Hey y’all! I'm here to post my guild concept. I'll go straight to the point; it will be an... elitist guild concept. Ok ok please point the spears elsewhere and listen to me first - we can spar later. Give me a chance to explain.

Over the years, I've been in a ton of guild. Horde, Alliance, it didn't matter, the problems were the same. I played high-end PvE. Got my Gladiator title in PvP. Spent tens of hours farming. Still, no matter how much time I invested in my guild, or how skilled I would become for the guild, there was no reward.

The people that had been there first would get the loot first. Period. Even if they showed up late in raid.

Even if they didn't respect the guild chart. Even if they were really bad and didn't show any will to improve or listen to criticism. That's what made me stop World of Warcraft for years.

I decided to give it another try with Classic. I'm creating a guild with rewards based on investment, talent, and will to improve.

Not who's been there first, who's the GM's girlfriend (mine doesn't play WoW anyway) or who's an officer or whatever. It's time the guild members get what they deserve.

Commitment means rewards. Period. It might sound like everything you've ever heard. Yet it's nothing like what I’ve actually seen so far.

Your experience in WoW will be irrelevant here, because, I’m sorry to say it, but PvE is easy. If you have 40 competent raid members, things always go smoothly. The problem most guilds ever had is that 10% are awesome, 25% of the members are good, , 30% are mediocre at best and 35% are really bad, and will refuse any kind of criticism.

If we gather competent and invested people, we will have time to share our experiences, gameplay tips, and help the newcomers improve at a much faster rate than what you're ever seen.

I've taught a friend that never played WoW how to play hunter. He went from "the monster reaches me in melee" to "multiple monsters never ever hit me" in 5 min. It's not just about skill. It's about accepting to be taught. This is what I’m looking for. I'd rather have people with little mmo experience, but competent and ready to watch, listen, and learn, than people with years of "experience" that are full-of-themselves-backpedalling-mouse-clickers.

On the RP side of the Force, I've been a Dungeon and Dragons dungeon master irl for years, so I'm not worrying too much. I've got a RP concept for the guild, which name

would be Relic Hunters, led by none other than my gnome Artemis, the (great!) huntress. Of relics. She's a mage. Pun not intended.

So if you're looking for a PvE oriented guild that focuses on gameplay quality and fairness in the reward system, while helping each member improve and grow instead of creating a toxic competition, well, here we are !