

This file came from my blog at <http://careymartell.com/>

Most people will not find this file to be interesting at all.

This is a dump of all the letters I received inside a MMORPG called Nexus: The Kingdom of the Winds that I played extensively when I was younger.

I tended to back-up my "nmail" box into a Word document, so that I would never forget the second life I lived in that virtual world.

I am making the back-up public now for a couple reasons.

1. I think, if you follow from the bottom of this article (the posts from 2003) to the top (2009), you can get a real sense of some events that took place that were important to me, personally, in my life.
2. It may be interesting to any sociologists studying videogames.
3. It may be interesting to other Nexus players. Some of the letters are from influential players, and some are from players who were very beloved and are no longer with us.

My character in NexusTK was DarkMaverick. I'm a somewhat famous (perhaps even infamous depending on your perspective) player who was involved in a lot of things in the game, especially concerning the Chongun subpath.

None of the posts are dated; it's impossible for me to have known the exact dates of these posts, as Nexus in-game mailing system didn't store dates. It simply stored the newest posts at the top and the oldest at the bottom.

The oldest posts start in 2003. The last are from 2009.

Therefore when reading this document you should go to the very last page, and then read up.

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Posted by DM on Rambling Thoughts, after Liadriel kicked everyone out

Subject: Advice for Chonguns

While you pick up the pieces, here is some advice for you all.

#1: Do not accept Guideship unless you are willing to also step in and be the next Elder. Do not put your Elder in a position where he or she feels they cannot step down to anyone.

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#2: If you become Elder, make sure there is always someone you can step down to. Do not passively wait for someone to suddenly appear.

Find a successor, even if you must look outside the path. Even if you decide the path should vote on the next elder, it is your duty as the leader to make sure there is suitable candidates for your members to vote on.

#3: Treat your members with respect. Do not label yourself a "Mother" or "Father. You are not a parental figure to people on the internet; you are a member of a social club that is (ideally) supposed to play an important roleplaying social role in the game.

The Chonguns are not a "real" military. Do not model everything on the idea of the roleplay, and be more practical in your drafting of rules and policy, and how you enforce them. This is a videogame. Be fair to new members, as well as those who have left for awhile and would like return.

#4: Be as active in your path as you possibly can. This does not mean posting on the board every week or showing up to events while you sit AFK. Think of new events that engage not only each other, but the community. The point is to have fun, not feel like work. True, there is a great deal of organization involved in running events, but this work should be enjoyable to you.

#5: Please be a lot less concerned with new NPC's, items, areas and spells. While these things have a great potential to help improve the number of activities your path and the public can engage in, focusing too much on them can distract you from what you are capable of doing right now. Be inventive and willing to experiment with new ideas.

#6: If you would like to drastically alter the roleplay of the path to make it more enjoyable for current and future members, do not feel like you would be betraying the memory and efforts of those past members who played a hand in shaping the current roleplay.

So long as the path as a whole has discussed the matter and fairly voted on it, what the path decides it would like to do will always be in the spirit of what the path is truly about.

Remember, the lore is just a story meant to inspire members to be good to one another and give your roleplaying a foundation to build upon. It is not the "end all, be all" of the path. People are far more important than traditions the path has outgrown.

#7: Be willing to set aside personal differences and negotiate in order to come to a decision that all sides can agree with, both inside the path and outside as well.

#8: Should you become a Guide or Elder, do not look for glory or to leave behind a "legacy". As much as I hate to say it, this is a very low population game that probably will not stick around forever. This world is fragile and, like all things, must someday come to an end.

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Put people first. Try to have as much fun together as you can so you have many excellent memories of this world, and as few regrets as possible.

#9: Everyone makes mistakes. In writing this I made a lot of typos and had to repost. Acknowledge your mistakes, never deny them, and then look for what you can do to repair the damage and prevent the mistakes from happening again.

I do hope you can all overcome this difficult period of time.

Sometimes the night is darkest just before the morn.

Be that light, together.

No one person is going to be your messiah. This is something you have to do together.

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From mug:

To dm:

wow nice.

i smile here.

we are working on the tangun maps one is already loaded.

i will be busy with santa mhul this next week.

then after new year we will put up application to be part of tangun.

cup will go through the tickets and pick the best applications and put on board for you all to review.

> Wiccan posted this for you

>

> -----

> You've gotten way better at answering dreams.

>

> I suggested an alternative to loosing stats since tiger palace > or bloodbrother was tedious, and you created sa Sacrifice, > which is beneficial to sam players too.

>

> You created tangun - I wished for low level players to recieve > new items and bam Tangun is full of em.

>

>

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> Thank you for answering my dreams, merry christmas.  
>  
> -Wiccan Sakura

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To Sandok  
From dm:

>  
> I am quite sure you think I abandoned you, but as for my last > posts you may realize I did not. I had some real problems irl > last days, including too much rain to turn my time here very > hard. But I log everyday and I am reading your posts and > finishing the last maps in RP town.  
>  
> Please contact me for anything.  
>  
> Thank you for posting the dreams on RPT board so they are > saved now and will not get lost :)  
>  
> We need to meet. What times are you available most of days > (EST time)?  
>  
> Sandok~

I admit, I wasn't sure what was going on because I hadn't heard anything back in a long time, but mug had mentioned to me last week you had some issues but were still working on things.

I am EST as well. Any time around 5pm until midnight is fine for me these days.

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To: mug  
From: dm  
Subject: Hawkmori

So....there is some major drama going down in Nag Army, which you may have already heard about. Last night I spent about 3 hours watching them argue and fight in clan chat, resulting in Sterben announcing he was leaving as General.

Right now would probably not be a good time to do the event because NA is in chaos ><

Other than that, I feel bad for Sterben because from what I've seen on Hawkmore, he's been trying to get the clan more active, the problem is just the same as with all clans: not a lot for them to do as a clan.

I feel really bad for leaders thrown into these positions right now that want to do a good job but aren't being fully supported with what they need to succeed. I implore you again to implement a clan war system.

What I get from reading the dreams board and reading NA is that people are bored and unchallenged. I know you are afraid of making changes to gameplay, but think of this: I play my Sa san character pretty much exactly the way I played DM when he was level 99. That is years of playing the same way. That's why Sa san players are upset at the long aethers: they want their gameplay to -change- to become more fun to play.

If the gameplay does not improve, the game cannot remain fresh and interesting. Quests can help renew the game, but quests are not often repeatedable content. PVP events like Carnages are repeatedable, but since the prizes are not very good for today's standards, few people want to pay the entrance fees to attend them (which is why I suggested the new token system to earn new rewards; it will renew interest in carnages and give players many more goals to pursue every day).

I know you are overworked between island and events, but please consider helping clans out with something they can do as a group that would be meaningful to the majority of players. There isn't even any raids right now.

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To: SpyvsSpy  
From dm  
Subject: A request

Does the Spy Guild perhaps have a list of the Vita levels of enemies in the game?

If not, I'd like to commission the guild to create such a list.

I would like the charts for NA and my own website's use.

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To Maiyu  
From dm  
Subject: A request

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I'm trying to do something for mug but need more accurate information than what I currently have.

If you happen to have the ability, could you do me a favor and get me the Vita levels of enemies in the following dungeons:

(If you don't have time to do this, I will understand, this is a big request that would take quite a bit of time to do. I will try to hire some Spies to do it for me if you are too busy, mug just suggested I ask you when I asked him if he would tell me...)

Drag 1: (hatchery)

Horse 2: (last room)

Ox 2: (any of the boss rooms)

Sheep 2: (spinning)

Rat 3: (any of the boss rooms)

Horse 3 (last room)

Sheep 3 (spinning)

Drag 3 (hatchery)

Magus 3 (first room)

Hunter 3 (first room)

Ancho 3 (first room)

Lost Spirits cave: The Angry Heart room

If you can see the AC levels that would be a big help too but if not I'll just try to figure them out based on what it takes to 1 hit each enemy with a certain attack.

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Also remember that enemies spawn within a range of Vita, and are not always the same Vita amount. I forget what this range is (I think it was 15% ?) but it has most likely changed in the past 5 years anyway, and I need a general idea of what the ranges are per enemy in those rooms.

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To mug  
From dm

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Subject: possible PC fighter solution

Before I go out to vote today I wanted to send you this.

Maybe you could make the Dog path spells base path spells?

Then you could make Warrior Spirit fury work like Chung Ryong Rage, and Rogue Serpent fury work like Baekho's Cunning? Both of these spells are level 99 spells anyway.

Then, you could make the subpath specific Warrior Rages have the same damage multiplier but offer less AC penalty (similar to Chongun).

Also, if you nerf R6 damage some, that will allow you to be able to add a Sa san ingress and not dramatically overpower Warriors.

For Rogues, you could make the subpath specific Cunnings give some -AC protection (Skill up 1 would be -1 AC, Skill up 2 would be -2 AC, etc Skill up 5 would be -5 AC). Cunning originally had a Sanc effect but it was removed (probably because it was buggy?).

Anyway, that would solve your PC fighter vs NPC fighter issue. All you would need to do is make Chongun Art of War a level 99 spell to match Do Spirit blade and give Barbarians and Chung ryong's a level 99 ingress too. Every Warrior subpath has an Il/Ee san ingress, and all Rogue subpaths have an ee/sam ingress too.

I'm also running hypothetical numbers for rogue and warrior weapons if all fighter subpaths were equal with Rage / Cunning and ingress.

I think you could probably give a Sa san ingress to rogues that multiplies weapon damage by x2.5 and they still wouldn't hit harder than Warriors do overtime right now. Rogue weapons are relatively weak compared to their low Cunning multiplier, even when you consider the Invisible multiplier and being able to double damage from the rear via Ambush.

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To mug  
From dm

The problem with thinking removing overflow, polearms or even adding the 'backflow' to Rogue attacks would fix the balance issues is because the problem isn't that Rogues are hard to heal or that Warriors kill too fast.

The real problem is R5+ Warriors have -no reason- to group a Rogue, and level 50 to Ee san Rogues have -no reason- to group a Warrior.

I know you guys seem to think 'class segregation' is a good idea, but it is not. It is the root of the problem, and it is why people have to sage for hours to find a hunt.

If you want to fix the class balance issues so you don't hear about it ever again, you have to make classes work as follows:

Warriors: Primary Melee Damage dealer and primary tank

Rogues: Secondary Melee Damage dealer, setter crowd control and mana battery (every time they use special attack, they generate mana for the party)

Mages: Ranged Damage dealer and ranged crowd control

Poets: Healers and buffers

Then -nerf- R6 damage from x81 to x60, and compensate Warriors with a 12 space 'Taunt' spell that doesn't deal damage to enemies, but will make all those enemies target the Warrior so they don't have to chase enemies around the room who are targeting other people.

When classes are setup this way, it create a -dependency- between all the classes. They would NEED to all group together in order to hunt the most experience possible.

You need Rogues to set and restore Mana for Mages/ Poets; you need Poets to heal and buff; you need Warriors to deal the damage and tank the enemies; You need Mages to hit the far away enemies and combo their Fernos with Warrior Assault / Rogue bladestorm.

However, you need to make some changes to make this happen. You have to nerf Paralyze and Blind, because those two spells remove the need for Poets at lower levels and make Rogues unnecessary for Warriors.

You also have to remove the 'Lay traps' spell and change all the trap-type specific ones (ie Sleep trap) to lay several traps at once in a set pattern, so that overflow, Inferno, Bladestorm, and Assault sets can still be created. You'll want to put an aether on each spell though so they cannot be spammed by a single Rogue, encouraging people to group 2 rogues. If you don't make this change, people will just use Rogues for crowd control and never group Mages.

Also, that Rogue attacks regenerate Mana for the party encourages other players to group them as fighters, because they need to attack enemies in order to generate that mana.

Mage crowd control needs to be a 5-way Confuse. That needs to replace Paralyze. Mages also need to gain stronger venom spells and 5 way zap spells, so they are able to actually

do something useful pre-Ee san. (You can see how useless a Mage is without Paralyze by going into the Houses, so you need to give them something more)

You also need to lessen the exp penalty for grouping. You want to encourage more people to hunt together so they share rooms. Right now it is promoting duoing and trioing because you lose too much exp if you group a full party of people.

I can hunt with a full party of people my own stats, with 2 1 hit ferno mages and another 1 hit fighter, and I will make -less- experience than if I was just duoing that room with a poet. That is another part of the problem.

Just test it out on the test server. I am positive this will fix the problem and make everyone happy. More people will be able to hunt when they want to and you will need members of every class.

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From: Maiyu  
To: dm  
Subject: Hmmm

He should be. Forward me copies of your letter whenever you send them out to him.

> I have yet to hear anything back from him. I sent him an nmail telling him I had posted a copy of the site URL on the rpt board on the same day you gave me access.

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From: Rakshasi  
To: dm  
Subject: Invitation

<b>\*\* Confidential: \*\*

You are invited to a small meeting to discuss the balance between the fighter paths.

Please understand this meeting will include all Rogue and Warrior paths, including those from the Totems. The purpose of the meeting is to find reasonable options for resolving the imbalance between the paths. Please come prepared to find balance, and do not try to push your own path's agenda or power ahead of the others.

This meeting will be on Saturday, October 25th at 2pm EST. <b>Anything said in this meeting is to be held confidential.

Please whisper me a few moments before the start so that you may be summoned.

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Rakshasi

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To: Ruhiryo  
From: dm  
Subject: rp town

Maiyu gave me access to the RPT room, saying we can use the board to discuss things about it. I posted the link to the website in case you forget.

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Let me know what you think so far

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To: Maiyu  
From: dm  
Subject: sorry

I haven't been logged in much today.  
I'll leave DM logged in so you can find me easier.

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From: Maiyu  
To: dm  
Subject: Cool!

Sorry about the lateness in my reply, but I guess the only thing I have to say is:  
Outstanding work! =)

On other news, I received word that Ruhiryo is back, so you may want to send this to him as well. If you don't mind, please forward me copies of your correspondence with him so that I can help make sure the ball keeps rolling.

I've requested the use of one of our old RPT board to gather information. This will help out a lot I think. I'm going to try contacting you so I can add you to this ghost room. =P

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Maiyu

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To Maiyu:  
From: dm  
Subject: rp town concepts online

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Saturday, October 18, 2008

I spent all day transferring my notes to a password secured section of my website.

[www.technocomics.com/chungryongdojang/ideas/rptown\\_overview.html](http://www.technocomics.com/chungryongdojang/ideas/rptown_overview.html)

your user id is maiyu

your password is 123maiyu123

This stuff is very, uh, roughdraft :p It needs a lot more refining, but once I know what mug will and won't accept, I will have a better idea what to focus my efforts on.

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Let me know what you think!

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From: Lishen

No subject

I understand your feelings and you not wanting to have his name on your legend.

If there is a mark on your legend now with Janken's name, again I or Maya or another Monk guide can redo the same mark covering his name.

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To Maiyu

From: dm

Subject: what I sent to Blanca

Saturday, October 18, 2008

I'm sending you a copy of this, because you probably have a better idea of why I am so upset about what Janken did, especially since I haven't done anything to him since he had me jailed. I've left him alone. I haven't talked to him. I haven't even talked about him. I am certain he did this to tick me off, especially because of the "got you" part.

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I am filing a complaint about the method in which the new subpath marks are awarded.

I have some drama going on right now because Janken, someone I do not like, decided to grief me by giving me a positive legend mark, knowing that I would not want his name in my legend. When he discovered another Guide, Maya, nominated me for the mark, he decided to mark me, even after I had ignored him when he whispered me saying he would give me the mark.

After Maya had -already given- me the mark, Janken decided to track me down and give me a -different- mark.

I consider his actions an act of vandalism. To have the mark removed has required the involvement of that path's Elder and Maya, who had to remove both marks to just remove Janken's mark.

I am certain that the act was malicious, as Janken walked up to me, branded me, said "got you" and then gated away. Also, he had recently tried to have my account banned. I consider the behavior extremely childish, but acknowledge what he did isn't against any "laws" (which just goes to show how retarded the game rules are).

I do not understand why I did not receive a popup asking me if I wanted to be marked to begin with. He casts the spell, I become marked, and can't do anything about it?

This whole thing could have been avoided if I simply had the option to choose "No I do not want to be marked".

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To: LiShen  
From: dm

Thank you for trying to understand my feelings on this matter. I imagine you have a high opinion of Janken since he is a former Elder and has been influential in your path, and I'm sorry that our personal drama has involved you and Maya. It is just I consider what he did to be vandalism and purposely trying to grief me for fun. Given his past actions, I feel he saw another opportunity to do so and jumped at it.

This is not the first time he's caused drama when a guide tried to give me a monk mark.

Maya already removed the mark by my request, but by doing so it removed the one she had given me as well. (Janken had given me a different mark than the one Maya had). So I have no mark right now.

I am surprised that the new marks do not ask your permission if you want to be marked, before you are marked. I would not have had to bother you or Maya with this if I could simply had received a popup asking me if I wanted Janken to mark me. I would have said "no" and continued to ignore Janken. Now I feel bad for having to complain to someone else over something this stupid.

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To: Lishen

From: dm

>

> The mark Janken was giving you was at the nomination of Maya, > who wanted to acknowledge your help of others going through > the Sa trials. Since she was unable to make the mark at that > time, she asked that one of the others of us would please do so.

>

> I think his attempt to mark you was to fulfil this request as > function of his guideship rather than an attempt to cause you > grief.

>

> Still, we all want to be happy with the brands we wear and the > names we carry with us, so I certainly respect your request.

>

> If you are comfortable with either Maya or another guide > giving you this mark please let us know and we will.

>

> Sincerely,

> LiShen

>

>

Maya had already marked me when Janken ran up to me, branded me, said "got you" and then gated.

Before this, I had purposely ignored him when he whispered me saying he would brand me.

I do not believe for a second that Janken was just trying to be "helpful". I'm not going to get into it our personal drama, but he tried to have my account banned recently. That is why I consider his attempts to mark me as very inappropriate. He knows I wouldn't want his name in my legend.

I have no problem with the monk mark. I'm grateful that Maya nominated me for it. My problem is only with Janken and I do not want to even talk to him, let alone bear his name in my legend. He has gone out of his way to cause grief for me here recently and in the past, and I don't want to have anything to do with him. I don't like that he has decided to use subpath marks to further grief me either.

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To: LiShen

From: dm

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I would greatly appreciate if Janken never again attempted to mark me with any kind of monk brand.

He and I do not get along, and he is very aware of this. I am not going to get into it, but he has caused me a great deal of drama I am not allowed to talk about, and I consider his desire to mark me with legend brands as a further way to cause me grief, as I am sure he knows I do not want anything to do with him.

I realize this may seem like an odd request, but based on his previous actions toward me, I consider this a form of harrassment and it has nothing to do with roleplaying.

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To: Maiyu  
From: dm  
Friday, October 17, 2008

> Great ideas => I like the puzzle one in particular.  
>  
> I talked to the GM. I'm not exactly going to head this > project, but will be helping give direction. So let's get to > it.  
>  
> If you haven't already, you may want to type this up on MS > word or any other writing program. It's much more handy to have > a hard copy of your ideas out of the game... much easier to > read too =P

I have a lot of notes spread across a variety of documents. I have a hidden section of my website where I have pages dedicated to planning out things I need diagrams to explain, so I'll probably start converting the information to one of these pages so you can have a visual reference to go along with the text.

> We can start by writing up what maps should be created and > what npcs and functions should be installed. After that, we can > work on the more technical details. How does that sound?

I'll start converting information to my online page so I can include charts and pictures to illustrate what I mean.

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Friday, October 17, 2008  
To Maiyu:  
From: dm

Subject: hmm

Well, I'll try to give a summary of the basics then.....

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There is only the 2 maps created so far, the craft area, and the forest of the elders map which was created spare of the moment based on one of TS's ideas for the rp town to be a place where ancient subpaths elders held secrets and subpath founders had went to research the subpaths. I've been trying to build upon that.

For the forest of elders map, I have been fleshing out ideas for a "puzzle dungeon" which is meant to appeal to roleplayers instead of power hunters. There are no monsters inside it, and it requires players to solve a variety of puzzles in order to proceed through it. In order to solve the puzzles you have to use the subpath languages, as all of the hints are written in subpath languages written on walls. This map also allows average players to be able to practice a psuedo-Ascension ritual as a necessary step to entering the dungeon, and they enter psuedo-Circles (in story, the forest of elders has ancient circles in it and they have maps based on the original circle maps from beta). Inside these circles is various lore about subpaths.

In the center of the psuedo-circles is the dungeon, which is a place the ancient elders sealed away "some bad thing". I'm still fleshing out what exactly it is, but I really like the idea of dark totems myself.

Inside the dungeon is rooms where players can learn socialization based abilities and skills that in lore were ancient knowledge of the subpaths. This isn't something for subpaths only: it is for everyone to be able to learn. I think one of the best ways to promote roleplaying is to not only create a special town for it, but to give the average player more tools so they can be creatively empowered. Looking at things like Ilbon knives for Kendo battles, dye potions and blessed mountain ginseng that causes a pk death, players are very good at taking anything that does a neat effect and using it in a creative way. So I have designed a variety of skills and abilities to let players demonstrate their creativity and create better stories on their own. These are tools to empower the average person to self-entertain, and I think if used by existing groups, will give them more options. (Examples are playing music using existing sound effects, divination spells that use legend mark data and a personality test to determine fortunes, skill to curse / cleanse an area which is pretty much just a status message and a graphic effect, and ability to make furniture objects)

The town map itself, I really want to see be a player-ran, and for players to be able to form businesses / guilds (not like clans or subpaths) with other players, ranging from theatres to casinos to martial art schools to magician guilds. I have been trying to find a way to balance limited space on a typical town map with the ability for the average player to form and join one of these groups without impacting their clan and subpath status, and I think I have a system designed, it is just a matter of whether mug wants to do it or not. The abilities they have are strictly socialization based and promote roleplaying by allowing characters to join and form these groups. My reasoning is if anyone can make a group, eventually the cream will rise to the top, and there will never be stagnation because passionate people will be free to be creative without having to deal with the bureaucracy of subpaths, and once created mug will not have to deal so much with

subpath requests because if they want something similar to the abilities, subpaths members are free to use these new guild options too.

Another thing TS wants for rp town is for secrets to be hidden around it, and for past event lore to be incorporated into it. I have some ideas for this too but I don't have all the maps TS does, so the specifics on this I haven't gotten around to yet. I would really like to do something with a crashed Wind Temple though.

mug wants the "rp town counselors" (working title) to be able to have access to special event characters so they can promote roleplaying events, so I am fleshing out ideas for events characters that have archetypes based on Campbell's theories of mythic structure, using my handy dandy copy of The Writer's Journey. I figure it will be easier for everyone if they have access to these archetypes from the start so mug doesn't have to constantly make new event characters and they can be used in several storylines where they are needed by the counselors. All of the archetypes anyone would need for a story would exist and be at their disposal. Some event characters already operate like this (ie HaggardWitch, who is a mentor type) so it isn't like there is no precedence for it already, the difference would be the number of characters at disposal and how often they could use them (I am aiming for a daily basis).

I apologize for my letter being a'bit long, but I did say I had a lot of ideas :p

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From: Maiyu  
Subject: re: rp town

DM, I am extremely busy and have very little sit down time, so I do ask that you write your ideas down so we can talk about them at a later time.

I wasn't told by the GM that I will be managing RP town, so I will need to check with that.

Maiyu

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To: Maiyu  
From: Dm  
Subject: rp town

Thursday, October 16, 2008

mug told me he wants me to work with you on RP town.

As of right now, everything is still on the drawing board. I have a lot of rough ideas for things, but nothing is very fleshed out, because I've been waiting for an approval from mug before I do that.

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I've had a difficult time getting in touch with both TS and the rp archon, so I've been writing things down on my own...I even have a rough draft of the RP town "counselors" application done.

I have a lot of ideas and I don't expect them all to be approved, but to hammer out the basics of what RP town will be, I need to sit down with you so you can tell me what you believe mug will allow and won't be allowed.

Is there any time / day we can meet and talk?

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To: Maiyu  
From: DM  
Subject: reply

That is fine and understandable, but as this event proposal involves the creation of a roleplaying tribe, I need to do my recruiting beforehand, so it is ready when it needs to be. I intend to build a real army, that will be well practiced and organized in battle. I have put a great deal of thought into how to do this using freely available resources and the terrain of different locations.

But, this is something that has never been seen before in the Nexus, and it not something I can create overnight. I've tried to simplify my event proposal so it won't take much work from you, but there is still a lot of things I'd have to do on my end.

My big problem is I need to extend my recruiting efforts outside my own circle of close friends. I've even tried to get people from my meta-guild (a guild that plays many different games together, basically) to join Nexus, but even my best sales pitch can't change the reality that Nexus is rather dull compared to what else is available (There isn't even guild wars here, and that is a big factor for the guild). Out of 200, I got only 2 willing to try, and they weren't exactly impressed.....

I've been thinking I should start recruiting with another character. If it can't be an event chara, it would need to be one of my alts.

Plus, to be honest, I'm really, really bored, and I'm running out of other things to do. I mean, I even wrote a Nexus leveling guide for my old fansite....since I can't do anything with DM, seemed like a good idea to level one of my bank characters.

But do you know how bored I have to be to write a game walkthrough these days? I hadn't written one in over a year. ;p

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From: Maiyu

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Subject: re:

If it's a KRU event, the character will be owned by KRU. If it's any other organization, it's up to that organization to level up the character.

I will need the GM's approval on this one. I will ask after Sa San and when this event is near take off.

Maiyu

---

To: Maiyu  
From: DM  
Subject: event again

I've been doing some thinking. What are the rules for having a new event character created?

I thought of maybe giving the name of 'Scorn' to ChiZao's shadow self, and not making it be revealed as ChiZao's shadow self for awhile.

I tried to see if the name was taken already, and the name was available, so right now there is a Peasant named Scorn in the database.

It seems unregistered characters do not exist for very long, but I'm not sure of how long. If Scorn was made into an event character, would he have to be put onto my account or a special KRU account?

Also, people have mentioned to me that they had to actually level up event characters themselves, they couldn't just be set as, say, level 50 or 99 or whatever? What are the rules concerning that? I'm thinking Scorn should be a lv 99 Mage.

---

From: NaoYuki  
Subject: split stats

I have to disagree with your opinion on split stats. You would like split stats back because it let you hunt with people your same stats? You think that leeching is worse now? I think you're wrong on both of these points.

I'm an old mage, I got you beat by 1 yuri (Yuri 27) so I do completely remember what split stats were all about and the decision that the COMMUNITY made on whether to keep split stats and lose the ability to ring in caves, or lose split stats and keep the ability to ring.

---

I was for keeping split stats. I voted to keep them. But of course, that didn't help much did it?

Back when there was split stats, my top cave was snake2, and I was a 2:1 mage back then, so I'd have been 55k vita 27.5k mana roughly.

When split stats were removed, I was pushed way back down into lower caves I'd already stopped hunting in. It took me real life years (I hate hunting) to get back up to snake2 with 110K vita and 55k mana.

I believe split stats added to leeching because at my stats, I could hunt with high level il san warriors back before I was even close to il san, due to the fact that they were all vita where I was split stats.

Technically, anyone you're hunting with in the caves today are going to be close to the same exp sold as you. (with the exception of mages that buy only vita and have 10k mana at ee san)

I can now hunt with ee san fighters in tiger2. And You may consider that leeching because I'm only a mid il san. But I've spent my exp 2:1 where the warriors buy all vita (after rage6) giving me enough total sold exp to be a ee san, if I had only bought vita, I would have been tiger3 ee san with all the exp I've sold. But I decided to stay close to 2:1 ratio. Which keeps me in lower caves, away from top fighters, so I can't leech off them as easy.

As a mage, I've sold close to, and often times, more exp then the fighters I hunt with in the caves, because even though I'm bairly in the cave and they're maxed in it, I buy at the old 2:1 ratio, where they're mainly vita. The exp sold is the same, but thanks to the loss of split stats, I have to stay in lower caves. Which keeps me away from sam sans in tiger3.

It takes me longer to get into higher caves because I buy both stats (for the most part) equally. Where a warrior can dump all exp into vita, I have to do 2 hunts so I can buy the same amount of vita to match the mana I will buy.

I think spit stats were bad for leeching because it allowed weak mages and poets to easially get into the same cave as an ee san fighter. Where now they have to buy one or the other stat to actually reach that same cave, and they'll be forced to spend some of their exp on the stat thats lacking so they don't die from lack of vita, or run out of mana.

I do agree with your issue with cave 3 though. There really should be 6 caves. Its not fair for an ee san fighter to compete with a Sa san fighter. And its not fair for a non-il san poet to be in chicken3 with ee san fighters being leechd.

---

From: Tialaina  
Subject: Ambassadors

I wanted you to use your experience to come up with a conflict, you may use history or your imagination.

---

From: Kikijr  
Subject: ogre quest

Hi,

I saw a post about you wanting to do the Sam Ogre quest. Have you completed this already?

I want to do it too but don't have a group. Let me know please, thanks.

-ki

---

From: Conro  
Subject: ogre quest

my poet needs to do the quests, so if you need him, let me know

---

From: Tialaina  
Subject: A question not a task

Unity and acknowledgement of our military presence. This is, indeed, a very important venture. It cannot be handled lightly, but what of the lost information to our Shamanistic ties?

If asked could you restore these lost bits, not only on paper but within the Chonguns?

---

From: Tialaina  
Subject: Your next task

I like this idea and I enjoyed your list of Chonguns and attributes. It's nice to see someone who has such an indepth knowledge of our history. I know that this part may be a bit trying as you are not actually a Chongun yet, but if you see anything within us that

you'd like to change along with the issues of the kingdoms please let me know (this doesn't have to be too in depth, if you'd rather keep any ideas you have to yourself, I'd just like to see what you focus on).

---

From: Chel  
Subject: chelcell

<phone number removed>

xoxo~

NAPTIME.

---

From: Tialaina  
Subject: Your next task

-As you enter the kingdoms a gust of wind wraps around you and the sound of flapping wings fills your ears, beating at your head from every direction-  
-The sound fades and a letter is at your feet-

DarkMaverick,

I trust you have been well? I hope so!

In the Kwan there are many stories of valor and triumph. Many Chonguns were born and died in the old, wrinkled parchments of that scroll and I wondered how much while you read through it, you actually attained.

Using the scroll I would like for you to complete your next task. I want you to first identify all of the Chongun traits individually and then I want you to find a person from the tales of the Chongunate who you think embodies that specific trait to a tee.

<b> You may NOT use the same person more than once!

In addition to this, I'd like for you to think on the changes that have taken place not only within the Chongunate but also in the Kingdoms themselves. There is a lot of good and a lot of bad in change but what I want you to do is focus on what can be changed.

I would like for you to single out an existing issue you see everyday and think of a possible solution.

<b> Tia'laina, Sunflower Maiden  
Third Mother of the Chongunate,  
Reformed Daemoness -- Mate to StrongOne  
'~\*, Anointed Joie Bringer

From: SilentS  
Subject: hahahahaha

You ask for alot.

While those are your faults, they sometimes can be your strengths as well. Depending on how you push for them. You do have alot of ideas. Sometimes unworkable ones, but still iadeas to start with. And you do mean well. Even if some ideas are a bit biased. Those gears in your head keep grinding away.

I guess another fault would be that you dont think originality. You take most of your ideas from other games. Forgot to mention that.

> I guess I can agree with that.

>

> What are my strengths?

>

>

>> Ok.. Honestly, but not necessarily bad:

>>

>> - You are long winded. Be it in writing or speaking.

>>

>> - sometimes, you think your ideas are the only ones worth >> while and you press for them. Depsite what others think.

>>

>> - You thinking gets carried away into more complex ideas > that > sometimes cannot be workable from the original idea. No >> matter how good of an idea it may be.

>>  
>>  
>>

>> Only things I can think of so far. And those 3 points tie >> into eachother often. But whether people agree with you or > not, > you persist in your ideas. Even if they are unworkable > for > the current situations. Which in turn can annoy some > people > unintentionally.

---

From: SilentS  
Subject: Faults

Ok.. Honestly, but not neccessarily bad:

- You are long winded. Be it in writing or speaking.
- sometimes, you think your ideas are the only ones worth while and you press for them. Depsite what others think.
- You thinking gets carried away into more complex ideas that sometimes cannot be workable from the original idea. No matter how good of an idea it may be.

Only things I can think of so far. And those 3 points tie into eachother often. But whether people agree with you or not, you persist in your ideas. Even if they are unworkable for the current situations. Which in turn can annoy some people unintentionally.

---

From: everclear  
Subject: His reply to my reply

I thought about writting you a very long letter, but in the end, I guess I just won't be able to express myself properly, specially because english isn't my first language.

I'm sure you understand my reasons and your removal should be no mistery to you, I did what I had to do and we both know it.

As for our friendship, all I can say is that I wish you the best and I mean it. You were a great friend and great merchant.

I guess you'll never really know how many times I stood up for you not only upstairs but everywhere over the past

---

years, but that's alright. Just know that since the day we met, 5 years ago, I always defended you. Even against the entire guide circle if I had to.

Things change, you crossed the line, you have no respect for this game anymore and you're entitled to your opinion, I respect you and actually understand you, but then again, I don't agree with you. I still see some hope left as long as we're trying to have a good time here.

I'm truly sorry that you felt betrayed, I thought it was very clear to you that I had to remove you the moment you said my guides could go darn themselves. I still respect them and trust them, otherwise, they wouldn't be guides.

My decision wasn't personal. You're still a good friend, the same friend that introduced me to Stabbing Westward, Billy Joel, Lynyrd Skynyrd and the same friend that spent long nights with me working hard for the Merchant path.

You're the one ending up this friendship, but it's just something you're going to do alone. I'll certainly respect your decision and avoid you from now on, but things didn't really change for me.

Take care Chris,  
Pala

PS: I guess I did write a very long letter.

---

From: everclear  
Subject: My reply

I hope one day you wake up like I previously did and realize you ruined a friendship over this game and your precious subpath.

I hope it was worth it. To say the least, now the very thing you kicked me out over I am completely free to do. In the end, you might be the catalyst for that, which is ironic.

As you are no longer my elder, I will now command you in the same manner you did to me. You will not consider me a friend any longer. I have no respect for you anymore. You are dead to me.

Lastly, don't bother telling the guides to rip my marks off. I have no intention of logging back on everclear for awhile now, or Falaris for that matter, and certainly not out in the open.

Perhaps by Nexus "rules" you did the right thing, and your guides will probably soothe you and tell you it was "regrettable, but it had to be done" and kiss your rear just like every other path's guides do to their elder. Morally though you just screwed a friend over a game. I couldn't live with that any longer, that's a major reason of why I left it all behind. I guess your conscience can allow you to live with it though. And even if you don't feel you are in the wrong, that doesn't change how betrayed I feel, and when you felt I disrespected you, for the sake of friendship I at least had it in me to apologize to you even though I felt I had not. You on the other hand cannot try to make amends any longer.

You were one of very few I considered a friend, a person I felt I could have actually trusted. I don't need friends like you though.

Good riddance.

---

From: everclear  
Subject: His letter to me

everclear,

I always believed in you and in your potential, but you've gone beyond the line, even tho you do not think there's a line anymore.

You were removed from the Merchant Guild, I wish you the best in your future journeys.

Your old friend,  
Paladino

---

From: Elyssa  
Subject: Throwing axe

1) Find a man named Gan and ask him about strength. He will ask you to slay Gim Yi, the boss in wilderness Iron Labryinth.

Once you have completed this task return to Gan and ask him about strength again.

2) Speak to Gan about Skill. He will need to see that you have won Five Bloodlusts and Five Carnages to complete his trial of skill. When you have gained these victories return to Gan and tell him about Skill again.

---

3) Find a man named Blood in Ka'mings Encampment, ask him about loyalty. . He will ask you to complete a lesser alliance. Once you have completed that task speak to him again about loyalty.

4) Find a man named Splinter and ask him about forging a Throwing axe. The requirements for the weapon will be: 15 fine metal, 30 ginko wood, 1 silver tree branch, and 2 Hunang axes.

5) Finally, find your way into the barbarian subpath area and tell the NPC about endurance. He will ask for Ten tiger meats/hearts . Ask again about endurance and you will be branded with the quest completion. Ask him about Throwing axe after you get marked to get your axes.

The axes are non dropable and non exchangeable

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From: Newsox

Subject: Gildenstar fun facts

((OOC))

Ok, I've about had it with Gildenstar. Despite the opinions of others, I havent politically attacked Gildenstar beyond answering the questions a few people have asked me about lies Gildenstar has told them. Thats it; the extent of my "harrassment" toward her since I came back in September.

See, I was hoping there just might be a shred of the old Gild left in her. I was hoping maybe if she was just left be, she'd get over the events that took place between us. But no; she cant deal with the consequences of her own actions. She has to lie about the things shes done. She has to shift the blame. She has to make excuses to justify herself. She personally cannot mentally deal with the idea she did bad things. That she still does bad things.

And I've had it with her. No more chances Gild! You've tried to lie to me, and other people, for the LAST time. You've tried to turn me against my friends (and turn my friends against me) for the last time. You've attacked my comrades for the LAST time. I never expected you to actually come clean with me and apologize. It isnt your style; I did however expect you to not keep lieing. To not keep making up stories, twisting the truth and fabricating details. Why couldnt you just shut your trap? Why couldnt you just stay on your side of the room and leave me, and everyone else, just be?

This isnt about the Civil war, your attempt to purge everything I did for the path, and the propoganda about me you placed on the Chongun scroll. This is about what you've done -since- that time. Your conquest of revenge against me, and everyone else involved with me. I should of done this the day you yelled at Gamefire, me, and other Chonguns in front of the Circle about his return to the path. I should of done this when you did that mindjob on Jena and tried to trick me into thinking she was conspiring with you. But I didnt. That is a mistake I am now going to remedy!

Here it is folks; a few choice specimens out of the many, many skeletons in Gildenstar's closet. No bells; no whistles; just the real Gildenstar and some of the many things she's done.

-----  
Gildenstar Fun Fact #1: She's a two-faced backstabber who can be bought. In June 00', Gildenstar had a nasty conversation with Wimp about three Barb Guides who were "stealing" Chongun Walkers and recruiting them into the Barbarian path. A week later, Gildenstar added Vanq, who earlier that day had been a Do, into the Chongun path. Later that evening she raised him to Guide. The "official" reason? "He's the Warrior tutor and I wanted him to be the new leader of the Soldier side of the path." The reason I discovered after talking to a friend of that Vanq a month ago (there was two Vanqs; original Vanq sold his character) had little to do with tutor and more to do with one million coins.....

Gildenstar Fun Fact #2: The Chongun Civil War, as she came to refer to it as. The short version of a long story- Neese, who happens to be KittyMeoww (Gildenstar's then RL live-in boyfriend) was added to the Chongun path in June 00 and raised to Guide in July-August 00. The whole reason for this was for Neese to become the next Elder of the Chongun path because, in her own words "I couldn't find anyone else worthy of it."

Gildenstar maxed out her Guide spots in February 01. She realized this when she attempted to make CinderZ a Guide and found she couldn't raise him. So, she passed the Eldership to Neese.....-then- abandoned the Chongun path and rejoined the same day. Why? There was a bug at the time that if you abandoned/were dismissed from a subpath, you are totally reset in subpath powers. If you had maxed Walkers/Guides, you would be able to have all your slots back once

bug abuse and try to beat the system.

Gamefire, Starfox and myself discovered who Neese was and what Gild was trying to do, because she TOLD people what she was doing. Those people then came to me, and told me what she was doing. I went to the Subpath Elders to try to get their help; the majority of them wanted to "wait and see what the Chongun path wants". I was told to find out if the majority of the path would vote to have Neese removed. So Gamefire and myself started a petition within the path to remove Neese as Elder, but got betrayed by corrupt members who thought they could "earn" Guide spots from Neese by turning us in. We were both banished, and EVERYONE who spoke out against it was banished one by one. Some abandoned, to save some pride, before Neese got to them. And that's when real fighting happened that still, on some level, continues to this day.

Gildenstar Fun Fact #3: It was all about being Elder forever. When Gild got back her Guide powers, before she retook the Eldership in the beginning of March 01, she added a Walker to the path; Octavian. When she got the Eldership powers back, she raised Octavian to Guide in April 01; even though she had been TOLD NEVER TO RAISE A GUIDE! When she did this, all powers except Dismissal were removed from her; Walker and Guide promotion and Elder sage. The last power she had left she crusaded to be made more powerful, and thus subpaths now have Off-line Dismissal at their command. Her iron grip over that path is why it went from 120 members to 32, in just 3 months. They left (and yes, many of them still play as different characters. I've talked to them.)

Gildenstar Fun Fact #4: She didnt willingly step down from the Eldership. The Elders finally got sick of her, held a vote and kicked her out. However, before she could be removed, she stepped down and raised CinderZ to Eldership; but not before promising the position to some of the remaining Walkers and all the Guides. Drakwen's case was rather interesting; he believed he was going to be Elder so deeply he quit the BIA. Unfortunetly for him, his belief had no substance. Gild's reasoning, apparently, for Drakwen (who had never even been a Guide or performed any of the duties) being unable to be the next Elder was because "Shajara said you cant be Elder. Walkers cannot be Elders". No such conversation ever took place between Shajara and Gildenstar in any form. I asked Shajara. They never talked about a Walker succeeding Gildenstar. Why Gild led on Drakwen, I dont know.

Gildenstar Fun Fact #5. Shes a thief. Not only has she actually stolen 400\$ worth of anime videos from Devion (that she "borrowed" 2 years ago and refuses to return), but she tried to steal something I gave to Mentos-my flameblade. She nagged him about letting her hold it ("Dont you trust me?", "I've never held a Flameblade before..." etc etc \*note-she once owned a fb, but sold it for Ee san wealth when they were worth only 3mil, so that was a flat out lie too) until he finally did, fearing what she might do if he didnt....and what did she do after she got her filthy hands on it? She ran around mythic nexus telling people it was a "symbol of her accomplishments" (i.e. her "victory" in the chongun civil war over me; she told my RL cousin DarkTenjitsu that, and I've seen the screenshot; who do you think called me on the phone and told me you had MY sword, Gildenstar?!).

When Mentos tried to get it back, Gildenstar ignored him. She logged off. My rl brother tried to get it back. She logged off. She "was busy". A week finally passed and I decided to intervene. I told Paladino about the situation. Paladino talked to Mentos. He talked to Gild. Gild claimed "I handed it to a squirrel". When she was reminded how And when he did, she bragged about how she would put the screenshot of it on the Chongun website.

Gildenstar Fun Fact #6: She sent some rather "unique" pictures of herself to a 16 yr old boy; a minor, who she was becoming rather involved with...while she had a live-in roommate/bf/whatever (KittyMeoww). The proof is in the pudding; you can find the pictures on the most controversial Nexus-related website in the universe. I think everyone knows what I'm talking about ;)

Gildenstar Fun Fact #7:She ordered all Chongun Guides to delete the titles of ALL Barbarians; because they were pking Chonguns and the poor Chonguns didnt like it. See, the whole root of Chonguns running away from a fight and being cowards stems from HER; she once ordered everyone in the path to never enter a pk area. We werent allowed to go there, because Barbarians attacked us. -However-, the entire conflict between the Chongun and Barbarians path was a vehicle of her own invention; it was something created by Gildenstar and Mpython, and carried on through the Chongun vs Barbarian battles. However, apparently some poorly added Chonguns Walkers didnt have a shred of courage in their -99 bodies, but insisted that they should be able to sit in a pk area and not

be attacked by any Barbarians. Whereas I told them to go hunt, get stats and fight back, Gildenstar "babbied" them (her original title when she became elder was "Momma Chongun"). She ordered that no Chonguns enter pk areas and stole extended titles from Barbarians (titles that, I might add, the Barbarians paid for with tigram keys. They weren't "gifts"; they bought those titles. It was their property.); on two separate events; two periods barbs were to have all titles removed.. There was never a mutual agreement between Wimp and Gild that Barbs shouldn't have titles; Barbs wear titles, as anyone can clearly see. Kamicolo has worn the same one for 2 years( I think I might of even given him it, but don't quote me on that. I gave a lot of titles back then).

Gildenstar Fun Fact #7: She's solely responsible for the total mess of roleplay the Chonguns have. The concept Madog had for the Chongun Warrior; the concept all Chonguns had believed and roleplayed until half a year ago, was the Chongun was the Nexus equivalent of a holy knight. The name "Chongun" was chosen over Paladin for two reasons. 1)This is a Korean game. They used a Korean name. 2)Chongun means "Heaven's Prince" in Korean. Gee, that sure sounds to me like another word for a ....gasp! Paladin! It had -nothing- to do with Shamanism or any of the other historical nonsense Gildenstar took from Encyclopedia Britanica. Chonguns, as can clearly be seen by every Warrior player who's done the Tiger mail quest and talked to the "chongun tiger npc" (Claw, who in rp is a reincarnated chongun general according to the official rp nexon created for the path!!!!) that a Chongun is a holy warrior. No more; no less. And there is NO other group in the nexus, clan nor subpath, that have that roleplay. Why in holy hell she decided to steal Geomancer, Monk, Do, Shaman and Diviner roleplays from the other paths and make this four-path nonsense I've NO idea. Why she stole the Faye marriage idea from the Monks I've no idea. That was NOT the system we created during my time, when the path was split into Soldier and Priest...an act I now regret. I was never totally happy with it anyway, because it split up the roleplay of the path. I've just now, in the past few months, come to realize that was a horrible mistake. We now have Chonguns who don't even want to wield a weapon or hunt, and think no chonguns should. There is no balance between Priest and Warrior. It's a mess I'm partly responsible for....but faye marriage and this pacifist crap? I had nothing to do with that junk and I'm PROUD of

(Renfield is my bank character; not much a secret. I sell most my items off him.)

However, I think perhaps the mess of roleplay might have to do with KittyMeoww, who was rather spiteful at Devion (in his eyes, a "newbie monk"; I have screenshots. In fact a rather old website with gild/neese screens is getting an update now with all sorts of goodie goodie treats like this ^\_^ )when Greta rose him to Elder. I think a large portion of the change of roleplay was due to him; Gild has said such to me before. She said it was Neese's idea to split the path and that's why she decided she/he/whatever it is should be elder (and Neese is Kitty). Why he's so in love with the Monk rp is beyond me, but he loved it enough to try to warp the Chonguns into what he believed the Monks should be and Dev wouldn't make them into. That's the only rational conclusion I can come to for why the change happened at the time it happened and how it happened. There doesn't

seem to be much to it, other than he was willing to step on anyone and everyone who got in his way; which was the majority of the Chongun path who wanted the old way to stay!

Gildenstar Fun Fact #8: She has the loosest lips I have ever seen from anyone in the entire nexus. I have traced information and rumors, ranging from the mortal of previous Lashan to Grin's [edited for safety by Newsox] being stolen during the God War, directly from her mouth. Anything she gets told, she then in turn goes and tells others. She seeks attention and admiration, and this is pretty much the only way she can get it now that she cant be worshiped as the Chongun Elder.

If you got a secret, do NOT tell this woman! She is a gossiper and cannot keep anything to herself. She cant even keep the details of her own plots to herself for god's sake! If she had learned to keep her mouth shut, I'd of never known anything about Neese or her bug abusing. I'd of not known much of anything about her. She probally would of gotten away with all of it, and still be Elder of the chonguns right now. She's just never learned the golden lesson, that what she says might just be heard by more than just who she tells. Her hand has been burned by fire hundreds of times, but she just cant seem to associate that putting her hand into an open flame burns her hand. Thats why she keeps trying to lie and make up new lies when shes confronted with the truth. She's just too stupid to learn you get caught when you lie.

-----  
I think 8 is a good number to leave at...some of the other stuff might reflect poorly onto some indiviguals who HAVE let the past rest....this woman, and Kitty, have not let anything rest. From the moment I returned to the kingdoms (by request of some current Chonguns to help rebuild)they have conspired and done everything they possibly could to bar me, and other ex-chonguns, from entering the path. By defending myself , I ended up making matters worse. No way was I gonna fix anything completely, cause they wouldnt stand for it. So, I've pretty much done everything I could for the Chonguns and I'm done with them; as the title implies, I'm Retired. I'm well over-due for a long vacation (one that I dont intend to retake any "positions of power" from) and I have all the world of faith in the handful of Chonguns left. They can fend for themselves now, and I'm not needed anymore.

And also since I'm not in the path, my actions cant reflect on them. Therefore Gild, the gloves are off! You want to test me? Everytime you push me I'm gonna slam you into the ground until you finally get it through your head you dont own me anymore. No more chances. You've used them all up. I've come to the hard realization your not even a shadow of the person I once called Elder and friend. Your everything I hate about the nexus all wrapped up in a nice little package.

I was seriously considering selling Ragnarok....I didnt have a use for it anymore..but now, you've just given me one. If the only use I have for this flaming blade of pixels is to ram it through your digitilized skull everytime I see you in Vale then so be it! That is - exactly- what I'll do with the very sword you tried to steal in an effort to get back at me.

You told me at the beginning of the civil war there wasnt nothing I could do to stop you so I shouldnt even try. Care to eat your words?

~DarkMaverick

~Retired Chongun General~

---

From Silents:

Subject: .

> There is a possibility I am being wrong, or egotistical, or > whatever, but this is how I honestly feel right now. To pretend > otherwise would be lying.

>

> If no one can understand my point of view, then perhaps it is > better for all if I dont return, as I will only cause problems > with my contradictory opinions on what is right and fair.

Your point of view is one thing. But you also need to consider from our point of view. Over the years that you have been gone, there have been many issues that have forced us to make these rules. With little to no exceptions. Now once in a while we do make an exception or two, when the time calls for it. As in for your first two pardons for example. But in this case since you actually asked for it, that is different.

Times have changed since those abusive days of Taijin and Vlad. Masra and I worked hard to get the path where it is today. So we are cautious on most issues that have the potential of stirring up controversy. But in the end we do what we feel is the right thing for the path. Not what somebody else thinks..... No offence. But in the past it was bad.

---

From: SilentS

Subject: .

>>

Those who fancy themselves a student of the Chongunate should submit themselves to a Chongun Magistrate for acceptance. We do not accept those who cannot forge the Blood Tiger Mail. Thus, you must of of the 50th insight to pursue a place among our

<b>ranks. Those who have not purified themselves in the way

<b>of the Warrior will not find themselves welcome amongst us

<b>either.

<<

This rule you did not follow.

And as for the rules, because of how things have been over the years, they will not be waived when asked for.

---

From: SilentS  
Subject: Chongun

Sorry, but your letter has been rejected because of the following reasons.

1) You did not follow the instructions that were stated in the Kwan post. Even after I mentioned you read it.

2) You should know by now that the rules will be enforced in the path. Just like four years ago. Asking for those rules to be waived will not be permitted and will lead to a vote against you.

SS

> To the Chongunate,

>

> I, Kasei of the Kage no Bushi clan ((otherwise known as > DarkMaverick)), formally request to return to the path.

>

> I realize, with great dismay, this is the fourth time I have > requested to join the path, but I would like it to be known that > at no point have I ever desired to leave. Had it not been for > that I was wrongfully convicted for crimes I did not commit, I > would never have left this last time, and it is the only time > I ever abandoned.

>

> The only reason I made the decision to leave was because, > despite Masra attempting to negotiate an exception for me to be > allowed to remain in the path, some desired for rules to be > followed without exception as they had in the past. I feared I > would once again unwillingly become the cause of another discord > in the path. I found that idea to be unbearable, so I did the > only thing I could do to prevent that from transpiring.

>

> I realize that the rules for re-admits are for them to start > over as Cadets and be re-trained as if they never had any > association with the path before and re-prove their worth. I did > this once under Taijin's rule. I know that I have been gone > for many years, but I request, as humbly as is possible, that I > be allowed to return with the same privileges as I had before, > as well as the same restrictions that were placed upon me

when > I returned under Taijin--that I may never again hold a > position as Guide of the path. Even though I feel I did no > wrong, it is the terms I agreed to.

>

> I make this request only because I have searched my heart, and > I honestly feel I should not have been expected to leave. That > incident, and the others surrounding it, left me feeling > forsaken, and played a role in my decision to leave the kingdoms > for all this time. But never have I stopped caring about the > kingdoms, or thought I was not a Chongun in heart. Now that I am > back and the brands are gone, I would like to return to where > I feel I belong.

>

> I would like you all to know that the writing of this letter > was not an easy act. I thought long about the drafting of this > letter and how best to translate my feelings into it. I admit > that, while I have been recently granted clemency by the path > for the very jailings that led to my leave, and I am very > grateful that the fees were waived, I still feel a little > betrayed that I was expected to leave, even if it was only so > that formalities would be obeyed.

>

> It has occurred to me that due to those same formalities, my > request may be denied, and I am prepared for that very real > possibility. Although I may be disappointed, I shall hold no > malice toward the path regardless of the outcome.

>

> I feel that I am asking for what I think anyone in my position > should be entitled to, and nothing more.

>

> Ever have I tried to do what I think is right, no matter how > complicated the matter may be or difficult the solution is.

>

> I only ask that you do what you think is right, even if your > opinions differ from my own.

>

> If I return, I intend to only do what I have always done, > whether I have been an official Chongun or not. Even if I do not > return, I will continue to do these things, because although > Chung Ryong has always been there for me when others have not, > this path is where my heart is, even if my devotion has not > always been recognized by others.

>

> Signed,

>

> ~Kasei

> Hyul 16, Fall

---

From: Gnoff  
Subject: reply

> I recently found out the ban was not due to a bug, but due to > Neul perma-banning me  
from carnages back when he last jailed > me for board abuse.  
>  
> But I cannot see what offense I could have made to be > perma-banned from carnages,  
and there is no mention of it in the > Carnage board.  
>  
> Thought you should know.....

Well I dont believe Neul is a part of the Archon or Carnage system any longer but thanks  
for telling me.

-- Gnoff

---

From: mug  
Subject: re:

it was nice to talk to you as well.  
i will always hear suggestions but may not always do what is asked.  
i have changed many things from players ideas.  
such as gold acorn is gold.  
chestnuts are reddish.  
when you fall into the gim yi area you dont fall back out.  
added new instances.  
added new carny game.  
turn wisdom clothes into coats.

those just small list of many things that i have done and more to come.  
most of those were suggested by players.  
so see mug does listen.  
i smile here.

talk to you again.

---

3/08 (unregged at this time)

From: deadcow  
Subject: good vs bad system

Hello i was reading your blog on nexus:  
<http://www.angelfire.com/rpg2/darkmaverick/nexusmemo.html>

and i came accross something that was really stupid, the good vs bad system... if u have been playing it for as long as you say you have (or even n00b will know this) the good vs bad system is graphical only and means absolutly nothing... I admit most of what you said on that blog was true but seriously where did that good vs bad thing come from..

ps. ive been playing this game since year 8 (i have now finished high school and university and have a Bacehlor of Interactive Entertainment majoring in Games programming and specilising in HLSL and GLSL) I have been playing this game on and off like you have... after ages i have a break from nexus for around 2 years however something about this game allways drags me back... and its not necessarily the freinds i have on here (as every time i come back i needa make more freinds) its more the actual gameplay and the story (i think this game has a story)...

anyway im babbling... Hope you have a great time :D

if you ever want to talk to me add me to ur msn <emailed removed>or email me at <emailed removed>... or you could always nmail me, however nmailing has no gaurantee i will get it

I will shut up now... i talk to much :D

/me waves from australia

Have fun :D

---

Events from 1/25/2006

From: SilentS

Subject: heh

Naw you dont need my help there ;p

But I was serious, when Dee and I were married, she would critical and do mass damage on me. There were 3 damage variables.

> Dude I just had Dev pelt me with Stun several times and never > got any different damage :p

>

> Now I look dumb on comm cause of you :p

>

---

---

From: everclear  
Subject: hmm

Uh, no :p I had thought about something similar though.

Also, 5way doze DOES have the damage multiplier now by the way. Take it from the guy married to the elder of the path :p

~everclear~

> Based on what people were saying awhile back about how > Merchants need to give up their ability to make lots of money if > they want hunting power...

>

> I thought of a neat way to make Merchants buff and poor at the > same time :p

>

> Just ask Kru for a spell that will let you use the amount of > gold you are carrying as damage. Everytime you cast it, it does > the damage of the gold in your inventory as damage to 1 enemy, > and consumes all the gold your carrying :p

>

> Call it "Desperate Welfare"!

>

> Then you could kill vortex bosses and high-stat players in > carnages in a single blow, and get poor at the same time. It's > genius!

>

> Just thought you'd find that amusing. :p

---

From: newregimeII  
Subject: freedom fighter!

Keep on fighting dude! keep on fighting!

---

From: Puella  
Subject: Arrest

I have arrested your char for other serious for your post about Archons and Subpaths, were you attempted to make a Archons mortal known.

---

Archon Pueulla

---

From: Neul  
Subject: Jailed

Hello DarkMaverick,

You have been jailed for board abuse, insulting post number 940 titled "Follow up" on the Community Board.

This post was insulting to a few members of the Community, you have been warned on 5/7 by marama for board abuse, this is the second count which lead to jail.

-Neul  
Archon of Justice

---

From: Engell  
Subject: I doubt you'll reply

Anyway,

Why PC's suck or won't get anything are for a few reasons.

- 1- Their guides are usually non-existent. (10 guides maybe 1 or 2 active)
- 2- If Marama got her way cunning and rage would be removed, and this would be a poet mage world.
- 3- Elders, they rarely do anything that I've seen. Maybe they've earned it or whatever. Virtually, once someone gets guide or elder they are allowed to just not show up or be around like it is a rule or something. Only guides I see every so often are Winder, Silents, and Berig.

Another reason why this game is getting crappier is for some reasons off the subject of those above.

- 1- Events are terrible. (half the time they make these huge deals out of something that are lack luster at best)
  - 2- People who get primogen, general, guide, elder or any other high position power trip, or just never come around any more.
-

3- Evil clans? Hell, you can't be evil when being in a clan. Last time I checked evil clans and such probably existed more than good clans. Roleplaying as evil is a no no to Kru.

4- Wars/clan fights. That'd be sorta fun, and keep us away from the same old everyday nothing. But fighting awww we can't have that, then they'd have to turn on the pk switch and that'd be to hard.

---

From: BuyaNative  
Subject: Hey

Hey DM, Masra told me you got injured pretty badly in iraq (or you got really sick?) and that you are home now and I'd just like to wish for your health (unless it has returned in which case...screw you =P)

I agree that aslong as we keep paying nexon that they will keep giving us the worst customer service of any game EVER and (though I am back for purge) I quit for that very reason.

I lost all my subpath spells to a bug before I quit in.. yuri 68ish and I called nexon up. Naturally the person I got on the phone was unable to help, then I was referred to someone else..who also was unable to help and this went on till I got a GM on the line who told me there was nothing he could do. I could stand the lack of updates, the lack of new spells, the lack of new items, new maps, new ETC..but when I can't even use the piddly ass spells that Gildenstar dumped on us (err..I mean our subpath spells) that is the final straw. There is 20 bucks that Kru won't be getting a month..I hope wony comes up short on his electricity bill or his cable bill by exactly 20 bucks. That would show him.

See you again..that is...if hell freezes over and the Customer Service at Kru ceases to suck worse than the customer service at Enron.

BuyaNative Ching

---

From: Marama  
Subject: Board abuse  
Insulting post

---

From: Yogeshi

Subject: Instructions

Simple instructions...

a) Grab a postcard in the real world...

b) Explain in a few short sentences you love this game and the work Kru/Nexon has done over the years... that you're a PC fighter and despite the work you do find it hard to enjoy your time here, ask that they actually talk to us directly about this hunting problem.

c) Address it to...

KRU Interactive Inc.  
3350 Scott Blvd. #6403  
Santa Clara, CA. 95054

If everyone could do this by the end of next week... we might actually see something done about this.

I know it means going out of your way... but the reward is worth the few minute of everyones time it would take.

---

From: Yogeshi

Subject: Project postcard

Please take the time to read this completely...

We're all very lucky to have been given the things we have by Nexon/Kru interactive to enhance the roleplay of this game and make it a more satisfying place for all it's patrons.

Over the past few years however there has been a growing trend that has prevented us from enjoying the game as much as other Rogues and Warriors who choose to play out their lives within the confines of the NPC paths.... This of course is our inability to hunt as efficiently.

In the past this was not such a big issue for Rogues as it was Warriors, however with the introduction of polearms.... hey, if you ain't married... you just aren't going to hunt and you better deal with it... then again, even if you are... unless you join a group with a C ryong/Rage... you're going to be making 1/4th the experience they do... especially if you duo. (which used to be the only way a skilled PC fighter could keep up)

The biggest problem with this situation is this... We all work hard to provide the community with events that everyone can enjoy. Yet we are constantly rejected the one request we all have that could provide us with an equally entertaining time. Poets and

Mage's within the PC paths don't have this issue... they can enjoy the game at the same level as their counterparts.

Why is this so? Well... originally it wasn't much of an issue...

Nowadays, I blame certain individuals for shooting down our ideas before they get to the ears of Kru. If Kru can't hear our legitimate complaints, they can't listen to the ideas we have to fix it. At the moment... the only reward people get for being in our paths, is exclusion from the other 90% of the game. Heck, look how many people we lose over and over to the NPC paths.

That's where the problem needs to be fixed... and here's how we can try and solve it...

---

From: TheRealTruth

Subject: Truth

\*\*\*\*\* Password Protection Warning From Nexon \*\*\*\*\*

\*\*\* Nexon will NEVER ask for your password for ANY reason. \*\*\* Do not give your password to ANYBODY even if they say \*\*\* They work for Nexon, or for Nexon. \*\*\* Please read Guide 65 for suggestions on how to protect \*\*\* your password. \*\*\*\*

\*\*\*\*\* Password Protection Warning From Nexon \*\*\*\*\*

Hello,

I've been talking to people on ventrillo a lot, and recently the person in nexustk named Silex was bragging about doing a lot of business in the nexustk blackmarket. Furthermore, she showed me evidence of these things on her character SunWorshipper where she keeps zibong rings, moon mantles, and other things obtained by illegal nexus assets trading.

As if this was not enough, she married in game the creator of the blackmarket itself, Scotsman/ClamWind aka Dave Mack. They brag on ventrillo all day, but think that this can not be used as evidence. I have been friends with her for a long time, but this corruption has gone on too long. I noticed the recent bannings of Ilios and Syncretic, but was amazed that the creator of the blackmarket, Dave Mack, aka Scotsman is unaffected. He created the site and has done hundreds of "proxies" trading illegal nexus assets to dozens and dozens of people throughout the year.

Also, Silex was caught character sharing yet was only temp blocked for 2 weeks, while she recieved no in game jailing at all or any other consequence. Her character sharing made possible her rankings in Nexus today, with over 1.7m vita and mana and the top 1-3 poet in the entire game, all received through character sharing and exploiting the game/breaking the license agreement.

---

Overall, despite knowing her for so long I feel it is necessary to turn this information over. Seeing these two people get away with so much is demoralizing to the state of the nexus world. How can a person who char shares to the top rankings in nexus be only temp blocked for 14 days, and a person who created a site specifically for illegal nexus assets trading both still be in the game after so many "less" evil people have been punished or banned?

These two are part of the core of the problems in nexus that the recent bannings have tried to eliminate. This is the origin of the problems, and seeing them still in the game while the people who they have affected and gained from be punished is beyond words.

If nothing is done, and it seems nothing has been done so far, the worst of my fears has come true. Either these two are so sly that even nexus/kru can not catch them, or that nexus/kru has made some sort of deal with these people, i.e, turning in others in order to keep their own characters. I find both possibilities unacceptable, and with this letter hope that the correct steps be taken and these people be banned for the same period as others who have done the same activities, such as Ilios and Syncretic.

With the new management and team I hope this will be taken care of and investigated. All of the information I know I have devulged to you, in hopes of making Nexus a better place.

Scotsman stopped doing proxies a few months ago, and Silex stopped character sharing after she was caught as well, but this is simply so that they would not get caught now. Looking back into the logs you will see Scotsmans (Dave Mack's) IP and a newb account doing dozens and perhaps hundreds of proxies of illegal nexus assets. Look into Silex's character SunWorshipper and you will see the goods she obtained by knowing Dave Mack and the illegal nexus assests she has on there as well. They have made up excuses and lies, ranging from "My friend quit and gave them to me" to others, but the truth is that these two are perpetuating the corruption that you have wanted to stop.

Thank you,  
Paul

---

From: Warik  
Subject: Dear friend,

Dear friend,  
(Haha. Sorry. Doing mass mailing today. And wish to finish as soon as possible.. so you get to have a letter that is not personalized!)

I'm writing to you, to just ask a simple favor. To read, and to ..hopefully.. respon in favor of my current dream's post. I'm attempting to change something in the game that is vastly

unfair and overlooked... and need support. If you disagree... well i guess you are entitled to your opinion. [shrug] Thanks in advance.. And wish me luck on my new mission. =)  
- Warik

---

From: soccerguru  
Subject: monkeys

I have tried 2 times to kill the monkeys. The first time-18 and it didn't take. The second time 23 agile monkeys, but the npc doesnt acknowledge that I have killed them. This is for the star quest and I can't go on with the quest. I havent killed any others during or after. I am getting tired of killing the agile monkeys. What do you think I should do now? I am in monkey 2.

---

From: Anthony  
Subject: Warrior hall board

First I'd like to say that the board in the warrior hall has helped me a great deal in providing me with the info I need, Thank you very much for taking the time to see that this information is well kept!

The reason for my N-mail is to make a suggestion:

To assist younger players(including myself) I would like to recommened an update to the spell list. This update would involve which spells should take the place of others by what level. I've notice many Warriors not only using multiple fury's but also confused about which blessings to keep and so forth. So to keep it informative and simple maybe next to the spell you can make an addition that simply states:

((Replaces XYZ spell))

or

((Do Not Forget This Spell))

This, I believe would be most helpful in assisting Warriors in making the right decisions as to what to keep and what to forget. Not to metion the help in reducing cost in repurchasing spells that are needed and the embarrasment in hunts for warriors using weaker spells in hunts or Carnages.

Thank you for the time for reading this and I hope to see an update in the near future. If there is anyone who I may need to foward this to that can aid you in this update, please by all means N-mail me so I can make it so. Thank you once again for your time.

A Warrior of Heart and Soul,  
Anthony

---

From: HeroYui  
Subject: Warrior shield quest

Hi sir,

I am sorry to bother you. I know how busy you are as the tutor of all warriors. Yet I am struggling to complete this quest and I have no where else I can turn to for help.

I am currently at teh 24th insight, and I am in the process of completing teh Shield quest from Nagnang warrior guild. My current task is to obtain teh Chung ryong statue without killing any red or blue creatures within the cave.

I tried my best to avoid them but get stuck every time I try to pass. I would like to know if any kind of help can be arranged with our fellow warriors.

Thank you kindly for your time, and a prompt reply will be greatly appreciated.

HeroYui

---

From: Charisse  
Subject: Thank you

Thank you for letting me know your situation. I hope that you will recover swiftly. I appreciate the effort you have put into the position of Tutor. I'll start looking for a replacement during this current round of open applications. Once I add your replacement, I'll officially remove you then also.

Thank you again,  
Charisse

>

> I appreciate having been given the opportunity to be a tutor finally > after all these years. However, I don't think I'm going to continue > playing nexus. I thought I might be able to make a quick recovery, but > that isn't the case apparently. I'm not contributing to the position of > tutor, and anyone else could do a better job really. I've stopped playing > online games altogether, and haven't been for months.

>

> Thank you for having given me a chance, and I apologize for not > having been able to perform the job.  
>  
> -DarkMaverick  
>

---

From: Kross  
Subject: Leaving

If you must go, I wish you all the best of luck. I myself have quit several times only to be drawn back. I believe you yourself have quit a time or two, only to return as well.

Yesterday, after reading Castaspella's post, I once again felt like quitting. But today I log on with the intent to out last this game. That now is my goal. To never ever give up on anything or anyone.

I am not here to try to talk you out of quitting. Just here to possibly give you something to think about before you do. If you can afford it, I suggest that you rereg your character here and there just to save it from being purged while you take care of whatever it is that needs taking care of. You appear to me to be a person who loved this game and took pride in doing and accomplishing the things you did. I cannot then see you \*forever\* walking away, never to return again. But if you must, then you must.

Thank you for all that you have done for this community. Thanks for your help when we were both newbs. If I knew then how far you would have gone in this game, I would have tried my hardest to ride your coat tail. :)

Take care of yourself.

Kross

---

From: Kitoe  
Subject: hey man

hey man dont know if you remember me or not but I know of you thru posts and stuff awhile back... good luck in all you do...i always agreed with things you had to say... you seemed pretty cool to me... anyways just wanted to say goodbye..

-=kitoe=-

---

aka

kito

yuri41-yuri56

---

From: Toddrowus

Subject: Farewells

I know you don't me very much, but I wanted to say that I was always a fan. Wherever life may take you, I wish you good luck bud.

Toddrowus

---

From: Mals

Subject: .

.....2.....:)

---

From: Charisse

Subject: =)

Hello,

Thank you for posting on the Tutors board. I am sorry to hear that you are still unwell. I hope that you will be feeling better soon and that your health improves.

Take care,  
Charisse

---

From: Toshizue

Subject: Kamikazi

I noticed on your website (and in the game) Kamakazie being spelled as it is. Kamakazie means "Mini Sickle Wind" as the small sickle that many Japanese farmers (and sometimes Shinobi) used is known as a Kama.

I actually spent quite a while in Japan before I realized this error. I was speaking with a former pilot, and I asked him about "Kamakazie", he couldnt' quite figure out what I was talking about until I explained myself. He laughed at me for quite a while before pointing out my error. All my life I had been refering to garden tools. I'm not trying to

sound arrogant in the least, I just like to see if I can't prevent people from making the same mistakes I did.

"Ka ~ mi ~ Ka ~ ze" would be the direct phonetic spelling of the Devine Wind in our launguage. (Kami means devine, or God)

Kamikaze Tokubetsu Ko-Geki Tai (Kamikazie special attack force) is of course the Second World War Pilots, and I was very interested to learn that in fact many of the actual Pilots believed that their sacrifice would coax the Gods to bring forth another Kamikazie, in the literal sence as in 1281.

I was an Asian History major, so if you have any questions regaurding your websites history page (which I must say is quite well done) I would be happy to lend a hand.

Toshizou

---

From: Demona  
Subject: Happy new years

Hey sexy man,

I know we havent always been the best of friends and all, but I just wanted to wish you and your family a very happy new year. I hope that all the joyous moments you experiance will carry on and follow you for many many years to come hon. Good luck to you and take care of yourself. <3

~De~  
~The original Dymona/Caress~

---

From: Aezriael  
Subject: Druids

First of all, I would like to say that your post was extremely disrespectful. You attempt to preach to me something I have devoted years to studying, as well as teach here in the Nexus. Not only do you talk down to me, but you do it publicly.

Your argument is very old and very biased. Perhaps you should look at more than one or two sources before you come to a final conclusion. Some of that which you said -is- true. Little, compared to what we know of other ancient cultures, is known of the ancient Celts and Druidic practices. I can assure you that -ALL- or even -MOST- of what we -do- know of them does not come from Roman texts, though they are mentioned, but not in great detail, several times if you look hard enough. If -MOST- of what we know came from these writings, we would have a very shaded view of them, because the Romans

saw them - these scattered tribes - as well as other foreigners, as uncivilized and barbaric. The Latin word for foreigner is BARBARUS, and what that word has evolved into today says quite enough on its own accord. As you mentioned, the Romans several times warred with the Celts, or at least some of the Celtic tribes, the tribes that also warred with each other. By the time the Roman Empire -began- to take hold, the Celtic civilization was pretty much gone.

The Celtic civilization is thought by many to have its origin at least a thousand years beforehand. Evidence of this comes from archaeological sites around the world -- the sidhe in the British Isles, Urnfield (the earliest), Hallstatt in Austria, La Tene in Switzerland (where Celtic artwork began to appear), and -before- the conquer of the Romans the culture expanded to Italy, France (hence the Gauls), Iberia, and the British Isles, as well as Celts that came from Spain and settled in Ireland. What we now dub the La Tene people were referred to as the "Keltoi" by the -Greeks- in their texts, also part of the origin of the terms "Celt" and "Celtic".

While Celtic tribes that remained formed and broke alliances with the Greeks, warred with the Romans, etc., the Celtic culture in Britain remained untouched by the Romans. It was here the Druids came to be; the Druids and their "universities" were revered by the Celtic culture whom they were part of, but also by several other cultures as well. Druidism was an oral tradition, passed by way of mouth, and though it is likely -some- practices were colored as time went on, the 'gist' of the Druid tradition remains in tact.

The slightly more recent Druid Bard Taliesin wrote a lot in detail of Celtic mythology, if you can decipher his cryptic words (when translated into English). There are also many, many other sources of Celtic mythology, if you care to look. The numbers three and nine appear often in these tales (nine is threefold three). A famed Druid symbol is the triskele, a triple spiral. These are just a few examples, please feel free to look and find more yourself. :)

Blessed be,  
Druid Guide Aezriael  
(RL Neo-pagan)

---

From: Sweetness  
Subject: Merry Christmas

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      +++
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      ,-,-,-,
      `|||  ,-, ., -, -, . . .
      ' | '
      - * > -
      '   '
```

---



From: Charisse  
Subject: re:

No problem. I hope that you are feeling better soon. Don't concern yourself with classes etc until you are feeling recovered. =)

Take care,  
Charisse

- > Having really bad migraines lately, I'm on quarters and taking sleep > pills so I may not be on nexus as much as usual for this week and > maybe next week as well until the doctors can complete some tests on > me.
  - >
  - > I'll try to do at least one class this weekend though if I'm feeling > abit better.
- 

From: Worldwalker  
Subject: \* hugs \*

> happy thanksgiving Jean

Thanks, you too.

-- JMM

---

From: Drywater  
Subject: re:

I think the system is bugged. Just give me a whisper and I'll remove the ban for you.

> I am pretty sure it has been over 2 weeks since I was jailed.

---

From: Drywater  
Subject: re:

When you are jailed you are automatically banned from participating in carnage events -- This effect took place about 5-6 months ago -- Its 1 week for profanity, 1 month for Serious other, and 2 weeks for everything else. So.. you have 2 weeks.

>

---

> Why am I banned from carnages?

>

> Why am I banned from carnages?

---

From: SilentS

Subject: Neese

I already asked Gildenstar, she didnt remember exactly, and said it didnt matter. So I had to go find somebody else who might have remembered. I asked Gamefire, but he said to talk to you because you once had a list on this. Thanks anyways.

> Gildenstar is still around can also ask her

>

>> Hey, do you recall what Yuri most of the past Elders had power for?

>> Trying to compile a list, but I am not sure exactly how accurate it > is, > but I believe I am close. But the only person I cannot find any info > on > for Yuri is Neese. Dont suppose you remember?

>>

>> Here is what I have so far:

>>

>>

>> Madog (Y21-24)

>> Limdul (Y24-26)

>> Gildenstar (Y26-?)

>> Neese (Y?-?)

>> Gildenstar (Y?-43)

>> CinderZ (Y43)

>> Audi (Y43-53)

>> KoyaSota (Y53-55)

>> Taijin (Y55-56)

>> Vlad (Y56-57)

>> Masra (Y57-70)

>> SilentS (Y70-)

---

From: SilentS

Subject: Question

Hey, do you recall what Yuri most of the past Elders had power for?

Trying to compile a list, but I am not sure exactly how accurate it is, but I believe I am close. But the only person I cannot find any info on for Yuri is Neese. Dont suppose you remember?

Here is what I have so far:

Madog (Y21-24)  
Limdul (Y24-26)  
Gildenstar (Y26-?)  
Neese (Y?-?)  
Gildenstar (Y?-43)  
CinderZ (Y43)  
Audi (Y43-53)  
KoyaSota (Y53-55)  
Taijin (Y55-56)  
Vlad (Y56-57)  
Masra (Y57-70)  
SilentS (Y70-)

---

From: Neul  
Subject: Reply

Hello DarkMaverick,

I was the one that removed your previous post. The nmail that I sent was only a warning stating for you to be more carefull.

-Neul  
Archon of Justice

---

From: Toddrowus  
Subject: regarding your post

I know that Gildenstar has traded the SABRE to Tiffy for Tiffy's Dread Platemail dress.

Upon asking Gilden the stats for the Dread platemail dress, I only got that it was the same AC as sun scalemail.

For the Sun War Platemail, I believe Tiffy owns that.

---

From: Gildestar  
Subject: info

Dread Platemail Dress  
Durability: 2000000/2000000  
Armor: -44 Hit: 2 Dam: 1  
Vitality increase: 750  
Mana increase: 375  
Might increase: 2  
Will increase: 1  
Grace increase: 1  
Strength: 10  
Ee san (W)

I traded my Sabre for it to Tiffy.  
So I am assuming Tiffy still has the Sabre unless she sold it.  
Keely had another but I think she gave it to Masana when she left. It was given to her by Oblivion.  
Quizibo had 2. He sold one to someone who was banned with it.

---

From: Neul  
Subject: Your Petition

Hello DarkMaverick,

I have noticed your Petition on the Community Board. With this petition that you are hosting I ask that you please obide the Community Board Law. You are allowed to have -one- post on the Community Board with this Petition. I have noticed that you left a previous post on the board. Please remove old posts when you are reposting it. I have removed the old post for now, please do not make the mistake of doing it again.

-Neul  
Archon of Justice

---

From: dee  
Subject: Congrats!  
on your new position, I know you will do well!

---

From: Neul  
Subject: Community post

Hello DarkMaverick,

Thank you for your post on the Community Board about the peasant Nuel who was attempting to get people to go to the website to sell items.

That was the second character for that person to advertise that website on. I have deleted the post because it breaks the Community board law in a sense that it does list a website that is not approved by nexon. (Because people can be careless and still go to the website we delete it just to be safe) But thank you for posting it, your post was trying to help. The character was jailed so no need to have it aware anymore.

Thank you,

-Neul  
Archon of Justice

---

From: Marama  
Subject: thank you for sending this to higher up

> This was sent by peasant Nuel. You know what to do with this.

>

> ---

> Hello, this is the administrator of the newest crazed site for Nexustk.

> Im recruiting people to join our site. My staff and I will be mailing > random people the site URL, to spread the news, since its bran new we > have to do it this way \*Sigh\*. Anyways please Join our site, and tell > your friends! The site has everything for nexus. It's a forum where > you can talk about nexus rumors, general chats, trade items, sell, buy, > account items, ETC. Thanks for your time, heres the site:

---

[www.sparticus.tk](http://www.sparticus.tk)

---

From: Nuel  
Subject: site

\*\*\*\*\* Password Protection Warning From Nexon \*\*\*\*\*

\*\*\* Nexon will NEVER ask for your password for ANY reason. \*\*\* Do not give your password to ANYBODY even if they say \*\*\* They work for Nexon, or for Nexus. \*\*\* Please read Guide 65 for suggestions on how to protect \*\*\* your password. \*\*\*\*

to protect \*\*\* your password. \*\*\*\*

\*\*\*\*\* Password Protection Warning From Nexon \*\*\*\*\*

Hello, this is the administrator of the newest crazed site for Nexustk. Im recruiting people to join our site. My staff and I will be mailing random people the site URL, to spread the news, since its bran new we have to do it this way \*Sigh\*. Anyways please Join our site, and tell your friends! The site has everything for nexus. It's a forum where you can talk about nexus rumors, general chats, trade items, sell, buy, account items, ETC. Thanks for your time, heres the site:  
[www.sparticus.tk](http://www.sparticus.tk)

---

From: Marama

Subject: Last reply

I will not comment on this anymore so please stop n-mailing me, I have tried to be nice but all you want to do is argue. I have already told you your post was inapropriate and the jailing justified.

Marama

---

From: Tharivel

Subject: My idea

We need some form of council, to over see the archons and judges and all of nexus in a whole. It should have representitives picked by Wony himself to ensure as little corruption as possible, and should also have representatives from every status of wealth. Rich, poor, beggars, and average people. Then there should be a seperate council based off the power list to ensure the main political people in nexus arent left off. The council's should have a weekly meeting with wony or a hand picked assistant of Wony to maintain nexus and keep issues that need to be adressed in the spotlight. I dont have a clue as to what the details of that are but it needs to be looked into.

Thanks for listening

~Tharivel the Grey

---

From: Eliminator

Subject: Hey Dark

I have a question about warriors that I need to ask about. It may not be the best question for you considering your warrior is so old. I have a nearly ee stat mage,99 rogue, 99 poet, and a 99 h2 chongun. My question is:

---

Where am I supposed to hunt on my chongun from 30k vita to il san? It is horrible trying to find hunts as a low stat warrior. But yet I see 1-2 yuri il san warriors running around all the time now. Is there something I don't know?

(()) All roleplay aside I know chonguns aren't meant to be the best hunters, but I love the chongun path. If it is necessary I will leave the Chongun path (even though I don't want to) to join npc path. Either way I don't see how warriors at my stats are getting any type of a hunt. A C1 with pa outkills me even if I were a R3 with pa. Ever since polearms were put in my warrior has been sitting in the inn unused. Only time I play him is for Chongun stuff and to gemcut. Please help DarkMav, this power struggle is really getting out of hand.

---

From: DestineStar  
Subject: Question sir DarkMaverick

Dear DarkMaverick,

Greetings, my name is Vance Tomari. I do not mean to sound hostile, but how can you devote yourself entirely to Chung Ryong's Rage and still remain devoted to the Chongun? I am just curious.

Signed,  
DestineStar

---

From: Charisse  
Subject: Community board post

Hello,

I have deleted a post by you in regards to Conro, as well as Conro's reply to you, from the Community board. As both posts were directed personally to each other (rather than general posts for the community) they can be considered as conversations and so don't belong on the Community board.

I am also concerned as you and Conro will be working side by side as Tutors in the near future. I hope that in regards to Tutoring, you both will be able to put past matters behind you and work together. If problems should arise, please let me know via nmail.

Thanks,  
Charisse

---

From: Charisse  
Subject: Tutor Guide

Hello =)

This post is to explain a little about the role of a tutor, and also give instructions on how to use tutor features and abilities.

Currently there are positions for three tutors for each path - one for each Kingdom. It is the tutor's role to guide and teach members of their path about how to best use their skills and abilities.

You will have Tutor boards available on your 'b' button. Please read these when you have a chance to that you get a better understanding of what is going on. You will be required to post weekly reports on your tutoring on the Tutors board. You may do this in a format of your choosing. Read over other tutor's reports for ideas.

There are two types of tutoring available. There is private tutelage, and also classes. Private tutelage is conducted one-on-one, and classes are open to all members of that path. I suggest you speak with other tutors and attend their classes for tips on what to do in your own classes.

To tutor someone (private tutelage), you begin in the hall of your path. Click on the NPC and choose the option "Begin Tutelage". Type in the name of the person to be tutored. It will tell you the level the student has completed.

There are currently 7 levels that may be completed. To complete a level, three illusions of that level must be killed.

Illusions are named similarly to clothes. Spring, Summer, Autumn, Winter, Blood, Ancient and Earth. Each progress in difficulty. To summon an illusion, you may use the verbal command "Illusion" which will give you a pop-up listing the times of Illusions you may summon. You may also click on the NPC and summon Illusions that way. Please do not summon more Illusions than you require as some do attack and can harm smaller players.

If Illusions are not killed, they will vanish after about 10-15 minutes. However that is no reason to leave Illusions in the hall. If you have to leave the hall, please kill all remaining Illusions. Also, Illusions do not provide any experience when killed.

Should the person have a problem in killing the Illusions or dies during the attempt, it is at the tutor's discretion whether to postpone tutelage for another day, or to simply summon other Illusions for them to complete.

---

Once the person being tutored has killed 3 Illusions on their level, click 'Complete Tutelage' on the NPC and again type in the person's name. It will then award a small amount of experience and advance them to the next level. You can then begin on the next level by starting the process over with 'Begin Tutelage'. This can be done until Level 7 is completed.

NOTE: Currently there is a bug with the completion of tutelage. Once a person has completed level 7, you are still able to click the 'Complete' Option and it will advance them further than level 7. Please try to avoid this happening.

Once a person has completed level 7, you, the tutor will receive a legend mark saying "Tutored # students". Currently the person tutored does not receive a legend mark.

There are other functions on the NPC in the path hall which can be used during class.

- \* 'Participate' and 'Observe' are functions available to everyone who enters the hall. Observe kills the player (PK death), and Participate resurrects them.
- \* 'All observe' is a Tutor option which will kill everyone in the room, except for the tutor themselves..
- \* 'Tutor Nuisance' is a feature that allows you to remove someone from the path hall. It will ban them from the hall for 3 hours. Please do not use this until you have provided at -least- one verbal warning to the disrupting player. You can use Nuisance by a verbal command 'Nuisance' and then type in the player's name, or you can click the option on the NPC. Also be careful, you can boot yourself! =P
- \* 'Clear traps' removes any traps that may have been set in the hall. This should really only be needed in the Rogue hall.
- \* 'Announce class' provides a blue sage that announces you are holding a class in the hall you are standing in when you click the option. There is no cancel option for this sage, so please make sure you only click the option when you are ready to hold a class.

While you are finding your way about as tutor, talk with your fellow tutors and draw on them for ideas and suggestions. Older tutors who have experience are a great resource. Be sure to talk to them and learn what you can. You may be able to teach them something too! =)

If you have any questions, you may either post them on the Tutors board or nmail them directly to Charisse.

Take care,  
Charisse

---

From: Charisse  
Subject: Tutor's Duties and Responsibilities

---

Tutors are expected to:

- Remain active as a Tutor, or you will be replaced.
- Check in on a regular basis. This includes replying to mail, reading/replying on the Tutor board.
- Attend set Tutor meetings
- Maintain own path's Tutor board (this is a shared responsibility). It is recommended that you keep backup copies of posts for the board, as the boards can reset without warning.
- Advertise classes and tutelage to the community (via sages/posts/word of mouth)
- Conduct at least 4 classes per month
- Tutor at least 2 students per month (if demand for tutelage is there). This does not necessarily mean completing Tutelage to Level 7, but spending one on one time with students.
- Post weekly reports on that week's events
- Inform Charisse if you are going to be absent for any length of time

If you have any questions about this, please contact Charisse.

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From: Charisse  
Subject: Warrior Tutor

Congratulations! You have been chosen as the Warrior tutor for Nagnang. You will be officially added as a tutor as soon as possible. This must be done by the Archon Primogen, Marama. She will contact you via mail. Please respond to her as quickly as possible to ensure you receive your Tutor abilities swiftly. If you have any questions about this (or you do not hear from Marama within 5 days), please contact Charisse.

---

Also we will be having a Tutor meeting this weekend. It will be at 6pm on Saturday 20th November in the Tutor Haven (you can reach that by pressing F1 and selecting Go to Tutor Haven). I hope that you can attend..

Thank you,  
Charisse

---

From: Syncretic  
Subject: mm

I noticed you were subpathless, and was wondering if you wanted 1bil leech for NPC, I'm bored and 1bil is easy. :p

Syn

---

From: Masra  
Subject: Postings

I didn't want to resort to his, but it appears that I have no other choice.  
What I'm about to do is a pure form of censorship.

I want you to ~stop~ posting on the Community board as much as you do. I want to ~stop~ responding to people responding to your posts.

I am being bombarded, not only by citizens, but now by the elders about you and I've very, very tired of it.

I am nearly snapping the rules in half because of you. I have enough problems with your arrests right now and I don't need anymore flack from anyone else about anything else you do.

Have a heart, and leave it alone for awhile.

Masra

---

From: Syncretic  
Subject: You know...

---

After having read your posts on Eld, on the Community board I have drawn a few conclusions. First of all, for once I completely agree with you, if what you said was true. If you play a Sony game such as EverQuest, people don't complain nearly as much, if it all if a change is made. This is for several reasons, though, aside from what you listed. Yes, it is largely because the worlds of EQ and StarWars Galaxies are so very big... Also though, it is due to the fact that when Sony changes something within their game, they think about the people it affects.

Yes, these things they do affect people. It really isn't that hard of a concept but within Nexus the GMs simply do not seem to get it. If you make a change to a spell like WW, or if you take away cunning skip, even if it is positive it still affects people. Eld should not treat us like children, most of us are not (aside from a few exceptions). Nexus is not a friendly game the way it is set up right now, and the way it is going it never will be.

If you change a graphic in a game that does not contain that many graphics (such as nexus), everyone will notice very quickly. Those who do not will be informed of it. Why? Nexus does not contain that many players either. Rumors do not spread in EQ like they do in this game, because no one really cares. There are just so many players it isn't worth gossiping about someone.

Eld never really took into considerations how his actions would affect this small fragile community as a whole, and that was his main problem. He didn't listen when we were hurt, when we didn't agree with him we -must- have been wrong, right? No. Eld should have simply listened to us, it would have helped a lot more then he thought. Like you said, this is a small town, not a vast world like EQ. When Sony makes a change, however small, they think about all of the repercussions of the change they made and the people it affects. They also read feedback. In fact there is a built-in feedback system, part of the GUI actually... They read it. Did you know Nexon had a law suite filed against them because they had used to have a feedback system that simply deleted emails sent?

We may disagree a lot but for once, you are right. I hope Wony does not make the same mistakes as Eld once did. Oh, and you may want to cut back on posting on Community, it's bad for you characters health you know. :)

-- Syn

---

From: Aurick  
Subject: Archons

Had your whispers off, so I figured I might as well send you a connection you made during your post about the police and the Ski mask.

Archons=Secret Police.

\*shrugs\*

---

From: ImaFyrebyrd  
Subject: should we try for the paper next week or after next week

how about in a couple weeks. I'd like for there to be some decent poll results for our interview. You are raising a valid concern and it sounds like from the early scuttlebutt that there are a few people who feel the same way. The paper coming out next Saturday will probably be too soon.

Thanks for agreeing to be interviewed! Let me know what you think, and then we'll set up a time to have some brew and conversation. Or at least I can nmail you some questions! LOL

Have a good one!

Sincerely,

ImaFyrebyrd

>

> I can do an interview but the results of the poll is probally going to > take abit because not everyone reads community board nowadays and > only so many have accounts with the atlas boards, so I believe it will > take a few weeks before an accurate poll could be gained. Word has to > travel by mouth.

>

> But I can do an interview, just let me know when is best for you.

---

From: ImaFyrebyrd  
Subject: Your poll & request for an interview

Dear DarkMaverick:

I have been reading with interest, your posts on the Community Board. I was wondering if you would be interested in doing an interview and perhaps referencing the findings of your poll when it's done in it as well.

In case you have not read the new paper yet, I am the new editor and we want to try to get a quality paper out every week. My staff and I worked very hard to put the first one out and it looks more like a paper should.

Since it's a paper, I want more than fluff and regurgitation. I want it to be like a paper - that means the real stuff too!

Thanks in advance.

Sincerely,

ImaFyrebyrd

---

From: SkyWanderer

Subject: poll on Nexus laws/ deleted post

Beautiful, courageous poster, positively beautiful! Okay, true, I played this game quite easily when I was 9. Thats about all I disagree with you on. Besides, even then I didn't enjoy it too much. Not mature enough back then to not be a newb, I guess. Anyway, I was moved by your post I read on the Nexus Forums thingy. It was great. I'm not suprised they deleted it for "Inappropriate OOC content", but it is really a shame. Why shouldn't they listen to how players want the game run if it means more money for them? I've always been a slave to 2 things- curiosity and logic. The law against petitions is absolutely illogical. I also think the personal arguement thing should be rewritten. Actually, the rest of the laws made perfect sense to me. Remember- although I may not know exactly how Archons work, they are employed by Nexon, and probably have to present laws to Nexon to get them finalized. Even if they don't, I'll bet a lot that if they don't enforce the laws (such as deleting your post), they'll get fired. So, thanks for the good arguments, but I slightly think you're a little over doing it. Just my opinion.

~\*~Sky~^^

---

From: Charisse

Subject: Reply

Hello,

---

Thank you for your application for Tutor. I will be reviewing all applications sent to me and you will be contacted once a decision has been made as to who will be the Nagnang warrior Tutor. Please be patient and wait to hear from me. Thank you for your assistance.

Take care,  
Charisse.

> 1) If you disagree with a rule or standard set for the tutors, how will > you handle the situation?

>

> By explaining why I disagree with it directly to whoever is setting the > rules or standards for tutors and offering a different solution which I > feel works more effectively.

>

> 2) Do you work well in a team or group situation? Are you willing to > work in conjunction with the other tutors for your path?

>

> I can work with a team, as I have irl for years since I've been in the > military. There is very little we do which isnt in a team enviroment. I > also believe its important to be able to work with not just tutors of your > own path, but the tutors of all paths.

>

> 3) How often do you plan on holding classes/private tutelage? What > aspects will you cover?

>

> I am knowledgable on all dimensions of playing a warrior character > at all levels of development. Everything from group hunting to soloing to > team player-killing I have been there and done that at one point or > another.

>

> 4) How will you approach tutoring both high level players as well as > lower level players?

>

> Newer players tend to have little problem asking questions, but they > dont always look for the resources which are available to them, such > as the tutor boards. I'd like the path descriptions to be updated and > info about tutors added. I'd also recommend nexon update the main > website with these class descriptions as well, which would help newer > players with tons of questions. More experienced players need to have > events which appeal to them in order to best attract them to a class, I > may ressurect the Musadan War classes in some form or another.

>

> 5) Do you enjoy working with the public? What experience do you > have? (i.e. positions held, events hosted etc)

> I use to be a chongun guide, I'd like to think I'm still somewhat of an > active person behind-the-scenes in that path. I was an assistant to > Roseblossom for Forsaken event

affairs tribe years ago, and I created > the Musadan War classes to help the general public get more > experience in team pking.

>

> 6) What do you know about tutor abilities?

>

> Let's see...tutors have always been able to summon illusions to do > the "tutor quest", but they were also expanded on 2 years ago to > include stronger ones correct? Also, they have the ability to post on > tutor boards and access tutor board via their own board menu anywhere > they are. They can eject people from the tutor training halls, and have > access to the tutor class sage ability to announce classes.

>

> 7) From what you know of tutoring, what would you change from the > way things are done now?

>

> I'd probably fix-up my website so it can be used as a larger resource > for the information, so the tutor board itself isnt so spammed, which > can overload newer players. I will probably have to move the webhost to > someone who doesnt have so many popups too.

>

> I'd also try to do some events which can get more people involved > in the learning process. I may attempt to get drywater to allow a "free > carny win" rental for a tutor event like I did with the old Musadan War > Classes for the chongun path; an event I created long ago before I got > deployed. I'm a pretty resourceful person, I'm sure I can figure > something out.

---

From: Marama

Subject: drinking irl posts

I told you I would let you know when I heard back from higher up. The mention of drinking/drunken irl is not acceptable and I have updated the Law Clarification on the Law board.

Marama

---

From: Charisse

Subject: Warrior tutor

Congratulations, you have reached the third round of the Tutor Application Process. =) I ask now that you please answer the following questions as honestly as possible. Please send your answers to me by 8pm EST Wednesday 17th November. Any late responses

will result in disqualification. During this time, I will also be contacting your references in the near future.

- 1) If you disagree with a rule or standard set for the tutors, how will you handle the situation?
- 2) Do you work well in a team or group situation? Are you willing to work in conjunction with the other tutors for your path?
- 3) How often do you plan on holding classes/private tutelage? What aspects will you cover?
- 4) How will you approach tutoring both high level players as well as lower level players?
- 5) Do you enjoy working with the public? What experience do you have? (i.e. positions held, events hosted etc)
- 6) What do you know about tutor abilities?
- 7) From what you know of tutoring, what would you change from the way things are done now?

Comments? (Anything you wish to add can be written here.)

Thank you. I will contact you as soon as all responses arrive as to my final decision for tutor.

Charisse

---

From: dee  
Subject: : )

good to see you back

---

From: Marama  
Subject: Community posts

I don't know your intent with those 2 actually 4 posts I read the other two also before you removed and re posted.

Consider this another board abuse warning, if you have a gripe with me n-mail but remember we also have a harassment law too.

Marama

---

From: Charisse  
Subject: reply

That post was deleted as it was not relevant to Nexus. Little of it actually compared it to or related it to Nexus. For the most part it was a commentary on how other games are run, or a translation of the statistics. Comparison posts are fine (ensuring names of other games are not mentioned, which I am aware you made sure of), but it must be directly relevant to Nexus, rather than a rundown of statistics of other games.

Charisse

>  
> Did you delete my post about MMORPG demographics and how nexus > stacks up  
compared to them?  
>

---

From: Marama  
Subject: Eldridge sage

Eldridge the night of your sage stated for an archon to get the sage.

Marama

---

From: Marama  
Subject: reply

DarkMaverick I have sent a letter to Wony concerning posts involving drinking/drunken and I will wait and see his reply. I do understand your concern why I have contacted Wony on this issue. Alcohol is not legal irl under age 21 in most states. You cannot compare being drunk irl to the examples you sent me. If I am wrong in my judgment on this I will act accordingly.

As far as talking to you outside of game about in game issues, this is something I never do.

Marama

---

From: Yogeshi  
Subject: Question

You made a post on comm board which indirectly mentions an MMORPG which uses licensed material and is directed at a teenage demographic. Which game were you talking about? I've played so many of them, but I can't think of which one that would be off the top of my head.

---

From: Charisse  
Subject: reply

Hello,

Thank you for sending in your responses for Round 2 of the Tutor application process. I will be reviewing all responses sent to me over the next few days. You will be contacted once a decision has been made in regards to who will move on to Round 3.

Take care,  
Charisse

> 1) "Tell me a little about yourself".

>

> Well, I like to think that I'm a pretty easy going person. I am a > problem-solver type of person, and I enjoy finding innovative solutions > to overcome obstacles.

>

> 2) What makes you good tutor material?

>

> I have extensive knowledge and experience with not only the warrior > path, but Nexustk in general, and capable of answering many common > questions players tend to have.

>

> 3) Some students will not be cooperative, how will you handle those > cases?

>

> If they do not come to a class to learn, then they have no real > business attending a class. They will be politely asked to leave; if they > do not, they will be made to leave via the ejection command from the > npc.

>

> 4) Have you attended any tutor's class or received tutoring in the > past? If so, what did you think of it? If you haven't attended, why not?

>

> I have been affiliated with many past tutors over the years. I use to > speak to Kowe often and I conducted many tests with Gull on > protection, will and weapon damages.

>

> 5) What would you want to do as a tutor? What ideas do you have for > tutoring?

>

> There is currently many new players who choose the warrior path > who do not know much about the path at all. There is also many people > who do not play warriors who think they have an understanding of > warriors when they actually know very little. I want to make more > information concerning warriors available to the general public so they > are better educated. I strongly believe knowing more about your path > enables you to better play them, which means you can enjoy > everything the path has to offer.

>

> 6) How will you let the community know that tutoring is available?

>

> Tutors have access to tutor boards and a sage alert; however I will > be needing to educate newer players who may not even know a tutor > exists in the game. I will be advertising tutoring on the community > board and class schedules will be posted on the events board.

>

> 7) Do you have the time to commit to tutoring? Are you prepared to > host at least four classes per month?

>

> Yes I have the time. Four classes is not a problem.

>

> 8) Will you tutor on all aspects of the game (e.g. hunting, PK, > roleplay)?

>

> Yes. I educate people on these subjects already.

>

> 9) You receive a nmail from a level 30 player asking for tutoring, how > would you respond?

>

> I would ask the player what he/she specifically wants to know. Then > I would arrange a time that we could meet if I was needed to be > present in order to best teach them something.

>

> 10) Why do you want to be a tutor?

>

> I enjoy helping people become better. Many people have helped me > in this community, and I want to continue giving back to the > community. I feel doing this creates a pattern where people help other > people, which is one of the important aspects of the Nexustk community > which binds it together.

>

> Comments: I forget how many times I have applied to become a tutor, > but I'm going to keep applying until I finally become tutor. I'm > confident in my ability to do this task.

---

From: dee  
Subject: post

Everyone makes mistakes -we do silly things without thinking about it till its too late. Then we pay the consequences. Anyone that says they haven't made a mistake is a liar. They've just been lucky enough to not get caught yet.

Don't look down on yourself for what you did, just get back up and move on. It goes to show that your not perfect. Been there done that. Look at me, I was hacked... why? because of my own stupidity. The price paid is a little different than yours, but its a price paid.

When you get out of jail if your in need of forgiveness or anything - let me know, and I'll do everything I can to help.

dee

---

From: Tyrin / Lukarius  
Subject: email

<emailed removed>

I wont be on much more from now on. If they wanna make me a GM or something, e-mail me, lol...  
I got plenty more ideas. They flow like a river...

---

From: Marama  
Subject: Justice

Your jailing was do to previous board abuse warnings and it was an automatic jailing do too this. You were warned in the past either by a judge or an archon. The content of your post (drinking) warranted the fl warning, which jailed you.

Marama

---

From: Charisse  
Subject: Warrior Tutor

Hello =)

---

You have been selected to move onto the second round of applications for the position of tutor. Please answer the following questions and send your answers to Charisse. Your answers must be sent by 8pm EST on Friday 12th November. Late responses will not be accepted. Any questions regarding this may be directed to me via nmail

Thank you,  
Charisse

- 
- 1) Tell me a little about yourself.
  - 2) What makes you good tutor material?
  - 3) Some students will not be cooperative, how will you handle those cases?
  - 4) Have you attended any tutor's class or received tutoring in the past? If so, what did you think of it? If you haven't attended, why not?
  - 5) What would you want to do as a tutor? What ideas do you have for tutoring?
  - 6) How will you let the community know that tutoring is available?
  - 7) Do you have the time to commit to tutoring? Are you prepared to host at least four classes per month?
  - 8) Will you tutor on all aspects of the game (e.g. hunting, PK, roleplay)?
  - 9) You receive a nmail from a level 30 player asking for tutoring, how would you respond?
  - 10) Why do you want to be a tutor?
- Comments: (Please add anything you feel is relevant to your application here).

---

Ensure you send your answers to Charisse.

---

From: SilentS  
Subject: update

Done

> replace rogue info with new info I have emailed you please, thanks.

---

From: Siverno  
Subject: On Hit and Dam bonuses

Hello.

I read your post on the effects of hit and dam, and I noticed your formula for might was 8 might per 1 damage. I am a little confused by it because I remember doing some

experimenting with it myself and came up with a 5 for 1. I only used a Rogue and Poet for my testing however.

If you would be willing to explain how you came up with some of your calculations I would be very grateful. As well if you are ever looking to try testing more things out I would be more than willing to help in any way I can.

~

Siverno

---

From: Syncretic  
Subject: lol

63. Inferno Syncretic (Ee San)  
64. Musadan DarkMaverick (Sam San)

i told you i would pass you ;p

---

From: Masana  
Subject: Reply

2.5 k is what I average on a mantis give or take, I MIGHT hit over 3k one time in 10-15 swings but I never hit anywhere near 4k.

Of course back flanks etc it goes up. I will remind you again though the average hwarang only does about 3k on average with a similar weapon to Do sword so we are not talking some astronomical increase in ingress from one san to the next.

- > Do
- > Durability: 1,500,000
- > Dam.(sml) 100m200
- > Dam. (lrg) 150m250
- > Armor -2
- > Hit 2
- > Damage 2
- > Might +1 Will +1 Grace +1
- > Vitality +5000
- > Healing+50
- > Protection +2
- >
- > Spirit blade x7.5 weapon damage

- > Spirit fury x5 weapon and base damage
- > 131 Might total
- > 4 Dam total (2 Dam bonus for warriors)
- > 8.8125 Warrior class bonus damage
- >
- > Step 1: Calculate Base damage
- >
- > 131 Might divided by 8= 16.375; round up to 17 damage
- > Add path bonus damage of 8.8125 to 17 in order to make 25.8125; > round up to make 26 damage
- > 4 "DAM multiplied by 2.5= 10 damage; add to 26 to make 36 > damage
- >
- > Base damage is 36 damage
- >
- > Step 2: Calculate Weapon damage
- >
- > Small:100m200 at +100 AC
- > Large:150m250 at +100 AC
- >
- > Must divide damage ratios in half to discover damage at 0 AC;
- >
- > S.100 divided by 2= 50
- > S.200 divided by 2=100
- >
- > L.150 divided by 2=75
- > L.250 divided by 2=125
- >
- > S.Multiply 50 by 7.5= 375
- > S.Multiply 100 by 7.5=750
- >
- > L.Multiply 75 by 7.5= 562.5; round up to 563
- > L.Multiply 125 by 7.5= 937.5; round up to 938
- >
- > Step 3:Time to add Base damage to Weapon damage
- >
- > 375+36=411
- > 750+36=786
- >
- > 563+36=599
- > 938+36=974
- >
- > Step4: Calculate Fury enhancement
- > Spirit fury is x5 to weapon and base damage sum so..
- >
- > 411x5=2,055
- > 786x5=3,930

>  
> 599x5= 2,995  
> 974x5= 4,870  
>  
> Which means, on 0 AC and attacking from the front..  
> You do 2,005 to 3,930 on small enemies.  
> You do 2,995 to 4,870 on large enemies.  
>  
> This also means, at 0 AC, and attacking from the side (x1.5 to overall > damage)...  
> You do 3,008 to 5,895 to small enemies.  
> You do 4,493 to 7,305 to large enemies.  
>  
> In the case of the mantis, suppose they have at least -50 AC;  
>  
> This would mean you'd be dealing 2,247 to 3,653 from the side to the > large sized enemy of Mantis we had been fighting when I was checking > your damages with a Do sword, Spirit fury and Spirit blade and if I > recall properly, this was your range of damage, was it not?

---

From: Venca  
Subject: not inc sam yet

Do  
Durability: 150000  
Dam.(sml) 100m200  
Dam. (lrg) 150m250  
Armor -2  
Hit 2  
Damage 2  
Might +1 Will +1 Grace +1  
Vitality +5000  
Healing+50  
Protection +2

Enchanted Do  
Durability: 200000  
Dam.(sml): 100m300  
Dam. (lrg): 150m350  
Armor: -2  
Hit: 2  
Damage: 2  
Might: +1 Will: +1 Grace: +1  
Vitality: +6000  
Healing: +50

Protection: +2

Ilsan Do

Durability: 250000

Dam.(sml): 100m400

Dam. (lrg): 150m450

Armor: -2

Hit: 2

Damage: 2

Might: +1Will: +1Grace: +1

Vitality: +7000

Healing: +50

Protection: +2

EESan Do

Durability: 300000

Dam.(sml): 100m500

Dam. (lrg): 150m550

Armor: -2

Hit:2

Damage: 2

Might: +1Will: +1Grace: +1

Vitality: +8000

Healing: +50

---

From: Neuro

Subject: re: Yari

> Someone gave me <emailed removed>as an email address to get in touch > with Yari,  
so I sent an email asking my question.

>

> Is that the email you had? o.0

That one will work too, but I think that's his wife's, <emailed removed>is the one he left  
me.

--Neuro

---

From: KyranA

Subject: for your records

---

Well taking into consideration that you compared every mage attack to a level 80 warrior spell (mage mass attacks don't start till 99) I would say that you have lost before you began but . . . :)

If you wish to go with sheer power attacks lets go there (with an addition at the bottom too don't miss that this time please)

Lets make a list of power attacks shall we?

Level

- 63 Slash- Does 2.5% of your current vit with 1 second aethers  
Fairly useless at lower levels but a decent finisher once you get bigger.
- 80 Berserk-Does 75% of your current Vit. 12 second aethers.  
One of the main stays in the Warrior regime of attacks.
- 99 Whirlwind-Does 1.5 x your current Vit. 22 second aethers.  
The biggest attack for Warriors until Sam san.
- II No Mass attacks.
- EE Assault- Does 1/2 your current vit to up to 4 creatures in a Set.  
80 second aethers.
- Sam Seige- 1.87 x current vit + 1/2 your current mana. 43 second aethers. (Best for CR's that have alot of mana but a pretty good attack over all anyways.

Now for the mages. This one is much easier to do. Taking into account the cost of mana vs the cost of vitality I will put it into strength/

Pre99 What not a single mass attack at all!?!)

99 Hellfire- 1.8x your current mana with 18 sec aethers

II No Mass attacks.

EE Inferno- 1.5x your current mana to up to 5 creatures in a Set.  
73 second aethers

Sam Doom Fire 2.5x your current Mana 65 second aethers.

Whoa short list :)

---

Ok now with the price of mana being double that of vitality you would almost certainly either double the strength of the warriors spells or cut the strength of the mages spells in half to get a decent comparison.

For a Better look I went to Ixeus' site and ran the following calculations. I found that selling an equal amount of experience (540bil) a mage would be 400/400 (not bad). With the same amount a Warrior would be 800/200 (NICE indeed). Maybe that's a bit much mana but with R6 and the sam san ww using them I would say it's probably going to be about the norm. I also talked to some pc warriors and sought out the stats on the warrior list and it's not that far out of the norm.

Ok, keeping these stats in mind this is a chart of the damage done by said mage and warrior.

HellFire-540k

Inferno 450k (Yes to 5 critters in a perfect set it would go to each of them assuming you had a perfect set)

Doom fire-750k

Slash-15,815

Berserk-450k

WW (Kwi)- 1.050Mil (o/m)- 945k

Assault-300k (Yes this is to 4 of them in a perfect set)

Seige-1.2 mil

Of course the blatant advantage of the mage over the warrior is that their massive attacks are targetable, and a mage can use sleep and doze. Ever tried to sleep/doze 5 critters in a set?

Not only to the numbers not near add up, if you took into account the aethers on each spell the warrior far and away out paces the Mage.

So yes the numbers for the mage look good on paper but putting them into a realistic point of view they come NO WHERE NEAR the output of damage that a warrior can do.

Ok here another thing for you to chew on while you are at it. At every mark the warrior gets spells that add to his basic damage on each swing. So that basically negates the mages better curses considering that we get no better zaps at all. (That's what I honestly would like to see happen. The mages should get better zaps full stop.)

Over all I think that any person that reads this and can put 2 and 2 together will see that there is no comparison between the mass damage a mage can do as compared to that of the warrior. (Please don't make me make a 10 or 20 minute scale of max damage that can be done)

Think it over

Ky

---

From: Worldwalker  
Subject: Moets

> In the NexusTK community, there exists a term called "Moet". This  
> is a poet whose sole purpose in the party is to heal a Mage.

That is MY word and I WANT IT BACK!!!

I originated the word "moet" -- in fact, it used to be my title -- to describe a mage who performs the role of both a mage and a poet in a hunt, generally a duo. It comes, of course, from the combination of "mage" + "poet".

Certain poets since then have taken it over as a term of insult to a fellow poet who gets their mana dirty by healing mages, but that's still wrong. There is no etymological basis for "poet who heals mages" turning into "moet" ... and there are still rogues who joke about being "roets" when they heal someone who's in danger.

Yes, I know the word is abused by people who weren't here and don't know what it means. But you don't have to encourage them.

I'll make you a deal, Mav: You repost your essay with a different word ("leech poets" sounds good) and I'll read your book today and send you plenty of comments on it.

-- Worldwalker

---

From: Tiffy  
Subject: War axe

-----  
War Axe:  
Dura:150000  
S:150m180  
L:170m200  
AC:-3 Hit:4 Dam:3  
Vita Increase: 1000  
Mana Increase: 500  
Might Increase: 1  
Will Increase: 2  
Grace Increase: -5  
Healing Increase: 50  
Protection Increase: 2  
-----

---

Enchanted War Axe:  
Dura: 200000  
S: 150m280  
L: 170m300  
AC: -3 Hit: 4 Dam: 3  
Vita Increase: 2000  
Mana Increase: 1000  
Might Increase: 1  
Will Increase: 2  
Grace Increase: -5  
Healing Increase: 50  
Protection Increase: 2

-----  
Il san War Axe:  
Dura: 250000  
S: 150m 380  
L: 170m 400  
AC: -3 Hit: 4 Dam: 3  
Vita Increase: 3000  
Mana Increase: 1500  
Might Increase: 1  
Will Increase: 2  
Grace Increase: -5  
Heal increase: 50  
Protection Increase: 2

-----  
Ee san War Axe:  
Dura: 300000  
S: 150m480  
L: 170m500  
AC: -4 Hit: 4 Dam: 3  
Vita Increase: 4000  
Mana Increase: 2000  
Might Increase: 1  
Will Increase: 2  
Grace Increase: -5  
Heal Increase: 50  
Protection Increase: 2

---

From: SilentS  
Subject: here

I'm not sure you're who I should bring this to or not..

---

But I, personally, have a -huge- issue with the posting of other Paths' spells/equations/etc on Any board... Even in comparison/gest, it isn't moral..

If you could, please have DarkMaverick's post taken from the board, that contains the Do ingress formulas. Even though they're partly wrong, it's immoral to do such... Even for a scholar, to discuss information.

I expect it of Non-path'd followers... But someone in a Path themselves... I don't think he'd appreciate someone posting information about the Chongunate abilities on the Barb/Do boards... It's just wrong.

If I need to forward this to Masra, let me know and I'll gladly do so.

---

From: spyVSspy  
Subject: Yari

You may already know, but he is Lokira's husband in real life. I'm not sure how to contact either, but I'd imagine SkaDemon or some of the muses would have her info, that'd probably be easier than finding people with his. Either way, goodluck.

(actually I think she may have given me her contact info, but itd be way down I'll check if nexus mail hasnt deleted it)

---

From: Macormundor  
Subject: Vortex cave stats

Anchorite 1:  
-Between 61,142/30,571 Vita and 80,038/40019

Anchorite 2:  
-Between 274k/137k and 306k/153k

Anchorite 3:  
-Between 478,002/239,001 and 512k/256k

Assassin 1:  
-32.5k/16.25k

Assassin 2:  
-Between 160,168/80,084 and 230,128/115,064

Assassin 3:  
-Between 340k/170k and 405k/202.5k

Bandit 1:

---

-Between 193k/96.5k and 198k/99k

Bandit 2:

-Between 340k/170k and 405k/202k

Bandit 3:

-Between 520k/260k and 650k/325k

Dread 1:

-Between 193k/96.5k and 230k/115k

Dread 2:

-Between 405k/202k and 478k/239k

Dread 3:

-Between 518k/259k and 650k/325k

Earth 1:

-Between 230k/115k and 306k/153k

Earth 2:

-Between 478k/239k and 512k/256k

Earth 3:

-Between 518k/259k and 650k/325k

Grey hand 1:

-Between 230k/115k and 325k/162.5k

Grey hand 2:

-Between 446k/223k and 478k/239k

Grey hand 3:

-Between 518k/259k and 650k/325k

Hillmen 1:

-Between 60k/30k and 61k/30.5k

Hillmen 2:

-Between 244k/122k and 250k/125k

Hillmen 3:

-Between 446k/223k and 478k/239k

Hunter 1:

-Between 39k/19.5k and 60k/30k

Hunter 2:

-Between 193k/96.5k and 230k/115k

Hunter 3:

-Between 340k/170k and 446k/223k

Magus 1:

-Under 39k/19.5k

Magus 2:

-Between 160k/80k and 193k/96.5k

Magus 3:

---

-Between 470k/235k and 520k/260k

Shadow 1:

-Between 160k/80k and 161k/80.5k

Shadow 2:

-Between 340k/170k and 405k/202.5k

Shadow 3:

-Between 518k/259k and 650k/325k

Water 1:

-Between 325k/162.5k and 338k/169k

Water 2:

-Between 510k/255k and 525k/262.5k

Water 3:

-Between 525k/262.5 and 650k/325k

Wind 1:

-Between 88k/44k and 124k/62k

Wind 2:

-Between 310k/155k and 325k/162.5k

Wind 3:

-Between 518k/259k and 650k/325k

---

From: Tyrin

Subject: new CoW

The goal of this is to make soloing possible for a poet pre-scourge levels. The damage is rather low, so I want it to swing as fast as the current Wind Dancer. The speed of the attack will keep poets entertained, so they wouldn't get too bored. Aethers for this spell should be 180 seconds, (which is how long a CoW lasts) and all come from the same spell pool. So in essence, you can only have 1 at a time. They would not be able to kite entirely, as it is, because it is only 1 creature, so they would have to pay attention as well. The spell levels start when the newbie quests are over, and continue at an increment of 7 levels. Each level of creature is 8 armor better, that might not be enough, so it could need adjusting. I also believe in my opinion, a spell like this will add skill to poets. They would require the common dueling knowledge to solo.

Summon 1

Lv : 11

Vita: 500

AC : 70

Dam: 44 (Lv x4)

Summon 2

---

Lv : 18  
Vita: 600 (+100)  
AC : 62  
Dam: 116 (44 + (Lv x4 = 72))

Summon 3  
Lv : 25  
Vita: 800 (+200)  
AC : 54  
Dam: 216 (116 + (Lv x4 = 100))

Summon 4  
Lv : 32  
Vita: 1100 (+300)  
AC : 46  
Dam: 376 (216 + (Lv x5 = 160))

Summon 5  
Lv : 39  
Vita: 1500 (+400)  
AC : 38  
Dam: 571 (376 + (Lv x5 = 195))

Summon 6  
Lv : 46  
Vita: 2000 (+500)  
AC : 30  
Dam: 801 (571 + (Lv x5 = 230))

Summon 7  
Lv : 53  
Vita: 2600 (+600)  
AC : 22  
Dam: 1119 (801 + (Lv x6 = 318))

Summon 8  
Lv : 60  
Vita: 3300 (+700)  
AC : 14  
Dam: 1479 (1119 + (Lv x6 = 360))

---

From: Charisse  
Subject: reply

Hello,

Thank you for your application for Tutor. I will be reviewing all applications sent to me and you will be contacted once a decision has been made on those people who will go to the next round. Please be patient and wait to hear from me. Those who whisper or nmail asking how their application is going will have their application removed from consideration. Thank you for your assistance.

Take care,  
Charisse.

>  
> -- Tutor Application --  
>  
> - Name: DarkMaverick  
> - Postition You Are Applying For: Nagnang Warrior Tutor  
> - Positive Subpath Brandings: Trustworthy Trader by Paladino, > Alignment of Yin and Yang by Rodanthe, Graced by the Muse by > Sepirah, Attained Winter level in Security by Spectrumboy, Survived > Wilderness training by Winder, Aligned with Air by Imzadi. I was given a > Ranger honor medal but dunno if that counts...none of this stuff is > important anyway.  
> - Negative Subpath Brandings: None  
> - Jail Brandings/Last Justice Matter Brands:  
> Arrested for profanity Yuri29 by Mordechai. I said the "f" word at > north gate mythic while talking to Frogz.  
> - Previous leadership experience  
> I was a Chongun guide years ago...I was a carnage host for a little > while. Resigned 5 months ago.  
> - SubPath (if any): Chongun  
> - Yuri Born/Real life length of time played: Playing since September > 1999, so DM is like 5 years old or so?  
> - Level > Vita/Mana: 1.6mil/240 Sam san  
> - Average Time And Days On Nexus per week: Too much, maybe > about 5 hours a day?  
> - References: Masra, SilentS, Sweetness, WorldWalker  
> - Comments: I forget how many times I apply for this position, but oh > well, here goes again for old times sake! I have a fansite which is sort > of outdated now but is still somewhat a source of warrior information > and such at [www.chungryongdojang.cjb.net](http://www.chungryongdojang.cjb.net) I'm sure theres hundreds of > reasons why past Archons have rejected my application for the past > 3-4 years, I really dont care anymore. I'll do the job of helping Warriors > learn about their path and how to be more efficient at it if I become > tutor, I'm already sorta doing it anyway so tutor or not, that doesnt > really change anything.

---

From: Charisse  
Subject: reply

Thank you for bringing that to my attention. It will be corrected.

Charisse

- >
  - > You might want to update the board rules post, since there is no > longer a delphi email system used.
  - >
  - > And boo for deleting my posts expressing my dislike for my superior > officers! :p
- 

From: SilentS  
Subject: Sarina's Elder board post

Because I haven't hunted in Yuri's I am way behind on the different paths spells so I really can't voice a view on balancing paths where spells are concerned. I do know that my path has one damage spell and it is a one monster hit only. A four-way spell would be much better and the II spell is a four-way sleep that lasts 6 seconds, which makes it useless Ee san has a pretty good vex spell which I think all of the paths have. I believe the Geomancer path has a very good four-way spell, which I believe all mage PC paths should have.

Also items the item we received from the gods is our Crystal ball which is BOD as is everyone knows the Surge. Again I think some paths have god given item that is not BOD, I could be wrong. But if so this also is something that should be corrected. Ju-jak staff is not BOD also stats far above stats of diviner item, this is fine but I do not think god given items should be BOD.

Sarina

---

From: WorldWalker  
Subject: for your review

[http://www.winterhome.net/personal/gm\\_resume.html](http://www.winterhome.net/personal/gm_resume.html)

---

From: dee

Subject: post

I just read your post. Thanks. I got a kick out of your last sentence, I think most people would like to be with me because of my stats and hunting ability, but not many would want to stick with me. :p

SilentS is one in a million - he's put up with my foolishness and stupid mistakes. He's pretty dang good at putting up with my moodiness too hehe. That takes alot.

I did read most of your thing last night. And believe it or not, but alot of it did make sense. I did not read into the parts where your making changes in each path, that should be proofed by someone in each path. The things you had in the poet were good. I'm just scared that if your not careful you'll make the poet become more of a solo God than they are. I suppose any path has the ability to solo, and eventhough a poet if good enough can solo anywhere within the game, it just takes alot longer, and they don't gain as much solo wise. Doing something to help buff poets heal even buffer warriors is something that gets me. I know you had changes with that too, but you need to remember, with the hacking I got the other night, when I was reading your essay - I had not been asleep in over 24 hours and I was wiped out. Anyway, The higher up poets like me and much higher need the different heal or restore. Today, some of the warriors I hunt with - or want to hunt with I feel like a Wasabi healing a samsan. I don't hunt for exp anymore, nor items/money. I hunt for the fun of it. Yet this is still a big problem for me.

Thanks for giving me the opportunity to semi-proof your essay. If it were up to me though, (hehe) I would have grammer proof'd it. ~giggles~

<3 dee

---

From: Masra  
Subject: feedback

This is the worst proposal I have ever seen, As good of a GM as Wony is, no one is stupid enough to make (I think I counted like 20) insane game-effecting changes to basically everything, it'd be easier for nexon to begin work on a new online game. I don't mean to discourage DM, but this is not his 10% ww case, you can not change the entire game just to balance.

Second. DM apparently thinks I said Chonguns are more important and we "agreed" to improve them first? No. As much as I love Masra, I am Elder of the barbarians and I put them first, with that said, the proposal I sent to Wony improves both paths at the same time.

Third. I didn't make it through the essay, simply because I realized there is no chance in hell it'll ever happen. Not to mention Rend was not created for hunting. One more time,

Rend is -not- made for hunting. That was not the intention upon its creation. It was made for PK, yes it works, but whether it has 4 targets or 1 it's the same high risk that just ain't worth it.

Fourth. Chongun ingresses are already stronger than Barbarian ingresses.

Fifth: I'm not even sure the rest of the elders said we were first. DM always acts like this, I'm pretty sure they did not. I proposed the solution of my own accord.

Sixth: His proposal is so long, boring, and plain ludicrous you'd have to send Wony 5-10 mails or so (given you tried through nexus) to fit it all.

Seventh: I am sure DM has now done an excellent job of overpowering warriors and screwing over poets. I can't wait to have 2-3 more attack spells and just push down all the buttons until an attack works.

I also can't wait until Poets leave because they are tired of healing me twice as hard as they heal anyone else. Lets use your non-lengthened non-ludicrous minds, ok.....

The poet will a: take an R6, only have to heal for a couple attacks.

The poet will b: take me, heal all my attacks (which with DM would actually be over 10), make less EXP (no tiny ingress boost and hunting spells will matter that much) and of course, actually be stupid enough to choose me to hunt with, given the person is not a usual friend of mine?

If you don't say a, your an idiot.

With that said, I know DM is working for greater good, but its time for him to go back to the drawing board, since a 10 page proposal with 25 requested changes is simply not going to happen, even if I were GM I'd glance at the proposal for a few seconds and laugh, and then tell you to try again.

Now, one more time:

You can not lower aethers on Warrior attacks for PC subpaths unless the PC subpaths each receive new versions of those spells. The Barbarians have requested it before, and the GM turned us down (this was when we could get new spells)

Invis + PA, Fury, Vita attack. That is all the possibilities there are.

You can not add more attacks. Poets are limited to healing 3 times per second + restores. A poet the right stats to heal me can not keep up with healing me if I rend, ww, zerk, and assault on aether. If they are much higher than me, they can sometimes keep up. More attacks do not make for faster hunting.

Raising ingress by 50% for either of our paths will also do nothing.

---

Ingress and Fury work together. If you raise either without the other, you must have a significant raise to see a difference. Hell, Time how long it takes for me to kill a sheep3, then double my ingress and cut that time in half, you'll laugh your rear end off at how long the time is even after slicing it.

You need to increase both or raise one or the other to extremes. If you raise ingress to extremes, you have infinite R6 which is overpowering. If you raise fury extremely, then you can aether and limit that to control the balance.

And of course, invis + pa makes us all Dos, hey Masana, want me to be a Do? just kidding=p

I'm sorry Masra, I'd never, ever, ever support this. Why? Because I actually do want to improve us, which means a short and concise solution not a 10 page essay. Even you know better, cmon =P

-Winder

---

From: Masana  
Subject: Reply

Tested it one time. Hitting a rogue with a -20 something ac, he was face to face, I had spirit fury, the "ingress", two steps, a PA, and invis. I hit him for anywhere from 30-50k a swing.

Thats the best I can give you.

> I know you hit extremely hard. I need an estimate of how much.

>

> I dont believe PAs need changing still. I think I know a way around it > without removing anything from anyone. Besides, changing PA will > screw over carpenters; do you think nexon is going to give them a new > item to carp that will be worth what PAs are? Or what of those who > paid money for their PAs? No good will come of a change to PA; must > find a way around it, and I think I discovered one.

>

> I do need this data to prove it to you, and myself, though.

>

> I need an idea of how much damage you do with your PA+invis, along > with how much damage other Do do with PA+invis. A pre-99 cave > data is not useful, the monster AC levels are + in those caves. lv80+ > caves, expecially lv99 Mythic caves, is closer to -80 if I recall right, to > accomodate scing and sleep/doze.

>

> Besides, those are the caves the data applies to, not pre-99 ones.

---

>  
 >  
 >  
 >> Just to give you an idea, and no I am not exaggerating.  
 >>  
 >> Grim ogre face to face, no scourge, etc. With a Do sword, the >> "ingress", and spirit fury maybe 10 hits normally. Rarely as few as 8 >> and sometimes 13 or 14 but not often.  
 >>  
 >> Same scenario with a polearm, invis, the "ingress", spirit fury and > two > steps away. 1-2 hits. Maybe 3 if there was some sort of fluke but > it > would be rare, real rare.  
 >>  
 >> Does that give you an idea why I think polearms need to be > changed?  
 >>  
 >>>  
 >>> Can you tell me how many blows it normally takes you to kill a >>> specific monster using your spirit blade and fury with Do weapon >>> please? Also, with polearm and invis, how many blows on that > monster.  
 >>>  
 >>> for example: 8-14 with no invis and 4-6 with invis  
 >>>  
 >>> Data in that format would be appreciated. This is same for all Do >>> types (99, enchant, il san, ee, sam).  
 >>>  
 >>> I need an idea on what all wars are hitting for at different levels.  
 >

From: Klanx  
 Subject: One I use and got from Yari

Balance weapon, a 5x fury  
 Spirit blade, a 8.5x Ingress  
 Balance weapon, a 9.5x Ingress  
 (the Ee san one), a 10.5x Ingress

for use in the following Strike damage formula:

For Might's of 70 or greater:

$$\text{DamageDone} = [ (\text{Wpn}/2) * \text{Ing} + 8.8125 + \text{Mgt}/8 + 2.5 * \text{Dam} ] * \text{Fur} * \text{Fac} * \text{Inv}$$

where:

Wpn is a value uniformly distributed in the range X to Y where X and Y come from the Small XmY of the weapon.

Ing is the Ingress multiplier. 1 for no Ingress, 3 for Ingress, 4 for Il san NPC Ingress, 5 for Ee san NPC Ingress, and various other values for other Ingresses.

Mgt is Might.

Dam is the Dam displayed on the "S" screen.

Fur is the Fury or Rage multiplier. 1 for none, 3 for Tiger's, 4 for Dragon's/Serpent/Cunning1, 5 for Spririt/Cunning2, 6 for Rage1/Cunning3, 7 for Cunning4, 8 for Cunning5, 9 for Rage2, 12 for Rage3, 18 for Rage4, 27 for Rage5, and 81 for Rage6.

Fac is the Face of the target being struck. 1 for front or flank, and 2 for rear.

And, Inv is the Invisibility multiplier. 1 for none and 8 for invisible.

---

From: Klanx

Subject: Yours I believe

This is the most accurate damage formula, as I've been lead to believe. I haven't felt like wasting my time trying to figure it out, because when we learn too much, Nexon changes crap. But until I see believable research to dispute it, this is the formula which I will refer too.

Note: All of these things multiply straight across, it doesn't really matter the other, because there are no other mathematical operations besides Multiplication.

-----  
Might damage is deterimined as such: For every 5 points of Might, 1 damage point is gained against 0 AC

Might damage (the damage you do with your fist) is the basis of all damage a character performs with the "attack" command. To determine your might damage easily, hit someone with AC of 0 with your fist without any Dam increasing items. Dam increases Might by 5%. So if you have 130 might, your might damage is 26. If you add 1 Dam, 26 increases to 27.

Against AC of 0, the damage of a weapon's ratios are exactly half of what is stated. Example: if ratios are 90m100, then actual damage the weapon is performing is 45-50 damage points.

There is two type of damage multiplers; Furies and weapon enhancer. The weapon enhancer is a class of spell often called an "ingress". It increases the damage a weapon is capable of performing.

Example:

---

If a 90m100 weapon does 45-50 damage points against 0 AC, once the spell "Ingress" (x3) is performed on it, the damage becomes 135-150 damage points.

You then add the might damage to the weapon damage. So if your ingressed weapon is doing 135-150 damage and you have 130 might+1 dam (27 damage points), your now capable of doing 162-177.

Lastly comes the Fury. Fury increases overall damage. So if you cast Dragon fury (x4) with your ingressed weapon that is doing 162-177 damage with 130 might+1 Dam, it now is doing 648-708 damage points.

(Hit bonuses have no affect on weapon damages; they only allow your character a better success chance of hitting an enemy. It plays a large role with the warrior spells flank and backstab.)

Remember that S: weapon ratios only affect human sized enemies; L: only affects large enemies that are bigger than a human (ogres, spiders, dragons, lobsters, etc)

~DarkMaverick

~Avatar of Heaven

Credits: MPython and Starman, who both helped me learn how to determine weapon damage.

-----

++Warrior spells:++

Furies:

Wolf fury x2

Tiger fury x3

Dragon fury x4

Spirit fury/ 99 subpath warrior fury x 5

Chung Ryong Rage:

1 x6

2 x9

3 x12

4 x18

5 x27

6 x81

Weapon enhancer:

Enchant x1.5

Infuse x2

---

Ingress x3  
Art of War/Viper's Venom x4  
Dragons Flame x5  
Spirit blade x9

-----

++Rogue spells++

Weapon enhancer:  
Baekho's blade/Ee san (r) subpath ingress x1.5

Furies:  
Wolf fury x2  
Tiger fury x3  
99 Rogue subpath fury/ Serpent's fury x4  
Baekho's rage/Il san R subpath fury x 5

Special:  
Invisible-x8

Baekho's Cunning:  
1 x4 damage  
2 x5 damage  
3 x6 damage  
4 x7 damage  
5 x8 damage

---

From: Jerik  
Subject: Chung Ryongs

DM -

Did you want this data with scourge or any kind of multiplier?

And I'm assuming you want the info on all animals in Nexus?

J

---

From: Masana  
Subject: Ok

Just to give you an idea, and no I am not exaggerating.

Grim ogre face to face, no scourge, etc. With a Do sword, the "ingress", and spirit fury maybe 10 hits normally. Rarely as few as 8 and sometimes 13 or 14 but not often.

Same scenario with a polearm, invis, the "ingress", spirit fury and two steps away. 1-2 hits. Maybe 3 if there was some sort of fluke but it would be rare, real rare.

Does that give you an idea why I think polearms need to be changed?

- >
- > Can you tell me how many blows it normally takes you to kill a > specific monster using your spirit blade and fury with Do weapon > please? Also, with polearm and invis, how many blows on that monster.
- >
- > for example: 8-14 with no invis and 4-6 with invis
- >
- > Data in that format would be appreciated. This is same for all Do > types (99, enchant, il san, ee, sam).
- >
- > I need an idea on what all wars are hitting for at different levels.

---

From: SilentS  
Subject: heh

Actually, Masra did ask me before you even got involved to keep her in the loop. And I did tell her that these were just ideas that needed to be worked on still. But basically gave her a progress report on the fact that yes we have X amount of ideas that have been discussed and what not.

As for you. I dont know how to say thank you enough for all the extra effort you have put into this. I just hope that the other Elders see the reasonings that you have put into all that you wrote and after that, Wony himself. There is an Elder meeting this Thursday night ((elders only)), and there was hint that Wony might go to it. So I was thinking to have maybe a few minor ideas for the path's themselves posted, excluding the Subpaths at that time to show that we have been doing something.

---

From: Yeang  
Subject: Your post on Comm

I desperately need to get in touch with a few people who might have a different insight into some things than I do....I unfortunately return to this game to discover I'm the only sa san+ stated subpath warrior left, so I cant get any feedback from my peer groups, and these guys are the next best thing but they seem to be all MIA ><

Does anyone know how I can contact the following individuals? o.0

-MPython	dont know him
-Nomad	Head he left like about 1 yr and 6 months ago
-Mountie	Heard he left like about 2yrs ago
-Lukarius	dont know him
-Jagger	I think left as well
-Starman	I think left as well
-Glen	dont know sorry
-CalmWind	have not seen for like 1yr and 6 month
-Quizibo (the original please!)	have not seen him in like 6 months
-Ixeus	quite like about 1yr irl ago

sorry DM that is all that I know of

Yeang

---

From: Tyrin  
Subject: sleep change

It has to be less aethers than invoke, by 2-3 seconds at least... or mages cant really solo with it well.

Sleep cannot have more than 21 second aethers.

Invoke is 23s.

Keep this in mind please.

---

From: Jerik  
Subject: old names

DM -

As far as I know, Ixeus left and deleted his character for good. The last time I saw him, he was in Vale probably 8 months ago talking about how he was deleting Ixeus. As for

CalmWind and the rest, I haven't seen them in many many months. CalmWind has not been registered for probably more than a year now (either the original or not). But if he was here, good luck talking to the original anyway. Luk has not been here for much longer than CW. Mountie was re-registered for a month about 6 months ago and I saw him sleeping near South gate Mythic one day, but after that, he was never seen again. You're probably the last of the old Warriors left besides some that are around now and again.

---

From: Tyrin  
Subject: About Luk

I'm hiding on a mage? lol :P  
Ninebark, Sinchan, Stryker, Leodaris and Asura can confirm this. I've only told a few people, because I was so hated on Luk. People like me as a mage... Maybe because I don't talk much when setting, lol...

But what did you want to know? You of all people should know, I gave up on changing this game a long long time ago. With Wony back, and firing of all the idiotic GMs, it might stand a chance. I do have some ideas for events, if you want to be the "Great Champion" again, like you did with Whirlwind and all. But statistic stuff, I have no hope in changing. You already know my opinion. Rage/Cunning ruined this game, not polearms or anything else.

Besides that? We can chat about it I guess.

About MPython, he has disappeared from the internet completely, and I have no idea how to get in contact with him anymore. He went to Ragnarok Online, but then disappeared shortly after returning to the net.

Best I can do is his old e-mail address :

<emailed removed>

---

From: WindGrace  
Subject: Tiger 2 information

Huge (Orange) Tiger - 850,000 Vita

Black Tiger - 750,000 Vita

Raging Tiger - 650,000 Vita

I averaged 5k-9k per hit. That's the best I could do during a TBS

I use Chung ryong Rune, two Spirit armlets, Molten blade, Wind platemail, and Brass shield. My stats during the hunt were 330/33. I have 21 Dam, 15 hit. I will try to get you exp per kill etc later.

---

From: SilentS  
Subject: HB corrections

((just a few number changes))

Proposal for Invincibility improvement

Since the nerf to Evaluate opponent was performed so it no longer would detect player vita levels, the only truly useful spell Chonguns have is the spell Invincibility for pk and hunting. This spell always helped chonguns be able to use the powerful Whirlwind attack spell with less chance of death than other warriors.

However, while Invincibility does slightly make things safer for a chongun when they ww, it does not come without serious handicaps. It costs 1.5k mana to cast per attempt and when it does succeed, it only lasts 3 seconds long. It's aether is also 3 seconds long. We can not be sure of the exact fail rate, but it appears to be something in the area of 20-25% success chance. We do know that unlike the poet version of harden body, Will does affect it's chance of success. Our spell also costs more mana than the Harden body spell consumes.

Because there is no real usefulness for a Chongun to have large amounts of mana other than to use the Harden body spell, the cost of 1.5k mana is very costly for the large majority of Chongun warriors who have tried to hunt entirely as a Chongun. Even still, this drawback would not be as much a problem if it were not for the poor success rate which Invincibility possess, despite all it's other drawbacks.

There is a good portion of Chonguns who have chosen to remain kwi-sin warriors in order for them to keep a slightly stronger ww, hoping that Invincibility would compensate for the increased risk of death. However, because of Invincibility's fixed fail rate, they may wait for quite some time in order for Invincibility to actually cast, even requiring an Inspire in order to attempt it again. The drawback of mana coupled with the fail rate is in our opinion a little too much, considering the spell only lasts 3 seconds long anyway when it actually succeeds.

We would request a consideration for an improvement to the spell Invincibility so that it might have a better chance of success, in order to help some of the lower Chonguns be able to cast Whirlwind more safely on a hunt. Chonguns are entirely dependent on stat

based attacks, and do not possess the hitting power of Do/CR nor the devastating attack spell Rend.

We feel at least an 85-90% chance of success would be more appropriate for the spell, given it's failure cuts back on the "attack on aether" time of a Chongun who is depending on it for using their Whirlwind spell more safely, and because of the large mana requirement it has for a Warrior path who does not need mana for any other reason than to cast the spell Invincibility. Because the spell only lasts 3 seconds long with a 3 second aether, it should not unbalance pk in carnages because of the Mage ability to Doze along with the poet ability to dispell, and the lack of any warrior to use a spell to regain their mana or heal themselves.

~Proposal designed by SilentS and DarkMaverick

---

From: Masra  
Subject: honor shield

This is the closest I have....

~~~~~

#### Honor shield upgrade

To balance our shield item with the Nagnang palace quested shields for Warriors and compensate for our lack of possessing a hunting weapon such as the War axe and Do, I propose these modifications to our Honor shield item, meant to be our hunting item, and it's many forms:

##### ::Honor shield

- Increase vita bonus from 2,000 to 5,000
- Add protection increase +2 (Same as Steel shield)
- Add DAM bonus +5
- Grace reduction changed from -5 to -1

##### ::Enchanted honor shield

- Increase vita bonus from 4,000 to 10,000
- Add protection increase +2 (Same as Steel shield)
- Add DAM bonus +5
- Grace reduction changed from -5 to -1

##### ::Il san honor shield

- Increase vita bonus from 6,000 to 20,000
  - Increase AC from -6 to -7 AC (Same as Hide shield)
  - Add protection bonus +3 (Same as Hide shield)
  - Add DAM bonus +5
-

-Grace reduction changed from -5 to -1

::Ee san honor shield

- Increase vita bonus from 10,000 to 30,000
- Increase AC from -6 to -8 (Same as Brass shield)
- Add protection bonus +4 (Same as Hide shield)
- Add DAM bonus +5
- Grace reduction changed from -5 to -1

::Sam san honor shield

- Increase vita bonus from 14,000 to 40,000
- Increase AC from -6 to -9 AC (Same as Titanium shield)
- Add Protection increase +5 (Same as Titanium shield)
- Add DAM bonus +5
- Grace reduction changed from -5 to -1

---

From: Masra  
Subject: Wony

Hi, I would love to attend the meeting and meet with our elders.. Thank you for inviting me. Unfortunatly, I have a family of important guest coming to the country, we are having a dinner that night.. This was arranged months ago. ( He is actually one of the creators of Nexus, :) ) Dinner is arranged at 7:30 pst, so I have sometime beforehand, but I have to pick up kids, get prepared and all. Talk about IRL stuff!! I will try my best to at least be there when the meeting starts and be able to say hi to our elders. But if I am not able to do so, please let them know about my situation. And please send me the copy of the minutes, if you are going to have one. These days, I am all ears. Thanks.

Wony

---

From: LrdDrkMoon  
Subject: Heyo

Thank you for the nice nmail.. I havnt played much lately because of all the bad choices by nexon.. hopfully some good things will happen now with wony back in the drivers seat.

Latersss.. LrdDrkMoon

---

From: Minotaur  
Subject: ingresses

Barbarians don't get an ingress at all, as far as I know. Our ingress is the equivalent of CR's for the three sans, and until then have only Ingress itself.

I'll also take into account what I've heard, as well, and try and reach a medium and balance based on it, as well as what I know for a fact. Thanks again!

>> The info on do and chongun ingresses should help out greatly. > You'll > be the first to see my proposal, as balanced as a player such as > me > can make it. Maybe you'll have some ideas of your own to > reasons > against something. It'll be a Microsoft Excel chart.

>>

>

> The info on the specifics of Do, Barbarian and Chonguns il/ee ingress > are out of date. The only one which is accurated is Art of War and > Spirit blade. Il/ee Chongun ingress is about as strong as Enchant now, > and the Do ingress for il/ee are much stronger than when I originally > tested.

>

> As for Barbs, I have no idea :p

---

From: Minotaur  
Subject: Regarding PC vs NPC

It's obvious you want PCs to have equal or at least similar hunting ability and opportunity. Perhaps you remember my petitioning if you were around to see it? Well, I haven't stopped working on my ideas, and was wondering if you would like to try working together. I am (ever so slowly) putting together a chart that I am offering as a suggestion to improve PCs. I give damage multipliers, damage per swing, cycle, etc., for both my proposed PC rages as well as current NPC rages. The PCs' would never be on par with similar stat NPCs, but they would be close, on top of an extra, though small, bonus. Barbarians get added WW, Assault, and Zerk damage, Chonguns sacrifice AC for a groupwide sanctuary, Dos get extra dam and hit, spies get improved DA, LS, and BS, rangers I haven't figured out yet, merchants provide an experience bonus. NPCs could also get something extra, and I'm still thinking hard on what would work best.

Interested in giving me a hand and providing some insight?

---

From: SilentS  
Subject: Eld's Elder board post

Hello Elders,

As you know by my Dream Weaver post by now I am no longer going to be part of the Nexon team. I have tried my best to provide you guys with what I could, but unfortunately my time in the kingdom of the winds has come.

I had hoped to spend more time here to take care of several changes for the future of the subpaths, but it is not going to happen.

Take care of yourselves, and your paths. I hope whoever replaces me will take care of you.

Farewell~

---

From: DarkMaverick  
Subject: Musadan Action Figure!

Hey kiddies, it's the chance of a lifetime!

Now you can own your very own !~Musadan Action Figure~!(TM) for your very own entertainment pleasure!

What is a "Musadan Action Figure" (TM) you may ask?  
Well I'm glad you did ask!

A "Musadan Action Figure" (TM) is a state-of-the-art life-size action figure who resembles a real life Musadan! Yes, now you too can go on adventures with one of the famous Musadan Warriors, a real "one-man army"!

We guarantee that your "Musadan Action Figure" (TM) will possess the same amount of butt-kicking power that the real Musadan would have. Although we cannot divulge our patented corporate secrets of how we manufacture the "Musadan Action Figure" (TM), we promise he will be capable of doing everything the real Musadan he is modeled after is able to do.

However, because the "Musadan Action Figure" (TM) is still an experimental product, we only possess one of the models. But fear not kiddies, you can still get your hands on this ONE-OF-A-KIND invention!

We here at ThisIsReal Inc. are auctioning away the chance to own our experimental model of the Musadan DarkMaverick for the total of one hour! Thats right, for one hour you can have make-believe adventures with a life-size version of DarkMaverick himself!Not only have we duplicated all 1.5million of his vita points, but we have even duplicated his over-inflated ego and witty sense of humor!

Just pull his string and listen to him say things like "Maxcalibers are cool" and "Warriors are better than Rogues" !!

But this offer is only good for a limited time only! It will end on Oct 18th and then you will have to wait for the next time the model is auctioned off!

Be the first kid on your block to have a "Musadan Action Figure" (TM)!

The bidding starts at 5k!

Send all Bids to our Representative :  
Renfield

Thank you and good day!

\*\* The Warranty for this model is only applicable so long as the model is not asked to do "illegal things". Any attempt to order the model to perform "illegal acts" will cause a programmed response in our model to become unreasonable, perhaps even homicidal, but definety entertaining! \*\*

---

From: Ellone  
Subject: oh

Oh well,

I don't like hearing that you'll be gone once again. Don't know if you'll even see this reply from me :) but you didn't tell me how to play that Ragnarok or whatever :p Hmm i'm sure I'll be smart enough to locate it hehe. Not sure why you've decided on leaving, if it's about the subpath thingy, I thought the elders voted to get rid of quota and sacrifice the updates that were gonna be given to us? Anyway, if one day you'll ever return, ya know i'll be here to help. I won't thank you for the items you've sent as I'll be keeping it for you.. hoping to return them one day if you ever come back ^^

And all the best irl :)

P/s: Help me out if I ever try Ragnarok :p

~\*Elly\*~

---

> Small compensation for the help over the years.  
>  
> I'm quitting for International Ragnarok. Gonna build a guild of nexians > there. If you  
get tired of nexus, come visit me on server Loki. The > game is a lot more fun.  
>  
> <emailed removed>

---

From: Vandal  
Subject: good point

> I'm already at the top of the foodchain here. I'm the 8th strongest > war, use to be the  
4th til I stopped hunting for a year. I also rank > somewhere up there in the top 50.  
>  
> I'm telling you, there aent nothing to do once you hit 99 except hunt > the mythic  
caves, pk, and do the sam quests.  
>  
> And everyone is generic. All the paths cant be altered. You have no > freedom with  
your character whatsoever.  
>  
> In Ragnarok I have soloed, as a swordsman (equilivant of a warrior) > to lv47. I  
cranked my agility so high I dodge enemies which would be > able to kill me in a few  
blows, as I hit them so many times I'm like a > machine gun. And using cards that I  
attach to my weapons and armor > like they were materia in ff7, I can have access to  
magic spells outside > my path.  
>  
> Now are you saying a "you made a warrior who can heal himself and > solo dm" ?  
Yes, I am saying that!  
>  
> Such a concept is unheard of in Nexus. You have to build within a set > limit. You  
have to fit into a square.

Lol! dude u should so be a spokesman for ragnarok. I think im really just enraged cause i  
cant get that bloody fabre card to ever drop! Im on my 3rd attempt at a character there,  
swordsman were well.. i got tired of sitting, good idea on agility tho, and merchants ... eh  
they dont interest me, but i think ive fell in love with the archers, lvl 21 base, 14 class,  
and i do like 120 per shot, 240-340 per DS, but again ive over looked agility.. so hell im  
gonna have to find u one night on there, might do some card transferin and start a new  
char, find my nitch.

And about this place... its like crack you'll be back... err.. Its comfortable.. i know it, hell im Ee stat.. and huntin bored me a long time ago, only thing that has me goin is wanting to have the damn rank so i can say "yeah i did that, its nothin of an accomplishment in the real world.. but i did it."

Anyways i gotta drive somewhere early so have fun doin whatever and ill catch ya on there when i catch ya.

---

From: Dina  
Subject: wow thanks!

Thanks so much for the FRB. I guess it proves you are serious. :( I will miss you, I know we havent seen much of each other over the past year or so, but you are part of alot of my nexus memories. Sorry I never got to help you hunt to 2m vita!

Have fun in RO. I still havent dled it, that 9 hour dl time scared me off, I still might tho, so nmail me your contact info for RO just in case, so I can look you up.

I took my chars off autorenew, so if things continue I will just let my account expire, I am not saying I wont come back but it is time for a break. My first one in 5 years, haha , watch me renew within a week!

Again thanks for thinking of me, I will keep this as a good memory of our time in nexus.

<3 Dina

---

From: raquil  
Subject: thanks dm and gluck

Dm,  
ahh thanks for the contact details, and I may just end up at ragnarok one day also, good to kow what server there.

If I ever appear it'll most likly be CasusAstrum, but ill drop you a email every so often :).and keep up.... thanks for the favours.

If you have another posting To iraq be careful mate.

~Raq~  
aka Rob  
<emailed removed>

> Going to Ragnarok. This is small compensation for all the help you've > given over the years.

>

> If you ever wanna come to Ragnarok, come to International Rag > server Loki. I'm Carey there.

>

>

> <emailed removed>

---

From: Blooduster

Subject: post on community..

I totally agree with everything you.

The quota is fine, but what they are doing now -is- scamming us.

They tell us they'll give more things to the subpaths if we work with their quota, then they pull this?

I was wondering...what is that "rival Korean game" you were speaking of? I would like to check it out. And if it means switching over to show Nexon how unimpressed I am with this subpath thing, I will do it.

I'd appreciate it if you could send me the site.

And thank you for standing up and telling Nexon exactly what every subpath member is thinking, but have been told to bite their tongue by their elder...

---

From: laxman

Subject: ..

I read you post, very meaningful.

Could you tell me more aobut this "other Korean game" ?

;)

-Lax

---

From: WindGrace

Subject: new game

I'd like to know the name of this new game you are going to play? Might try it out myself as I have already left the Chongun path and nothing is keeping me here.

---

From: Aranou  
Subject: new game

I'd like to know the new 'rivalled korean game' you're moving on to. I'd like to try it out :)

---

From: ShadowFlux  
Subject: question about post

Greetings.

I jus wanted to say that even though my char is only yuri 45, I've been playing Nexus on and off for many years (losing chars in the process, go me :P) and I've always respected you and your posts.

I'm sorry to see you go, yet at the same time I completely understand and agree with your reasons.

Anyways, I noticed that you mentioned another game in your latest post...not giving it's name for obvious reasons, but I was wondering if I could ask what this game is? I'm always up for looking into new games :P

Thank you for reading.

ShadowFlux

---

From: Ewolram  
Subject: question

I was wondering what game you was refering to on the board, kinda curious I might try it.

---

From: Minaku  
Subject: hey

Hello,

I am just curious about this new game you are heading to. If you could please share the web address, I would be very grateful.

Thank you very much!

-Min

P.S. Good luck on your endeavors outside of Nexus.

---

From: Vandal  
Subject: Hello

Yeah, you dont know me, but hey im another disappointed customer here.... then again who isnt... You were talking about a game similar but better then nexus out there, God knows ive been lookin for one. So was wondering if there was an address i could go to, so i could check it out.

~cross' fingers for nexus exile in english~

And, nexon might have some more compition if i ever get my buddy to turn his mud graphical, hire some good designers. Stuff ive created has by far surpassed nexus, and its just a MUD =p all text... thats kinda sad =)

-Vandal  
--Local LuNaTiC of Enigma  
--|)ragon Slayer of Old Blood

---

From: Matsuri  
Subject: awwwwwwww

Well I guess it's getting soon to goodbye, jeez after all that waiting I get you back for like a week or two :P "C'est la vie" I suppose. Well, I'm going to miss you, we've had alot of good memories and times. Maybe somehow I'll see you around, til then, Good luck and have fun in that new game.

(bleh this doesn't seem fair, but then again I guess you are leaving for the right reasons.)

---

See you around  
Remember my Email address :)

Matsuri

---

From: Outshynd  
Subject: hey

I actually agree with you 100%. The only reason I stuck around myself is because I knew of no other games that were worth playing online. After reading your post on Community board, one question popped into mind... What's the name of this new game that just came out? I want to learn more about it, and hopefully give it a try ;)

-Out-

---

From: wusp  
Subject: ragnarok

> I got my cable turned on now...so whats your ragnarok info again? :p  
I am on Loki server...My name is wuspie of course ;p

Someone took my name :(  
What is yours?

~wusp

---

From: PyroAce  
Subject: Meeting Canceled

Hopefully you didn't move anything around to attend the Role-play Council meeting but due to something that has come up I am unable to host the meeting.

PyroAce  
Eternal Honor  
Chongun Constable  
Role-play Council Coordinator  
Bear Loyalist

---

From: PyroAce  
Subject: Roleplay Council Meeting

As always you are not obligated to attend the meeting.

Date: Thursday, June 10  
Time: 9:00PM EST  
Topic: Events  
Audience: Just the council

This meetings purpose is to discuss the surplus of event ideas I have received, each of which have been equally as interesting. All events I have gotten are in the planning stages thus they will not have actual plots and can not be put in place as is right now. The events can be found at <http://www.nexusbio.net/events.xml>

On a side note I have noticed problems with the Role-play Council web site. It is no longer displaying properly and the images are degraded because of this I have closed the site. However it will open again soon with a temporary design change to that of Dritz Evolved (<http://www.nexusbio.net/dritz/>). I also ask that all council members please sign up for the Chongun forums because I plan on opening a new Role-play Council section, which I will have open for everyone to read.

PyroAce  
Eternal Honor  
Chongun Constable  
Role-play Council Coordinator  
Bear Loyalist

---

From: Masana  
Subject: Reply

I dont deny the reputation. There was a time when the Do in all honesty were elitist though never as much as the spy were once. I remember in the begining Spirit Blade was potent, I had friends in my clan who once I became a Do werent my friends anymore. I remember people who wanted to hunt with me constantly because I was a Do. But that is the past. Yes the Do has a negative reputation with alot of people, and a positive one with others. Most notably WorldWalker who still to this day will do anything she can to insult, undermine, and harrass our path over the actions of two Do who havent even played in years.

Maybe there was time we were the most powerful, and there have been Do who abused their strength and there are some today who I am sure brag over the strength of the polearm. But we have always worked to keep this element from the path, and we do

punish those who abuse our path and it's skills if we get proof of it. I can attest that I personally have had Do removed from the path with the elders approval on a few occasions for lots of reasons. Recently there was even discussion of a new rule regulating sire pit activities because a Do went into it and started picking fights and attacking others for no reason. And yes, he got punished for it.

We all make mistakes, and no path is ever going to be perfect. I just want the Do to be remembered as a path that tried to stay true to itself and the future without betraying it's past. Because sooner or later thats all this game will be, a memory.

---

From: Masana

Subject: OOC my person reply to your comm. posts

No offence but drop your holier than thou attitude. I used to think of you as a friend, Chonguns as RP enemies sometimes but respected them and the path. These days every time I see a chongun or read ones thoughts I cant help but notice the repeated insults to my "elitist" path that have nothing to do with RP but apparently are based on some imaginary revolt or some kind of we are better than you stance. Which amazes the hell out of me as we are in the same boat as your path and have many of the same issues.

Today I even read you comparing us to the spy. The spy a path that had on the day of the quota like 5-6 members to us who had 35-36. The reason your path has problems Darkmaverick is that YOU are the elitist snob who thinks he is better than everyone else. God I have even turned students away before because I felt they would enjoy being a chongun more, one of my own former Do Students went on to be one of your elders for christ sake. I have never done the chongun, you, or your path a bad turn other than to say I wish they would leave us alone to our own affairs a few times.

But you ever compare my path to the shadow again, a bunch of weak minded quitters who wouldnt make the changes needed, who cared more about pride than keeping the path together for thier walkers, you arent just going to lose any respect I once had for you. I am going to lose respect for your path and you will be counted amongst the other great paths then, namely the spies and shadow honorable company indeed.

All subpaths should have common grounds right now, we should all be working together. But as usual the chongun knows best, insults and slander will win the day.

---

From: Ghostyman

Subject: wow

---

You summed up those issues nicely man. You did a real good job. I came back for free weekend and was thinking about re regging again but I came back on and saw it was the same ole nexus and it got worse. You did a real good job on those threee posts.

---

From: Lana  
Subject: emails

<emailed removed>  
msn: <emailed removed>  
take care

---

From: Matsuri  
Subject: hi

I just wanted to say Thank you for your post in my defense :)

It meant alot to me, it really stinks that I can't get those, but "C'est la vie.. :P "

Are you really going to leave after being gone for so long already? Didn't get much time to see you, but I spose it's for the best.

Hopefully, you aren't unregged yet tho :P

-Matsuri

---

From: Lust  
Subject: ~

Hey, come on msn when u read this please. I proolly wont get on on nexus today.

if u forgot ,MSN SN email is <emailed removed>

---

From: Masra  
Subject: ok..

Can't say as I blame you. Thanks for helping me when I needed it the most! I can never repay the kindness you have shown. I really hate to even think you comptemplating leaving....

Mas

>  
> I turned it off, and resigned as a carny host.  
>  
> I'm totally serious, Nexon ticked me off for the last time.  
>  
> They have a month to change their ways or I aent coming back. I > love the path and everything, but I will not support these losers at > Nexon Inc anymore. I sincerely hope many quit nexus over this and > that some of those lamers get fired over this.  
>

---

From: MistPrince  
Subject: ~

Some of us have worked our butts and STILL avoiding ever getting even reported to Justice...so don't say those saying that the whining should just stop are lazy, because we all aren't.

---

From: SilentS  
Subject: Pending round 2 items

1 - Tactical Markers-(Not equipable)  
Sold at Walker NPC for 100c each, to be used for tactical planning/teaching/explination purposes.

2-War Horn (Hand Item, Bonded, Nonrepairable)  
Durability:100000/100000  
Armor: -6 Hit 1 Dam 5  
Might Increase 3  
Will Increase 4  
Grace Increase -1  
Protection: 5  
Vitality +250  
Mana +100  
Warrior level 50

Enchanted War Horn  
Durability 500000/500000  
Armor: -8 Hit 1 Dam 5  
Might Increase 3  
Will Increase 4  
Grace increase -1  
Protection 5  
Vitality +500  
Mana +200  
Warrior level 99 (Enchanted)

Il san War Horn  
Durability 1000000/1000000  
Armor:-10 Hit 1 Dam 5  
Might Increase 3  
Will Increase 4  
Grace increase -1  
Protection 5  
Vitality +1000  
Mana +400  
Warrior level 99 (Il san)

Ee san War Horn  
Durability 1000000/1000000  
Armor: -12 Hit 1 Dam 5  
Might Increase 3  
Will Increase 4  
Grace increase -1  
Protection 5  
Vitality +2000  
Mana +800  
Warrior level 99 (Ee san)

Sam San War Horn  
Durability 1000000/1000000  
Armor: -14 Hit 1 Dam 5  
Might Increase 3  
Will Increase 4  
Grace increase -1  
Protection 5  
Vitality +4000  
Mana +1600  
Warrior level 99 (Sam san)

3- General's Banner (Hand Item, Non-Bonded, Repairable)  
Durability: 500000/500000

Armor: -8 Hit 2 Dam 0

Might Increase 5

Will Increase 10

Grace Increase 5

Peasant level 90

(Obtainable to those who have the 'Trained in the Art of War' mark. Created by saying 'Banner' to the Guide NPC. He'll ask, 'The brave banner of a noble general strengthens an army, lifts its spirits. In order to create a personal banner, you must bring me 10 bolts of cloth for the background, 10 bolts of the finest cloth for the crest, and 20,000 coins to create the embroidery. Would you like to weave such a banner? Yes, I would---Costs 20 cloth, 10 fine cloth, and 20,000 coins to create, makes a banner. No, thank you---'Go with honor, noble Guide.')

5- Tribunal Verdict

Aethers:10,000 seconds

Mana cost: 5,000

Cost to Learn: Kwanhonsagje, 20,000 coins

Level to Learn: 99

Effects: Bestows the branding, "Has been granted clemency by the Chongun Tribunal" -- Justice icon.

6- Please have the Chongun scroll "Kwanhonsagje" be sold in the library and on the NPC in chongun kitchen. Map3612,4,3 NPC Name Suayan Li. ((Same cost as the scroll is sold in Chongun circle.))

---

From: Tenji

Subject: Apology

Dear Darkmaverick,

I send you this letter to apologize for my uncalled remark over 11 yuris ago. I know it was uncalled for but I am sorry for what I've done. I hope you can find it in your heart to give me what I am seeking for that is forgiveness.

Sincerely,

Tenji Son of KoPi and SubChess

---

From: Masra

Subject: News to me!

Wasn't your brand discussed Loooong ago and agreed upon that it could remain? I won't allow anyone to be walked if they have a brand, but as for "old" Chonguns, \*grins\* like yourself, they are accepted as a past reminder of what not to do. However! Should a Chongun receive a new brand, that will be dealt with harshly if they refuse to remove it.

I haven't exiled anyone in for so long, I'm not sure I remember how...

If you hear of anyone threatening a Chongun, I would like both names.

Masra

>

> I heard something about people being exiled for not removing jail > marks? What is the situation with this, because I have a jail mark from > way back when and nothing had been said to me about it.

>

---

From: Masra  
Subject: Tai Chi Chuan

I will be certain to tell him about this. Actually, I saved it and have printed it off for him to read. \*smiles\* However, his spinal problems go far beyond that. The top two vertebrae, the one at the base of his skull is actually poking into his brain at times, the second one is not in alignment. We have already been informed that if he's involved in another "whiplash" situation, or is hit with force in that area, he will either be paralysed from the neck down, or killed. To say the least, I am one of the safest drivers in Texas.

Thank you \*P\*

Masra

---

From: MarekP  
Subject:

General  
~Colonel  
~Major  
~Captain

---

~Officer  
~Veteran  
~Marshal  
~Sentry  
~Soldier  
~Recruit

~Command~  
Prince Kija  
General MarekP  
Colonel Lethey  
Major Portal

~Admittance~  
Admittance Captain Besso

~Military Police~  
Military Police Captain Chul  
Military Police Veteran Dragoonkn  
Military Police Marshal Wildheart  
Military Police Sentry GiverOfLife  
Military Police Sentry Tral  
Military Police Soldier Ozmar  
Military Police Soldier Winker

~Events~  
Events Captain Jisong  
Events Officer BlackWarFire  
Events Veteran Astus  
Events Marshal Kobrakai  
Events Soldier SlashValiant

~Intel~  
Intel Captain Mortalis  
Intel Legend MagikalPete  
Intel Mission Specialist Matsudaira  
Intel Mission Specialist xTheifx  
Intel Soldier MajinBoo  
Intel Soldier Mnemonix  
Intel Soldier Lightning  
Intel Soldier FlamingIris  
Intel Soldier DAandRun  
Intel Soldier XiBlue

~Special Forces~  
Special Forces Captain TSWulf

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Special Forces Marshal TheMainEvent  
Special Forces Sentry Inseine  
Special Forces Soldier Kamakazi  
Special Forces Soldier XmorphX  
Special Forces Trainee Hannybal

~Combat Forces~

Combat Forces Captain Barak  
Combat Forces Officer Earl

~Infantry~

Infantry Veteran MrPwny  
Infantry Sentry Chyclops 15  
Infantry Soldier Bloodletter 0  
Infantry Soldier Angelwalk 0  
Infantry Soldier BedHed 0  
Infantry Soldier Bernard 2  
Infantry Soldier Shoshi 0  
Infantry Soldier Forest 0  
Infantry Soldier Zapa 2

~Archers~

Archers Veteran  
Archers Sentry DreamMage 19  
Archers Sentry XAvatarX 15  
Archers Sentry Wisdom 15  
Archers Soldier Kristjana 2  
Archers Soldier Paxiss 0  
Archers Soldier Quaizar 0  
Archers Soldier Robsta 1  
Archers Soldier Goldblade 4  
Archers Soldier SilverAcorns 12

~Cavalry~

Cavalry Veteran  
Cavalry Soldier SolFlare 3  
Cavalry Soldier SkyAngel 2  
Cavalry Soldier Sireon 0  
Cavalry Soldier Prius 0  
Cavalry Soldier Vinceisback 0

~Bombardiers~

Bombadiers Veteran  
Bombadier Sentry Bluemoonls 15

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|                                |   |
|--------------------------------|---|
| Bombadier Soldier Cactuar      | 0 |
| Bombadier Soldier TheOffspring | 0 |
| Bombadier Soldier DanKarden    | 0 |

~Reserves~

Reserve Captain DarkElven  
Reserve Officer Kopi  
Reserve Veteran Owari  
Reserve Veteran Kaiyan  
Reserve Veteran OsirisNg  
Reserve Sentry LrdDragon  
Reserve Sentry Lyrical  
Reserve Sentry KintoII  
Reserve Soldier Alimi  
Reserve Soldier Astrum  
Reserve Soldier Astus  
Reserve Soldier Barog  
Reserve Soldier Burden  
Reserve Soldier Burger  
Reserve Soldier ChIcKeNsSt  
Reserve Soldier Chyclops  
Reserve Soldier Ciira  
Reserve Soldier Curryanstwin  
Reserve Soldier Dimitrios  
Reserve Soldier DiscoDuck  
Reserve Soldier Dragoonkn  
Reserve Soldier Drans  
Reserve Soldier esperansa  
Reserve Soldier Fire  
Reserve Soldier FireTj  
Reserve Soldier FlameYoushI  
Reserve Soldier FrozenTears  
Reserve Soldier Gannondorf  
Reserve Soldier Gloth  
Reserve Soldier Gokku  
Reserve Soldier GrandPawent  
Reserve Soldier HAedu  
Reserve Soldier HealinBovine  
Reserve Soldier HunSie  
Reserve Soldier Ickarus  
Reserve Soldier Iliad  
Reserve Soldier Iluvatar  
Reserve Soldier Joshx  
Reserve Soldier Kazem  
Reserve Soldier Keiko  
Reserve Soldier Khoro

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Reserve Soldier Kramer  
Reserve Soldier LeftHand  
Reserve Soldier Meggie  
Reserve Soldier Mogurl  
Reserve Soldier muffinjooce  
Reserve Soldier Ployer  
Reserve Soldier Quaizar  
Reserve Soldier Quinu  
Reserve Soldier Runningmoon  
Reserve Soldier Ryco  
Reserve Soldier Sanbertanois  
Reserve Soldier Skamper  
Reserve Soldier SolarWindS  
Reserve Soldier Starfighter  
Reserve Soldier Swyft  
Reserve Soldier Syinju  
Reserve Soldier Sylvan  
Reserve Soldier Tagaloa  
Reserve Soldier TheWalker  
Reserve Soldier ToxicBananas  
Reserve Soldier Treva  
Reserve Soldier Trogalyte  
Reserve Soldier Ubernuberag  
Reserve Soldier Vaishya  
Reserve Soldier Warcall  
Reserve Soldier Wize  
Reserve Soldier Xaio  
Reserve Soldier xDarkBloodx  
Reserve Soldier xDoidgeyx  
Reserve Soldier Xeiro  
Reserve Soldier xElivisx

Rules:

#### 1. Army Hunts

Only the Hunt master, General or Council may pre-approve hunts. All hunts MUST be pre-approved. These hunts should include more than 4 soldiers and will show that you are active in the army. During a hunt, it is forbidden to do the following:

- Go into next room without permission from hunt host
- Kill another group's kills
- Disobey orders from the hunt host.

Please remember that all drops will go to clan, unless the hunt is specially approved by council (not just huntmaster).

Fines

-----

First Offense: Running Duty

---

Second Offense: Mopping Duty  
Third Offense: Gate Duty

## 2. Army Chat

When speaking in army chat, one must not curse, spam, or abuse the function. Army chat is for all soldiers, not just one soldier to another, and when using it you should follow the same rules as you do when saging. Purposefully spamming army chat will not be permitted and neither will buying/selling on the Army Chat.

Fines

-----

First Offense: Running Duty  
Second Offense: Pay 25 Gold Acorns  
Third Offense: Totem Keyset

## 3. Theft

An act of thievery within the Nagnang army will not be permitted. Theft from another soldier in any circumstance will result in a Council hearing potentially leading to removal from the army.

Fines

-----

First Offense: Council vote  
Second Offense: Exile  
Third Offense: N/A

## 4. Respect

Respect all when in the kingdoms. A soldier is to give the utmost respect to all citizens of all lands, be they barbarian or prince.

Being disrespectful includes uttering curse words to others, making unwanted racial/sexual comments about another person, and all around harassing others.

Harassment includes repeatedly doing something that another soldier does not wish to have done to them, as well as the legal version of in game harassment.

Respect is to be given to all soldiers especially, and if they are above your rank you are to call them sir while in public. Respecting a superior officer includes:

- Maintaining a respectful attitude when speaking
- Maintaining a polite air when speaking to ANYONE
- Not questioning orders, unless they are immoral or criminal.

If you have a complaint about a superior officer, N-mail it to THEIR superior officer, do NOT post it on the Nagnang Army Board.

In addition to the above, if you are found to be disrespecting anyone while in front of an immortal, primogen, royal, or otherwise, you will be fined as if it is your SECOND offense.

Fines

-----

First Offense: 100 ambers and 15k  
Second Offense: Totem Keyset

---

Third Offense: The weapon of your path and 50k

## 6. Guests

Only a soldier of the rank of Marshal and above may host a guest. To host a guest, one must first get permission from a council member (this WILL be monitored in the future). After receiving permission, the soldier is to announce in Army Chat that they are summoning the guest. The guest and soldier must have each other's names in their profiles.

Fines

-----

First Offense: 25 Gold Acorns  
Second Offense: 100 Ambers and 15k  
Third Offense: The weapon of your path and 50k.

## 7. Uniforms

Soldiers are to wear uniforms at ALL formal occasions. This includes guard duty, gate duty, and any time where soldiers are marching/in formation. If asked to put on uniforms by a superior officer, you are to do so immediately. Uniforms are as follows:

Male: War Platemail, any Curved Blade, including Battle sword, Forsaken blade, Moonblade, Cursed blade, Tainted blade, etc.

Female: Spring armor dress, same weapons.

Fines

-----

First Offense: Running Duty  
Second Offense: 100 Ambers and 15k  
Third Offense: Trigram Keyset

## 8. Guard Duty

When guarding, do not let yourself fall prey to insults from others. If another insults you, stay calm, be respectful, and try to ignore such prods. If someone greets you, you are allowed to greet them back formally, but do not get in to a conversation with the person. If you must talk to another person, do it in whispers, and if you must talk to all soldiers, do it in a group chat (guards should be grouped) or do it in army chat. However please note that spam is not wanted in these circumstances, as often you are guarding a tribunal in which prince Kija and Marekp need to monitor clan chat as well.

Fines

-----

First Offense: Running Duty  
Second Offense: 25 Gold Acorns  
Third Offense: 100 Ambers and 15k

## 9. Role-play

All army personnel should try to remain in character while in the barracks, during army events and in army chat. Situations where out of character conversations must occur inside an event or guard duty should be done in whispers or somewhere else. Talking about people, places or things outside of Nexus is OOC, however phrases such as "Lol"

"brb" and "afk", while they should be used sparingly, are still to be considered In Character. On occasions when only an IC explanation is in sufficient, double parenthesis (()) are to be used. This includes board posts.

Fines

-----

First Offense: Running Duty  
Second Offense: Gate Duty  
Third Offense: 100 ambers and 15k

~Continued~

#### 10. PK Zones

Soldiers are not allowed to slay one another in PK (Player Killer) areas without specific permission to do so. This rule does not include carnages, bloodlusts, etc. The only time that you may kill another soldier without asking is in a carnage. When in sirc, you should ask before you attack no matter what. **THIS DOES NOT APPLY TO BARRACKS ARENA. THERE WILL BE A SPECIAL RULE FOR BARRACKS ARENA.**

Fines

-----

First Offense: 100 ambers and 15k.  
Second Offense: Totem Keyset  
Third Offense: Your Path weapon and 50k.

#### 11. Items in the Barracks

Soldiers are not to litter the barracks with their trash. The area to the LEFT of the WESTERN staircase will hereby known as a Free for all pile, first come first serve. You may also decorate the barracks LIGHTLY, but not to the point of being glaring, and if anyone complains you must pick up your items. If you are transferring in the barracks, please leave a yellow scroll on top of your item.

Fines

(for littering)

-----

First Offense: 100 Ambers and 15k  
Second Offense: Totem Keyset  
Third Offense: Your path weapon and 50k.

Fines

(taking drops by accident)

-----

First Offense: Totem keyset  
Second Offense: Your path weapon and 50k

---

Third Offense: Trigram Keyset

Fines  
(taking drops on purpose)

-----

First Offense: Council vote  
(If Returned)

Second Offense: Exile

Third Offense: N/A

## 12. Barracks Arena

### I. Killing

When inside the arena, you may kill anyone that you please UNLESS they are inside the stone tiles in the center of the lava area inside the arena, or are playing a game of G'oh. Repeated killing of soldiers within the barracks will not be accepted, and will be considered harassment. If you do not wish to be killed, do not enter the arena, or stay within the lava area.

### II. Events

While an Army Event is taking place within the arena, there is to be no killing unless instructed by the host of the event. Thi

the guild tutor rooms.

### III. Boss Summoning

This is an option only available to council members ((captains++)). The rules for this is that you may only summon a boss for a soldier who asks for the boss to be summoned, and who YOU BELIEVE CAN BE CAPABLE OF KILLING IT. You may also summon bosses for events at your discretion, or summon them for your own training.  
the guild tutor rooms.

~~Fine for Killing~~

First Offense: Suspended arena  
privileges for 1 week

Second Offense: Suspended arena  
privileges for 1 yuri+100,000  
coin fine.

Third Offense: Banned from arena/  
loss of council powers and 1  
trigram keyset+100k fine

---

From: PyroAce  
Subject: The Textbook of Knightly Conduct

It took me a while due to some problems with Nexus but I finally got your amazing work, ~The Textbook of Knightly Conduct~ up on the role-play council website. At the moment it is in the members only section (<http://www.nexusbio.net/council/members/>) so if you forgot your pword don't worry just tell me and I'll give you another one.

I've only actually read it twice so I want to review it a few more times and talk to the rest of the council about it before I put it up on the main council site.

To find it just click on Role-play Information and then on ~The Textbook of Knightly Conduct~.

I don't remember if I mentioned this to you before but after reading your comments on the caste proposal me and Fenor... well mostly Fenor decided it would be better to work on something similar to the merchant system (treasure hunter, daredevil etc.). I was a little unsure at first but maybe after a little development it could work.

PyroAce  
Eternal Honor  
Chongun Constable  
Role-play Council Coordinator  
Bear Loyalist

---

From: breethabrutha  
Subject: Chongun board post

I read about your spell ideas and how unbalanced things are, and it is true about the other subpaths (Do & Barbarian) having strong 'hunting' spells, i've come up with a few ideas that would fit a chongun but still have an offensive twist.

War rush

What it does is a vita/mana based attack, maybe stronger than zerk but not much more, a level 99 spell, I thought it'd be neat if it worked like 'dash' or 'race' but at the spot you land you cast the vita attack on whatever is in front of you.

Another thing the other paths have is a weapon, and everyone knows their weapons are very strong. The Barbarians can even cut wood with their axes, and it cuts faster than

hunang's axe. Perhaps some type of sword would help. Maybe one called 'Swift Justice' or something.

I sent these to you by NMail because I am still very new to the path, and I didn't want to impose anything by posting about spells.

Breeze

---

From: SilentS  
Subject: Idea sent to Masra by...

LongShaft...

Sword dance  
lvl 99 to learn  
2k mana to cast  
able to use in hunting and pk  
45 second athers  
Items to learn-  
Battle helm,Spike,Dragons liver,Red potion,20k

Does 2x vita and .5 mana to target in front of chongun, With 50% Chance of a critical hit  
Critical hit would be 2x Vita and 1x mana. This attack would take all by 10% of the  
Chonguns vitality and half of the mana.((text in blue would say SE-AHHH~!)) if critical  
it would be yellow as if shouting.

RP reason-  
Sometimes in the heat of battle a chongun finds them selfs confronted with a despreate  
situation, So they use all there strenght and training to strike the foe down.

---

From: SilentS  
Subject: my reply to Valarion on her ideas

> It is a good idea, though there are some minor flaws.  
> 1) It shouldn't be the anniversary sword graphic -- it isn't really > suiting. Perhaps  
one of their unused graphics?

Said that because I dont remember at the moment what any of them look like. I was going  
off of what I already know of.

> 2) It should be equal/better to the Do/Barbarian items not > necessarily for damage, but ac adjustments and vitality/mana.

I have thought of this... and decided no because as it is the Do's should have the best weapon in the game. Maybe better than the barb's, but I dont know their stats and these stats I gave you were based off of the Do Blades.

> 3) Justification of the item is good.

> 4) Perhaps a legend mark for attaining the item? (The Do get > 'Exhalted of the Do path' or something, not sure if Barbarians get > anything.

I wouldnt mind this... but lets take it one step at a time. Need to get the weapon first.

> 5) Make it so only those who are Paladin, or show worthy > otherwise can get it (Not sure if you stated this)

It basicly would follow the same procedures of the Honor Shield. Only they worthy would get it. And if you happen to lose it, you would need to justify yourself in order to get another one.

> 6) Perhaps they should cause a status ailment against our foe, > such as a curse? ("IE. You can Soul Justification' enemy +25 Ac, fairly > cheap mana cost)

Status ailment? No, Nexon would never go for it... But... maybe have it cast a weak attack type spell? A different version of Slash perhaps?

> 7) It should make the sound of the old spike! Though that isn't > important :p

Sound isnt important at the moment. ((Besides I never have had my Nexus sounds on for almost 2 full years, so I dont know what anything sounds like now)).

> 8) Each time it hits an enemy it should cause instant explosion > death! Hehe, ok out of ideas.

Refer to #6

---

From: SilentS

Subject: Valarion's ideas / comments on it

It is a good idea, though there are some minor flaws.

1) It shouldn't be the anniversary sword graphic -- it isn't really suiting. Perhaps one of their unused graphics?

- 2) It should be equal/better to the Do/Barbarian items not necessarily for damage, but ac adjustments and vitality/mana.
- 3) Justification of the item is good.
- 4) Perhaps a legend mark for attaining the item? (The Do get 'Exalted of the Do path' or something, not sure if Barbarians get anything.
- 5) Make it so only those who are Paladin, or show worthy otherwise can get it (Not sure if you stated this)
- 6) Perhaps they should cause a status ailment against our foe, such as a curse? ("IE. You can Soul Justification' enemy +25 Ac, fairly cheap mana cost)
- 7) It should make the sound of the old spike! Though that isn't important :p
- 8) Each time it hits an enemy it should cause instant explosion death! Hehe, ok out of ideas.

Obviously not all of those ideas could be used, but maybe some of them to make it better. :)

-Valarion

---

From: SilentS  
Subject: Holy sword

Give up Honor shield as path hunting item.  
Turn it into a subpath community item for those branded Honorary chongun. A ceremonial roleplaying item.

Honor shield  
Dura: 500/500  
AC-2  
Vita 50  
Mana50  
Protection 1  
Peasant lv1

New subpath hunting item becomes Holy sword.  
Anniversary sword graphic.  
Stats:

Holy sword  
Durability: 2,000,000/2,000,000  
Small: 100m280  
Large: 130m320  
AC-4  
Hit: 1 Dam: 1  
lv 99 Chongun

Enchanted holy sword  
Durability: 2,000,000/2,000,000  
Small: 100m380  
Large: 130m420  
AC-4  
Hit: 1 Dam: 1  
lv 99 Chongun

Il san holy sword  
Durability: 2,000,000/2,000,000  
Small: 100m480  
Large: 130m520  
AC-4  
Hit: 1 Dam: 1  
Il san Chongun

Ee san holy sword  
Durability: 2,000,000/2,000,000  
Small: 100m580  
Large: 130m620  
AC-4  
Hit: 1 Dam: 1  
Ee san Chongun

Sam san holy sword  
Durability: 2,000,000/2,000,000  
Small: 100m680  
Large: 130m720  
AC-4  
Hit: 1 Dam: 1  
Sam san Chongun

This is weaker than Do, Weaker than Barb axe, slightly better than Spike has NO VITA OR MANA. A good offensive and defensive weapon.

Requirement to make: Silver ore, Well crafted white amber, Chung ryong key, 100 vita, 100 mana, 5 might, 5 will, 5 grace (the extra vita, mana and items cost to reflect that chonguns are asking for a new subpath hunting item and should have to sacrifice more than other paths for this exchange of a shield for a sword).

Roleplay explanation: The Chongun Warriors, inspired by the valor of Bringer who perished in her battle against Sagu, have spent many Yuris trying to forge a sword that would embody the fighting spirit of this legendary swordswoman, who was the protector of Koguryo and died during the battles to defeat Sagu and his Darkstaff. Unable to find the pieces of Bringer's original sword which shattered at her death, they sought to create a new blade with an original design.

They gathered the finest of holy metals, silver, to forge the blade, the most finely crafted of white ambers for it's hilt, and blessed it with magic from a key of the totem god Chung ryong. Combined together this created a marvelous weapon which had the strength to defeat its foes and the desire to protect it's wielder from harm ((the -4 AC aspect)).

With this weapon they hope to continue Bringer's work and protect the kingdoms from harm.

---

From: CrimsonTalon  
Subject: re: Vanguard reconstruction

Top notch stuff DM. No wonder you're somewhat of a living legend. It all looks pretty good so far, but I haven't seen Masra in quite the time. If I ever manage to come in contact with her, this will be the first on my agenda of discussion.

-Constable CrimsonTalon. First Guardian of the Vanguard

---

From: PyroAce  
Subject: also..

By the by I made a role-play council website located at <http://www.nexusbio.net/council/> it's not much but you may want to look at it. I also made a councilors only section which can be found at <http://www.nexusbio.net/council/members/> your login is DarkMaverick and your Pword is thedarkone72

---

From: PyroAce  
Subject: thanks

I figured you'd say something like that ;). I didn't know alot of what you said although I did actually know about the amazing blunder of making the Sonbae and Kysh'itra our il san and ee san names. As for the present day Brahmana and kysh'itra I had no idea (I'm not inerested at all in present day stuff ; ) ).

I'm am still very much unsure whether I will even continue to look into creating a Brahmana like part of our path. I've heard stories from a few older chonguns of the division in the GildenStar eldership. I was hoping I could somehow aviod it but am unsure if it's worth it. In the end I'll probably still continue to research the caste system as it is interesting but I will also most likely look into some of the thngs you suggested.

PyroAce  
Eternal Honor  
Chongun Constable  
Bear Loyalist

---

From: SilentS  
Subject: heh ;p

>  
> I sent him my course via email. Thanks for finding him heh.  
>

NP... I told you I would send a few your way as I find them. So dont worry, I wont forget that you still want to help out ;P.

---

From: PyroAce  
Subject: Advice

Hi, hi, DM

I am in need of a small tidbit of advice if you could spare sometime. The path is beginning to lean further and further towards events. I would like to somehow get the role-play council involved or create some events. However I am very much a research oriented person and for the most part couldn't care less about the public opinion ;).

Anyways if you have any suggestions on who I may invite to the council in order to create some events that would be appropriate for the council I'd appreciate it. Of course if you could pull some events out of your magical hat of creativity that would be just as good as well ;). I'm sure you have much more ideas than the many you've already shown the path.

PyroAce  
Eternal Honor  
Chongun Constable  
Role-play Council Coordinator  
Bear Loyalist

---

From: Cerulean  
Subject: reply

Noted.

Cerulean

> I'm glad you dont think all subpaths are trying to go against quota. > That is a relief.

>

> But, I just wanted to inform you of one thing...

>

> "Now, as for any idea that I believe all paths or even most paths are > resisting quota. This infact is false. Most paths have far surpassed > quotas and now have a buffer of players to ensure they will not fall under > again. While for months I have stood and listened to how > dissadvantaged the warrior paths are and will never have quotas met > much less surpassed when push comes to shove, the Do show me they > can add over 30 players in less then 8 hours. After more then 8 > weeks of them adding 0 players.

>

> What this showed me is that the warrior paths are not in fact crippled > when it comes to getting new members or excitement in their path. > They simply need to want to do it.

"

>

> Personally, its not surprising to me that the Do were able to add so > many in a single day. Everyone is well aware of the benefits Do > get...everyone knows how strong their ingress spell is.

>

> I read the debates on the Nexus Atlas forums concerning the Do > hunting ability with Polearms and even when I was on my leave I hunted > with an Ee Do who used a polearm weapon. Judging from the debates > on comm and other website forums, everyone else seems to be aware > of how much hunting ability Do have too. So really, I know they could > easily find people to join their path...expecially since keely announced > their circle was closed on nexus atlas and that it was due to quota.

>

> What really has bothered me is that the Barbs and Chonguns have > been making the quotas even though we havent got quite as many > people who wish to join our path as the Do and the Do all this time have > not made quota. The Barbs and Chonguns also have to constantly > replace members who leave the path after they become disgruntled with > the in-ability to hunt, usually these new members are not 99 yet. But > once they become higher stat wise and see the CR and Do get hunts > easily while theydo not...they become frustrated. It's not that they > dont want to rp as a Chongun...some of them still attend some of our > events. They just also want to have something to do with the other time > they have, and most people want to hunt since it is important aspect > of the game. I really dont blame them for feeling this way, expecially > since many of them are young.

>

> I havent seen the Do have the same problem Barbs and Chonguns > have, because hunting-wise their members are satisfied.

>

> But, this isnt really the main reason why I wrote my first letter to > you, I just wanted to comment on that so I dont expect a reply back. > I'm just glad your view of the subpaths is not a negative one. We try our > best.

>

> Take care,

>

> DarkMaverick

---

From: Cerulean

Subject: re: long letters

Actually I rarely have time to really read the bulk of long letters such as yours. However I did read your letter where as I scan most.

I appreciate players who devote time and energy where they see fit. I also am a firm believer that they \*players\* should have fun. It is a game after all.

Now, as for any idea that I believe all paths or even most paths are resisting quota. This infact is false. Most paths have far surpassed quotas and now have a buffer of players to ensure they will not fall under again. While for months I have stood and listened to how dissadvantaged the warrior paths are and will never have quotas met much less surpassed when push comes to shove, the Do show me they can add over 30 players in less then 8 hours. After more then 8 weeks of them adding 0 players.

What this showed me is that the warrior paths are not in fact crippled when it comes to getting new members or excitement in their path. They simply need to want to do it.

Now with all that said, both the Chongun and yes even the Barbarians had made progress towards quota so no one was having an issue with their abilities until the Do's upwards swing of over 30 in one night.

This is not to say I do not think everyone is striving to climb back towards quota, it simply means time is up and the \*now\* 9 weeks that has been given is plenty to meet the quota.

For more information and concerns you really should address these issues to your elder in the future.

Cerulean

> Warrior players tend to make warrior characters because they want > to hunt. Thats why hunting is such a big issue for even subpath > warriors who like to roleplay; we originally started playing the game to > hunt, at least some of the time we were here. Problem is, Chonguns are > severely disadvantaged in hunting compared to all the other

Warrior > subpaths. Cr should be stronger and I agree with that, but Do and Barb > I think should be equal since we are both player ran subpaths. Nexon > doesnt see it that way I suppose, but thats my view as a player of this > game for so many years...

>

> Anyway, all I hope to accomplish with this letter is to inform you and > nexon that not all subpath members are resisting the quota. Some of > us are trying to do what we can to make quota. I would be very > dishearted to see any subpath whose members have been trying their > best to make quota lose their circle, not get rounds, or be disbanded, > whatever. If a path isnt making effort then I agree they should be > punished, but those who are making their best effort...it would disapoint > me a whole lot because I myself would be rather hurt to see that > happen to such good people who've tried so hard to help their extended > family and friends in this place, and have failed.

>

> Take care,

>

> ~DarkMaverick

>

> PS: Sorry the letter was so long. I know how busy an Archon is, > expecially head Archon. You dont need to reply back to this letter, I > just wanted you and Nexon to hear my feelings on this matter.

---

From: WorldWalker  
Subject:

\*hug\*

\*hug\* <-- spare to take with you

You take care of yourself, 'k? And when you get back, lemme know where you're going to be and if it's within a few hundred miles of here, maybe we can meet up again. Until then, stay in touch.

-- Jean

> Well I'm going back to Kuwait til May-ish. Just wanted to let you know > I was going back. Take care Jean

---

From: Roliane  
Subject: Exam answers

>

> The Chongun are known to be extremely active within the > governments of the Kingdoms. In this examination, you must > demonstrate your knowledge of the political

aspects of the Nexus, and > prove that you are comfortable with a political atmosphere. You will be > given a series of three situational questions in which you must > respond appropriately to all:

>

> 1 - The Kingdoms of Buya and Koguryo are at a disagreement of > border policies. The exact border line is being disputed heavily. Troops > from both sides have been dispatched onto the claimed borders, with > orders to drive the other forces away should they attempt to cross. > Carnage is imminent should no proposition be made to end the conflict. > What do you suggest?

My answer for this would be to have the kingdoms sit down and discuss what has happened and I believe that Koguryo and Buya would not want to be at war.

> 2 - The people of the Kingdom in which you serve on the council of are > rioting. They have been denied any rights as individuals, and live > under a tyrannical system of government led by a cruel, and > bloodthirsty warlord who has recently ascended to the throne. What do > you do to end this conflict?

My answer to this is if they do not stop rioting and the Warlord does not do the right thing for his people, then I think that we should overthrow him.

>

> 3 - The Barbarian tribes have been raiding the borders of Nagnang for > no apparent reason, and have killed a number of innocent Nagnang > citizens in the process. The Chongun have allied themselves with the > Kingdom of Nagnang, and have taken up arms in order to dissolve the > ranks of the Barbarian tribes. You are called to a diplomatic meeting > with the tribe leaders of five Barbarian tribes in hopes of obtaining some > sort of solution to end the events at hand. The Barbarian tribe leaders > make unrealistic demands, in which you cannot comply with. What do > you do?

>

My answer to this would be to tell them I cannot comply with their demands and try to make some demands that would benefit them and us.

~An Eager Chongun~  
~Roliane~

---

From: jeevy  
Subject: exam #1

-Explain in your own words what the meaning of "Honor" is to you.

In my opinion Honor is Sticking to what you've been taught to do what your teacher has taught you to do but most of all honor is how you keep your morals A honorable man would be one who does the right the thing at all times.

-Do you think it is true that everyone has the potential to change to become a better person if they want to and have their mistakes > forgiven? Please explain. Yes anyone can change if their heart is pure enough and courageous enough to, to change is a rigerous task and not all can do it but those who posses the want and need to change can do it because they know they can and seek to be a better person and any who seeks to better themselves will.

-Why is compassion an important virtue to possess as a Chongun warrior? Please explain. Compassion is very important to a Chongun because a Chongun is always there to help no matter waht the circumstance a true brave and valerous Chongun will help anyone.

-Do you think it takes more courage to stand up for what you believe in than it does to simply engage in a battle? Please explain. It takes much more courage in my opinion because you only need a little courage to fight back but to stand up and stick to waht you believe in when your life is it risk is true courage and Morals are the hardest things to stick to.

---

From: Sinchan  
Subject: WEEEEEEEEEEEEEEEEEEEE

You are back =) wohoo =) hihi ...

I am here i am here  
Via

> You know, I keep logging on and seeing if your on but you havent been > :p I'd call but I lost your phone number heh otherwise I'd of called > you by now.

>

> Send me an nmail if you get this via :)

>

> -Carey/ DarkMaverick

---

From: DragonBane  
Subject: Community board post

Just a quick note to comment on your community post.

I am sure you will agree that if you stand out, people will try to knock you down. People are uncomfortable with people who stretch them to be better.

I was happy to see you back in Chonguns. When in a former life, I was a Chongun, you were who I looked up to as a role model of what a Chongun should be.

Thank you for your service to our country. It is a sacrifice for you and your family and I am grateful for all you in the services do to keep this country free.

Take care.....

~DragonBane~

[Formerly Chongun RockChuck]

---

From: Pebbles

Subject: Hello!

and welcome back!

---

From: PyroAce

Subject: Invitation

Hi, hi, DarkMaverick

Sorry to bother you but I'd like to offer you an invitation to join the Role-play council. After looking through the various things you have posted on the Chongun forum, I've determined that you'd be a great addition to the council.

Because of other obligations you may be under I wouldn't put you under the same rules as the rest of the council in that you wouldn't be required to submit a observation each month. You'd more or less hold a position as an adviser to myself since you seem to have a better view of what works within the Nexus world.

Think about it ;). Thanks for your time.

PyroAce

Eternal Honor

Chongun Constable

Vanguard Paragon  
Role-play Council Coordinator  
Bear Loyalist

P.S. Before I forget you also won't have to feel obligated to attend meetings. If you do join I will send you meeting times but please don't move heaven and earth to attend them.

---

From: Mallino  
Subject: To you, lol

Hello, guess what! I'm back lol..

I know you probably won't get this letter for months and I guess I'm writing this because I just keep wondering, how you're doing but yea I just came back it is now Yuri 61 winter and yea I'm bad at writing lol anyways, I just want to let you know that I haven't forgotten about ya and I miss you wherever you are.

G'luck with whatever you're doing Carey

Your friend,

Angie

---

From: DarthWombat  
Subject: hi

I would like to take this opportunity to retract every single mean comment I ever said to you in the (what? 3,4,5 year span we've both been playing). Although my comments were few and far between they were usually verbal attacks.

Have fun with life and be strong overseas. Don't let your head get to you and never let your guard down. It's just like riding a motorcycle, you're perfectly safe till you "think" that you are safe. Once you feel overly confident things go wrong.

And if you get into armed combat, if you never talk to me again please promise me this, NEVER TAKE YOUR HELMET OFF.

Have a good life man.

---

From: XiBlue  
Subject: See you soon

To the one known as DarkMaverick,

I wish well and hope no harm comes to you. I'm sure you will make it back safe to the comfort of your home. We don't know one another just wanted to send my support.

In any case, bring your boodie back home without a scratch.  
Hopefully, you won't have to be there long.

Kim

---

From: Sweetness  
Subject: please hurry back

and please dont get hurt will be worried sick about you.

---

From: SuayanLi  
Subject: Conversations between the Generals

I originally started this thing because I wanted something. I didn't want someone that in many eyes, is a vandal, I didnt' want him to be wearing the Buyan dye because he betrayed his nation.

-- In my opinion, I did not betray Buya.

Based on information I gathered, you planned to overthrow me and then conquer Buya, you denied this when I asked you. But the information I have is not wrong or forged, you really wanted Buya gone.

-- No, I did not plan to overthrow you and conquer Buya. I realize that an ambition such as this simply isn't feasible. I also realize that the ambition that I -did- have was not feasible, as well. I wanted to conform Nexus to the historical timeline. In this era of Korean history, Buya (or Puyo) was the dominant nation.. I had no plans to change this, as it would be contrary to my role-playing concepts. However, I did realize that, 50 years in the future, Buya would collapse due to internal problems and invasion from the Western Han dynasty. The Han are driven out of the territory by Koguryo's Sonbae, and the land taken by the Kogurian King Taemusin Wang, thus expanding the Kingdom of

Koguryo all the way to Vladivostok, Russia, rendering Koguryo the prominent military power of Korea for over four hundred years. If Nexus chose to observe this history, I would have supported it. I had no plans to cross swords with the Kingdom of Buya personally.

The fact of the matter is that this was just a thought of mine, which I realized probably was not going to happen. The fact that I resigned before this "scandal" was brought up backs this up -- I had no intention of conquering Buya personally. I was prepared, however, to move to Koguryo in order to support the Chouisonin reformations. However, to do this, I would have to have taken those 'extreme measures' that I speak of, and disband the path. This is something that I did not want to do. My justifications can be found in my statement to the Chongun circle. You may be rather worried about this clan of mine, seeing that it follows of similar concept that I was also planning for the Chongun: A Militant and Confucian society based on the role-playing concept of realism. Do not worry, this clan has an entirely different history and storyline, none of it having anything to do with Buya.

---

From: shope  
Subject: have hope

You will return,

Maybe not to the game but from the places you are going.

Your friend always,  
Immy

<emailed removed>

---

From: Valarion  
Subject: hello

I hope you can read this. I know we didnt exactly leave on the best of terms, what with my going against my will and going against you a long time ago. Im truely sorry about that, you are a great Chongun and I am merely a shadow of what you are. I pray that you return safely, for your guidance is infinitely needed by me :)

---

From: Maykie  
Subject: to the nice sam san I know

DM...

you really leaving?

I thought you will still be coming back to check your mail box once in a while.. :(

darn! I didn't have a picture with you!

((\*sits here, feeling like crying\*))

I only have 4 good friends here, and now you are leaving! \*b\*b\*b

If it is all true..please be safe where ever you are going.

I hope someday I can see you again.. even if it's just "me standing far away and throw an apple at you".

Good luck, DM

I've always liked you and still do,

-May

---

From: Maykie

Subject: hi DM..

Maykie & Mayko miss DM..

((Hope you are doing fine, both in character and out of character..))

-Maykie

---

From: Kenae

Subject: hey DM

Hey DM,

It's Shikijou, it's been a while old friend. After deleting my character and swearing I'd never come back... well look at me. I'm back and this time working on another warrior! \*grins\* Whisper me or drop me an nmail, it's been a while old friend :)

Shikijou/Kenae

---

From: Masra  
Subject: Thank you

I like this idea. I'll see if Raquil can help us with this on our sub-path web-site. Thank you!!! Good luck, be careful, I'll see you soon!!!

> Perhaps some sort of correspondence course could be made where > the lessons are on  
> a website and students send in reports in their own > words about the subject material.  
> This could then be emailed to a > hotmail account that all teachers of that  
> school/department would be > able to access and grade the reports, or something.  
>  
> Anyway, I fly out to NY tommorrow. It may take me a month to get a > functional  
> computer I can access nexus from, depends if my unit lets > me get paid a month in  
> advance.  
>

---

From: LadyLike  
Subject: quitting ^^

Wanted to make sure I sent you an n-mail before I left ^^

Maybe when you get back my posts will still be on Comm, if not, you can ask someone for details ^^

I just wanted to say, I enjoyed the time we shared here. Loved debating with you, learning how to be a Warrior, everything ^^

Have fun in life ^^  
LL

---

From: RadRouge  
Subject: stats

What's your stats? :)  
You asked me before, I get to ask you.  
I promise I won't tell anyone -k- please ;P

---

From: Shani  
Subject: hey hun...

Hi hon..

Well I am here tonight so I really hope you will get online.. I kinda cured but it wasn't a mono.. dunno what it was exactly but I went to hospital and all that stuff.. I won't be able to play much but I hope to see you when I will. I would like to forget what happened.. I will explain to you later maybe.

Hope to see you asap !!

Shani

---

From: Masra  
Subject: Rank and Job System

~~ Rank and Job system (Foundation and Groundwork)

The Job Departments:

Mediator-A member of the Chongun Tribunal. They are in charge of pardons and ensure chonguns conduct themselves appropriately and correctly. Those who are authorized Constables are able to Pardon past offenders of crimes and forcefully remove menaces to the kingdoms from entering towns for a short period of time

Paladin-A strategist and teacher of the arts of war. Those who are authorized Teachers of the Art of War can train individuals in the use of weaponry and how to properly adapt the text of Sun Tzu into actual applications.

Emissary-An ambassador to other organizations and kingdoms. They also coordinate events, keep track of earned tribute and other such important records of path affairs. Those who are Diplomats are sent to settle disputes and end conflicts between two groups.

Magistrate-The Head Guide of each job who ensures the proper training of Walkers and Guides is conducted.

Positions within the Job departments

Emissary:

One Emissary leader will be in charge of keeping track of who is performing an event and how much tribute this event is worth. They will also check to make sure the proper rules for events are being followed.

Several different Emissary leaders will be assigned to friendly clans/subpaths. The Emissaries will work with other clans/subpaths to combine Chongun efforts with them to create new events sponsored by both Chonguns and the clan/subpath.

Tribunal:

One Mediator leader will be assigned to handle "domestic" issues and conflicts within the path. This includes rule breaking by Chonguns. This mediator leader will be the one to bring such matters to the Elder's attention and request trials.

A few chosen Mediators will be trained to be Constables. They will have the authority to pardon and hold Pardon Tribunals. They will work with past offenders to reform them and instruct them in the ways of the Three Principles and the Eight Sacred Virtues.

Paladins:

A few chosen Paladins will be trained to be Teachers of the Art of War. They will have the authority to train both Chonguns and members of the community in the usage of different types of weapons for purposes of self-defense and combat.

All:

All Chonguns will be encouraged to patrol the lands and protect the good people of the lands from any sort of harm which may befall them, be it due to man, beast or demon. Also, all Chonguns will be encouraged to aid those of different job divisions if their assistance is needed. In order to keep all Chonguns well-trained and informed, all should possess some knowledge of how to do various jobs to keep their basic skills, both physical and mental, sharp and honed.

~~Levels of Rank:

There is only five levels of rank

1st Rank-Cadet trainee

2nd Rank-Full Chongun and Asst to a leader of a job division

3rd Rank-Leader of a job division

4th Rank-Guide

## 5th Rank-Elder

The exact title of each chongun above the second rank is decided by two factors:

- 1)The spell alignment of the individual Chongun.
- 2)The job of the individual Chongun.

The first part of the title is the spell alignment. They are as follows:

|          | Mingken | Ohaeng    | Kwi-sin  |
|----------|---------|-----------|----------|
| 2nd Rank | Sky     | Elemental | Soul     |
| 3rd Rank | Holy    | Mirror    | Astral   |
| 4th Rank | Heaven  | Tao       | Twilight |

So, a 2nd rank mingken paladin is called a "Sky Paladin."

A 3rd rank Ohaeng mediator is called a "Mirror Mediator".

A 4th rank kwi-sin emissary is called a "Twilight Emissary".

The rank of Elder is Chongun Avatar

The advancement from 1st Rank to 2nd Rank will happen when the Chongun Aspirant becomes a fully trained Chongun. After that, the only way to gain rank is to demonstrate the appropriate leadership abilities one of a higher rank will need to possess. There is no "quests" to complete. Only hardwork, dedication and the desire to achieve will earn a rank promotion.

The vast majority of the work of the path will be performed by those of the 2nd and 3rd ranks. Guides will be mostly occupied with training chongun aspirants of the ways of the Chongun Warrior and the duties of their respective job.

This is not to say a Chongun of one job is incapable of also carrying out the duties of another job. They are, as they are a member of the Chongun path. However, their primary duty is to their respective job and they must not fail to carry out their job. So, a Emissary is not only able to participate in sessions of martial training with Paladins or other individuals in the kingdoms, but encouraged to do so in order to keep their skills honed for battle as the job of all chonguns is to protect people from harm. And vice versa, a Paladin is encouraged to provide what aid they can to Emissaries to aid them in their job of reforming criminals of the land.

Each leader (3rd rank)of a job division is allowed certain priveledges. They are endowed with the authority to hold an event concerning their respective job. To aid them with holding this event, they are provided assistants of their job class to help them running the affairs of this event. These assistants will work with them and gain hands-on experience with performing their job. This will teach them the skills required to advance in rank and enable them to one day be able to run an event of their job class.

Advancement in rank from 2nd to 3rd will be decided as follows:

When the individual whom they are assigned to feels they are ready to advance to the third rank, a vote will be held between those of that job category. If the majority feel this individual is ready to advance, then the individual will be promoted. They will then be assigned assistants of the 2nd rank of their job category to aid them in carrying out their duties.

Advancement from rank 3 to 4 will be decided as follows:

After demonstrating to others in that job category that the individual has the potential and knowledge to guide others in the ways of the chonguns and their respective job, a vote will be held by those of the job category. If the majority feel they are capable, the individual will be assigned to a guide of their job category as an assistant guide to them. Their training and progress will be monitored by the Magistrate of that job division. Upon successfully completing their training, they will be ascended to fourth rank and guideship.

~~~I also sent this to Vini....~~~

---

From: Vini  
Subject: letter to Masra

Dear Masra,  
After much of studying the ways of the Alignments and how to make them not be confused with good, neutral, evil (since Chongun can't be evil), after studying much the ways of the Taoism, the Ohaeng 5 ways of balance, inside and outside the Nexus I've finally complete a list of names I would pick for the Alignment ranks, I still haven't showed DM since he's out but I would like to hear your opinion about it.

|        |           |          |          |
|--------|-----------|----------|----------|
| Rank 1 | Ming-ken  | Ohaeng   | Kwi-sin  |
| Rank2  | Soul      | Astral   | Spirit   |
| Rank3  | Light     | Twilight | Shadowy  |
| Rank4  | Sun       | Earth    | Moon     |
| Rank 5 | Celestial | Heaven   | Ethereal |

As you know Ming-Ken represents Life, Love, Ohaeng represents balance and Kwi-sin represents after life.

The Rank 1 just states their tendencies, which is the Alignment they've chosen.  
The Rank 2 represents how the walker has learned in inner source, being it the Soul what here carries through life, Astral what keeps the balance of his body and Spirit is what they turn into after his life comes to end.

The Rank 3 represents the step the walker get when he has to deal more with the other walkers, as they are the top rank of it.

The Ming-Ken is easy understandable, his feelings are noticed as Light.

The Ohaeng calculates more how to show himself, he preffers letting be know only what's needed. Most tent to keep their personal feelings as not common knowledge, for that they are Considered Twilight.

The Kwi-sin is more mysterious about his thoughts, tents to preffer surprises and working in the shadows, for that Kwi-sin of 3rd rank are considered Shadowy.

The Rank 4 represent the source of wisdom of the Guide, Sun as the keeper of the Day represents the new-life born and the wish to bring new ideas and concepts. The Earth represents the Balance, the seek to know both sides of everything. The Moon represents the end of the day, or metaphorically the end of life, where followers of Kwi-sin have to start working on their new duty.

The Rank 5 represents their approach to the sacred powers of Avatar. The Ming-Ken sees life as a journey coming to the end, for that they are of the Celestial.

The Heaven was taken by Ohaeng as it's for them a form of balance between life and afterlife a normal thing that they would have to come someday. The Kwi-sin sees it as a beginning of a new era, the Ethereal.

I know this representations aren't very good, I'm not willing to put it in the official rank post, was just to show how I saw each. I hope DM can write better stuff for that, hehe

About the Martial Department I thought on changing the ranks, I know you liked WarLord but DM told me something that I agreed, if we have Warlord as rank would sound as if we like war, which isn't true.

I also think Samurai although being a great name is too futuristic, the history says Samurais worked for Shoguns in Japan, never heard of them in Korea.

So the new ranking of M. Dept. could be:

- Sensei
- Champion
- Paladin

once all the names are approved, the systems, I'll write the post we can have on Kwanhonsagje and with the help of the other walkers we'll write the description of each rank.

~Vini Normad'or~

---

From: Heavens  
Subject: first test

The Chongun are known to be extremely active within the governments of the Kingdoms. In this examination, you must demonstrate your knowledge of the political aspects of the

Nexus, and prove that you are comfortable with a political atmosphere. You will be given a series of situational question in which you must respond correctly.

- The Kingdoms of Buya and Koguryo are at a disagreement of border policies. The exact border line is being disputed heavily. Troops from both sides have been dispatched onto the claimed borders, with orders to drive the other forces away should they attempt to cross. Carnage is imminent should no proposition be made to end the conflict. What do you suggest?

I would suggest we get both leaders to sit down and talk. And propose that one give up some territory on one side and the other give up some on another front and then divide the disputed part in half which would mean both would have equal size land and it would divert a war.

- The people of the Kingdom in which you serve on the council of are rioting. They have been denied any rights as individuals, and live under a tyrannical system of government lead by a cruel, and bloodthirsty warlord who has recently ascended to the throne. What do you do to end this conflict?

I would try to talk since into the warlord tell him that he would have more cooperation from the people if he would give them some rights and treat them honorably. And i would talk to the people and try to get them to calm down and tell them that your trying to talk to the warlord.

- The Barbarian tribes have been raiding the borders of Nagnang for no apparent reason, and have killed a number of innocent Nagnang citizens in the process. The Chongun have allied themselves with the Kingdom of Nagnang, and have taken up arms in order to dissolve the ranks of the Barbarian tribes. You are called to a diplomatic meeting with the tribe leaders of five Barbarian tribes in hopes of obtaining some sort of solution to end the events at hand. The Barbarian tribe leaders make unrealistic demands, in which you cannot comply with. What do you do?

Try to explain why their demands are unrealistic , If that fails tell them that you will not let innocent people be killed and stand up for all that you believe in and not waver.

---

From: Heavens  
Subject: art of war

> Tell me three different ways Sun Tzu's book "The Art of War" can be > a useful tool  
to aid Chonguns in serving and protecting the people of > the lands.  
>

---

> Keep in mind, the teachings of his text can be applied to more than > just warfare.  
>

Let there is no encampment on difficult terrain. Let diplomatic relations be established at borders. Do not stay in barren or isolated territory.

When on surrounded ground, plot. When on deadly ground, fight.

There are routes not to be followed, armies not to be attacked, citadels not to be besieged, territory not to be fought over, orders of civilian governments not to be obeyed.

Therefore generals who know all possible adaptations to take advantage of the ground know how to use military forces. If generals do not know how to adapt advantageously, even if they know the lay of the land they cannot take advantage of it.

If they rule armies without knowing the arts of complete adaptively, even if they know what there is to gain, they cannot get people to work for them.

Therefore the considerations of the intelligent always include both benefit and harm. As they consider benefit, their work can expand; as they consider harm, their troubles can be resolved.

Therefore what restrains competitors is harm, what keeps competitors busy is work, what motivates competitors is profit.

So the rule of military operations is not to count on opponents not coming, but to rely on having ways of dealing with them; not to count on opponents not attacking, but to rely on having what cannot be attacked.

Therefore, there are five traits that are dangerous in generals. Those who are ready to die can be killed; those who are intent on living can be captured; those who are quick to anger can be shamed; those who are puritanical can be disgraced; those who love people can be troubled.

---

From: Vini  
Subject: Masra's reply

VERY WELL DONE!

For the alignment names, I would get with DarkMaverick, he had them all worked out.

~Warlord

~Samari (? spelling)  
~Cadet (I really don't like soldier...)

At this time, I can see no complaints I would have. Do you think we could wrap this all up by Sunday? I'd really like to get these implemented as soon as we can.

VERY WELL DONE!

Masra Emrys  
Avatar of Chongun

---

From: Vini  
Subject: letter to Masra

(Warning: What's written here is a personal letter to Elder Masra, by saying that I mean that it was not written as an informational post that we could post on Kwanhonsagje, hehe I don't write so bad for board posts)

Dear Masra,

As I told you before, I've been hearing every single Chongun that has turned interested in the new ranks that are being created, either by having them coming to me and also by asking the ones around their opinions.

I've heard many ideas and even rank systems that were already done. I could even have use them as would give me less work but I believe it wouldn't be good enough for what you are expecting and would also turn my into a hypocrite since I was assigned to be in charge of this ranks creation because of the many comments upon Taijin's and Vlad's complicated system.

Oh well, here is what I could notice by all the opinions that I've heard and also could conclude with the results of the votes:

-People used to like the ranks to show the progress in the path, meaning how is their work being recognized, a way of it be noticed was having their rank high.

-Most people didn't care much that the ranks didn't have much meaning, a few did.

-People like to have options, for that some would like to have rank divisions back.

-Most if not all don't like calling it "divisions" fearing it would divide the path again.

-Some people complain that everything is based on work, which isn't what players seek most when they come to nexus.

-Some people fear they might change their minds after entering a division, for that they would preffer not choosing any.

-People complain that all is in the hands of the guides but like having the ranks to differentiate walkers from guides.

For all that, thinking on doing something that would satisfy everyone (at least almost everyone), I've thought about creating not just 1 ranking system, but actually 2 that get along.

The Principal ranking, I call it Alignment rank, which the idea I took from DarkMaverick and have maybe a few changes.

There would be 5 ranks, 3 to walkers, 2 to guides (like the one now) and they would mostly represent the same rank 1-newly walker, 2-experient walker, 3-very dedicated walker, with great knowledge, possible future guide.

The 4- would be mainly the guide rank and 5- the most dedicated guides, which would represent the path if the elder absent.

Oh well, this is just superficial descriptions just for you to know how it works on the background.

How to gain rank:

The walkers would get their ranks given up by the guides, which they would have to talk with each other before taking the decision of promoting a walker by his dedication and hard-work.

But to not base everything in hard work I think we could also give ranks for loyalty to the path, so a person that has been active for more than 1 year should automatically go to rank 2, and one who has been here for more than 2 years should automatically go for rank 3.

But I think we also should have limits of time to gain the ranks by hard-work, I think 1 month in the path should be the minimum to become of rank 2, and 3 months should be the minimum to get to rank 3 and 4 months the minimum to get to rank 4(Become Guide)

Also talking about guides, I think a guide that stays inactive for 6 months should be also demoted to Rank 3 and would have to gain his way back by hard-work as any other rank 3 walker( I mean, not just returning would give him his guideship back)

The Alignment ranks are not an option to the Chonguns, everyone would have to have their and the names would depend on which Alignment they have chosen to their way of life.

This is how they would be:

|        |          |          |         |
|--------|----------|----------|---------|
| Rank 1 | Ming-ken | Ohaeng   | Kwi-sin |
| Rank2  | Soul     | Astral   | Spirit  |
| Rank3  | Light    | Twilight | Shadowy |
| Rank4  | ?        | ?        | ?       |
| Rank 5 | ?        | ?        | ?       |

-continues next post-

-continuation from previous post-

(Note: I still didn't think in any good names for rank 4 and 5, but this is more of a detail that I'll probably have solved in a few days)

The promotion of the Principal rankings may be based on the Secondary rank, but not the inverse.

---

As I've mentioned the Secondary ranks, let's talk about them then.

The Department ranks were a way to create divisions without dividing the path, a way to make the roleplay of our path grow with creativity and hard-work. The Departments take care of the secondary roleplays inside the path, roleplays that not everyone enjoy and so they should be taken optional and deeper than the basics.

For the Departments there should only be 3 ranks, defined by "beginner", "experienced" and "Leader". Each would create their own ways of promoting following the basics of keeping it in the matters of their Department, with trials, quests, events, creation and make a profound study of it's roleplay.

But well, how can we define these departments?

A Department is a sort of specialization to those who wish to go further on some kind of knowledge within the duties of a Chongun, depending on what each have most interest. The knowledge of each department isn't limited to it's members, but like any specialization, the ones inside it can go deeper in learning, teaching, finding and creating new parts of the what each is related to.

Each person chooses which Department they wish to follow, each has a different way to enter but people can leave any of them after the minimum of time they can spend on each, that's the period of 1 month (this should avoid constant changes of Department) The hierarchy of the ranks does not pass from a Department to another.

The Departments should be free of the matters of Principal rank, which means a leader of a Department can be a walker rank 1 and guides can be lead by them being in the Department's 1st rank too.

The choice of the leader and the creation of the specialized studies, quests, tests, trials will be done after people has 1st chosen which Department they wish to work on and once they have a relevant number of people THEY will vote for one of themselves become leader. This person will organize and divide the work and slowly promote those that he feel that have done greater work and efforts.

For now there are only 3 Departments, but nothing stop the Chonguns from creating another one if they feel it's really necessary.

Here are the Departments:

-Martial Department-

The Martial Department is more related to Warfare, military operations and study of the art of war. They are the ones who determinate the studies to be taken under the trainments of Art of War, taught in the War College. The members of Martial Department care more for the order and discipline, they go deeper in the knowledge of Strategies, bombery and even the development of new tactics of fighting style or battlefield management.

---

(I also took some ranks from Liadriel that would look better but are able to have complains, they are between ( ) )

-Commander (Warlord)

-Soldier (Samurai or Champion)

-Cadet (If these up here were picked we could put Soldier for 1st rank)

-Political Department-

The political Department is more related with the politics of the path, related with Diplomacy within the path or with other paths or institutions. They are the ones who speak for the path to outside. They represent the path willing dealing with others and gather to discuss important matters, gather information organize the ideas, plans and changes they feel are needed inside and outside the path.

They take care of policing the Titles taken by community, strive to maintain peace and order and will interfere in any situation dealing with community, when they feel is necessary.

-Emissary

-Consul

-Diplomat

-continues next post-

-Justice Department-

The justice Department is more related with giving each one what belongs to them and judging people according to the law and their actions, which turns them to be a part of Chongun Tribunal. They are the ones who decide on the procedure of pardons, they are the ones who analyze each case and judge if they should receive pardon or not.

The members of Justice Dept. will study deeper the laws, revising each of Nexus and each of Chongun laws. If the Justice department has a new law proposal or a complain about an existing one, they will send it to the head of it, for community laws to will be sent to Justice Archon, for Chongun laws will be send to Elder that if he approves will be voted by the path.

-Magistrate

-Prosecutor

-Constable

Scholar of Chongunate (or Chongun Scholar)- Is the Warrior who is still learning the ways of the Chongun. Didn't finish the trainment yet and isn't allowed to learn the Chongun techniques, but yet is still considered a part of Chongunate.

Avatar of Chongunate (or Chongun Avatar)-Is the representant and leader of the Chonguns. It's the one who speak for the path with the Gods, take the final decisions and work to keep the path in line.

---

I would like to hear what you think about these, your complains, what you like most and any idea you might have to make this turn even better.

And please do express all your complains, I know there might be some and I actually need to hear them so we can make the rank system the best possible, so just don't care about "oh he might be offended or sad if I complain on something or don't like all of what he created at all)

~Vini Normad'or~

P.S. Personally I like the ranks I put between ( ) in the Martial Department, I hope you will too^^

---

From: Masra  
Subject: sighs

Dearest DarkMaverick,

I wish and hope that you will accept my sincerest apoligy for my behavior tonight. I have no excuse that would correct my harshness toward you.

I realize you try your hardest to help me, and you do. I realize you are striving for the Chonguns to be the best we've ever been. I realize I have asked everyone for their opinions, and when you gave me yours, I grew impatient with you..... For that there is no excuse.

I know the writtings about the past elders is all a sham. I know there is minimal truth in them, but they make for good reading. Please, don't fault me for trying to make some rather dull reading, a bit more exciting. I will leave them on there, but only for that reason.

And as for MaDogg vs MaDog....don't ask me where I got that at...

Please accept my humble and sincere apoligy.....

Masra Emrys  
Avatar of Chongun

---

From: Masra

Subject: Training

I mentioned something to Vini? I may have, I'll have to meet with him and have him refresh my memory. \*blushes\*

I am confident in your ability to train honorable and worthy warriors to be within our ranks. As for as new procedures ~see above paragraph~ I would suggest that you used the old tried and true method. If you have need of any tests, trials etc. let me know, I have many that I have used and passed alone.

Thank you.....

Masra Emrys  
Avatar

- >
- > Is there a specific method for training new aspirants to the path I am > to use?
- >
- > Also, am I to use the new revisions in training new aspirants or the > old stuff? Vini mentioned you wanted to put them on the scroll but I > dont know if you have changed the scroll or not yet.
- >
- > I'm working on getting new aspirants and training them as time > allows me to do so, which is why I am asking.
- >

---

From: Shajara  
Subject: Vlad

DarkMaverick,

Thank you for bringing this to my attention. I was told he had been saying such things, I did not realise there was a post as well.

I will do my best to take care of it.

Thanks again! :)

~Shajara~

---

From: LanceX

Subject: Chongun's Anthem

I got bored :p

Chongun Anthem (working title)

'/o If the land be covered in darkness and blight,  
We will rise to champion for what is right.

When the dogs of war are ordered to bite,  
We will be the first lined up to fight.

For all of those who worship evil's might,  
Shall flee in the presence of the Chongun's light! '/o

---

From: Masra  
Subject: Cost

Let me know what this will cost each week, I believe we can use the funds from the bank for this.

>

> I have arranged with Aenea for a reserved timeslot every week which > is meant for Musadan War classes:

>

> The reserved timeslot is every Sunday 4:30pm to 6:30pm.

>

> All we need do is contact her the week prior and make the payment.

>

> This will aid us in creating more stable training divisions and ensure > our hosts know exactly what time they are to attend.

---

From: Masra  
Subject: Pebbles

Mind you, I had already decided before reading this... \*grins\*

~~~~~

Hello,

---

I shall make this letter get straight to the point. As a friend of DarkMaverick, this letter may seem one-sided, but please consider that there used to be a point that I was not friends with him. A time when I barely knew him, yet he took the liberty to help me when I was young and new to the kingdom.

I am writing this letter in hopes that an open hand will be extended towards him and an apology is given towards him for I feel that he has been greatly wronged.

Furthermore, I am aware of DarkMaverick's rocky past. He left the Chonguns three times, but I emphasize that he left each time he felt that the path had fallen astray from its founding principles. When the time was right and a new elder was in place, he returned to the Chonguns every time in hope that he could help the path, as displayed by his various Community Events. However, recently, he was exiled for defending himself in an argument between him and Gildenstar (Vlad's ex-wife). Although, many disagree with DarkMaverick and his posts on the Community Board, it is clear that DarkMaverick follows his heart and upholds the Creed. That, is truly the essence of honor.

-Pebbles

---

From: Ambrosius  
Subject: My 'warning'

\* You notice on this parchment the Seal of the Scarlet Dragon \*

~ Honorable Greetings ~

While I was probably the most upset Chongun that could exist when I first learned he was to be reinstated (last-time), I must say that after he was allowed to walk the path of Honor, Valor & Bravery again, I found my concerns were groundless.

At this point, after my dealings with him as a Chongun, and from what I saw of his actions, I have no problem whatsoever with his return.

My only concern is that he not 'flame' the Community with his loud and booming voice ((ie Comm board ramblings such as I have seen in the distant past)).

Therefore he has my vote of confidence.

May Honor Guide You,

~ Aurelius Ambrosius ~

~ Chongun Magistrate ~  
~ Defender of Honor ~  
~ Path Executioner ~  
~ War College Coordinator ~  
~ Senior Role Play Councilor ~

---

From: WindGrace  
Subject: .

~Tanin raises a good point, if Gildenstar posted that, meaning she was the first to raise a issue between herself and DarkMaverick. Also, DarkMaverick's posts had nothing to do with the events that came to pass many years ago. I feel Gildenstar provoked DarkMaverick to the extreme, and I think no one would not reply to such a post.

~However, I still think DarkMaverick deserved banishment. I was whole heartedly against it at first and almost abandoned, but I thought about it. Soon as DarkMaverick was banished, he went RIGHT back to Chung ryong. I mean, he didnt have to hunt or buy items or anything! (Well, he might of had to hunt) Also, DarkMaverick on the community board causes far too many fights and arguements, mostly on issues that do not need discussing. Even if he is posting entirely ((OOC)), it still should not be on there.

~I know many of you are upset with this turn of events, and if you have any questions feel free to ask. I am not entirely for or against his banishment, however.

Honor always,  
~Valarion Noiral'av  
-Chongun Magistrate  
-Sanhae Commander  
-Eagle's Protectorate

---

From: Tanin  
Subject: Furthermore

I spoke to DarkMaverick and he said he did not break his oath that he swore upon entering Chongun.

I quote his very words.

---

"My oath was that for as long as Gild were Chonguns and members of the path I would ignore anything they did against me and not speak of the events from 3 years ago. I did not break my oath."

I just supposed his oath was to not speak against any member of the chongunate or Gildenstar, which is why I said he broke his oath.

He specifically told me that part of his returning conditions are a promise he made to Taijin,  
"which Vlad would know absolutely nothing of."

I'm sure Vlad was informed by Taijin of the returning conditions.

Furthermore, I was informed, that in Gildenstar's second post she was happy that DarkMaverick responded. Her entire posts were meant to attack DarkMaverick so that he would respond.

I have also been informed that Vlad tried to dismiss DarkMaverick when he became elder.

Perhaps I am just misinformed and it would be sacrilegious for me to say so, but it seems as if Gildenstar wanted DarkMaverick to become dismissed. It also seems that if Vlad tried to dismiss DarkMaverick before that he took full advantage of this situation.

I'm not pointing any fingers or unveiling some evil plot to rid this path of DarkMaverick, I am merely just pointing out evidence that should have been reviewed before the hasty dismissal.

\*takes his mining shovel and begins to dig his grave\*

Tanin

---

From: Tanin  
Subject: Posted on chon board

Posted on Community  
My thoughts are after the letter.

---

I don't understand why you're so against rogues acquiring a higher ability to gain experience in hunts. How would you feel if someone told you that you were destined to excell in carnages and vale battles and that is all. Many rogues don't even enjoy going

into Vale to fight others... and the only benefit of going to carnage is a pretty legend mark.

You call people greedy... well look at yourself.. you're a horrible example of a Musadan (a title that yours truly came up with long ago.. divine justice that you're wearing it \*smiles\*). You even finally admitted that you wanted whirlwind changed for your benefit:

>> I am quite content being a Warrior now that a -hunting spell- (Whirlwind) got a change it should of had when aethers were added to the game. That almost did happen when aethers were added to the game...but apparently some very selfish Warrior tutor who later made a high stat rogue said it was a bad idea, so it wasnt changed. And unlike Rogues asking for more hunting ability, this was within grounds for Warriors to ask. Our area of expertise is group hunting. Not yours.<<

Amazing how quickly you shot up the warrior list after this change.. along with so many other warriors while those of us who had true skill never had any issues with the old whirlwind. I think if anyone should be blamed for imbalance in the subpaths.. it should be you dm.. not only did you destroy the purpose of Chongun HB.. you also gave Chung ryong's a greater ability to remain alive during rage4+ when they whirlwinded.. leaving a lot of subpathers in the dark.. with yet another deficiency on their part. They can't zerk and whirlwind at will while duoning with a poet.. but a rage 6er can! And all that extra experience from swinging their sword to boot!

You are a power hungry, egomaniacle, selfserving person who only pushes for those things which will benefit you and your own means. If it has any ability to take power away from you, or help another path excell.. you are ardently against it.

Shame on you, a poor excuse for a Chongun. Your lack of compassion and understanding of other paths and the desires and needs of other people makes you the bane of our society. I hope the gods never listen to you again when you start another rant.. what will you want next? Rage for all warriors? Didn't get enough experience and power before you decided to go back to Chongun and try to deface them again? I guess being a Musadan isn't all you hoped for. Where will you stop your rein of abuse on the poor citizens of the land?

Gildenstar  
~\*She who is misunderstood\*~

---

I checked up before this post and there are no mentions of DarkMaverick ever even mentioning Gildenstar up until after this post.

I am not doubting your decision on dismissing DM from the path, but undoubtedly when he took that oath, he did not think he would be called a poor excuse of a chongun. The

whole entire letter is composed of Gildenstar attacking DarkMaverick's character and how bad of a Chongun he is, which is supposedly a response to his views on the rogues. I suppose that if he did not respond, he would not be defending his honor. It is quite obvious in Gildenstar's entire post that she was provoking DarkMaverick into replying, knowing full well that he would not let such an assault go unnoticed. Yes, he did break his oath, but such an attack on his character should not have happened.

Ever since DM has been in this path, he has shown to me and everybody else that he is as capable of being a Chongun as anybody else will be. He posted more helpful ideas than everybody combined in 1 month than there has been in the past 6 months.

Tanin

---

From: Damyan  
Subject: post

Most of you do not know me, for I am just someone else behind the scenes of the path. I also want to state that this post are based on my beliefs, not that of my path and I will take full responsibility for any punishment that need be given for it.

I love this path. It is my heart and my life. I strive to make it better, and for all the rumors and past things that weren't good to go away. I want people to realize that it was not the path itself that you should hate, or anyone really. Maybe you should dislike the people who made the decisions, because believe me, if the Elder came to the walkers and asked what they thought, most things wouldn't happen. But I am one who stands by his/her elder through everything. I took an oath coming into this path. To show my utmost loyalty to the Elder, even if his plans are not too popular.

But I am tired of this Gilden/DarkMaverick crises. And I will tell you what I think. Gilden, you are a self-rigtheous bimbo. You came back after so long. -We- gave YOU a second chance, and you came up with the stupidest excuse to leave yet again. You left the first time for power, which I really do believe, and you left again because you couldn't stand being powerless again. If you truly didn't agree with Taijin's plans, then you would stay like I did and try and make change. That is what a -true- Chongun would do. I stay here everyday, listen to the ridicule the community gives me, and live on day by day, thinking one day this path will be great again. I know it will be, for others and myself are working and breaking our backs to do so. We are not about to leave, and then make up stupid excuses. We are here to stay, and to stay for awhile.

And DarkMaverick.... your exile was wrong. You were and still are a great Chongun. You broke one rule, which shouldn't have mattered. You stated your beliefs on someone who keeps turning their back on our path. I hope to see you come back, because your ideas are great. You are a great man, you deserve more respect from this path.

Signed,  
Damyan Nailo

---

From: Shajara  
Subject: re: Gildenstar

DarkMaverick,

The last thing I want to do is get mixed up in this. I know from experience that things are NEVER remember the same way by two different people. She will remember one thing being said, and I will remember another. The only way to prove decisively what happened would be if I took screenshots every 5 seconds of every conversation had with players, and my sick, old computer simply could not handle that. :)

I do remember some things the same way as Gildenstar has remembered them, although the time sequences do not seem accurate to me. This is not to say she is lying about the incident, in fact as Gildenstar says this happened almost 2 years ago and even at the best of times my memory barely goes back a few months. Make sure you nmail me every few months so I remember who you are ;)

I know this has long been a source of conflict between yourself and Gildenstar. I know both of you have said and done things which looking back you probably wish you had not done. The last thing I want is for this to be blown back out of proportion and another huge argument started within Nexus.

I think you are both intelligent, mature people who feel very strongly about issues. You have powerful personalities and when they come into conflict I believe there are no winners. You both have a large group of friends who care deeply about you, and I am sure they too would hate to see you sucked into another power battle over the community board.

I know it may be hard to do, but I would like to see one of you be the bigger person and put this behind you once and for all. I do not know the deep, dark depth to which this argument stretches, but I do know that you are reasonable and sincere and when you put your mind to something you accomplish it.

If I am overstepping my boundries by asking you to put this behind you, it is only because I care about you and do not want to see this whole mess brought up again.

I know there are issues here which may never be resolved, but that is the way life is sometimes. You simply have to find a way to move on and look to the future and not live in the past.

Goodluck DarkMaverick, with everything :)

~Shajara~

---

From: WindGrace

Subject: Alton

I am aware of some of the problems your path is going thru. I will advise you that in order to overturn a current elder you need a majority of the guides to contact myself or Shajara in order to request this. We would then call for a nomination vote, then a new elder vote.

Alton

---

From: Enrasa

Subject: ~

It's funny really, if you think about it... He's been working very hard for our path since I've been here, he's always good to everyone here, helps when asked, etc.

And yet, he posts on community a few times, directed towards an arrogant, bug-abusing wench... and he's exiled without a word.

Better watch out, everyone... Don't insult the wife, or you might be next! \*shakes her head\*

Totally disgusted,  
-Enrasa

---

From: WindGrace

Subject: .

If I told you I only needed 4 more Chonguns to have a clear majority would you still assume there isnt enough support for you to join us? :p

Nmail me back if your ready to join now or still need more time.

Take care,

~DarkMaverick

~Old Chongun Guide~

-Forever, the Kamikaze Chongun-

---

From: WindGrace

Subject: .

Against Neese-

Starman

BTG

Raquil

Lunarknight

Shumo

Mentes

Jena

Rockchuck

Daryn

AlSnow

Ogg

DivineWind

Riverwinds

Undecided(we need)-

CalmWind

Hummer

MyLady

Yosen

Supporting Neese-

Hunt

Vlad

Kaio

YunG

Quicky

LanceX

LadyLenina

Kacarot

Your orders-

Be careful of anyone not on this list. Ask their opinions first before expressing your own. If they show support only because of Gildenstar's choice and respect her, direct them to [www.badchonguns.cjb.net/](http://www.badchonguns.cjb.net/)

You may try to convince those undecided if you like, but I will be speaking with them anyway.

---

From: Sinchan  
Subject: My little note

```
@ \
  \   My Little Thanks   \
  |                       |
  | Well i finally finish my |
  | second most terrifying |
  | Nexus THING, my 2nd |
  | GA, but I only finshed |
  | because of all of you |
  | soooooooooo , THANKS |
  | ( I know this is cheezy)|
  | but that GA is a |
  | disaster, and=( I have |
  | one more to go, EWW |
  | TY my perfect hubby, |
  | Ninebark *hugs* |
  | My awesome friends |
  | Ellone,DM,CS,Ki |
  | Terrag. Also ty, |
  | Stellarsky, Simna. |
@ \
```

---

From: Lumina  
Subject: re: sorry

I understand that you get mad, and I understand that you yell at people. I don't blame you, must be horrible to be everything you are and stand there, unable to do anything.

But please understand that I had someone who was trusting me to heal him, and I couldn't just leave him in the MIDDLE of the round to heal someone else. He'd feel horrible and so would I.

I healed you two or three time, but couldn't do more, couldn't leave him. We will do better next time.

Blessings,  
Lumina.

> Sorry for yelling, I am just so sick and tired of losing to people who > have no skill because the hosts like to put me against stacked teams, > so every dam win I get is against horrible odds.

---

From: Shajara  
Subject: reply

DarkMaverick,

I think you stated the situation very clearly, and with any luck the players will read and understand your post, and this whole situation.

I am working hard to ensure all sites linked from Nexon's own site are compliant. This includes asking the owners of those sites to remove any links to NexusAtlas.

TSWulf was given numerous chances to clean up his site and become compliant, but sadly he does not seem interested. He would rather cause a scandal by bringing the community into the issue, this was not unexpected. The site has recently gained a reputation as a place to bash Nexus, post cursing and basically go against Law 41 without thought.

I know that no forum can be 100% compliant 100% of the time, but most sites make an effort to keep thier forums clean, NexusAtlas does not.

I thank you for your post, and I said I hope players will read it through and step back and look at the whole situation rather than just believe what they are told by owners of sites that have been asked to abide by the rules.

~Shajara~

---

From: LadyLike  
Subject: ~

I changed it to Super Bunny Smash~! because it looks better in the text box and Smasher~! sounds like I'm trying to kill bunnies -.- Which is not good! Bunnies are our friends. =p

LadyLike

---

From: LadyLike  
Subject: LOLOLOL

I LOVE IT hehe

I'll use it ^^

LL

Super Bunny Smasher~!

---

From: Anjos  
Subject: I'll say hello

Friends have come, friends are gone,  
some still remain.

My heart are always open,  
that can never change,  
never change.

So I wont say goodbye,  
I'll say this is just another  
way to say hello.  
Just say hello.

There has been many wonders,  
that I had to face.  
We see how time has treated us,  
time has shown me my place.  
I am leaving behind such lovin' grace.

I wont say goodbye,  
I'll forever here stay  
in your memories and mine,

memories of friends will never die.

Chance's are on the gambler's road,  
that has lead me here.  
That road is callin' me back once again.  
My vision's are much to clear.  
But I can say you have touched me in a  
way of a good friend.

I wont say goodbye,  
I'll say I see you later,  
because no distance can separe good friends.  
So just say hello.

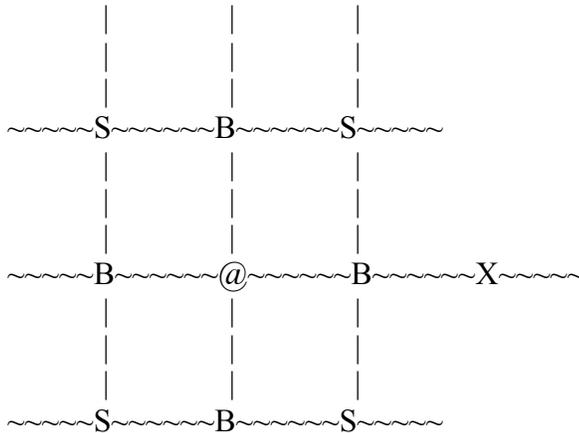
ICQ-124735495  
<emailed removed>Adriana

---

From: Greenwood  
Subject: The Shattering Bomb

I'll get some money gathered up for when you come back and then I'll see if I can blow you up, heh. So this message isn't a waste of an nmail I'll draw a picture of what the bomb looks like.

B - Primary bomb(s)  
S - Secondary Explosives  
@ - Target  
X - Detonator




@ - Is the central focus of the entire bomb force. Human error is taken out of the equation due to the bomb being set off by detonators... Which most of my bombs are >=)

More than one person can be harmed by this bomb but it's main focus is to completely wipe-out a very tough target, such as yourself.

This bomb takes two people to set up, and take probably about 15 seconds or so with a semi-experienced bomb squad, which means a good doze will give the bombers time to setup the bomb while the target watches. Fun stuff... let me know when you're awake and we'll try it out on ya.

---

From: Alton  
Subject: re:

Again, take it up with Delphi, I for one will not call him a liar. If he is telling me your calculations are off, then I believe him. He has the actual figures in front of him. As for you, well you need to "figure" them out using different methods other then looking at the actual figure.

I for one will trust his eyes. But you are free to aruge it out with him.

Alton

>  
> I tested again today and Delphi must have made a \*small\* increase > in their strength.  
Very small :p  
>  
> Either or, the Delphi lied because I'm 100% positive they were > weaker than aow.  
When your testing using a weapon which both numbers > on ?m? are the same (star-staff)  
you always hit the same damage > unless it criticals.  
>  
> Using the il/ee, we were doing 10 less damage than with Aow. This is > how we  
know. Now with ee, I'm doing 3 points more than with aow.  
>  
> Dont know if that makes any sense to you or not. If it doesnt let me > know I'll try to  
explain again.

---

From: Shani  
Subject: hihi

Hihi,

You were still not here, I may come back later or during Easter break, depending on how many times I see my family =/

Take care hon

---

From: Alton  
Subject: reply

Please report to Delphi if you want to disagree with his reply to my bug report. I am quite sure he knows better than you what the spells do.

Alton

>

> If you would like me to personally prove to you that my calculations > are not off, please feel free to ask me at any time.

>

> They are without a doubt bugged. I can prove this to you in any pk > area if you like.

>

---

From: Alton  
Subject: re: Chongun bug

I have advised Vlad of the results of this submission.  
He will speak with you and your path. It is not a bug, your calculations are off and these spells have never been altered from the time they were given.

Alton

>

> Harden weapon is an Il san spell weapon multiplier.

> Charge weapon is an Ee san spell weapon multiplier.

>

> They both are about x3 multiply weapon damages.

>

> They should be:

- >
  - > Harden weapon=x10
  - > Charge weapon=x15
  - >
  - > Thats what they were when originally came out. I have no idea why > they got changed, but they are both currently weaker than Art of War, a > lv95 chongun spell, which is x4.
  - >
- 

From: MarekP  
Subject: Why I left Chongun

### Why I left Chongun.

I'm really sorry I made a crappy post before I left, because I didn't want you guys to know what was going now. It can't be hidden forever, and I want to be the one to tell you guys everything that goes on that you don't know about.

About 6 months before I joined the chongun I was one of Taijins close friends. He and I would always hang out and talk. One day he gambled all of his money away and was broke. He had asked me for some money, and I told him no I want something in return. I told him I wanted to be branded Art of war, and he took my 100k and branded me art of war trained by taijin.

I had always thought about being a chongun. I decided I would give it a try because I had nothing to lose and it seemed like a really great path. Vini chose to guide me and take me under his wing. I trained with him for a month and then finally entered the path and became a chongun. I joined about the time Audi was elder and that whole Rowann thing was going on. Which by the way Audi had no real evidence against rowanne, he was just doing it in revenge.

Audi Resigned and put Koyasoto as the next elder. I worked hard, and I went up position by position. I had finally reached the rank of Paladin (one before guide). I had also finally gained Taijins trust. Taijin would tell me many secrets that I haven't shared with people. Taijin would talk about how he would be next elder and how he would make me guide. There was one thing stopping Taijin though, and it was Vini.

Taijin wanted Vini out, because he knew that Vini had a better chance at getting elder than he did. Taijin told me that he had a big plan to get Vini out of the picture and that he had koyasoto under control, and that Koyasoto was being played like a puppet. Taijin would always tell Koyasoto to get rid of Vini and get Vini banished.

I was finally made a guide, not by Taijin but by Koyasoto. As soon as I entered the Guide circle there was to be a meeting. This was the longest meeting I have ever been in, and it is because it was going on about if Vini should leave or not. During this whole meeting Taijin was telling koyasoto how he should kick Vini and get rid of him because it would help the path. Vini decided to stay in the path, but by this time koyasoto had fallen for taijins words and he decided to exile Vini. Taijin had won and poor Vini had lost.

A Couple weeks later Taijin was made Elder of the Chongun. He quickly made one of his closest friends a chongun again (Vlad). Taijin had a big plan for the Chongun, he wanted to change their whole roleplay and make us powerful again. Taijin told me that he wanted to do what the chonguns did in real history. He wanted the Chongun to wipe out Buya out of the picture. His whole goal was to take over Buya and the wilderness territories.

As you know, Taijin wasn't a very active elder and didn't do much for the path. One day he posted a list of things we would receive in round 2. He told me we would get these things for sure because eldrige totally agrees with him on everything. A month passes and he tells the path that it was a misunderstanding and that we wouldn't get that stuff till august and that we would be granted the stuff koyasoto requested.

The truth here is, a lot of paths are already on their round 3 while we are on round 2. Nexon is very mad with the chongun path, they hate how every elder comes in and tries to change the whole rp and get rid of what the last elder did. Nexon did not approve of this at all, and they were not going to give us anything for a long time.

Taijin had big plans for Valarion, Vlad and Myself. Taijins whole goal was to take over nexus and make it all one nation. He wanted Valarion to be his queen during his conquest and he wanted to make a clan that Vlad would lead called auxiliaries. This clan would help the chongun fight and would help us take over nexus. Taijin wanted me to lead these auxiliaries at first but I never agreed on the subject.

Taijins first goal was to start a conflict with the Barbarians. He thought he could take them over and then take the wilderness territories and divide them for both the kingdoms. Many people had protested this war, and Taijin posted that if anyone disagree or protest this war that could lead to exile. Its basically saying do what I tell you have my opinion or be exiled.

Well I for one couldn't stand this conspiracy any longer. I said to myself \*hey ill save the embarrassment for Taijin for now\*, so I made a crappy post about why I am leaving and I left. After I left things fell apart for Taijin, his whole plan came down because he didn't have me to rely on or Valarion to rely on anymore.

Knowing that his goal could not be fulfilled anymore, Taijin decided to Delete the whole Chongun kwanhonsagje and destroy the paths old roleplay. He had destroyed what a true chongun was, who knows where the paths going now. Taijin then resigned as Elder

and made his only true friend left the new elder. Vlad barely became guide and nows hes elder, and he barely just came to the path, but hey if your elders best friend then your next elder.

I don't know where the Chonguns are going now. I am very sorry I left; many of you say do something about it then. I Could do nothing to change things because you either agree with the elder or be exiled if you have something else in mind. I am very sorry that I left the path I loved. This whole post is 100% the truth, believe it if you want or not, but I am happy to tell the whole path the truth about Chongun.

Signed,  
MarekP

---

From: Masra  
Subject: Honor Shield Quest

#### Honor in Character

Have you lived up to your title? If not, do not seek this shield. Have your actions brought dishonor to yourself or your sodo? If so, do not seek this shield. Have you meditated and attained the spirit of the Dog? If not, do not seek this shield. Have you proven your character time and time again, and attained the rank of Paladin? If not, do not seek this shield until you have. Seek out your elder and ask his/her approval. If one shows himself worthy in Character, he may carry this shield.

#### Honor in Deed

Retell the tale of Jarof and his quest to discover his Honor shield. Tell it to me in your own words, not what's already written. If you are returning for another shield, then tell me how you have found the light to create your new Honor shield and what shattered your last one. If one shows himself worthy in Deed, he may carry this shield.

#### Honor in Battle

Challenge a Guide to a duel of strength and Honor. It is up to the guide you challenge to decide by observing your actions and skills in battle. If one shows himself worthy in Battle, he may carry this shield.

#### Honor in Sacrifice

Deliver a key, an item, and 10 white ambers carried by the leaders of the Mythic cave of the guide's choice. You also have to sacrifice 200 million experience and 10 points of Might and Grace. You must have 50 points of Will, Grace, and Might in total. If one shows himself worthy by Sacrifice, he may carry this shield.

Upon completing these tasks, you will gain yourself a new Honor shield. Treat it with care, and carry it well. Your shield, like one's honor, can be easily broken.

~Modified on the original idea by Chongun Jitsumi~

---

From: Alton  
Subject: reply

Again, I have answered it. I have submitted what you sent in as a bug, and if that is a bug then there is no point to continue the conversation.  
If it is not a bug, then these requests need to come from your elder.  
I have not compared each sub-path hit for hit, spell for spell, ingress for ingress as they are all suppose to be different and add different values to the community and are not about hunting.

How boring if every path was simply another version of the other one.

Alton

>  
> You still did not answer my first question.  
>  
> Why can we Chonguns not be balanced in terms of hunting power > with the other two Warrior subpaths, Barbarian and Do?  
>

---

From: Tanin  
Subject: Chonguns

listen and I came upon a most interesting ephiphany ((spelling)).

Dos are humble, masters of weapons, they are extreme pacifists. They do nothing for the kingdoms, for the people, only for themselves. They are severely a neutral subpath. YET, they are rewarded with the most power out of all the subpaths. They are given a powerful weapon and every spell they are able to learn is undoubtedly useful in combat. This seemed very strange to me. I say again, they do nothing, they are pacifists. Masters of weapons, yes, but pacifists. And YET, they are rewarded with the most power out of all three player subpaths.

Chonguns protect the kingdoms, we protect the people of the kingdoms. WE are protectors. We are rewarded for our duties with half role-play spells and half combat spells. Fitting, I suppose. Yet, in comparison, dos do absolutely nothing and are rewarded with outstanding power. This is what bothers me. How are we supposed to defend the kingdoms against an attack if we are the weakest warrior subpath? This question has been plaguing my mind for some time. If the barbarians decided to attack buya or kugnae (which they probably wouldn't), would we be able to defend buya or kugnae? The answer is no. They are far more powerful than we are. The reason that they are more powerful is solely because of their spells. The power of their spells attracts young warriors to turn to their brutal and harsh ways, indefinitely stealing Chongun hopefuls from the kingdoms.

The solution to this dire problem is very simple but apparently will never happen. We must be given \*attractive spells.\*

Dos can go invisible, they have the strongest ingress, they can dash, they have a powerful "zap," and they also have the same fury as ours.

Barbarians can push, dash, they get a third attack, create horses, may have an ingress, and also have the same fury as ours.

Chonguns can turn uniform (never used), tell opponents life (so what, it will die anyway), have ingress, have fury, summon a weak cow (the 99 has 5k life), inspire valor (wow, poets can do that too), and we can go invincible (the only attractive spell we have!).

As you can see the ratio of attractive spells goes as follows in order of appearance, 4:4:1.

That means that the do an barbarian subpath have over 400% attraction than our subpath (in my opinion).

Here is what it all boils down to.

We work our butts off to defend the kingdoms and our given crappy spells while the pacifists are given enormous powers and the savages are reviling in their powers as well.

This may have the hardest letter I have ever wrote but, the truth hurts. I hope that something can be done to change the problem that I spoke of up above.

Tanin  
\*Chongun Sentinel\*

---

From: Alton  
Subject: re: Chongun

I cannot comment on your specific weapon. However I have read on community many warriors comment on having to replace their scales too frequently and the cost involved in such a replacement.

Also, for now no new item has been approved yet for the carnages. As for the amount of karma being 1/2 a point this is not the case, it is more then that.

Alton

>

> I wanted to comment on more thing you said:

>

> First of all, Scales have a signifanct amount of durability now. When > I was a R6, I only needed to have my scale replaced once a > month...and I was quite the active hunter. Second of all, Sam san > warriors can repair so any Sam san R6 can repair their own scales.

>

> Also, PC warriors "hunting item" is not only BOD (CR Scales are > not bod items) cost more might and more grace than a scale does; 10 > of each, and they also cost an item. In chonguns case, it costs a tall > shield. All a CR needs is exp. So, chonguns pay more experience and an > item for their hunting item which is much worse off than the scale; > which is fine.

>

> I am not trying to complain about that matter. I'm perfectly aware > CR is a super-warrior and meant to be a better group hunter. My > complaint is that the chongun hunting item is not much of a hunting > item at all compared to the hunting item Barbarians and Dos received. > You and I both know the Do sword is practically a Blood at each lv of its > type. You and I also know the Barbarian war axe has the high damage > ratio of a blood and 110 as it's lowest setting. You and I both know > the Honor shield, in comparison, is little more useful (if at all) than a > Nagnang palace shield available to all warriors.

>

> So...basically the other PC warriors have a weapon superior to that > available to chonguns (since we can only use a spike for hunting > basically, there is nothing better) and a shield comparable to our > special shield.

>

> I would like to know how this is fair in your eyes.

>

> -----  
>  
> I was also wondering if Celestial carny will get the new prizes for > it's division. I  
could of swore I saw a post that the .5 karma prize was > just temporary...but its been  
quite awhile since Celestial came out. The > new carny weapons dont even need to be  
that much better than > current 99 ones in their enchantable forms....I mean I would be >  
extremely happy with a sword that had the same stats as my spike, > because I dislike the  
spike as a weapon for my character. And that > should not be that difficult for nexon to  
make when they have such a > large amount of graphics to choose from.  
>  
>

---

From: Alton  
Subject: re: reply

Again, you are focusing on the wrong issues.

Talk talk talk, you have talked yourselves into this situation. CR has been around long before anyone used it and frankly most Rage 6's do not even know how to use it properly. They cast it then stand in front of a creature and WW or K`YA instead of using their hitting power because part of their exp will have to be used to get a new weapon at the end of the hunt. I don't think you even take that into consideration when comparing rages to your path. They have to use 400 million exp just to replace their blade. \*That calculation may be off but 200 mil plus 10 might and 10 grace replacement, I can check on the exact number, but you get my point.\*

Aside from that, again player run sub-paths are hit for hit strong. And something you forget is hunting to the VAST majority of players is not about MEPH. It is about socializing and enjoying themselves.

Again, these issues are for the Elder to address and you have voiced your oponion which is good. I just hope you can see the other side of the coin and start looking at what you do have instead of what you don't have and remember the Mind is a powerful tool.

Alton

>  
> I know this may be taken that I am lashing out at them but I am not. > They run their  
path they way they like and that is their call. I am just > upset because we chonguns work  
very hard and many of us are quite > dedicated, but is disheartening we cannot do our  
basic function as > -Warriors-, hunt, as well as the other 2 pc paths. We are still warrior >  
players Alton. Other paths of poet and mage are not hurt in hunting as > we warriors are,  
but us chonguns dont even compare to the other 2 pc > warrior subpaths. Why can nexon

not reward us for our longtime > dedication and devotion to doing this service by at least allowing us to > be comparable hunting power to the other 2 pc warriors?

>

> It is a very small change which I know would mean a lot to all those > in the chongun path. We dont want to be Chung ryongs. We would just > like to be able to enjoy the time we do spend hunting and not feel > guilty when our friends hunt with us, or feel insignifant and worthless > on a battlefield.

>

> As a matter of fact I believe our il and ee ingresses are weaker than > our art of war spell. I dont know if this is a bug or what, but they are > much weaker Alton.

If there is a bug with your spell, you need to give me details on spell names etc so that it can be reported to Delphi.

Alton

---

From: Alton

Subject: re: Chonguns

DarkMaverick,

Thank you for your letter, however I need to let you know that only your elder can request changes such as these.

However, remember Sub-paths are not about hunting. To be a hunting path you need to choose a totem path. You choose Chongun because of reasons other then hunting spells as you left and returned knowing their spells.

I will also advise you what I have said to other warrior sub-paths. If you have two choices. Rage 6 or Chongun \*insert any other sub-path here\*, and for yuri's you've heard how the sub-paths suck at hunting, the sub-paths can't get the maximum exp per hour and of course as everyone says it is all about the Experience per hour, nothing else matters ....\*tone of scarscam\*... Who would you choose to hunt with? Right now every player run sub-path claims to be the weakest of them all. So if you are a looking for a hunt, why would you want a player run path when all you hear is how weak they are?

In my oponion, warrior sub-paths have dug their own hunting graves so to speak, by constantly compairing themselves to Chong Ryong \*a hunting path as you know\* and making it all about the maximum experience per hour. Player run sub-paths will never receive spells to make them equal the npc non player run sub-path because they are NOT suppose to be about MEPH. You have much more to offer people in a group then they do, you've just forgotten what it is.

Get back to what sub-paths are about, good fun hunts, role play hunts, community actions, defense of your kingdoms, training others, the list goes on and on with what you can be doing.

Alton

>

>

> I want to inform Eldridge of the dire need for some small > improvements to the hunting ability of Chonguns.

>

> We as Chonguns are the weakest Warrior subpath in terms of > hunting ability. The situation is not so bad pre-99, but from lv99 and > up, it escalates. Do have very strong ingress spells, their invisible to > multiply damage, dash, and a targetable slash attack spell. They also > possess the powerful Do sword. Even without a Do, a Ee san Do hits > harder with an Electra than I currently do with my Sam san spike and Ee > san chongun ingress. How is that fair? Our ingress spells should at > -least- be similar, since their sword makes them hit much harder than > us. The only weapon we have available to us is the Spike. We need an > increase in the strength of our Il san and Ee san ingresses desperately.

>

> Barbarians also have a strong weapon which allows them to hit > harder than us. They also possess Rend now for all walkers, which helps > them hunt even moreso. I recall Mountie was able to make similar exp > as R6 once he buffed his stats up because of rend. When he got sam > san, his hunting ability increased even moreso to still compare to a > Sam san R6. However, I as a Sam san chongun can only compare to a > R6 much lower than than I am. Other R6 my stats are capable of > making 3mil an hour or more. I can only perform to 2.5mil an hour, at > my best hunting with people of my own stats. The only way I can keep > up with them is by hunting for a \*much\* longer duration of time than > they do.

>

> You can check the hunting logs of myself and other Sam san r6s in > my stat area if you want to see the truth of my words.

>

> I was very disapointed with the stats of the Sam san honor shield > also. It has only 4k more vita than the Ee san one. That is not fair, > expecially when the Do received a very nice sword and the Barbarians > received a very nice axe at Sam san. They are able to hit much harder > with blows than I ever will. I would like to at least be able to compare > slightly somehow, and a good compensation would be a large vita boost > on the shield. Since we have no weapon, our shields should add the > same amount of vita as a spike for that lv. That means the sam san > shield should add 40k vita. Also, the sam shield deducts -10 grace yet > my tit only deducts -4. The -10 grace hurts my hitting po

---

From: wysp  
Subject: Please understand

I am avoiding talking to anyone.

I can't take chances what I say will be used to try to hurt me.

Moonwater struck out at me because he misinterpreted a situation in which I actually defended him when our elder became upset. The thing I have trouble coming to terms with is that he had been collecting stuff on me ~way~ before this mishap.

Stuff that -he- thought would be damaging to me while also pretending to be my friend.

That's why I left. -shrug-

He couldn't hurt me with anything he thought he had on me.....  
I left because he had the desire to try.

This place is not so fun anymore for me knowing that people here are capable of this kind of malice and betrayal.

~wysp

---

From: Clone  
Subject: wysp

Wysp left today from the monk circle..but i do not think many of you knew her, so I would like to take a moment to talk about her here for those of you that have never met her.

When Wysp was initially walked into this circle..she was a shy and quiet monk..she didn't have much physical power...she wasn't very rich..but she was honest, and had a great desire to help people..now..as time passed in these lands, Wysp developed both her mind and body. Time passed..and Wysp has guided many people into this circle..and she'd taken her time out to help many people. She was very lively and full of spirit, her blood ran with a fire, that was sparked by a strong spirit..and because of this strong will..sometimes people would take some of what she said the wrong way..but I will never doubt that deep down, she was a great person. She wasn't perfect..but NOT ONE PERSON here is, and if you think you are..you are missing a very important teaching in

this path..so..I guess this post is a tribute of sorts to honor the memory of Wysp in this circle..if you see her...be sure to greet her and wish her well.

I hope this note finds you all well.

Kusanagi, Janken

---

From: Terag  
Subject: reply

> (())

>

> The difference between fox hunts and hunting is, that the drawback > of rage can be slightly compensated for by skill.

~my only comparison of the two, was equal application of ethics~

> But in fox hunt, the connection cannot be compensated for. Even > those who are european that are sam have decent computers to help > compensate it out. Fox hunt ends up hurting the disadvantaged.

~for the umpteenth time, i agree~

> You are not just as hard on a handicapped person as you are on a > person who is "complete", who has all their arms and legs.

~of course not. But, blame the system that put you opposite them in the areana, not the complete person. He is was not there by choice~

> This is a video game, yet when I see someone trying their best at > something that is nearly impossible for them to do I try to give them > some slack if I can, expecially if doing so would not hurt me in the > slightest. If anything, I feel a little better about myself as a person > because I'm giving them a break I may not of received myself, and I > know would of lessened the unneccassary stress from the frustration > and anger of being inadequate.

~ok, key words...."if i can, especially if doing so would not hurt me in the slightest" I could not do, without thinking, what of all the teams that also lost in the second round. Is it fair for them to go home without a win, unless they had gotten our team for a win?? And what of those who won in the second round? Does it not lesson their achievement?

Who am I to make that determination??? Ya, as you so succilently put it, I HAD THE POWER. Well, no thank you. I dont want that power, not in that manner. I will do my best, let fate determine the outcome. Did I do it without regret, without feelings hurt, as you said. NO!!!

But i did what i felt was right.

> The only way to better yourself for these fox hunts is to 1)get a > better comp and faster connection and 2)get a team of people who have > fast comps and connections. The first solution is an impossibility for > a lot. The 2nd is harder still, because not everyone has a fast > computer again and it would mean having to ditch people who also dont > have fast comps.

~ Again, a terrible situation created by Nexon, not me.~

> I have never found satisfaction in defeating someone who cannot > possibly defeat me. I would feel guilty everytime I beat a team in fox > hunt who needed the win...to know they stayed up and waited for the fox > hunt and are struggling with their connections...thats not a pleasant > situation I wanted to be in, but needed to be in order to become sam > san.

~do you imply i have??? Did i ever say i did? You never considered how i felt.

> I have however, found it in not crushing those people completely, if > at all. I use to train in a dojang where younger kids would spar the > adults. Rather than crush them completely, I found it more rewarding to > work with them, encourage them and teach them the art of combat. > This required me to purposely leave openings for them to spot and > attack. It also made me deduct my speed considerably so they could > see and block my attacks.

~you speak of a training enviorement, with only thier knowledge to be gained, instead of belittling them. Of course i agree with that. But you cant compare a training session with a fox hunt. Along the same lines, then show your slower ones skills, come up with a plan to allow them to block an area, and the faster ones drive the capt to them. Is ways around it.

>c

I have the same mentality about fox hunts. To get to 2nd round, > they had to beat - someone- and if I know they cannot beat me..how fair > or right is that to destroy their dreams just because I am superior? I > do not like this "the strong only survive" world. The strong are > suppose to use their strength to show others how to be strong and help > them, not to push them furthe

You spoke specifically of two "handicapped" people that night, Mexskatr and another..im sorry, i forget name.

Referencing your above paragraph, our team had to play Mexskatr at the next fox hunt, in second round. Handicapped????? Hello, mex was the capt, and it was dang near impossible to catch him. His team won the first round. We barely managed to win the next two rounds. That had to be the best fh round ive played. It took forever. To reference above paragraph, "beat someone i know i can beat".

Lol, dont think so.

> Deleted part one for room. I never compared hunting to fh, only the application of ethics to either situation.

> 2)You keep saying blame the system for putting you in that position. > The system might put you there, but what you choose to do in that > position is your choice. Just because you dont ask for a degree of power > doesnt mean you wont find yourself with power; and it also doesnt > mean you arent responsible for the things you do with this power, or that > you cannot use it in a fashion you see fit.

yes, how I use this "power" as you put it, is my choice. My "choice" is dictated by my ethics. Ex: (irl, ooc) Im broke, and a week till payday. I find a wallet. Belongs to someone in a fashionable neighborhood. I have more need for the money in it then he does. That makes it right to keep? I didnt ask to find it, I hate being in that position, but

my ethics tell me to return it. Power? No, no power, only a choice between right and wrong. After you strip away the outside factors, the needs, the way to bend ethics, your left with only the basic right or wrong. It must supercede any choice. If, you still have a choice within the parameters of right and wrong having been established, then you can act accordingly.

> The difference between you and I, I think, is that you are unable to > use the power you have in an unorthodox way to help others. You may > play by the book, but is that truly the right thing to do when the book > itself is in the wrong?

> You apply a double meaning to the book...which is it, your own "book of ethics" or the book of conditions nexus applied? It can't be both. If i play by my "book", i live by my ethics. That is my only claim to playing by the book. I apply my ethics to the situation (the other book) Whether the situation is right or wrong is a different point. Agreed, it's wrong. But my "book" says i must deal with it within the guidelines of my ethics. I may not like the outcome, but the rules were pre-established in my mind. The "book" in that case isn't wrong, while the situation may stink. As for using unorthodox methods??? Hey, im game for anything.....as long as i don't feel it is wrong. Im not that far off on basic right and wrong.

> I do not know what fear holds you back, but whatever it is, I don't > share this fear.

> There is no fear involved. There is self-respect involved tho. If i don't have that, what do I have??? What does anyone have? Regarding the incident that night, i look at myself, and i can say, you did the right thing....the results stunk, i don't feel good hampering anyone, if i could have changed it in any way i would have. But to have done any different, well, i don't need to say it again.

> 3)I think you see the individual fox hunts differently than I do. I see > fox hunt as nothing but tiny steps in sam san trial. It is part of a > larger quest. I mean, there is no other reason to do fox hunts unless > your doing sam san. Very few attend who aren't going to get the marks. > Those who find them "fun" find them fun for the first couple fox hunts; > after that they generally do not attend anymore, especially after > knowing they get no prize for their efforts.

> agreed, they were fun at first. yes, im doing only for sam requirements. attend later? yes, prob, to help anyone i can, i have a decent conn, and i think i make a good trapper. I stink at capt, tho.

> Fox hunt is part of one giant quest in my eyes. It is not some big > deal to get a win mark. It's actually a very insignificant mark compared > to others in this game; it has value only for those who want to become > sam san.

> nothing to argue about there.

DM, i must say this. After all this discussion, i tend to think we aren't so diff. We travel slightly diff roads, we have basically the same ethics. We differ slightly in our applications. I retract my earlier statement of no respect for you.

---

From: Greenwood  
Subject: Defense

I posted this in your defense when someone mocked you on the community board. I couldn't even imagine how much you get said about you, but don't worry about, which I'm sure you don't, but their words mean nothing anyway.

---

Greetings Community,

DarkMaverick didn't even once suggest that he was putting down the Chung Ryong in his previous post. He was simply stating to the community to leave him alone when it comes to his path preference. And unlike most childish people on the game, instead of just crying, "Leave me alone," like most people do, he gave you an intelligent reason to leave him alone for he is happy being a Musadan and I'm sure he would not return to the CR ranks anytime soon. DarkMaverick isn't part of the problem most of the CR's are, not all of them, but a good number of them. They believe that everything in the kingdom revolves around them and their hunting skills. Let me tell you this, as a Chongun, I have found many people that are much more pleased to hunt with me then they would with a CR, they know that neither myself or them are going to die during the hunt, and that makes them feel good because the hunt is fun then. I don't look for hunts, they come to me... That's just how it is.

BIA Infantry Lieutenant  
Chongun Constable  
Greenwood

---

From: Teragg  
Subject: Food for thought

I dont wish to kick a dead dog, but our disagreement has not set well with me since we talked. Since then, I have followed some of your actions, and read an occaisional post, both to perhaps better understand your viewpoint, and as I often do, re-examine my own. I have spoken to many I know and respect, describing a "hypothetical situation (no names used)" to see how others see it.

I remain firmly entrenched in my opinion, as I have found no one to dissagree with me and all have expressed a similar view, based on similar ethics.

Last night, my team was again asked to be a fill in team, having secured our win the normal way. This time, the host was emphatic in announcing, to our team, that we were to play normally, to do our best, regardless of win mark situation.

But you still perplex me.

You held an event centered on pk tactics, benefiting no one but those who attended. I admired your willingness to do that, and wish i had that, or any other skill to share with others.

Then, today, you post a post I totally agree with. I have inserted "( )" on key lines that led to this letter. They, IN PART, reaffirm my beliefs.

( Hardwork and dedication can overcome any obstacle eventually) . Do not mock the Chongun path for it's lack of attack power, for some of the most dedicated warriors are in this path and work hard for what they earn exp wise in a hunt. ( I think thats a great deal more important than how easily you can make a large amount of exp.)

( Anything that is easily gained...has very little value, for little effort was put forth. It is what is difficult to grasp that is most rewarding to finally obtain.)

Notwithstanding the unfairness of the fh requirement, and its related connectivity/availability issues, I ask how can you apply these values selectivly? If , as it seems evident, you value them as much as I do, where is their value if you apply them differently according to the situation, thus comprimising them.

Again, i sympathize with those in difficult situations, I disagree with the requirement, I sincerely wish Nexus would offer an alternative in these cases. But, I will not violate my ethics. Ill do all i can to work around it, help as i can.

I have to think, down deep, and beneath the temporary inflammation of the moment that night, you feel the same.

---

From: Worldwalker  
Subject: Worst Love Poem

\*shudders\*

When I saw that, I thought you were hacked or something. Ewww. I'm still shuddering. That is truly, supremely bad. Though you might want to edit out some of the more suggestive bits that might offend the Muses.

I'm not sure if it's a possible winner, though. It's not much worse than some of the entries in the normal Revels. You're going to be competing against experienced writers of utter drek ... they can do it without half trying.

-- Jean

---

From: UndyingTwo  
Subject: Your post on the chongun board

Dear DarkMaverick,

I read the post you made on the daily chongun board. If you have any open spots left, I would love to volunteer for the Musadan war classes. I am looking forward to starting to work in these classes, and If I am selected, I will do my job very well.

~Sentinel UndyingTwo~  
-Buyan Imperial Army-

---

From: Greenwood  
Subject: Musadan War

I would like to assist you in this weekly event. I love being involved with the teaching of War strategies. Thanks for your time, have a nice day.

BIA Archer Sergeant  
Chongun Constable  
Greenwood

---

From: Valarion  
Subject: proof-read

= +++++ Musadan War Classes +++++=

-Brought to you by-

= The Chongun Warriors =  
and the  
= Carnage staff =

\*\* All attendees to this event will receive 1 carnage win and choice of carnage prize when the class is over.

The Chongun Warriors are known throughout the lands as being master military tacticians and strategists. In conjunction with the Carnage staff, we have arranged to hold a class on basic military tactics of war for use in large-scale military operations. ((team player-killing battles))

Come learn in a comfortable and relaxed enviroment new tactics or ways to hone the skills you already possess into successful strategies to win battles.

((-This event will be held on Monday, March 24th, at 4:30 PM PST/ 7:30 PM EST))

-This event will be for teaching tactics for the Avatar and Celestial divisions of carnages.

-Only those who can enter these divisions can attend this event.

The subject for the class shall be "Basic teamwork strategies" however, some advanced lessons may be taught if time allows. The point of the overall event will be for people to have fun in an environment where basic teamwork strategies can be improved upon by all.

\*\* All attendees to this event will receive 1 carnage win and choice of carnage prize when the class is over.

Rules for those attending this event:

- 1)No insulting or harassing of other participants/hosts will be allowed.
- 2)No unauthorized intentional killing of participants/hosts will be allowed.
- 3)Any attempt to disrupt the event will not be tolerated.

!Anyone breaking a rule will be dismissed from the class on the -first- offense immediately!

((This event will last approximately one hour.))

---

From: PeaconJR

Subject: ...

Just make sure you come back.

Thats not a request.

---

From: Adarm

Subject: hey man

I sent you a letter way back when the last time you left. And I'll send one again. :) Pretty much same as before really... if ya gotta go, ya gotta go. Your own problems and issues are far more important than this game. Even if we don't talk much, and haven't (I for one am not a people person anyways ^^) I hate to see people leave. But. that is life. Things come, and things go. I hope whatever you do, you try to enjoy it. Life is way WAAAY to short. No matter how angry you get at your friends or family, or how sad

something makes you, please try to remember that one little thing. Time is short. It may not seem like it when things suck, but it's true.

The last words I ever said to my father were said in anger, two weeks later, he died. I was never able to get those words back. To this day I can still see that look in his face. But it taught me exactly how short our time is, and to TRY not to take things for granted. You go do what ya gotta do and I wish you the best. If you come back... great! If not... I hope you are having fun in something else. Either way... take care and tease yer bro. (in a good way) about The Ring. =p

-A

---

From: ranni  
Subject: your post

\*folds hands and bows\*

ranni

---

From: LadyLike  
Subject: ~

I really hope you haven't left yet because I wanted to get in a last goodbye in case we never cross paths again -.-

I have a lot more to say but I figure I'll either be able to talk to you in whisper once more or you will never get this post at all =p So0o...

Have fun ^^  
LadyLike

---

From: Lust  
Subject: Noo!

Eww DM, who am i gonna bug? Whos gonna make fun of people with me! ahhhhh!  
Gonna miss you!

-\_- Hope you resolve things and come back SOON! <~~~~~

Luv, Lust

---

From: Airadine  
Subject: a correction

Before you go I wanted to make sure you know that atleast one person out there doesn't think you are mean. Very few people would take the time like you did to give advice to a newbie poet for carnages. That was very sweet and you didn't have to do that. It really benefited you in no way whatsoever ... so before you are to hard on yourself know that some of us do appreciate your kindness.

You have high level stats ... people will always hold that against you. I am a low level newbie and could say exactly what you do and get away with it all day long. You don't have that luxury and it's nothing more than petty jealousy. It's sad but true.

Anyway ... I hope you enjoy your time away and come back soon.

Love Airadine

---

From: Lokira  
Subject: reply

Eldridge's reply to every request for changes to Muse Dye made in the last year:

"No new dyes"

I'm still pushing for it though. \*shrugs\*

-Lok

>  
> Ask for the ability to create dye potions which allow you to dye the > colors available  
> from Arena NPCs, including the wasabi, sw ee and sam > dyes which can only be created  
> by those respective indivigals > (similar to ranger arrow create spell).  
>  
> Just a thought.  
>  
> Or maybe a dye sponge to save ones dye and turn it into a potion.  
>

---

From: yfandes  
Subject: .....

darkie

In the calm lovely darkest of night  
Too anxious too frightened  
But my heart unfurled, I throw myself onto you..  
Your heart doesn't want me,  
But I want you...

---

From: Imzadi  
Subject: Greetings

Merry meet,

Why do you feel this element best represents you?

In what ways are you most like the element?

Imzadi

---

From: LadyLike  
Subject: ‘

I feel sorry for ya DM =p

EVERY time I read your post on community there is at least one post to follow about someone trying to trash you -.- I just wondering though... do you even care? It doesn't really seem like it gets to you due to your replies that eventually shut the complainers and flamers down but I think if I were in your shoes I might go crazy from all those posts -.-

Keep strong -shrug-

LL

---

From: Yfandes

Subject: ..

Just lease think about it... I want to talk to you more tomarrow...  
She really isn't worth it... Please don't leave me.. just yet.. ;(

ciao...

meli

---

From: Lumina

Subject: hihi

Hello Dm. I figured you'd run to your dinner after BL so I didn't bother myself by  
whispering ^^

You did a great job in there, was not your fault people would just not do their best. I  
hope you're not feeling bad about it or about wysp. You're too good for her.

Oh yes, you can either whisper me when you get on, either parcel the ring to me, no  
rush.

Talk to you soon.

Lumina.

---

From: Sweetness

Subject: hi

Can you do me a big favor send me a list of people that work together in pk and on a  
scale of 1-5 1 being the best how good in pk they are. would help me greatly.

---

From: Devion

Subject: my opinion to Janken

Please remember this is only my opinion.

The things I think are causing the most problems within the path are fear and rules. Let me go into each one separately and I'll tell you my opinion on them and you can reply how you wish.

Fear:

I have been told by a few Monks and even a Guide that a lot of the path fears you. Walkers don't do anything questionable in fear they will be dismissed on a moments notice. I know you are at least a little forgiving otherwise you might have demoted me earlier, or demoted certain other guides by now. Here is the question, do you want Monks? Or do you want a Monk, aka everyone is the same thing.

Rules:

No one is perfect.. people come online to play a game, hopefully join a subpath and enjoy themselves. Now some Monks are very good, and understand almost everything that they should, they never walk in vale, they don't go to carnages, they don't talk in hunts, and smile a lot. There are also Monks who want to work on their pk skills, they enjoy competition, they love talking while hunting. Then there are children, teenagers, and adults. Being Elder is a lot like being a Parent, NOT a King. You don't rule over the walkers, you help them grow. The idea that I think has been lost is one of 'Join the Monk subpath and be who you are and still be a Monk'. With all the rules in place and the strict upholding of them causes people not to express themselves, not to try something to see what it's like, but to hide, to live their nexus lives within the confines of a prison. Have there always been certain laws? Sure.. But were those laws.. you can do this, you cant' do that.. and that is that? It was more like.. if people didn't hear anything, then keep doing whatever your doing. Complaints from Vale have always been there, not everyone goes to vale to get in trouble, people DO get sucked into things in the vale I've seen it many times, you probably have too on your rogue. I think there are some good teachings I learned from the book of the Tao I'll summarize because my books are in storage.

Have no rules and people will learn trust

Have too many rules and there will be no trust

To keep a horse from running away, do not build a fence

But give him a completely open meadow

Just a few thoughts. I do not know your reasoning behind requiring everyone to nmail you on any item giving out, it could be you want fairness for all walkers, or to keep tabs and make sure Guides are not playing favorites. But Guides playing favorites is what builds a great relationship.. This guide and this walker really like each other.. Great, now you have someone who can talk to that walker if something happens. Also.. If I were a walker and I was told.. Congrats you did a great job here today, we want to give you a Destiny spear, just have to wait while I nmail Janken and wait for a reply.. It takes all the excitement out of the reward. Let people be people, and just make sure their happy.. That's what I think an Elder is there for.

-shrugs- Just my opinion. Take it as you wish

Devion

---

From: Lokira  
Subject: reply

Weeeellll...

I can't exactly pay attention to every single person in the game. \*grins\* It takes something to get my attention before I start watching.

Now that she has my attention, I'll take a look.

-Lok

>

> I am wondering why she has not been graced by the Muses. She has > won 2 revels and her writing is always very beautiful. I dont > understand why she does not have the mark yet I do, and I dont think > my poetry is as good as hers.

>

---

From: Xendokai  
Subject: Sonbae

Military personalities were among the well-known prominent national leaders during the Three Kingdoms Era. This military orientation led to the development of warrior groups, such as Koguryos "Chouisonin" (individual members were called "Sonbae") and the sixth century Silla warrior nobility group known as "Hwarang-do" (individual members were called Hwarang). Both groups adopted Subak training as one of their important learning subjects and both used the same organizational and hierarchical structure.

During Koguryo's initial stage of national foundation, the kingdom organized the Sonbae in its attempt to concentrate its power. According to historians, the word Sonbae means "a man of virtue who never recoils from a fight."

Sonbae warrior cadets were chosen at festivals called "Sin-su-do," held during March and October. Events used to select Sonbae cadets included archery, sword dancing, and Subak. The Subak competitions sometimes involved fighting in pits with wild animals. After Sonbaes were selected, they lived together in a group. The Chronicle of Old Joseon

describes how Sonbaes immersed themselves in learning Subak, fencing, archery, riding, military tactics, and sometimes enjoying various games including Korean wrestling (Ssirum). The book also describes how that, during peacetime, Sonbaes wore the finest silk and devotedly guarded the kingdom, constructed roads and fortresses, and acted as teachers, all for the benefit of society. In wartime, they would organize and defend the kingdom with their strong willed bravery, always ready to sacrifice their lives for the nation. The Sonbae became legendary for their feats of bravery. The Koguryo government operated on a merit system where the best warriors were appointed to the highest positions.

As discussed above, of the three ancient Korean kingdoms, Silla was the first formed, but it remained the smallest and least civilized. The two larger kingdoms, along with Japan, constantly attacked Silla, which was weak and disorganized. Since Sillas coastline was constantly under attack by Japanese pirates, Silla appealed to King Gwanggaeto, the 19th in the line of Koguryo monarchs, for help against the continual attacks. Gwanggaeto sent a force of 50,000 soldiers into neighboring Silla to help the smaller kingdom drive out the pirates. During this time, the "Hwarang" youth military group developed.

Subak was popularized in Koguryo by the Sonbae and handed down to the Hwarang warrior group in Silla, as evidenced by the following;

- (1) "Hwarang" in Silla had the same meaning with the word "Sonbae" in Koguryo.
- (2) Both Hwarang and Sonbae had the same organizational and hierarchical structure.
- (3) Both the Sonbaes and Hwarangs played Subak games at festivals

Subak was further popularized by the Hwarang who added more foot techniques to the art and spread its influence throughout the Korean peninsula..

---

From: Janken  
Subject: reply

Hi there.

I have noticed in all my time here..that you do have a strong opinion..and that is not necessarily a bad thing, but even though you put ((ooc)) at the beginning of the majority of your posts, that does not make what you say in some of your posts any less disrespectful. Your posts are not the ONLY reason either, but, for me they suffice, so for now, the decision stands. If that decision should change, you will be made aware by a monk guide or myself, and not beforehand. I also want to say that this matter is not up for debate. One of my other guides says they've turned you down already for inner peace and voiced thier reasons why, and another expressed discontent at the idea of you having our brand.

I believe I have said all i wish to say on the matter..so I do not believe a meeting is necessary.

> ((OOC))

>

> This is an ooc post since you are using ooc things against me.

>

> I requested MoonWater to help me, in roleplay, take steps toward > inner peace. He has told me now that he cannot continue the training > because you have a problem with my community board posts; that I put > others down.

>

> I'd like to talk to you about this.

>

>

---

From: Taijin

Subject:

You were not being punished.

\, Elder Taijin

---

From: Moonwater

Subject: erm

Your attempt to want to attain inner peace impresses me .. Your insight and roleplay could make you a monk now in my eyes, but there are people higher then me in the power list forcing me to send you this letter.

I cannot continue your training for inner peace because of what Janken says he sees the way you behaving and what you write on community board. He said that maybe after a long period of change then maybe you can do this again. I really have no choice so if you have a problem please talk to him ... again don't blow up because you may have a chance in the future ...

I am sorry to waste you time .. I hope we are still friends. Just goes to show you what bad of a guide I am or whatever ..

-Moon

---

From: Shajara  
Subject: reply

DarkMaverick,

First I would like to congratulate you on achieving Sam San. It is a great accomplishment and one I know did not come easily to you. You should feel very proud of all your hard work.

I will continue to work on a better solution for fox hunts. Hopefully more can be added each week, and although I know you do not see this as a valid solution, there is little more I can offer. Nexon has made the requirements for Sam San, and I can do nothing to change those. All I can do is try and make sure that players efforts to get Fox hunts wins are fair, while not making it so simple that Sam San itself becomes cheapened.

Thank you for all your thoughts on fox hunts, I do hope we will soon have something that will work for everyone.

~Shajara~

---

From: Taijin  
Subject: Examination

The Chongun are known to be extremely active within the governments of the Kingdoms. In this examination, you must demonstrate your knowledge of the political aspects of the Nexus, and prove that you are comfortable with a political atmosphere. You will be given a series of situational question in which you must respond correctly.

- The Kingdoms of Buya and Koguryo are at a disagreement of border policies. The exact border line is being disputed heavily. Troops from both sides have been dispatched onto the claimed borders, with orders to drive the other forces away should they attempt to cross. Carnage is imminent should no proposition be made to end the conflict. What do you suggest?

- The people of the Kingdom in which you serve on the council of are rioting. They have been denied any rights as individuals, and live under a tyrannical system of government

lead by a cruel, and bloodthirsty warlord who has recently ascended to the throne. What do you do to end this conflict?

- The Barbarian tribes have been raiding the borders of Nagnang for no apparent reason, and have killed a number of innocent Nagnang citizens in the process. The Chongun have allied themselves with the Kingdom of Nagnang, and have taken up arms in order to dissolve the ranks of the Barbarian tribes. You are called to a diplomatic meeting with the tribe leaders of five Barbarian tribes in hopes of obtaining some sort of solution to end the events at hand. The Barbarian tribe leaders make unrealistic demands, in which you cannot comply with. What do you do?

The Art of War: Chapter One, Calculations.  
Written Examination Part One

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Warfare is a great matter to a nation; it is the ground of death and of life;  
it is the way of survival and of destruction, and must be examined.

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Therefore, go through it by means of five factors; compare them by means of calculation,  
and determine their statuses: One, Way, two, Heaven, three, Ground, four, General, five,  
Law.

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The Way is what causes the people to have the same thinking as their superiors; they may  
be given death, or they may be given life, but there is no fear of danger and betrayal.

--

Heaven is dark and light, cold and hot, and the seasonal constraints.  
Ground is high and low, far and near, obstructed and easy, wide and narrow, and  
dangerous and safe.

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General is wisdom, credibility, benevolence, courage, and discipline.

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Law is organization, the chain of command, logistics, and the control of expenses.

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All these five no general has not heard; one who knows them is victorious, one who does not know them is not victorious.

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Therefore, compare them by means of calculation, and determine their statuses.

Ask:

1. Which ruler has the Way?
2. Which general has the ability?
3. Which has gained Heaven and Ground?
4. Which carried out Law and commands?
5. Which army is strong?
6. Which officers and soldiers are trained?
7. Which reward and punish clearly?

by means of these, I know victory and defeat!

--

A general who listens to my calculations, and uses them, will surely be victorious, keep him; a general who does not listen to my calculations, and does not use them, will surely be defeated, remove him.

--

Calculate advantages by means of what was heard, then create force in order to assist outside missions. Force is the control of the balance of power, in accordance with advantages.

--

Warfare is the Way of deception. Therefore, if able, appear unable, if active, appear not active, if near, appear far, if far, appear near. If they have advantage, entice them; if they are confused, take them, if they are substantial, prepare for them, if they are strong, avoid them, if they are angry, disturb them, if they are humble, make them haughty, if they are relaxed, toil them, if they are united, separate them.

--

Attack where they are not prepared, go out to where they do not expect. This specialized warfare leads to victory, and may not be transmitted beforehand.

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Before doing battle, in the temple one calculates and will win, because many calculations were made; before doing battle, in the temple one calculates and will not win, because few calculations were made; many calculations, victory, few calculations, no victory, then how much less so when no calculations? By means of these, I can observe them, beholding victory or defeat!

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The Art of War: Chapter Two, Doing Battle  
Written Examination Part One

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Generally, the requirements of warfare are this way: One thousand quick four-horse chariots, one thousand leather rideable chariots, one hundred thousand belted armor, transporting provisions one thousand li, the distribution of internal and on the field spending, the efforts of having guests, materials such as glue and lacquer, tributes in chariots and armor, will amount to expenses of a thousand gold pieces a day. Only then can one hundred thousand troops be raised.

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When doing battle, seek a quick victory. A protracted battle will blunt weapons and dampen ardor.

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If troops lay siege to a walled city, their strength will be exhausted.

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If the army is exposed to a prolonged campaign, the nation's resources will not suffice.

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When weapons are blunted, and ardor dampened, strength exhausted, and resources depleted, the neighboring rulers will take advantage of these complications. Then even the wisest of counsels would not be able to avert the consequences that must ensue.

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Therefore, I have heard of military campaigns that were clumsy but swift, but I have never seen military campaigns that were skilled but protracted. No nation has ever benefited from protracted warfare. ?

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Therefore, if one is not fully cognizant of the dangers inherent in doing battle, one cannot fully know the benefits of doing battle.

--

Those skilled in doing battle do not raise troops twice, or transport provisions three times.

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Take equipment from home but take provisions from the enemy.  
Then the army will be sufficient in both equipment and provisions.

--

A nation can be impoverished by the army when it has to supply the army at great distances. When provisions are transported at a great distances, the citizens will be impoverished.

--

Those in proximity to the army will sell goods at high prices. When goods are expensive, the citizens' wealth will be exhausted. When their wealth is exhausted, the peasantry will be afflicted with increased taxes.

--

When all strength has been exhausted and resources depleted, all houses in the central plains utterly impoverished, seven-tenths of the citizens' wealth dissipated, the government's expenses from damaged chariots, worn-out horses, armor, helmets, arrows and crossbows, halberds and shields, draft oxen, and heavy supply wagons, will be six-tenths of its reserves.

--

Therefore, a wise general will strive to feed off the enemy. One bushel of the enemy's provisions is worth twenty of our own, one picul of fodder is worth twenty of our own.

--

Killing the enemy is a matter of arousing anger in men; taking the enemy's wealth is a matter of reward. Therefore, in chariot battles, reward the first to capture at least ten chariots.

--

Replace the enemy's flags and standards with our own. Mix the captured chariots with our own, treat the captured soldiers well. This is called defeating the enemy and increasing our strength.

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Therefore, the important thing in doing battle is victory, not protracted warfare. Therefore, a general who understands warfare is the guardian of people's lives, and the ruler of the nation's security.

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### The Art of War: Chapter Three, Planning Attacks Written Examination Part One

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Generally in warfare, keeping a nation intact is best, destroying a nation second best; keeping an army intact is best, destroying an army second best; keeping a battalion intact is best, destroying a battalion second best; keeping a company intact is best, destroying a company second best; keeping a squad intact is best, destroying a squad second best.

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Therefore, to gain a hundred victories in a hundred battles is not the highest excellence; to subjugate the enemy's army without doing battle is the highest of excellence.

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Therefore, the best warfare strategy is to attack the enemy's plans, next is to attack alliances, next is to attack the army, and the worst is to attack a walled city.

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Laying siege to a city is only done when other options are not available.

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To build large protective shields, armored wagons, and make ready the necessary arms and equipment will require at least three months.

To build earthen mounds against the walls will require another three months.

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If the general cannot control his temper and sends troops to swarm the walls, one third of them will be killed, and the city will still not be taken.

This is the kind of calamity when laying siege to a walled city.

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Therefore, one who is skilled in warfare principles subdues the enemy without doing battle, takes the enemy's walled city without attacking, and overthrows the enemy quickly, without protracted warfare.

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His aim must be to take All-Under-Heaven intact. Therefore, weapons will not be blunted, and gains will be intact. These are the principles of planning attacks.

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Generally in warfare: If ten times the enemy's strength, surround them; if five times, attack them; if double, divide them; if equal, be able to fight them; if fewer, be able to evade them; if weaker, be able to avoid them. Therefore, a smaller army that is inflexible will be captured by a larger one.

--

A general is the safeguard of the nation. When this support is in place, the nation will certainly be strong. When this support is not in place, the nation will certainly not be strong.

--

There are three ways the ruler can bring difficulty to the army:

To order an advance when not realizing the army is in no position to advance, or to order a withdrawal when not realizing the army is in no position to withdraw. This is called entangling the army.

--

By not knowing the army's matters, and administering the army the same as administering civil matters, the officers and troops will be confused.

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By not knowing the army's calculations, and taking command of the army, the officers and troops will be hesitant. When the army is confused and hesitant, the neighboring rulers will take advantage. This is called a confused and hesitant army leading another to victory.

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Therefore, there are five factors of knowing who will win:

1. One who knows when he can fight, and when he cannot fight, will be victorious.
2. One who knows how to use both large and small forces will be victorious.
3. One who knows how to unite upper and lower ranks in purpose will be victorious.
4. One who is prepared and waits for the unprepared will be victorious.
5. One whose general is able and is not interfered by the ruler will be victorious.

These five factors are the way to know who will win.

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Therefore I say:

One who knows the enemy and knows himself will not be in danger in a hundred battles.

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One who does not know the enemy but knows himself will sometimes win, sometimes lose.

One who does not know the enemy and does not know himself will be in danger in every battle.

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#### The Art of War: Chapter Four, Formation Written Examination Part One

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In ancient times, those skilled in warfare make themselves invincible and then wait for the enemy to become vulnerable. Being invincible depends on oneself, but the enemy becoming vulnerable depends on himself.

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Therefore, those skilled in warfare can make themselves invincible, but cannot necessarily cause the enemy to be vulnerable. Therefore it is said one may know how to win but cannot necessarily do it.

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One takes on invincibility defending, one takes on vulnerability attacking. One takes on sufficiency defending, one takes on deficiency attacking.

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Those skilled in defense conceal themselves in the lowest depths of the Earth, Those skilled in attack move in the highest reaches of the Heavens. Therefore, they are able to protect themselves and achieve complete victory.

--

Perceiving a victory when it is perceived by all is not the highest excellence. Winning battles such that the whole world says "excellent" is not the highest excellence. For lifting an autumn down is not considered great strength, seeing the sun and the moon is not considered a sign of sharp vision, hearing thunder is not considered a sign of sensitive hearing.

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In ancient times, those who are skilled in warfare gained victory where victory was easily gained.

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Therefore, the victories from those skilled in warfare are not considered of great wisdom or courage, because their victories have no miscalculations. No miscalculations mean the victories are certain, achieving victory over those who have already lost.

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Therefore, those skilled in warfare establish positions that make them invincible and do not miss opportunities to attack the enemy.

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Therefore, a victorious army first obtains conditions for victory, then seeks to do battle. A defeated army first seeks to do battle, then obtains conditions for victory.

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Those skilled in warfare cultivate the Way, and preserve the Law, therefore, they govern victory and defeat.

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The factors in warfare are:

First, measurement, second, quantity, third, calculation, fourth, comparison, and fifth, victory. Measurements are derived from Ground, quantities are derived from measurement, calculations are derived from quantities, comparisons are derived from calculations, and victories are derived from comparisons.

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A victorious army is like a ton against an ounce; a defeated army is like an ounce against a ton! The victorious army is like pent up waters released, bursting through a deep gorge. This is formation.

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The Art of War: Chapter Five, Force  
Written Examination Part One

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Generally, commanding of many is like commanding of a few. It is a matter of dividing them into groups. Doing battle with a large army is like doing battle with a small army. It is a matter of communications through flags and pennants.

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What enables an army to withstand the enemy's attack and not be defeated are uncommon and common maneuvers.

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The army will be like throwing a stone against an egg; it is a matter of weakness and strength.

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Generally, in battle, use the common to engage the enemy and the uncommon to gain victory. Those skilled at uncommon maneuvers are as endless as the heavens and earth, and as inexhaustible as the rivers and seas.

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Like the sun and the moon, they set and rise again. Like the four seasons, they pass and return again. There are no more than five musical notes, yet the variations in the five notes cannot all be heard.

There are no more than five basic colors, yet the variations in the five colors cannot all be seen. There are no more than five basic flavors, yet the variations in the five flavors cannot all be tasted.

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In battle, there are no more than two types of attacks: Uncommon and common, yet the variations of the uncommon and common cannot all be comprehended. The uncommon and the common produce each other, like an endless circle. Who can comprehend them?

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The rush of torrential waters tossing boulders illustrates force. The strike of a bird of prey breaking the body of its target illustrates timing.

Therefore, the force of those skilled in warfare is overwhelming, and their timing precise. Their force is like a drawn crossbow and their timing is like the release of the trigger. Even in the midst of the turbulence of battle, the fighting seemingly chaotic, they are not confused. Even in the midst of the turmoil of battle, the troops seemingly going around in circles, they cannot be defeated. Disorder came from order, fear came from courage, weakness came from strength.

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Disorder coming from order is a matter of organization, fear coming from courage is a matter of force, weakness coming from strength is a matter of formation.

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Therefore, those skilled in moving the enemy use formation that which the enemy must respond. They offer bait that which the enemy must take, manipulating the enemy to move while they wait in ambush.

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Those skilled in warfare seek victory through force and do not require too much from individuals. Therefore, they are able to select the right men and exploit force.

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One who exploits force commands men into battle like rolling logs and boulders. Logs and boulders are still when on flat ground, but roll when on steep ground. Square shapes are still, but round shapes roll. Therefore, those skilled in warfare use force where the troops in battle are like boulders rolling down a steep mountain. This is force.

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The Art of War: Chapter Six, Weaknesses and Strength  
Written Examination Part One

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Generally the one who first occupies the battlefield awaiting the enemy is at ease; the one who comes later and rushes into battle is fatigued.

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Therefore those skilled in warfare move the enemy, and are not moved by the enemy.

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Getting the enemy to approach on his own accord is a matter of showing him advantage; stopping him from approaching is a matter of showing him harm. Therefore, if the enemy is at ease, be able to exhaust him; if the enemy is well fed, be able to starve him; if the enemy is settled, be able to move him; appear at places where he must rush to defend, and rush to places where he least expects.

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To march over a thousand li without becoming distressed, march over where the enemy is not present. To be certain to take what you attack, attack where the enemy cannot defend. To be certain of safety when defending, defend where the enemy cannot attack.

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Therefore, against those skilled in attack, the enemy does not know where to defend; against those skilled in defense, the enemy does not know where to attack.

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Subtle! Subtle!  
They become formless.

Mysterious! Mysterious!  
They become soundless.

Therefore, they are the masters of the enemy's fate.

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To achieve an advance that cannot be hampered, rush to his weak points. To achieve a withdrawal that cannot be pursued, depart with superior speed.

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Therefore, if we want to do battle, even if the enemy is protected by high walls and deep moats, he cannot but do battle, because we attack what he must rescue. If we do not want to do battle, even if we merely draw a line on the ground, he will not do battle, because we divert his movements.

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Therefore, if we can make the enemy show his position while we are formless, we will be at full force while the enemy is divided. If our army is at full force and the enemy is divided, then we will attack him at ten times his strength. Therefore, we are many and the enemy few. If we attack our many against his few, the enemy will be in dire straits.

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The place of battle must not be made known to the enemy. If it is not known, then the enemy must prepare to defend many places. If he prepares to defend many places, then the forces will be few in number.

Therefore, if he prepares to defend the front, the back will be weak.

If he prepares to defend the back, the front will be weak. If he prepares to defend the left, the right will be weak. If he prepares to defend the right, the left will be weak. If he prepares to defend everywhere, everywhere will be weak.

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The few are those preparing to defend against others, the many are those who make others prepare to defend against them. Therefore, if one knows the place of battle and the day of battle, he can march a thousand li and do battle. If one does not know the place of battle and the day of battle, then his left cannot aid his right, and his right cannot aid his left; his front cannot aid his back, and his back cannot aid his front. How much less so if he is separated by tens of li, or even a few li.

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Based on my calculations, though Yueh's troops were many, what advantage was this to them in respect to victory? Therefore I say, victory can be achieved. Though the enemy is many, he can be prevented from doing battle. Therefore, know the enemy's plans and calculate their strengths and weaknesses. Provoke him, to know his patterns of movement. Determine his position, to know the ground of death and of life. Probe him, to know where he is strong and where he is weak.

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Therefore, your strategy for victories in battle is not repetitious, and your formations in response to the enemy are endless.

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The army's formation is like water. The water's formation avoids the high and rushes to the low. So an army's formation avoids the strong and rushes to the weak. Water's formation adapts to the ground when flowing. So then an army's formation adapts to the enemy to achieve victory.

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Therefore, an army does not have constant force, or have constant formation. Those who are able to adapt and change in accord with the enemy and achieve victory are called divine. Therefore, of the five elements, none a constant victor, of the four seasons, none has constant position; the sun has short and long spans, and the moon waxes and wanes.

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The Art of War: Chapter Seven, Armed Struggle

Generally, the principles of warfare are:

The general receives his commands from the ruler, assembles the troops, mobilizes the army, and sets up camp.

There is nothing more difficult than armed struggle.

In armed struggle, the difficulty is turning the circuitous into the direct, and turning adversity into advantage. Therefore, if you make the enemy's route circuitous and bait him with advantages, though you start out behind him, you will arrive before him.

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This is to know the calculations of the circuitous and of the direct.

Therefore, armed struggle has advantages, and armed struggle has risks. If the entire army mobilizes for an advantage, you will not arrive on time. If a reduced army mobilizes for an advantage, your stores and equipment will be lost. For this reason, by rolling up your armor, rushing forward without stopping day or night, covering twice the usual distance for an advantage a hundred li away, the general will be captured.

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The strong will arrive first, the weak will lag behind, and as a rule, only one-tenth will arrive. If one struggles for an advantage fifty li away, the general of the front forces will be thwarted, and as a rule only one half will arrive. If one struggles for an advantage thirty li away, then two-thirds of the army will arrive. For this reason, if an army is without its equipment will lose; if an army is without its provisions will lose; if the army is without its stores will lose.

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Therefore, one who does not know the intentions of the rulers of the neighboring states cannot secure alliances. One who does not know the mountains and forests, gorges and defiles, swamps and wetlands cannot advance the army. One who does not use local guides cannot take advantage of the ground.

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Therefore, the army is established on deception, mobilized by advantage, and changed through dividing up and consolidating the troops. Therefore, it advances like the wind; it marches like the forest; it invades and plunders like fire; it stands like the mountain; it is formless like the dark; it strikes like thunder.

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When you plunder the countryside, divide the wealth among your troops; when you expand your territory, divide up and hold places of advantage.

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Calculate the situation, and then move. Those who know the principles of the circuitous and direct will be victorious. This is armed struggle.

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The Book of Military Administration says: It is because words cannot be clearly heard in battle, drums and gongs are used; it is because troops cannot see each other clearly in battle, flags and pennants are used. Therefore, in night battles use torches and drums; in day battles use flags and pennants. Drums, gongs, flags, and pennants are used to unite men's eyes and ears.

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When the men are united, the brave cannot advance alone, the cowardly cannot retreat alone. These are the principles for employing a large number of troops.

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The energy of the army can be dampened, and the general's mind can be dampened. Therefore, in the morning, energy is high, but during the day energy begins to flag; and in the evening, energy is exhausted. Therefore, those skilled in the use of force avoid high energy, and strike when energy is exhausted. This is the way to manage energy.

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Disciplined, wait for disorder; calm, wait for clamor. This is the way to manage the mind.

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Near, wait for the distant; rested, wait for the fatigued; full, wait for the hungry. This is the way to manage strength.

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Do not do battle with well ordered flags; do not do battle with well-regulated formations. This is the way to manage adaptation.

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Therefore, the principles of warfare are: Do not attack an enemy that has the high ground; do not attack an enemy that has his back to a hill; do not pursue feigned retreats; do not attack elite troops; do not swallow the enemy's bait; do not thwart an enemy retreating home. If you surround the enemy, leave an outlet; do not press an enemy that is cornered. These are the principles of warfare.

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The Art of War: Chapter Eight, Nine Changes  
Written Examination Part One

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Generally, the principles of warfare are: The general receives his commands from the ruler, assembles the armies, and mobilizes the masses.

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Do not camp on difficult ground. Unite with your allies on intersecting ground. Do not stay on open ground. Be prepared on surrounded ground. Do battle on deadly ground.

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There are routes not to be taken; there are armies not to be attacked; there are walled cities not to be besieged; there are grounds not to be penetrated; there are commands not to be obeyed.

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Therefore, the general who knows the advantages of the nine changes knows how to use the troops. If the general does not know the advantages of the nine changes, even if he knows the lay of the land, he will not be able to take advantage of the ground. Those who commands an army but does not know the principles of the nine changes, even if he is familiar with the five advantages, will not be able to best use his troops.

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Therefore, the intelligent general contemplates both the advantages and disadvantages. Contemplating the advantages, he fulfills his calculations; contemplating the disadvantages, he removes his difficulties.

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Therefore, subjugate the neighboring rulers with potential disadvantages, labor the neighboring rulers with constant matters, and have the neighboring rulers rush after advantages.

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So the principles of warfare are: Do not depend on the enemy not coming, but depend on our readiness against him. Do not depend on the enemy not attacking, but depend on our position that cannot be attacked.

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Therefore, there are five dangerous traits of a general: He who is reckless can be killed. He who is cowardly can be captured. He who is quick tempered can be insulted. He who is moral can be shamed. He who is fond of the people can be worried. These five traits are faults in a general, and are disastrous in warfare. The army's destruction, and the death of the general are due to these five dangerous traits. They must be examined.

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The Art of War: Chapter Nine, Army Maneuvers  
Written Examination Part One

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Generally, on positioning the army and observing the enemy:

To cross mountains, stay close to the valleys; observe on high ground and face the sunny side.

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If the enemy holds the high ground, do not ascend and do battle with him. This is positioning the army in the mountains.

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After crossing a river, you must stay far away from it. If the enemy crosses a river, do not meet him in the water. When half of his forces has crossed, it will then be advantageous to strike.

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If you want to do battle with the enemy, do not position your forces near the water facing the enemy; take high ground facing the sunny side, and do not position downstream. This is positioning the army near rivers.

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After crossing swamps and wetlands, strive to quickly get through them, and do not linger. If you do battle in swamps and wetlands, you must position close to grass, with the trees to your back. This is positioning the army in swamps and wetlands.

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On level ground, position on places that are easy to maneuver with your right backed by high ground, with the dangerous ground in front, and safe ground to the back. This is positioning the army on level ground. These are the four positions advantageous to the army, which enabled the Yellow Emperor to conquer four rulers.

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Generally, the army prefers high ground and dislikes low ground, values the sunny side and despises the shady side, nourishes its health and occupies places with resources, and avoids numerous sicknesses. These factors mean certain victory.

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Where there are hills and embankments, you must position on the sunny side, with the hills and embankments to your right back. These are advantages to the army.

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Use the ground for assistance. When the rainwater rises and descends down to where you want to cross, wait until it settles. Where there are ground with impassable ravines, Heaven's Wells, Heaven's Prisons, Heaven's Nets, Heaven's Pits, and Heaven's Fissures, you must march quickly away from them. Do not approach them.

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When we distance from them, draw the enemy to approach them. When we move to face the enemy, he will have them at his back. When the army is flanked by high ground, wetlands, tall reeds and grass, mountain forests, or areas with thick undergrowth, you must search carefully and thoroughly, because these are places where men lie in ambush or where spies hide.

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If the enemy is close and remains quiet, he occupies a natural stronghold. If the enemy is far away and challenges you to do battle, he wants you to advance, because he occupies level ground that is to his advantage.

#### The Art of War: Chapter Ten, Ground Formation Written Examination Part One

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The grounds are accessible, entrapping, stalemated, narrow, steep, and expansive. If you can go through but the enemy cannot, it is called accessible. For accessible ground, first take the high and the sunny side, and convenient supply routes. You then do battle with the advantage.

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If you can go through but difficult to go back, it is called entrapping. For entrapping ground, if the enemy is unprepared, advance and defeat him. If the enemy is prepared, and you advance and are not victorious, it will be difficult to go back; this is disadvantageous.

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If it is not advantageous to advance or for the enemy to advance, it is called stalemated. For stalemated ground, though the enemy offers you advantage, do not advance. Withdraw. If you strike them when half has advanced, this is advantageous.

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For narrow ground, we must occupy it first; be prepared and wait for the enemy. If the enemy occupies it first, and is prepared, do not follow him. If he is not prepared, follow him.

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For steep ground, if you occupy it first, occupy the high on the sunny side and wait for the enemy. If the enemy occupies it first, withdraw; do not follow him.

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For expansive ground, if the forces are equal, it will be difficult to do battle. Doing battle will not be advantageous.

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These are the six Ways of ground. They are the general's responsibility, and must be examined. In warfare, there are flight, insubordination, deterioration, collapse, chaos, and setback. These six situations are not caused by Heaven or Ground, but by the general.

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If the forces are equal, and one attacks ten, this is called flight. If the troops are strong but the officers weak, this is called insubordination. If the officers are strong but the troops weak, this is called deterioration. If the officers are angry and insubordinate, doing battle with the enemy under anger and insubordination, and the general does not know their abilities, this is called collapse.

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If the general is weak and not disciplined, his instructions not clear, the officers and troops lack discipline and their formation in disarray, this is called chaos. If the general cannot calculate his enemy, and uses a small number against a large number, his weak attacking the strong, and has no selected vanguard, this is called setback. These are the six Ways of defeat. They are the general's responsibility, and must be examined.

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Formations of the ground assist the army. To calculate the enemy, create conditions leading to victory, calculating the dangers and distances. They are the Ways of the

superior general. Those who do battle and know these are certain for victory. Those who do battle and do not know these are certain for defeat.

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Therefore, if the Way of warfare indicates certain victory, though the ruler does not want to do battle, the general may do battle. If the Way of warfare indicates defeat, though the ruler wants to do battle, the general may not do battle.

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Therefore, the general who does not advance to seek glory, or does not withdraw to avoid punishment, but cares for only the people's security and promotes the people's interests, is the nation's treasure.

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He looks upon his troops as children, and they will advance to the deepest valleys. He looks upon his troops as his own children, and they will die with him. If the general is kind to the troops, but cannot use them, or if the general loves the troops, but cannot command them, or if the general does not discipline the troops, but cannot establish order, the troops are like spoiled children and are useless.

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If I know the troops can attack, but do not know the enemy cannot attack, my victory is half. If I know the enemy can be attacked, but do not know the troops cannot attack, my victory is half. If I know the enemy can be attacked, and know the troops can attack, but do not know the ground in battle, my victory is half.

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Therefore, one who knows how to advance the army is limitless when taking action. Therefore I say, if you know the enemy and know yourself, the victory is not at risk. If you know the Heaven and you know the Ground, the victory is complete.

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### The Art of War: Chapter Eleven, Nine Grounds Written Examination Part One

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The principles of warfare are: There are dispersive ground, marginal ground, contentious ground, open ground, intersecting ground, critical ground, difficult ground, surrounded ground, and deadly ground.

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Where the rulers do battle in their own ground, this is called dispersive ground. Where one enters the other's ground but not deep, this is called marginal ground. Where it is advantageous if you occupy it and it is advantageous if the enemy occupies it, this is called contentious ground. Where one can come and go, this is called open ground. Where ground is surrounded by others, and the first one to reach it will gain the support of the masses, this is called intersecting ground.

Where one enters deep into enemy ground, with many walled cities and towns to his back, this is called critical ground. Where there are mountains and forests, defiles and ravines, swamps and wetlands, and places difficult to pass, this is called difficult ground. Where the entrance is narrow, the exit circuitous, allowing the enemy to attack his few to our many, this is called surrounded ground. Where if one who does battle with full force survives, and one who does not do battle with full force perishes, this is called deadly ground.

--

Therefore, on dispersive ground, do not do battle. On marginal ground, do not stop. On contentious ground, do not attack. On open ground, do not become separated. On intersecting ground, form alliances.

On critical ground, plunder. On difficult ground, press on. On surrounded ground, be prepared. On deadly ground, do battle.

--

In ancient times, those skilled in warfare were able to prevent the unity of the enemy's front and back, the many and the few, the noble and the peasants, and the superiors and the subordinates.

--

Have the enemy be separated and unable to assemble; if the enemy is assembled, it should not be organized. Move when advantageous, stop when not advantageous.

--

Ask: If the enemy is large in number and advances, what should be the response I say: Seize what he values, and he will do what you wish.

--

The essential factor in warfare is speed. To take advantage of the enemy's lack of preparation, take unexpected routes to attack where the enemy is not prepared.

---

--

Generally, the Way of invading is when one has penetrated deep into enemy ground, the troops are united; the defender will not be able to prevail. If you plunder the fertile fields, the army will have enough provisions. If you take care of your health, avoid fatigue, you will be united, and will build strength.

--

When moving troops and calculating plans, be formless. Throw your troops into situations where there is no escape, where they will die before escaping. When they are about to die, what can they not do? They will exert their full strength.

--

When the troops are in desperate situations, they fear nothing; having penetrated deep in enemy ground, they are united. When there are no other alternatives, they will fight.

--

Therefore, though not disciplined, they are alert; though not asked, they are devoted; though without promises, they are faithful; and though not commanded, they are trustworthy.

--

Prohibit omens, and get rid of doubts, and they will die without any other thoughts. The soldiers do not have wealth, but not because they dislike material goods; they do not live long, but not because they dislike longevity. On the day the men are issued orders to do battle, the sitting soldiers' tears will soak their sleeves, and the lying soldiers' tears will roll down their cheeks.

--

However, if you throw them into a desperate situation, they will have the courage of Chuan Chu or Ts'ao Kuei. Therefore, those skilled in warfare are like the shuaijan. The shuaijan is a serpent on Mount Chang. If you strike its head, its tail attacks; if you strike its tail, its head attacks; if you strike its middle, both the head and tail attack.

--

Ask: Can forces be made like the shuaijan?  
I say: They can.

---

The men of Wu and Yueh hated each other, however, encountering severe winds when crossing a river on the same boat, they assisted each other like left and right hands.

--

Therefore, hobbling horses and burying chariot wheels are not enough. The Way of organization is uniting their courage, making the best of the strong and the weak through the principles of Ground.

--

Therefore, one who is skilled in warfare leads them by the hand like they are one person; they cannot but follow.

--

There are five kinds of fire attacks: One, burning personnel; two, burning provisions; three, burning equipment; four, burning stores; five, burning weapons.

--

Using fire attacks depends on proper conditions. Equipment for fire attacks must be available beforehand. There are appropriate seasons for using fire attacks, and appropriate days for raising fires.

The appropriate season is when the weather is dry; the appropriate day is when the moon is at Chi, Pi, I, or Chen. These four days are when there are rising winds.

--

Generally, in fire attacks, you must respond according to the five changes of fire: If the fires are set inside enemy camp, you must respond quickly outside the enemy camp; if the fires are set but the enemy is calm, then wait, do not attack. Let the fire reach its height, and follow up if you can, stay if you cannot; If the fire attack can be set outside, without relying on the inside, set it when the time is right.

If the fire is set upwind, do not attack downwind. If it is windy all during the day, the wind will stop at night.

--

The army must know the five changes of fire, to be able to calculate the appropriate days. Those who use fire to assist in attacks are intelligent, those who use water to assist in attacks are powerful. Water can be used to cut off the enemy, but cannot be used to plunder.

--

---

If one gains victory in battle and is successful in attacks, but does not exploit those achievements, it is disastrous. This is called waste and delay.

--

Therefore, I say the wise general thinks about it, and the good general executes it. If it is not advantageous, do not move; if there is no gain, do not use troops; if there is no danger, do not do battle. The ruler may not move his army out of anger; the general may not do battle out of wrath. If it is advantageous, move; if it is not advantageous, stop.

--

Those angry will be happy again, and those wrathful will be cheerful again, but a destroyed nation cannot exist again, the dead cannot be brought back to life.

--

Therefore, the enlightened ruler is prudent, the good general is cautious. This is the Way of securing the nation, and preserving the army.

--

#### The Art of War: Chapter Thirteen, Using Spies Written Examination Part One

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Generally, raising an army of a hundred thousand and advancing it a thousand li, the expenses to the people and the nation's resources are one thousand gold pieces a day. Those in commotion internally and externally, those exhausted on the roads, and those unable to do their daily work are seven hundred thousand families.

--

Two sides remain in standoff for several years in order to do battle for a decisive victory on a single day. Yet one refusing to outlay a hundred pieces of gold and thereby does not know the enemy's situation is the height of inhumanity.

--

This one is not the general of the people, a help to the ruler, or the master of victory. What enables the enlightened rulers and good generals to conquer the enemy at every move and achieve extraordinary success is foreknowledge.

---

--

Foreknowledge cannot be elicited from ghosts and spirits; it cannot be inferred from comparison of previous events, or from the calculations of the heavens, but must be obtained from people who have knowledge of the enemy's situation.

--

Therefore there are five kinds of spies used: Local spies, internal spies, double spies, dead spies, and living spies. When all five are used, and no one knows their Way, it is called the divine organization, and is the ruler's treasure.

--

For local spies, we use the enemy's people. For internal spies we use the enemy's officials. For double spies we use the enemy's spies. For dead spies we use agents to spread misinformation to the enemy, For living spies, we use agents to return with reports.

--

Therefore, of those close to the army, none is closer than spies, no reward more generously given, and no matter in greater secrecy.

--

Only the wisest ruler can use spies; only the most benevolent and upright general can use spies, and only the most alert and observant person can get the truth using spies. There is nowhere that spies cannot be used.

--

If a spy's activities are leaked before they are to begin, the spy and those who know should be put to death.

--

Generally, if you want to attack an army, besiege a walled city, assassinate individuals, you must know the identities of the defending generals, assistants, associates, gate guards, and officers.

--

You must have spies seek and learn them. You must seek enemy spies. Bribe them, and instruct and retain them. Therefore, double spies can be obtained and used. From their knowledge, you can obtain local and internal spies. From their

knowledge, the dead spies can spread misinformation to the enemy. From their knowledge, our living spies can be used as planned. The ruler must know these five kinds of espionage.

--

This knowledge depends on the double spies. Therefore, you must treat them with the utmost generosity. In ancient times, the rise of the Yin dynasty was due to I Chih, who served the house of Hsia; the rise of the Chou dynasty was due to Lu Ya, who served the house of Yin. Therefore, enlightened rulers and good generals who are able to obtain intelligent agents as spies are certain for great achievements. This is essential for warfare, and what the army depends on to move.

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From: Devion  
Subject: grats

Grats on Sam.. Saw on top list.

Dev

---

From: Raquil  
Subject: This one?

Greetings adventurer,

I am Hoshi, a Historian. I have recently began documenting the life and times of a Chongun Warrior who is known by the name of DarkMaverick. Although he refused to help me in my biography, I feel his story must be told because it is such a grand one indeed. Although this man is but young still, I must insist he has led a marvelous life that must be documented. Therefore, I have taken it upon myself to track down his friends and allies to discover the true man behind the armour.

DarkMaverick is not his true name, but the name he goes by in our lands. His given name is Kasei. He was born in the Yuri 28 to the Kurai no Bushi clan of Japanese samurai. Details of his parents are etchy, but it is believed his father was a demon possessed man who wandered the lands at that time named "Naraku". This man held great supernatural powers and was very feared by all the people in that area. I travelled to Japan to the Kurai no bushi Clan's lands to gain further information on this lead. Speaking with villagers, there are two sides to the story.

One is that his mother, Kurai no Bushi Tsuki was raped by Naraku during a full moon and Kasei was born shortly afterwards. The other tale is that Tsuki was the lover of the demon Naraku and willingly allowed herself to be impregnated by Naraku. Regardless of the story, what is known for certain is that after Kasei was born, the clan banished both him and his mother from the clan's lands because they feared what the son of Naraku might grow up to become. Tsuki took her newborn son to a Buddhist monastery where they lived for many years in shelter. During this time, Kasei learned various arts including those of the martial way. Upon his mother's death at age 15, Kasei left the monastery in search of his father. Much hatred was in the heart of Kasei and he fought many people and monsters along the way to cultivate his strength. With the bloodline of great Samurai warriors in him, he became an excellent swordsman and fairly adept in hand to hand combat.

A few years later, Kasei joined up with a group of wandering mercenaries called the "Oyasumi", which is Japanese for "Good night. With these professionals, Kasei began to expand his knowledge to include various weaponry and tactics for military battle as he did monster exterminating jobs in the villages they travelled through. Eventually, The Oyasumi decided to journey to the mainland but were caught in a heavy storm. Kasei was thrown from the ship and awoke to find himself on the sandy beaches of Dae shore. He traveled from there to Buya and learned of various monsters that populated the area. He decided to stick around awhile in the hopes his friends would find him.....but they never did. So instead, he made his home in Buya and began training everyday in the monster caves that covered the land. He took the name of "DarkMaverick", to boost his career as a monster exterminator and hid his real name from the populace. (From now on, I shall refer to Kasei as "Mav", the name he has friends refer to him by.)

This is the beginning of the legend of Kasei, the DarkMaverick.....

~DarkMaverick's First Love~

When Maverick was new to the lands and had just arrived in Buya, he began battling monsters right away. However, he found that even simple creatures such as deer and wolves were far stronger in our world than the one he is use to. He almost lost his life in a battle against a dark wolf, but was saved by the healing magic of a young Rogue named Alexiz. Thanking Alexiz, Maverick suggested that they work together and both train hard. Alexiz agreed and this began a long friendship for about a Yuri. Then, Maverick proposed to the lovely Rogue and a few days later, she accepted. However, Maverick was a poor Warrior and unable to easily buy Alexiz the things he felt she deserved. Also, Maverick spent most of his time training and fighting instead of creating Alexiz a home and family. Shamed at this realization

---

From: Shajara  
Subject: reply

DarkMaverick,

I have spoken to the Gods about a curse marker and about combining spells to make hunting easier on players. They have not agreed to make either change. The curse marker would add too much overhead to each creature, and they feel that combining spells would not reduce the number of movements a player would do, as they would simply use the mass spells as frequently as they currently use the single spells. This would multiply their exp but not reduce movement.

Contrary to what you might think, I was not pushing AGAINST this idea, I was simply not willing to pass it on as I felt the Gods have made their thoughts on this quite clear from the start. Instead I encouraged people to write directly to Nexon, that way they can see the support behind such an idea and may have agreed to it based purely on the amount of people who were asking. When it comes from me the Gods have no idea if one person suggested it, or 500.

I am truly sorry that at this point you feel I have some bias against players. That somehow I wish to see them miss out on things they want. This simply is not true. I recommend things that I think will get an idea accepted, but in this case I think the Gods position is clear.

Please contact [Daedalus@Nexustk.com](mailto:Daedalus@Nexustk.com) with any further arguments on this point. I am sorry I cannot help you.

Thank you,

~Shajara~

---

From: Skandrannon  
Subject: good news!

((  
Your dream has come true.

Ming-Ken rez no longer works in PK areas.

Yay!

-Skand  
))

---

From: Taijin



simply with one push of a key. All challenge will be removed from the game and players will quickly get bored.

Your argument is a sound one. Multiple hours of repetitive movement could have serious consequences on your hands and wrists. However as I said this can be caused from many things, not just hunting. And seeing as no player has ever been forced to hunt I do not see a need to make any requests to Nexon. Players should take their own wellbeing into consideration and should stop hunting if/when their hands and wrists become sore.

If you wish to bring your argument to Nexon directly you are free to do so. Perhaps Daedalus will implement some of your ideas if he feels they are warranted.

Thank you, and goodluck.

~Shajara~

---

From: Lokira  
Subject: re: Dyes

I wish...

Last I heard, when Kiyone requested that Earth dye be added to our palette, the answer was "no". While we'd love the new dyes, I doubt we'll get them. For whatever reason, the Muses seem to be at the bottom of Nexon's list.

-Lok

>

> Alton is an idiot. He asked for these new four dyes so they could be > used for wind armor in carnies but he didnt think about people who will > enter all their characters into carnies just to get dyes then leave, or will > double-enter. He didnt even consult hosts about it. He wont listen to > anyone about making the dyes available from arena npcs so people > have more than 1 way to get the dye...sooo

>

> I think you Muses should ask Nexon to let the new carny dyes be > added to your dye spell ;p That will help solve some of the problem.

>

---

From: Taijin  
Subject: Tactical Examination

The Chongun are known to be extremely active within the governments of the Kingdoms. In this examination, you must demonstrate your knowledge of the political aspects of the Nexus, and prove that you are comfortable with a political atmosphere. You will be given a series of situational question in which you must respond correctly.

- The Kingdoms of Buya and Koguryo are at a disagreement of border policies. The exact border line is being disputed heavily. Troops from both sides have been dispatched onto the claimed borders, with orders to drive the other forces away should they attempt to cross. Carnage is imminent should no proposition be made to end the conflict. What do you suggest?

- The people of the Kingdom in which you serve on the council of are rioting. They have been denied any rights as individuals, and live under a tyrannical system of government lead by a cruel, and bloodthirsty warlord who has recently ascended to the throne. What do you do to end this conflict?

- The Barbarian tribes have been raiding the borders of Nagnang for no apparent reason, and have killed a number of innocent Nagnang citizens in the process. The Chongun have allied themselves with the Kingdom of Nagnang, and have taken up arms in order to dissolve the ranks of the Barbarian tribes. You are called to a diplomatic meeting with the tribe leaders of five Barbarian tribes in hopes of obtaining some sort of solution to end the events at hand. The Barbarian tribe leaders make unrealistic demands, in which you cannot comply with. What do you do?

---

From: Alton  
Subject: reply

As I stated before, the proper way to address people who abuse carnages is to report them to the head hosts of that league, or Aenea.

However with that said, I will see what can be done to offer these colors from the NPC outside the carnage arenas.

Alton

>

> Yes I can tell people were double entering. When a bunch of people > d/c in the pens immediantly after the autodye was hit and then more > new people (not dyed) log on top of other people standing in the pens, > thats when I -know- people are double-entering Alton.

>

> This was poorly planned.

>

---

From: Winder  
Subject: Test

1. Give three ways to use the Hunangs Axe in the wild:
2. What two materials are needed to build a lean-to?
3. Explain three benefits of a lean-to:
4. Explain how to create a fire by using the Hunangs Axe: (Technique/Degrees)
5. How can making fire benefit you in the wild? (List 3 answers)
6. Why is Tiger meat desired by wilderness folk? (List 2 answers)
7. From which direction do you want to strike your prey and why?
8. Why is it important to eat-on-the-run? (At least 2 reasons)
9. What were the topics of the four lessons?
10. In a paragraph or less explain what you learned about nature and yourself in your week stay in the wilderness.

---

From: Shajara  
Subject: reply

DarkMaverick,

My point was simply that any changes that are made will have to be made by head fox hunt host dibzz herself or ordered by Nexon.

I cannot and will not recommend any changes to the current fox hunt. If you wish to have it changed you will need to convince either dibzz or Nexon that this is necessary.

I see no need for a change myself, and therefore will not request one.

Thank you,

~Shajara~

---

From: Shajara

Subject: reply

DarkMaverick,

I know how strongly you feel about this, and I doubt there is anything I can do to change your mind, but I would like to try once again to assure you that computer and connection speed do NOT affect the outcome of a fox hunt.

I have spoken to MORE people with dial up who win regularly, than people who complain and say their connection is why they loose. I have spoken to people who live in Europe and play on dial up connections that have won fox hunts. How would that be possible if the game is all about connection speed?

I simply do not know what to tell you DakMaverick. The way the fox hunts are set up now means that MANY more people are winning each week. This defeats the purpose of having Sam San be an achievement if we continue to lower the requirements to get it. The Gods could easily make it that you simply visit an NPC and click on him to get Sam San, but they intentionally made the requirements they did in order to make it hard to get, and a real accomplishment once you do get it.

If you have any further complaints about the fox hunts and the way they are set up, please contact [Daedalus@Nexustk.com](mailto:Daedalus@Nexustk.com). There is nothing I will do to change the set up of them, and even if I wanted to, I cannot change the requirements for Sam San.

Thank you,

~Shajara~

---

From: Taijin

Subject: Examination

### Lessons of the Kwanhonsagje

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The Kwanhonsagje, or "right of passage," contains a myriad of documents which pertain to the ideals, history, and role-playing style of the Chongun path. You have been asked to memorize the entire scroll, and all the knowledge which it holds. If you have

been studious, you will surely succeed -- if you have failed to do as you've been asked, you will not be successful in this examination. Please do not use the Kwanhonsagje while taking this examination. Despite this warning, there are still those whom copy answers verbatim; thus ending their training immediately. Do not let this happen to you. You're considered to be on the honor system, do not abuse this privilege.

Provide verbose answer to the following questions. Be as descriptive as possible; try to refrain from being vague, as it will be counted against you.

#### Part One: Legends

-----

In your own words, retell the legends of the "Old Chongun Creed," the Origins of our Honor Shield, the Quest of Fudo-Myoo, Orb's Death, and the Legend of Tangun.

#### Part Two: Previous Elders

-----

Compose an analysis of each Elder who has descended. Begin by summarizing their rise to power, and eventually their reason for descending. Analyze their accomplishments, mistakes, and the implications they had on the Chongun path. Elder CinderZ and Elder Audi, and Elder KoyaSoto will be considered extra credit until their memoirs have been written.

#### Part Three: Hierarchy

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Analyze each "rank" of the Chongun Hierarchy in ascending order. Be sure to include the idiosyncracies of those whom possess the rank, and their duties within the path.

---

From: Shajara  
Subject: reply

DarkMaverick,

A number of new hosts have been selected. This takes a great deal of time as the old hosts have to sort through 100's of applications and narrow it down to 10 or so people.

Once those 10 are selected to start training it does not mean a new hunt can be added. Training is a trial period when dibzz can ensure none of them will have problems later down the line. It is also necessary to have these hosts trained well before the 3rd weekly hunt is added.

It would do no good adding a 3rd hunt if the hosts taking care of it do not know what they are doing.

I assure you dibzz is working as hard as possible to get the 3rd weekly hunt added, and hopefully soon it will be open for all to enjoy.

Thank you,

~Shajara~

---

From: Teragg

Subject: keyboard post

Just a thanks, saw your comm post re: keyboard rate, etc. Since the patch, was so perturbed that when walking with arrows, as I always have,, I always had a delay in any change of direction. Made positioning myself during hunts exasperating. Took your advice, changed delay to minimal, and repeat rate to fastest, and poof, I turn on a dime now. Simple enuff, but a great help. Btw, should you be interested in helping any others, im running Win 2000, and was just as you said. Thanks again

---

From: Taijin

Subject: The Chongun Creed

#### Chongun Creed Examination

---

The Chongun Warrior's demeanor is bound by the Chongun Creed. We cannot act without first consulting it's principals. The Creed must be examined on a daily basis to ensure that it's code of ethics are not compromised. The Chongun Creed below you has been divided up into sections, with the marking "--" below each. The marking "--" denotes a commentary break; in which you must provide commentary on the meaning of the sections content, and how you will implement its principals in your demeanor, and if applicable, in strategy.

~The Chongun Creed~

Honor your given word.

--

Be courteous to all you meet, treat others as you would wish to be treated.

--

Neither speak nor contemplate licentiousness, lies nor evil words.

--

Be respectful of those less fortunate than yourself, defending the weaknesses of others, upraise the low in spirit, support the faltering.

--

Neither say nor do that which would bring you or those with whom you associate into disrespect.

--

Be charitable with whatsoever you have, including your aid to those who need it.

--

Be not gluttonous, greedy, miserly, resentful, slothful envious or sulky.

--

Stand ever for right and good against injustice and evil, even if you cannot see the case clearly. Respect all weaknesses and constitute yourself a defender of them.

--

Do not back down in the face of adversity, strive with all your heart to do the best possible.

--

Perform scrupulously your duties to those you have pledged loyalty unless they be contrary to the laws of the gods or are designed to unlawfully injure another.

--

Love the land of your birth and honor all lands through which you pass.

--

Seek always knowledge in all things and places that you may not overbear in your judgement.

--

These are the words of the Chongun creed...bear them well and forever.

~Author Gildenstar

---

From: Melalye

Subject: ..

> Because you'll be way stronger than PC warriors. And you should not > be stronger than they are.

Next time you complain about someone's post, make sure you read it all. I said that PC paths (Rogue and Warrior) need better furys, I did not go into much detail on this because each one of these paths is very different in the spells, weapons, and armor that they are given.

For example, like rogues.. they should not be as strong as C.Ryongs because of things like invis, dash, townie, 5k heal, hand items that have better hit/dam than ambrosia, weapons that are stronger than spike, vex, scourge, guide spells.. etc.

Plus they all have different ones so there is not one solution. For example Chonguns probably need a bit more than barbs and Do.

> Also, your "rock on spacebar" comment only demonstrates how little > you know about warriors.

My comment is about how on about 1 out of 5 hunts a warrior says those exact words. "Going afk, rock/book/phone/whatever is on spacebar"

> Excuse me, Rogues have invisible. And an ingress at ee/sam.

> Barbs have rend now....their hunting problem is solved for the most > part, though I wish their walkers the best of luck using it...Do are > perfectly fine as they are. Chonguns need major improvements.

>

Invisible is 4x damage. 8 times but reduces hits per second to 1.5. Ingresses are 1.5 and 2. That equals 4x before ee, 6x at ee and 8x at sam san.

Warriors have 3x ingress and they can hit up to 4 things at once. That's 3x1 to 3x4. 3-12x And I usually don't see warriors hitting 1 thing at a time.

Then add in the fact that r6 is SO much stronger than cunning and all PC furys.

And rend is guide only, it just doesn't seem it since they have like 20 guides.

>>> Also, your "rock on spacebar" comment only demonstrates how >> little > you know about warriors.

>>

>> My comment is about how on about 1 out of 5 hunts a warrior > says > those exact words. "Going afk, rock/book/phone/whatever is on >> spacebar"

>

> Your exaggerating.

No, I'm not. Just three days ago someone did this for so long that the hunt ended before he came back. The poet felt bad for him and stayed for longer than 10 mins, but I don't know what happened after that. It's usually not that long, but it happens all the time.

---