



=== NEW WORLD FACTION MEETING CLIFFNOTES ===

Total meeting count: 62 listening + Clemmie and IC(7) so 70!

Faction Leadership :

Arch Lich Lord Jee

Makes all guild decisions within the game faction regarding guild direction, focus, and diplomacy

Lich Lord Lord Gannonthorpe

Second in command, assists Arch Lich however they can, probably going to be doing most of the talking and diplomacy.

Gatekeeper Lord Scree

Responsible for all faction recruiting

Crypt Lord Lord Takeshima

Handles the organization of guild stockpiles and economic matters

Warlords Lord Hooligan & Squire Twooligan

Leads the organization and training of Myrkul's armies in times of war

Night Walker Lord Ashes Jack of all Trades, Aids in the War effort.

General Information

- Playing on US West Server: Camelot (second choice Chronomu in event of terrible emergency)
 - Faction : Covenant
- Changes to the UDL Charter were recently voted on that are now in effect for this game and all games going forward. Please remember...
- All members actively participating in the game must play with the faction unless otherwise stated.
- Publicly asked the Arch-Lich for an exception in #knights-only, including the reason why, then it would be discussed amongst the IC and voted on. Expect a No except on very rare circumstances. Recruits and Squires get no exceptions. If you are playing this game and not with UDL then you have no place here.
- This faction will operate slightly differently from recent games
- Only UDL Members; Crypt, Recruits, Squires, and Knights (& Disciples) will be allowed to wear the UDL tag for New World, friends and breathers who are not disciples still allowed to be in discord and play with us.
- No allies directly allowed in the guild roster flying our guild name. We are not going to start with any alliances already made. If others follow us they'll get preferential treatment at launch. We are counting on building our reputation and seeing how things progress.

Guild Structure :

- Disciples - These players have been vouched for as IRL friends and/or family of Knights.
- Crypt - Joining UDL officially, but have yet to complete requirements to become an official Recruit
- Recruit - Players who have successfully completed the Crypt rank requirements and are potential future Squires of UDL
- Squires - As per tradition
- Knights - See above

Recruiting Policies

- Goals -
- Recruit for UDL... not just UDL in NW
- Introduce players to our lore and PvP roots right out of the gate
- Crypt Role
- To exit the Crypt role, players need to complete the following two tasks within 14 days.
- Formally apply to UDL on Forums
- Duel a Knight (or designated Squire) and impress them/beat them. Preferably witnessed
- by hordes of other sweaty knights during our Conclave of Doom, AKA, "Duel Knights"

Guild Events

- Goals -
- Introduce new players and veterans to in-game, guild-created, themed content
- Conclave of Doom - (Duel Knights)
- Once per week the entire guild will be invited to an event to watch and cheer on their fellow kin and aspirants. Duel and improve on your skills.
 - Watch Crypters attempt to earn a recruit spot.
 - Will be turned into a tournament and leaderboards once we get past initial launch rush
 - Prize and Notoriety will be awarded!

Out of Game Resources

- Goals -
- To have a single document to rule them all, a Primer if you will. Consult this before asking others. Message Takeshima about adding, adjusting, or removing content from it as it becomes relevant or lack thereof. The work in progress is available already in our new world resources channel. Suggested weapon builds, crafting tips, general game knowledge that isn't quite apparent, what to do when you start, etc.
- General goals - Phase 1, Get to 20, learn the game, experiment.
- Phase 2 - make money, farm gear, resources, etc for the guild as it requires lots of gold to do any sieges/taking over cities, etc.
- Phase 3 - Hooli/Twooli will decide when this begins but it would be using these resources/gold to start sieges/taking towns, etc.

Questions:

- Naming Scheme -- Optional, (but recommended) if chosen NameUDL
- How's combat?
- We went over this a bit but youtube a damned video. Here's one :
- <https://youtu.be/9YZfvNUUO4A>
- What's meta?
- Meta is not set in stone as adjustments will definitely be made before launch and new weapons are slated to be added right after or at launch. We will post recommended builds/skills but up until level 20 you can re-spec for free and beyond that you can re-spec on the fly for a small amount of gold so you should always experiment. Don't be afraid to try a new weapon as you'll never lose your mastery points.
- Other questions have already been forgotten.

Big shoutout to Lady Clemmie for the give-aways and formatting this set of notes for you. You're welcome.

-Lord Gannonthorpe