

RANK AND PROMOTIONS

Responsibilities of nobles: First of all only nobles and the high council can claim or release keeps in the frontier zones. Secondly, a noble will provide for the members of their court in various ways-

1. When a pageboy joins a court, they will receive a weapon that cons yellow to them from their noble. When they are promoted to squire they will receive a piece of jewelry that cons yellow to them, and when they are promoted to knight they will receive a full set of armor that cons yellow to them. Dependant upon various factors the High Council may help in funding requirements for nobles having hard times.
2. Nobles will create a new quest for their court members to partake in each month. The rewards and particulars of these events will be left up to the noble, but all details will be reported at the first of each month to the high council to ensure that the quests are indeed being made and offered to their court members.

Nobles will accrue members for their courts by getting who the recruit. We have set a limit of approximately 40 active members in the guild currently so recruiting may be actively pursued up to that point. For members who are already in the guild, but have no assigned court, you will be given the choice of which court you would like to join. Finally, no members will be allowed to serve a noble who is lower in level than them. Currently this will not pose a problem as all nobles are level 50, but it may become an issue in the future. Please note that as in ALL other divisions you can not promote within the same month you already promoted.

Having said these things, if it is your desire to lead in the guild and become a noble, the following are the baseline requirements set forth by the high council for attaining those higher ranks and the lower ranks as well.

PAGEBOY: As pageboy status is seen as the first trial period of the new member. As pageboy members have limited rights. After a brief period pageboys either choose to serve another liege or become squires in our clan. Pageboys can not talk in alliance chat and can not wear the clan emblem.

SQUIRE PREREQUISITES- Trade skill to 50, no realm points, no minimum level. Member must have been in the clan for a minimum period of 2 weeks. Squires may wear the clan emblem. Also before someone becomes a squire we need his/her working e-mail address

QUEST FOR KNIGHT- Must escort a councilor to each keep in Albion to ensure the state of the land, and help a level 50 player on their epic quest. You must have the level 50 player vouch for your help to the high council.

KNIGHT PREREQUISITES- Trade skill to 150, realm points 500, minimum level 20. Knights get the right to talk in alliance chat.

QUEST FOR BARON- Must lead an Albion squad (zerg) and make at least 8 kills. Must place an alternate character in Castle Sauvage and FILL its inventory with 7 complete rams to await any need the clan might have for them.

BARON PREREQUISITES- Trade skill to 300, realm points 5000, minimum level 30. A baron as well as all other nobles can invite people into the clan and claim keeps.

QUEST FOR COUNT- Must lead a keep raid and provide all the rams needed while continuing to provide an alternate character full of rams in Castle Sauvage at all times. The count must power level eight people one level higher with those people being no lower in level than you by 10 levels.

COUNT PREREQUISITES- Trade skill to 600, realm points 20,000, minimum level 40. As a count you will get the right to upgrade keeps.

QUEST FOR DUKE- Must lead a Relic Raid, and ask the council which character they think the clan is most in need of at the time and level their choice to level 50. This character will be started from level 1. (Note: this will ensure that a duke has two lvl 50 characters) OR the Duke has to acquire 1.000.000 RP for the clan.

DUKE PREREQUISITES- Trade skill to 1000, realm points 100,000, minimum level 50 . A duke will have the right to release keeps.