

THE COSMIC BALANCE



Issue # 173

December 2000

PANAGEANEWS

We begin in Eastern Panagea where Narga Thum, located on the Crystal Plains, was the center of action. In the opening round of conflict Arty's Legion (Chaotic Kodan Raman Gnolls) destroyed Lizara Borden (Lyredh worshipping Lizara of the Monsties alliance). At about the same time Rick's Reserves (Chaotic Kodan Raman Gnolls) destroyed Kyzul Quest (Lawful Elves). In addition Moondogs (Chaotic Kodan Raman Gnolls) and Kythos Fleet (Chaotic Kodan Raman Gnolls) teamed up to smash Corpse Grinders (Lawful Dwarves).

In the Lorian Forest outside of Featherwood Lodge, GROG! Guard (Chaotic Kodan Raman Gnolls) devastated the Army Of Caladan (Redeemer worshipping Giants of the RPA). Elsewhere in the Lorian Forest the Skull Splitters (Chaotic Kodan Raman Gnolls) defeated The Free Children (Lawful Elves).

Central Panagea saw a lot of action this month. We begin on the Isle of Mist with the 1st Marine Corps (Shhvoon worshipping SWARM Humans) bombarding the city of Atlantis (Lawful Terminator Humans). Though casualties were light for both sides the defenders got the better of the exchange. More than two weeks later fighting began anew as the Pirates of Panagea (Shhvoon worshipping SWARM Humans) destroyed the miniscule Cyclone (Lawful Terminator Humans).

In the Grimwall Range the Wolverine Psychos (Chaotic Kodan Raman Gnolls) successfully stormed Mithril Hall (Lawful Terminator Humans), a well defended and heavily fortified Cavern Complex (the most difficult type of settlement to take). This is quite an achievement despite the Gnolls' nearly 40-to-1 advantage over the defenders. Meanwhile, the Lupine Legion (Chaotic Kodan Raman Gnolls) destroyed Pointy-Ears (Lawful EGA Elves). Outside the city of Gulfport the Lomorian Wolf Pack (Chaotic Kodan Raman Gnolls) and S.F. Giants (Chaotic Kodan Raman Giants) teamed up to defeat the Sisterhood Of Steel (Lawful Avatars Humans).

On the Isle of Medes, Bloodguard (Lawful Terminator Humans), Daredevils (Lawful Terminator Humans) and Thunder (Lawful Terminator Humans) teamed up to destroy Hunters (Chaotic LOOT Gnolls).

In the Western Region fighting erupted in Mireland. In the initial clash the Trekkers (Lawful Terminator Humans) defeated the Lions Of The North (Wicca

worshipping Humans) in a hard fought battle in the swamps. Almost a week later outside the city of Ky'lesh the Wyraxian (Lawful Terminator Giants) soundly defeated the Silver Arrows (Trimorph worshipping CSA Elves) in a brutal clash.

LORASIANEWS

On the Agerian Plain outside of Kingston, Last Rights (Chaotic ACE Vampires) defeated Peacebringers (Chaotic Ogres).

In the Pryma Forest outside Novograd the Ratt Skinners (a very large force of Goblins) defeated the mighty Ashanti (Humans) in a close and bloody conflict. Several days later at Morlok'ced Tonatuh's Torch (Kobolds) defeated the 10th Virginia Inf (Chaotic ROC Gnolls).

On the Nulean Plain, Gesellschaft Narren (Lyredh worshipping Giants) all but destroyed Mourngrim's Assassins (Chaotic ACE Gnolls). Nearly three weeks later Gesellschaft Narren launched a second assault, this time against the Relentless Wolves (Chaotic ACE Gnolls) and totally destroyed the remnants of this once mighty army.

On the Vardian Plain outside Kaffa the Wolfpack (Cosmic Balance worshipping ICON Humans) defeated the Windriders (Humans).

PANAGEARUMORS

The Terminators are on the warpath!

The Kodan Raman is on the warpath!

LOOT is on the warpath!

KIL will soon step in to mop up when the older alliances crumble from so much warfare.

The Indigo have returned and must be reckoned with.

Published and Copyright By:

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

City after city falls to the Kodan Raman. Which one is next?

LORASIA RUMORS

A wizened Sage has identified the Rod of Redundance, and he determined what it is, too.

KIL is on the move again.

The Kaffa Free Trade Zone is really just an excuse to slaughter the unwary who venture in.

The nomad called Lightfoot has made a discovery that could change the course of history for Lorasias.

The Terminators of Panagea are moving to Lorasias!

BULLETINBOARD

PANAGEA AND LORASIA PLAYER NOTICE

LAW is concerned with making the world fit their idea of how it should be. The needs of the many outweigh the needs of the few or the one. The world is to be governed with a lengthy and strict set of rules with harsh punishments for infractions. It is to be led by a narrow majority of the Elite who are better at making these decisions than the commoner. If the world fails to live up to their expectations then it must be "fixed".

NEUTRALITY is concerned with keeping things the way they are. They tend to stick with one bailiwick and not interfere outside of that, not choose sides. For this reason they are called fence straddlers, but in reality they choose not to decide. They can have many styles of government and leadership, including virtually none. [Perversion of Neutrality can be caused when an empire is run as Lawful or Chaotic, but operates under a Neutral deity to be able to trade at all cities.]

CHAOS is concerned with letting people make their own choices and living with the consequences. They stress individuality, believing that if you make your bed you should lie in it. Leaders are those who are strong enough to be followed, although they can be strict and brutal. They have fewer hard and fast rules than Lawfuls, preferring to use societal pressures, such as mores and norms, to dictate behavior. Punishment for infractions tend to be subtler, but can be just as harsh, such as being ostracized.

No empire fits perfectly in any of these as they are simply generalizations, but may be used to predict likely behavior based on deity selection.

GOOD

Lawful Good: Benevolent. Generally is protective of the weak. Usually willing to help peaceful non-Lawful peoples, (even some Chaotics) and assist in non-Lawful matters. Respects nature and its complicated set of

checks and balances. Respects the rights and property of non-Chaotics. Being Lawful means self-imposed rules even those meant to prevent abuse are to be enforced even when they are detrimental. This can mean that a forest is to be protected at the expense of the woodcutter or hunter whose family may starve or freeze. Aldaryn and Oshiana are examples of Lawful Good.

Neutral Good: Benevolent. Much like Lawful Good with far fewer rules and lax enforcement outside their sphere of activity. They tend to treat Lawfuls and Chaotics as they would other Neutrals. Generally respects the rights and property of others. Lyredh is an example of Neutral Good

Chaotic Good: Ambivalent. Similar to Neutral Good, without as much charity due to a belief in self-reliance. Willing to help out a weaker position and not likely to abuse them. They tend to be politically neutral, even amongst other Chaotics, although they are not necessarily peaceful. Tend to have a great respect for nature and some even revel in it. Respects the rights and property of non-Lawfuls. Some have an extreme sense of honor. Kanaph-Ruach is an example of Chaotic Good

NEUTRAL

Lawful Neutral: Ambivalent. May abuse someone in a weaker position, but not just because they are weaker. Not especially concerned with non-Lawful peoples or matters. Doesn't abuse nature, but isn't concerned when others do unless it is excessive or will impact upon them. Usually respects the rights and property of others but will violate this if they feel it necessary. Tend to follow self-imposed rules but know when they need to be broken, but this does not occur often. There are no known examples of Lawful Neutral deities. Silvanus is closest to Lawful Neutral, but his blind hatred of all nocturnal races makes him Lawful Evil.

True Neutral: Ambivalent. May abuse someone in a weaker position, but generally not just because they are weaker. Isn't likely to abuse nature, but isn't usually concerned when others do unless it is excessive or will impact upon them. They stay out of politics, even amongst other Neutrals. Occasionally respects the rights and property of others but violations are common. Respects only self-imposed rules unless they are enforced by greater strength. Shhvoon is an example of True Neutral. Grusar (Chaotic) is close to True Neutral.

Chaotic Neutral: Ambivalent. Will abuse someone in a weaker position, but generally not just because they are weaker. Tend to stay out of politics, but usually holds an opinion. Doesn't abuse nature, but isn't concerned when others do unless it is excessive or will impact upon them. Usually respects the rights and property of non-Lawfuls. Tend to have a code rather than a set of rules, but penalties for infractions can be downright brutal, giving them a strong sense of honor. Clangedin is a Chaotic Neutral deity.

EVIL

Lawful Evil: Aggressively Intrusive. Almost always abuses someone in a weaker position out of a sense of it being his or her “right”. Overly concerned with most peoples and matters, and routinely intrudes. The entire world has been put before them to mold into its proper form. Has little or no respect for the property of others, generally believing that if you are not part of the solution you are part of the problem. They believe they can put your property to better use than you can. They are firm believers in Might Makes Right. Being bullies, they will enslave others (even peaceful Empires) to be used to fight for them. Imposes one set of rules on the world for everyone else, but does not follow these when they interfere with expediency. Tend to collect into a clique of overlords seeking dominion over everyone else. Lord Arkyn and Lord Arkeen are the best examples of Lawful Evil deities. Eldaron follows closely, mainly because he restricts himself to the mountains instead of the entire world.

Neutral Evil: Aggressive. May abuse someone in a weaker position when possible. Treats Chaotics and Lawfuls as they would other Neutrals. Lo-Kee is an exception due to his association with the Cosmic Balance. They tend to view the world, or at least part of it, as belonging to them. Has virtually no respect for the rights and property of others, believing Might Makes Right. They have few self-imposed rules, although specific types may have a code that they all hold inviolate, with harsh penalties for violations. Trimorph is an example of Neutral Evil deity. Lo-Kee is Neutral Evil because of the lengths his followers will go to preserve the Balance.

Chaotic Evil: Aggressive. Seeks to abuse someone in a weaker position and enjoys it. Treats other Chaotics only a little better than Neutrals. Lawfuls are only good for food. The world is there to be squeezed for its riches. Has little respect for nature, but usually knows how to keep it in balance. Has virtually no respect for rights or property of others. Might is the only Right. Have few rules or codes, as the rule makers and enforcers change regularly. May be brutal and sadistic for the fun of it. May work with other Chaotics or Neutrals, but not very well and only if it is in their self-interest. Kauron and Shargash are examples of Chaotic Evil

+ + + + +

LORASIA PLAYER NOTICE

Ok, I tried keeping it in character, but since the reason for our loss had nothing to do with our playing skill I feel I must respond as a player.

The player running Tlatoani/Tonatuih's Torch came over to Half-Haven and kicked our butts. However he had help from the U.S. Postal Service. In August the player running Blood Rage sent in a turn which would

have returned the fleet to the island. About three weeks later a call to AGE revealed it never arrived. A replacement turn had to be created and mailed. Over a month of processing time (at LEAST 2 full turns) was lost. Subtract that time and both Blood Rage and the 10th Virginia would have gotten to a city and traded in order to train troops. My own plans would have doubled the size of my army in two turns. He would have been facing significantly larger armies and the outcome would probably be different.

This was not “incompetence” or lack of planning on our part. Something that we (or AGE) have absolutely no control over screwed us and he was there to take advantage of it.

—Tlatoani—

If you want to crow about this and call me a coward (in character) keep right on going, but it wasn't your skill (which seems to be high), or any lack of it on our part, that gave you this victory. If you want to keep saying we somehow deserved to be attacked, because we attacked the Guardians, keep in mind the Guardians STARTED this war.

BTW I was never “proud” about killing small Guardian armies. I even sent in a notice saying basically what you said about our opposition up to that time. I did say something (A Simple Plan) about how well the herd gathering had gone. Finding Bron's Builders was pure gravy.

+ + + + +

LORASIA PLAYER NOTICE

To: Yoshua Graybeard
Re: Cosmic Balance Issue #171 (Your Player Notice)

Yoshua — Loved your speech. Yada yada “challenged us...”. Yada yada “Be careful what you ask for...”. Yada yada “We are humble” d“warves”. Yada yada “we don't talk the talk we walk the walk.” Yada yada “Don't let your mouth write checks your [bad word here] can't cash.”

Five (5) (count 'em five) paragraphs talking trash like a big boy, but (and it's a big one) your last line is the real whine, “The Lawfools Lament”. Let me quote: “To those of you who struggle against Chaos, I say join with me.” Translation: “Help me please.”

We Chaos types hear your plea and are coming to give you what you truly need — release from your life. See ya soonest.

Love ya
Buh Bye

LORASIA PLAYER NOTICE

To: Yoshua Graybeard (addendum)

Oh, the shame! I have disgraced myself before all. (Thank Chaos so few Lawfools can actually read.) I am the one who responded to your whine in issue #171 elsewhere in this issue "yada yada". I failed to sign my notice. I have by mistake acted like a Lawfool. I correct that now. Forgive me my error, Chaotic ones.

I am Craco Blackheart, follower of ACE. I come to remove your head and do terrible things down your neck, so squirm worm or rejoice that your worthless life is done.

C#1732 Craco Blackheart
A#365 Believers of the Way

+ + + + +

LORASIA PLAYER NOTICE

The new Alliance of the Crystalian Warriors is looking for great leaders to help get this Lawful/Neutral Alliance rolling. If you are interested in an Alliance that will help you work toward Army skills and Bonuses, this is it. Share and receive Characters, Spells, and Map information. Tired of writing diplos and letters to your leaders and not getting a response? Not in the Crystalian Warriors. All communications are answered in a timely manner. Do you want to be a leader, or assist with scouting reports or mapping, etc? Then contact me ASAP!

James Tillman
317505 E-2
P.O. Box 648
Pelham, GA 31779

+ + + + +

LORASIA PLAYER NOTICE

Hail Leader of the Windriders A#340.

Enjoy your new status as a marauder! You are no longer welcome in the Kaffani Free Trade Zone. Should you be caught or enter again, you are considered "fair game" without further warning. There are numerous other markets on C2. I hope you enjoy them....

Sertorix — Kaffani Chapterhead
A#298 Wolfpack
sertorix@aol.com

+ + + + +

LORASIA PLAYER NOTICE

Ve attacked Mourngrim's Assassins because ve belief it to be ein dropped position.

Kundig — Gesellschaft Narren

LORASIA PLAYER NOTICE

Hail Warlords of Lorasias. The Kaffani Iconite Brotherhood (KIB) wishes to remind all that we have stated our interests in the 9-sector zone centered on the city of Kaffa at 37-13. We intend for this zone to be an ICON supported area of trade and empire advancement. All are free to visit our zone as long as they bring a spirit of trade with them. We will relate with those that relate with us. Contact me for information or trade talks.

All armies at Kaffa are responsible to protect their own; however, the KIB reserves the right to step in to ensure that the Kaffani market stays open and free of sustained threat. Once on our banned list, you are "fair game" without further warning.

Sertorix — Kaffani Chapterhead
A#298 Wolfpack
sertorix@aol.com

+ + + + +

LORASIA PLAYER NOTICE

Hail Neutral Empires of Continent 2. The Kaffani Iconite Brotherhood (KIB) expresses their interest in recruiting additional members and/or friends of ICON. You do not need to wander around alone and isolated. Get in contact with us. We do not require you to join our alliance. We do, however, request that you relate with us. You can then become a member of a neutral faction alliance or take part in forming a neutral league of sorts on C2 for mutual support and protection. We will not endanger our brothers for those we do not know, but for our friends we would do much....

Sertorix — Brother of the Balance
A#298 Wolfpack
sertorix@aol.com

SPECIAL OFFER

To help celebrate the holiday season and reward you, our loyal customers, for your dedicated and enthusiastic support we have the following special offers: Send in a single check for \$50.00 or more for your CTF or COD account which is received by AGE during the month of DECEMBER and we will deposit that money plus an extra \$4.00 in game credit into your account. That's right, an extra \$4.00 FREE. Or, if you prefer, we will send a FREE copy of the COD (I or II) Rules or CTF Basic Rules to a friend of yours as a holiday gift from you. If you include a card, we'll send that along with your gift. It's just our way of saying Thank You! [Note: This is a "Cash Only" Bonus (which includes checks, Money Orders and the like) but does NOT include payments made by Credit Card.]



Happy Holidays!

Debbie & Duane