The Anvilguard

Welcome to the website of The Anvilguard. We are a guild on the World of Warcraft private server Everlook. If possible, we classify our guild as a casual, PvE oriented and dwarf-only guild. This means we welcome every dwarf, do not discriminate towards certain playstyles (retribution paladins or smite priests are welcome for example), our main guild activities will be conquering the PvE challenges the game has to offer with a twist: we choose to limit ourselves in regards to classes and one available race. We choose to be a Dwarf-only guild because:

1. Dwarves are an amazing race to play, with great lore and lots of ale to go around during our guild activities;
2. The version of World of Warcraft we are playing originates from 2004. Therefore, the game could be considered as a ‘solved’ game. By limiting ourselves to dwarves-only, we limit ourselves in the classes we are allowed to play, shaking up our team composition and boss strategies.
3. We like to keep our backs washed and feet on the ground!

It is our mission to make our time on Everlook as great as possible for our members, but also our fellow players on the server. Both for the population of the Horde and the Alliance. If we want to enjoy our time on the Everlook server, it is vitally important that the population thrives. Not only of our guild, but also the general population of the server, on both sides of the war that is raging in the world. This means we do engage in world PvP where possible to create a dynamic and war-torn world, but we try to refrain from excessive ganking (hours and hours on end).

From an internal perspective we want members to feel welcome and participate in the events that our guild offers its members. As mentioned before, we are a casual guild. We therefore walk a fine line between performance and commitment. We want to achieve our ultimate goal: clear the full PvE challenge that vanilla World of Warcraft has to offer, while maintaining a pleasant community. This means that our members should be open for feedback to improve and adjust within bounds of reasonability to achieve our goals. We are aware that this is a complex task, but we are not shy of a challenge!

*Rules*

In order to achieve a welcoming community for all dwarves and have a positive impact on our server population, we strive to have our members behave as mature adults and take responsibility for our actions. We have a zero-tolerance policy towards toxicity. To make a more general approach on how we want our members to behave, we have made a set of simple ground-rules to which our members should comply, if they want to be part of our guild:

* Please do:
  + Act like a mature adult
  + Provide constructive feedback
  + Show initiative if you want things
  + Speak English
  + Keep yer feet on the ground
* Please don't:
  + Racism
  + Sexism
  + Violence
  + Sexual Orientation Slurs
  + Hate Speech of ANY kind
  + Drugs and any illegal or illicit activity
  + Sex & Obscenity
  + Excessive derogatory/explicit language or malicious personal attacks
  + Be an asshole

*Structure*

The Anvilguard is *our* guild. This means that although we have a guild master, we want members to feel involved and be able to influence the direction of the guild, should the members agree of course. This translates into our leadership structure: We have one High Thane, commonly known as the guild master. Next to him we have four Thanes, responsible for General Administration, PvP events, PvE events and a Thane Elect: a rotating position for members that have a good idea and want to temporarily be part of the leadership team. Next to the thanes we have our eight captains: a leader for the five available classes, but also for the roles Tanking, DPS and Healing. By having a relatively large leadership team, we strive to have many members involved in the day-to-day coordination of the guild. This also gives members that are not looking to take up a leading role a way to discuss any concerns they have with the guild without having to rely on one person. If for example a member of the warrior class has a problem with his warrior class leader, they have other people to go to.

*Lore*

As a dwarf-only guild we have a bit more focus on RP than the average guild. We embrace our Dwarven heritage, but we do not require our members to RP along. We want everybody to be able to enjoy the game their own way, so if members wish to engage in RP activities we will support them and assist in organizing events.

Modimus Anvilmar was the last High King of a United Ironforge. But before his crown could be passed to his heir, civil war broke out between the major dwarven clans and the War of the Three Hammers began. Dwarven history is overshadowed by the exploits of the Bronzebeard, Wildhammer and Dark Iron clans who now hold claim to the throne.

But history does not forget... The Anvilmar family stood strong, supporting High King Anvilmar throughout his reign. In the destruction of the War of the Three Hammers, a new clan was born, sworn to protect and loyal to the Anvilmar name, bound by an oath to fight for a united the dwarven kingdom. They became known as The Anvilguard. The Anvilguard now enlists any dwarf prepared to stand for the unity and protection of their dwarven Kin.

As a token of reconciliation the Bronzebeard Clan presented the Anvilmar family with a permanent seat on the Senate of Ironforge, who now remain forever protected by The Anvilguard.

*Facilities*

What we offer to our members is a mature guild with facilities to make our guild-lives as good as possible. An overview of what we offer our members is:

* SR > MS > OS with a +1 loot-system
  + The perfect loot system does not exist: councils become corrupt, point-systems are gamed and dice systems are bound to lady-luck. Of the three broad categories there is one that stands out to us: the dice system has the least amount of administration required, so that’s our choice. In order to not limit ourselves in raid progression, we do have a priority list of items for our Main Tank, because that role is considered the bottleneck for raid progression.
* Guild bank
  + By having a limit of only five classes (Warrior, Hunter, Priest, Rogue and Paladin) all the loot that is class bound to the others will end up disenchanted. This allows us to have more than average enchanting materials available to our members to come to the raids prepared and well. Our Thane of Lore has created a fully automated request & approval system, with full transparency into the guildbank contents at all times.
* Hit-list
  + We strive to help our members in World-PvP as much as possible. Whenever there is a call for help because of ganks we try to help members on the spot. If not possible, members can create a bounty in our hit-list channel to have our bloodthirsty Dwarf brethren have another incentive to hunt our enemies down to the edge of the world.

And that is how we are organized! We hope you share our passion towards vanilla WoW and dwarves and meet you on the battlefields of Azeroth!