

## Update 5/8/2008:

Written by Odinn

Thursday, 08 May 2008 09:03 - Last Updated Thursday, 08 May 2008 23:39

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### Update 5/8/2008:

- New channel: morality (see 'help mtalk' for more details).
- Ranking for moral, immoral and true impartial players now favors immoral and true impartial. The reasons for this should be obvious; the majority of players are moral and as such, the other moralities need greater boosts to compete.
- New feature - Karmova's Orator. This new mob, located above the Temple of Ruushi, runs the Trials of Karmova. Please report any problems with this new feature to Whim immediately. ( [whim\\_nodeka@hotmail.com](mailto:whim_nodeka@hotmail.com) ) Thanks!
- Trials of Karmova: any player (mortal or remort) may visit the Orator while the Trials are in progress (follow him to receive a task). Completing the Orator's tasks will score a certain amount of favor for your aspect of morality (moral or immoral). The \*FIRST\* side to achieve 100% favor wins the Trials. Tasks are scaled to your mortal level/remort status.

The victorious moral aspect will periodically be granted strong blessings mudwide for a fair duration (approximately an hour and a half). This applies to ALL players online who share that morality. Any players of the winning morality who actively completed a Trial will receive an additional reward.

After the hour of blessing is up, the Trials begin again, with both sides starting back at 0%. However, each victory tips the scales away from that moral aspect and toward its opposite; thus, if one side falls behind, it eventually becomes easier for those players to catch up. (When the Orator is first loaded, as in after a reboot, the scales begin tipped mildly in favor of immorality.)

True Impartial players may select which side (moral or immoral) they will be aiding for the day.

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Every player's contribution, mortal or remortal, is equally valuable in terms of favor. Participation and cooperation may prove vital to winning consistently.

Trial announcements are made on the OOC channel, similar to Sigil Citadel reports.

- The Brigand's Noose has been moved - it is now on the eastern coast of Tarsis, directly to the west of Ruushi across the Lont Sea.
- Fixed the keywords of many mobs in the Aragnarack mines.
- Citizens of Bhalin Deeps have been mildly buffed.
- Slightly increased the population density of certain mobs in various zones, and spawned a new mob in the Hades Fissure, for Orator quest purposes.
- Fixed crimson-steel boots typo (Stormhaven gear).
- Fixed "Unholy NPC" typo in Tloka's quests.

*Updated by Serenity for new additions and edits to the original MOTD by Whim*