

THE COSMIC BALANCE



Issue # 238

May 2006

PANAGEANEWS

This month we begin in the Western Region... On the Illyrian plain, Grey Robesmen (Verra worshipping Elves) all but destroyed Desert Knights (Chaos Worshipping Gnolls).

In the Vaeld Mountains outside the Human Cavern Complex known as Ferrous Mons, Mutton Birds (Chaotic CSA Giants) destroyed Terror (Lawful AIM Giants). Elsewhere, Lions Of The North (Wicca worshipping Humans) overwhelmed the battered defenders and conquered Grandenburg (Lawful Giants) — one of the last great Lawful Citadels.

In the region known as Aurumia, Rick's Reserves (Chaotic Kodan Raman Gnolls), 1st Kodan Division (Chaotic Kodan Raman Gnolls), Black Widow (Chaotic Kodan Raman Gnolls), Black Scorpion (Chaotic Kodan Raman Gnolls), and S.F. Giants (Chaotic Kodan Raman Giants) trounced the fleeing Flying Dutchman (Lawful Terminator Humans).

Moving to the Central Region we begin on the isle of Mycenea where Lomorian Wolf Pack (Chaotic Kodan Raman Gnolls) defeated the fleeing Plains Drifters (Lawful Terminator Humans). At the nearby Human city of Mycene, Lupine Legion (Chaotic Kodan Raman Gnolls) smashed the retreating Sea Rovers (Lawful Elves).

To the north in the Grimwall Range, Vulture Legion (Chaotic Kodan Raman Gnolls) and Howling Winds (Chaotic Kodan Raman Gnolls) teamed up to defeat the fleeing Shadow Fire (Lawful Terminator Humans).

We finish in the Eastern Region where the fighting was restricted to the ever-strategic Crystal Plains. At the Human city of Narga Thum, Hart Bowmen (Wicca worshipping Humans of the SNAP alliance) smashed Distant Thunder (Chaotic Gnolls) while Ice Bowmen (Wicca worshipping Humans of the SNAP alliance) defeated Companions (Shhvoon worshipping Humans of the SWARM alliance). The next day the Chaotics struck back with Wolverine Psychos (Chaotic Kodan Raman Gnolls), N.Y. Giants (Chaotic Kodan Raman Giants), Rogue (Chaotic Kodan Raman Giants), Kodan Raiders (Chaotic Kodan Raman Gnolls), Black Dog (Chaotic Kodan Raman Gnolls), Jack Wolves (Chaotic Kodan Raman Gnolls), and Silent Covenant (Chaotic Kodan Raman Gnolls) teaming up to all but destroy Hart Bowmen. Elsewhere Northwind (Wicca worshipping Humans) smashed the retreating and all

but defenseless Dragon Heart (Lo-kee worshipping Lizara of the CSA) while at the Giant city of Hillsdale, Elite Forces (Chaotic SAVAGE Humans) defeated 21st Legion (Chaotic Kobolds of the Diner's Club).

LORASIANEWS

On the Vardian Plain outside the Giant city of Angonheim, Toe Jam (Lawful HARM Dwarves) destroyed the fleeing Killer Kroks (Chaotic ACE Lizara). Several days later Erin Go Bragh (Lo-kee worshipping Humans of the New World Order) and D.O.A. (Lo-kee worshipping Humans of the New World Order) teamed up to defeat Chaotic Nightmare (Titans).

In the region known as Malundia outside the Kobold city of Ez'zak, Peaceful Traders (Lawful Kobolds) and Najdorf (Lawful Kobolds) teamed up to smash Xama Swarm (Miiya worshipping Xaati). More than two weeks later Peaceful Traders and Najdorf returned to finish the job and Xama Swarm was destroyed.

In the Pryma Forest outside the Human city of Novograd, Elf'in Shadows (Trimorph worshipping Dark Elves of the Crystalian Warriors) defeated the fleeing, defenseless and leaderless Grey Goblins (Shhvoon worshipping Goblins). Two weeks later and one hundred miles away Tonatuh's Torch (Lawful Kobolds) destroyed Thundering Hooves (Lyredh worshipping Satyrs of the Akuda Combine) while K-9 Knights (Lawful Gnolls of the Crystalian Warriors) ambushed and defeated the already battered Grey Goblins.

On the Nulean Plain outside the Groll city of Port Royale, Ricco's Roughnecks (Humans) were badly mauled in their ill-conceived attack on Thunder Spears (Lawful Elves). Two weeks later Vlad's Avengers (Lawful Vampires of the Crystalian Warriors) smashed the largely defenseless Mirii Swarm (Miiya worshipping Xaati). At the Titan Stronghold known as

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Esclarmonde, Saboor (Cosmic Balance worshipping Gnolls of the New World Order) crushed Lost At Sea (Cosmic Balance worshipping Titans).

In the Cambrian Range outside the Dwarven city of Reigenhold, Reexus (Miiya worshipping Xaati) defeated the fleeing Azara Swarm (Ya-zii worshipping Xorg) in a close battle. Elsewhere, Ratt Skinners (Shhvooon worshipping Goblins of the Akuda Combine) destroyed the fleeing Grey Ones (Cosmic Balance worshipping Humans).

On Morgren Island, Facilitators (Lawful Kobolds) smashed the almost defenseless Xepher Swarm (Miiya worshipping Xaati).

PANAGEARUMORS

Xanthor is still in hiding. He's embarrassed to have soiled his drawers.

The Kodan Raman is on the move. But where is it moving?

There is another new force to be reckoned with. Can you tell which one?

An old man was seen walking the battlements of Mycene. Only after long study could it be discerned that this was the once proud and mighty City Leader, Valen.

The PTL is back with a vengeance.

Who jumped into the Crack of Doom? And where did he go?

Alain Trueblood has sworn an oath of fealty to the Terminators!

Where did the New Blood go? And what are they hiding?

It looks like someone FINALLY noticed the extreme tipping of the balance and is prepared to take corrective action.

LORASIA RUMORS

The Trolls are on the move again. Make way!

HARM has harmed itself, it seems.

When the going gets tough, Tlatoani runs away!

It is rumored that Kauron the Despoiler has touched Lorasias and brought forth a new and terrible power to be reckoned with. Lawfuls tremble! Neutrals cry out in fear! Even Chaotics shy away from this horrible wonder.

An old man, a castle, and a note. Where will it all lead?

The silver portal leads to the treasure, but great peril surrounds it all.

Who says the CW can't fight? Anyone who's fought them, of course! Haw!

The Akuda Combine has returned, more foul — I mean powerful — than ever.

It is said among the few who know that Don Emilius is crazy, to put it nicely.

How many fools will die in pursuit of the great treasure of Ankar?

BULLETINBOARD

LORASIA PLAYER NOTICE

Re: Lorasias Player Notice in CB February 2006
From: A#179 K-9 Knights

The coward that placed the notice about the K-9's victory evidently has never been in battle yet. I, Paladin Quartermoon, say I can not make another army go head to head with me and my Gnolls. Now if you'd like to send a runner with a diplo and who you are and where you'd like to go head up with my K-9s all you have to do is write. I promise to respond.

What I don't understand is why you wrote nothing about what army I attacked or why their commander opted to flee and not go head up. I will not respond again unless you, a so-called commander, have the grapefruits enough to use your army name or character number and name.

My understanding of a win and yours, it would seem, are two different things. By one point or fifty, a win is a win.

C#342 Whisper Quartermoon
K-9 Leader and Supreme Commander
of the Crystalian Warriors

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LORASIA PLAYER NOTICE

To: Dark Minister CEO Murder Inc.
From: K-9 Knights

The CW accepts your invitation you offered in CB Feb '06. I do not require proof that you have the gold. Your word is good enough for me.

Paladin Quartermoon
Supreme Commander of the CW

LORASIA PLAYER NOTICE

To: C#1798 Knuf'ced and all the other H.A.R.M. leeches out there.

So you're sitting outside Sir Laydon and Lady Elaina's tent "spying" huh? Now I knew H.A.R.M.'s notorious reputation for spying and thievery, but I never realized how inept they were at it. You see, I know Sir Laydon personally and though a noble character he is, he is NOT an Elf nor has he ever been to Novograd. Typical H.A.R.M. lie. They think they know it all and run off at the mouth half cocked. I knew you believed Sir Laydon to be of MY army, Sylvan Swarm. After all, you and I were the only Lawfuls there. What you don't know is neither my army nor Sir Laydon's even BELONG to an alliance, yet both have aided TRUE Lawfuls with all we have, either by running errands or delivering much-needed goods, even though we have little to spare, both being new Empires. You, of all people, threw out the words "turn coat" and "treason"? I guess you'd know the terms best. Ask A.C.E.

and I.C.O.N., whom you cut your teeth living up to those terms. HARM's days of soiling the name of Law are coming to an end. True Lawfuls will see to that. I encourage any TRUE Lawful Empire currently in the H.A.R.M. alliance, if there even IS such a beast, to drop out now and not go down with the ship. Go it alone or join the Crystalian Warriors. While no one is perfect, at least CW and their leadership has integrity. Can you say the same about yours?

Yours in Law!
C#3121 Keryvian Moonbow
A#739 Sylvan Swarm

P.S. Yes, I give MY army name and number freely without shame or fear. You force ME to use 12 spell points to cast "Locate Character". I'll save you the trouble. Just use 5 and have your seer Locate Army. Better yet, I'm at Lofton, feeding TRUE Lawful armies, K-9 Knights and TT. You may publicly apologize or I'll be to see you. Good luck.

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LORASIA PLAYER NOTICE

To: A#865 Widowmakers

"Why did they attack meeeee!!!" "We only attacked 1 Chaotic and then we were attacked for no rreeeaaaaasssoooooonnnn!!!"

Stop sniveling and tell the truth. The only Chaotic army you attacked in the last 9 months is the one that looks back at you in the morning.

In June/July you attacked Skull Crackers. To the best of my knowledge they were not flying any banners. But the name does sound Chaotic so I guess that counts for something. But since that "Chaotic attack" you have attacked:

McGowan's Crew (Lawful/Dwarves) You Defeated
1st Scout (Lawful/Elves) You Defeated
Zamzummims of Zyph (Law/Dwarf) You Destroyed
McGowan's Crew (Lawful/Dwarves) You Destroyed

Do you call that neutral??? How ironic your army is the one with all the widows. Maybe instead of a whiner your true calling is as a prophet!

Garion of A#478 Boulderdash

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LORASIA PLAYER NOTICE

Integrity from ACE? The same alliance that threw new members out as cannon fodder against Greybeard's Raiders so Angels of Death could run away!

Don't cry now that your former members have turned into your enemies and come back to haunt you.

We don't call that integrity.

We call that Karma.

Thank you, Angels of Death, for treating your members so callously, for you loss was HARM's gain.

C#1921 Knaps Ughlot
A#435 Toe Jam



LORASIA PLAYER NOTICE

Re: CB Feb '06 by C#733 Don Emilius
From: The Onlooker

Don Emilius, now I've heard everything. You actually believe there will be a Utopia? I have talked with 3 alliance leaders who say ICON has not contacted them in over a year and more. It sounds like you may have a little bit of Pinocchio in you.

Being neutral myself, I cannot say that I, or several other neutrals nearby, were asked about this Utopia thing.

And how is the Balance shifted to the Lawfools (sorry) I mean Lawfuls? According to the CB it is ACE with 7 Empires plus. Let's face it, the battles go on. Even the ICON alliance has been in battle.

I have my eye on you Don Emilius.

See you in the trenches.

The Onlooker

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. Sometimes 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. 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.

WHAT'S NEW — COD II

Duane's been busy again programming changes to the system. Most are subtle tweaks or internal changes to improve efficiency or reduce errors. However beginning in May we do have two changes worthy of note:

1) Vampires can no longer make converts of BUGS (Xaati and Xorg) the rationale being these creatures are too alien for the process to work (makes sense). Real reason is play balance — some clever player figured out how easy it is and, left unchecked, would shortly have an unbeatable force! Vampires are tough, very tough, and, for play balance, the limiting factor is supposed to be numbers and making Vampires out of bugs would eliminate that factor.

2) We have changed the way Foragers work to make them more effective. Previously Foragers were handy for small armies (less than 1,000 and the smaller the better) but much less so for larger ones. With the new system their value is much more consistent over a broad range of army sizes and they are certainly valuable to one and all. However, large numbers of Foragers will not make you immune to starvation! The amount of food foraged is primarily determined by the sector conditions which is then adjusted by bonuses. Each army is assumed to have a limited foraging range. With a small or medium size army there are lots of places to look for Food. Eventually armies can get so large that you will find all the Food in range and adding more people won't help and starvation begins to occur as the number of people exceeds what can be found. The best way to avoid starvation is to watch your population size, forage in good terrain (Example: Forests rather than Deserts), maximize your foraging Bonuses (Example: Have a high Leadership Warlord in charge rather than a Battlemage), and keep stockpiles of Food on hand to cover shortfalls.

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.

20th ANNIVERSARY

It's 2006 and this marks our 20th year in business, a milestone of which we are understandably very proud. We plan a year long celebration but if you have any suggestions for changes or improvements for the games, newsletter or website let us know. Thanks for your support!

Good Gaming,

Debbie & Duane