

The ODYSSEY: MIDVALE

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Small Update

Written by Senatious

Tuesday, 29 April 2008

The 5 new spells have been added in, so be sure to run your game from the Updater. For Clerics we have Hex, a spell that makes spellcasting problematic for the victim. For Thieves there is Stalk, a way to increase your Backstab damage via sneakiness. Knights can stun other players for a second or two, giving you time for a couple extra hits, or to get the player surrounded. Mages have Bladeturn, a temporary spell that nullifies the next non-fatal damage-causing attack. Paladins have Dispel, a nifty area effect spell that removes all sorts of buffs and debuffs.

These spells are different from most prior spells in that most of them have 5 minute cooldowns. They also typically have more complex inner workings, that can allow the victim to "resist" a spell with a combination of luck and superior stats.

Please report any bugs/balance issues with the new spells on the FORUM. They are NOT heavily tested and I have no doubt are in need of balancing/tweaking.

Additionally, a new dungeon is near completion, Duwaldawar Kosikorot. It is not a quest in the traditional Odyssey sense, but it is somewhat akin to Tal von Ubel. Monsters spawn randomly in the dungeon that can drop Devil Blood, which can be used to buy a variety of items from our friendly Ashiyyin merchant. Additionally, there is a Blood Shrine inside the dungeon. Sacrifice enough blood to the altar, and something just may happen...

Last Updated (Tuesday, 29 April 2008)

Important Topics

Written by Senatious

Sunday, 20 April 2008

[Upcoming Cleric Changes](#)
[Seyerdin Update](#)
[New Spells!](#)
[End of Testing/Account Recovery Information](#)

And please vote on the poll to your right! Remember the poll is *solely* about movement; it does not concern

POLLS

How is movement now?

- Still as bad as ever!
- Better than it was, but still not too good.
- Pretty good, still could use a few improvements.
- I have no real issues with it anymore.

RECENT FORUM TOPICS

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- [Help & Support Forum : Wont let me log...](#) (2) by [Rolled](#)
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projectile spells, which is a separate issue.

Last Updated (Wednesday, 23 April 2008)

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