

THE COSMIC BALANCE



Issue # 204

July 2003

PANAGEANEWS

This month we begin in Central Panagea. On the isle of Mycenea, Smasher (Lawful Terminator Humans) defeated the all but defenseless Loogt'n Lizards (Shhvoon worshipping Lizara). Meanwhile Fedaykin (Lawful Terminator Humans), Trekkers (Lawful Terminator Humans), and Wyraxian (Lawful Terminator Giants) teamed up to defeat the fleeing Vulture Legion (Chaotic Kodan Raman Gnolls) in a series of close and costly battles.

Moving to Western Panagea in the Tarakeen Forest outside the city of Galandir, Disembowellers (Trimorph worshipping CSA Giants) and Grave Robbers (Trimorph worshipping CSA Giants) teamed up to destroy Elvanas (Lawful Elves).

Finally in the Eastern region, in the Lorian Forest, Hunter's Moon (Zraxxut worshipping LOOT Gnolls) defeated Jackson Hole (Lawful Terminator Humans).

LORASIANEWS

On the Vardian Plain outside the city of Angonheim, Deathlords (Chaotic Gnolls of the Nemesis alliance) all but destroyed Amazons (Lyredh worshipping Humans). Weeks later Deathlords attacked again, this time smashing Aldan Raiders (Giants). Two days later Red Rum Inn Patrons (Shhvoon worshipping ICON Humans) defeated Dolphin's Dream (Minotaurs) in a close battle.

In the Cambrian Range outside of Magdenheim, 10th Virginia Inf (Chaotic Gnolls of the Akuda Combine), Foresters (Lyredh worshipping Satyrs of the Akuda Combine), Bloodnguts (Lo-kee worshipping Giants of the Akuda Combine), and Bad Blood (Humans of the Akuda Combine) teamed up to destroy Domus Foederatis (Lawful HARM Humans). Meanwhile Gresellshaft Narren (Lyredh worshipping Giants of the Akuda Combine) virtually wiped out Cohors II Ped Camp (Lawful HARM Humans). Two weeks later outside the city of Lofton, Foresters and 10th Virginia Inf continued their attacks by destroying Clan Broadbelly (Lawful Dwarves).

On the Sea of Varen, Skewed Scales (Kobolds) defeated the fleeing Kobolds Of The Seize (Chaotic KIL Kobolds) in a close battle.

In the region known as Malundia outside the city of Ez'zak, Eternal Servants (Lo-kee worshipping NWO

Humans) destroyed the pitiful remnants of Black Hand (Chaotic KIL Kobolds). Two weeks later Peaceful Traders (Kobolds) cut up the virtually defenseless Fang (Chaotic ROT Lizara).

On the Agerian Plain outside Kingston, Red Maw (Lawful HARM Gnolls) defeated Howling Fury (Chaotic ROC Gnolls). Meanwhile 2nd Legion Of War (Ogres) defeated Black Company (Trolls). Two weeks later We Gotchya (Chaotic Nemesis Kobolds) defeated Shining Path (Humans).

On the Nulean Plain, Cold Stream Guards (Lawful HARM Elves) defeated Spasm Spasm Boogie (Chaotic Lizara) in a close battle.

In the Pryma Forest outside of Lotheria, Ratt Skinners (Shhvoon worshipping Goblins) smashed the fleeing Dirty Dawgs (Guardians Gnolls).

On the Isle Of Quadro, Tonatiuh's Torch (Kobolds) destroyed Sea Wolves (Chaotic KIL Kobolds) in a titanic battle

PANAGEARUMORS

The Terminators are on a dead run. If they don't stop running they will be dead.

The isle of Mycenea is sinking fast under the weight of thousands of warriors ready for battle.

Could it be? We actually spotted a KIL army? No way!

Shhvoon worshipers are wimps!

LORASIA RUMORS

HARM better get out of harm's way before they are forced to change their name to DEAD.

"Akuda Matata, what a wonderful phrase, Akuda Matata ain't no passing craze, it means no worries...." Not so, Akuda Combine.

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Fear the nachrichtendienst. Gesellschaft Narren does.

The buzz among Crystalian Warrior campfires is Melfus-Star's big decision to change his name to either Neville Chamberlain or Koffi Anan.

HARM armies are fleeing to the far west of the Cambrian Range and Nulean Plains. They are even hiding their banners in fear of relentless Akuda attacks.

It looks like the Xaati brought along some friends... or maybe not....

The Akuda Combine is quickly becoming the most banned alliance of all time.

HARM is experiencing internal strife as members argue how to survive the Akuda onslaught.

Knaps Ughlot's Toe Jam is MIA lately. They have fled Magdenheim and left other HARM armies to be wiped out.

The Crystalian Non-warriors are making threats? Have they ever won a battle?

BULLETINBOARD

LORASIA PLAYER NOTICE

Heard at the camp of A#316 Eternal Servants:

Warlord Jarvis stood at the edge of the Malundia Jungle outside the city of Ez'zak staring into the low-lying fog. His trusted Lieutenant Romulus stood close by as Jarvis spoke to him of many things important to the Empire. Jarvis spoke of his desire to have the Empire free from any Alliance constraints.

He told Romulus that "We should be free to choose our own friends and not be forced to break bread with those I'd rather cleave than see breathe. We are strong enough to stand alone."

Jarvis turned toward the city and spoke from his heart. "I can not wait to get away from this freakin jungle and back to open land or sea. We will soon seek a place to build a city for ourselves and follow our destiny."

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LORASIA PLAYER NOTICE

Greetings to all:

I hereby proclaim the establishment of Xanadu (s216 in sector 35- 11), for the glory of the Balance and of the ICON Alliance.

Warlord Xia Xia Mah
of the White Crane of ICON

LORASIA PLAYER NOTICE

To: C#643 Black Wolf
From: C#577 Kundig, Council member, Akuda Combine

I think, first off, I should state our reasons for attacking your alliance. They are not, as you say, just because you are Lawful and push your views on everyone. That is merely annoying. It wasn't even that K-9 Knights had attacked 10th Virginia Inf (and got pounded by my army in return). That was in the past. Forgiven, but not forgotten. It was allowing/inviting Shadowmane to join that pushed you over the edge. Shadowmane is/was a recent tag-team battle partner of Tonatiuh's Torch. TT is the face of evil. No conscience. No remorse. No accountability. You allied yourself with that scum and proved your intent to continue hostilities.

I'm sorry, should we have waited until you linked up and attacked our Chaotic members?

The debate over attacking smaller armies has been done over and over again. Trade and breeder armies are legitimate targets of war. I don't think you can design your attack order to say "don't attack anything less than 1 year old". If you are new you shouldn't join any alliance, much less an evil and aggressive one such as yours. An alliance can't really prevent you from being attacked. The best they can do is avenge you.

Finally since our forces TARGETED Toe Jam it shuts down your line about us ONLY attacking small armies, doesn't it?

"IF" you show up we'll cut you down like all the rest. Bring it on.

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LORASIA PLAYER NOTICE

To: Corvallis "Conslinger"

Your pathetic attempts to vilify HARM are laughable. The Akuda Combine has named HARM an enemy by word and deed!

Equally pathetic are your attempts to retract your veiled threats and incite others against us.

You go so far as to suggest I've been "B Guiled" by T.T. into being their cannon fodder. The fact that T.T. has not sustained any casualties suggests to me that the A.C. is unable to inflict them. Would it not?

You should have let your squabble die with K.I.L. You have no idea what you stepped in. With that said, we of HARM await your surrender, with adequate recompense, of course.

In Lord Arkyn's Light
Lord Palan Tark

LORASIA PLAYER NOTICE

By the Chalice of Lyredh! That was my big, huge, earth-shaking "lie", that 109th had Flee tactics when it didn't?

Please! Get real. Oooo ya got me. I screwed up. I guess the incredibly vast numbers of your lies and omissions are justified now.

You're right, Tlatoani. We stink on ice and should all just bow down before the altar of The Great Player. We should command our armies to lie down and let you slit our throats. Maybe we should slit our own throats and save you the trouble. Oh that's right, we're so pathetic we'd probably miss and end up cutting off our ears.

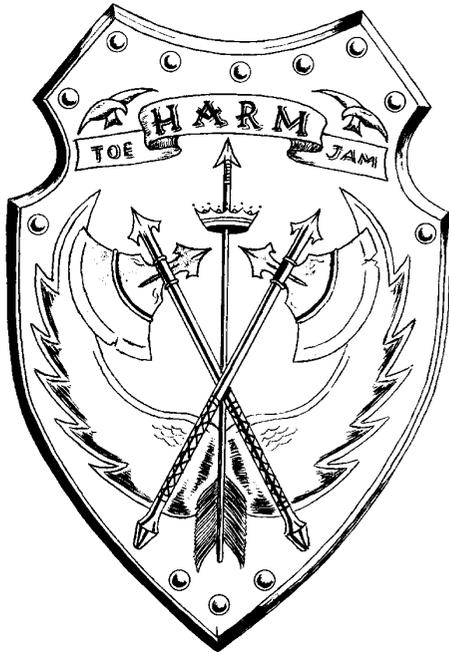
On the plus side we wouldn't have to listen to you anymore.

Kundig

Oh, as for fighting Ratt Skinners. Remember to be careful about what you wish for. You just might get it.

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LORASIA PLAYER NOTICE



May the shield of Toe Jam
And all that it stands for
Be the bane of Akuda Combine.

May the Order of Law
Have mercy on your soul.

All others stay out of HARM's way.

Knaps Ughlot

LORASIA PLAYER NOTICE

To: Wylee Davueson and his army of 16 Foragers
From: Falrik Bloodmoon

Let Revenant's League (empire) be a lesson to all who want to fight the Akuda. They have lost approximately 1,500 Warriors and 800 Nonwarriors, while only inflicting over 200 Akuda losses. In addition, they've lost over 3k in herds, about 90 Characters, plus lots of food/fodder/wagons/gs etc. Revenant's League has fought 9 battles against the Akuda Combine and lost 8. Their one mighty victory they actually lost four times the amount of people as the Akuda army! This HARM empire has lost 3 armies and the fourth ran into the woods with only 16 Foragers left. So Wylee, we hope to meet your scouting party, errr I mean army again real soon.

Oh, did I mention that your ally is back on the Isle of Quadro the same time we are decimating your armies. Not sure what Corvallis meant when he said HARM would be taking all of Tlatoani's losses.

Falrik Bloodmoon
Commander of Bad Blood
Akuda Combine

(Disclaimer: These are approximate numbers. Don't want Tlatoani calling me a liar because my numbers are off by 20 Nonwarriors. Too busy killing more HARM warriors to count all the dead.)

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LORASIA PLAYER NOTICE

Dwarves fight Giants, outnumber them, cut them in half. It's skill.

Goblins fight Centaurs, outnumber them, cut them in half. It's luck.

Riiiiiiight.

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LORASIA PLAYER NOTICE

News overheard by No Nose Gruffler the Orc of Morlok'Ced while spying on A#359 Blood Rage:

"On orders from the Empire's leader I, Manslayer, have called this meeting of our entire Empire to tell you we are free of the broken Alliance called R.O.C. We now stand with none but ourselves. We will seek friends of like minds. We will join no other alliance. We will seek our own path, befriending those WE choose, not ones we are ordered to. We reserve the right to befriend Lawfuls, Chaotics, Neutrals and non-aligned as we see fit. Others may not acknowledge this change. So be it. If they have a prior claim against us then they should feel free to complain, change with us, or fight. That's their right."

LORASIA PLAYER NOTICE

When Toe Jam fought Gesellshaft Narren they had the Giants outnumbered 2-1, heavy troops to heavy troops, size 1 to size 5.

When Ratt Skinners was attacked by Sentinels they had the Centaurs outnumbered 2-1 as well, but it was 1/3 Sailors, 1/3 mixed medium and 1/3 heavies, vs. all heavies. Size 1 to size 4.

The Centaurs are smaller than the Giants and the Giants get an additional point to Strength. This is balanced by all Centaur troops being Cavalry (on open plains!). Centaurs and Giants are roughly equal even though the Giants have a slight edge.

Dwarves get 1 point to Strength and 2 (TWO!!!) points to Constitution making them extremely tough warriors. They hit hard and take a beating and come back for more. Goblins get a point to Agility. This makes them harder to hit, but they die easier and don't do as much damage when they hit back. Dwarves are MUCH tougher than Goblins. The only real advantage was the Goblins fought in darkness.

So, still think it was luck?

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LORASIA PLAYER NOTICE

It seems that the alliance of the Akuda Combine has immediate openings for not one position or even two, but THREE! Any takers?

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LORASIA PLAYER NOTICE

Look at that wagon train heading into Port Royale. What is that on the carts? AK huh? I'll bet they end up in harm's way.

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LORASIA PLAYER NOTICE

To: Black Wolf & Melfus-Star
From: Corvallis

You two can cry foul all you want. Bottom line is you allowed armies such as K-9 Knights and Shadowmane into your alliance. Both of these armies have histories of unwarranted attacks on armies that are now part of the Akuda Combine. If you truly wanted to avoid bloodshed you wouldn't ally with these thugs. If you want a piece of the Akuda Combine we'll be waiting, but you'll probably have to wait in line.

Corvallis
Consigliere of the Akuda Combine

LORASIA PLAYER NOTICE

From: C#1085 Murgatroyd Pochinsky

Hear Ye! Hear Ye! Hear Ye!

This is a special notice to the Pochinsky clan throughout Lorasias.

The time has come.

The Sages and our elders have declared the name to be....

COMPANY NEWS

In recent months service has not been what it should be, particularly for CTF customers and those awaiting responses to emails. For this we apologize. To be honest, it's all Duane's fault. In recent years he has taken on a Superman mentality, thinking he can do anything and everything. As a result he kept piling on the non-AGE responsibilities and time commitments until eventually he over did it and AGE began to suffer. Finally he has seen the light and beginning July 1st he is withdrawing from a non-recreational ten hour a week commitment and devoting all the extra time to AGE. That's better customer service, better turn around time, and a bigger commitment to game development! Speaking of game development, now is a good time send in those ideas and suggestions.

SPECIAL OFFER

For COD II Players only.... Did you ever want to play a REALLY BIG position? Fight wantonly without disrupting your carefully established political relationships? Take the opposite side in the Law/Chaos conflict without a conflict of interest? Or perhaps just explore new political and role-playing opportunities? Well here's your chance and we'll set you up for FREE! If you currently run at least one position in COD II and nothing in COD I and have a positive account balance you qualify! Just send in a NPC request for COD I and a note of explanation and we will send you a FREE COD I rule book (if you need and ask for one) and a FREE NPC setup. For the NPC setup just give us some guidelines on what you want ("Elves", "Anything Chaotic", "Something with ships", etc.) and we'll get you started right away! Note: Requests for "The Biggest Empire", "The Most Powerful Army" or the "Richest Position" aren't really considered to be proper role playing and will be ignored. This offer is good through July 2003 and must be received by AGE through the end of the month. New positions are also eligible and even Advanced Races!

Good Gaming,

Debbie & Duane