

# Away Shall Fade

## TECHNICAL RAIDS

SATURDAYS, 9PM EASTERN / 6PM PACIFIC

The goal of these raids is to have a more constructive, coordinated attempt at the current endgame raid content while still having fun in a Kin setting

The guidelines set forth here are on an "honor system" basis, however Cartor is available to answer any questions you may have  
Signups will be in the technical-rem Discord channel, first-come first-serve

### Requirements

Armor/Jewelry/Offhands: Lvl 130 pieces of purple quality or better, slotted with Flickering Moonlit or better essences, majority of which being appropriate for your role. A few yellow lvl 130 pieces are fine so long as they don't make up the majority of your gear

Legendary Items: Imbued item Lvl 100 Lis with a majority of appropriate legacies for the role you are performing, where applicable. Slotted with Westemnet or better relics

Enough consumables to cover your own needs for the duration of the raid (health potions, cooked/trail foods, class consumables where needed)

Familiarity with the first boss in Remmorchant, regardless of the phases

As communication is imperative in any raid setting, use and availability of Discord and/or Ventrilo is a must, however which program used for that raid is at the discretion of the raid leader

While this raid does allow for some flexibility with group makeup, a general structure will be needed to foster progression: 2 tanks, 2 healers, 2-3 different support classes, 5-6 DPS classes. Ranged DPS will be more heavily needed on Fire phase weeks. We will do our best to ensure different people get to fill different roles from week to week (get those alts up & geared!)

Again, for any questions, feel free to contact  
Cartor in-game or on Discord

