

**Guild Hall:** It looks like Gilded Hollow won the vote but we will cast a revote for the new week up until HoT. If you want to donate any materials for upgrades, feel free to do so in the guild deep cave (bottom bank tab in the guild bank). The vote is on the informer page - <http://gw2tno.com/informer.php>

- Maybe reward members who donate (if materials require farming)?
- Maybe reward members who donate the HoT Limited Edition trophies (for those who are already premium)?
- Are we discussing upgrade order? Mine affects gathering rate and storage. workshop might be required to level scribing. (tavern, mine, workshop, war room, market, arena)

TS Vote: GH-17, LP-7

**Giveaway:** Ending next week when HoT launches (October 23rd)! It's your chance to get the free legendary sword, [Bolt](#) among other things in the guild bank. - <http://gw2tno.com/giveaway.php>

**Legendary Lottery:** Don't forget to get tickets in for the drawing on November 1, 2015 - <http://gw2tno.com/legendary.php>

**Raids:** Make sure people understand what we expect of them and have them apply on the site. - <http://gw2tno.com/raidapply.php>

\*Dom should be the one to talk about raids as he knows what we expect from TNO. We also should put these rules somewhere on the website\*

For team A (Dom's team)

- Ascended equipment (Power meta and condi meta, druids will require healing equipment and condi **OR** power (zealot or clerics it looks like).
- Research/practice new class mechanics (Elite specs)
  - Raiding will not be the time to test new builds or equipment. Come to raids with your gear and builds in mind, minor changes depending on fights. May have recap meetings to discuss and theorycraft new builds for fights we may have struggled with. (Basically, during raids, no major changes to your build/gear hoping it will make a difference without discussing it first)
- Research new fight mechanics for raid bosses (DnT will most likely have info up day one of raid release)
- Dedicate 3-6 hours a week - not asking a lot here.
  - During raids (3 hour time block) two, 10 minute breaks will be allowed unless otherwise stated differently.

- Play with the expectation that if you do not perform, you will be replaced or moved into a different raid team.
- Have consumables ready incase they can be used (Harpy feathers, Ash legion spy kits, Order of whispers spy kit, Underwater nets, Medical packs)
- Have gw2efficiency.com character information shared (link) [unless we have a new system we can use by then?]
- Must have specific masteries unlocked (gliding, mushrooms, maybe others)

Send any guild arena ideas/gamemodes you have to us?