Wicca worshipping Humans) attempted to storm the city of Grandenburg (Lawful Giants). After fierce fighting the Giants just barely turned back the assault and are unlikely to be able to withstand another without heavy support. Will anyone rise to the defense of this lonely Lawful citadel? Meanwhile at the nearby Dwarven Cavern Complex known as Thraegens Deep, Throbacs (Wicca worshipping Humans) defeated the fleeing Transcontinental (Lawful AIM Humans), Mutton Birds (Chaotic CSA Giants) destroyed Red Shield (Lopra worshipping EGA Humans) and Bengal Lancers (Wicca worshipping Humans) destroyed Movers (Lawful EGA Elves).

Moving to the Central region, fighting was restricted to the troubled isle of Mycenea. In the opening engagement, Lomorian Wolf Pack (Chaotic Kodan Raman Gnolls) launched a massive attack against the fleeing Plains Drifters (Lawful Terminator Humans) and were victorious. Meanwhile at the nearby Human city of Mycene, Lupine Legion (Chaotic Kodan Raman Gnolls) smashed My Watch (Lawful Humans).

We finish in the Eastern Region where Vulture Legion (Chaotic Kodan Raman Gnolls) and Howling Winds (Chaotic Kodan Raman Gnolls) teamed up to defeat the fleeing Shadow Fire (Lawful Terminator Humans).

LORASIANEWS

In the Nadev Jungle outside the Lizaran city of Reeza'Nesh, Demora-Lizers (Cosmic Balance worshipping Gnolls of the New World Order) defeated the fleeing Ziri Swarm (Ya-zii worshipping Xorg). The very next day Ziri swarm was struck again, this time by Sentinel (Lawful HARM Centaurs) who were also victorious. Two weeks later Demora-Lizers launched another attack and Ziri Swarm suffered yet another defeat. Three days later Sentinel put the bugs out of their misery and wiped out the remnants of the Ziri Swarm. Some two hundred miles away Hammer (Lawful Dwarves of the Crystallian Warriors) destroyed Irri's Find (Ya-zii worshipping Xorg).

On the Isle of Quadro outside the Kobold city of Cosmopolis, Ez'zak Pochteca (Lawful Kobolds) defeated the fleeing Kuppa's Kossacks (Chaotic KIL Kobolds).

In the region known as Malundia outside the Kobold city of Ez'zak, Peaceful Traders (Lawful Kobolds) and Najdorf (Lawful Kobolds) teamed up to destroy Xall Swarm (Miiya worshipping Xaati). At about the same time 1st Praying Mantis (Miiya worshipping Xaati) defeated Cursed Temple (Cosmic Balance worshipping Lizara).

On the Vardian Plain outside the Giant city of Angonheim, 9th Diamond (Lawful HARM Humans) defeated the fleeing Killer Kroks (Chaotic ACE Lizara). Two weeks later Erin Go Bragh (Cosmic Balance Humans) defeated Chaotic Nightmare (Titans) while Eternal Servants (Cosmic Balance worshipping Humans of the New World Order) dealt the Killer Kroks yet another defeat. At the nearby Human city of Vardunon, 1st Thunder Legion (Cosmic Balance worshipping Humans) defeated Gathering Of Svina (Humans).

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In the Pryma Forest outside the Human city of Novograd, Elf'in Shadows (Trimorph worshipping Dark Elves of the Crystalian Warriors) and Def Knytes (Trimorph worshipping Dark Elves of the Crystalian Warriors) defeated the fleeing Grey Goblins (Shhvoon worshipping Goblins). At the Elven city of Lotheria, Deep Blue Skulls (Trimorph worshipping Orcs) attacked the fleeing Dirty Dawgs (Guardians of Destiny Gnolls) and made off with a small amount of loot. Two weeks later at the Dark Elf city of Morlok'ced, Maana Swarm (Miiya worshipping Xaati) attacked the fleeing Bad Blood (Chaotic Humans of the Akuda Combine) and also made off with a small amount of loot.

On the Nulean Plain outside the Gnoll city of Port Royale, Vlad's Avengers (Lawful Vampires of the Crystalian Warriors) destroyed Yangese (Trimorph worshipping Gnolls of the TRIAD alliance).

In the Cambrian Range outside the Human city of Lofton, Tonatiuh's Torch (Lawful Kobolds) and K-9 Knights (Lawful Gnolls of the Crystalian Warriors) defeated the fleeing Gongylus Gongyloids (Ya-zii worshipping Xorg). Two weeks later at the nearby Dwarven city of Reiginhold, Reexus (Miiya worshipping Xaati) defeated Azara Swarm (Ya-zii worshipping Xorg).

On the Agerian Plain, Fangs Of The Wolf (Lawful HARM Gnolls) destroyed the fleeing Renders And Eaters (Shhvoon worshipping Goblins of the New World Order).

In the Anvil Mountains outside the Halfling city of Hilltop Haven, Lucy's Legion (Lawful HARM Gnolls) defeated Zeta Swarm (Ya-zii worshipping Xorg) in a close battle.

[Note to New Players: This section ONLY reports on major battles. This does not mean that only combat occurs but rather that role-playing discoveries and adventures normally see print in Player Notices instead.]

PANAGEARUMORS

Xanthor is hard to kill. Just ask any Kodan lackey.

The New Blood has bled itself out.

I hear there's another "new blood" in town, if you know what I mean.

Nick Gnoll-tee was spotted swabbing out the latrines behind Bertha's Bar and Grill in Grandenburg.

The Terminators are impossible to kill. Just when you think you've got them, they slip right between your fingers.

There is a vast treasure waiting to be discovered, if only someone would look for it.

LORASIA RUMORS

Looks like ICON has finally showed its true colors!

And here I thought Neutrals were supposed to help the underdogs, not side with the ones on top.

The Chaotic armies will have to band together to survive both HARM and ICON!

The CW must be evil — they have Vampires in their midst!

Rumor has it that Continent One will soon become the Land of Law and Order. Only Lawfuls will be allowed to step foot on its shores. That leads me to begin pondering about the fates of Continents Two and Three, not to mention all the little islands in between.

Gro-Arguk has vowed to bring down HARM. Can he succeed?

The ICON alliance houses a traitor in its midst. It's always the quiet ones....

The Great Dragon (formerly of Cosmopolis) has found a new home!

Bugs killing/eating bugs? What's up with that?

BULLETINBOARD

PANAGEA PLAYER NOTICE

To the Wanderers of Panagea...

I have returned from the dark realm. I have returned to avenge my past. Returned to rid the world of the Terminator stench. Returned to appease Almighty Kauron's lust for blood. Returned to set Pan free.

Many things change since last I scratch dirt on Pan. Alliances, treaties... all change from before. Gots lotsa troops. Many followers. Take herds many to keep happy. Us comin' West to purge countryside and gather herds. Problem is not sure who friends be now.

Suggest alla Kodan friends diplo. Us kneed to know who not to kill. The purge of the West begins. If us kilz friendlies it be too bad. I give warning.

C#1187 Guardian
A#445 Grog! Guard
followers of Almighty Kauron
and member of fine Kodan Raman Alliance

P.S. Xanthor... I lift my leg onna you grave (once I shoo away alla them sheeps). Haaa, haaa, haaa!

P.P.S. No diplo... you target (I likes my elf rare).

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PANAGEA PLAYER NOTICE

Xanther...

Yu diskusting sheepeater yu. Yu blah, blah this and blah, blah that (maybe shud say baa, baa this and baa, baa that no...). Been eatin too much mutton. Need try Elf. Not mak holes in brain. Memory receptors disconnecting they be huh?

Yu phunny puttin' scribe to work (I know you too dumb to write) tellin' how poor Termites be overwhelmed on battlefield (everybody shed a tear). 20 to one odds. That terrible. Think somebody out to get yu no? Seems to me that be same taktic Termites use when they be in kontrol of Pan. Yu not remember them daze? I do. I not go away like so many did when Termites decimate tribe. Yu will die Xanther and all yer Termite skum. This war far from over. For me is jus beginning. There be a few old timers still on Pan that will never go away til yu ded and the Terminate tyranny is history.

I lift my leg onna yu grave...

Grog!

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PANAGEA PLAYER NOTICE

I believe everyone will agree Chaos dominates on Panagea. There seems to be only one Lawful force left to stem the tidal wave of Chaos. So WHY is it that month after month I see Wicca worshipers team up with Chaos to fight Lawfuls? These supposed purveyors of "balance" are all heretics. Their gods should not answer their prayers and should turn their Clerics into Squires at the very least.

So, as an empire who has managed to stay neutral and under the radar, I think I will not declare war on Chaotics per se, but on all "Wiccans" who are heretics. I shall adopt Wicca as my religion and stamp out the heretics. Change your ways, repent to the gods of Wicca and join me. Continue the heresy and die.

The Hounds of Heresy!

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LORASIA PLAYER NOTICE

If you're a Chaotic army currently located on the Isle of Quadro, this message is directed at you. Your armies were part of a group that attacked my armies and city many years ago. If you want to avoid further attacks, please leave the island ASAP. If I don't hear from you regarding your departure plans, I'll continue attacking your armies. I would prefer kicking you off the island instead of destroying your army.

Tlatoani
A#188 Tonatiuh's Torch

LORASIA PLAYER NOTICE

To: All Poor Role Players, Specifically the A.C.E. Alliance and A#275 Killer Krocs

From: C#1045 Long Toof, Warlord of the Glorious Jeotg Empire and Member of the I.C.O.N. Alliance

Let it be known that the next army that diplos me or my brother Empires with threats of attack unless we respond that we are "active", and gives us a deadline in which to respond, especially one impossible to meet, shall be attacked themselves with every resource at my disposal and that I will call a vote of the I.C.O.N. senior executive to have said army declared "An Enemy of I.C.O.N."

First of all you have to be either a coward and/or a poor role player to target "inactive" armies. ALL armies are active.

Secondly, all three of my Empires openly fly I.C.O.N. banners, and "active" or not, an attack on ANY I.C.O.N. army will not go unpunished. Just ask Foran's Axemen if they would take back their ill-conceived attack on an "inactive" I.C.O.N. member. That is, if you can find what's left of them.

I do not take this position out of vindictiveness, but out of a responsibility to protect my Empire. I have no choice but to take threats against it seriously.

Enough said!

Long Toof

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LORASIA PLAYER NOTICE

Over the past couple of years I've been asked several times why it is that I seldom precipitate a pre-emptive attack on enemy forces, especially when I find one of my armies in the same sector with one of them. So for those of you with inquiring minds the answer is very simple if you choose to use logical thinking rather than irrational impatience. **I am, and always will be, an ardent believer in the "6 P's"**. Simply put, it means: PRIOR — PLANNING — PREVENTS — PISS-POOR — PERFORMANCE. So for all of you that have found themselves at the losing end of a winnable battle have you ever thought about how much easier it would be if only you had an adequate LINE OF SUPPLY to keep your fighting forces and herds fed so as to keep them from starving to death, and to keep the troops properly armed while in the midst of battle. There's an old saying when I was in the military: "A well fed army is a force to be feared." This also holds true to keeping it properly armed.

This message is sent out to those who really care.

Your favorite progenitor of wit and wisdom

LORASIA PLAYER NOTICE

To: Lorasias

An emissary of the goddess Lyredh has contacted certain armies of her worshipers and has informed them that Lyredh is much displeased. It seems she was quite pleased with the dedication of Lyredh's Boulevard of Dreams and now someone has desecrated it by destroying it one sector at a time. She has commanded all followers of Lyredh to gather in said area and she will reveal the perpetrator(s) in a joint ritual and will demand their destruction.

Should said perpetrator(s) notify me with admission and a promise of reconstruction and reparations, this will avoid the convergence of many armies and costs of a many piety point ritual, which in turn will avoid your total annihilation.

Let it also be known that many Lyredh worshipers, such as my Empire, belong to the ICON alliance. This has nothing to do with ICON, so should the perpetrators fly alliance banners, Lyredh worshipping ICON members MUST depart from the usual non-aggression agreements usually in effect. Lyredh cares nothing for the politics of Law and Chaos, but cared deeply for her road!

In The Name of Joy and Beauty,
C#180 Padraig Goathoof
Warlord for the Beeteeater Empire

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LORASIA PLAYER NOTICE

To: C#3068 Sir Laydon
RE: CB #235 2/06

Sitting outside your banner tent within your camp outside the walls of Novograd listening to you and Lady Elaina talk of treason. You must wonder how we got so close to overhear you turncoats. Be careful what you sow. You speak of lack of teamwork, communication, etc. When right beyond your lazy Elf patrols Grey Goblins stalk you, while Red and White Skulls conspire to crash your fairy dance party under the moons and take your food and gold. That which fighting armies in your Alliance need to continue the fight. Yet you would rather spin tales of extravagant promises than help fight. There are enemy breeder armies of Goblins, Orcs and Giants ready to be transferred and trooped up to use against the same Lawfuls you bash, damn it Elf!

"Do something for your Alliance!"

C#1798 Knuf'ced

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LORASIA PLAYER NOTICE

To: C#733 Don Emilius
From: A Citizen of Lorasias

I have just read your notice about this UTOPIA and have only one question. What's this B.S.!!

Have you even bothered to point out to your flunkies, I.C.O.N., that you expect them to fight ALL of the Lawfuls' battles for them? If not they need to read paragraph 4 of your notice. But you and your Lawful buddies can continue to rampage across Lorasias.

But let's take this at face value and say the Chaotics agree to give you Continent 1 and move to Continents 2 and 3. Does that mean that all of the Lawful cities on those continents have to hand over control to Chaotics? And does that mean that all Lawfuls will agree to live and stay on Continent 1? And does that mean that the Lawfuls will be taking their flunkies ICON with them? Who gets their cities?

I'm sorry, but I just don't see this working. Mainly I don't see the Lawful armies not trying to impose their laws on others, whether they want it or not.

Now to ICON. If you had no knowledge of this and don't know what Donny is talking about then please accept my apology in naming you Lawful flunkies. But you'll need to publicly straighten Don Emilius on his using your name without your permission or knowledge. If you did agree with this UTOPIA then I say your entire Alliance needs to move to Continent 1 with your masters. There goes your neutral status.

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