

Template

Author:

Tag:

Text:

Comments:

Post 1

Author: Fit-Medium-8551

Tag: Question

Text: Looking for armor suggestions for my build, I use great sword and bow and I mainly play solo so I focus on life steal. What armor would you suggest? Light medium heavy? What named gear is best? I exclusively play PVE. Thanks!!!

Comments:

Post 2

Author: Throat-Smooth

Tag: Question

Text:

See alot of OPR players 30/40 kills and they seem to pop alot of potions, constantly drinking.

had a player on my team today and he hit 47 kills and to be fair i did give him some pocket healing, but he was constantly just drinking through out the fights

Most of these guys can go 1 v 7/8 and survive , it gives them a huge advantage but it must cost a fair penny?

Comments:

- **AlternativeSide2997:** I mean the coin you get from OPR is enough to replenish pots every game with coin left over. You need to be popping pots in NW
 - **Opan-Tufas:** There is a perk where you could pop a low tier potion and the perk activates, it doesnt need to be Tier 5, so much less expensive
 - **BeastoEast:** Health pots are like 0.06 each and hearty meals are almost as cheap. Mana pots are like 1.00 each and often cheaper...
You will net gold after each OPR unless you consume serums then yeah I guess it can get expensive for some.
 - **hekacoyot:** A stack of 100 infused regen potions are like 500-600 gold and last at least 4-6 oprs usually. Everything else is pennies so not that much. You should be popping them constantly on cooldown
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Post 3

Author: R0ckhands

Tag: Question

Text: My wife and I have two friends who've just bought the game with the goal of running dungeons together. I read recently that the fastest leveling route is just doing the MSQ - but is there a faster way to get them to 65?

Comments:

- **BeastoEast:** Not sure if it still works, but PVE arenas got me to 60 in a few hours.
- **Wickdead:** Probably a combination of MSQ and running certain repeatable dungeon quests. For example when fresh start first released you could just complete the repeatable quest from dynasty shipyard, leave the dungeon, grab it again then go back in the dungeon, etc.
- **Blackxp:** Hands down PVE arena orbs. You can get to 65 in like 30 minutes with a wild enough team. Maybe 60 haha.
Sirens, Monoecious, and Protectors orbs. Ways to get low levels to each of those locations, even Sirens.
Technically fastest might be giving materials for crafting skills maybe? That's very expensive though.
MSQ is generally a pretty fast way to do it and it's designed to be that pace so you don't have to do any shenanigans. This game has very little grind especially with the revamp to the MSQ so I think it's reasonable but I'm guessing you were looking for the above two other methods. Ran leaderboards for these and often I would get to run 30+ orbs because a team was power leveling a war account or something.
Repeatable dungeons and quests as well is not bad.

Post 4

Author: Kettle_Creek

Tag: Question

Text: So I'm running a spear with the butcher. I am going to put bleeding sweep on the weapon for sure.

As a 2nd perk I want to go plagued crits (6s) or plagued strikes (8s), I don't usually throw heavies around but it might be worth it. Also the coup de grace is a heavy so that's another plus. A lot of the time when enemies need healing they will turn around and run so plagued crits might work better. Any recommendations?

EDIT 3rd perk: I can't use keenly jagged + plague so I'm going with arboreal attunement.

Does arboreal also work on abilities?

The spear build is sweep, perforate and skewer (I have fortifying perforate and enfeeble skewer on armor)

Any help greatly appreciated!

Comments:

- **Mentyss:** Please learn about perk buckets. You cannot put plagued + keenly jagged as both are procs
- **vynnski:** Skip jagged since it's already on Butcher and they don't stack. The spear I pair with Butcher has Bleeding Sweep, Penetrating Backstab & Attunement. It'd also be possible to run Rogue instead of Attunement, or Trenchant Strikes instead of Attunement if you want Coup de Grace to hit harder since it's considered a Heavy attack.

- **HazzaHodgson:** Fortifying perforate on weapon instead - under rated perk. Can literally solo and pve with how tanky it makes you. Really good in PvP too to swing the damage trades. That 30% Vs 75 makes huge difference
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Post 5

Author: EstablishmentOk8573

Tag: Question

Text: Sorry if this has been asked many times before... I'm approaching level 65 and I'm not too sure how I should be going about finding the most desired pieces of gear? So far I've been using the trade post a little bit & running expeditions to get gear my level but I have no idea where the best gear is or even what it is.

I've maxed out the GS and Bow (currently levling pvp track as I hear serenity is good) and also leveled the hatchet and spear a decent amount. Any pointers on where I can Farm and what gear to look out for?

Comments:

- **Sufficient-Win372:** Enchanted ward and health. Just keep swapping out till 695ish
 - **Furadi:** M1's. With the loot biasing you'll get gear based on what gear you're using.
 - **inf4mation:** when I first started getting to into proper gear, I would utilize a youtuber build then expand/switch out those until I got the gist of how to pve/pvp builds on my own through knowledge and experience. The videos helps build a foundation of what perks/abilities go together etc.
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Post 6

Author: Equivalent-Way7229

Tag: Suggestion

Text: Just rip off chivalry's game mode siege and put it in new world one team attacks the castle /keep another team defends with mini objectives in between. Feel like having that would be a million times better than oprs and take this game to the next lvl.

Comments:

- **thegodlypenguin2:** The PvP in this game has so much potential. I really hope one day we'll see AGS capitalize on it.
 - **sgtlyn1:** So basically a war.
-

Post 7

Author: Lanky-Data-7225

Tag: Discussion

Text: Hello everyone First of all, English is not my native language and I hope I can explain myself. I want to explain biggest reason of weak population in New World and why New World cant create big bone population.

PvP on New World is based on skills without biggest gear gap.

After spending a certain amount of time in the game, unfortunately, there is not much you can do in the game other than War.

And unfortunately, if you are not among the 3% player base, it is almost impossible to enter the wars on all servers in EU.

Even if you are among the 10% of the population, you will be included in the wars as a backup. The worst part is that you cannot improve yourself in wars without having war experience. It's like a dead-end cycle, if you want to improve yourself, you have to fight, and because you can't fight, you can't improve yourself. Because you can't improve yourself, you can never be included in the 3%.

Another sad part is that I cannot say that this 3% community contributes to the health of the game. Think of all the companies that have been disbanded since the patch, at least half of them were disbanded because they could not fight at their own skill level and lost in 5 minutes.

I just wonder ; Why is it that the only war-logger who harms the game so much is incredibly toxic and egotistical. The fact that ags still supports them in every single way. Do you really believe that these friends support the health of this game? Why can't I go to war on my own server because someone is better than me? Why can't I play the content of the game for which I paid money and purchased DLC? Please do not write that you need a casual war in the comments. I do not want to play a casual war. I want to play a real war. I want a war on equal terms at my skill level.

Yesterday, 2 of my friends quit the game because the wars were not accepted. You are truly incredible AGS.

Now I'm asking, will you solve this problem or will we continue to watch so many companies disband and many of my friends quit the game before our eyes?

Comments:

- **bububeti:** Look at the good part. There won't be player for war roasters anymore so companies will recruit anyone, looking at you, Abaton.
- **IntelligentJacket984:** For example on octans the 2 purple companies are just dropouts and supple alts. They literally made 2 alts each to be in more wars
- **Junior-Ad4779:** They wont solve that issue, in eu its 150 people that are on a good pvp level for wars, you need a practice war mode, the skill gap between a avrage players and the 150 wars veterans is so imense. A company gov will always take the player with 500+ wars then the new guy that has like 20wars. There are also a lot of win riders so, if your company loses some wars> they loose players> these players go to the winning company> your company dies cause all good players went to winride. Have seen it many times.
So people dont wanna risk loosing so you always slot the players with a lot of experience/alts.
Also i think devs dont care about wars, dont think that many individual players participate in them so its more worth for them to bring out another expedition next patch then do any pvp related content.

Post 8

Author: BloodyMiccia

Tag: Question

Text: Any updated GS/GA builds? using heavy armor. I am using serenity with a GA with crippling reap. PVP/War.

Comments:

- **Inert_Oregon:** For uhhh what? Pvp? Mutation runs? General solo PVE? They nerfed heavy armor last week, now you can't dodge 3 times with hearty, so you may want to consider trying medium if that's been a problem for you.
 - **Dencnugs:** Avalanche Great Axe and Frigid Dawn Armor from the glacial tarn dungeon, paired with serenity.
 - **artdz:** Go dark voidplate, frigid dawn with serenity and a ga with reap perk. 1 energizing runeglass in armor for stamina.
-

Post 9

Author: du0maxwell

Tag: Question

Text: How do i know where or when i could join a pvp war or raid? im new to the game sorry for the noob question.

Thank You.

Comments:

- **Sharkus1:** You can see on the map if a war is upcoming in a zone. Then you can go to the board and sign up.
 - **f7eleven:** look for "x race" in faction chat just before 8pm, 9pm, 10pm, and 11pm server time.
that is people asking to join a raid for the Influence Race (open world PvP that decides who gets to declare war on a that territory).
 - **callm3god:** You can join an influence race, opr or arenas. I'm not trying to be mean but the chances of you joining a war with little game experience are very slim to none. You might be able to join an up and coming company with a chance of warring once in a while but it won't be often tbh
-

Post 10

Author: Pilot-Leather

Tag: Bug

Text: So this just happened to me while figuring out on which sever to transfer my old chars that dont have servers, I somehow managed to join Kronos (it says it is closed and new start only)

Tldr: just transfered into a fresh start world

Any1 ever had this bug?

Comments:

- **sgtlyn1:** ronos is a fresh start server so no transfers in only create a new. So not a bug.
- **Inert_Oregon:** When did you originally create the character that transferred in? Wouldn't surprise me if there was a bug relating to really old characters or something with all the shenanigans they've had to do regarding world transfers, removing inactive characters from worlds, etc.

Post 11

Author: lunbean

Tag: Question

Text: They build a door trapping our team outside, it wipes us and the enemy team enters within seconds, meanwhile the other team builds doors that all 20 of us can't break down

Comments:

- **Soulffx:** Stats padders
 - **Miicrow:** For the getting wood achievement
-

Post 12

Author: Kettle_Creek

Tag: Question

Text: I can think of plagued crits, plagued strikes, bile bomb, grenades.

Does anyone which of these STACKS for maximum anti-heal?

Thanks friends :)

Comments:

- **vynnski:** Pretty sure they all stack but the cap is 50%.
-

Post 13

Author: Economy-Low-2872

Tag: Support

Text: Exactly as the title says any recommendations? my setup is:

CPU - I5-6600k

Ram 16gb

Geforce GTX 1070

Comments:

Post 14

Author: Connect-Street-9875

Tag: Question

Text: I play pvp a lot, using bow or switching to tank when i get annoyed. This game is filled with healers, fire staffes and heavy armor its a joke. I can sit in the middle of the point and not die by anyoen EXCEPT a fire staff. It's either 2 players with hammers thatn stun lock you for 10 seconds strait, an axe that pulls you towards him and you can't move or a fire staff that absolutely destroys you even if he misses every shot on you. I do not know what to do to fix it it's a nightmare to deal with that. How do you guys deal with this? Not even speaking about the crazy amount healers heal sometimes and its just funny. I would like to have tipson runeglasses, gems etc. i know nothing about it. I checked on youtube a lot but is it even worth the grind? Even if i get all these gems, is this experience going to change?

Comments:

- **AlternativeSide2997:** What I'm hearing is you're a newer player who is still learning PvP in this game. I assume you're solo, which is fine, just keep playing. What you really should be saying is "why is there no MMR or role queue" so new players aren't having to face players with 2k plus hours that destroy me.
- **Accomplished-Tale543:** It is horrible for new players. You are getting matched with people who have thousands of hours of PvP experience against other top level papers/no-lifers. There needs to be match making and role selection for opr.
- **Ok_Path1448:** 1000 hours in and I still get smoked by top fire staffs a lot. so hard but so fun once good. I saw drastic improvement after spamming arenas and just taking the smack talk from teammates on the chin, for being trash.
- **synx07:** I need to figure out this fire staff thing. I've been trying to PvP with fire staff but rarely get any kills. Running light armor and I've tried all sorts of fire staff perks like fireball, different attunements, stacking fire harnessing or even void with amethyst and I just can't do enough to bring people down unless I can just flamethrower them.
It's been fun trying to figure out how to effectively PvP, but I haven't reached that effective part of it

Post 15

Author: PureIsometric

Tag: Bug

Text: I am just curious if this has happened to anyone.

I was crafting some lifering amulet and after craft 2 amulets for this week's dungeon (fire protection and nature protection). This required 6 chromatic seals and 2 jewellery matrixes.

Furthermore, I checked my inventory to equip my 2 beautiful amulets, I noticed only one was crafted while the other stayed the same. The strangest part for my all my chromatic seals and jewellery matrixes were gone. Please be careful when crafting, folks.

I will be taking a break to touch grass, I do not have enough gold to get 3 more chromatic seals or a jewellery matrix. The added frustration is the capabilities to make gold.

I had to install discord to report the bug, which is frustrating enough as it is

Comments:

- **Crushmaster:** I commented on your Discord thread, I'm copy/pasting it here for others' benefit.
"The reason is because it just rerolled the same amulet. Even though you just rolled it, it picks it again despite being rolled by you.
I lost 9 seals and three matrixes (still happened even when items were locked and in a gearset) over this bug/problem, and was brushed off by AGS support. Extremely serious, aggravating bug or horrid UI. You have to move the item to a different city to be safe, and check the item counter to make sure it's 1/1."
-

Post 16

Author: Benny_Blast

Tag: Question

Text: I've been noticing the daily population has been going up and up on Lilith the past few weeks; what's going on over there?

Does Lilith have swimming?!

Comments:

- **lucerndia:** I bought the game during the steam sale and that was the server they recommended to me so that's what I picked.
 - **thegodlypenguin2:** Because of the "fresh start" tag.
 - **randrogynous:** Whenever the base game goes on sale (like it was from December 21st to January 4th), you see a disproportionate increase in players on Fresh Start Servers compared to Legacy Servers. When the sale ends, you see those population gains quickly go away, leading to Fresh Start Servers being much more volatile than Legacy Servers.
Funny enough, you see the opposite effect when new Seasons are released, where Legacy Servers see a bigger population increase than Fresh Start Servers, suggesting that once Fresh Start players leave the game they never return.
-

Post 17

Author:

TheRisen2500

Tag: Crafting

Text: Hey are thrashing vines still a dropped item from chests? I don't see them at the trade posts as an option in the resources; nor are there any sales. Is it just purely a random roll now on armor?

Comments:

- **Stonethecrow77:** NWDB says PVP track.
 - **Qynamic:** They're bugged. They have been for a while now. They don't show in the TP, I recall seeing a reddit post from a good few months ago discussing the same thing. I'm not entirely sure if they're even obtainable (If they are, the PvP track is the only way to get them?).
The only decent Shirking DoT Cleanse amulet I've been able to obtain is the Champions Amulet with Shirking Empower on as well, decent combo, but I'd prefer protection or Divine most of the time.
It's a shame, because Shirking DoT Cleanse is BiS in PvP for light users imo. DoTs are particularly powerful versus the lower resistances.
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Post 18

Author:

ShadowLurker199:

Tag: Question

Text: Fairly new player here, I see that certain regions have 'Upcoming war', 'Upcoming race' or 'Upcoming Invasion' on them. What is the difference between these?

Comments:

- **Jowehh:** An invasion is a PvE event where 50 players defend a fort against waves of corrupted enemies and the goal is to last until the timer runs out for rewards. Losing the invasion means the zones crafting/refining/defence facilities are downgraded.

Races are mass open-world PvP events where players from each faction fight to gain influence, this is done by completing PvP quests or capturing and holding the forts around each zone. The winning faction gets the opportunity for a company to declare war on the company holding the territory.

War is the actual fight between two companies for who controls the zone and this happens at a fort, this is the endgame PvP content with the highest skill levels.

- **Kooshdoctor:** The other thing I'll add since it may be a question...Races you flag PVP and you can just jump in and out of them at any time and they usually run for 45 minutes from the start and you have to be playing with other people who are the same faction. As long as you flag and participate for a couple minutes you will get credit for taking part.

In a war, the two companies choose the people (up to 50 for each side) who take part for their side so you have to apply and then you get picked 0-15 minutes before the war.

For the invasion since it's only one team of 50 whomever the defending company is chooses from the available applications.

For the ones you sign up for, you can do it in the city at the war board or right from the map by clicking on the main city in each territory and after you apply you can see your order on the list but it'll only matter if you get picked and you can only sign up for one of those things at a time.

Post 19

Author: Zarothan

Tag: Question

Text: I'm pretty clueless about the process of rerolling completely with the new start option,

i have a character from first release, only got to about level 32, it's still there,i logged on and only see new character or server options and wonder if the 'new start' happens when i add a new character or if i have to delete or use a new account ?

i'm in Australia where we have a couple of servers (which is amazing coz we get nothing usually) but it's not clear if it needs to be a 'new start' option or the full delete and start again thing ?

edit - looks like the only option is one of the US fresh start servers.

My other question might have been how much population is active in AP (Australia specifically) and would anyone recommend staying or moving to a US or other server ?

Comments:

- **PoopFlavoredGum:** Reroll, if you weren't max already, no point to continue. The leveling processes is smoother and more enjoyable this time around.

- **VolumeSad6360:** I say reroll on a fresh start server. The reworked MSQ and the leveling is much faster and enjoyable now. Its truly an awesome experience! Also, leveling gathering/crafting as you level is also so fun, and give XP! As far as server goes, I would honestly recommend (if Possible) going to a US server. Lillith on US east is a really populated fresh start server. US west im not totally sure to be honest but im sure there are good options on that side too. I wish you the best of luck! Enjoy the game!
- **BeastoEast:** The game is especially fun if you play it casually in my opinion and it's going in the right direction just a bit too slowly if you ask me.
- **snowdaddy:** If you are in Australia use AP servers. The US Servers have ~150 ping and all your weapons/abilities will have lag just using them and it wont feel as fun as it is. "Fresh start" was over a year ago and there might be another one this year but the servers are all pretty much the same at this point.

Post 20

Author: Lonelymagix

Tag: PSA

Text: I understand it has a rough past but the devs seem like they really care about the game and the player base which is rare these days, great to see it and I hope more people try it out. I ended up buying the new dlc which honestly is not that bad of a price. \$90cad for the full game +expansion is the same price as any game these days im not sure why people think its overpriced.

Its also one of the most beautiful games the different sceneries are crazy and I don't even have the graphics maxed out

Comments:

- **drvanostranmd:** I would get so immersed just running around mining
- **Qynamic:** Beginner experience is fantastic, agreed.
- **lootchase:** Enjoy the honeymoon!
- **dotnetplayer:** Honestly it is very good at start. You can easily make 3k hours in the game without getting bored.

Sometime after that you already did most things, and they start feeling too repetitive.

So if anyone is wondering, is the price worth it? Absolutely!

But if you wondering, is this a long term MMO that I can play for a long time?

Most people say no.