

OgreBot - Feature - Enhancement #1565

Beastlords should cast advantages more often

2016-01-04 04:00 AM - lumbercrack

Status:	New	Start date:	2016-01-04
Priority:	Normal	Due date:	
Assignee:		% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:			
vbulletin_issue_id:			
Description			
Since Terrors of Thalumbra, Beastlords can now cast two advantages per weakness spotted.			
OgreBot is only casting one advantage per weakness. After casting an advantage, OgreBot will use other lower priority abilities from the cast stack. OgreBot will not cast another advantage until another weakness is spotted.			
This means that Beastlords are wasting a free advantage that could otherwise be used.			
OgreBot should allow Beastlords to cast two advantages per weakness.			
This issue was originally reported on the forums, here: https://www.isxgames.com/f/threads/spiritual-beastlord.7731/			