

19 May Release Notes

- Cleaned up eligibility for Renown gain within parties
 - You must be not AFK
 - You must be RVR flagged
 - You must be within Range
- Possible Trade Bug fix
- Killing Realm Captain Renown bonus will now respect party boundaries properly.
- Reworked Domination Timer
- RVR Player kills respect party boundaries properly
- .honor now describes % through honor level
- RVR updates for rewards
 - Take a keep
 - If you are the winner, you will receive 100% of bag rewards
 - If you are the loser, you will receive 50% of bag rewards
 - Bag Rewards for Keeps use a specific table (rvr_reward_keep_items).
 - You will also receive a “small” RR, INF reward also
 - You must be both eligible and close for this to trigger
 - Winner will get a chest (mail backup) in the keep, Loser in their WC
 - Take a fort
 - If you are the winner, you will receive 100% of bag rewards
 - If you are the loser, you will receive 50% of bag rewards
 - Bag Rewards for Forts use a specific table (rvr_reward_fort_items).
 - All eligible players receive 5 warlord crests
 - You will also receive a “small” RR, INF reward also
 - You must be both eligible and close for this to trigger
 - Winner will get a chest (mail backup) in the Fort, Loser in their “feed-in” WC. Feed in is the zone leading to the fort, eg Reikland for Reikwald.
 - Zone Locks are calculated as currently defined (eg Domination Timer or VP), you will get a RR, INF reward based on eligibility, as well as 5 invader crests.
 - Note : No bag drops here!

Global

- Implemented 3 damage test objects in each capital. Note that these don't wear any armor and will display your raw damage.

Currency

- Removed all outdated Warlord / Invader merchants from the world.
- Removed all Warlord / Invader items from outdated merchants.
- Implemented two new vendors (one per realm) for Invader gear.
- Adjusted the price of Invader.
- Implemented 3 new merchants close to each Mastery Trainer in your capital. These merchant will sell respec token. Respec Token were already in game before. However due them being only available in the Undercroft / War Quarter we think a lot of people haven't noticed them yet.
- Increased the drop rate of Warlord Crests up to 10% from 5%.
- Renamed a few merchants for a better overview.

Annihilator Rework

As part of our roadmap, we have been looking at new player experience - this is a precursor to migrating the server to EU, starting to heavily advertise, introducing more PVE content, amongst other ideas. As such, we hope to gain an influx of players once we have these pieces in place.

One aspect of doing this is managing the gear gap between fresh starters and veterans of our server. We have thought about the gear sets as they are and how to give you a few more options and make some sets more interesting again. This is a issue we have created for ourselves, as we originally decided that we want to focus on T4 mainly before doing any low tier work.

As a first step of this procedure we've reworked Annihilator and brought it up slightly below the current conqueror / sentinel level. Additionally it became **free**. Anyone who starts on War: Apocalypse is able to buy this set in War Quarter of Altdorf or in the Undercroft of the Inevitable City, dependent upon your Realm.

The following changes have been made:

- All set bonuses have been reworked
- The armor values have been reworked slightly
- The stats have been reworked slightly, mainly to remove strength from healers and so on.
- Removed the resell price from annihilator to prevent gold farming.

- Each piece of Annihilator is now bind of pickup and can not be traded.
- Annihilator pieces can no longer be salvaged.
- Removed the Renown requirement and increased the Level requirement to 40.
- Removed the War Crest costs from this set completely.
- Increased the Item Level of Annihilator, so that T4 talis can be used.