
The Second World War of Deception Continues

GUEST**Nation****Author****Name:****Name:****Toverij****Toverij****SUBMISSION****Morder****Morder****Article Date: July 24, 2003**

With a new alliance formed to fight the forces of the alliance of **Legion of Steel** (LOS), **The Ancient Order** (TAO) and **Kill Cult** (KC), Deception continued to be a world of strife. This new alliance calls itself **The Alliance of Balance** (AOB). This alliance is made up of the nations **The Defenders of Aleria**, The **DIE** nation, and **Shadow Syndicate** of Khar Th'Sekt, **with The Atomic Godz**, and **The Adumbral Empire** of the southeastern mainland and **The Alliance of Order**, mostly of Ice Isle. Early reports from the battlefield were that the fresh troops of Khar were outnumbering and rolling over the battle weary forces of **LOS/TAO/KC**. However, as most people who live in these perilous times know, winning a skirmish or two does not equate to carrying the war. And so, **AOB** put down bane circles on capital of **TAO** and the capital of **KC**.

The **TAO** leader, **Owain**, a veteran of several banes, decided that the best way to save his city was to abandon the defense of the tree itself, and focus on the removal of the bane. To aid his effort, he placed a Citadel directly east of the bane, where his archers could rain down their destruction from carefully crafted siege bows. Hours prior to the bane entering the war phase, horrible, savage and bloody battles were fought for control of the Citadel. Even though they were significantly outnumbered by **AOB** forces, the defenders held the Citadel against varied and imaginative tactics.

Seeing this, **AOB** decided that two forces were needed: one force to attack the tree with siege equipment and weapons, and a second force to water bucket the bane from nearby siege tents to heal the damage the **LOS/TAO/KC** forces did from the Citadel. The early results seemed to be in favor of the **AOB** forces. The tree was deranked twice, and the bane was still close to full health. **Owain**, however, was not yet defeated. The efforts of **TAO** members increased with suicide missions to heal their tree. Adding to the defenders morale was the site of the bane; slowly eroding from the constant attacks of the siege bows. And so it went for two glorious hours, in what easily turned out to be the longest siege in the history of Deception. As the bane neared its end, the attackers took out their frustration on the bank, quickly leveling it to the ground, a small victory in what otherwise turned out to be a defeat. The bane fell and the **TAO** capital was saved. **AOB** was beaten this battle, but they vowed that within three days time, they would be back when their newly dropped bane went live.

Like all good leaders, the council of the **AOB** learned from their mistakes. Any building placed next to a bane must be controlled or taken out prior to the bane going live. Also, tree healers must be sniffed out and taken care of before they can do their healing. So when the siege on the **KC** capital took place, **AOB** was there 10 hours before the bane went live. This time three forces were created. One group was created to hold the Citadel, one large group under the care of **Shadow Rahl** of the **Defenders of Aleria**, to run around protecting both the bane and the bulwarks and one smaller group made up of veteran **Defenders of Order** to find **Kill Cult** members who would try to place themselves into position for healing the tree. This worked well

for the **AOB**. **LOS/TAO/KC**'s first attempt to retake the city came from the north. The **AOB** forces were entrenched and fended them off with minimal losses.

The next attempt came from the west taking the third smaller group by surprise. However, after they fell back to the larger bane/bulwark protecting group, the **LOS/TAO/KC** forces were once again repelled. Finally, the bane went live. It was time for **LOS/TAO/KC** to make one last valiant charge to save the city. However, this too had been foreseen. The battle hardened members of Shadow Syndicate surprised the **LOS/TAO/KC** forces before they congregated for their final heroic attack. The day and the tree belonged to **AOB**. The frustration from the **TAO** bane was released into the remaining buildings. Sooner than expected, the **KC** capital was flattened. Tremendous praise was given to the nation of **DIE** for having the fortitude and self control to stay and hold the Citadel while fighting ensued outside.

Up next was the second siege of **TAO**'s capital. However, due to his empty coffers, this quickly became a hollow victory as **Owain** deleted his tree and subbed his guild to **LOS**. Most of the major mainland holdings that belonged to **LOS/KC** were now gone. Small towns were here and there, but the strength was gone. Feelers were sent out to **LOS/KC** to see if they were ready for surrender. These feelers were publicly rebuffed. What followed can only be described as the most devious work of **Morloch**.

The nation of **DIE** dissolved. Why this happened is not worthy of the ink it would take to describe. However, the fact that it happened threw a major salvo into the confidence and strength of **AOB**. Public questions were brought as to why this war should continue, as many of the original reasons that **KC** had with the now defunct Northern Alliance were gone. However, even with the lack of concrete reasons, both sides still had highly emotional battle cries on why certain guilds and nations had entered this war, and it was obvious there had not been enough time for those feelings to disperse.

And so, the **LOS/KC** versus **AOB** war will continue. More city walls will be torn down. Armor, swords, axes and hammers will break. More stories of sieges and battles will be told.

Written by: Toverij Morder