

Combined Proposal

1) Tunare

Server Default Rule

- Tunare must be spawned
- Entity that kills Guardian of Takish is given 12 hours to kill Tunare.
- Recommended change: Add FTE message to Guardian of Takish.`
- Guild is raid locked until Tunare is dead or 30 minutes from announced forfeiture.
- If a guild forfeits Tunare, the next guild to kill Guardian of Takish will have rights to her (12 hour respawn)

2) Ringwar

Server Default Rule - remain as is. You concede the next 3 weeks of ring wars on a failed war.

3) Raid Petitions

As is, CSR decides petition issues.

4) Temple of Veeshan

Vulak stalemates and handling the blockers:

- After a Vulak Blocker dies, everyone contesting Vulak must vacate north. A 10 minute timer begins at the death of the blocker. After 10 minutes has lapsed, CoTH's can occur again.
- The death of the blocker should be announced in /shout for all competitive guilds to be put on notice, with an accompanied time.
- This only applies to the last blocker.

This rule applies on both natural spawn and on a full respawn due to quake or server reset.

When competing for any raid target in NToV (other than Sevalak, Cekenar, Zlexak) and more than one entity is using the triplets ramp area as a camp:

- ### Triplets Hallway Guild Positions (after wurms die):

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As is, CSR decides issues related to petitions.

Change UN # of voices:

- Each guild may have 3 voices in the UN. Everyone else must be on READ ONLY privileges.

- Guild's can rotate their selected vocal representatives as they need.

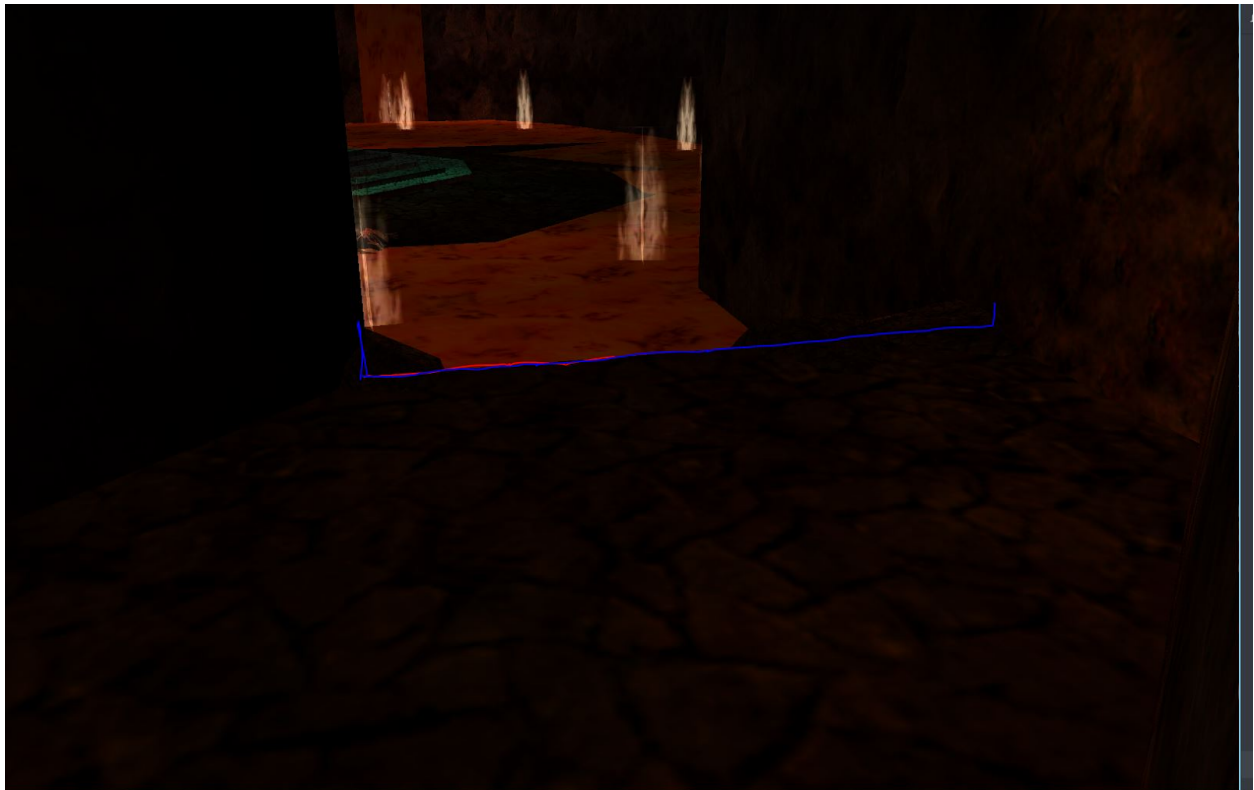
Also see #3 and #5, as we believe a lot of hostility is generated due to raid dispute issues and different understanding/interpretation of rules.

7) Specific Raid Mob Rules:

7a) Failed Tag Rule:

There have been multiple issues of kites/stalls due to what is essentially a “failed tag.” This is fixable with easy landmarks that let raid entities know when they must end a pull and when they can re-FTE it as part of a reset.

In Veeshan’s Peak, a raid entity must drop their pull if a dragon passes this line towards Hoshkar’s lair:



A raid entity that drops their pull cannot re-FTE the dragon until it passes “4rac” (the arches which house 4 racnars in a row).

In Kael, if Tormax or Statue pass this line, a raid entity must drop their pull.



This is from the EW side looking towards 4way.

If a tag is failed and dropped, the raid entity that had FTE cannot re-FTE unless Tormax passes this line back towards his castle:



Statue must return to the arena (be past the archway where the see invis giants - per this line):

