

Update 5/7/2009: Havoc/Insanity/Monstrous fury

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Thursday, 07 May 2009 15:07 -

- The base defensive penalty for being in Havoc has been reduced, and the base endurance drain of Havoc has been reduced.
- Insanity now provides damage benefits and reduced endurance drain beyond 100%.
- Havoc now provides accuracy and defensive benefits, as well as reduced endurance drain, beyond 100%.
- Monstrous fury has been adjusted in several ways:
 - 1) it now provides +dam and wil, instead of +dam and str
 - 2) its prevention time has been strongly reduced
 - 3) its duration has been reduced (no longer boosted by con)
 - 4) its duration can now be boosted by mastery over 100%

We recognize that this affects all current barbarians (given that about every active barbarian playing is a Ruanbaere of the Fury...) However, this change is necessary if we are to improve the barbarian alongside other classes without overpowering this specific subclass. - Whim