- 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.