

THE COSMIC BALANCE



Issue # 183

October 2001

PANAGEANEWS

This month we begin in Western Panagea where most of the fighting has occurred. In the Elderwood Forest, Disembowlers (Trimorph worshipping CSA Giants) smashed Dominion (Lawful Terminator Humans).

In the region known as Aurumia outside the city of Troy, Wanderers (Lawful Terminator Humans) defeated Silver Spray (Lo-kee worshipping CSA Elves).

In the Tarakeen Forest, Strychnine (Giants) and Grave Robbers (Trimorph worshipping CSA Giants) teamed up to destroy Hird (Lawful Terminator Humans).

On the Illyrian plain outside of Hampton, Mutton Birds (Giants) smashed the lightly defended Scout Lance (Lopra worshipping EGA Humans).

In the region known as Mireland, Lions of the North (Humans) failed in their attempt to storm Ky'Lesh (Lopra worshipping EGA Humans). Though possessing vastly superior numbers, Lions of the North's lack of Artillery and Sapper support cost them dearly and ultimately led to their defeat. However, the city was so weakened by the assault that they are now all but defenseless and, without support, are unlikely to survive another assault.

Moving to Central Panagea, on the isle of Mycenea outside the city of Mycene, Clan Thaxton (Lawful Terminator Humans) defeated the Pirates Of Panagea (Shhvoon worshipping SWARM Humans).

In Eastern Panagea, on the Crystal Plains outside of Narga Thum, Stone Fist (Lawful Giants) defeated The Unforgiven (Chaotic LOOT Lizara).

LORASIANEWS

On the Agerian Plain outside of Kingsport, Dwarven Axes (Lawful Dwarves) defeated We Gotchya (Chaotic ACE Kobolds) in a huge battle involving more than 2,500 warriors and 700 casualties. Four days later at the city of Isengak, Shadowmane (Centaurs) destroyed Gang Green (Chaotic ROC Goblins).

In the Anvil Mountains outside of Storm Haven, Lift Tail Legion (Lawful Centaurs) destroyed Dark Knights (Vampires).

On the Nulean Plain outside Port Royale, Who Let The Dogs Out (Chaotic ROC Gnolls) destroyed the once mighty (and notorious) Burial At Sea (Lawful Vampires).

On Fenway Island outside of Spider's Wort, Gesellschaft Narren (Lyredh worshipping Giants) defeated Tonatiuh's Torch (Kobolds) in a battle that involved more than 2,700 warriors and more than 800 casualties.

PANAGEARUMORS

The Terminators have been driven from Mycenea!

L.O.O.T. will soon claim several Lawful cities. Wait there aren't any left.

The treasure of Aman Rhual is hidden in the remote wastes of the Secret Desert.

The Kodan Raman have assembled the "Grand Fleet" for a final showdown with the Terminator pirates.

LORASIARUMORS

Trench Warfare: Some Warlord's sorry excuse for failure to win the tide of battle! Resulting (of course it takes two!) in a stalemate. Hence - trench warfare.

The Great Dragon of Cosmopolis has laid a golden egg!

There are no winners, only losers. But some are bigger losers than others.

KIL has begun marching on Ez'zak!

The Maelstrom of Doom has spit out a truly horrifying creature. To look upon it is to go mad. To hear its eerie voice will deafen you. To smell it...

Published and Copyright By:

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

BULLETINBOARD

PANAGEA PLAYER NOTICE

Hey bonehead! Yes you, X...

(This is in response to your Sept. 2001, issue #182, notice).

As long as you continue to lie, fabricate, distort, and twist the facts of the past, I will continue to correct you. I really don't care what you think, but I am not going to let the newbies read your trash and get sucked in by your blatant lies and half truths. They need to know that many other Lawfools have become catapult fodder fighting for you. I'm sure that you remember being the victim of the big bad Chaotics in all of your victories and losses. I'm sure you think one giant trained as a heavy troop is equal to any one lesser sized race medium or light troop, since in all of your notices you always fail to draw this distinction. To set the record straight (Again):

1. The Wolverine Psychos was attacked for 5 straight months by the forces of the Terminators. True the Wyraxian attacked every month, but so too did the Trekkers and the Bloodguard. That is 3 armies to 1. After 15 Straight attacks, your 3 wonderfully powerful and well equipped armies ran away instead of finishing off the Wolverine Psychos. As I have pointed out before, and will continue to do as long as you continue to use this as an example for your benefit, your armies ran away! They ran because You could not Kill the Wolverine Psychos, and You knew it. The Lupine Legion was within one turn of joining the battle, and with a 3 to 2 advantage in battle armies you ran. What a Big Wuss you are. Maybe all of this is because you are a pathetic little nothing inside that giant body.

2. I'm surprised you have the guts to bring up the Legion of Iron battle(s). If you really want people to believe in your great generalship, then publish the battle reports in this forum. Yes, I'm calling you on this one. I'm tired of you flapping your gums about how well your troops fought. Let the whole world see the odds of the battles and they will see how the Legion of Iron was brutally slaughtered by your superior force. Failure to comply with this will further show you to be the liar you are, and don't try to say you don't have that battle report anymore. I know for a fact that you were well impressed with the results of destroying so much cavalry in one battle, so take it out of the frame, make a .jpg and send it in with the others that came later so the whole world can be as impressed with you as I and the other chaotics that have seen that report have been. Put up, or shut up.

3. Now I will address tracking armies and competence. You say the Chaotic commanders are incompetent because they can't track down and attack their intended targets. That is a load. Go get a shovel. True, you suicided an army in an ambush (which we destroyed) to get away, but we didn't even try to follow you. We had other business. Every city between where we were then and where we are now is now Chaotic or

Neutral. So don't pretend you know our plans. You obviously don't. If you did, then you would understand the rope-a-dope. (You're the dope). Remember beating your chest thinking that you were going to destroy the Wolverine Psychos? The Trekkers, Wyraxian, and Bloodguard were tripping over themselves each month tracking down the Wolverine Psychos. You were finally going to destroy them, BUT what happened? All of a sudden, just when you thought you were going to kill them, they got reinforced! Then the next month they lead your forces to a snow capped mountain, and were reinforced again! Remember? I thought it was way funny how the Bloodguard actually lost a battle in the snow when we were fleeing. HOW Incompetent is THAT?! Apparently Heavy troops really suck in the snow! Remember what else happened during that time? You lost two major cities, one of which was your capital city, in the process. In your great generalship and zeal, you left the back door open and the Lupine Legion took your cities. You mocked Raven one too many times, and he took your cities. Now how funny is that?! As in the rope-a-dope, you punched out your strength on the Wolverine Psychos when you thought they were trying to get away. Instead they absorbed all of the punishment you could deliver, and lured your armies all around the continent until you ran away when the Lupine Legion was within one turn of joining the battle. Oh yes, that would be your "advancing in another direction". You still had viable battle armies, but you ran from better than even odds. That makes you the big coward. I can still see the wide yellow streak down your back as your army "advanced to the rear". Basically you can dish it out, but you can't take it. Only one of your armies has ever fought one series of battles when they were out numbered. That would be the Hill's Angels giants and they couldn't handle the strain. They're dead, dead, dead. Oh my, you forgot a statistic! You forgot to mention that the Wolverine Psychos is the only army you failed to destroy when you were trying to destroy an army! Oh my! That also shows you to be a liar (again)! Didn't you print, "If we want to chase down and destroy an army, it will be destroyed."? Can you say, "Liar"? You seem to have printed another lie. Perhaps it was a mistake? Perhaps it was a misconception. Perhaps it is just incompetence... In any case, it is inaccurate, and untrue.

4. Ummm, lets see. Now where were we? Oh yes. Actions speak louder than words. Make all the threats you want. All I see right now is your main battle armies huddled on an island, and my armies are actively pursuing and attacking any of your armies (and cities) you left behind on the mainland regardless of size. Seems to me you have been doing more fighting in the Bulletin Board in the CB with words, than on the field of battle. Keep up the good work. ;) (this is where the maniacal laughter starts) HAAAAAAAAAAAAA HAAAAAAAAAAAAA HAAAAAAAAAAAAAaaaaaaa.....

Your superior,

Nick

PANAGEA PLAYER NOTICE

That Xanthor! He's so funny! He's also so blundering ubiquitous. Big wurdz frum little Chaotic, but I gots nuttin to worry bout. Xanthor not able to track me down eether! Maybe him big fat noze keep gettin in way. Here's littel song ta help Xanthor get over him short comingz:

Nick has a general's brains,
And Shady a hero's heart!
Shu Cho Kan possesses cunning,
And Xanthor is fat!

The Chaotics have many leaders,
And they all have their strengths.
The Terminators have only one honcho
Xanthor the fat!

The Chaotics fight with lightning strokes:
Slash, stab, attack!
The Terminators only wallow around
Because Xanthor is fat!

So Crappy is yellow,
And Galerian is scared.
But they can really look smug,
Because Xanthor is fat!

And lest you sorrow overmuch
For old, fat-boy Xanthor,
Take a peek at his mamma!
I mean, YIKES! She could fill up the Crack of Doom!

Your humble minstrel,
Hastur of The Unforgiven

+ + + + +



PANAGEA AND LORASIA PLAYER NOTICE

Re: CB#181 GM's notice on Roleplaying

Poetry in motion! (or was it... black and white box letter form...)

Anyway!

Three Huzzahs!!! to the GMs!

[Ed: Thanks for your support!]

◇◇◇◇◇◇◇◇◇

+ + + + +

LORASIA PLAYER NOTICE

To protect the law abiding citizens
who diligently work their farm
The good folk came
to join the growing ranks of
HARM

The enemy knocks on thy doorstep
villagers ring out in alarm
with intercept orders waiting
the Order of Law rides with
HARM

I'm Lawful, you're Lawful
together we suit up in arms
to spill a little non-Lawful blood
and cheer the victorious
HARM

Coming to a city near you
a Bard with a tale to charm
of Heroes and Raving Maniacs
otherwise known as
HARM

Live Free and Enjoy Life
C#1987 Cebrecca Gayheart

+ + + + +

LORASIA PLAYER NOTICE

To: The On-Looker

How can you say the Reign of Chaos is not wielding the Sword of Justice? Our targets have been almost exclusively Guardian or Guardian allies (Burial at Sea, Tonatiuh's Torch) since the war began. They were the initial aggressors in this conflict. If you don't like revenge or vengeance, how about retribution instead?

I am no Lord. My title is Minister of Information, Propaganda and Orgies. No true Chaotic would use the title Lord.

Layter

LORASIA PLAYER NOTICE

A Conversation at a Port Royale Tavern

A sea captain fresh from the docks took a sip of his ale and mumbled to his drinking buddy, "What this world needs are a bunch of maniacs to step forward and stem the tide of Chaos."

"No! No! No!" barked the tipsy cattle herder. "We need heroes to rise up and fight for the good people."

The seafarer spouted, "Heroes? You must be drunk!"

"Aye! I may be drunk, but my eyes have seen first hand Chaos' carnage. Heroes are exactly what's needed."

"Heroes, schmeroes. You've listened to too many Bard's tales of yesteryear folklore."

"Maniacs! You've been out to sea too long. You're a fool, you drunken sea dog!" bellowed the cattle herder.

The captain, taken aback by the sudden outburst, regained his composure and grinned at his buddy's convictions.

"Let me ask you this, cattle herder. Where have all the heroes gone? I see plenty of raving maniacs around that follow the Order of Law zealously. They'll gladly do your bidding."

"Though the maniacs are indeed followers of Law, they are not heroes."

"We need maniacs!" said the captain, moving closer to the cattle herder.

"We need heroes!" growled the herder as he stepped face to face with the disgruntled sea captain.

"Maniacs!" snarled the sea captain.

"Heroes!"

"Maniacs!"

"Heroes!"

"Maniacs! And you smell like cattle dung!" spat the seafarer.

"I'll show you what a hero is made of!" snapped the cattle herder. He closed his fist into a ball and set himself to swing at the sea captain.

"STOP! Enough of this!" a voice bellowed from the corner of the tavern. All heads turned toward a very large cloaked man of mystery. Exuding an air of dangerousness and confidence, he slowly stood. His head rose above the wooden rafters of the tavern main room. The crowd at the tavern fell silent. They parted so that no one stood between the Titan of a man and the two ready to fight drinking buddies.

"You two should be ashamed of yourselves. You're grown men acting like children," said the Titan in a deep, gruff voice. "The two of you make valid points, yet neither of you wants to be wrong. What if both of you are right? What would be wrong with having both Heroes and your Raving Maniacs fighting together for the same cause? Not a bad thought, is it? Think about what the other has to offer. Stop fighting each other. Save thy fighting for thine enemies."

"Now, clasp shoulders, raise your stein of ale and let the Bard sing songs of this glorious day that both Heroes and Raving Maniacs have joined together," spoke the Titan as he went to sit back down in what everybody thought was a seat, but was actually a table.

Everybody cheered the powerful Titan's insight into this minor squabble. The tavern returned to the merriment of all.

Lo and behold the newly formed Heroes and Raving Maniacs, otherwise known as "HARM", are now accepting Lawful applications.

C#1921 Knaps Ughlot

+ + + + +

LORASIA PLAYER NOTICE

To: On-Looker

Re: CB#181

Fact (Webster's): 1) Anything done; an act; a deed. 2) A thing that has actually happened or is true; a thing that has been or is. 3) Reality; truth; actuality; the state of things as they are. 4) (On-Looker pay attention here) Something declared to have happened, or to have existed; the assertion of something as existing or done.

Also: much like statis"tics" you can twist and turn them to mean anything. Literally! Much like law (in that: for every argument for a case you can find an equal and opposite argument against a case) it's your take on it that is the "fact".

But to over look a fact... to throw it out the window out of hand... because it doesn't suit your purpose?

If I keep following this line of thought I get: submit article... omit some facts... wait for response to the missing facts... then respond "off the cuff" with "well they were just rumors anyway"...

I have an irresistible urge to reach over my shoulder and tug on those strings... just to see what falls out of the sky... or... Continent I isn't so very far away from Continent II!

Ahhh!... what the heck... if your Seer should ever manage to get/see through the Crack of Doom to that distant port city of Boston... read the column by the mad jester Howie Carr (in the Boston Herald)... you read just like him!... and yes... he makes me laugh too!

One more thing (and a tip for all newbies):

Rumors (!)... you would/will be amazed at how much truth (real truth) is in those rumors! Ah... to weed the garden... I, myself, have profited from many truths found in the rumor section... and they are so much more fun!! (On-Looker... pay attention to the bathroom wall of an Inn at Isengak! — no! not my rumor — though I do know about it!) What you need to do is learn to read between the lines! On-Looker! You need depth perception!... (And... it really fits with that New Year's Resolution! And I do applaud that — it's a good one!)

◇◇◇◇◇◇◇◇◆

P.S. Don't be biased... pick on everyone! (and I do mean everyone!) Have fun! It will be more fun! (For everyone!) Otherwise — people will get bored and tired!... You know what happens then... don't you?

LORASIA PLAYER NOTICE

On a menu in the dining room of a well-known Inn in the middle of the Vardian Plains:

Halfling Stew
1 bowl for 1/2 a Gold Sovereign

One bowl of Halfling Stew will increase your Magic Resistance by two-fold for one whole day!

Upon further investigation (asking the cook for the recipe) I found:

- 24 oz. Halfling skin — marinate in broth for 6 hours, then saute' in butter and wine
- 12 oz. Halfling kidney — dice and fry until golden brown
- 13 oz. Halfling heart — julienne cut and boil until tender
- 14 whole (skinned) potatoes — sliced and diced
- 6 Red Onions — sliced and diced
- 4 teaspoons oregano
- 2 tablespoons crushed red peppers
- add salt and pepper to taste
- 6-7 Gallons of water

Put all the ingredients into the stew pot and bring the pot to a boil for 20 minutes. Then let simmer for 4 hours.

Serves: 12-16

+ + + + +

LORASIA PLAYER NOTICE

Tlatoani —

My victory over Dirty Dawgz was mentioned as a side note to the great victory over Burial at Sea and later against Armegeddon. The subject title of the notice was "Burial at Sea", not "Battles" or "We beat Dirty Dawgz". When I destroyed Exxilon, Bron's Builder and Salty Dawgz I only brought up the fact that I then had a vast excess of herds. I did not post each battle. Our defeat at Lotheria is my fault, but I will not give any details of why.

I do not target dropped armies. I target GUARDIAN armies. I cannot be held responsible for your comrades abandoning their evil alliance.

Hey teacher, how did you like your lesson? All decent, evil despising armies are invited to attack A#188 Tonatiuh's Torch Kobolds some more if it's too stupid to get the hell out of RoC city. It's down to 775 infantry.

Layter

+ + + + +

LORASIA PLAYER NOTICE

Pest in the west. Iiiiiiiii like it!

LORASIA PLAYER NOTICE

Aggressive army update —

104 Burial at Sea 22-2 2 armies destroyed
#188 Tonatiuh's Torch 18-1 1 army destroyed

+ + + + +

LORASIA PLAYER NOTICE

The alliance of the Crystalian Warriors invites all Lawfuls and Neutrals who are looking for an alliance to join to contact me. We are not looking for perfection because we, ourselves, are not perfect. We do not want you because of what we can get from you. We want you because of who you are and what we can accomplish together.

The C.W. lets you give as much input and suggestions as you want while receiving input, skills, and bonuses in return, as well as map info and advanced character classes. And if you don't have any input, that's OK too. We would still value you as an asset to this alliance. If you like to role play and just have fun, this is the alliance for you.

You can contact me at:

James Tillman
317505 D-1
P.O. Box 648
Pelham, GA 31779

or diplo at: A#179 K-9 Knights

New players are urged to contact me as well. We will try and assist you on getting started. We also ask that if you are a veteran player and would like to be put into a leadership role, please contact me. You've got nothing to lose and your opportunities for growth are endless. Come on. Write today!

+ + + + +

LORASIA PLAYER NOTICE

The On-Looker.

Would you prefer obtuse? The most effective writers use precise words. However next time I address you I will be sure to bring along my Thesaurus to make you happy.

If you were a "true" foot soldier (properly trained) you would have at one time been given the task of digging and covering (with dirt) the trenches behind the latrines. Your lack of such experience leads me to believe you misrepresent yourself. I am a Warlord, and I worked my way up as a grunt in my father's army. I didn't use connections to get a cushy military appointment.

Don't get me wrong. I am not saying anyone does that.

Bentpaw

LORASIA PLAYER NOTICE

If you're Lawful, please contact me via diplo. Let's get communicating. I may be able to help you in certain areas and you may be able to help us in others. It could be something as simple as providing scouting reports of armies and sectors that you encounter in your travels to maybe riding side by side into battle. Either way there's a place for you with HARM. You don't need to join to seek the path of righteousness. All Lawfuls are welcome at our feasts. So come and join the merriment of good wine, good food, and the many tales of triumph, love, war, and feats of heroic men and women that the legendary Bard Cebrecca Gayheart has encountered in her travels. Come feel the safety net of HARM.

All others..... STAY OUT OF HARM'S WAY!

C#1921 Knaps Ughlot of the Riah Keridom

+ + + + +

LORASIA PLAYER NOTICE

Let me see now...

If I put a notice in the Rumor section — then it's false — just a rumor.

If I put a notice in the Player Notice section (since when is this the fact section?) — then it's true — just a fact.

Well, this issue I have one in each! Which is which? (This one doesn't count!)

◇◇◇◇◇◇◇◆

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.

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.

HINTS FOR BETTER PLAY (COD I & II)

KNOWLEDGE IS POWER! We've always said this and the principle is clearly demonstrated in the COD gaming systems. But sometimes it seems like players don't fully appreciate the significance. In recent months we have had extremely clever players developing new types of artillery and siege equipment or discovering new spells or character classes that no one else has. This unique knowledge in their possession gives them a significant advantage over their peers — they can do something no one else can! It would seem to this commentator that the prudent thing to do would be to jealously guard this special knowledge to maintain that advantage. [Ed: Though from a moderator standpoint, spreading the news might be better for AGE — the "cool" stuff is more widely seen and appreciated!] Instead, once discovered/or developed, this unique knowledge is passed on to the originators' three or four closest allies. They in turn pass the information to each of their three or four best friends and so on. Within a month or two EVERYONE knows about it and the once great advantage possessed by the originator is lost. There are a limited number of great ideas and great discoveries out there (though more are added on an irregular basis as the games develop). Consider carefully whether to cherish and protect your your discovery or to simply share it with the masses one of whom may later use it against you!

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. — Crystalian Warriors

F.R.C. — Fourth Reich of Chaos

Guardians — Guardians of Destiny

HARM — Heroes and Raving Maniacs

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