Written by Serenity Saturday, 14 August 2010 15:05 -

- Nojohr updates: - New mortal nojohr skill: war-strike. - New minor remort nojohr spell: galvanize. - Warrior's study and

warrior's magical study have been altered.

In order to learn an ability, the user now needs to find a player or NPC who possesses that ability (being in the same room is sufficient).

- Slightly improved and randomized the defensive benefit of cleave mastery beyond 100%.

- Eruptive stigma's duration has been increased.

- A message is now displayed whenever an open wound is inflicted or increased.

- Exchanged the continuous healing percentages for the gargoyle and black drake lineages. Increased troll vulnerability. - Improved the extrinsic elucidation: xt inscription (new passive effect, buffed the empowered effect).

- Various fixes to key mobs across the realm (flagging them unattackable or uncharmable).