

THE COSMIC BALANCE



Issue # 184

November 2001

PANAGEANEWS

This month we begin in Central Panagea on the isle of Mycenea. At the city of Mycene, Clan Thaxton (Lawful Terminator Humans) defeated the Pirates Of Panagea (Shhvoon worshipping SWARM Humans). Slightly more than a week later the Trekkers (Lawful Terminator Humans) destroyed the 31st LOOT Legion (Chaotic LOOT Orcs) outside the city known as Dead Elf. At about the same time at the city of Phoenix (formerly known as Ireme and Rabid Fang), Fedaykin (Lawful Terminator Humans) destroyed Gale Force (Chaotic Gnolls).

Moving to Western Panagea we begin in the Tarakeen Forest with Strychnine (Giants) and Grave Robbers (Trimorph worshipping CSA Giants) teaming up to defeat Firestorm (Lawful Terminator Humans). At about the same time Lobo's Moon (Zraxxut worshipping LOOT Gnolls) defeated the Winsome Ones (Lawful Terminator Humans).

In the Elderwood forest the Disembowellers (Trimorph worshipping CSA Giants) defeated Swamp Things (Lawful Terminator Humans).

In the Kolaan Basin outside the city of Grand Snowden, Strychnine and Grave Robbers (nearly a month after their previous attacks) smashed the Skraelings (Lawful Terminator Humans).

In the region known as Mireland, Lions of the North (Wicca worshipping Humans) successfully stormed the city of Ky'Lesh (Lopra worshipping EGA Humans) despite being newly reinforced by an allied army.

LORASIANEWS

The bulk of this month's fighting occurred on the Nulean Plain. In the opening round of fighting Red Ruby One (Lawful Gnolls of the Crystalian Warriors alliance) defeated Gornucopia Embassy (Chaotic Lizara). More than two weeks passed before they began round two with Red Ruby One winning a more decisive engagement against the now battered Gornucopia Embassy. At about the same time at the nearby city of Port Royale the K-9 Knights (Lawful Gnolls of the Crystalian Warriors alliance) defeated Who Let The Dogs Out (Chaotic ROC Gnolls).

On the Agerian Plain outside Kingston, Shadowmane (Centaur) smashed a badly outnumbered Talismans Of Chaos (Chaotic ACE Orcs).

PANAGEARUMORS

The area around the Crack Of Doom seems different. Something is changing. Someone is coming....

After some very, very long and intensive negotiations the Terminators have gained a powerful new ally.

Fence-sitters unite, the Lawfuls are losing. It's time to join the Chaotics!

Balance worshipers unite, the Lawfuls are losing. It's time to fight the Chaotics.

The Craftlords of Mycene, long innovators in the art of ship building, have developed something new.

LORASIARUMORS

I hear the new race is extremely vulnerable to RAIDS.

CAT is on the prowl.

Iz seen 'em! Iz seem 'em! They'z big, green and ugly and is called Tragladice, er, Troglindose, no, Tregleneyes, well somethin' like that.

"He whose name cannot be spoken" shall soon walk amongst us!

The Kobolds of Ez'zak are angry with the Lizaran ruler who cheats them at the market place!

Decapitator, leader or loser? Ask ICON.

Tonatiuh's Torch, extinguished?

Vardian Consortium strikes again... many innocents slain! Official spokesman says, "Oops!"

Vampires are no longer the most reviled of species visiting city markets.

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Centaur at Isengak breaks leg, has to be put down!

On-Looker is blind.

Greybeard's Mama was an Orc.

With the resurgence of the KIL alliance the prestige and power of Kreezna, city leader of Ez'zak and their long time ally, also grows.

Why are so many Lawful armies WANTED by City Leaders?

MOM is just another bad acronym.

A sordid love triangle is developing in Ez'zak between City Leader Kreezna and two persistent suitors.

O.I.L. has just been discovered on the Agerian Plains.

Who regulates Ez'zak's marketplace scales? Those rascals, Lord Supply and Lady Demand.

BULLETINBOARD

LORASIA PLAYER NOTICE

Heros And Raving Maniacs

Like the ghostly H.A.R.M.atan
H.A.R.M.lessly blowing across the land
H.A.R.M. entreats and brings forth
H.A.R.M.onious action from one and all
H.A.R.M.onizing with skillful ease
into the H.A.R.M.ony of our alliance
with H.A.R.M.ful intent
and our H.A.R.M.onic war cry
we H.A.R.M.fully prosecute the battles with our
Chaotic enemies
so that our H.A.R.M.osts may establish Law and
Order
... and if you should ever find yourself in H.A.R.M.'s
way...
— Have a nice death! —

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LORASIA PLAYER NOTICE

Congratulations on your Giants' victory over my Kobold army. It was quite a change to be on the losing end of a battle. However, it's only the beginning of the war. May your other battles be less successful. I'll return one day for a rematch. Count on it. If not me, someone else.

Tlatoani
Leader of Tonatiuh's Torch

LORASIA PLAYER NOTICE

On an Isle of Celtic myth
the reckless braggart shall
lead an invincible force in
search of easy prey, only
to be trapped in the spider's
web by a mighty force
and twice slain.

Nostradamus

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LORASIA PLAYER NOTICE

At an undisclosed location in the Anvil Mountains. Two men sit high above an encampment. They look down on the meadow and as the sun rises, 6 men and 6 gnolls emerge from a large pavilion. If the two standards were not on either side of the tent, they would almost be invisible because of the camouflage.

Of the standards, the Cosmic Balance is central, next the armies'. Northmost is the proud Gnoll army of Kosmos. To the south is the standard of the Ark of the Covenant.

As the two men watch, a horn is sounded. The signal to break camp and prepare to move out. After a slow sweep of the area the men stand up and turn to move back to camp. Much to their surprise, two Gnoll warriors show themselves.

"Come. We are called. Let us break our fast and, by the looks and sounds, celebrate," one of the men says in common speech.

At the camp it is learned that there will be no war today between our armies. In all outward appearances there was much done wrongly by both armies. Perhaps the most prevalent was the initial lack of communication.

What we had there "was a failure to communicate". The proverb written by the ancient Sage has proven true - "without wood a fire goes out. Without gossip a quarrel dies down."

Although Jacob no longer leads the Ark, to all that were ensnared, sincere apologies.

Signed this 28 day of September in the Anvil Mountains

David Ben C#1324
representing
Ark of the Covenant A#202

C#414 Broc
representing
Kosmos A#199

LORASIA PLAYER NOTICE
THE BANK OF COSMOPOLIS
A Policy and Procedural Statement

The Bank of Cosmopolis is established with the special needs of our elite clients in mind. It is our honor and privilege to serve all of your financial needs by providing full, fair and reliable financial services to enable you to better fulfill your role in the struggle here on Lorasias.

Operating in total compliance with Cosmic Balance philosophy, it is our policy to treat all Lorasians equally, no matter their race, religion, patron deity, or from where they hail. If you become a client of ours, be assured you will be treated with fairness and dignity... you can bank on it. [Ed: Actually the Cosmic Balance philosophy only treats everyone equally when there is balance between Law and Chaos. If one side seems to be gaining the upper hand you are obligated to oppose them to "right" the Balance....]

How do you become a client? Easy. Simply open an account.

Can Alliances as well as individual Empires open an account? Sure. Just have your Alliance leader open one in the name of the Alliance and designate which armies or characters are permitted to operate it. This is also made secure by assignment of a personalized banking code which is a combination word/number of your choosing... codes should not exceed 5 letters and 3 numerals — or any combination thereof.

How do you open an account? We'll make this as easy as we can. Email us at: cosmopolis205@yahoo.com. Or, if you're not able, then provide the following information on a 3x5" diplo and send it to S#205 Cosmopolis. Include your real world address or email for faster service. We will then notify you with relevant information.

BANK OF COSMOPOLIS
Account Application

Applicant/Client Name: Alliance/Empire/Army/Character
Code: _____ (do not exceed 5 letters and 3 numerals or any combo)
Owner of Account: _____ (this person only can manage/change this account)
Designated Representatives: _____ (ie. specific other armies/characters authorized to operate this account)
General Information: _____ (Describe what type of business dealings you are interested in conducting and how we can assist you)
Deposit: _____ (state approximate amount of goods or gold you will open your account with and approximate time)
Your real world (RW) address: _____ (for easy communications)

Is your account confidential? You better believe it. Confidentiality is the cornerstone of what we do. If, for example, we finance your purchase of 10 Ballistas, 5 Onagers, and a Siege Tower to better enable you to conquer that settlement and loot it, and we do it for minimum GS down, the balance to be paid by a percentage of the loot recovered... bottom line — if we breach your confidentiality then your chances of success are reduced, as are the chances of our getting paid in full. We're not in the business to lose gold.

Therefore, your confidentiality is safe with us. Besides, **any** violation of the "Secrecy In Banking Act" (Cosmopolis Consolidated Statutes Title 3 Chapter 2 ss 2m1-212) recently passed by the Great Congress of Cosmopolis, is now punishable by death... that's how serious we are about keeping your financial maneuvers secret.

Do you get a free gift when opening a new account? This is the most asked question. Yes, you do. With an initial minimum deposit of 500 gs or an equivalent amount of goods into your new account we will give you one free ballista. What you do with it is your business.

How do you transact once your account is opened? Easy, you contact us and we'll arrange most anything. This will be done in the best possible manner and will be agreed upon by all parties. Example: You want that special object, like full plate field armor, to surprise your Leader on his birthday. You just notify us of your desire and we'll make arrangements for a custom fitting by the elite c-men of Cosmopolis. He'll be wearing it the same day as the fitting. Another example: You want a "Disguise Kit" for your Thief. Just notify us and we'll have one ready when you or your representative arrive at Cosmopolis to collect it. Then we'll just deduct its cost from your account and even provide an "Official Transaction Receipt" for your records.

Are your goods and gold secure at The Bank of Cosmopolis? Have you met The Great Dragon of Cosmopolis yet?

How can you learn more about our services? Just contact us and ask.

We are an equal opportunity institution... and we want to serve YOU! So don't say later that you never had the opportunity to benefit from our services. First come, first served.

Shylock,
Chief Bean Counter
Cosmopolis Banking Commission

[Ed: The activities of this institution are handled via normal game mechanics (ie. transfers, joint turns, etc.). There are no special rules or level of GM involvement associated with this operation.]

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LORASIA PLAYER NOTICE

The only good Vampire is a dead Vampire.

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LORASIA PLAYER NOTICE

Elven Honor is under new management and will answer all diplos. You may contact me by diplos addressed to Elven Honor, C#741 King Archer. My Empire looks forward to many years of adventuring. Today starts anew.

Warlord King Archer

LORASIA PLAYER NOTICE

Fear that Walks issss under new management and issss available for diplossss through C#602 Tsar Rex. We hold no grudgessss for passsst aggresssionssss againsst ussss. We realizzzze that thissss issss a game. We look forward to many yearssss of adventuring in Lorassssia.

Warlord Tsar Rex

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LORASIA PLAYER NOTICE

To: Armies in the Pryma Forest
From: S#210 Trimorphia

The governing body of Trimorphia has declared the settlement to be a safe haven for all armies. There shall be no attacks of any kind allowed in the settlement sector. All attacks shall be intercepted by the settlement armed forces. The settlement is located in sector 19-39.

The governing body has also declared that the Balance in the forest is very heavily inclined towards Chaos. So much so that declared Neutrals attack Lawfuls just to keep Chaotics from attacking them. To help bring the forest back into Balance, Trimorphia shall hire out its military to protect Lawfuls and encourage Neutrals to stay Neutral. This hiring out is for defensive actions only, not offensive actions.

The governing body knows that for trade to increase and civilization to grow, the Balance must be kept equal. So as the Balance rights itself, Trimorphia will withdraw its offer of help to Lawfuls. If ever the Balance swings in favor of Lawfuls, then Chaotic armies shall be offered our help. As followers of Trimorph, we know the best way to help ourselves is to help others.

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LORASIA PLAYER NOTICE

Those of the fire, those of the night
Those of the blood who turn from the light
Where is your safety, where is your death
The seduction of Giants who take your last breath

Nostradamus

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LORASIA PLAYER NOTICE

To: C#414 Broc, A#199 Kosmos

Want some WHINE with that cheese? Last time I took some bonuses. Next time I'll take your life! Please don't leave your waste in every sector of the Vardian Plains. Stay at home OR ELSE...

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LORASIA PLAYER NOTICE

To: Sertorix and ICON

I have found some malcontents who do have very large axes to grind with your "so-called" neutral alliance and the Vardian Plains are full of Lawfool ICONites who shall soon know my vengeance!

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LORASIA PLAYER NOTICE

To: Prince Attalaus, ICON A#111 1st Veil

If a tree fell in the Pryma Forest and killed your pathetic tree-hugging army would anyone hear it? Would anyone care?

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LORASIA PLAYER NOTICE

To: The On-Looker (or Tlatoani)

You seem to comment on things you "see" in the CB. You say you'll give credit where credit is due... then I expect to hear a BIG way to go to Kundig of Gesellschaft Narren for his masterful duping of the once "fair" commander of A#188 Tonatiuh's Torch, and silence the yapping dog's mouth once and for all!

SCORE CARD

Alliance abbreviations:

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

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

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

WHAT'S NEW — COD II

After some unfortunate delays (mostly due to illness) the new race made its appearance. What they are, we can't say. Its a BIG secret and part of a grander story arc that is still unfolding. The players controlling the new positions are under strict instructions not to talk about them. We understand you are naturally curious but PLEASE do not contact all your friends and ask if they have one of the new positions. Likewise don't post notices on the internet (or whatever) asking for people to send you info on them. Unless you make direct contact with them in the game, you will just have to be patient and see how events unfold.

Incidentally, the response to the new race has been tremendous — we received many more signups than expected. In an effort to accommodate as many as possible we did some juggling and were able to make room for 50% more positions while still being true to the design concept. Nonetheless we didn't have room for everyone and to those who were disappointed we thank them for their interest and offer our apologies for not having room to fit them in. As an aside, in the unlikely circumstance that one of the current new race holders decides they don't want to run them we will set up a waiting list for those who would like another shot at them. If you want to be on the list just send us a note stating that you would like to be on the standby list for one of the new race positions.

The new positions seem to be going over very well. Everyone who has commented seems to be quite pleased and the initial turns & diplos seem to be played well in character. Thanks everyone! As an aside we even have one player who, though he has no information on the new race, has vowed to track down and exterminate these unwanted visitors — a crusade! You gotta love it...



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.

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.

COMPANY NEWS

Increasingly, though not surprisingly, we are getting more and more email. No wonder. It is a quick way to get a fast response to short questions. However, one of the hazards of email is that there are so many different file types and formats that can be used to send information. For a variety of reasons we prefer straight text messages (that's plain old ASCII text) without any fancy formatting, colors, pictures, etc. If you need some special formatting for a chart/graph just use a mono-spaced font like we use in the turn results print outs. It keeps things simple. Thanks!

SAMMIREPORT

We have had a special request for another Sammi Report and, as always, we are happy to comply.

Sammi (Samantha) began the 1st Grade in July as her school made the transition from a traditional (nine months on, three months off) to a year-round track (three months on, one month off) system. Academically she is doing great — A's and B's in everything. Computer Lab is far too basic for her, Science is a treat and she seems to be really taking to Spanish. Her work habits need a bit of work though — she talks too much in class and is easily distracted in independent study. Her real weakness is her hand writing (just great, the one thing she inherited from her dad!) but we are working on it.

Sammi turned six in October and as a treat had her first "big kids" birthday party at the local skating rink (previous parties were mostly family affairs). She really enjoyed the whole spectacle — deciding who to invite, filing out and handing out the invitations etc. At the party itself, she really enjoyed being the center of attention but also took seriously her role as hostess — making sure everyone was having fun and was well taken care of.



She has a new friend that lives up the street, Vanessa, and they enjoy walking to and from school together everyday (under Duane's watchful eye). While she enjoys the Hot Wheels stuff she recieved for her birthday, she is increasingly getting into hanging out with the "girls" and doing "girl" stuff. Though she still enjoys the occassional Diablo II adventure with mom and/or dad (using her Druid "Forest King"). She also enjoys playing a wide variety of games including Trouble, Life, Monopoly Jr., Candyland, Scrabble Jr. and the Pokemon Card Game.

SPECIAL OFFER

Want to play a REALLY BIG Empire? Want to rampage around and fight HUGE battles? Well COD I is the place to do it. To encourage COD II players to give it a try we have the following special offer (cannot be combined with any other offers and is good through the end of the year): If you are a COD II player who is NOT currently playing COD I and have, at the moment of request, at least \$50 in your account you can request an NPC position (formerly player run, now under GM control) and we will send you the new position AND a rule book FREE — a \$10 (or \$15 if you select an advanced race like Trolls) value. When you send in your request just give us some guidelines as to what race(s)/faction(s) you are interested in. Just ask for the COD I BIG Offer. One request per player. If you don't like the position you are given you can always drop it at no cost and keep the free rulebook but any additional positions must be paid for.

Good Gaming,

Debbie & Duane