Update 5/27/2009: A scrounger in town, mini event changes

Written by Serenity
Wednesday, 27 May 2009 16:57 -

- A scrounger mob has been added to Ruushi. However, whenever the
  city suffers [moderate] or worse damage, he flees the city and
  will not return until Ruushi's damage situation improves (via
  a more successful defense). Note that this scrounger gnome is
  activated via 'answer salvage', not 'follow'. (As will be the
  default with all future quest mobs, 'answer help' provides a
  command list from the gnome in case you forget.) (No, he won't
  flee in the middle of a salvage operation. =))

- The Vl'lakian Invasion event has been re-activated, with a number
  of improvements:

  - Major AI streamlining.
  - Use 'answer help' to get a command list from each NPC. (Many
    commands have changed.) ALL future quest mobs will respond to
    'answer help'.

  - Uncommon-spawn giant invader bosses who will kick the crap out
    of Ruushi.
  - A new NPC (Krijjkar) who would like the heads of those bosses. =)

  - Dynamic reinforcement adjustment. Now, the type of reinforcements
    that arrive will alter its distribution if certain invader types
    are all "farmed out".
  - "Gating sickness" now prevents invaders from damaging Ruushi for
    a short period after their initial arrival, to give the defense
    time to assemble.

  - Numerous other performance enhancements and bug fixes.

- Mobs and followers can no longer cleave.