

## Update 5/26/2009: Villakian Invasion. / Bug fix / Rank changes

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- New periodic mini-event: the Villakian Invasion. The ogre incursion is imminent, and the city of Ruushi is at stake...
- Sentinels in Sigil Citadels are now REALLY no longer attackable. =)
- Fixed a bug with blessing of the meek (incorrect value to beyond-100% bonus attack).
- The contribution of non-health pools and player kills to overall rank has been reduced slightly. I'd like to keep it small, rather than make any drastic changes immediately; we will adjust it further if necessary in the future.