Code of Conduct

Lunacy Unbound · Rules · exported Nov 25, 2026

Code of Conduct

Members of Lunacy Unbound are expected to conduct themselves in a manner of mutual respect for their guildmates and the population of the Tunare server. Members are required to adhere to the rules of conduct established by Daybreak Games and Everquest Rules. This includes play-nice policy and rules regarding bullying and harassment. Remember we are all here to have fun, but your fun should not come at the expense of someone else's.

Policies and procedures are constantly updated in the guild's forums. Members must read and be familiar with all officer posts in the forums and follow the policies detailed therein. It is assumed that members are regularly reading the boards and ignorance of information there will not be accepted as an excuse.

Show your tag!

We are proud of who we are and where we got to be. We request that you avoid using /anon if /role will suffice. If you need to go anonymous for some reason, please speak to your class leader or an officer to explain why.

Leaves of Absence

Members requiring extended amounts of time from raiding need to alert guild leadership if they plan to be off for over 2 weeks. Members who go missing for more than 1 month may be removed or demoted to grouper status and will go through a probationary period before bidding again. They may also forfeit previously earned EGC. Officers (Officers and Lieutenants) who leave without a posted LoA or whose attendance drops below 30% in the past 30 days may be demoted and replaced by more active members.

Self-removal

If a person removes themselves from the guild, they may petition the guild leader for readmission within 1 week of removing. If they do not petition within 1 week, that person may re-apply to the guild. Under either circumstance, if the former member is accepted back into the guild, that member will then be on a 2 week probationary period in which they may not be allowed to bid on any loot. Upon a second self-removal, that person will no longer be permitted to rejoin the guild at any time nor be permitted to attend any of the guild's events as a guest.

Loot Etiquette

Do not loot more than one of a Lore item.

Before looting or bidding on an item please consider the benefit to you versus the other people asking for the item. Group loot is determined by the group. Please establish loot rules regarding high-value items at the beginning of a group and when new people join the group, to avoid complications when said items drop. On raids your EGC is yours to spend how you wish but consider the bigger picture in your decision. Consider all of the item's stats; think if an item may be designed for its maximum benefits to be for certain classes. Remember there is plenty of loot to go around. When raiding with outside raid forces, you are expected to adhere to the established rules of that raid force and to act as a representative of LU.

EGC Penalties

Minor infractions involving looting or bidding errors may include an EGC fine in addition to any bid cost or other penalty that may have occurred. This may include, but is not limited to: accidental ninja looting or looting the wrong item, looting duplicate items, bidding or rolling on something you already have, rolling and auto-looting items that are being bid for EGC or DKP. Repeated infractions will result in increased fines. Flagrant violations may result in probation or guild removal.

Probation

Other rule infractions that aren't severe enough to warrant removal from the guild will be dealt with by a probationary period during which the party in question will be expected to login and be available to raid at least 50% of the time and will not be allowed to bid or roll on raid loot for any of their characters. Disciplinary probation shall not last longer than 30 days. Attendance-related probation may last as long as it takes to re-attain 50% raid attendance (out of last 30 days).