




MIDNIGHT'S CHILDREN



Poore death, not yet canst thou kill me.



**"DEATH be not proud, though some have called thee
Mighty and dreadful, thou art not so.
For those, whom thou think'st thou dost overthrow,
Die not. "**

- John Donne

"I am become Death, the Destroyer, Shatterer of WORLDS"
- The Bahavagita

"The EVIL men do lives on, the good is interred with their bones."
- Julius Caesar

**"Oh, listen to them! The CHILDREN of the NIGHT.
What sweet music they make."**

- Count Dracula

"All those moments, lost in time, like tears in rain. Time to DIE."
- Roy Batty

Patience. Discipline.

Our eyes remember things our minds have forgotten. Long lost sights from long lost lives.
Our ears remember music but we cannot recall a melody.
Our tongues remember tastes, but the appetite is long gone.
Our hearts remember love and fear and desire. But our hearts no longer beat.

The shadows shift and the long tunnel to eternity spins, birthing us in our graves. We are christened at our own funerals as the Dark Lady becomes wet-nurse to new-born old men.

In life we would look upon our new faces and weep. But life is lost to all but the dimmest memories. Only death prevails. We walk its path.

And to those who are in our way -

"Run home to your warm fires. Run to you castles of stone and steel. Tell all you meet that the sun has set on this world. The hand of Darkness stretches across the land sowing a bitter harvest.

Fear the night.

Fear the fading light.

Cling to those you trust and seek what shelter you can. For the Children of Midnight are come...

And Hell follows with them."

The Order of Midnight

All titles and honorifics will begin from this date. Previous achievements do not count. These titles carry no weight of authority or status. Orders and instructions have no extra gravitas from higher levels. Experience and respect are the sole criteria for any authority in this guild, and any power granted via these qualities is able to be withdrawn at any guild members discretion on an individual basis wherever and whenever they decide.

Dread Consul

The warden of the guild and guardian of its wealth. The holder of this position may be changed via a three quarter majority vote of the full guild membership.

Dread Lord

Granted to those who rise to 70th Level.

Dread Knight

Granted to those who rise to 60th Level.

Dark Rider

Granted to those who rise to 40th Level.

Dark Templar

Granted to those who rise to 20th Level.

Pale Templar

Granted to those low in power but great in devotion.

Pale Acolyte

A probationary title for those newly recruited into the guild. Only applicable once guild starts to seek new membership. Once cleared by the guild, new members leave this rank and enter with the full privileges of their level.

Triumphs of Midnight

These are Honours awarded to those who meet various strict and demanding criteria. No privileges come with these titles, just the admiration of the guild and its members.

Kingslayer

This Triumph is awarded to a guild member who deals the deathblow to any one of the following; King Magni Ironbeard of Ironforge, Highlord Bolvar Fordragon of Stormwind, High Priestess Tyrande Whisperwind of Darnassus, High Tinker Mekkatorque in Ironforge or the Prophet Velen of the Exodar. Obviously an appropriate screenshot is needed for validation (and boasting). Or a guild witness.

Deathbringer

This Triumph goes to the guild member with the mightiest PVP takedown. That is, the member who kills the Alliance player in single combat with the toughest (largest) level gap between them. Note that guild members of any level can hold this honour, but a screenshot of the dead enemy showing level must be available for guild scrutiny. Note, this Triumph can only be held by a single guild-member at a time.

Warmaster

This Triumph is given to any guild member who leads three consecutive successful instance runs without wipes against foes of the correct level bracket. In the event of full guild Battlegrounds, this Triumph will also be awarded to the Battleground Leader who wins ten battles in a row.

All members are allowed to run instances and seek this title, should they find a party from within the guild who grants them that privilege. It is a foundation principle of Midnight's Children that leadership is an honour granted from below, not imposed from above.

However, the designated dungeoneering nights for both groups are reserved for the usual Party Leaders (currently Blackheathen and Denmother) and any attempt to lead a dungeon group on these nights is at their discretion.

The Midnight Charter

TO FULFILL THE GOALS OF THE INDIVIDUAL VIA THE POWER OF THE COLLECTIVE.

This is the driving desire of the guild. Knowing that every member has different long term goals and ambitions, the guild seeks to provide its support for whatever those goals may be. Perhaps a member wishes to get to 70 ASAP or needs help in levelling, assistance with professions and crafting, designing premade Battleground forces, raids or 10+ man instances... Any of these goals will be made easier by guild action. Paxmortis' long term goal is to lead raids against all five Alliance capitals and feast on the slain flesh of their rulers. When the time comes, he expects all the guild to join in this worthy endeavour.

Those interested might post a short summary of their goals on the website.

TO CREATE A NETWORK OF SKILLED CRAFTERS AND GATHERERS.

The guild encourages all members to max out their professions as quickly as possible. Materials and assistance will be provided by any of our resident senior professionals. Currently these are -

Blackheathen - Engineering (Goblin)
Fugg - Blacksmithing and Tailoring
Paxmortis - Engineering (Gnome) and Enchanting
Neitzsche - Alchemy

Make some contact with any of these characters if you are skilling up in these professions, as their assistance will be worth its weight in gold.

TO RULE THIS WORLD AND THE NEXT.

More a dream of Utopia than a mission statement, but what the hell. Inside the Guild we are a collection of equals, none above the other. But outside... The world is ready to be enslaved.

The Bank

All guild members have equal access to the guild bank. Only Probationary members are restricted from withdrawals and deposits.

The focus of the bank is to provide materials for the rapid leveling of all guild member's professions and a repository of funds. It is taken for granted that lower level members will use this feature more than higher level members. All produce of profession leveling using guild materials will be sold and the resulting capital deposited into the bank.

Balance is the key here, with lower level members being encouraged to redress the guild investment in their profession leveling at a later date, when their skills are capable of doing so.

From this date, a guild bank screen shot will be sent out every second Friday via email. A quick look should reveal any useful items worthy of closer inspection. Please take any materials you need plus any you know you will need in the future when additional powers come online. Store them in your bank or the bank of an alt. Currently the bank has stocks of Claws, Fishscales and the like which are all useful, but perhaps not at this time. Take some time to familiarize yourselves with the contents. It is important to keep the banks contents flowing in and out. On the following Friday the contents of the bank will be sold at the Auction House. Materials that are exempt from this are mid to upper level and base metals, gems, mid to upper level leathers and mid to upper level herbs. All bags, weapons and other materials will be sold with the resulting gold deposited into the bank.

When the guild has more than one tab, items will cycle between the two before being sold, to prevent newly deposited goods being sold. Until then, caution will have to suffice.

It is my goal to eventually have 4 tabs. 2 to rotate materials through, 1 for depositing dungeoneering loot for later sale/use and 1 as a showroom for the guild's awesome crafting might. Costs are -

Tab 1: 100 Gold
Tab 2: 250 Gold
Tab 3: 500 Gold
Tab 4: 1000 Gold
Tab 5: 2500 Gold
Tab 6: 5000 Gold

Considering the last two nearly add up to 2 epic riding skills... We'll probably hold off on them for a long while. Even tabs 3 and 4 are long term goals rather than something we should agonize over at the moment.

Guild Fees.

Aside from the 60 gold paid to guild founder Paxmortis from the members of his party, there will be no ongoing guild fees. Many guilds tax their membership but this will not be a current obligation for Midnight's Children.

Rather, every crafter is asked to deposit ONE (1) of EVERY blue item they can craft into the guild bank for sale. Guild materials may be used in this regard and I am sure that other guild members will/can help out when necessary. Crafting professions that do not generate 'Blues' are asked to provide saleable items or materials. These might include transformed bars of Arcanite and higher level Enchant reagents.

Paxmortis keeps his own private stock of a wide variety of materials as I'm sure others do. Please do not hesitate to ask for assistance in meeting this guild obligation. Beastheart, a non-guildsman but trusted associate of many guild members, is always available to procure any rare materials that are currently beyond the capacity of the membership.

Non-crafter members are asked to keep a fair balance between withdrawals and deposits and be open to requests from crafters trying to provide their guild items.

The expectation is that guild members will eventually find a way to be useful to the collective, regardless of whether they are crafters or gatherers. For those members who do not seek this kind of active involvement, it is expected that their usage of guild facilities will be minimal.

Dark Moon Faire

It is my desire to get a large enough bank roll by the next Dark Moon Faire to make a sizeable investment in rare gems and herbs with which to enlarge the guild coffers. At that time, guild members will be asked to take the odd shift of 'vendor camping' to ensure we get the most out of this valuable opportunity. A ten per cent commission on sold material purchased by a guild member will be paid upon sale of the items. For low levels currently short on gold, this might be an excellent way of starting to build a bank balance. For others, Just take some guild cash when you are going to the Faire to cash up your character and buy a few things using guild gold.

As all Midnight requests, all involvement is strictly voluntary but greatly appreciated. The Mulgore leg of the Faire starts early morning on 8th of January and goes until the 14th.

Loot

It has been suggested by several guild members to reserve loot garnered on the two designated dungeoneering nights for the guild. Therefore if an item is not an upgrade, please deposit in the guild bank. White material items will be included, though another bank tab is probably required to make this fully efficient. To offset this sacrifice, all repairs resulting from the two designated dungeoneering nights will be paid for from guild coffers.

At times a guild member might have such need for particular materials that he/she may put out a guild-wide request for them. This is done through the Dread Consul and will be featured in the Guild 'Message of the Day' and it will be appreciated if all guild members take note and make whatever efforts to facilitate the request.

The Law of No Law

There is no authority in Midnight's Children. Thus all decisions regarding ganking, ninja-ing, scamming are left to the individual. The guild however, reserves the right to call you an arsehole if you act as such! These are the current guild guide-lines -

- Balanced generosity is a virtue.
- Selfishness is not.
- Use of the guild, without intent of compensation is selfishness.
- Leadership is an honour granted, not a right imposed.
- Actions are up to the individual conscience. But collective decisions should be respected.
- Involvement is decided by the individual but respect for the efforts of others is just plain good manners.
- Gnomes are vermin.

This part of the Midnight Charter is never complete, it will evolve and change to meet the challenges of progress.

Judgment at Midnight

As those on the Wild West Frontier will tell you, it is the areas with the least amount of Law that punish the most brutally. As such, for any transgression against the guild and its membership, there is but one punishment - Banishment. I cannot see this ever happening, but here it is, just for the record. This might seem difficult to police given the lack of rules and regulations, but suffice it to say that if you act like a total shit to people who are possibly your friends or who are only one iteration from being your friend, you deserve to be treated like a child.

Thus the Midnight Court can be called by any member against another. All the guild is the judge and the jury. Arbitration is to take place via open email to the entire guild. Secret negotiations will be void, although this is allowed between the two dissenting parties if it avoids the need to seek a Finding from the Court. The Midnight Court can only be ended by a mutual agreement of the two contesting parties or a Finding.

The Dread Consul's duty is to call an end to arbitration and call for a Finding after it is deemed that all points have been discussed. The Finding is a majority vote in favour of one party or the other, resulting in the Dread Consul removing the defeated party from the Guild. It is thus a risk to bring a nuisance suit or 'personality conflict' to the Guild's attention, as the Finding could go either way and once the Dread Consul calls for a Finding, it is mandatory that one of the participants be removed.

A general note. Any group of more than one person can often have some inter-personal conflict. Guild policy is to treat all members with respect. It is all too easy to garner attention by being a problem creator, I am hoping that this destructive characteristic has been avoided by our ages (and hopefully the maturity that brings). Any problems should be addressed via the public forum. Unless the situation is unusual, any correspondence regarding problems addressed solely to me as Guild Warden will be made public anyway via a *reply to all* email.

As in all things, the Forsaken motto of Patience and Discipline serves as an elegant summary of what is required to get a group of people functioning well and resolving the many little problems that might arise. The group is very diverse as I have said, but as the only person who has met every member, I can attest that all are worthy of respect. Professionally the group includes academics, scientists, professional communicators, IT experts, technology executives, and layabout writers all with a wide variety of extra-curricular skills and hobbies. Several members have families and a myriad of other obligations so a little patience during those 'child needs me - afk' moments will be well appreciated.

It's a good group of interesting people. Please treat it as such.



*"For all the points on the compass, there is but one direction, and
TIME is its only measure."*

- Tom Stoppard