

# Guide to Joining a Guild

## by Echom Spindleblaze (Legion of Elite Adventurers Guild; Everfrost Server)

### Choosing a Guild

Choosing a guild isn't a decision to take lightly. Guilds that randomly invite or send out recruiting spam on chat channels are seldom the best guilds to join. They might well be desperate for guild members for a good reason! Better guilds will usually get to know a little about you and what you are looking for in a guild before sending an invitation.

There are many types of guilds and you want to find one that reflects your style of play. The guild might be casual or social, or it might be very serious about the game and/or role-playing. It might be aligned to either Qeynos or Freeport or to a specific cause or purpose such as crafting. It might focus on advancing players and grouping, or focus more on guild chat. Others emphasize quests or raiding (several groups working together).

Other factors may also be important in your decision. The time of day that is most active for the guild might determine how many guildies you are able to interact with. Whether they use Ventrilo or TeamSpeak for voice chat might also be a consideration. And, not to be underestimated is the importance of a guild's reputation. A notoriously bad reputation could affect your ability to work with those outside your guild. Conversely, guilds generally don't want to invite players with a bad reputation since that may reflect on the guild.

Note that some guilds have special requirements to join, while others will invite anyone who is interested. Some guilds even have requirements to remain a member (such as weekly completion of writs).

Also note that very small guilds have disadvantages. They are very slow to level (especially after Level 15). They are also subject to the "whims" of 1-2 individuals. Conversely, very large guilds can be hard to "fit into" and you might lose the opportunity to help the guild grow!

Most guilds will have a web site (with active forums and information) where you can find out more about the guild. You can find a guild in game from the Guild menu.

### Guild Commands

Most guild commands can be done within the "Guild" EQ2 menu (or by pressing U).

To invite someone to the guild (if you have permission to do so at your rank), type `/guild invite PlayerName`.

The chat button has an option for guild chat (or type `/guildsay`). Many players will also create a new chat window just for guild chat (placing it on the right side of the screen opposite the regular chat window).

### Status Points

You obtain personal status points (SP) by completing writs or heritage quests and from selling certain items to faction guilds. You can use your personal status points to buy special items from city merchants (as well as special housing and items from special merchants).

### Guild Levels

A guild gains levels based on guild status points (GSP) which are earned whenever a guild member gains status points. It is equal to a small percentage of earned personal status and it is visible in the Guild window (U).

Gaining guild levels open up benefits to guild members – such as more guild bank space and special player titles, housing, mounts, and items from city merchants.

The best list of Guild & Faction Rewards I've found so far is: <http://eq2.upallnightgaming.com/0005.asp>.

### Writs & Guild Items

Completing writs earn you status points and also faction points. You are not restricted to completing writs with the writ herald for your class (many guild members will complete a writ with all the factions each tier). Faction points eventually allows you to purchase special items from the faction.

### Writ Heralds by Level and Faction

	Qeynos	Freeport
Fighters	Qeynos Guard	Freeport Militia
Tier 2	Guard Williamson	Trooper Bonesaw
Tier 3	Guard Rellin'thir	Liege Helvanica
Tier 4	Sergeant Ironcast	Baron Zafimus
Tier 5	Knight-Capt. Steelgaze	Viscount Gelvonius
Tier 6	Captain Wouq	Captain D'Vall
Tier 7	Factor Kai Ferdinand	Commandant Vatinius
Mages	Concordium	Arcane Scientists
Tier 2	Pupil Adept Wazzlefop	Neophyte Jhanov
Tier 3	Chronicler Steelwill	Archivist Jindlefog
Tier 4	Aesthetic Winchester	Paragon Jalex
Tier 5	Exalted Milanthroo	Thaumaturge Ranolius
Tier 6	Vhret Retharo	Elon Gallwin
Tier 7	Aug. Prichard Fizzburn	Savant Ka'im
Priests	Celestial Watch	Dismal Rage
Tier 2	Caretaker Nogfizzle	Convert Y'ral
Tier 3	Disciple Telas'velle	Occultist Levonicus
Tier 4	Missionary Jenson	Blight Sage Dstroz
Tier 5	Partisan Keladerouo	Forbidden Lore
Tier 6	Ethri Vasou	Fethar Lothki
Tier 7	Prlt. Lorhym Ithpsym	Occultist L'Takk
Scouts	Tunarian Alliance	Seafury Buccaneers
Tier 2	Wanderer Greencoast	Squab Kalina
Tier 3	Naturalist Tummyfill	Boatswain Fomas
Tier 4	Shepherd Sell'ar	Marauder Kindolus
Tier 5	Preserv. Reynolds	Corsair G'kex
Tier 6	Outrider Bernd	Lietenant D'Raka
Tier 7	W. R. Truthshadow	Captain Stovka
Crafters	Ironforge Exchange	Coalition of Tradesfolke
All Tiers	Currently N/A	Currently N/A

### Notes:

- There are no tier 1 writs. However, the newbie adventure zones have quests to earn faction points!
- Tradeskill writs are temporarily disabled with LU24.

Each faction will also purchase one type of item for guild status points. Make sure you sell to the one that lists status points in blue for the sale price (as noted below).

Qeynos Faction	Location	Purchases
Qeynos Guard	North Qeynos (Qeynos Palace)	relics
Concordium	South Qeynos (Mage Tower)	scrying stones
Celestial Watch	North Qeynos (Temple of Life)	amulets
Tunarian Alliance	Elddar Grove (Arbos – Elddar Tree)	documents
Ironforge Exchange	North Qeynos (Ironforge Exchange)	n/a
Freeport Faction	Location	Purchases
Freeport Militia	West Freeport (FP. Militia House)	relics
Arcane Scientists	North Freeport (Academy of Arc. Sc.)	scrying stones
Dismal Rage	North Freeport (Temple of War)	amulets
Seafury Buccaneers	South Freeport (ship on the docks)	documents
Coalition of Tradesfolke	West Freeport (Coalition of Tradesfolke)	n/a

### Heritage Quests

Heritage Quests (HQ) are typically long and involved quests that require a full group to complete (though you may be able to solo parts). These are also some of the more rewarding quests. On completion, you usually get a lot of status points and a very nice item to use, sell, or even mount as a trophy in your home. Very detailed HQ Guides are available, such as O'Gaming's Walkthroughs: [http://eq2.ogaming.com/db/search/quests\\_results.php?na=1&heritage=1](http://eq2.ogaming.com/db/search/quests_results.php?na=1&heritage=1).

### Raids

Certain zones or mobs (and some guild raid quests) can only be defeated by several groups joined together in a raid. The guild raid quests are repeatable, but not reward status points for completing. (therefore, usually optional).

### Guild Etiquette

Me, me, me! This tends to be a common problem in guilds. Further, most offenders are usually not aware they have the disorder! Always asking for items or help is what I refer to as the "me, me, me" or "needy" syndrome. Please refrain from this type of behavior (especially on the first few days after you join a guild)! If someone tells you have this problem, you almost certainly do – it's ok, just say I'm sorry and stop being so "me-centered."

Note that asking questions seldom comes across as "me, me, me." Everyone has to learn and most of us are more than willing to teach someone how to fish (we just don't want to have to constantly help or give them fish).

Apart from avoiding the "me" syndrome, just remember to be "fun" and helpful! People will want to group with you and help you when you have a true need!

When chatting, remember too that some things are better handled in tells rather broadcasting to all in guild chat (such as most disagreements).

Finally, remember that your actions in the game do reflect upon the guild for better or worse!

### Guild Bank

The guild bank is accessed by right-clicking on a banker. Before taking coin or items, always check with the guild to see the proper etiquette for use of the guild bank (such as putting items or coin in when you take something out).

### Guild Ranks

Guild members attain ranks within the guild that typically open up specific benefits. The requirements also vary, but typically involve gaining status, being involved and helpful, and earning respect of other guild members and officers. Officer and Leader ranks can be very hard to achieve and usually involve more "responsibility" than "benefits."

### The Guild House Myth

This is a popular myth that is in part continued because of the term "guild houses." A guild house is just a player house that you can purchase and pay for by using status in lieu of part of the gold cost. There are no special houses designed for guild use. A player could deem his house to be such a "guild house." However, it serves little purpose unless you are part of a role-playing guild. Further, it is an administrative nightmare to keep giving friend or trustee permission to every new guild member.

Report errors via in-game mail to Echom.Everfrost.