Rare Loot System (RLS) - Updates & Fixes

We've completely overhauled the Rare Loot System to ensure you get the drops you deserve! After investigating reports of players not receiving any Rare Loot Chests, we uncovered a few issues and squashed the bugs.

What's Changed?

- **Group Looting Fixed**: The bug preventing Rare Loot Chests from dropping while grouped has been resolved. You can now hunt with your friends and still earn RLS chests!
- **Max Level Drops Fixed**: Level 90 players who are ungrouped will now properly receive Rare Loot Chest drops again (the system was previously failing to award them to players who had maxed out their XP).
- **Corrected Drop Rates**:
  - The base drop chance for an RLS chest has been corrected and stabilized to a **5% chance** per eligible kill.
  - Chest Rarity has been properly weighted. When an RLS chest drops, it will have the following chances:
    - **92.5%** chance to be a **Tier 1 (Rare) Chest**
    - **5.0%** chance to be a **Tier 2 (Exceptional) Chest**
    - **2.5%** chance to be a **Tier 3 (Legendary) Chest**

Get back out there and start hunting! May the Force be with your loot rolls.

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