



"DKP WORKS FOR ME!"

NAME: Jason Price
 CHARACTER: Furiatrix
 REALM: Dunder-US
 GUILD: Aetherial Circle
 (guild master,
 DKP administrator)



"When we first formed a guild, the biggest drama I saw in raiding guilds on our realm was over loot. I wanted a system where everything was above board, where points weren't awarded arbitrarily, and where there could be no reasonable accusations of favoritism from officers or a loot council. I didn't want a loot system where just members can never catch up to the DKP of old members because of huge pot balances and point inflation. The actual process of getting loot is just an old-fashioned auction. People keep bidding until whoever wants to pay the most gets it. Once that person wins, the points they spent are divided equally among the other members of the raid. There's a mechanic for pooding 'better' points for even distribution later.

"You have to be present at the raid to get points. Thus, those who attend more often will still earn more points overall than those who don't frequently — but at the same time, it doesn't lock out the people who can't attend all the time, and gives them a decent shot at loot when they are there."



DKP WHERE POINTS MAKE PRIZES

DKP stands for dragon kill points, and dates back to the reptile-slaying days of earlier MMOs. Its simple concept has proven quite appealing: you raid to earn points, which you can then use as currency to "purchase" item drops from bosses. Because of the many variants in terms of earning and spending methods, DKP is often one of the most difficult and complicated systems to maintain, but it's still quite popular and clearly time-tested.

Different guilds use different criteria for earning.

DKP FOR INSTANCE:

ATTENDANCE: By simply showing up on time, a player can earn points. Everyone wants to start on schedule, so it's useful in discouraging tardiness.

TIME-BASED: Some systems are based on the exact amount of time a player spends raiding — or spends waiting ready on the sidelines even when the raid is full. This is a useful reward for players who are standing by outside and ready to jump in if their guild needs them.

BOSS KILLS: This system rewards the raid performance itself. Every time a raid boss gets taken down, every member earns a flat amount of points.

As you might expect, since there are multiple ways to earn DKP, there are different ways to spend them, too:

BIDDING SYSTEMS: After an item is dropped from a boss, an auction is held to determine the winner. Bids can be taken either publicly or privately by the loot master. The highest bidder gets the item and forfeits the amount of DKP that they have bid.

NO-BIDDING SYSTEMS: Items are designated with set prices. Players with the highest amounts of DKP are given first option on whether they want an item or not. After paying the set price, their DKP is deducted.

YOU RAID TO EARN POINTS TO "PURCHASE" ITEM DROPS

"ME, TOO!"

NAME: Steve Asher
 CHARACTER: Black
 REALM: Sisters of Ease-US
 Guild: Apples (officer, DKP administrator)



"It keeps everyone pretty even. It makes it so even though you might not have the most DKP, if an item drops that you really want, you feel like you have a chance at it since you're willing to risk the most for it. It keeps people pretty motivated. I find it fairly simple to conduct and track DKP after every boss, which is nice for me. DKP is earned with attendance. Attendance points are given to anyone that logs on for raid invites and is on until the raid ends, either in the raid or on standby. People will get 1 DKP for the start of the raid, and 1 DKP for the end, and then the occasional bonus DKP will be given for new content."

