

Alignment

"Hasten, hasten, best of horses! Oh, run, my comrade, run as no horses ever did erenow, for surely all men are pursued with us. Haste thee, my darling, for we ride against striding Time, we ride against marching Chaos."

Alignment is a connection to a force. An energy that transcends planes. It is not about morality, but rather cosmic allegiance. There are not "good" and "bad" alignments any more than there are good and bad deities.

DM's Note: Sportsmanship

While no alignments are banned, sportsmanship is more important. We don't want to deal with power fantasy, edge lord fantasy, or unsportsmanly refusal to let other players enjoy their characters. Your characters need to be a team or you will have a rough go of it. Your characters cannot afford to combat one another – the game you're up against is a huge challenge. If your characters are constantly in-fighting, AD&D is going to chew them up and spit them out. It would be intense if there was a domain-level character acting for one alignment and another character fighting for another alignment – even (especially?) if they were both run by the same player. That's a frontier I'm interested in exploring. But whether it's about alignment or otherwise, we're not gonna have any hampering of other players going on for any reason. In the end, I am about sportsmanship, and that is going to be the north star on which I base decisions related to character alignments.

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