Update 6/12/2009: Frenzy / Al Updates

Written by Serenity Friday, 12 June 2009 01:49 -

- Frenzy now gains benefits beyond 100% mastery.
- The special abilities used by invasion bosses, slavers, and taskmasters are now more visible when activated.
- Various internal AI improvements for upcoming areas. (See the Sixth Sense development blog at nodeka.blogspot.com to keep up on all the latest news!)