**New Combat Rules for both game campaigns:**

Quicken spell: Quicken spells will now work a little different: A quickened spell (0-3rd level) will go off quicker than your normal initiative modifier. You will gain a +1 to your initiative with a quickened spell for every two levels you have as a spellcaster (maximum 10). So a 20th level druid or wizard would cast a spell with a +10 on initiative die roll not counting other modifiers like dexterity or improved initiative. A quickened spell is always the lower level of the two spells you cast in that round. So if you are casting a 1st a 2nd level spell, the quickened spell is the 1st level spell.

***Combat now works as follows:***

1. **Declare spells:** (declare dodge or other foe related declarations)
2. **Repeat Spells go off:** (a repeat spell cannot be a touch spell and will not go off if the target has moved more than 30’ from the initial blast)
3. **Roll Initiative**
4. **Movement**
5. **Combat Action in order of initiative** (including quicken spells which will go off faster than the spell caster’s normal attack but not necessarily first in relation to everyone else)
6. **2nd Attacks**
7. **3rd Attacks**
8. **Partial Actions** (applies only to Haste, there are no other partial actions)
9. **Expert Tactician** (only on declared foes (see step 1)
10. **Final Movement** (Anyone who has not moved and wants to move before the combat round ends).