

Forum:[Hack Forums](#)

Thread: [Aurora - Next Generation of OSRS Content \[DAILY EVENTS\]](#)

ama - August 9, 2018, 7:14 pm

We will be officially releasing sometime Saturday, will update this post soon with information!

Welcome to the advertisement thread for Aurora. As of August 11th, we have officially launched after being in development for over a year, we look forward to seeing you online! Aurora is an OSRS based server which aims to provide a fun community-based server to practice your OSRS pking on, however, we also provide tons of PvM and skilling content too. Jump online and play for free today, we host regular events and aim to please every single player!

Our main priority with Aurora is to branch out from the RSPS scene and introduce unique in-game content for the player base to enjoy. Most Runescape Private servers going up in 2018 are mainly doing it for one reason, and that's money. We can guarantee that our server has intentions what so ever to take the players hard earned money and run off with it. All donations made towards the server will go back into the server supporting hosting, developer payments, advertising, event hosting & much more! Our team currently has so many wonderful ideas & events planned for the future of Aurora!

At Aurora, we strive to bring you a difference in the RSPS community. We know that people play RSPS to get away from the monotonous grind that Runescape presents, so naturally, we offer reasonably fast skilling rates whilst keeping in check a balanced PK'ing economy. There are plenty of activities to get involved on Aurora ranging from bossing, PvM, PK'ing, to even skilling!

Though maintaining a stable economy will always present a challenge, Aurora will consist of plenty of different activities to keep the players engaged with the server some with a challenge harder than others! Recognizing the importance of accurately recreating the combat system we're all familiar with in OSRS, one of Aurora's largest priorities is carefully and meticulously perfecting our own. With a variety of activities, including late-game rewards, we will strive to provide an accurate and active wilderness experience.

You will be able to set combat stats instantly upon login, but skills are something that the player will have to work for. All skills are trainable on Aurora with the incentive to grind. This will not only appeal to skillers, but also give countless hours of entertainment to others looking to escape the wilderness and gain that sexy completionist cape!

CLICK HERE FOR IN-GAME PICTURES & VIDEOS ([Click to View](#))

Piracy - Founder & Developer

Trick - Community Manager
Runite - Community Manager

TARS - Server Developer

Dev Blog Update 7/26/2018

7/26 ([Click to View](#)) As usual, lets start with new content!

Max cape can now be attached to other items to create a variation of them (ex: Assembler max cape).

A new wilderness boss event that spawns every 3h and rewards the 4 players that did most damage on it!

PJ timers are now based on your location!

Monsters can have their stats drained in combat now, so a Bandos godsword is a really powerfull tool for monsters like Corporeal beast!

Fixes

We re-worked our packet and PID system, so eating and switching should feel just like OSRS.

Freezing no longers ignore players that have been frozen before.

Duel presets no longer ignores the conditions of each rule (such as having different weapons on lock weapon rule).

Ve'tion's combat script reworked.

Crawling hands task updated with more monsters.

Gmaul insta spec will not move you anymore.

Online best pkers now fixed.

Title that requires killstreak now updates properly.

Scorpias block animation fix.

Jad's healers despawn if you die.

When casting spells, you dont face a random direction anymore.

When a friend log in or out, it shows a message now.

Changes

Duel arena now shows the amount of stakes you won/lost and the items you lost in the stake.

Wilderness keys no longer can be traded inside wilderness.

You may get onyx from gem stalls now (its rare).

Vials can now be dropped on combat.

The damage calculation for prayers vs PVP is always instant now (and delayed for mosnters).

Darkbow second arrow delay is the same as the first arrow.

Tournaments now have a overlay to display your target, time and players remaning.

Tournaments will happen 3 times a day: 4AM, 12PM and 8PM.

Scorpias guardians no longer drop emblems.

Farming gives experience upon harvest.

Dev Blog Update 7/23/2018

7/23 ([Click to View](#))New stuff first!

Staff of the dead now has a special attack (and his toxic version)!

You can*now reset your KDR with the emblem trader.

Red, black and regular chinchompas now work with their effects.

::discord command that links you to our discord channel.

Also, if your client has LOW FPS or is a bit slow, turn PARTICLES off in the settings tab.

Fixes

Fixed bracelet of ethereum replacing your head when uncharged.

Tournaments have been improved and now work without bugs.

Block animations should play more often in combat now.

Brinhavem stairs now works to enter the lesser demons room.

Duel arena now shows the total value of won stakes.

Voting now works for everyone, with or without space in name.

Skin color now works for donators.

Players with combat level higher than yours must go deep in wild now (before a level 95 could attack a 90 in level 1 wild).

Slayer total tasks achievements now work.

Changes

Removed the chat interface when attacking in duel arena before the timer is up.

Hunter is not required to buy the max cape.

Dharoks accuracy increased.

Duel arena now can have stakes of over 4 billion, it will automatically turn cash into platinum tokens.

Revenants now appear in the drop table.

Revenant drops buffed.

Added price to silver and gold bars.

Set level and master commands can only be used at edge or mage bank.

Wilderness chest is more rewarding now.

Freeze effect now wears off if the entity who froze you is 15 tiles away (was 10 tiles before).

You can only drop foods and potions in combat now.

Dev Blog Update 7/19/2018

7/19 ([Click to View](#))Bounty hunter target selection changes

Since our previous target selection system was pretty much random, we made some changes and added a priority system. Now if you are in a clan with someone, they will be added to a low priority target list and will only be assigned if the high priority targets are all taken. Also, you won't get the same target twice in a row, even if there is no one else online.

Fixes:

You can only remove farming patches if they are dead.

Justiciar armour effects are a bit more accurate now.

Dragon bolt effect now works as it should.

Fixed opal bolt special effect.

Tournaments now end if NO player is killed within a round.

You no longer disconnects when there is no available tasks on slayer.

Fixed a issue with entering a new region where monsters didn't face properly.

Toxic blowpipe ranged strength fixed.
Gmaul and other weapons with instant specials no longer stack damage.
Dagannoth npc definitions updated.
Wilderness keys bugs fixed.
Woodcutting through vines fixed.
Colored dark bows now work as the regular one.
Noted items now show on items kept on death.
Freeze effects now were off if you are far from the entity that froze you.

Changes:

Farming experience set to 55 x OSRS exp.
Smithing experience set to 60 x OSRS exp.
Fishing experience set to 40 x OSRS exp.
Ranged elite void now gives the 2.5% damage boost.
Global messages says 12h instead of 24h for voting.
Slayer no longer gives you the same task twice in a row.
Buffed all mining tool's strength.
All shops that buy items from players will pay only 75% of the items value.
Out of combat delay changed from 6 seconds to 8.
Protective prayers only protect 40% of the damage on PVP, so if a monster has prayer it will protect 100% of the damage.
Fletching now shows a interface for when you add strings.
Max cape no longer requires hunter and construction (once both skills are added, it will return).
Increased slayer points received per task.
Added prices to: Zulrah scales, granite maul clamped, odium ward ornamented, blessed saradomin sword, blowpipe and revenant ether.
Items kept on death interface will show items that are untradeable but dismantled on death.
NPC Movement now uses NPC pathing instead of players.

Dev Blog Update 7/17/2018

7/17 ([Click to View](#)) Blessed saradomin sword remains untradeable but if not KEPT on death, it will dismantle and drop* saradomin's tear.
Crazy Archaeologist now counts for the wildy bosses achievements.
Corporeal beast's dark core no longer follows you to the safe area of the cave.
Smite no longer drain more prayer than the damage itself.
Crystal bows now work without ammunition and have the highest attack range in game (10 blocks away).
Title vouchers now check for invalid characters and the maximum length is 10.
Slayer skillcape emote is now correct.
Blue mystics stats have been corrected.
Added pizzas to combo foods (like karambwan).
Equipping a two-handed weapon with shield is no longer possible.
The skilling shop now has seeds for allotments and flower patches.
Fishing, Smithing and Mining are 35x faster than OSRS's speed.
You no longer get unskulled mid fights.
It is now SAFE to die inside zulrah's shrine once you enter the boat.
More items prices added in game (metal bars and some other items from monster loots).

Dev Blog Update 7/16/2018

7/16 ([Click to View](#)) Woodcutting's infernal axe now works.
Catching anglerfish at resource area now updates the achievement.
Dagannoth cave added.

Most bosses got their drop tables adjusted and improved.
Presets now check for your equipment's level requirement before equipping.
You no longer get 2 stacks of the same item inside bank.
Mixing potions now longer disconnects on different potions.
Magic hit delay improved.
Cooking stops the action when the fire is out.
Added a general store to sell monster drops.
Sigmund store has been removed from the game.
Prayer drain has correct values.
Donator perks have been buffed.
Magic accuracy improved.
Dragon throwaxe has a global timer for special and regular attacks.
And the most important update, CLIENT NO LONGER FREEZES.

Confound - August 10, 2018, 7:48 pm

Very excited to be a part of the team here. The dev team is top notch. Expect great things from this server lads.

llllllllll - August 11, 2018, 7:21 am

What happened to emulous? Didn't you just launch that a few weeks ago? lol