

Update 8/4/2009: Evasion Vs. Pools / Warlock Weapons / Windcoil / Decaying touch

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- Attacking pets in the Citadel will no longer flag you.
- Evasion's success is now reduced by the attacker's spellpower (maximum mana + maximum spirit). The rate of reduction is based on a comparison to the evader's spellpower. Thus, more spellpower is desirable to both evader and attacker.
- Warlock weapons and transmutations are now usable in combat.
- Fixed a bug with the spite-forged falx which severely reduced its chance to hit in some situations.
- Windcoil is now an advanced hand form ability (does not interfere with decaying touch). Prevention time increased.
- Decaying touch revamped (weaker, but grows over time).
- These druid abilities have been improved and can now be used outside of combat: lunar vision, rock formation of the druid.