

THE COSMIC BALANCE



Issue # 189

April 2002

PANAGEANEWS

This month we begin in the West where most of the fighting is taking place. On the Illyrian plain outside the city of Andar, Wolverine Psychos (Chaotic Kodan Raman Gnolls), Rick's Reserves (Chaotic Kodan Raman Gnolls), Lomorian Wolf Pack (Chaotic Kodan Raman Gnolls), and S.F. Giants (Chaotic Kodan Raman Giants) teamed up to defeat (but far from destroy, such is the toughness of the race) Knight Riders (Lawful Terminator Centaurs).

On the Krinthian Sea, Thunder (Lawful Terminator Humans) and Flying Dutchman (Lawful Terminator Humans) teamed up to defeat Pond Scum (Chaotic Kodan Raman Orcs) in a rare sea battle involving 65 ships and more than 8,500 combat troops.

Returning to the Illyrian plain, Urotsukidoji (Lo-kee worshipping CSA Humans) stormed the all but undefended city of Hampton.

Moving to the Eastern region, on the Crystal Plains, the N.Y. Giants (Chaotic Kodan Raman Giants) defeated Stone Fist (Lawful Giants).

At about the same time in the region known as Kythos outside the city of Trevington, Kodan Raiders (Chaotic Kodan Raman Gnolls), Black Dog (Chaotic Kodan Raman Gnolls), and Jack Wolves (Chaotic Kodan Raman Gnolls) teamed up to defeat White Guardian (Lawful Terminator Centaurs).

LORASIANEWS

In the Cambrian Range, Audacious Elite (Lawful HARM Humans) smashed Death's Sacred Band (Cosmic Balance Vampires).

On the Vardian Plain outside the town of Vardunon, Golden Pendulum (ICON, Cosmic Balance Humans) crushed 1st Crimson Legion (Humans).

In the Mertelwood forest, Flocking Ravens (Cosmic Balance Humans) defeated Axes Of Fire (Hobgoblins).

On the Nulean Plain, Ratt Skinners (Goblins), Bloodnguts (Cosmic Balance Giants), and Knights Of Malta (Shhvoon worshipping Humans) teamed up to devastate Wolf Pack (Triad, Trimorph worshipping Gnolls).

PANAGEARUMORS

The new blood seeks power!

The Terminators are poised to deliver a knock-out blow against LOOT.

LOOT is on the move... it's running away as fast as it can.

Xanthor has so many new allies a quill shortage has developed as his scribes busy themselves making copies of maps and other bits of useful information.

The Kodan Raman has taken every city in the east and is ready to begin the westward march.

A new, and as yet un-named, third faction is being formed. They care little for the Terminators but loathe the Kodan Raman.

LORASIA RUMORS

The leader of K.I.L. is the great Dragon of Cosmopolis!

Tlatoani, just another victim of Napoleon Complex.

City Leader of Ez'zak seeks a great warrior to share her throne. Who will answer?

A storm brews over STORMHAVEN!

HE whose name cannot be mentioned calls for WAR.

Kreezna pines for a long lost love....

Molcrus Isle, haven or hell?

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HARM or HARMless?

Tlatoani, teach me how to whip Giants, mwhaaaaaaa!

Cosmopolis has learned the secrets of lost magics.

The KIL Alliance has joined forces with ICON to overthrow Lorasias.

There is much treasure to be found if you know where to look.

The Crystallian Warriors are pawns of HARM!

BULLETINBOARD

PANAGEA PLAYER NOTICE

To: Whoever is in the RPA Alliance
From: C#680 Kolin McGowan, Leader of A#743 I.R.A.

I have just recently taken control of the above army. I would like to hear from any other Alliance members. I would like any information about COD I and would like to receive any sector and/or map information. I also need the list and description of the bonuses and skills, other characters available, and other troop types.

My army is currently located in sector 53-19 in the city of Trekkers Run. I look forward to hearing from you! Write to me at the address below:

Carlin R. Seward II
30 Administration Road
Bridgewater, MA 02324

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PANAGEA PLAYER NOTICE

Hail All Warlords and Alliances

I am Arthur, the new ruler of A#804 White Guardians and A#391 Avengers. From the amount of moves I can tell that this army has a lengthy history in Panagea. I being new to the game have inherited an army that is aligned with Terminator and has probably had struggles with Chaotic Empires. Not my history!

My history starts today and I would like to be an adventurer and would appreciate a chance to decide what I would like for my armies. I hope to hear from the leader of the Terminators and all those who wish to communicate a differing view.

C#2554 Arthur

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PANAGEA PLAYER NOTICE

Hail All! I am Arthur, Warlord and NEW ruler of the Empire Knights of Camelot which consists of several Centaur Armies of which I have taken control. I would like to say it is a new day as of today and I bear no ill will towards past adversaries and hope I will not be held responsible for the transgressions of the previous owner. I wish to enjoy the adventure of exploring and role-playing and learning.

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LORASIA PLAYER NOTICE

To: Kings, Queens, Lords, and Warlords of Lorasias

Story of the demise of the Empire Believers of the Way as given by the wife (Druid Sheila Blackheart) of Craco Blackheart (Warlord of Believers of the Way). This story told by the Druid to her cousin (Mol'afay Kacha-Rilym Ndarlt [Blue-Eyed Beauty — House of Blackheart]) as the Druid lay dying in Mol'afay's arms.

We the Believers, as members of the ACE Alliance, heeded the Alliance leader's call to arms against the Lawful Empires Shadowmane and Graybeard's Dwarfs. With fellow Alliance member Furro Half-Ear's 1st Legion of Fang, the Believers (the two newest ACE Alliance members) chased Shadowmane across the Agerian Plains. Only 1st Legion made contact (twice) with Shadowmane and was left decimated. The Believers arrived just after the battles (poor coordination) and Shadowmane had moved. Months later with 1st Legion destroyed the Believers received a missive from the Alliance leader stating "Shadowmane and their breeder Army Rohirrim are in sector 29-21. My Army and another will attack them soon, if you can get here join the attack." Craco ordered his wife the Druid to cast Mass Haste as the Empire marched from outside Isengak to sector 30-21 and then marched into sector 29- 21 and attacked Rohirrim. Shadowmane intercepted the attack and then decimated the Believers in a follow-up attack of their own four days later. Our Alliance leader sat with his backup Empire and his own within one sector but never attacked Shadowmane or Rohirrim. We gave our lives for the Alliance without regret but did the Alliance lead 1st Legion of Fang and Believers of the Way to their slaughter for some reason only they know and understand? If so low scum fit for a Lawfool Empire not a Chaotic. Are you Lawfools?

That is the tale of the Dark Elf Druid Sheila Blackheart as she told it to me, Mol'afay Kacha her cousin and wife of Gondar Bright, BattleMage of Believers of the Way. I but regret as sole survivor I cannot avenge the death of my husband and beloved cousin Sheila.

Mol'afay Kacha-Rilym Ndarlt

LORASIA PLAYER NOTICE

TO: A Causal Observer
FROM: Prester John, Knights of the Rose

I read with interest your discussion of C.A.T. in Cosmic Balance Issue #188. I would agree that neutral and Chaotic forces are lacking from the list, which makes it suspect. However, I also could not help but read with amusement your assertion that my army, Knights of the Rose, should be on the list of "Terrorists". What, pray tell, is your justification for this outrageous claim? Knights of the Rose has only participated in one attack. Period. That attack occurred on December 8, 2000, against a known undeclared Chaotic army, and an undeclared member of a Chaotic alliance that was the, bar none, worst offender of attacks against innocents. That army was #340 Windriders. Let me refresh your memory. In Issue 152 of the CB (March '99), Warlord Torocious of KIL announced that the First Expeditionary Force of KIL was approaching Kaffa. The announcement stated that this force would destroy the armies currently trading there, but offered to forgo its attacks against an army if the army agreed to pay a tribute of 10 wagons, 50 cattle, 200 GS, and a detailed description of their empire and all its holdings to Army # 340 Windriders. Several ICON armies were designated by number as specific targets, including Knights of the Rose. Thus, Windriders was, at best, a Chaotic sympathizer, and, at worst, an outright undeclared KIL army. It was in response to these threats that the ICON armies around Kaffa and on the Vardian Plains formed a tight-knit group. Eventually ICON and KIL negotiated a non-aggression pact between them; the pact did not include Windriders. In November 2000, this same army, Windriders, attacked Skull Crackers outside Kaffa, despite ICON's repeated warnings against this type of attack. The attack is reported in Issue #172 of the Cosmic Balance. Windriders established itself as a marauder, precisely the type of marauder that ICON did not want in Kaffa. And so it was that Knights of the Rose, along with Wolfpack, retaliated against Windriders for this action. As for Operation: Deadwood, I did not participate in that endeavor. Knights of the Rose was near sector 37-16, scouting the area where we would later find the fortress Tempel-Vardia. A few months later there was a nice juicy target, Promised Ones, Lawful, with 2400 herds in that same sector. I could have easily taken it out, but I didn't. Why? Because I'm not a marauder or a terrorist. Therefore, I would suggest you get your facts straight before you decide who should be added to the list.

Let's talk about Operation: Deadwood. Seems at lot of people think ICON is a Chaotic sympathizer because some Lawful armies were attacked. So, here are some more facts. The armies that participated in the campaign were Wolfpack (ICON), Dwarven Axes (Lawful, and now HARM), Jaws of Thirst (Lawful), 1st Crimson Legion (ICON), Rainbow Guard (ICON), Wolfhounds (no affiliation), Grave Dancers Union (ICON), Shadowriders (ICON), White Crane (ICON).

The following armies were attacked: Windriders (undeclared Chaotic), Saviours (undeclared), Promised Ones (Lawful), Nautical Merchants (undeclared), Caravan Guards (undeclared), Knights of Papert (undeclared), Oblivion (undeclared), Skull Crackers (undeclared), Amazing Grace (Lawful), Bert's Biguns (undeclared). Wyraxxian (undeclared), attacked Wolfpack and was destroyed (no doubt to the great relief of a certain player). Two Lawful armies participated in the campaign, and two Lawful armies were targeted. Furthermore, 9th Diamond (Lawful, now HARM, but not at that time), although not officially a participant in the operation, nonetheless took advantage of it to launch two attacks of its own. Of all these attacks, only one of the armies hit was allegedly an active position. It was it because the leaders of the operation did not know it was active, and it had failed to respond to diplos, although many others did. It was not ICON's intent to deliberately target a player position, and both Sertorix and the leader of Dwarven Axes (again, for those who did not get it the first time around, Lawful) offered to make full restitution. An offer that, to the best of my knowledge, was never taken up. I would also point out that no army that flew an alliance banner was on the list to be removed, and further, several undeclareds who responded to ICON's diplos were notified they had nothing to worry about: 9th Diamond, Iron Ring, High Blade Brigade, Wraxxian, and Knights of the Rose (the other by that name). There was at least one Guardians of Destiny army at Angoheim, and it was not targeted. So, Chaotic sympathizer? I think not. And whether you consider the armies that took part in Operation: Deadwood marauders or not really is in the eye of the beholder. If you want to role-play, they could be called marauders; if you want to pure all-out wargame, then it's smart play. Take your pick, you can't have it both ways.

A final mention on C.A.T. Don't know who they are. Not affiliated with them. Don't care. Also, I find we have an On-Looker, a Watcher, and now, apparently, a "Casual Observer". How long before "Impartial Observer", "Neutral Observer" and "Impartial Neutral Watcher" show up? What are we, the United Nations? 'nuff said.

Prester John
Neutral-Impartial-Casual-Onlooker-Watcher-Observer
Knights of the Rose
ICON

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LORASIA PLAYER NOTICE

Army #412 Jaws of Thirst is under new management. It will become part of the H.A.R.M. Alliance. Former friends please contact me.

C#1311 Anfauglir
Dennis Maher
30 Administration Rd
Bridgewater, MA 02324

LORASIA PLAYER NOTICE

Coalition Against Terrorism

It seems that this coalition is sanctioned by either Chao-ticks or Neutrals — or should I say “so-called Neutrals”. This coalition talks tough but can it act tough? I see no Lawful cities are part of this coalition. These Lawful cities have armies that are banned or have bounties on their heads. You don’t hear them whining. Or couldn’t you deceive them?

Yes these armies, or some of them, preach obedience to Law and Order. We who preach Law go by the guidance of their Deities. In section X The Nature of Things, subsection 10.1 Deities and the Cosmic Balance, under Lord Arkyn I quote:

“He is often worshipped in Temples devoted to the Lords of Law and his followers are dedicated to the destruction of the Dukes of Chaos. Lord Arkyn aggressively seeks the supremacy of Law over all the planes and richly rewards those followers who are devout and act decisively for the defeat of Chaos and its minions.”

Is C.A.T. suggesting I should not follow the wishes of my Lord Arkyn? I would rather face all the Chaotics in Lorasias than suffer the wrath of my Lord.

You say you will treat all allies or friends of these armies as terrorists. Well, a terrorist is someone who does something behind someone’s back or in secrecy. Those Chaoticks that were attacked were hiding behind the city dwellers’ skirts. We go after the armies, not the people who live in cities. Most of these armies are my friends or allies or will be. Some of them are H.A.R.M. or C.W. I do not speak for H.A.R.M. or C.W. but I will cover my friend’s back as I am sure he will cover mine. These armies will get in your face, not stab you in the back. Just because you cringe in terror at what a well-trained, well-disciplined army can do, that does not make them terrorists.

C#107 B. Guile Homeland Defense Minister...
Beguile: to deceive, to mislead by deceit. So does this mean that you are deceiving these City Leaders? I wonder. That is something that you would expect from a Chaotick. We or I will not deceive anybody. If a Chaotick tries to hide in a city and I am after him, then the repercussions of what happen in that city is not on me. Because I will come and get that army.

It seems you have thrown down a gauntlet to these armies or friends or allies of these armies. Well, I accept your challenge. I am!!!

C#1311 Anfauglir
A#412 Jaws of Thirst

P.S. As you see I don’t hide behind the city dwellers’ skirts by just putting down my character. I also let you know the name of my army.

LORASIA PLAYER NOTICE

To: Guile, CAT’s Minister of Home Land Defense
From: Lacewood, CW’s Minister of Diplomacy on Cont. II

I read with intrigue your Player Notice in CB186 and thought I’d make public the insanity of your ramblings of which you speak with such dilettante authority. I’ll do you the favor of not dwelling on your awful grammar (chalking it up to poor education) and sojourn with your hasty rhetoric and ill-informed opinion of what “terrorist” actually means.

To begin, I would convince you that, by definition, a terrorist is a minority — a group or individual hopelessly grasping for speedy results in view of a bleak near future. I’d hardly call the armies you listed desperate and grasping (much less the entire Lawful religion, you foolish face of a mob). In fact, all the armies listed have taken their share of beatings and steadily rebuilt for another battle. To call them terrorists ignores their resolve to fight again. That the battles took place in a city sector, while unfortunate for peaceful merchants, would lead me first to believe it was tactically advantageous for the attacking army to do so. Where else do these battles take place, the flag pole in sector 36-15? If by chance that was not the case, my next assumption would be that the defending army sought refuge in said sector, cowering like a sniveling and lame puppy without a home or friends.

Furthermore, I have great difficulty reconciling your acronym with your intended course of action. Is your plan really to gather your four chums and hunt down the “allies, friends, and anyone who would render them aid”? You sound like a bunch of inbred yokels chasing the chickens around the coop. If you could hold your attention long enough to follow my analogy, I’d point out that the difference between terrorists and bullies is the same difference between your terrorists and your C.A.T. alliance: terrorists are successful, but bullies are merely too naive to know any better.

Plainly put, you’ve gathered a small sample of like-minded dolts to wreak havoc on armies selected a priori (never will I see a Chaotic on your “to get” list) for the sole purpose of recruiting unknowing members into your pathetic fold all within the guise of “anti-terrorism”. Please don’t misunderstand me, your ruse is quite ingenious. I only hope it’s transparent enough to the novice players just so they don’t walk away from Lorasias with disgust. (NOTE TO NEW PLAYERS: this game actually requires intelligence to play, please ignore C.A.T.’s idiocy. Players interested in challenging and productive fun please contact the CW alliance).

Lastly, and I write in full earnest here, you borrow a language wholly inappropriate for the occasion. Please stop. This is a game, remember.

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LORASIA PLAYER NOTICE
ENCYCLICAL #2 TO WORSHIPERS
OF THE COSMIC BALANCE
THE MAELSTROM APPROACHES

Flee oh faint of heart! Fly little birds from the nearing storm. Force march your armies far, far away. Mayhaps you will be spared from The Struggle which shall besiege Lorasias like The Maelstrom of Doom.

For I tell thee now, Sparrowheart, in the name of The Cosmic Balance: "The Struggle comes". It is close. It shall multiply on Lorasias and no Alliance shall be forgiven its payment of blood. Even those confederated but not declared shall bleed. None shall escape. All shall deliver their due as the battle lines form fast. This Alliance plans such and such. That one suspects and prepares this then that counter. The other dreams of dominion and feels confident their's is the surest scheme for power. "Ours..." each believes "... is the strongest force. We shall be victorious!" Yet I say unto you, Brothers in The Struggle, verily it is we, and we alone, who shall prevail. For, let the carcasses fall where they are slain, it shall be the result of Struggle. Such is our mission. Let this therefore be an axiom of our faith: "Where there is Struggle, there is our Victory."

This dark and foreboding vision of coming Doom fell upon me as I sat silently in the Scriptorium. Then I saw a Mighty Golden Scale rising from the lands of Lorasias. It hovered in the sky above. The brilliance shone greater than the noon day sun in all its glory. Suddenly shafts of pulsating light burst from the fulcrum point and leapt to the surface of the land below. These beams fell specifically upon each empire who worships the Cosmic Balance. They shone as beacons to light the way to Victory. As I beheld this magnificence, the Mighty Scale spoke: "Let the faithful know of..." The Voice boomed with the power of a thousand volcanoes erupting at once and the entire land of Lorasias shook in my vision. "... the light you are shown." The arm of the Golden Scale then reached down to me and presented a scroll. I took it, unrolled it and read the words. They were magical, and truth abounded in them. I rolled the scroll, handed it back and knew what I must now say.

I called for my scribe C#1487 Pax and said, "Write now these my words and publish them for the Brethren to read and know..." And so Pax wrote:

"Brothers of the Balance, Soldiers of the Struggle, it is time we stood united in purpose and in deed. Though we are all of the same faith some will discover we are not all on the same side in the coming Maelstrom. I tell thee now that our duty is to promote the Struggle between Law and Chaos, not to battle another of our own faith. Be warned: a house divided against itself will not stand. Who will be left to promote the Struggle between Law and Chaos? The

Holy Scripture does not condone war against The Brethren. Such would promote suicide, not the Struggle between Law and Chaos. This word of caution is thus given to those worshipers of The Balance who are declared members of some specific alliance also. Be careful! You cannot serve two masters. You risk EXCOMMUNICATION! Take care in the execution of your pursuits.

"I urge all of you who worship the Balance but are declared to a specific alliance to examine your doings. Are you fulfilling your duty or are you being faithless? I see the time drawing nigh when Brother will face Brother in the field. This will be due to misunderstandings. D.O.A., Ark of the Covenant, Kosmos... what paths have you set your feet upon? Do they diverge from the faith or converge in truth?"

"It is not wrong that we find ourselves on opposing sides at times. How else could we influence The Struggle? Though this is the case — whether, in order to promote Struggle, we declare in favor of ICON, HARM, CW, ACE, ROC, or NWO, this simple truth remains constant... we are The Cosmic Balance! Remember this, for there will be more to say about it in the future as the storm clouds gather..."

"Now, this opportunity is here taken to present meritorious awards to C#454 Maggot and to C#727 Galianos. For their courage in stepping forth with articles in the February 2002 CB and honestly expressing their faith in The Cosmic Balance. They are hereby awarded The Order of the Golden Arms. Henceforth they shall be known as The Honorable Maggot and The Honorable Galianos. They are to be embraced by The Brethren. These awards are bestowed in the name of The Cosmic Balance.

"One final note — to all of The Faithful who have written to me via my scribe C#1487 Pax, by now you should have received my replies. I trust the suggestions sent you regarding how to further promote The Struggle prove successful. If you do your parts then The Maelstrom of the vision will certainly come to pass. I welcome your future communications and bid thee, one and all, Keep The Faith..."

The Prophet of The Cosmic Balance

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LORASIA PLAYER NOTICE

Army #399 Red Maw is under new management. It will become part of the H.A.R.M. Alliance. Anyone interested please contact:

C#1314 Carcharoth

Dennis Maher
30 Administration Rd
Bridgewater, MA 02324

LORASIA PLAYER NOTICE

To the coward(s) who placed their resentment of C.A.T.'s statements in the "rumor" section of the CB I say "typical Lawful". I noticed no scathing rebuttal? Of course in order to refute "facts" one must have facts to the contrary. Since the latter does not exist and the information disseminated by C.A.T. was obviously true, the terrorist armies which were exposed for their criminal activity chose to remain silent on the matter. Correctly so!

Nevertheless, C.A.T. will not go away. After speaking with the High Council, C.A.T. has decided to offer more lucrative inducements to the denizens of Lorasias, to better serve cause and effect. As of this moment C.A.T. will offer a 5,000 gold sovereign reward for the destruction of A#188 Tonatiuh's Torch. Due to the devious nature of the Lawful or pseudo-Lawfuls, C.A.T. will clarify this issue.

By destruction, we mean: "death to a Kobold" and/or any potential mercenary units traveling under their command as well as this army which may choose to become splinter groups for the sake of having a Lawful or Neutral ally attack and destroy it in a smaller less significant version of itself! Having met with various City Leaders of Lorasias, C.A.T. has also decided to collect the various bounties and provide anyone who attacks these known terrorists with collective pools of gold for more incentives. Furthermore, we will offer gold rewards for accurate information concerning terrorist activity and their movement. So to all the peasants of Lorasias, "there is a fortune to be won!"

I want to thank those of you who have answered our call to arms and to the few who actually contributed viable information which will surely lead to the inevitable capture and punishment of these insidious criminals, you have our heartfelt thanks as well as our gold.

As promised, here is the latest Terrorist Update: 188 Tonatiuh's Torch, 179 K-9 Knights, 229 Rohirrim, 446 Shadowmane, 253 Greybeard's Raiders, 218 Lift Tail Legion, 526 Dwarven Axes, 385 9th Diamond and 316 Eternal Servants are now all known terrorists and targets of C.A.T. As negotiations continue throughout the cities of Lorasias the list will continue to grow. With these brazen criminals at large, small neutral Empires and common peasants, tradesmen, merchants and farmers are advised to be wary. Since their main objective is to attack small armies to gather herds and provisions to support their unholy war, the less opposition you proved the more likely you are of becoming a target. Hide your food, fodder, cattle, and miscellaneous wealth. Also you are asked to report any suspicious activities whereas the armies may be flying Lawful banners in particular.

Since the individuals and Empires in question are of the lowest moral fiber, they will protest in the light in which we have portrayed them. This is to be expected.

Since they chose not to respond to C.A.T. directly I hereby challenge them to give proof to our accusations. Tell the leaders of the cities in which they have showed no regard for their laws. Explain the wanton destruction of armies seeking the safe haven and sanctuary of the many churches and hostels in these neutral cities. They cannot for they maliciously and with forethought and utter contempt for the sacred laws of others chose to adhere to the laws which "THEY" invoke. Cowards! SCUM! Vile infidels! I have no need to hear their whining nor the tolerance to waste pity upon them. Soon they shall reap the spoils of their vile seed. I long for the days when leaders led!

Enough of these words. Soon the peasants shall take their plow shears and form them into swords and the blood of all those innocents spilled in the name of "LAW" shall speak to those who have destroyed their meager lives in person. Until that day... Something this way comes.

C#107 B. Guile
Homeland Defense Minister C.A.T.

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LORASIA PLAYER NOTICE

B. Guile sure has a way with words. Are you related to the blowhard known as Bentpaw? If you meet, say hi for me. I did not claim to be neutral. When an Empire does not have a religion or deity it is undeclared. However, it is a different matter to be a declared neutral and act contrary to that alignment. Do you know the difference?

For example, Gesellshaft Narren Giants has declared for Lyredh. Contrary to the ways of Lyredh, this "neutral" army is supporting Chaotics. It is so amusing to read that the Giants were fighting certain Lawful armies because of the demise of one of its armies years ago. Let's give them the benefit of the doubt and accept that excuse. What was the excuse for attacking my army? Did I attack a neutral army of theirs? As far as I can tell, no. Did I attack Chaotic armies? Yes, I did. Oh, that's why they attacked me. They were defending their Chaotic allies. Why don't the Giants change their deity to something more in line with their Chaotic leaning?

You and Kundig are the ones who need to use the outhouse. Both of you are really full of it. BTW, I don't give a damn who you are and which army you belong to. You made me tremble with fear when you wrote about the person whose name cannot be mentioned. Of course his name cannot be mentioned. It's the same as the stuff in the outhouse. If you mentioned it, the Great Monsters might censor the name. I'll just call this unnamed person "the one who is full of it". Will that be OK with you?

Time to kill the CAT.

Tlatoani

LORASIA PLAYER NOTICE

Siringo Ironheart's Top Ten List: "What's Good About Playing With Less Than a Full Deck"

Starting at number 10: It's much easier to build a house of cards.

Number 9: It's easier to win at solitaire! (Less cards to stack up!)

Number 8: As well as being easier to shuffle, it's also easier to count cards and win at poker!

Number 7: Once you've stripped the deck of jokers, aces, and eights you're not getting a "Dead Man's Hand"!

Number 6: It leaves you room to get creative and fill in the missing blanks!

Number 5: Calling me a blathering idiot would be a waste of time — it's redundant!

Number 4: If I should blunder into the middle of a conclave or secret gathering of Chaotics... I could not be faulted for attacking everyone in sight rather than having the good sense to withdraw!

— Whew! It was never this hard counting down from ten before! —

Number 3: I only play with the Diamonds in the deck!

Number 2: I would not be faulted for a bad idea, but would forever be remembered for a good idea!

and finally ... Number 1: Once you get the Nine of Diamonds who needs the rest?

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LORASIA PLAYER NOTICE

The exiled shall be dealt the fatal blow by he of the broadest stroke.

Fearing chaos' influence his defeat is sealed through balance.

As allies abandon the leader of duality,

Resounding defeat is his reward for a laborious sea journey.

Nostradamus

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LORASIA PLAYER NOTICE

With blood still dripping from his dagger, the Thief called FORWHAT looked upon the dead body of Prince Attalaus, the well known tree hugger. He had never killed before as he was a noted coward, yet the High Priest, ASYOUWERE had somehow convinced him to do it in the name of Trimorph (that plus a good whuppin'), so he did it. He then gave his report to the High Priest:

"It was gosh awful! There was this nasty hole in his back and it was oozing, gooey and bloody and it made me puke..."

"Yes, yes," the Priest dismissed him before he could finish his report as even he could not stand his incessant sniveling any longer.

As the Priest now found himself in command of the settlement of Trimorphia (which he had gained by cheating the former owner in a game of bones), his first act was to declare martial law and denounce his affiliations with ICON. After all they were far too principled for his taste. With all their talk of honesty and integrity, it was sickening. He then ordered all the "real" clergy executed and sacrificed to Trimorph. Having recently been accused of Heresy, he pardoned himself and his immediate staff and declared that "Trimorph loves me and from this day forward all we do we do for the glory of Trimorph!" Since Trimorph's patrons are often merchants, bandits and thieves, he pondered which hat he would wear tomorrow....

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.

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.N.A.P. — Society of Neutrally Allied Peoples.

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. Sometimes referred to as G.O.D.

HARM — Heroes and Raving Maniacs.

ICON — Independent Confederation Of Neutrals.

K.I.L. — Kobolds Invade Lorasia.

N.W.O. — New World Order.

R.O.C. — Reign Of Chaos.

R.O.T. — Raging Odious Terror.

S.O.B. — Soldiers Of Balance.

HINTS FOR BETTER PLAY (COD I & II)

Lately we have had a number of existing players picking up NPC positions (Empires) to expand their holdings. While we can appreciate a player's desire to run these positions in their own special way it is important to remember that, as pre-existing positions, they have a history that must be acknowledged and accepted. If you want something without a history set up a new position and don't bother with an NPC.

Now when it comes to role-playing there is a right way and a wrong way to address the change in leadership. Here is an example of the WRONG way (ie. diplos or PNs): "I just picked up this position so nothing that happened before matters...." How this will affect other players is one thing, but other NPCs simply won't care. If they hated you before they will still hate you, likewise if they previously viewed you as a staunch ally then that view will remain. A better way to address the change in player might be to change army leaders (perhaps killing the old one in a coup) "Jason Stormcloud has overthrown the incompetent Plia the Elder and now plots a new course for the Orgonut Empire. To establish diplomatic relations contact...."

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.



"THEY CAME FROM THEIR MOUNTAINS..."