Relic Hunters

<Relic Hunters> is an alliance guild located on the Hydraxian Waterlords server.

1. Who are we?

We are a guild composed of a core of close friends. We have been playing together for more than a decade and met online playing World of Warcraft.

We are players who aim to play well. We like to invest ourselves in games and pursue great achievements. Today we create this guild to relive our past and have as much fun as we can while aiming for greatness.

1. What’s the guild philosophy?

We are a guild aimed towards efficient progress. We are and are not a hardcore guild.

* 1. We are a hardcore guild.

Because we want to be good and play with like-minded players, we are a hardcore guild. Our objective is clearly to progress in an efficient way and clear raids and bosses. This means we want to play with dedicated and open-minded players.

* 1. We are not a hardcore guild.

We don’t ask people to play all day long or to raid every of the week. This is not necessary to clear the content and it will burn out people. We want members to enjoy themselves. No one is expected to be a no-life. Having a life is perfectly fine and understandable.

The idea is not to be one of those toxic excessively hardcore guilds.

1. What is a good player to us?

Being a good player does not mean being a former gladiator. Yes, this clearly helps and possibly makes one a good player, but that’s not all. We don’t want perfect players from the get-go. Making mistakes is normal, we don’t expect people to never make any. What we expect are players who can learn from their mistakes and improve. I can’t stress this enough; this is probably the most important thing in our guild.

It does not matter that you don’t have any experience playing World of Warcraft Classic or at all. It does not matter that you don’t have any PvE experience. What matters is your will to improve and play within a raid of people sharing the same goals.

Here are the qualities we value amongst our members:

* Involvement – Getting involved in guild events, raids and guild-wide farming efforts.
* Performance – Properly playing your role in a raid or dungeon.
* Punctuality – Arriving on time for scheduled events you registered to.
* Regularity – Regularly participate in guild events and raids.
* Reliability – Not leaving your guildmates during raids before the end of the raid.
* Tenacity – Not giving up when things get (interesting) tricky or difficult.
* Friendliness – Not being toxic by shaming other players or being aggressive.
* Generosity – A guild is not the Auction House, thus we don’t want our members to make profit over other members.

1. Why did we choose a Role-Play PvE server considering our goals?

As mentioned before, we don’t want to play with toxic players, and we don’t want to be toxic ourselves. PvP servers are known to almost always host the most harmful players.

It is a possibility that there is a greater number of good players on PvP servers or normal PvE servers. I personally believe that we will find competent players on a RP server. We have played for years on RP servers and met exceptional players.

We also believe that people who choose to play on RP server are often more invested in the game and more mature and will likely be people we will enjoy playing with.

1. What’s our position about Role-Play?

Role-Play is not the main objective of this guild. It is unlikely that we will organize any Role-Play events ourselves. That said, we encourage our guild members to engage into Role-Play as it can be a very satisfying and fun activity. Every member of the guild is more than welcome to do Role-Play with other people.

It is also very important for people wanting to join our guild to understand that – as we are playing on a Role-Play server – we will never tolerate any trolling of players who engage in Role-Play. Hydraxian Waterlords is primarily a RP server and we want it to stay that way.

1. What are the main rules of the guild?

We don’t want players to feel oppressed inside our guild. The main rule is to keep an open mind. This means being capable of accepting friendly criticism and improving from past mistakes. We will never tolerate public shaming. We only expect people to not get grumpy when told they made a mistake and need to correct it.

As mentioned before, trolling or being toxic to the Role-Play community will never be tolerated. I don’t believe anyone would ever do that while playing on a Role-Play server, but this needs to be clearly stated.