

# Multi-Group Event Guidelines

## 1. Guild Chat:

Refrain from using **Guildsay** during Multi-Group Events, for chatting. It is necessary for the Raid Leader, Group Leaders, and other Designated Tactical Personnel, to have an open channel for communication. If Non-Event personnel wish to chat with one another, please use **personal tells**.

## 2. Preparations:

Buy components and take the needed resist gear from the bank beforehand. Also, classes that cannot bind on site (such as Melees) should bind in a city closest to a Druid Ring, (or a Wizard Spires if a Wizard is in the event) and assigned for CR (Corpse Run) duty.

## 3. Timing:

Make sure to be on time, by being late then time of all the others is being wasted.

## 4. Settings:

Have settings configured for low 'horse power'. This would include particle effects off, 3d sky off, data rate thing in some file to prevent LD (not sure how that works anymore - and so on).

## 5. Hotkeys:

Prepare all hotkeys beforehand (for most people this should be an /assist command). Some personnel (Clerics, Enchanters, etc) may have to make extra ones, for example have an /assist (the NPC that you are trying to kill) to cast heals on the current aggroed tanks.

6. Skylarking:

Do not mess around when gathering for a raid (dueling each other). Move to a Druid/Wizard ring as soon as possible and gather in a remote place.

7. Grouping:

When arriving from a port in-group, the leader of that group gathers all the classes and names of the people in his or her group so new groups can be made quickly. If asked to put LFG (Looking For Group) on, please do so quickly to save time.

8. Buffing:

The Group Leader is responsible for buffing not the Raid Leader. Group Leaders are responsible to make sure the group buffs itself and each group gathers in a different spot so it can be easily seen where each group is. Do not ask for unnecessary buffs. Just be patient and do not go playing around during buffing.

9. Questions:

Do not ask questions to the Raid Leader, ask them to the group or in /say. The Group Leaders should be well informed. Do not hesitate to ask questions to the Group Leader.

10. Listen Up:

Listen to every word your Raid Leader **Shouts** (or sometimes **OOC**) (Raid Leader uses **shout**, no one else except the Designated Tactical Personnel will do so). Perform the task as told to do so and as quickly as possible (especially when moving). Do not bug the Raid Leader with **tells**. Try not to go AFK in nasty places, only in the designated rest spots.

11. **Grouping:**  
Groups consist of 5 people, sixth spot will be used to do group buffs or invite the haste/clarity buffer (MR, heroic bond, (group) clarity (2), haste, resist). Do not wander away from the group, stick together or you may aggro additional mobs.
12. **Death Pacts:**  
A Death Pact is to be made to the main enchanter, main tank and main cleric.
13. **Assist:**  
ALWAYS use assist, if the main tank calls for a switch DO SO as fast as possible. Someone should root or mez the former target.
14. **Healing:**  
Only the Main Tank should ever be aggroed. Every secondary healer (one that is not chain casting group heals) should, if their group is okay, target the Main Tank and (chain) heal him or her.
15. **Breaking A Mez:**  
Only the Main Tank breaks a mez, No One else does.
16. **DOT's & AE's (Damage Over Time & Area Effect Spells):**  
Do not use DOT's or AE's EVER (in dungeons).
17. **Mobs On Walls:**  
Do not push mobs on to walls. Pull back if you see that is going to happen. Mind pets here too.

18. Nuking:

Only the Designated Casters will nuke, and only if the mob is at low health or enraged, while others will save mana for heals (if healing is possible) and do not nuke.

19. Special Abilities:

Use special abilities (Lay on Hands) to save clerics or enchanters in pressing situations or maybe the Main Tank. That ability exists for a reason. By saving the cleric or chanter or main tank, the entire raid may be saved.

20. Sitting/Medding:

Do not sit when people have an incoming pull, the mob will aggro on you.

21. Pulls:

Do not ask for pulls of specific mobs or loot.

22. Aggroed:

When aggroed (invis drops, etc), die away from the raid force. The body can be dragged, summoned, or ressed, a new break-in because of total wipe out is not fun.

23. Extra Standby Gear:

Have a second set of armor and weapons in the bank (melees) for possible CR. Also have enough port stones/coffins for a possible CR.

24. Looting Rules:

Make sure that the looting rules are clear before hand. No one rolls prematurely on something until the Raid Leader has made a decision.

## 25. Lessons Learned:

And of course everyone makes a mistake once in a while, just admit those and learn from them, do not get mad at each other.

## 26. Communication:

Good communication is Critical in a raid. Let the group know what the character is doing. Let people know if there are ADDS and such. Also do what must be done (like rooting a mob beating on an enchanter so they can move away).

## 27. Using The Guidelines:

Unexpected Situations may demand alterations to the guidelines. Please comply with the Raid Leader if this should happen. To avoid confusion during an event, it is recommended to have a printout of these guidelines on hand.

## 28. The Lag Monster:

The "Lag Monster" can ruin an otherwise successful raid. To prevent chaos, in the event of the Raid Leader getting booted or going LD, the Raid Leader will name his Second, and Third prior to the onset of the raid. The Second will assume the responsibility of Raid Leader until the "original" Raid Leader can return on-line. The Third will then assume Second in Command.