

\* Any power marked with a \* will be re-worked and adjusted to improve it's power

Power	Weight	Cost	New Weight	New Cost
Refresh	6	1,000,000	5	1,000,000
DivineFire	10	2,500,000	10	2,500,000
Seek*	8	1,000,000	REMOVED	folded into KnowledgeAwareness
SecondTradekill	12	70,000,000	15	70,000,000
PlanarQuickening*	3	6,000,000	5	3,000,000
Resurrection	7	20,000,000	5	20,000,000
DivineBeast*	5	15,000,000	5	10,000,000
WeatherProof	8	20,000,000	5	20,000,000
Anchor*	5	10,000,000	5	5,000,000
Dessicate*	1	1,000,000	0	made weight-free
Respect	5	10,000,000	5	10,000,000
BeastAura*	3	5,000,000	REMOVED	Folded into DivineBeast
Affinity	30	15,000,000	20	10,000,000
Gift*	10	8,000,000	5	5,000,000
Harvest* now NatureAura	20	12,000,000	15	10,000,000
Aegis	50	25,000,000	50	25,000,000
JudiciousPresence	15	8,000,000	10	8,000,000
EvenHandedBlessing	25	12,000,000	10	12,000,000
Destruction*	50	12,000,000	20	10,000,000
HavocCry*	25	12,000,000	15	10,000,000
Thunderclap*	15	8,000,000	10	5,000,000
FearAura	50	25,000,000	50	25,000,000
DeathAura	30	15,000,000	30	15,000,000
Urlife	15	8,000,000	15	8,000,000

BreathOfLife	30	20,000,000	30	20,000,000
SanctityOfBody	15	8,000,000	10	8,000,000
PurityOfSoul*	30	15,000,000	15	10,000,000
FortunateWindfalls*	20	12,000,000	10	10,000,000
Dispersal*	35	18,000,000	15	10,000,000
CompatriotOfChaos	15	8,000,000	10	8,000,000
QuietMind*	35	18,000,000	15	10,000,000
PlenipotentiaryOfPeace*	15	5,000,000	10	5,000,000
PeacefulCompanion	25	12,000,000	20	10,000,000
BeauteousWorkings*	15	15,000,000	5	5,000,000
OstensibleDreamer*	50	18,000,000	25	10,000,000
BeauteousThought	15	80,000,000	15	80,000,000
KnowledgeAwareness	30	12,000,000	15	6,000,000
IntrinsicUnderstanding*	40	15,000,000	20	15,000,000
DistantPerceptions*	20	10,000,000	10	5,000,000

## Powers to Change

- Seek
  - Current Effect: SEEK from havens to see anyone's location (bypasses Veil)
  - New Effect: Remove and roll into KnowledgeAwareness
- PlanarQuickening
  - Current Effect: Halves gateweaving time
  - New Effect: extend to pathways
- DivineBeast
  - Current Effect: Boosts Beast health/mana/ego by 25%
  - New Effect: Boost by 100% and fold in BeastAura here
  - Same weight/cost
- Anchor
  - Current Effect: Allows to set a spot to return to later (one at a time, but think there's an artifact for two)
  - New Effect: Fine as is, pretty good power
- Dessicate
  - Current Effect: Destroy an item for 10000 essence.
  - New Effect: Make weight free and allow any demigod to do it.
- BeastAura

- Current Effect: Doubles beast regeneration
  - New Effect: Fold into DivineBeast
- Gift
  - Current Effect: 10% chance to replenish 1-5 of all herbs capable of growing in that environment or just 1-5 of a single herb
  - New Effect: remove the 10% chance and instead it grows 1-5 of all herbs in the room or has a chance to fully replenish a room (max out herb counts) -
- Harvest
  - Current Effect: once an IC month get 10-200 of an herb.
  - New Effect: Replace with NatureAura - the room you're standing in counts for a 'natural' room.
- Destruction
  - Current Effect 800+8% fire damage against players, 750 against mobs, War domoth throne adds 250 damage, 3.5s balance, costs 200/25 essence against players/mobs
  - New Effect: Allow them to choose a damage type (up mob damage to be comparable to wonderwands)
- HavocCry
  - Current Effect: 1/8 universal damage buff for 15 mins - can do 5x a day
  - New Effect: give 13/13 damage universal damage to org-mates for 15 mins - lower to 2x a day
- Thunderclap
  - Current Effect: Destroy walls in the room instantly (any wall)
  - New Effect: 1p power that pushes everyone out of the room and knocks them prone
- PurityOfSoul
  - Current Effect: Gain souls to use as power instead of reserves by rezzing people.
  - New Effect: Lower weight/essence cost - see if it gets more use, not a bad power
- FortunateWindfalls
  - Current Effect: 1% chance to get 10 powerstones or 10-200 of a comm
  - New Effect: Orgmates will benefit from one random 13/13 buff (health/mana/ego/damage buff/ resist buff/health regen/mana regen/ego regen/summon resist) for 10 mins, 5x a RL day
- Dispersal
  - Current Effect: disperse and end up somewhere else (like Night Flight)
  - New Effect: Pretty good power, maybe will see more use if more widely available
- QuietMind
  - Current Effect: 3/10 universal influence buff
  - New Effect: May see more use with it being more widely available. lower weight/essence cost.
- PlenipotentiaryOfPeace
  - Current Effect: Reduces parley costs
  - New Effect: Change it to effect sanctuaries, they will now last twice as long and crusades only last half as long.
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- BeateousWorkings
  - Current Effect: Special mark on items and increases their prestige

- New Effect: Lower weight - more players may use this is more widely available.
- OstensibleDreamer
  - Current Effect: Increases ability to see through illusions (adds 10,000, by comparison wonderbrazier adds 20,000, gaudi\_thirdeye is 10,000)
  - New Effect: Gives 20% chance for hidden afflictions or afflictions given under blackout to be seen (dreamed)
- IntrinsicUnderstanding
  - Current Effect: Reduces mana usage by 10%
  - New Effect: Clairvoyance (track player in the area for essence drain - will tell you each time a player moves a room in the same area as you.).
- DistantPerceptions
  - Current Effect: Can eavesdrop on says up to 75 rooms away in a straight line.
  - New Effect: Can eavesdrop 3 or fewer rooms away (no longer need straight lines)