

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

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- 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 VI'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.