

THE GUARDIANS OF DRINAL



HANDBOOK

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I

About the Guild

Formed on 11/12/04, Guardians of Drinal is one of the oldest guilds on Antonia Bayle. We started out as a small family guild and have had lots of fun ever since. After reaching end-game content, we began to raid and it has become another one of our goals. We are a group of friends that like to help each other out with quests, do high-end instances, chat, hang out, have fun and... raid successfully. We place an emphasis on family values and the friendship bonds that they develop between members.

What Defines a Guardian?

All Guardians are more than willing to help each other out. Guardians take joy in seeing each other succeed. We are guardians to each other and guardians of the guild.

We are guardians to each other because we treat other guardians with respect and view each other as family members. It is not uncommon to see a Guardian handing out rare harvests, fabled armor, or master spells without asking for money. This is because guardians care and look out for one another.

We are guardians of the guild because we protect our guild name. Remember everything a guardian does is representative of Guardians of Drinal. It is not in a Guardian's nature to steal mobs, train mobs, or do anything that would hurt our guild image. Guardians always go by NBG when grouping & raiding.

II

Recruitment

ii.a. Application Process

1. Read and understand our recruitment policy and review our list of open/closed classes located at: <http://www.godrinal.com/recruit.html>
2. Register with godrinal.com, using your character's name (or as close as possible) as your user name.
3. Post a message in the "Public Post" forum, and include the following:
 - o Primary Character - Name, Class, Level, AA
 - o Alts - Name, Class, Level, AA
 - o Trade skills
 - o Status of Mythical(s)
 - o Who do you know in GoD (if anyone) that can be a reference/sponsor for you (ideally you should contact this person prior to applying).
 - o How did you find GoD?
 - o Guild history in EQ2?
 - o How long have you been playing EQ2?
 - o What are you seeking from a guild?
 - o What do you think you can contribute?
 - o Typical game play times & time zone
 - o What other current/previous MMO worlds do you venture in?
4. Be patient, feel free to contact a guild officer if you don't hear from one in 48 hours.

Current Officers

- Merovech, Zeezee, Willow, and Koram. Feel free to contact alts of these characters also.

ii.b. Recruit Phase

The recruit phase is 1 month, although it can be longer if special circumstances arise. During this recruitment phase, you are encouraged to get to know the members as we will also get to know you (via guild chat, grouping, events, etc.). It is expected that your activity level is such that a good number of guild members will know who you are. After 1 month, you will either be promoted or will be notified that full membership will not be granted. In some cases we may request that your recruitment phase is extended.

Any applicant who is inactive during their recruitment phase will be subject to removal from the guild. An applicant may be granted a stay of removal if they let an officer know a valid reason for the inactivity.

Recruit Restrictions

- Guild tag will be displayed
- No access to the Guild bank

Note that unlike some guilds, GoD **does** allow recruits to guild their alts during their recruitment phase.

III

Guild Member

All members of the guild will be assigned a rank upon completing their recruitment phase.

- Guardian
- Knight

Both ranks are full members of the guild, the Knight rank is a designation that the member is a key part of the raid force for the guild. Beyond the rules regarding raids and raid loot, the two ranks are essentially identical.

Signing Up for Guild Events

You need to first "claim" your characters before the site will let you sign up for an event with them. Once you do, you can then select from the characters that you have claimed.

Claiming is a pretty simple process:

1. Select "Roster" from the menu on the left of the guild home-page
2. Select "Manage Characters" in the roster window (just below and to the right of where it says "Guardians of Drinal Roster" in big letters)
3. Select the name of your character and then select if they are a primary, secondary, or utility. (Primary is your main, secondary are alts, Utility is tradeskill only classes) Note: This is mostly inconsequential in the grand scheme of things.
4. Click on the "Save Claim" button.

You can claim more than one character so it is suggested that you claim all of your characters so that when you sign up for events you can select the toon that you want to sign up with.

Once you have done this you should now be able to sign up to events with any character that you have claimed using the event's drop down menu. To sign up, select a character and click on "Sign Me Up". If you need to cancel go to the event, select your character that is signed up using the drop down menu and click on "Remove Me".

Character not listed? If your character is not listed it is most likely due to EQ2 players not having you listed as a member of GoD yet. To check this simply go to EQ2 players and see if you are listed as a member of the guild. If not you will need to wait for them to update their data before you can claim your character(s). If you are listed as a member but still don't see your characters when you try to claim them, feel free to contact an officer.

Mains and Alts

Every member of the guild must designate 1 of their characters as their "main". This character has better loot rights and should be the character that the person concentrates most of their time advancing in general. A main is assigned the Knight rank or the Guardian rank.

All other characters of the player are considered alts. These character will have the alt rank of either "Primary Alt" or "Alt". See loot rules for the differences.

A player may change their main/primary alt/alt at any time, though abuse of the system may lead to removal of the privileges. Do note that a knight changing their main does not automatically grant the new main the knight rank. If the new main does not meet the requirements to be a knight, they will instead be

given the guardian rank.

Becoming a Knight

The knight rank can be earned at anytime by a member of GoD. It is assigned by the officers and based on the following factors:

1. Must be able to attend at least 75% of all scheduled guild raids.
2. Must play a class that is needed by the raid force.
3. Must demonstrate a minimum level of competence to play the given class.
4. Must display a level of competence as a player of the game.

Detailed

75% attendance A knight must maintain a 75% raid attendance. This percentage is evaluated once per month, typically at the beginning. A knight may be given a stay of demotion if they give a valid reason for missing this percentage; vacation, illness, technical problems etc. However this consideration is limited and extended issues with attendance will likely lead to removal of the knight rank.

Attendance is granted to all members who sign up and are logged in for the forming of the raid. Members will still get credit for the event if they do both of these things even if they do not make the raid cut.

Needed Class The character must be a needed class for raid purposes. If the raid force does not need another <class name> then their will be no "need" for that class and in turn no open knight position.

Class Competence A knight must demonstrate a level of skill at their class that is deemed acceptable and of a standard which is beneficial to the raid force. The officers will use a variety of means to measure this and will do our best to convey to existing knights any issues which are problems.

Player Competence A knight must demonstrate a level of general skill and behavior deemed acceptable. Simply quantified this means; being prepared for raids, exhibiting appropriate behavior on raids, and following strategies as laid out.

Please keep in mind that changing your main character puts you back at a guardian rank unless you were asked to change your main by an officer. 30 days after you have changed your main character you will be able to go back up for review as a Knight.

Guild Exclusivity

In general we want all members of the guild to have their entire roster of characters in GoD. There is no rule that says you must be exclusive to GoD, but for a variety of reasons it is preferred. You may not be a Knight and raid with another raid guild.

GoD is not a place to park a character or two to take advantage of guild resources. If we find a person playing the majority of their time in another guild while still keeping characters in GoD, we may ask you to leave the guild. Members of the guild utilize each other for grouping, socializing etc. If you don't wish to participate in the guild as a whole it just might be time to move on.

GoD is not the place to "also" raid. If a member joins another raid guild with 1 or more toons they may be asked to leave the guild. This is especially true of knights and of anyone that is failing to make guild raids to do raids with the other guild or becoming locked out due to those raids. As we all know it takes time and effort to learn encounters and we also don't want to be utilized for raid intelligence for other guilds.

Pick up raids and casual raiding with other guilds is not generally frowned upon and in some cases we encourage it. Be cognizant of lock outs and the fact you are representing the guild in your conduct.

Removal of the inactive from guild

- Any character that has not logged in for 120 days in a row will be subject to removal from the guild at the officer's discretion.
- Any recruit that has not logged in for 30 days will also be removed.

Anyone removed in this way will also forfeit their existing DKP.

- Most members in good standing should be able to get re invited if they do return.

IV

Raiding

iv1. General

- Raids are Sunday(8pm-11pm), Monday and Wednesday 9pm-11pm and Friday 9pm-12am (EST.). Friday is the only optional raid night.
- Attendees are expected to log in 30 minutes before any given raid.
- All raiders should be prepared with necessary equipment such as potions and to be fully repaired.
- If you will be late you need to note it in the given event and give an expected arrival time. This does not guarantee a spot for you, you may still be replaced by another present member. in addition you may not receive full DKP for the event nor possibly credit for attendance for minimum percentage purposes.

iv2. DKP

Official Guild raids are worth up to 6 DKP. 2 DKP is earned by signing up for the event in advance and being logged in for the form up time of said raid. Reminder form up is 30 minutes before raid start time.

DKP Loss due to reliability

- Officers reserve the right to issue negative DKP for no-show & no-post / no-cancellation infractions.
- Emergency situations will be accepted so long as they are not "habit forming".
- First infractions will result in a warning from an officer.
- Second and subsequent infractions will result in -3 points for each occurrence from the second occurrence onward.

DKP Loss due to absence

- If a person fails to log in for 30 days their DKP pool will take a loss of 30 points.
- This loss will occur every 30 days until the time in which that person is removed from the guild as per standard removal policy.

iv3. Loot

Raid loot is given out via a silent bidding system. When an item drops that a player wants, that player shall send a tell to the loot officer with their bid. Players may bid as many points as they currently have listed in the "Raid Points" section on the guild web site. Points earned for the current raid are not useable for bidding on that raid. ****Under normal circumstances no one is permitted to bid for a character that is not a member of GoD.

Need Before Greed

You hear it all the time, but how do we envision it?

- Loot must be needed as an upgrade to your current gear or spell.
- Must be usable in at least 2 levels for Fabled and 3 levels for Legendary.
- Please consider whom you are raiding with and whether it might be a greater upgrade for someone else instead of maybe a minor upgrade for you.

Should be suited for your class.

Everyone has different views on this. It is a case by case basis. One example is even though Priests can use a 2 Handed weapon that has no wisdom, it would most likely be better utilized by a Fighter, especially if it has high STR, STA and Damage Rating. It's common sense. Keep the raid in mind and what can improve raiding as a whole.

- Officers may intervene in the case where a person may be not following these guidelines.

Regular Members

- If more than one player wants the item the highest bidder wins the item at a cost of the second highest bid points plus 1. For example: Leo, Lea and Roryn all want the same item. Leo bids 72 points, Lea bids 30 and Roryn bids 26. Leo wins the item for 31 points.
- If two people tie for the highest bid then they will /random 100 and the winner loses the amount of points bid. For example: Leo and Lea both bid 32 points. Leo wins the random and loses 32 points.
- If only one person bids on the item that person wins the item for 1 point.
- A master that drops is available to any attending raider that needs the spell upgrade. If there is more than 1 person who needs it, they /ran 100 and highest role wins it. Masters won on raids cost 0 points.
- Guardians are limited to 20DKP when bidding against knights. (Effective 9/1/2011)

Recruits

- Recruits gain points as per normal starting with their first event. They may spend the points as per the normal rules.
- In regards to masters, recruits are permitted to win a master only if a regular guildier does not need it.

Guests

- Non-guildies will be given 6 points with which to bid on items.

In General

- No one shall be allowed to bid more points than they currently have accrued from prior raids. You cannot use the current raid's points.
- Points will be deducted immediately and the player will have the remaining points to bid with the rest of the raid.
- Players will accrue points at the same rate as usual: 2 point for signing up and 4 points for completing the raid.
- Players are responsible for knowing the amount of points they have before each raid. The loot officer will verify winning bids, but it is the player's responsibility to be aware of how many points they have to spend.
- Though the officers do not review every bid made, we do reserve the right to intervene in cases where we feel a person is bidding when they should not or outbidding someone with a far greater need.

Alts and Non Raid Gear

All loot is to be distributed based on raid need above all other factors. However there is also a means to bid for non raid need and for alts.

When an item goes up for bid a person can also bid for their declared primary alt or even an undeclared alt.

- To bid as your primary alt you simply include a comment with your bid indicating you are bidding for

your alt. Bidding for any other alt you have works the same way, just make sure to state it is not for your primary alt.

- In addition a person can bid on an item for non standard raid need, again they must indicate that when placing the bid.
- There is a 2DKP minimum for any bids being made for alts. Even if only 1 person bids and wins in this way, that person still will have to spend 2DKP.

Example of the system in action

An item drops and 4 people want it:

Bob wants it for his main character; he sends a bid of "15"

Sam wants it for his Primary alt; he sends a bid of "45 main alt"

Max wants it for another alt he has that is not his primary alt; he sends a bid of "20 other alt"

Tom thinks he is a DPS class and not just a healer; he bids "39 non standard raid"

In the example above Bob would win the item for 1 DKP. He is the only main bidding on standard raid gear so he is uncontested and gets it for the minimum of 1/

If Bob did not bid the winner would be Sam for 40DKP. As non standard raid need and primary alts bid as equals he is bidding against Tom and wins it for 1 more than Tom's bid.

If Bob and Sam did not bid then Tom would win it for 1DKP; non standard raid gear trumps non main alt bids and there is a 1DKP minimum on such bids.

If only Max bid he'd win it for 2DKP as he is the only bidder and undeclared alts/secondary alts have a 2DKP minimum.

The above example is not the only acceptable terminology for placing such bids, but it is beholden to each player to be clear their intent in their bids.

The easy way to remember it is:

Main need > Main non standard need/Primary alts > Other alt need.

Loot rules in a nutshell:

Raid DKP = 6

Alt bids = minimum 2

max Guardian/Recruit bid = 20

If a knight ties bid with a lower rank, they will by default win at the tie price

Primary Alts

To designate which of your alts is your "primary alt", if you have one, you need to make a post in the stickied "Primary Alts" thread found in the raid forums.

Once you declare an alt your primary you can bid for him/her as such. If you do not declare one you cannot bid for any alt as your primary.

A person may change their primary raid alt no more than 1 time per month. Abuse of this system may result in officer fist to face.

iv4. Performance and Preparation

Why are some successful and others not?

Those successful have the following attributes

- Being attentive and focused
- Being informed and having as much knowledge of the zone/mob as you can
- Being on Time
- Listening to the Raid Leader
- Knowing how to play your class and utilize your strengths.

- Understanding the strengths and weaknesses of your teammates and adjusting accordingly.
- Thinking about the problem at hand and not being afraid to offer your suggestions when appropriate.

Listening

These days we rarely come across a "crash and burn" encounter where we can just stand there and DPS the mob down without any thought of what else is going on in the battle. Every encounter requires it's own strategy and each raid member is key to strategy execution. Consequently, it is essential that everyone listens to the entire strategy to be utilized and understands it thoroughly before the battle begins. Pay attention to the raid leader and if you don't understand what you are supposed to do -- ask!

Assisting

Always assist damage through the MA unless otherwise directed. The MA will target when it is safe to do so. The MA will remove target when aggro control is lost by the MT. By not targeting through the MA you can potentially wipe the raid.

Resists

Resists are very important. Make sure you have different pieces of armor with different resists. With the macro system you can switch entire armor sets instantly with just one click.

Bufs / Debufs

Each class has a different set of bufs that can substantially benefit others in the raid. Know what yours are and who is the ideal person to apply these to. Most classes in the EQ2 have a debuff. Ensure that you are utilizing these to their maximum potential.

Potions

Potions can make or break some raid battles. Ensure that you have a full stack of each of the tier-relative cure potions (arcane, trauma, noxious, elemental) / a full stack of reprieve (warding) potions for arcane, trauma, noxious, elemental / HP and PWR enhancing potions, and any other potions that may be helpful to your class (I.E +INT potions for casters, etc).

Power Management

It is always wise to keep a close eye on your power relative to the progression of the battle. Know when to conserve and when to burn power. Make as much use of power tricks as possible to keep your pool of power plentiful.

Tricks Include:

- Power Roots (Made Using Carnivorous Plant) City
- Status Items (Sold By City Merchant)
- Hearts/Shards (Cast by your local Necro & Conjy)
- Overflowing Vessel / Manastone
- Clarity Potions
- Special Abilities (Spells you or your teammates may have)
- +Power Tick Gear

Healers

Being proactive and informed is key. Some fights call for spam healing, slow steady healing or healing through the mob. Each healing class is blessed with specific group cures and all single-target cures; make sure you know what you have and when to use these.

DPS

Manage your DPS and HATE according to your class. If you spike in the beginning but end up dead then you will typically end-up as very little use to the raid the rest of that battle. Understand what classes buff

you and when to cast according to the buffs that are placed on you – I.E. Casters should understand Troubadour abilities inside and out and should be in constant communication with them. Understand the nature of your own abilities to maximize DPS potential. There could easily be a 1k difference in DPS between two characters of the same class simply because one person understands casting order, DPS augmentation abilities, and refresh rates for their own class better than the other. **KNOW YOUR CLASS!**

Adept III & Master I Spells/Abilities

Every essential raiding ability for your class should be to the very least Adept III. You should also strive to get raid-essential master abilities where possible. Rares and funds in the game are relatively easy to come by (selling trash loot, crafting, etc) and raids now drop a decent amount of coin. For this reason there is no excuse to not have purchased the necessary rares and visited a crafter (in or out of guild) to have your A3s made. Having properly upgraded abilities is another factor that can easily make or break a raid force.

iv5. Commitments & Expectations for Raiding with GoD

While Guardians of Drinal is a Family oriented guild, we do represent a very capable and successful Raiding function within our family. A key differentiation between ourselves and a Hardcore Raiding guild is that we like to look at Raiding as Sport rather than Work. We lay no commitments for folks to participate in Raids to maintain status within the guild. We do, however, ask that those participating in Raids conduct themselves as they would in any real-life Team Oriented Sport.

Within any Raid we maintain 24 individuals as a team, each Raid zone is tuned to require the full participation and commitment of those 24 individuals working together as a single Team, all putting forth their full effort and attention throughout the event. If a single Teammate leaves the game without an adequate replacement, holds up the Raid start-time, or simply cannot meet the focus commitments requested, it impacts the other 23 Guild-mates who have set aside their time and committed fully to the event.

The following are commitments & expectations we ask of anyone participating in GoD Raids. These are outlined to provide greater success for all attending Raids to ensure that all 24 guild mates have the best chance of success throughout the event.

Raid Leader Nagging

A raid leader has a lot to do during a raid; as such it is important that members of the raid force do not use that time to send tells to the raid leader about non essential topics.

Examples

- Complaining about the group you are in
- Complaining about group make ups in general

We fully understand that sometimes people have legitimate issues with things in a raid, but we ask that people refrain from distracting the raid leader with them. If the issue is urgent enough that it simply can not wait, please send a tell to a present officer besides the raid leader. Again the word is urgent, know what that means and respect the limits on such tells.

After the raid is over is the appropriate time for constructive feedback on a given raid. Do understand however that your feedback, though appreciated, does not guarantee change. Continued harping on the same topics is abusive and will not be tolerated. Voice your feedback and move on.

Commitments & Expectations

Raiding takes a commitment of time, focus, effort & cooperation in order to be successful. We ask that any Raider participating ensure that they can make the following commitments to provide the entire Raid of 24

people the opportunity for success.

- Time – Each Raid posted has a specified "Time Commitment" within the description of the Event, this is a minimum time commitment for the Event.
- If you know you will not be able to make that commitment due to fatigue or real life issues we ask that you notify the raid leader as soon as possible and be prepared for possibly not being selected for said event based on that.
- As Real-life emergencies do pop up occasionally, we do understand and ask that you notify a Raiding Officer immediately and work to aide in finding a suitable replacement before leaving. We do ask that these emergencies be real emergencies, non-repeating, and not foreseen conflicts prior to the Event.
- Any person who leaves the raid before the scheduled ending time risks losing all or some of the DKP award for said event.
- Punctuality – Raid Time is set on the calendar as event start time, not formation time. Formation begins approximately 30 minutes prior to beginning the event.
- Please be on-time to the Raid event, logging on 30 minutes prior to the events commencement and well within range to be at the Raid entrance by commencement time.
- The raid leader may replace a person who is late even if they state before hand that they will be late. Replacements can be made as early as 15 minutes before raid start time.
- Once you make your group assignment it is ok to go afk up until event start provided you are at Raid zone-in at Raid commencement time and let an officer know.
- If you know you will not make the raid we ask that you cancel your sign up. Group formation is created with the expectation that all registered Raiders show up and it is disrespectful to the other 23 people within the Raid.
- If you are unsure of whether you will make the Raid, please make a forum post under the relevant event with the circumstances. If you make such a post, the Raid Leader will begin seeking a replacement for your spot 15minutes prior to event start time.

Voice Chat

Voice communications throughout a Raid Event is crucial and it is requested that all members attending a Raid have the appropriate Voice Chat application open and can, at a minimum, listen throughout the event. Currently GoD utilizes Ventrillo.

Effort & Focus

Individual performance during a Raid is a MUST! Raiders are expected to give a minimum 100% effort & focus throughout the Event. If Effort or Focus is seen to be lacking by an individual, a Raiding Officer will speak to that individual in /tell; if the problem persists the individual could be asked to leave the Raid and not participate in Raids until they can commit fully to the Events.

Effort: Every Raider during an event needs to be providing the characteristics of their class at full capacity (Tanking, DPS, Healing, Debuffing, etc.) on every encounter as Raids are designed for 24 individuals optimally working together

1. Not putting forth full effort during major encounters results in unnecessary wipes
2. Not putting forth full effort during trash encounters results in time delays throughout the Event

Focus: Every Raider should be participating in each encounter at full capacity. Raiding is not the time to be watching TV, surfing the Internet or drinking to excess as it is disrespectful to the rest of the Raid.

AFK's: As Raids tend to last 2 – 3 hrs. it is absolutely necessary for individuals to take breaks periodically during the Event.

Raid-wide AFK breaks (approx. 2-5 minutes) are provided one or two times throughout an Event

1. Non-Raid-wide AFK breaks should be kept to a minimum both in duration and frequency. These

should be VERY infrequent if ever.

2. If an AFK is necessary, please try to keep these out of encounter and notify your Raid Leader.
3. AFK is not to be abused, and Ninja-AFK's (no notification) are unacceptable and can lead to disciplinary action.

Mortality

One can expect to fail far more than succeed on an equally leveled Raid. In newer zones & encounters it can be expected that death comes readily until an encounter strategy is achieved.

1. Strategy: True Raiding requires strategy, coordination and commitment to advance and if a Raid is not heavily challenged by content, then the Raid is not difficult enough
2. Death: In a harder zone it can be expected that Armor will need to be mended fully many times.
3. Morale: Do not let deaths affect your game play, it is part of Raiding. Refrain from making negative statements regarding wipes, cost of repairs, performance or difficulty during harder encounters, it's part of the experience and GoD Raids wipe significantly less than Hardcore Raiding events.

** Finally and most importantly – NO QUESTION IS A STUPID QUESTION. If you are not sure of something, ASK! **

a.

Guild Bank 4

Guild members can earn extra DKP and help their fellow guild mates by donating current Tier masters into guild bank 4.

A 1 DKP bonus will be granted to the player who deposits the master. Only masters that are currently unable to be upgraded are eligible for this reward. Generally this is the current highest tier, though some mid 50ish spells are not upgraded and also are eligible.

When an item is deposited then the depositor should create a thread for that item in the guild bank forum on the website. Include the master name, level, and class as the thread title and the date it was deposited in the details and if you have been awarded the DKP reward for it.

- The item needs to vest in the bank for a minimum of 5 days before it is distributed.
- If someone wants to request the item then they have those 5 days to request it as a "reply" in the forum thread for the item.
- If the first person to request an item is the only person to request the item then that person gets it upon expiration of the 5 day vesting period.
- If more than one person requests the same item within the 5 day vesting period then it will be /ran 100ed off by all of the requesters at some point in time -- highest roll wins.
- If nobody requests the item during the 5 day period but it is requested after the 5 day vesting period then the first person to request it thereafter gets it.
- If the item remains unclaimed after it vests, it will be put up for sale to raise general guild funds.
- Mains will always maintain an advantage over Alts for requested items
- Recruits are restricted from items in GB4 until they gain full membership.