

Update 7/25/2010:

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- Empowered auras have been strongly revamped. - Having any aura active automatically grants a bonus to combat. - Each different aura provides a unique secondary enhancement as well.
- These secondary enhancements are at a low percentage, unless you possess at least one inscription of that aura type. Each inscription you possess increases the percentage of the matching aura's enhancements.
- These enhancements are intentionally mysterious, and are subject to further balancing.
- New mist warrior skill: lesser evasion.
- Natural attunement may now be used from any position, including in combat.
- The reduction in teleport lag granted by the 'visit: zmo' and 'transient alteration: zmo' inscriptions has been improved.
- Comatose group members will no longer grant any heroic grouping experience bonuses.
- The morality/immorality regeneration bonuses are now multiplicative, rather than additive.
- Life nova and unearthly rapture no longer have "locked" prevention times. (Their preventions can now be altered by effects such as time-walker.)
- Fixed a bug which prevented players from advancing their second cipher beyond tier 1.