Raiders

Lunacy Unbound · Rules · exported Nov 25, 2026

Raider Rules

Maintaining Good Standing

Members are considered to be in good standing and able to earn items if they meet at least a 50% monthly raid attendance quota in the last 30 days and are not under any form of disciplinary action (I.E. probation).

Earning

Raiding members earn guild credits (EGC). EGC (Earned Guild Credits) are the guild currency. EGC is predominantly earned by raiding at the rate of 1 EGC per hour. Special EGC bonuses may be offered as incentive for completing guild-set objectives or for exemplary aid to the guild. Credits are earned by declared main toons only. All raids are considered mandatory for raiders unless specifically stated otherwise; which means that if you are online you are required to attend if requested.

Going AFK

If you have to go AFK during a raid event, or in between events, you are required to inform the raid leader or another officer who is present, and inform them when you return. If you go AFK during an event that requires close attention to emotes or other mechanics where being AFK can cause a failure, you are required to leave the zone. If it is an emergency so urgent you can't inform someone, either camp out or /exit to remove yourself from the game and then explain why when you get back. Going AFK without letting someone know will result in being removed from the raid and all raid dumps for the night.

Raid Leaders

The active raid leader is a very busy person. If you have a question about an event, ask it before we start, while it is being explained, not in the middle. Ask your group or class leader. If you have a question that isn't related to the event we are currently doing, ask another officer or the guild leader, and be prepared to wait until the event is over for a response.

Non-guild raids

Raiding current content with your main outside of LU is not permitted unless specifically stated by an officer. Alts may raid with other raid forces outside of LU raid hours, however, it is not permitted to share proprietary raid strategies or other privileged information with outsiders without permission. You must follow our code of conduct and adhere to established rules for looting and raid behavior.

> *Current content: Shattering of Ro (all events)*

Loot, Points & Bidding

Spending

EGC can be spent as guild currency for items earned on raids that will be used by only the member who bids on the item. Items earned on raids cannot be sold or transferred without the express consent of the guild leader. Bidders/Rollers must be in good standing which means above a 50% raid percentage and not under any disciplinary action I.E.. probation.

Order of bidding:

> *Group 1:Mains in good standing -> Group2:Trials and Members less than 50% -> Group3:Groupers (Only if on the raid) -> Guilded Alts*
>
> *Priority during Alt bidding will follow the same hierarchy as for Mains. Group1, then Group2, then Group3. Please pay attention to your Raid Attendance*

> *Members on disciplinary probation may not get loot under any circumstances even in the case of rotting loots.*

DZ Swaps for Raid Coins and Flags

At the discretion of whoever is the designated raid leader, it may sometimes be permitted to request a DZ Swap for your **guild-tagged (LU)** Alt. The raid leader will announce when they are accepting DZ Swaps. Do not request a swap before this announcement. Make sure you are completely done with upgrading your gear on your main, don't need the achievements for that raid, don't need flags or currency or ornaments. Send the tell from your main in the form "/tell RaidLeader dzswap MyMain MyAlt". At any time, the raid leader may simply refuse to do these or may request that you specify one specific Alt as your designated DZ Swap Alt. If the Raid leader announces room for DZ Adds (i.e. there is room in the DZ for adds rather than swaps) you may request 1 **guilded** alt to be added, not 2, not 3. First come, first serve. Added alts will be dropped for mains who login late.

Bidding

An item is placed up for bid. During this time full members in good standing who were present at the time of the mob engagement will begin making whole number incremental EGC bids in guildsay. Comments not directly related to bidding should be kept out of guildsay during bids. Fractional point increments are prohibited. Once bidding ends, the item is awarded to the person with the highest bid. In the case of duplicate bids the 1st person to make the bid wins. No item may be looted until all bids are complete and the item is "SOLD". Multiple identical items will generally be bid together and awarded to top bidders. In the case of tradable loot all items won are to be used by the character that has bid on the item.

> *Assigned Loot: Tradeskill or special raid only quest drops will be assigned to members who are ready to use the drop in the order of raid attendance percentage.*

Rotting loot: No-Drop Loot that will rot because of lack of bids will first be opened up for bidding to trial members and then be randomed off to all at no point cost. Loot that is tradable will be saved for the guild bank which will then be offered to the guild on an EGC auction to be held in the forums or sold for guild funds.

Spells: At the beginning of an expansion, spell runes are assigned by the officers, for key spells and buffs. After those key spells are covered, distribution of spells will become systematic to ensure fair distribution among classes, with consideration given to those with higher raid attendance. Once it gets to a point where many of the classes are simply passing on the runes, they will go "Free for All" (FFA). At this point, only loot one per week per person, unless otherwise directed. Even during FFA distribution, spells will go in the same order of priority as loot bidding, as specified above.

Augs: Augments that drop from mobs other than the main intended target are up for randoming to all attending the raid. Certain augs with specific melee effects may be limited to melee classes only, or ones with specific casting focus effects or high mana regen may be limited to caster classes only. Officers will determine what is rollable or to be bid based on the drop, and will announce any restrictions at the time of the drop.

Bags: High capacity bags will be randomed to those present at the discretion of raid officers. To facilitate bag distribution, eligible members will be invited to automatically roll on bags that drop through the advanced loot system. Please do not set your loot filters to automatically roll on anything that drops from raid chests.

Lore Items: Do not bid or roll on Lore items you have already won. There may be EGC penalties for mistakes and harsher penalties for flagrant or repeated infractions.