



<NextGen> Black Desert Online

REPORT - 27 MAY 2017

I am happy for many reasons, first of all I do really like many guild members, there are active friendly and nice players and we are going to work on that new goal **get a strong core** that will be the foundation for building a really nice long lasting guild.

Positive Feedback

- Very low drama, (almost only me ranting...)
- Lot of active talkative and nice people,
- Guild Goals achieved very quickly (Elephant – Galley – Guild Buff)
- AMAZING (until now...) guild ranking progress
- VERY GOOD overall player progress Equip/Level

Negative Feedback

- Participation level range is too wide from ZERO! to 400k contribution in 35 days, this means somebody is doing “too much” and somebody is not supporting guild at all.
- Still hard to organize event such as: training, scrolls, party, I would like more “self organization” using discord wisely and team up with guild members, we can do more. Teamplay will be nicer for all we not alone anymore we are a nice guild.
- Some minor Grief/Karma Bomb / PVP issue (Nothing major considering the open pvp game nature)
- Too low care about missions (the only way to raise guild ranking and get extra benefit from passive / active guild buff) as well as raise own contribution and get much higher daily pay.

Goals Achieved

- Elephant + Galley + Galley upgrades
- 400+ million guild funds
- 142 Guild points
- Several 57 lot of 56 few 58
- Average equip / life skills progress

Further Goals

- **Consolidate guild core** (keep only active players, clean roster, invite active members)
- Arrange 1 training day for duels/pvp every week
- 160+ Guild points to unlock: +hp +dp (command to gather) and siege +50% damage reduction
- **More Relic RUN & Boss weekly/daily scrolls coordination**
- Prepare for small scale nodewars and for DUNGEONS!

Extra Notes

- We can raise our funds with **SEA HUNTING!** it's very important to use the Galley, hunt monsters collect mats, (active contributing players can use in future to craft blue upgrade for Epheria) and sell guild funds drops to keep our balance positive everyday.

- **I prefer postpone node war attempt**, looks like many guild can't declare war on us cos we never joined a node war, this keep us safe, a main guild declaring would be lot of issues around, at our current stage. So better be more prepared before starting with node wars.

- It's important to agree on **guild policy about PVP**

we don't grief

we don't karmabomb

we don't flag without reason

It's allowed to fight for spot, when "diplomacy fail" in war all is allowed!

In general **keep low profile without messing around**, we are still consolidating the guild core and progress with member to raise guild average level/gear score.

GUILD MISSIONS IMPORTANT NOTE:

- **I don't want to stress the "FEW" players that are carrying all guild with missions!!!**

More players have to join and support the guild, 25 active player can do:

(5 player x 1 mission x 1 mission x day = CAP) > nothing hard, so **I demand more participation** this is **the key for keep progressing without stress**, otherwise when we get pissed off we stop doing missions and we will not raise our buffs and guild rank.

Media XL missions are not GOOD! 12000 EXP for guild 6500 mobs average to get exp of 1 single Valencia XL 24000 EXP for guild u need an average of 13.000 mobs vs 4500. Better do every day 3x Valencia XL instead of 5 Mediah.

ANY AWAKEN 56 can join valencia missions in party, the speed of kill and the number of mobs/pull will increase with better Gear/Level.

NOT IN DESERT:

◆ GUILD MISSION ◆ KILLING: VALENCIA XL 4500 Bashims

◆ GUILD MISSION ◆ KILLING: VALENCIA XL 4500 Cadry Cultist

◆ GUILD MISSION ◆ KILLING: VALENCIA XL 4500 Gahaz Bandits

IN DESERT:

◆ GUILD MISSION ◆ KILLING: VALENCIA XL 4500 Desert Naga

◆ GUILD MISSION ◆ KILLING: VALENCIA XL 4500 Crescent Cultist

◆ GUILD MISSION ◆ KILLING: VALENCIA XL 4500 Desert Fogans

VALENCIA XL MISSION WE CAN FORFAIT:

◆ GUILD MISSION ◆ KILLING: VALENCIA XL 3800 Basilisk

◆ GUILD MISSION ◆ KILLING: VALENCIA XL 3800 Centaurus