Guild Info

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What is a guild and what do they do?

A guild is a band of people who are united. Guilds do not directly benefit the player, however by being in a guild you can meet new people and be connected much easier. This way you can get help with quests/bosses, buy/sell items easier, and make the game much more fun.

What is a guild territory?

Wynn and gavel are split into plots of land, which are called territories. The territories can be attacked and defend by guilds to gain a place on the leaderboard. By attacking and owning territories it helps the guild to gain xp and adds to the guild bank. Any mob and or loot dropped in the territory will be contributed to the guild. This doesnt mean if you own a territory you get bonus xp/loot for one of your classes grinding in the territory.

Why attack and defend?

Although guild battles do not do anything for the players directly, gaining xp for the guild will allow the guild to level up. When a guild levels up it expands the guild capacity to allow more members to join. This way more people = more friends = more trade partners = more fun :D

What is a guild battle and how do they work?

When a captain or chief attacks a territory it will count down until the battle starts. To join you have to be in the boundaries of the territory. After the time reaches 0 it will teleport all players in the territory to a specific war server. After 30 seconds the war will begin. During the battle try to kill as many mobs as you can. During the guild battle you will not keep and or lose any items that you use, for example: pots will not be used up, if u drop ur weapon and die you will return with it in the normal servers.

TNL being one of the largest and oldest guilds on Wynn

How to Defend & defences

As a captain do “/gu defend” once you have taken a territory.

Defence A: use this defence for all of our assigned territories

30x level 100 Honor Guards
30x level 100 Snipers
20x level 100 Bishops
20x level 90 Bishops

Cost: 1760e

Defence B: use this defence when taking a territory for another guild

10 Level 90 honor Guards
300 level 50 Mercenaries
300 level 50 Rangers
300 level 50 Rouges

Cost: 1695e