

Update 6/1/2009: Important crash bugs fixed.

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- Important crash bugs fixed.
- Invading warlocks now have reduced health and increased invisibility.
- Tightened Krijjkar's platinum bar code to slightly reduce the chance of players "jumping the gun" and giving him a platinum bar too early.

In every reported instance of a player "losing" his or her reward, it was due to that player giving Krijjkar the platinum bar before he asked for it. I've tightened the code so that it's more difficult to do so, but it is still possible.

Players should remember NEVER to hand ANY quest mob an item until they specifically ask for it.

- Some of the available mortal-level Ruushi invasion rewards have had their required level adjusted.