

Update 7/2/2010: Requisition gear / crafted change / warlock buff

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- Players may now purchase requisition gear with their Ruushi faction! See 'help invasion requisition' for details. -
- Requisition gear is available for both mortals and remorts.
- When Ruushi is well-defended, trade routes open up which allow for better material access. Thus, better scores in the Invasion events will allow players to obtain better requisition gear.
- Requisition gear lasts 3 weeks. Stats may be tweaked over time.
- Fixed a bug where superb crafted items were erroneously getting an extra stat boost (they were being treated as suffixed items, which get a bonus boost to their stat curve). Slightly adjusted the overall stat curve for crafted items.
- Warlocks now have extrinsic elucidation.
- Added some powerful new menu AI functionality so that we can bring you better quest menus with less coding time. =)
More content incoming, watch your heads!