



## ***Guild Charter - Atlantica Rising - Oakwynd***

\*\*\*\*\*

All guild members and applicants are asked to read and understand this charter. The guild operates under these guidelines expressly, so all members of <***Atlantica Rising***> should be aware of its contents.

### **Biography:**

<***Atlantica Rising***> came together in 2023 in order to form a raiding group for the Oakwynd server! We come from all different backgrounds and have a focus on raiding with as much fun as possible along the way!

### **Objectives:**

<***Atlantica Rising***> is a versatile guild - While we plan for and attend raids, raiding is not all we do. We enjoy guild events, crafting, and leveling together; as well as playing other games outside of EverQuest as a group. As such, our objectives are:

- Put plainly, to be the best group of people that we can possibly be.
- To progress through raids, epics, and group content together and to form our groups from guild members first.
- To have fun. Although we are big believers in things like killing dragons and obtaining loot we also know that the true meaning of fun is making memories together.

## **Code of Conduct:**

We seek players that have four unique qualities; Friendliness, Open-Mindedness, Ambition, and Camaraderie.

Friendliness - Treating guild members with respect and dignity, while also representing the guild well while in the public arena.

Open-Mindedness - Our guild is multinational, multiracial, and comprises a very wide range of ages. We ask that our members keep an open mind when interacting with others.

Ambition - To help achieve the goals of the guild, we're here for something that is bigger than ourselves and the only way we will get there is by wanting it more.

Camaraderie - There's someone behind every character you play with in this guild; respect them, learn with them, make memories with them and kill dragons with them. After all, that's what we're all here for, right?

Note: We try really hard to make this guild, this group, and our events an inclusive place to play games. By this token we ask our members to please refrain from abusive, hateful, political, religious, or otherwise intentionally divisive rhetoric. We are also an ADULT guild, meaning there is a possibility you will see profanity or adult talk while here, please adjust accordingly. We are made up of an incredibly diverse set of people, let's celebrate that and kill some bosses!

## **Raiding:**

General Raiding Guidelines:

- Know your character, his/her abilities and limits.
- Listen to and work with your Raid Leader to accomplish goals.
- Do not flood chat or Discord with chatter during boss fights or new content.
- Be geared and prepared to raid. This includes spells, items, and flags/keys.
- Going AFK is fine, but please let someone in charge know you are going AFK first.

To put it plainly, your job as a raider is to show up and fill your role to the best of your ability. Raids are not mandatory and as such you will not be penalized for missing raids. However in disputes of coveted spots we may elect to bring those with better attendance. The idea here is not to "take your spot" or "give your spot away" - the position goes to whoever deserves it most. They are yours to be earned.

Note: While we are looking for experienced and dedicated raiders we are also willing to help train up and educate folks who want to raid but have no or little experience. We have made a name for ourselves in the past with our inclusivity and there will always be opportunities for individuals of stout heart and mind in our ranks, regardless of where their experience currently stands.

***Loot Distribution:***

<***Atlantica Rising***> distributes its loot through a modified DKP system utilizing OpenDKP. We will always try our very best to keep loot fair and honest, while also respecting player investment.

***Leaves of Absence:***

Please let an officer know if you will need to be away from the game for any extended period of time. We are happy to hold your place in the guild until you return; because we understand that life happens.

If you have any questions or comments please feel free to ask any officer or the Guild Leader privately or in the forums. You can also contact us in game regarding recruitment questions:

***Officer Staff:***

Mojoski - Guild Leader  
Thurgo - DKP and Administrative Officer  
Dpsbot - Senior Officer  
Cereal - Senior Officer  
Deathtrain - Senior Officer & Raid lead  
Marvelous - Senior Officer & Recruitment lead

\*\*\*\*\*

## ***Frequently Asked Questions - Atlantica Rising - Oakwynd***

\*\*\*\*\*

This section of the Charter describes the rules and procedures about DKP and raid loot for **<Atlantica Rising>**.

**Summary version of the loot procedures:**

### **Raid boss loot on raids using DKP**

Players can bid with their DKP on all non-restricted loot in auction. Restricted loot is defined below.

#### **1st round:**

Any player at raid can bid **unlimited** DKP for their **main** character.

Any player at raid can bid a **limited** amount of their DKP for their **Box** (second account) present at raid. Choose "**Bid for Alt: Yes (In Raid)**" when bidding. These bids are limited to **30 DKP**.

The 2nd+1 rule is applied and the winner of the auction will be randomized in case of equal winning bids.

If no player bids in the first round, the auction is restarted.

**2nd round:** Any player at raid can bid an unlimited amount of their DKP for any **Alt** not present at raid.

The 2nd+1 rule is applied and the winner of the auction will be randomized in case of equal winning bids.

If no player bids, the item goes to the Guild bank if tradable or is destroyed if No trade.

### **Mini boss and planar random loot:**

Loot dropped by mini bosses who normally not require a raid (listed below) and zone wide random drops (i.e. planar armor in Classic, quest armor in Velious etc.) will be rolled between eligible players at raid:

**Main user** roll **NEED**, **Box user** at raid roll **GREED**.

If no player asks for the item in the advanced loot window, the item is rolled for a 2nd time **free for all**. Any player at raid can roll **NEED** for any of Alts or Boxes not present at raid.

### **Epic quest items**

Epic quest items are never auctioned with DKP and are given out as described in the restricted loot section below.

Link to the OpenDKP tool: <https://atlanticarising.opendkp.com/>

Link to the "[Classic Restricted Loot List](#)". All loot restrictions are listed there and will be updated as needed.

**Question:** *What loot system does <Atlantica Rising> use?*

**Answer:** We use a modern DKP system (OpenDKP) hosted off-site with regular backups to protect the information and history of our players. Bids are submitted on our OpenDKP site and are done in a "blind" fashion using the 2nd+1 rule for won auctions meaning the winner will pay the amount the second place bidder bid plus 1 DKP, if two of the same item drop this means that the second highest bidder will pay the full amount that they bid, and the highest bidder will pay the second highest bidders amount plus one.

Example: If person A bids 20 DKP, person B bids 26 DKP and person C bids 48 DKP, then person B wins one item and pays 26 DKP and person C wins one item and pays 27

Bids will be revealed to all after the bidding has closed for an item. When doing split raids tradable loot will be auctioned to all participating players while no-trade items will be auctioned to the split raid only.

It is important to bid your DKP responsibly and assume the amount you bid is the amount you are willing to pay. All bids submitted when an auction closes are binding, please ensure you only bid the max amount you are willing to spend on an item. After the auction is closed, bids can't be revoked and whatever you bid is binding.

**Question:** *How are DKP earned?*

**Answer:** DKP is earned by hourly attendance 'dumps' which record who was at the raid at a given time. Those characters in attendance at the beginning of the raid start time will receive 5 DKP and then an additional 5 DKP each hour on the hour of raid time. This system allocates for a player to gain a maximum of 25 DKP per fully attended raid. Missing a dump will mean you miss that tick of DKP.

**Question:** *When are DKP awarded and can future DKP spend on auctions?*

**Answer:** DKP are always awarded after the raid has closed and DKP for the ongoing raid can't be spent before the next raid. A DKP account cannot go into the negative, if you overbid your bid will be deleted and a DKP penalty may apply if you do.

**Question:** *Are boxed characters allowed to accrue and spend DKP?*

**Answer:** Our DKP system is set to be earned by the player and not the character at raid. You may spend your DKP on your main, or your boxes but DKP will be earned equally by each player during raid with a max potential of 20 DKP per week day raid and 25 DKP on our Sunday raid. You must select a main to automatically accrue DKP on raids. Boxes do not accrue DKP separately, but you can spend your 'mains' DKP for boxes at raid. The cap for DKP that can be spent on a box is 30 DKP, this means you can spend any amount of DKP on an item for your main but will be capped at only spending 30 DKP for an item for one of your boxes. You must also select a main for the purposes of Epic items and certain restricted loot drops which can be found in our spreadsheet repository under the "[Classic Restricted Loot List](#)" tab.

**Question:** *May I play my wifes/significant other/mates main character as a box?*

**Answer:** Yes you can, but only people participating in the raid get DKP, irrespective of their rank. If you box someone else's main character, the character will not be awarded DKP or RA for that raid. Please let an officer know if you play another main character as a box before the raid.

**Question:** *What is the minimum Raid Attendance?*

**Answer:** There is none! This means you may spend any DKP you earn with the caveat that you must earn DKP in a raid before spending it. Certain loot drops may be restricted to RA thresholds to ensure raid progression in a timely manner. This will be announced ahead of time.

**Question:** *Does DKP decay over time?*

**Answer:** Yes, but at fixed intervals. DKP Decay will occur at the beginning of each new expansion release at a rate of 25% of your total DKP. Guild members will be encouraged to spend their DKP with reminders of this decay.

**Question:** *What about Epic Weapon quest-items that come from raids?*

**Answer:** Epic related items are addressed in the "[Classic Restricted Loot List](#)" tab of our spreadsheet compendium

**Question:** *Is Main Switching allowed?*

**Answer:** Yes, we do not want anyone to be stuck playing a class they are not enjoying, however we also do not want people to change on a whim. Your first main change will come with no DKP penalty but subsequent changes within a 3 month period will be subject to a DKP loss equal to that of the amount of DKP spent for your previous main, this can take you into negative DKP. Epic handouts will take into account recent main changes for up to 1 month after the change at officers discretion. On rare occasions exceptions may be made when it is a necessary change for guild progression. The restrictions for main changing will also increase over time.

**Question:** *Why are multiple items not auctioned individually or the 1st and 2nd bid pay the third bidder's bid+1?*

**Answer:** With the increasing loot by the evolving rules set on Oakwynd, doubles of the same item will occur frequently. Multiples of the same loot item are auctioned in a single auction and the 2nd+1 loot rule is hardcoded in the OpenDKP software and not something we can and will change.

**Question:** *May I spend DKP on one character to win items for another player?*

**Answer:** No, we have specifically disallowed this behavior due to the problems it can create. If you want to pass items as "hand me downs" to other characters that is your business but explicitly spending DKP from one player to gear another is not allowed. Bidding with the intent to sell tradable items is strictly forbidden.

**Question:** *Are there any specific rules about the "odd" raids in classic?*

**Answer:** Yes, they are listed below!

### **\*\*Plane of Sky\*\***

All tradeable sky quest items will go to the guild bank, and will be recorded. You win the auction for one of the no trade items from the island bosses, you can send a discord message to one of the loot officers to request the tradable items for the corresponding quest.

You will be supplied if the items are in stock, if not you will be added to the queue for when it drops next. For some quests in Plane of Sky there are 2 no drop items, these are dealt with on a case by case basis. Some have a very common no trade part which will be randomend to appropriate class (unless the uncommon piece has already been won via DKP auction). Sky can be a bit of a logistical nightmare, and we will do our best to accommodate these transactions in a timely fashion.

The stock of sky quest items can be found here: [Atlantica Rising](#)

**Question:** Does anyone receive special treatment for going above and beyond the call of duty?

**Answer:** No, all members in our ranks are equals, this includes officers. We appreciate anyone working hard to help the guild and are in your debt for making what we are amazing. It's also important to note that no officer will receive special treatment for their role, we do this because we love doing it, not for accolades or extra loot.

**Question:** Do you have a standard operating procedure for conflict resolution within the guild?

**Answer:** Yes! The first step in our conflict resolution SOP is to give the affected party one shot to resolve their issue without intervention. If the issue persists the Officer Staff will address the problem promptly, intervening and if necessary taking a private vote in favor of action against one or both of the parties involved. Any Officer working in this capacity must keep detailed records, logs, and screenshots of the incident and its resolution as we value transparency

above most other concepts in this guild. If you have any questions, comments, or concerns about this SOP please reach out to guild leadership.

**Question:** If there are too many people in attendance for a raid will the guild do raid splits?

**Answer:** If it makes sense, yes. But this is not a general approach of the guild. In our experience full raid splits cause a number of issues. They can breed contempt between the two splits, people who want to raid together end up getting divided and logistically it is a nightmare to manage properly without resentment. We are here to have fun and play a game together, not have a second job, and that includes the officers. We will do splits for small content like Phinny or Time P1 to ensure efficiency but we will only rarely split full raids. We will be providing a sit out raid where people can still accrue DKP and RA for being in attendance. We will also always prioritize mains over boxes for a raid, if a main needs a spot a box will be removed to make room for them

\*\*\*\*\*