

Update 5/30/2009: Invasion upgrade

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Saturday, 30 May 2009 07:09 -

- The Invasion of Ruushi is active once more, with even more upgraded goodness:
 - The 'enhanced rune' now has even greater functionality, allowing its use on weaker targets as well as stronger ones. Talk to Christof for details.
 - You can now directly obtain an enhanced rune via 'answer enhance' - you no longer need to obtain a standard rune first (although that will still work, as well).
 - Turning in a major boss head will now have help alleviate city damage temporarily.
 - A few new invaders will arrive at certain times. Be aware - the invasion may be a little more dangerous than before for those participating.
 - The VI'lakian bruisers have gone on permanent strike and will no longer be seen.
 - Infuriating runes should now work more reliably, especially in high-traffic and group situations.
 - Increased the discrete levels of city damage from four to five (see 'help ruushi invasion').
 - Dynamic reinforcement code has been rewritten and is now much, much more intelligent.
 - Major improvements to AI speed, dialogue, and various quest mob commands (such as Christof's 'answer target').
 - Many updates to 'help ruushi invasion' to reflect these upgrades.