

Update 1/27/2010: Invasion revamp / Follower change

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- The Ruushi Invasion revamp is finally live! The event has been upgraded big time. Make sure you approach it with a fresh eye, as many things have changed. A few caveats:
 - Certain aspects of the Invasion are more difficult than before - be careful.
 - The event will be undergoing fine-tuning for the next few days; various aspects may be slightly too difficult or too easy for the time being. Expect the Invasion to be down at times, as I may disable it while working on it.
 - The faction reward mob (Krijjkar) is not in the game yet. He will be introduced once the Invasion has been tuned properly. (That's where the first inscriptions will come from.)
- Followers no longer share the NPC resistance to open wounds.