

# THE COSMIC BALANCE



Issue # 181

August 2001

## PANAGEANEWS

This month we begin in Central Panagea on the island of Mycenea where Wyraxian (Lawful Terminator Giants), Plains Drifters (Lawful Terminator Humans) and Crusaders (Lawful Terminator Humans) teamed up to smash the undefended and fleeing Juggernauts (Shhvoon worshipping Lizara). At about the same time Gatherers (Lawful Terminator Humans) defeated Lava Lamps (Chaotic LOOT Orcs), Clan Thaxton (Lawful Terminator Humans) defeated Short Arm Of Chaos (Chaotic Kodan Raman Orcs) and outside the city of Mycenea, Illuminati (Lawful Terminator Humans) defeated Black Swords (Lopra worshipping EGA Humans). On the nearby Akrinor Island outside Nikko Shima, Fedaykin (Lawful Terminator Humans) destroyed the Azoreans (Lo-kee worshipping Wild Elves).

Moving to Western Panagea outside the city of Thraegens Deep, Urotsukidoji (Lo-kee worshipping CSA Humans) defeated Hemlock (Lawful EGA Elves). Several days later on the Illyrian Plain at the city of Hampton, Lomorian Wolf Pack (Chaotic Kodan Raman Gnolls) and Wolverine Psychos (Chaotic Kodan Raman Gnolls) teamed up to destroy Seminole (Lawful AIM Humans). Shortly thereafter Lupine Legion (Chaotic Kodan Raman Gnolls) attempted to storm Hampton (Lawful Terminator Humans) itself but was eventually forced to withdraw after heavy fighting.

Finally we move to the relatively quiet Eastern Panagea. On the Crystal Plains outside of Narga Thum, Moondogs (Chaotic Kodan Raman Gnolls) defeated Ljosalfar (Lawful Elves).

## LORASIANEWS

On the Vardian Plain, Golden Pendulum (Cosmic Balance worshipping ICON Humans) destroyed the pitiful remnants of Wyraxian (Lawful Giants).

On the Agerian Plain outside the Goblin city of Isengak, Dwarven Axes (Lawful Dwarves) defeated Gang Green (Chaotic ROC Goblins).

On the Nulean Plain, Pandion Knights (Lizara) defeated 1st Black Dragoons (Chaotic Lizara).

On Fenway Island, Wriggling Maggots (Chaotic ROC Hobgoblins) smashed Mayflies (Lawful Guardians Halfings).

## PANAGEARUMORS

Throughout Panagea, followers awoke to the joy of a wonderful shared dream — the demise of a hated foe.

The Terminators are in secret negotiations to enlist new allies in their war vs. Chaos. They are also trying to force AIM to take a much more aggressive role in the conflict.

Mystics have detected a disruption in the fabric of the universe. Its cause is unknown but it is doubtless a portend of ill things to come.

Dragons make for powerful allies.

The Terminators, apparently bored with their Chaotic foes, have now begun to attack fellow Lawful alliances.

The lost Treasure of Trebor is said to be located in the Grimwall Mountains.

## LORASIA RUMORS

Who is Trey Buckett and why do city leaders fear him?

As foretold in the great runes of Carnac, the Eater of Worlds has returned. So begins the age of darkness and despair.

Furro Half-ear lives!

Creatures from the abyss! Run! Flee! The end is here!

Published and Copyright By:

**ADVANCED GAMING ENTERPRISES**  
POST OFFICE BOX 214949  
SACRAMENTO, CA 95821  
www.ageforfun.com

After a brief respite in the fighting, ICON has reformed their battlegroups, reassigned targets and are even now marching forth to battle.

New Lawful groups are banding together to combat the powerful menace that is Chaos.

### **BULLETINBOARD**

#### PANAGEA PLAYER NOTICE

To: Xanthor  
RE: Your Wizard Of Oz comments

The Scarecrow thought up the plan to free Dorothy, thus he had a brain.

The Tin-man cried at the thought of Dorothy in the clutches of the Wicked Witch, thus he had a heart.

The Lion didn't run away in the rescue attempt despite his great fear, thus he had courage.

The only one that truly was lacking was the Wizard.

Hey! You're a wizard, right?

Neil Peart  
Sun Dogs

+ + + + +

#### PANAGEA PLAYER NOTICE

In reply to Xanthor's previous notice, I have a few points to bring up. The basic summary of Xanthor's message is that Chaotics expect him to be stupid and when he does not conform to their wishes, the Chaotics whine. As usual, Xanthor is more interested in scoring points than dealing with the truth.

In many notices in past Cosmic Balances, Xanthor has mocked Chaotics for not being able to stand up to his overwhelming attacks. His bestest little buddy Decapitator has added to the insults in numerous notices too. Having been on the receiving end of some of these attacks I can truthfully say two things: In some cases I never saw the attack coming, and in other cases saw the attack coming but could do nothing to stop it. In both cases, my large battle armies were not in position to protect my small armies from the Terminators. "So what?" you say.

The "what" in this matter is that for years the Terminators have specifically targeted small armies time and time again. When the Chaotics began to do this to the Terminators, the Cosmic Balance was inundated with notices from Xanthor, et al, complaining and whining at a loud volume that the Chaotics were cowards for using this Terminator tactic. Perhaps "plagiarism" is more correct.

Next on the agenda are the many notices that the Terminators sent in calling Chaotics cowards because they ran from Terminator armies of such size that the Chaotic armies would not have lasted through the

second Melee Phase. Now the Terminators are running from the Chaotic battle armies when there is a very good chance that the Terminators could lose battles. Only now Xanthor is not the coward he branded the Chaotics for using these very same tactics; no, Xanthor is a "military genius". Perhaps a legend in his own mind is much closer to the truth.

No Xanthor, we don't expect you to be as easy as, well, as easy as Decapitator when "randy" sailors hit port (wink-wink!). We don't expect you to stop attacking armies that you outnumber 50-to-1 or more and then publicly beat your chest and loudly proclaim your "martial prowess". Because that would be too much to expect from a blow-hard such as yourself.

We expect you to keep running away from stand-up fights, to keep attacking small armies and to keep running your mouth. In the end the Terminators will still be dead. The time and place of your demise are the only variables in the equation.

Hastur of the Unforgiven  
"Hasta la vista, cry-baby"

+ + + + +

#### LORASIA PLAYER NOTICE

To: A#179 K-9 Knights  
From: The On-Looker

Ok, Paladin Quartermoon. Leader of the K-9 Knights and Crystalian Warriors. What have you got to say for yourself? It seems now you have upset not only the Chaotics, especially this Lord of Destruction, but the Lawful Lords Arkynsword and Treborson as well. Will somebody please tell me what is going on?

What policy difference can you have that would cause both the Houyhnyemen and Revenant's League to separate with negotiations for membership with your alliance? Are your policies so strict they are not flexible?

Since it is Lord Arkynsword and Lord Treborson who bring this up, maybe they should be the ones to ask as to why the Lawfuls have replied in such a harsh manner.

Since it seems the negotiations were done by diplomatic means, there is nothing in the CBs to inform our reading audience as to why you, Paladin Quartermoon, would cause not one but two Lawful armies to break off negotiations to join your new and growing alliance.

Hopefully you or someone will answer these questions so the readers, as well as myself, will understand what is going on.

I will be keeping my eyes on you, Paladin Quartermoon. Until then, see you in the trenches.

LORASIA PLAYER NOTICE

To: The Vardian Partnership  
From: The On-Looker

My heart is heavy at the loss of the army called "Knights of Papert". I already knew this would happen. It was just a question of when. Now a Neutral army has been destroyed by another Neutral army. 'Tis a sad day.

I hope the player in question is still wanting to play. Restitution will not bring back your army, but help with skills and bonuses will aid your next army to move toward a bigger and better army.

I can only guess as to why you chose not to diplo someone and let them know you were active. But then again, who are they to make you do what they want?

No excuse, Wolfpack. But I see in CB#179 you admit, as a player, that a mistake was made. I commend your stepping forward and saying that. Jaws of Thirst, who is only a part of the Vardian Partnership but did not do the attack, offers further compensation. I thank you for your understanding that this is a role-playing game and is meant for everyone to interact and have fun.

But I do fear this will happen again. Not everyone wants to diplo someone they don't know and tell them, "I'm alive, don't shoot."

So I say to the ex-owner of Knights of Papert, I hope you will continue to play in the game.

See you in the trenches!

[Ed: In role-playing terms whether or not an army is run by a player or is an NPC doesn't matter. An army is an army. Distinguishing between non-player armies and player-run armies is not role-playing.]

+ + + + +

LORASIA PLAYER NOTICE

I have been responding to the "observer" and "neutral observer" for a few months now and have decided to make one more. I have not received any response to my request for some from interested parties regarding Gray Hollow. So I regard this as a closed issue and therefore have no more to say either. I am also proud to announce the start of another ICON city on the island. True, we have just started and will take a slow approach to building it. This one will be Human also, but the third city will probably be a Gnoll city.

John Hunt  
Gray Hollow

+ + + + +

LORASIA PLAYER NOTICE

To: Layter, Minister of Info  
Re: CB #178

First of all, Layter, if I have a question or statement for you, I will address it to you. I expect the same courtesy. To run all your responses and false statements (some of them, not all) into one long response is not professional and unworthy of a Lord in your position.

Let's get started on the false statement first. CB#177 says, "As a journalist I will continue to dig until I find out who and why." This was in reference to the Crystallian Warriors upsetting someone on the Chaotic world. RIGHT? I never once said I would help anyone or would publish what I found. You made all that accusation yourself. You assume too much as to what you think I will or will not do. Are the Chaotics picking on the CW? Look at the rumors in CB#175 and CB#178. Nothing but things said against Neutrals and Lawfuls. You know, it could be that the Neutrals are picking on the Lawfuls, who are picking on the Neutrals. Can you explain this?

Second false statement: You said I knew the K-9s were ex-GOD. All I see is what I read and what my army(s) came across. Why should I believe you in what you say? You fabricate stories and bend the stories to fit what you want to say. Everybody is wrong but you. Where are the K-9s and what continent are they on? I'll find some way to check them out myself so I'll know. But tell me this... does it mater if they are G.O.D. or CW? They are still Lawful, right? Duh...

And last but not least, you said I turned it into an attack on Chaotics halfway through. Quote me any part of what I wrote as to where I attacked Chaos. You can't. Again, another fabrication to bend the story to fit what you ASSUME it says instead of reading it at face value. I guess that is why you are Chao"tick". Because you sure couldn't be Neutral or Lawful and tell that many whoppers without someone parenting you and putting soap in your mouth for being untruthful. You don't like the taste of soap, do you? This answer ought to catch the readers' attention!

The On-Looker

+ + + + +

LORASIA PLAYER NOTICE

Written on a wall in an Isengak Inn:

Hurry up And Run you Miscreants for word is starting to spread of a new alliance of Lawfuls. These are a group of people who are for the people not against the people. The alliance is based all over Lorasias. There are all races in this alliance. They are not picky. Their word is their honor. Their honor is their life. Once their word is given it is their law. It is open to all be ye warriors or explorers.

To be crossed or to be deceived is to die.

LORASIA PLAYER NOTICE

To: 9th Diamond  
From: The On-Looker  
Re: CB#179

I hate to tell you this but I, the On-Looker, did my research (per CB of course). The so-called recruiting announcements in CB#171 were in the rumor section. They were not signed and there was not an address/army number to write to join up. Rumors are not fact. Did you see anything written and signed by the CW that said they were G.O.D. allies? Again, that was in the rumor section, and no, I didn't miss it. But I read the topic heading first before I made a judgement call.

I never once stated that the K-9s weren't former GOD members. In fact, in CB#179, Mr. Tillman says they used to be in the past. As for the artwork of the crossed sword and axe over a shield, until you said something I never really noticed it. I see what is on the hilt very clearly now. Nice work JT.

I could not tell you if Mr. Tillman was active in Dec '99 or if he dropped out a while and just started back up. You would have to write him and ask him.

As for why the On-Looker started up in Jan 01 it was because of a New Year's promise to my friends and myself to help others as well as myself notice and take note of things they see. Just like you did to me on Mr. Tillman's shield. Thanks for pointing that out.

I liked your signature. Very creative and well role-played. I applaud you!

As for my stirring the pot, as you say... my reply is: As long as someone keeps putting chicken or bull in my stirring pot, I'm going to keep stirring!!!

See you in the trenches.

+ + + + +



LORASIA PLAYER NOTICE

I have often wondered why you continue to bring up the subject of Gray Hollow and now know why. But since that would be out of character to let everyone know who you are, I won't. But you are getting annoying and time will tell. Stick with the facts, don't twist them to fit your purpose. We are not dumb and can tell the difference. If you have a problem, attack the ICON city and destroy it. But "OH" that would mean you would have to come out in the open and do something. True, ICON is mostly located out east and does not have much near Gray Hollow so maybe you should go ahead and do it. True, you could pick up an inactive army and train it up and attack them, that way they wont go after your main position. But since I just sent in this Player Notice maybe they will know that someone is planning to attack that way. So as they say "put up or shut up".

A Tired Neutral Observer

+ + + + +

LORASIA PLAYER NOTICE

To: Abaddon the Chaotick  
From: The On-Looker

It took a while to figure out who you were but I finally found your name in CB#172. So now that I know who you are, let's roleplay. It was a mystery as to who or what group (if any) were sending rumors in on the CW and who was putting them down. I mean, come on. How brave to you have to be to pick on a two army alliance? My words must have hit home for you to even write, so my crosshairs are right on target. Your macho ego and emotions made you write. And judging by your lack of ability to spell Lawful is a sign of low self-esteem. I cut down my enemy to make me look better. Now that's a new strategy. What a genius you are... duh!

As far as someone making Mr. Tillman upset personally, I wouldn't know. I only know of him through his letters in the CB and a diplo I got from him several months ago asking me if I'd like to join the CW. Being that I am not Lawful I would not join him.

But I will say that an old wagontrain master once told me that a hit dog will holler. I will be looking on AGE's website for any further replies to discuss from you.

Until then I will just watch as the Chaoticks pick at Lawfools, who pick back. What a world we make for ourselves.

See you in the trenches....

+ + + + +

## LORASIA PLAYER NOTICE

A#160 Guardians and A#293 Sentinel are under new management. They will no longer be flying G.O.D.'s banners. Anyone wishing to continue prior treaties, bargains, pacts please diplo: C#210 Lord Palan Tark.

## GAMEMASTERNOTICE

For the record, we REALLY prefer to see Player Notices kept in a role playing context. While we have no problem with notices such as "Joe Gamer has a new address..." we really don't want to see notices making references to real players' names or artificial game mechanics (like NPC positions). The reason for this is two fold. First, role playing helps maintain the "suspension of disbelief" (ie. makes it easier to get into the game). Second, it helps keep things in perspective. Saying "Joe Gamer is a jerk" might upset him and hurt his feelings. Saying "Render Nightblade smells of rat droppings" expresses the same point but without making it personal and keeps things in perspective. After all role playing allows players to play a role other than themselves. You can play a nasty backstabbing character without being a nasty backstabbing person and it is important to keep the distinctions clear. Thank you for your cooperation.

## 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. 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.W.A.R.M. — Shhvoon Worshipers And Respected Mariners.

## Lorasia (COD II)

A.C.E. — All Chaos Explorers

C.W. — Crystallian Warriors

Guardians — Guardians of Destiny. Sometimes referred to as G.O.D.

F.R.C. — Fourth Reich of Chaos

ICON — Independent Confederation Of Neutrals

K.I.L. — Kobolds Invade Lorasia

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

Our presence on the Internet is growing rapidly with a number of resources currently available.

If you want to learn about the happenings in the CRACK OF DOOM (I and II) check out the following message boards:

<http://clubs.yahoo.com/clubs/conclavecodiichat>

<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.neosoft.com/~lanza/Main\\_Page\\_ICON.htm](http://www.neosoft.com/~lanza/Main_Page_ICON.htm)

If you want information on CTF2187 check out the following:

ORBO's CTF2187 HOME PAGE: Want to check out the latest CTF info including the current issue of the newsletter almost the same day it is published? How about player bios, many with color photos? All that plus lots of other useful information is available at the CTF website. Special thanks to Orbo (Rob Fackler) for his efforts in setting and maintaining this cool site: Check it out at:

<http://yourpage.blazenet.net/orbomaxx/ctfhome2.htm>

Brigadier General Them Bones [PN323] of the Beserkers [TM5] has set up a Chat Room at:

<http://clubs.yahoo.com/clubs/ctf2187>

He also has set up an email discussion list. For those of you unfamiliar with a mailing list, here is how

it works. Folks interested in a common topic must JOIN (aka SUBSCRIBE TO) the list. All of these "members" will then receive all postings to this list and can also respond and/or post their own messages. All sorts of folks can have all sorts of topics going at the same time — so long as it is strictly CTF related.

To join, send a blank email to: CTF2187-subscribe@yahoogroups.com.

If you prefer to get all of the postings in one "batch" mailing a day (rather than each one sent to you individually) then immediately send a SECOND email to: CTF2187-digest@yahoogroups.com

Of course, don't forget to check out the AGE site which contains all sorts of nifty downloads (House Rules, CC/RC Form, etc.). It is still in its infancy but is expected to grow and evolve rapidly over the coming months and of course feedback and suggestions are encouraged. Check it out at:

<http://www.ageforfun.com>

### **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.

