

Written by Serenity

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- Monk stances have been revamped, and now fall under the common grouping of 'martial styles'. The revamped styles are:

annulment stance, dragon stance, hao'tien stance, mantis stance

See the new 'help martial styles' helpfile for information on the interaction between these skills, and each individual helpfile for specific changes.

- Meditative healing now provides additional benefits, and now scales with mastery beyond 350% (up to 600%).
- Sigil of the undead army now summons 3 followers instead of 8; these are balanced such that the spell's power remains fairly similar. The spell now scales beyond 100%, and with willpower.
- Follower's corpses will now have a delayed decay time.

Martial styles:

These abilities form the basic martial styles:

annulment stance, dragon stance, hao'tien stance, mantis stance

Some subclasses possess additional martial styles. Any skill that is a basic martial style will be clearly marked in its helpfile. Basic martial styles derive their effectiveness from the user's learn curve and intellect.

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Each martial style provides two benefits upon activation:

- A long-term boost to a single stat, lasting ten minutes.
- A short-term "burst" benefit with a brief duration.

As long as martial styles are used in sequence (that is, the monk does not activate a martial style when another is already active), no prevention of any kind is incurred. The monk may use the same style continuously, or adopt a new style when the first has dropped.

The monk may manually drop a style by using the ability when it is already active. Doing so incurs a 15 minute prevention on that style.

Finally, a monk may choose to devise a "composite style" by combining multiple martial styles. Whenever a style is stacked upon another, the monk gains/resets a 15-second timer, during which more styles may be added. When this timer expires, or when the monk reaches the maximum number of styles he can combine, the monk gains a "state of reflection" lock which prevents him from using any martial styles for a duration based on the number of styles stacked. Most monks can only stack up to 3 styles at once.

Thus, martial styles provide the monk with a number of options:

- Continuous benefits from one martial style at a time, including a constant boost to a single stat based on the style selected.
- Alternating burst benefits gained by dropping and switching styles.
- Full stacked benefits from multiple styles, at the cost of being style locked for a duration proportional to the quantity stacked.