

THE COSMIC BALANCE



Issue # 198

January 2003

PANAGEANEWS

This month we begin in Western Panagea. On the Illyrian Plain outside of Andar, Wolverine Psychos (Chaotic Kodan Raman Gnolls) and Rick's Reserves (Chaotic Kodan Raman Gnolls) teamed up to smash Tulegs (Lawful Humans). At about the same time Lupine Legion (Chaotic Kodan Raman Gnolls) and S.F. Giants (Chaotic Kodan Raman Giants) teamed up to defeat the Blackthornes (Lawful Humans).

In the central region fighting continued on the island of Mycenea when, outside the city of Mycene, Fedaykin (Lawful Terminator Humans) destroyed Grey Scales (Shhvooon worshipping Lizara) and Bloodguard (Lawful Terminator Humans) defeated the fleeing 13th LOOT Legion (Chaotic LOOT Orcs). At about the same time, though 50 miles away, Trekkers (Lawful Terminator Humans) and Wyraxian (Lawful Terminator Giants) teamed up to destroy the notorious Uruk Ang (Shargash worshipping LOOT Orcs).

Days later in the Grimwall Range, Knights Of Red Ax (Shargash worshipping LOOT Minotaurs) defeated Legion Of Blood (Lawful DOA Humans).

LORASIANEWS

The Isle of Quadro is seeing more than its fair share of action. The fighting began when Tonatiuh's Torch (Kobolds) and Shadowmane (Lawful Centaurs of the CW) teamed up to smash 1st Bloodsword (Gnolls), a large but lightly armed and poorly equipped force. [Ed: In other words, Quality Counts!] outside the city of Cosmopolis. After the attack Tonatiuh's Torch began to lay siege to the city. More than two weeks later Tonatiuh's Torch was hit by a coordinated counterattack by Seahawks (Cosmic Balance worshipping Gnolls or the IRA) and a sortie by the Cosmopolis (Cosmic Balance worshipping Gnolls of the IRA) city garrison, which includes a Dragon! However, the defending Kobolds, blessed with superior numbers, training, and equipment, handily repulsed the attacks. Shortly thereafter Tonatiuh's Torch destroyed the remnants of 1st Bloodsword before re-establishing their siege of the city while Shadowmane eliminated Krull (Chaotic KIL Kobolds).

On the Vardian Plain outside of Vardunon, Scarlet Knights (Cosmic Balance worshipping Vampires of the IRA) defeated the 1st Crimson Legion (Humans) in a recruiting raid. More than two weeks later Ark Of The

Covenant (Cosmic Balance worshipping Humans of the NWO) and Scarlet Knights defeated Amazing Grace (Lawful Giants) in apparently unrelated attacks.

On the Agerian Plain, Demora-Lizers (Cosmic Balance worshipping Gnolls of the NWO) destroyed Thunder (Titans). At the city of Kingston, We Gotchya (Chaotic ACE Kobolds) and Shadowwalkers (Chaotic ROC Dark Elves) teamed up to defeat Order Templar (Lawful Gnolls). More than two weeks later 1st Engineer Co. (Chaotic ACE Goblins) also defeated the hard fighting Order Templar.

In the region known as Malundia, Peaceful Traders (Kobolds) defeated Black Hand (Chaotic KIL Kobolds). Two weeks later they launched an even more successful attack against their already weakened foe.

In other battles, Kosmos (Cosmic Balance worshipping Gnolls of the NWO) destroyed Simba's Pride (Leomen) outside of Port Royale, while Ratt Skinners (Shhvooon worshipping Goblins) destroyed Yellow Sect (Lawful Elves) outside of Lotheria, much to the alarm of the local Elves.

PANAGEARUMORS

The new year census figures are in, painstakingly assembled by squinty-eyed scribes. Currently there are nearly 2.5 million people in various armies, two thirds of whom are Gnolls or Humans.

The Terminators and Kodan Raman have reached a peace accord. They will both commit ritual suicide and be done with it.

Xanthor was spotted in the local sheep pen in Mycene.

The New Blood has made the first move. Who will respond, and how?

The City Leader of Mycene wants out... NOW!

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The following races have not been spotted in quite some time and are believed to be extinct: Halflings, Indalo, Gargoyles, Wild Elves, Frogmen, Leomen and Satyrs. Sightings of any of these races should immediately be reported to the Panagean Census Bureau.

Centaur and Minotaurs are the most populous and successful of the advanced races. Not only that, but they kick bootee in combat.

LORASIA RUMORS

Beware, CHAOTICS eat Lawfool dead.

Leomen are now extinct. Sad, very sad.

Vacation Lakon!

The New World Order and Imperial Red Armies have formed an unstoppable Alliance of Might!

KIL remnants continue to wander aimlessly across the land, as if waiting for something.

Tlatoani was recently seen in a brothel in Cosmopolis. When asked what he was doing there, he said he was taking the city for a test ride.

The NWO has been linked to the CIA via the ABC and the DEF. OIC!

Peaceful Traders should rename themselves Warring Marauders.

BULLETINBOARD

PANAGEA PLAYER NOTICE

Yo Crappy... peace? No peace. How cum yu sits on island and dictate conditions? Us gives up alla cities in West. What yu means "give up"? Huh? What yu give up? Us pays in blood, yu jus runs away. Peace only cums when i spits onna yu grave. Yu disgustin lil man. What's wrong? Runnin outta resources on that island? Killin markets to makes gold? Yu makes lotsa enemies. Most leaves Pan fer other worlds. I fer one wil fites to death fer chance to slit yer gullet. How cum yu not blah, blah, blah with Kodan leader? Methinks yu gets same answer yu readin. Sanity? Yu funny. I tells yu what... why nots cum back to mainland and speak with sword not mouth. Yu clucks liek chicken. Cum back mainland sos yer lackeys can see how gutless yu iz. Maybe yu waits til crack opens and swallows seas. Mycene not be island no mo. No place to hide, no place to runs. Yu gonna hafta change diapers when alla yu sees is find Orcses, Gnollses, and Lizardses from horizon to horizon.

Ghost of the Red Braids

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LORASIA PLAYER NOTICE

Priests could be heard chanting praises to the Cosmic Balance just outside the temple meeting room. It provided a warm feeling in the soul for any who listened to it. The two mighty political figures and their advisors inside the meeting room seemed to enjoy the sounds even more on this special day. For on this day, two champions for the Cosmic Balance unite their Empires.

Pax, the veteran of many glorious battles, and Hakkon, the up and coming defender of the Balance, vowed to step up the crusade for the Balance this day. It was agreed that Hakkon should take control of the city of Cosmopolis and free up Pax to lead his more numerous and experienced troops into battle.

The paperwork was signed, the Temple bells rang forth and the Great Dragon of Cosmopolis roared out to bear witness to the event. From this day forward anyone wishing to conduct business with the city of Cosmopolis should diplo the city (S#205) or Hakkon C#2402.

To all the Warlords of Lorasias: The city of Cosmopolis and A#367 Sea Hawks are now under the control of Hakkon, C#2402. Those of the Balance who wish to work with Hakkon please contact him soon. Those of Law or Chaos who wish peaceful co-existence with the Balance should contact Hakkon also.

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LORASIA PLAYER NOTICE

Things that make you go Hmmm....!

TLATOANI can be anagrammed into ALIAN TOT. Is this a misspelling? Are Tots the same everywhere... crybabies? Somebody please put Tlatoani out of his misery!

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LORASIA PLAYER NOTICE

Recently, Gnarlbard and his allies have decided to attack my armies again. I guess they haven't learned from the mistakes made by KIL. What does KIL have to show for its attacks against my armies? Hellorin's Wrath Gnolls is dead. Black Crow Clan Orcs is dead. Kobolds of the Seize Kobolds is completely crushed. Oh, I see a pattern. They want to join their dearly departed friends. Well, I'm here to help you out.

Now who wants to be first? How about you, Seahawks Gnolls? No? Then how about you Dag Nabbits Ogres? Maybe? You'll just need to keep guessing who will be first to be destroyed. Don't be disappointed if you're not the first to go. Take a number and I'll get to you as soon as possible.

Let the killings begin,
Tlatoani

LORASIA PLAYER NOTICE

Did you hear what the CL of Cosmopolis wants for his city? 50,000 GS!! Is anyone out there stupid enough to pay so much GS for a city? Did you ask him why he needs so much GS? I'll answer that. He wants the GS to train up warriors. Then, he could use them to recapture the city if he wanted to. What a deal! Buy the city and then return it with no refund.

The words of someone from another realm come to mind. To paraphrase P.T. Barnum, "There's one born every minute." Are you one of them?

Tlatoani

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LORASIA PLAYER NOTICE

Overheard in a local tavern in Magdenheim:

1st Giant: How many Satyrs does it take to fill you up?

2nd Giant: Well, the last time I started feeling a little queasy after eating my 509th!

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LORASIA PLAYER NOTICE

Hello Fellow Lorasians,

It has been a long time since I have communicated with you. I, Mol'afay Kacha, have been given refuge by some distant relatives. They have heard the story of "Believers of the Way", its betrayal and destruction by the one we call the "Deceiver". {For those who know not of what I speak, please read CBs #189 and 191 April and June 2002.}

For the death(s) of my husband (Gondar), my cousin (Sheila) and her husband (Craco), I claim the right of vengeance. Dark Elves everywhere know of the "Believers" demise and acknowledge my right (if I can put a force together to carry it out) to vengeance for cowardly acts of the ACE leader known as the "Deceiver". As stated in CB#191 (June 2002) somehow through Gondar Bright's last act of magical power, Craco Blackheart's life force was preserved. Craco exists in a strange creature he cannot control but can influence. I feel in my soul Craco is not so far away and seems to be coming closer. I pray I recognize him when and if I come upon this creature. I swear upon the Underdark and the one who rules there, I shall utterly destroy the "Deceiver's" most favored "Empire" or die in the attempt.

So say I,

Mol'afay Kacha

LORASIA PLAYER NOTICE

ATTENTION!! ATTENTION!!

Crystalian Warriors are looking for cannon fodder. New or old suckers are invited to die for us. Do you have goals you never wanted to fulfill anyway? We can help. Do you want to know the cool comfort of the grave or the warmth of a Chaotic stewpot? We can help. Give us all you know about characters, spells, map information and troop types. Do you want a leadership position in battle? We can make sure you are out in front. Way out in front. Do you want to expend your energy scouting uncharted territory and then tell us what you find? We can tell you where to go as we have lots of blank spaces on our maps. Contact me, uh I mean us, yeah us, there's more than one of us, I swear.

A#0 (That's THE Big zero) B-9 Nutz

[Ed: Obviously this is a joke and NOT actually from a representative of the Crystalian Warriors.]

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LORASIA PLAYER NOTICE

The IRA attacks against every city in the world has been called off because of a severe hangnail. So you know you and you know who else need to do you know what with the thingamabob and the whatzit. Make sure you get a receipt!

So for the vast number of people who were going to help, you both need to just pick up the shattered pieces of your lives and move on. We'll be in touch.

Boredom Dumbazahammer

[Ed: Another jest and not an official announcement from the IRA.]

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LORASIA PLAYER NOTICE

IRA will help any and all alliances huh? You're not just the militant arm of HARM, huh? Funny, TRIAD said the same thing and they folded the same time the Guardians did. I hope you'll forgive me if I find that to be male-cow-feces. HARM created a second alliance to attack without compromising their "main alliance". NWO is probably a second, second alliance. Now that's what I call cowardice. They are unwilling to face the consequences of their own foul actions. Why is it always Lawfuls that do this? On Panagea, the Lawful DOA leader made a deal with some Vampires to attack unfriendly neutrals and even some uncooperative fellow Lawfuls. When has a Chaotic ever created a second (or third) alliance to attack with impunity?

LORASIA PLAYER NOTICE

Frum: MUGG!
2: Awl Loorayshuh

Me iz bak!! Sum uv u no MUGG! az GROG!, but
GROG! B on Pangeeuh, n MUGG! b on Loorayshuh.
U unnerstan? Me hoewp so kuz me not gunn splayn it
twiiss.

Now me giv u nu powem!!

Skaylz

Dey cum mayken noys
Dey fiit Kundigz boyz
Horsmen fiit ferst
Dey get d werst
Jiiantz sho dey gotz poyz

Den aztek koboldz uhtak
Kowerd leed frum d bak
Dey so mannee uv dem
Wayv wuz hard 2 stem
Jiiantz long tiim slash n hak

Lotsa lizerd dey did sley
2 mennee jiiantz dii dat dey
Lizerd partz go everweer
Hard to wash owt frum hayr
Meet wuz stringee n grey

Most partz is rotted uhway
Wun part left frum d frey
Littul kobold skayls
D siiz uv fingernaylz
Now dey heer 2 stay

Awl over d grownd
Dey kan b fownd
In d treez
Uhmung d leevz
Dey iz always uhrownd

On dem me slip
Me britches rip
Me tink dey littr
N tayst uh littul bittr
But good wif unyun dip!

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LORASIA PLAYER NOTICE

For behold HE is coming
with the clouds, and all
shall see HIM. For I
am Alpha and Omega!

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LORASIA PLAYER NOTICE

The night air was freezing and a thick frost clung to the ground. The faint clanging of armor whispered upon the wind. The moonless evening was made even darker by heavy clouds that threatened snow. Yet the chilling air and pitch blackness of this night would not affect the army which was now massed for battle.

Hakkon, Imperial Commander of the Red Armies, stood tall in the saddle as he surveyed his troops. His vampiric night vision allowed him to see even the smallest movement in the lines of the armies that now opposed each other. A small grin formed on his face as he noticed his troops; vampires, zombies and ghouls unaffected by the chill and darkness. Then he burst out in wicked laughter as he viewed the enemy army, weak humans, all shivering and straining to see in the night.

Hakkon gave the signal and with a deathly roar the vampiric host fell upon the humans. A full third of the human army broke ranks and fled even before the vampires could reach them. But they would not get far, as this was no normal battle. This was to be a brutal recruiting drive and none were to escape. Thus, Hakkon had placed troops in the enemy's rear to capture those who fled.

The air filled with the sounds of humans in dire pain. Steam rose from the ground where the warm blood splashed upon the frozen ground. But soon, all too soon, the battle was over. Not a single vampire was destroyed! The humans had been slaughtered in great numbers and a fair amount of new recruits had been gained.

Hakkon welcomed the new recruits and praised his army for such a great victory. But any further celebrations would have to wait. Hakkon was needed elsewhere, so the command was given to prepare to march. There was another target to the north that Hakkon wanted to capture.

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LORASIA PLAYER NOTICE

In the Kobold city of Ez'zak a sound could be heard from the alleys and streets of the city. It was a small sound at first, then it gained in volume. Suddenly a drunken mob of Kobolds came around a corner singing at the top of their lungs:

Ding Dong the Khan is Dead
The evil Khan the Khan is Dead
Ding Dong the Wicked Khan is Dead

Ding Dong the Khan is Dead
Tlatoani took his head
He took his head
Ding Dong the Wicked Khan is Dead

Ding Dong the Khan is Dead
The one true god is finally Dead
Ding Dong the Wicked Khan is Dead

LORASIA PLAYER NOTICE

Did anyone else find it interesting that HARM cut loose one army for attacking ROC, and then a second HARM army attacked a ROC army?

SURVEY RESULTS

No decision has yet been reached on the proposed changes for city attacks/defense. Hopefully we will announce the results next issue.

WHAT'S NEW — COD I & II

Having trouble keeping track of all the latest rule changes, hints and strategy articles published in the Cosmic Balance? Now available: "The Best Of The Cosmic Balance" covering Issues #126-#180 (more will be added as time permits). This publication is FREE for the asking when your request is accompanied by a turn or a payment to your account otherwise we ask \$1.00 to cover postage and handling. Another great service from your friends at ADVANCED GAMING ENTERPRISES.

SCORE CARD

Can't tell the players (ie. alliance abbreviations) without a score card? Here it is:

Panagea (COD I)

A.I.M. — Aegis In Malum (Latin for Shield Against Evil).

C.S.A. — Circle of Steel Alliance.

D.O.A. — Defenders of Aldaryn.

E.G.A. — Elderwood Guard Alliance.

L.O.O.T. — League of Orcs Ogres and Trolls. Sometimes also referred to as L.O.O.(G.)T. when Gnolls are included.

P.T.L. — Panagea Trade League.

R.P.A. — Royal Panagean Alliance.

S.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.

Akuda — Akuda Combine.

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.

I.R.A. — Imperial Red Armies.

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.

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://groups.yahoo.com/group/conclave_gathering/
<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:

TALES OF CTF2187: A great new site by Shannon Muir that contains the best of her game related fiction and more! Check it out at:

<http://members.aol.com/shannonelisemuir/>



ORBO's CTF2187 HOME PAGE: Want to check out a great archive of old CTF newsletters? 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 Berserkers [TM5] has set up a Chat Room at:

<http://groups.yahoo.com/group/ctf2187>

He also has set up an email discussion list. For those of you unfamiliar with a mailing list, here is how it works. Folks interested in a common topic must JOIN (aka SUBSCRIBE TO) the list. All of these "members" will then receive all postings to this list and can also respond and/or post their own messages. All sorts of folks can have all sorts of topics going at the same time — so long as it is strictly CTF related.

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

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

Of course, don't forget to check out the AGE site which contains all sorts of nifty downloads (House Rules, CC/RC Form, etc.). Feedback and suggestions are encouraged. Check it out at:

<http://www.ageforfun.com>

SPECIAL ANNOUNCEMENT

We are rapidly approaching Issue #200 of the Cosmic Balance. Clearly an important milestone and certainly worth celebrating. So.... what can we do? How about making it an ALLIANCE SPECTACULAR issue? What we would like is for every active alliance to send us a Player Notice about themselves discussing such things as history, goals, conflicts, whether or not you are recruiting new members, who to contact for more information and perhaps a list of the alliance leaders. If you have a graphic image you would like posted along with the notice, send it in (if previously published let us know).

That's a good start, but how about MORE! Since it has been 200 issues, how about some reflections/reminisces about your favorite COD moments. Perhaps a glorious battle or a comical encounter, a favorite poem or a most treasured ally. Write up a Player Notice and send it in!

Of course we don't expect you guys to do all the work, we will include some special material as well.

So lets all work together and make issue #200 the biggest (gulp!) and best ever!

Note: All materials intended for Issue #200 should be clearly labeled as such otherwise you just don't know when it will appear.

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.

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.



Happy New Year!