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I wish to become Emperor because I believe this alliance has a massive reserve of untapped potential. Right now, there is a lack of leadership and no clear direction for where the alliance is heading. It is undeniable that the guilds of Emperium of Wynn can bring about great change in the guild community. However, it takes a strong and capable leader to realize the potential and make it a reality. I do not wish for the Emperium to stay stagnant and accomplish nothing of importance. The guild community is currently at its biggest low in history, and I want to become the Emperor so that I may organize the many guilds together in order to create a better and brighter future for this community that we all love. I have much experience in leadership positions in the guild community. I will list these positions and then further explain what specific skills I have used and acquired from said positions.

From July 2015 to September 2015, I was the Co-Leader of the Holders of LE. During this time, the guild managed to capture and hold over 50 territories until the guild succumbed to the glitch that prevented a guild from starting a guild war. This may not sound like very many territories, but at this time only the Wynn territories existed and there were likely 10 times as many actively warring guilds as there currently are. My time as Co-Leader taught me how to take territories, which territories to take, and how to encourage members to war.

I became leader of the Holders of LE in September 2015, and still am its leader. Before the guild became riddled with dozens of glitched members, HoL was one of the most powerful guilds in the game. At the guild's height, we became #5 on the leaderboard. Keep in mind this is when the leaderboard listed guilds by level, not by amount of territories held. If it had been listed by territories, we would have reached #1 when we held the already mentioned 50 territories. From my time as HoL leader, I have learned how to keep members loyal to a cause, how to

befriend other guilds, and how to deal with the inevitable rival guilds without things getting out of hand.

During my time with HoL, I have been involved with many significant alliances. One of my finest skills is diplomacy and negotiation. Early in my time as Co-Leader of HoL, I was approached by a Chief of the Validus guild. All this Chief intended to do was compliment us on our warring abilities and ask us what our intentions were. After a very long and diplomatic conversation with him, we joined their alliance, Concordia. Although in the end we left to pursue better opportunities for the guild, I believe this still highlights my prowess as a diplomat. From November 2015 to March 2016, I was a prominent member of the Ordo Malleus alliance. This is where I learned how to run an alliance, how to deal with disagreements between allied guilds, and how to make decisions that will benefit the most people possible. Ordo taught me what works when running an alliance, and what doesn't work. Because of this, I believe I have the ability to confidently lead the Emperium.

After Ordo Malleus, I was a member of the original Valkyrie Alliance from March 2016 to June 2016. I later rejoined the alliance in September 2016 and am currently its leader. Considering the VA was created in June 2015, it was one of, if not the first, community alliance. The VA focused on the betterment of itself and the community around it. Since I was a member of this alliance, and then its leader, I have as much experience in working with community alliances as I do with war alliances, which would be very beneficial for an alliance such as the Emperium.

From December 2016 to February 2017, I was King of the Foxes. Since February 2017, I have been Viceroy of the Foxes. For those who don't know, Viceroy of the Foxes is effectively the second in command of the guild, simply making sure the guild is following the direction that the Queen wants it to go. I reside over our Parliament, make sure the guild is doing what it

needs to do, and help out in whatever areas I am needed. Considering the Kingdom of Foxes is a community guild, I also have as much experience leading a community guild as I do leading a war guild. In leading Fox, I have learned how to rally a group of people around a single idea, and I have developed other skills that are specific to community guilds, such as event planning. These skills are nothing but an asset to an alliance that has community guilds in it.

The Emperium of Wynn needs an experienced and capable leader to make sure the alliance accomplishes as much as possible. I have a rich history in the guild community. I have led both a community guild and a war guild. I have been a member of a community alliance and a war alliance. Because of this experience, there is nothing the position of Emperor could throw at me that I could not handle.