

Update 2/7/2010: attack changes / pet bug fix / invasion tweaks

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- The following commands now accept multiple arguments: 'kill', 'target', and various hunting skills. For example, you can now specifically attack a red dragon by typing 'kill red dragon'.
 - Open wounds now cause their hp loss more quickly.
 - Fixed a bug which allowed pets to use skills which were available to NPCs but disabled for pets. (Spells were not affected.)
- Certain pet-disallowed skills have been enabled to minimize the impact of this fix.
- Recent Invasion balance/content changes:
 - Slightly increased the rank required before a player 'graduates' from half-ogres to rockbiters.
 - Jailwatch ogres now load keys far more frequently. They also now load some gear, such as rucksacks.
 - Shriveled ogres are less common.
 - Howling/sulfurous ogres will no longer load on the initial invasion wave. (Otherwise, they would grow unchecked if there were no defenders in a tier to eliminate them.)