

Arcane Rian Spells

SL	CF	Spell	Source	Effect
N	4	[Status Name] Ball	1X Pinpoint Status Effect Mage	[Status Name] Ball (SL=SEL+1): Do this Status Effect to one group (Spell save: 0)
N	4	[Status Name] Beam	1X Pinpoint Status Effect Mage	[Status Name] Beam (SL=SEL+2): Do this Status Effect to one target (no save)
N	4	[Status Name] Blast	1X Pinpoint Status Effect Mage	[Status Name] Blast (SL=SEL+3): Do this Status Effect to one group (no save)
N	4	[Status Name] Bolt	1X Pinpoint Status Effect Mage	[Status Name] Bolt (SL=SEL): Do this Status Effect to one target (Spell save: 0)
N	4	[Status Name] Brand	1X Pinpoint Status Effect Mage	[Status Name] Brand (SL=SEL+4): Brand this Status Effect to one weapon (no save)
N	4	[Status Name] Shield	1X Pinpoint Status Effect Mage	[Status Name] Shield (SL=SEL): Whenever someone hits you with a melee attack, they suffer that Status Effect unless they make a save vs. Spell.
N	4	Immune [Status Name]	1X Pinpoint Status Effect Mage	Immune [Status Name] (SL=SEL): You are immune to this status. Double Resist is SEL-1 and Resist is SEL-2. So Double Resist Charm (SEL=3) is a 2nd level spell (SL=SEL-1=3-1).
N	4	Remove [Status Name]	1X Pinpoint Status Effect Mage	Remove [Status Name] (SL=SEL): You can remove this status. Double Resist is SEL-1 and Resist is SEL-2. So Double Resist Charm (SEL=3) is a 2nd level spell (SL=SEL-1=3-1).
N	4	Summon Angband Monster N	Angband Adventurer	Summon Angband Monster N (all SL's): Summons an Angband Monster of DL N.
14	5	[Total] Ability Score	Arch Divine3/Demideity3	[Total] Ability Score(SL=14): Add your opponents ability score to your own
14	5	Elusion	Arch Divine3/Demideity3	Elusion(SL=14): You can make a Reflex save against an attack roll (TH + d20 result) to avoid it.
14	5	Pugnacious	Arch Divine3/Demideity3	Pugnacious(SL=14): DR(all types) is doubled
14	5	Unearthly Weapon Specialization	Arch Divine3/Demideity3	Unearthly Weapon Specialization(SL=14): Your critical hit damage becomes your base damage
16	5	Digesto	Arch Divine3/Demideity3	Digesto(SL=16): Assimilate a helpless target: Gain all the better stats, HD, and abilities between both.
16	5	Invincibility	Arch Divine3/Demideity3	Invincibility(SL=16): You can make a Fortitude save to avoid damage from any source. The DC = dmg.
16	5	Orichalcum Body	Arch Divine3/Demideity3	Orichalcum Body(SL=16): +232 Str, iDR100/-, +152 armor bonus, -46 Dex, overlaps other "body" powers.
16	5	Sophism	Arch Divine3/Demideity3	Sophism(SL=16): You can make a Will save vs. an opponent's level to avoid any type of assault
16	5	Ultimate Weapon Specialization	Arch Divine3/Demideity3	Ultimate Weapon Specialization(SL=16): Number of attacks/limb=TH/5
18	5	Absolute	Arch Divine3/Demideity3	Absolute(SL=18): ++N on all rolls = sum of opponents' concordant levels in the room.
18	5	Neutronium Body	Arch Divine3/Demideity3	Neutronium Body(SL=18): +482 Str, iDR1500/-, +635 armor bonus, -96 Dex, overlaps other "body" powers.
18	5	Omnipersonal	Arch Divine3/Demideity3	Omnipersonal(SL=18): When you are damaged, all opponents in your group also suffer your damage.
20	5	Metempiric [Effect]	Arch Divine3/Demideity3	Metempiric [Effect](SL=20): One of your effects is a No Resistance per hit.
20	5	Metempiric Toughness	Arch Divine3/Demideity3	Metempiric Toughness(SL=20): +1 iihp
20	5	Omnific Weapon Specialization	Arch Divine3/Demideity3	Omnific Weapon Specialization(SL=20): +1iidmg
20	5	Unearthly Defence	Arch Divine3/Demideity3	Unearthly Defence(SL=20): +1iiAC
22	5	Metemparity	Arch Divine3/Demideity3	Metemparity(SL=22): You have level = (ArchDivine3 level) in every Concordant class
22	5	Omnific Nullification	Arch Divine3/Demideity3	Omnific Nullification(SL=22): Pick an N<=11. Immune to Nth level Concordant effects
22	5	TransMetempiric [Effect]	Arch Divine3/Demideity3	TransMetempiric [Effect](SL=22): One of your effects is a No Response per hit.
22	5	Transunique	Arch Divine3/Demideity3	Transunique(SL=22): One of your Concordant classes is set to level 36.
22	5	Venerant Nelab Body	Arch Divine3/Demideity3	Venerant Nelab Body(SL=22): +1 to multiplier; As you are branded; stacks with other "body" powers.
11	5	Dance, Pathetic Marionette	Archenemy of the Coast	Dance, Pathetic Marionette (SL=11): Steal/control target's subordinate.
11	5	Every Hope Shall Vanish	Archenemy of the Coast	Every Hope Shall Vanish (SL=11): Each target (one group) loses a spell from memorization.
11	5	I Bask in Your Silent Awe	Archenemy of the Coast	I Bask in Your Silent Awe (SL=11): Enemies can only cast 1 spell each rd.
11	5	I Know All, I See All	Archenemy of the Coast	I Know All, I See All (SL=11): +1OppF only for monster's side of combat.
11	5	May Civilization Collapse	Archenemy of the Coast	May Civilization Collapse (SL=11): 2xEarthquake (one group) or Earthquake (one room).
11	5	My Undead Horde Awakens	Archenemy of the Coast	My Undead Horde Awakens (SL=11): Revive a slain subordinate on monster's side of combat.
11	5	Only Blood Ends Your Nightmares	Archenemy of the Coast	Only Blood Ends Your Nightmares (SL=11): Each enemy sacrifices a subordinate (one group) or loses CCL*2 SL's.
11	5	Realms Befitting My Majesty	Archenemy of the Coast	Realms Befitting My Majesty (SL=11): Create a new demiplane in the Astral.
11	5	The Iron Guardian Stirs	Archenemy of the Coast	The Iron Guardian Stirs (SL=11): Summon a DL VIII Golem (+1slot).
11	5	Your Puny Minds Cannot Fathom	Archenemy of the Coast	Your Puny Minds Cannot Fathom (SL=11): Regain 4 SL's. You have no max number of maintain's.
11	5	Your Will Is Not Your Own	Archenemy of the Coast	Your Will Is Not Your Own (SL=11): Gain control of target creature this segment. It get's +30/+30 Th/dmg/AC/saves.
12	5	All in Good Time	Archenemy of the Coast	All in Good Time (SL=12): +1 X action. You may not cast Schemes next rd.
12	5	Feed the Machine	Archenemy of the Coast	Feed the Machine (SL=12): Slay CCL*2 Subordinates(one target) or CCL Subordinates (one group)
12	5	I Delight in Your Convulsions	Archenemy of the Coast	I Delight in Your Convulsions (SL=12): CCL*30 Vile Grave dmg (one group). You heal (above max) all dmg dealt.
12	5	Know Naught but Fire	Archenemy of the Coast	Know Naught but Fire (SL=12): CCL*"each opponent's memorized SL's" Furnace dmg to each target (one group).
12	5	Mortal Flesh Is Weak	Archenemy of the Coast	Mortal Flesh Is Weak (SL=12): Set one target's hp to lowest among enemies in room.
12	5	My Wish Is Your Command	Archenemy of the Coast	My Wish Is Your Command (SL=12): Cast a non-summon spell from a target's memorization.
12	5	Nature Shields Its Own	Archenemy of the Coast	Nature Shields Its Own (SL=12): Whenever you attacked, a DL 0 plant intervenes the attack.
12	5	Nothing Can Stop Me Now	Archenemy of the Coast	Nothing Can Stop Me Now (SL=12): DR CCL*10/-
12	5	Roots of All Evil	Archenemy of the Coast	Roots of All Evil (SL=12): Summon CCL*5 DL I Saproling creatures(+1slot).
12	5	The Pieces Are Coming Together	Archenemy of the Coast	The Pieces Are Coming Together (SL=12): Regain CCL*2 SL's. Artifact spells cost 2SL's less to cast this rd.
13	5	A Display of My Dark Power	Archenemy of the Coast	A Display of My Dark Power (SL=13): Psi cost half points, Spells cost half slots, abilities have double uses this rd.
13	5	Choose Your Champion	Archenemy of the Coast	Choose Your Champion (SL=13): You and one enemy can affect each other this round.
13	5	Embrace My Diabolical Vision	Archenemy of the Coast	Embrace My Diabolical Vision (SL=13): Reset you and one group. That group only gets back 4 SL's.
13	5	Evil Comes to Fruition	Archenemy of the Coast	Evil Comes to Fruition (SL=13): Summon CCL*7 DL 0 Plants or 10 DL III Beasts.

13	5	I Call on the Ancient Magics	Archenemy of the Coast	I Call on the Ancient Magics (SL=13): You get 2 research points to use this segment and your group gets 1 point.
13	5	Look Skyward and Despair	Archenemy of the Coast	Look Skyward and Despair (SL=13): Summon CCL DL V flying Dragons (+1slot).
13	5	My Genius Knows No Bounds	Archenemy of the Coast	My Genius Knows No Bounds (SL=13): Pay X SL's: Gain X*10hp and Regain X SL's back.
13	5	Nature Demands an Offering	Archenemy of the Coast	Nature Demands an Offering (SL=13): Put a summon, item, and spell effect into an enemy's inventory hidden.
13	5	Rotted Ones, Lay Siege	Archenemy of the Coast	Rotted Ones, Lay Siege (SL=13): Summon CCL DL II Zombies for each enemy (one group). Each attacks that enemy.
13	5	Surrender Your Thoughts	Archenemy of the Coast	Surrender Your Thoughts (SL=13): One target loses CCL*4 SL's or One group loses CCL*2 SL's from memorization.
13	5	Tooth, Claw, and Tail	Archenemy of the Coast	Tooth, Claw, and Tail (SL=13): Destroy/dispel/slay up to 3 target items,spell effects, or creatures.
14	5	All Shall Smolder in My Wake	Archenemy of the Coast	All Shall Smolder in My Wake (SL=14): Destroy one target item, dispel an effect, and earthquake the room.
14	5	Approach My Molten Realm	Archenemy of the Coast	Approach My Molten Realm (SL=14): x2 dmg from all sources in the room this rd.
14	5	Drench the Soil in Their Blood	Archenemy of the Coast	Drench the Soil in Their Blood (SL=14): Double number of attacks for you and subordinates you control this segment.
14	5	Ignite the Cloneforge!	Archenemy of the Coast	Ignite the Cloneforge! (SL=14): Duplicate an item/effect from an enemy.
14	5	The Dead Shall Serve	Archenemy of the Coast	The Dead Shall Serve (SL=14): Revive a slain subordinate for each enemy (one group). All are in same slot(+1slot).
14	5	The Fate of the Flammable	Archenemy of the Coast	The Fate of the Flammable (SL=14): CCL*60 Furnace dmg (one target) or CCL*30 Furnace dmg(one group).
14	5	The Very Soil Shall Shake	Archenemy of the Coast	The Very Soil Shall Shake (SL=14): Subordinates you control have +20/+20 Th/dmg/AC/saves and Great Cleave.
14	5	Which of You Burns Brightest?	Archenemy of the Coast	Which of You Burns Brightest? (SL=14): Pay X SL's: CCL*X*10 Vile Furnace dmg to one enemy and each of their summons.
14	5	Your Fate Is Thrice Sealed	Archenemy of the Coast	Your Fate Is Thrice Sealed (SL=14): +3 Research points you may use this rd only for spells.
15	5	Behold the Power of Destruction	Archenemy of the Coast	Behold the Power of Destruction (SL=15): Destroy/disjunct all items, effects, summons target controls.
15	5	Every Last Vestige Shall Rot	Archenemy of the Coast	Every Last Vestige Shall Rot (SL=15): Pay X SL's: Put each item/spell of SL X on target inside their inventory hidden.
15	5	Imprison This Insolent Wretch	Archenemy of the Coast	Imprison This Insolent Wretch (SL=15): Timestop one target until someone attacks that target.
15	5	Into the Earthen Maw	Archenemy of the Coast	Into the Earthen Maw (SL=15): Incurse a flying creature, a non-flying creature, and all slain creatures(one group).
15	5	Perhaps You've Met My Cohort	Archenemy of the Coast	Perhaps You've Met My Cohort (SL=15): Summon a unique Legend (by name).
16	5	Introductions Are in Order	Archenemy of the Coast	Introductions Are in Order (SL=16): Summon a DL CCL creature you control and understand (+1 slot).
16	5	My Crushing Masterstroke	Archenemy of the Coast	My Crushing Masterstroke (SL=16): Gain control of all enemies items/spell effect/summons in the room this segment.
16	5	Plots That Span Centuries	Archenemy of the Coast	Plots That Span Centuries (SL=16): The next Scheme you cast, cast 3 different schemes instead other than this scheme.
16	5	Your Inescapable Doom	Archenemy of the Coast	Your Inescapable Doom (SL=16): Each monster's side of the rd, one target with the lowest hp takes CCL*10*"number of rds this effect has been active" doom dmg.
1	5	Resist Planar Alignment	Astral Enabler	Resist Planar Alignment (SL=1): Radiate light or shoot 2 1d6 bolts.
2	5	Avoid Planar Effects	Astral Enabler	Avoid Planar Effects (SL=2): Immune non-home plane environment.
3	5	Mantle of Chaos/Evil/Good/Law	Astral Enabler	Mantle of Chaos/Evil/Good/Law (SL=3): SR 12+CL vs chaotic/evil/good/lawful.
4	5	Spell Vulnerability	Astral Enabler	Spell Vulnerability (SL=4): Lower SR by CL or MR by CL*5%.
5	5	Opalescent Glare	Astral Enabler	Opalescent Glare (SL=5): Evil creatures save or die (if save made, fear).
6	5	Barghest's Feast	Astral Enabler	Barghest's Feast (SL=6): Really put out of Misery one slain target.
7	5	Planar Bubble	Astral Enabler	Planar Bubble (SL=7): Create native planar bubble around target.
8	5	Fierce Pride of the Beastlands	Astral Enabler	Fierce Pride of the Beastlands (SL=8): Summon 3d4 DL VI Celestial Dire Lions.
9	5	Abyssal Army	Astral Enabler	Abyssal Army (SL=9): Summon 1 DL IX Vrock and 1d4 DL VIII Babau's.
2	4	1 *	Battlemonger	1 * (SL=2 *): 1M: A group gets +LVL V actions (no save)
4	4	1	Battlemonger	1 (SL=4): 1M: A group gets +LVL TH (no save)
4	4	2	Battlemonger	2 (SL=4): 1M: A group gets +CL dmg (no save)
4	4	3	Battlemonger	3 (SL=4): 1M: A group gets +CL AC (no save)
4	4	4	Battlemonger	4 (SL=4): 1M: A group gets +LVL saves (no save)
4	4	5	Battlemonger	5 (SL=4): 1M: A group gets +LVL P actions (no save)
4	4	6	Battlemonger	6 (SL=4): 1M: A group gets +CL*2 current and max hp (no save)
4	4	7	Battlemonger	7 (SL=4): 1M: A group gets +CL B actions (no save)
4	4	8	Battlemonger	8 (SL=4): 1M: A group gets +LVL set Str.
4	4	9	Battlemonger	9 (SL=4): 1M: A group gets +LVL set Dex.
4	4	10	Battlemonger	10 (SL=4): 1M: A group gets +LVL set Con.
8	4	1	Battlemonger	1 (SL=8): 1M: A group gets +1 iTH with their next attack (no save)
8	4	2	Battlemonger	2 (SL=8): 1M: A group gets +1 idmg with their next attack (no save)
8	4	3	Battlemonger	3 (SL=8): +LVL to CL for 4th level Battlemonger spells
8	4	4	Battlemonger	4 (SL=8): 1M: A group gets +CL% iBR (irreducible BlahR = iRMPiR) (no save)
8	4	5	Battlemonger	5 (SL=8): 1M: A group gets +LVL M actions (no save)
8	4	6	Battlemonger	6 (SL=8): 1M: A group gets +1 max ihp or +1 max+current ihp if they have at least 1 ihp (no save)
8	4	7	Battlemonger	7 (SL=8): 1M: A group gets +CL C actions (no save)
1	3	The Wizard	Black Sabbath	The Wizard (SL=1): Summon a DL=LVL Nameless Wizard.
2	3	Sweet Leaf	Black Sabbath	Sweet Leaf (SL=2): Create 1 permanent Drug Sphere drug.
3	3	Children of the Grave	Black Sabbath	Children of the Grave (SL=3): Your summons cannot be unsummoned.

4	3	Paranoid	Black Sabbath	Paranoid (SL=4): 1 group gains 1 random Insanity (Spell save).
5	3	Electric Funeral	Black Sabbath	Electric Funeral (SL=5): 1 group irradiated and slain (PPD).
6	3	Sabbath Bloody Sabbath	Black Sabbath	Sabbath Bloody Sabbath (SL=6): 1bM: Redirect a spell/attack sequence back.
7	3	War Pigs	Black Sabbath	War Pigs (SL=7): Cast a CSL=4 Warlord Spell.
8	3	Black Sabbath	Black Sabbath	Black Sabbath (SL=8): Demonic Divine Intervention.
9	3	Iron Man	Black Sabbath	Iron Man (SL=9): DT 10, hp become Stunhp, and ER 100%.
1	3	When They Call My Name	Black Veil Brides	When They Call My Name (SL=1): Blink to a target that utters your name.
2	3	Wretched and Divine	Black Veil Brides	Wretched and Divine (SL=2): Your next crap turns undead when it goes off.
3	3	Beautiful Remains	Black Veil Brides	Beautiful Remains (SL=3): Summon a DL = LVL/2 crap elemental.
4	3	Wake Up	Black Veil Brides	Wake Up (SL=4): Dispel a sleep/hold effect with a crap.
5	3	In the End	Black Veil Brides	In the End (SL=5): Planeshift to/from the elemental demiplane of sewage.
6	3	Goodbye Agony	Black Veil Brides	Goodbye Agony (SL=6): Target consumes a crap to Heal.
1	3	Alizarin Crimson	Bob Ross of The Joy of Painting	Alizarin Crimson (SL=1): Stops magical ranged weapons or Deals 40 points of acid damage (Reflex half).
1	3	Bright Red	Bob Ross of The Joy of Painting	Bright Red (SL=1): Stops nonmagical ranged weapons or Deals 20 points of fire damage (Reflex half).
1	3	Cadmium Yellow	Bob Ross of The Joy of Painting	Cadmium Yellow (SL=1): Stops poisons, gases, and petrification or Deals 80 points of electricity damage (Reflex half).
1	3	Dark Sienna	Bob Ross of The Joy of Painting	Dark Sienna (SL=1): 1d12 dmg; save or nauseated until leaves area.
1	3	Indian Yellow	Bob Ross of The Joy of Painting	Indian Yellow (SL=1): 1d10 dmg; save or blinded 1d4+4 r
1	3	Midnight Black	Bob Ross of The Joy of Painting	Midnight Black (SL=1): Paralyzed 1d4+1 r (no save); save or slain {1 creature}
1	3	Mountain Mixture	Bob Ross of The Joy of Painting	Mountain Mixture (SL=1): Stops divination and mental attacks or Turned to stone (Fortitude negates).
1	3	Phthalo Blue	Bob Ross of The Joy of Painting	Phthalo Blue (SL=1): Energy field destroys all objects and effects or Creatures sent to another plane (Will negates).
1	3	Phthalo Green	Bob Ross of The Joy of Painting	Phthalo Green (SL=1): Stops breath weapons or Poison (Kills; Fortitude partial for 1d6 points of Con damage instead).
1	3	Prussian Blue	Bob Ross of The Joy of Painting	Prussian Blue (SL=1): Stops all spells or Will save or become insane (as insanity spell).
1	3	Sap Green	Bob Ross of The Joy of Painting	Sap Green (SL=1): 2d8; save or magnetised 3d4 r
1	3	Titanium White	Bob Ross of The Joy of Painting	Titanium White (SL=1): 1d4 dmg; light in area; save or blinded for CL r or leaves area
1	3	Van Dyke Brown	Bob Ross of The Joy of Painting	Van Dyke Brown (SL=1): Slowed 2d4 r (no save); save or petrified
1	3	Yellow Ochre	Bob Ross of The Joy of Painting	Yellow Ochre (SL=1): 1d6 dmg, save or -1 Str and -1 Dex for 1 r
N	2	Stations of the Cross	Catholic Priest	Stations of the Cross (SL=N): One target suffers a status effect of SEL=N.
1	2	Baptism/Christening	Catholic Priest	Baptism/Christening (SL=1): Remove all SEL=1 status effects and cure 10% max hp. Target may switch god to yours.
2	2	Confirmation	Catholic Priest	Confirmation (SL=2): Gain "All Priest" group abilities.
3	2	First Communion/Eucharist	Catholic Priest	First Communion/Eucharist (SL=3): Consume blessed bread and wine: Divine Intervention CL*10%.
4	2	Penance	Catholic Priest	Penance (SL=4): 1bM, lose 40% of current hp: counter an effect that targets you.
5	2	Anointing of the Sick	Catholic Priest	Anointing of the Sick (SL=5): Immune disease and aging.
6	2	Holy Orders	Catholic Priest	Holy Orders (SL=6): Gain priest abilities at level = LVL.
7	2	Matrimony	Catholic Priest	Matrimony (SL=7): Two targets fuse souls.
8	2	Father, Son, and Holy Spirit	Catholic Priest	Father, Son, and Holy Spirit (SL=8): Three targets may share senses, spells and abilities.
9	2	Crucifixion	Catholic Priest	Crucifixion (SL=9): One target Crucified.
1	3	Hidden Camera	Chris Hansen of Dateline NBC	Hidden Camera (SL=1): Summon a DL=1 Invisible Camera Person from "The Stage" (+1 Slot too).
1	3	Sting Operation	Chris Hansen of Dateline NBC	Sting Operation (SL= 1): 1bM:Enemy that attacked you or targeted you this segment is Paralyzed.
2	3	Internet Decoy	Chris Hansen of Dateline NBC	Internet Decoy (SL= 2): Summon a (CL+2)/2 young human with "1V: alter self".
3	3	Crime Watch Daily	Chris Hansen of Dateline NBC	Crime Watch Daily (SL=3): Cast only 1/d. Show where [BB],[B],[SB],[NPC] is in the dungeon.
4	3	Dateline NBC	Chris Hansen of Dateline NBC	Dateline NBC (SL=4): Legend Lore duration 1 day that moves with you.
5	3	Perverted Justice	Chris Hansen of Dateline NBC	Perverted Justice (SL=5): Enemy Special of "Whenever a spell of SL2 or less, a psionic minor, or a Level 4 or less ability is used, counter it and the source can't use it for the rest of the day".
6	3	Online Chat	Chris Hansen of Dateline NBC	Online Chat (SL=6): Create a psi network with the party and any willing participants from "The Stage".
7	3	To Catch a Predator	Chris Hansen of Dateline NBC	To Catch a Predator (SL= 7): 1bM:Enemy that attacked or targeted you this segment is Imprisoned.
2	1	Acid Cloud	Cloud Elf0	Acid Cloud (SL2): CLd2 acid dmg/s.
2	1	Clean Cloud	Cloud Elf0	Clean Cloud (SL2): Dispel Magic, Psionic or Inate.
2	1	Fart Cloud	Cloud Elf0	Fart Cloud (SL2): PPD save or Stunned. If made, nauseated.
2	1	Itchy Cloud	Cloud Elf0	Itchy Cloud (SL2): 50% chance of using each action type/s.
2	1	Muffling Cloud	Cloud Elf0	Muffling Cloud (SL2): Spell save or can't use spells, psionics.
2	1	Obscuring Cloud	Cloud Elf0	Obscuring Cloud (SL2): Blocks all forms of vision (inf,ult,x-r)
2	1	Puffy Cloud	Cloud Elf0	Puffy Cloud (SL2): Wall of Cloud.
2	1	Rainbow Cloud	Cloud Elf0	Rainbow Cloud (SL2): RSW save or Fascinated.
2	1	Storm Cloud	Cloud Elf0	Storm Cloud (SL2): Call Lightning as spell.
2	1	Sweet Cloud	Cloud Elf0	Sweet Cloud (SL2): Cure 20% of max hp.
2	1	Tesseract Cloud	Cloud Elf0	Tesseract Cloud(SL2): Move a cloud from one group to another.
5	1	Cloudkill Cloud	Cloud Elf0	Cloudkill Cloud(SL5): PPD or slain. If made, 1d4 Con/s.
5	1	Conjuration Cloud	Cloud Elf0	Conjuration Cloud (SL5): Summon DL V Cloud/Radiance Elemental.
5	1	Crystal Cloud	Cloud Elf0	Crystal Cloud (SL5): Clairvoyance, Clairaudience and ESP.
5	1	Dust Cloud	Cloud Elf0	Dust Cloud (SL5): CLd8 wilting dmg/r.
5	1	Extradimensional Cloud	Cloud Elf0	Extradimensional Cloud (SL5): Rope Trick as spell.
5	1	Image Cloud	Cloud Elf0	Image Cloud (SL5): Mirage Arcana as spell.
5	1	Shield Cloud	Cloud Elf0	Shield Cloud (SL5): +4*CL bonus to AC,saves.
5	1	Sleep Cloud	Cloud Elf0	Sleep Cloud (SL5): PP save or sleep every round.
5	1	Swirling Cloud	Cloud Elf0	Swirling Cloud (SL5): CL^3 dmg and Will save or Confusion.
5	1	Travel Cloud	Cloud Elf0	Travel Cloud (SL5): +3 V actions/r.
5	1	Wight Cloud	Cloud Elf0	Wight Cloud (SL5): CL^2 Level Drain.
5	1	Windwalk Cloud	Cloud Elf0	Windwalk Cloud(SL5): Windwalk as spell.
8	1	Breath Weapon Cloud	Cloud Elf0	Breath Weapon Cloud (SL8): E or EE= 8 Breath Weapon.

8	1	Chaos Cloud	Cloud Elf0	Chaos Cloud (SL8): High Freq. Sample every round.
8	1	CrystalSphere Cloud	Cloud Elf0	CrystalSphere Cloud (SL8): Clairvoyance alternate prime planes.
8	1	Formation Cloud	Cloud Elf0	Formation Cloud (SL8): Polymorph a Cloud into an equal SL one.
8	1	House Cloud	Cloud Elf0	House Cloud (SL8): Melf's Magnificent Mansion as spell.
8	1	Prison Cloud	Cloud Elf0	Prison Cloud (SL8): Imprisonment.
8	1	Shadow Cloud	Cloud Elf0	Shadow Cloud (SL8): PPD or Feeblemind. If made, Enfeeblement.
8	1	Smiley Face Cloud	Cloud Elf0	Smiley Face Cloud (SL8): Fort save or Otto's Irresistible Dance as spell.
8	1	Snow Cloud	Cloud Elf0	Snow Cloud (SL8): Prismatic Sphere as spell.
8	1	Talking Cloud	Cloud Elf0	Talking Cloud (SL8): Powerword Stun with no hp limit.
11	1	As You Are Cloud	Cloud Elf0	As You Are Cloud (SL11): As You Are/s.
11	1	Estate Transference Cloud	Cloud Elf0	Estate Transference Cloud (SL11): Estate Transference as spell.
11	1	Ship in a Bottle Cloud	Cloud Elf0	Ship in a Bottle Cloud (SL11): Mass Trap the Soul.
11	1	Step out of It Cloud	Cloud Elf0	Step out of It Cloud (SL11): Step out of manifesting any Grand or less Cloud.
14	1	Hero Cloud	Cloud Elf0	Hero Cloud(SL14): Immune to Elements.
14	1	Legend Cloud	Cloud Elf0	Legend Cloud(SL14): All your clouds have no save (incl. Scarab/Pro).
14	1	Lich Cloud	Cloud Elf0	Lich Cloud(SL14): Life Trapping (as per Mirror).
14	1	Villain Cloud	Cloud Elf0	Villain Cloud (SL14): Your clouds cannot be resisted.
17	1	Demigod Cloud	Cloud Elf0	Demigod Cloud(SL17): +1 G action.
9	5	Abjuration	Deified Antemortal0	Abjuration (SL=9): 1 ihp Armor spell (1 target, can't be self)
9	5	All	Deified Antemortal0	All (SL=9): Clone (as spell)
9	5	Constitution	Deified Antemortal0	Constitution (SL=9): +12 Con [cont.]
9	5	Dismissal	Deified Antemortal0	Dismissal (SL=9): Dismiss a DL=CL being
9	5	Deflection/Parry	Deified Antemortal0	Deflection/Parry (SL=9): 1 target -25 AC (PP save)
9	5	Detonate	Deified Antemortal0	Detonate (SL=9): Destroy an artifact (item save Disintegrate) or do 25 dmg to 1 target (no resistance).
9	5	Dexterity	Deified Antemortal0	Dexterity (SL=9): +12 Dex [cont.]
9	5	Dispel I	Deified Antemortal0	Dispel I (SL=9): Dispel a currently running effect (no ER or iER)
9	5	Energy Gain	Deified Antemortal0	Energy Gain (SL=9): Target restored 3 drained levels
9	5	Eevocation	Deified Antemortal0	Eevocation (SL=9): One group takes 50 dmg of the normal eelement of your choice (PP save for ½)
9	5	anti-G Resistance	Deified Antemortal0	anti-G Resistance (SL=9): +CL% iunaGR [cont.], cannot be downgraded to lower types
9	5	Lousy Attack	Deified Antemortal0	Lousy Attack (SL=9): Target's next melee attack is at -50 TH
9	5	Alteration	Deified Antemortal0	Alteration (SL=9): 1 target rerolls Int, Wis, and Chr using 1d25, lasts for 1 turn (PP save)
9	5	Healing	Deified Antemortal0	Healing (SL=9): 1 target cured 1 ihp (or all of finite hp) (reverse gives PP save)
9	5	Delusion	Deified Antemortal0	Delusion (SL=9): 10% chance that a melee attack automatically hits a nearby target (roll per attack) [cont.]
9	5	Inertial Shield	Deified Antemortal0	Inertial Shield (SL=9): Ignore the first ranged attack from each creature for 1 turn.
9	5	Intelligence	Deified Antemortal0	Intelligence (SL=9): +12 Int [cont.]
9	5	Lady's Frown	Deified Antemortal0	Lady's Frown (SL=9): Choose target's next die roll (can't be self)
9	5	Unique Delay	Deified Antemortal0	Unique Delay (SL=9): Lock down Targets next segment of actions (PP Save)
9	5	Unique Speed	Deified Antemortal0	Unique Speed (SL=9): Pick a Deified Antemortal0 spell. That spell costs only ½G action to use.
9	5	Lend Godly	Deified Antemortal0	Lend Godly (SL=9): Lose a G action: Target gains 1G action
9	5	Monk	Deified Antemortal0	Monk (SL=9): Your saves for ½ (or partial effect) are instead for 0 for 1 turn.
9	5	Regeneration	Deified Antemortal0	Regeneration (SL=9): Target degenerates at 3 hp/s (multiple instances stack)
9	5	Protection Shield	Deified Antemortal0	Protection Shield (SL=9): 1 target immune annihilation.
9	5	Strength	Deified Antemortal0	Strength (SL=9): +12 Str [cont.]
9	5	Summoning I	Deified Antemortal0	Summoning I (SL=9): Summon three DL=(CL+5)/2 beings to fight for you of type weird.
9	5	Ultraplanar Boon	Deified Antemortal0	Ultraplanar Boon (SL=9): Area effect: +25 distributed among random ability scores
9	5	Wards	Deified Antemortal0	Wards (SL=9): Choose a spell when cast. You may ignore immunity to that spell for 1 turn.
9	5	Wild Magic II	Deified Antemortal0	Wild Magic II (SL=9): Cast two randomly rolled spells on this table
9	5	Wisdom	Deified Antemortal0	Wisdom (SL=9): +12 Wis [cont.]
9	5	Anti-Magic	Deified Antemortal0	Anti-Magic (SL=9): All spells of SL=CL or lower in area cannot be (choose one): Cast or Maintained (x1 Special)
9	5	Assassination	Deified Antemortal0	Assassination (SL=9): 1 target is slain (PPD save)
9	5	Bio Laughter	Deified Antemortal0	Bio Laughter (SL=9): 1 target -12 TH or -25 dmg for 1 turn.(PP save)
9	5	Charisma	Deified Antemortal0	Charisma (SL=9): +12 Chr [cont.]
9	5	Chronomancy	Deified Antemortal0	Chronomancy (SL=9): You get 1G action per round instead of 1G action per 3 rounds.
9	5	Combat	Deified Antemortal0	Combat (SL=9): 1 target has -25 on Saves for 1 turn
5	5	I Am What Fuels your Nightmares	Destruction2	I Am What Fuels your Nightmares (SL=Major): Dual Natured between here and the Far Realm. iunER CL*5%.
8	5	Everything I Touch I Destroy	Destruction2	Everything I Touch I Destroy (SL=Grand): Your unarmed attacks are Destruction (reverse resurrection)/Disjunction branded.
11	5	Your Barriers Afford you No Quarter	Destruction2	Your Barriers Afford you No Quarter (SL=Super): Imprisonment/Freedom/Down a Hole/Get out of Down a Hole. (no save, GR to resist, x3 multiplier effect).
14	5	I Am What Nightmares are Made of	Destruction3	I Am What Nightmares are Made of (SL=Ultra): Dual Natured between here and Plane of Nightmares. xER CCL%.
14	5	All I See is Burning	Destruction3	All I See is Burning (SL=Ultra+1): Within sight, all enemies take CCL^CCL colorless fire damage (No resistance).
14	5	Let Me Out of Your Prison	Destruction3	Let Me Out of Your Prison (SL=Ultra+1): Eject (no resistance, no response, x22 multiplier effect).
10	5	Automatic Metamagic Capacity (S)	Divine3	Automatic Metamagic Capacity (S)(SL=10): Gain a free spell level of metamagic
10	5	Automatic Writing	Divine3	Automatic Writing(SL=10): Any spells you witness are automatically added to your spellbook
10	5	Cats Fall	Divine3	Cats Fall(SL=10): You can fall from any distance without injury
10	5	Combat Mastery	Divine3	Combat Mastery(SL=10): Trade any amount of BAB to AC
10	5	Divine Retribution [Divine]	Divine3	Divine Retribution [Divine](SL=10): You gain one additional action after your death
10	5	Eclectic Shot	Divine3	Eclectic Shot(SL=10): You can fire irregular objects as if they were missiles
10	5	Epic Potency (S)	Divine3	Epic Potency (S)(SL=10): Your damage increases by +2

10	5	Epic Shield Focus	Divine3	Epic Shield Focus(SL=10): Your shield protects yourself and one adjacent ally
10	5	Ether Goer	Divine3	Ether Goer(SL=10): You can become ethereal at will
10	5	Expert Strike	Divine3	Expert Strike(SL=10): Gain a cumulative +1 to attacks against the same target
10	5	Fire Baptism	Divine3	Fire Baptism(SL=10): Gain a cumulative +1 to AC against the same target
10	5	Greater Critical	Divine3	Greater Critical(SL=10): Your critical threat range is trebled
10	5	Greater Critical Multiplier	Divine3	Greater Critical Multiplier(SL=10): Your critical multiplier is trebled
10	5	Improved Finesse	Divine3	Improved Finesse(SL=10): Use your dexterity bonus for damage
10	5	Improved Spellcasting (S)	Divine3	Improved Spellcasting (S)(SL=10): Gain two new spell slots (any non-Concordant SL you have)
10	5	Improved Toughness (S)	Divine3	Improved Toughness (S)(SL=10): You gain an additional hit point per hit die
10	5	Legendary Archer	Divine3	Legendary Archer(SL=10): Opponents cannot deflect your missiles
10	5	Pre-emptive Strike	Divine3	Pre-emptive Strike(SL=10): You can make one attack in segment 0 (before segment 1)
10	5	Soothsayer	Divine3	Soothsayer(SL=10): You always hear the truth
10	5	Star Child (S)	Divine3	Star Child (S)(SL=10): You gain a wish 1/reset
10	5	Superior Quivering Palm	Divine3	Superior Quivering Palm(SL=10): Use the quivering palm attack once per round
10	5	Superior Whirlwind Attack	Divine3	Superior Whirlwind Attack(SL=10): Make a 5 ft. step as part of a whirlwind attack
10	5	Three-Weapon Fighting	Divine3	Three-Weapon Fighting(SL=10): You fight three-weapon style, juggling a third weapon
10	5	Weapon Abatement	Divine3	Weapon Abatement(SL=10): You are immune to the first successful blow dealt from a weapon
12	5	[Energy] Absorption	Divine3	[Energy] Absorption(SL=12): One type of energy heals you
12	5	[Energy] Immunity	Divine3	[Energy] Immunity(SL=12): You are immune to one type of energy
12	5	Abnormality (S)	Divine3	Abnormality (S)(SL=12): +2 arms, +2 legs, +2 wings, or +1 head
12	5	Adamantine Body	Divine3	Adamantine Body(SL=12): Your body turns to living adamantine; +40 Str; DR 20/-; +20 AC; -8 Dex
12	5	Adjudation (S)	Divine3	Adjudation (S)(SL=12): Can summon a DL=CCL monster and control and understand it
12	5	Apport	Divine3	Apport(SL=12): All of your items have Instant Returning
12	5	Asomatous	Divine3	Asomatous(SL=12): Astral, Inverse Astral, Ethereal, or Inverse Ethereal Projection
12	5	Blood Strike	Divine3	Blood Strike(SL=12): You can expend hit points to increase damage (max=CCL*CCL)
12	5	Carapace	Divine3	Carapace(SL=12): +HNCL AC
12	5	Convergent Effect	Divine3	Convergent Effect(SL=12): Can combine CCLs with other Concordant characters to increase an effect
12	5	Cunning Mind	Divine3	Cunning Mind(SL=12): +(Int bonus) TH
12	5	Cunning Soul	Divine3	Cunning Soul(SL=12): +(Int bonus) saves
12	5	Distant Gaze	Divine3	Distant Gaze(SL=12): Your gaze can expel targets from the plane
12	5	Divine Champion	Divine3	Divine Champion(SL=12): Borrow an ability from another deity (must be willing)
12	5	Divine Sorcery	Divine3	Divine Sorcery(SL=12): You can cast twice as many spells per day (non-Concordant)
12	5	Divine Toughness	Divine3	Divine Toughness(SL=12): Hit Dice becomes d20 (all classes)
12	5	Dragon Companion	Divine3	Dragon Companion(SL=12): Gain a dragon companion (Animal Companion with 1/5 your XP instead of 1/10)
12	5	Eternal Freedom	Divine3	Eternal Freedom(SL=12): You are immune to spells and effects which impede movement
12	5	Evenhanded	Divine3	Evenhanded(SL=12): Your unarmed attacks deal maximum damage
12	5	Extra Level (S)	Divine3	Extra Level (S)(SL=12): You gain an extra class level (non-Concordant)
12	5	Force Field (S)	Divine3	Force Field (S)(SL=12): You are protected by 50 hit point force field (re-raises every segment)
12	5	Fortuity (S)	Divine3	Fortuity (S)(SL=12): You gain a +1 Luck Bonus on all rolls
12	5	Heavenly Mind	Divine3	Heavenly Mind(SL=12): +(Chr bonus) TH
12	5	Heavenly Soul	Divine3	Heavenly Soul(SL=12): +(Chr bonus) saves
12	5	Heavy-handed	Divine3	Heavy-handed(SL=12): You gain double your strength bonus to damage
12	5	Iatric [Effect]	Divine3	Iatric [Effect](SL=12): The effect heals rather than injures (borrow an X action to cast this)
12	5	Iron Body	Divine3	Iron Body(SL=12): Your manifestation turns to iron; +26 Str; DR 10/-; +10 AC; -5 Dex
12	5	Learned Spell Immunity	Divine3	Learned Spell Immunity(SL=12): Adapt to an opponents spells (immune to it after first time)
12	5	Legendary Companion	Divine3	Legendary Companion(SL=12): Animal Companion gains Legendary Animal template
12	5	Lord of Blood	Divine3	Lord of Blood(SL=12): You gain the Vampire template
12	5	Lord of Bone	Divine3	Lord of Bone(SL=12): You gain the Lich template
12	5	Mercurial	Divine3	Mercurial(SL=12): You cumulatively gain one extra attack per P action
12	5	Mime Ability	Divine3	Mime Ability(SL=12): You can copy one x0-x2 ability used against you per reset
12	5	Mime Ability Score	Divine3	Mime Ability Score(SL=12): You can copy one single ability score of an opponent
12	5	Mime Spell	Divine3	Mime Spell(SL=12): You can copy any non-Concordant spell used against you per reset
12	5	Perfect Disarm	Divine3	Perfect Disarm(SL=12): Successful attacks deal damage and a disarm attempt
12	5	Perfect Weapon Specialization	Divine3	Perfect Weapon Specialization(SL=12): Always deal maximum damage with selected weapon
12	5	Regeneration	Divine3	Regeneration(SL=12): You gain regeneration HNCL/2 /s
12	5	Saviour	Divine3	Saviour(SL=12): You can take damage for any or all allies in your presence
12	5	Seeking Shot	Divine3	Seeking Shot(SL=12): You can make one shot per round that is guaranteed to hit
12	5	Self Mastery	Divine3	Self Mastery(SL=12): Your body parts can operate independently
12	5	Shapechange	Divine3	Shapechange(SL=12): You can shapechange at will
12	5	Spell Abatement	Divine3	Spell Abatement(SL=12): You ignore the effects of a non-Concordant spell the first time it is used upon you
12	5	Spell Immunity (S)	Divine3	Spell Immunity (S)(SL=12): You are immune to non-Concordant spells of a certain level
12	5	Spell Reflection	Divine3	Spell Reflection(SL=12): Spells that do not penetrate your spell resistance are reflected
12	5	Spiritual Ancestry	Divine3	Spiritual Ancestry(SL=12): Gain the traits of any Outsider sub-type
12	5	Squamous	Divine3	Squamous(SL=12): Your divine natural armor bonus is trebled
12	5	Super Charge	Divine3	Super Charge(SL=12): Deal x6 damage on a charge, or x8 with a lance
12	5	Superior Combat Casting	Divine3	Superior Combat Casting(SL=12): You cast all spells as spell-like abilities (they use InnR)
12	5	Superior Critical	Divine3	Superior Critical(SL=12): Your critical threat range is quadrupled
12	5	Superior Critical Multiplier	Divine3	Superior Critical Multiplier(SL=12): Your critical multiplier is quadrupled
12	5	Superior Summoning	Divine3	Superior Summoning(SL=12): Hit Dice of summoned creatures increases by 50%
12	5	Telluric Effect	Divine3	Telluric Effect(SL=12): The effect damage is multiplied each time same target is struck
12	5	True Strike	Divine3	True Strike(SL=12): You gain a +20 attack bonus with one weapon

12	5	Unyielding Damage Reduction	Divine3	Unyielding Damage Reduction(SL=12): Any corporeal opponent striking you in melee but not penetrating your damage reduction suffers the difference in damage.
12	5	Vanguard Fortitude	Divine3	Vanguard Fortitude(SL=12): Allies within in your group can use your fortitude saving throw
12	5	Vanguard Reflexes	Divine3	Vanguard Reflexes(SL=12): Allies within in your group can use your reflex saving throw
12	5	Vanguard Will	Divine3	Vanguard Will(SL=12): Allies within in your group can use your will saving throw
12	5	Weapon Breaking	Divine3	Weapon Breaking(SL=12): Weapons that strike you, but do not injure you, shatter
12	5	X-Ray Vision	Divine3	X-Ray Vision(SL=12): See through solid objects
14	5	[Aligned] Messiah	Divine3	[Aligned] Messiah(SL=14): Same aligned beings will not attack you
14	5	Alter Reality	Divine3	Alter Reality(SL=14): 0: Wish
14	5	Anaretic	Divine3	Anaretic(SL=14): Your attacks are Mordenkainen's Disjunction branded
14	5	Apostasy	Divine3	Apostasy(SL=14): You are unaffected by alignment based effects
14	5	Chimerical	Divine3	Chimerical(SL=14): You can shapechange into two creatures simultaneously
14	5	Cosmic Consciousness	Divine3	Cosmic Consciousness(SL=14): You sense everything (immune Dust, Mirage Arcana, Displacement, etc.)
14	5	Cosmic Toughness	Divine3	Cosmic Toughness(SL=14): Hit Die become d100s (all classes)
14	5	Counter-strike	Divine3	Counter-strike(SL=14): Gain an extra retaliatory attack for every time you are injured
14	5	Divine Inspiration (S)	Divine3	Divine Inspiration (S)(SL=14): 1X: Duplicate a 0th-2nd level Divine3 spell
14	5	Dominance	Divine3	Dominance(SL=14): Foes with less than 1/4 your HNCL automatically fail their saves
14	5	Doppelganger	Divine3	Doppelganger(SL=14): Shapechange into individuals, duplicating their innate/racial powers
14	5	Hyperostosis	Divine3	Hyperostosis(SL=14): +HNCL*2 AC
14	5	Inner Eye	Divine3	Inner Eye(SL=14): You always use the best possible dice roll (Lady's Smile)
14	5	Karmic [Effect]	Divine3	Karmic [Effect](SL=14): An effect you do causes damage direct to experience points
14	5	Legendary [Ability Score]	Divine3	Legendary [Ability Score](SL=14): Single ability score doubled
14	5	Lord of Perfection	Divine3	Lord of Perfection(SL=14): You gain the Paragon Template
14	5	Lord of the Skull	Divine3	Lord of the Skull(SL=14): You gain the Demilich Template
14	5	Molymorph	Divine3	Molymorph(SL=14): You are immune to the attacks of any form you assume
14	5	Numinous	Divine3	Numinous(SL=14): Anti-magic aura that does not impede your own magic
14	5	Perfect Critical	Divine3	Perfect Critical(SL=14): Your critical threat range is quintupled
14	5	Perfect Critical Multiplier	Divine3	Perfect Critical Multiplier(SL=14): Your critical multiplier is quintupled
14	5	Perfect Summoning	Divine3	Perfect Summoning(SL=14): Hit Dice of summoned creatures increases by 200%
14	5	Quivering Skin	Divine3	Quivering Skin(SL=14): Anyone touching you suffers the effects of the Quivering Palm
14	5	Quixotic	Divine3	Quixotic(SL=14): You can re-roll any dice roll (yours or friend's) 1/s
14	5	Redivivus	Divine3	Redivivus(SL=14): You can revive your opponents greatest enemy
14	5	Sanctity	Divine3	Sanctity(SL=14): Your turning affects any being
14	5	Shroud of Death	Divine3	Shroud of Death(SL=14): Anyone attacking you must save versus death
14	5	Slipstream	Divine3	Slipstream(SL=14): You are unaffected by temporal disturbances
14	5	Soniferous (S)	Divine3	Soniferous (S)(SL=14): You double the power of any single magic item you use
14	5	Spirited Away	Divine3	Spirited Away(SL=14): You are saved from destruction (Avoid Fate once per day)
14	5	Talismanic Effect	Divine3	Talismanic Effect(SL=14): Channel effects through artifacts
14	5	Time Dilation	Divine3	Time Dilation(SL=14): Can use 2X actions per segment (if you have them)
14	5	Underhanded	Divine3	Underhanded(SL=14): You sneak attack (Backstab) with every hit, even while in melee
16	5	Anti-Matter [Effect]	Divine3	Anti-Matter [Effect](SL=16): One of your effects can do antimatter based damage; or +1d100 antimatter dmg / physical attack
16	5	Astro [Effect]	Divine3	Astro [Effect](SL=16): One of your effects have a CCL% chance to erase the being from history
16	5	Cosmic Inspiration (S)	Divine3	Cosmic Inspiration (S)(SL=16): 1X: Duplicate a 0th-4th level Divine3 spell
16	5	Dead Zone	Divine3	Dead Zone(SL=16): You can create a zone of dead-magic (MF 0) that does not impede you
16	5	Edifying Presence	Divine3	Edifying Presence(SL=16): Your presence forces an alignment change (save)
16	5	Enchanted Damage Induction	Divine3	Enchanted Damage Induction(SL=16): You are only affected by a weapons enchantment bonus
16	5	Equilibrium	Divine3	Equilibrium(SL=16): All ability scores match your highest ability score (among the basic 6 stats)
16	5	Greater Dominance	Divine3	Greater Dominance(SL=16): Foes with less than 1/3 your hit die automatically fail their saves
16	5	Interdimensional	Divine3	Interdimensional(SL=16): You have a 75% chance of avoiding any attack or spell
16	5	Multidimensional (S)	Divine3	Multidimensional (S)(SL=16): You can exist in two places at once
16	5	Omega [Effect]	Divine3	Omega [Effect](SL=16): One of your effects causes permanent hp damage
16	5	Perfect Defence	Divine3	Perfect Defence(SL=16): iAC CCL
16	5	Polymath	Divine3	Polymath(SL=16): Your non-Concordant class levels can be changed at will (you can shift XP around)
16	5	Rectify	Divine3	Rectify(SL=16): Anyone slain by you is completely erased from ever existing
16	5	Superluminal	Divine3	Superluminal(SL=16): You can move at the speed of light
16	5	Transattack Period	Divine3	Transattack Period(SL=16): Your attacks double each round
16	5	Transcendental Toughness	Divine3	Transcendental Toughness(SL=16): Hit Die become d1000s (all classes)
16	5	Transilient Fortitude	Divine3	Transilient Fortitude(SL=16): You always succeed in Fortitude saves (+1 PSave)
16	5	Transilient Reflexes	Divine3	Transilient Reflexes(SL=16): You always succeed in Reflex saves (+1 PSave)
16	5	Transilient Will	Divine3	Transilient Will(SL=16): You always succeed in Will saves (+1 MSave)
16	5	Transmortality	Divine3	Transmortality(SL=16): You cannot be permanently destroyed
16	5	Transtemporal	Divine3	Transtemporal(SL=16): You can travel freely in time
16	5	Transversal	Divine3	Transversal(SL=16): You can attack any target you can perceive
16	5	Ultimate Weapon Focus	Divine3	Ultimate Weapon Focus(SL=16): +CCL iTH
18	5	Akashic [Effect]	Divine3	Akashic [Effect](SL=18): One of your effects does a Lower Multiplier by 1 per hit
18	5	Cosmic Nullification	Divine3	Cosmic Nullification(SL=18): Pick an N<=6. Immune to Nth level Concordant effects
18	5	Indissoluble	Divine3	Indissoluble(SL=18): You possess infinite regeneration
18	5	Infinite [Ability Score]	Divine3	Infinite [Ability Score](SL=18): +CCL iChr (+CCL*25 Chr if not using [X] section)
18	5	Oblivion	Divine3	Oblivion(SL=18): The effects of your non-Concordant spells and abilities are permanent
18	5	Omnific Architect	Divine3	Omnific Architect(SL=18): Creation times for items you create is instantaneous
18	5	Omnific Toughness	Divine3	Omnific Toughness(SL=18): +CCL ihp
18	5	Omniparity	Divine3	Omniparity(SL=18): You have level = (Divine3 level) in every non-Concordant class

18	5	Omnipresent	Divine3	Omnipresent(SL=18): You can be in CCL groups at the same time
18	5	Omnispective	Divine3	Omnispective(SL=18): Your sight can go around corners (you can see everything in this plane that you can trace a path to)
18	5	Omniversal	Divine3	Omniversal(SL=18): Your attacks are felt by all enemies in your group (Cascade Ram)
18	5	Superior Dominance	Divine3	Superior Dominance(SL=18): Foes with less than 1/2 your HNCL automatically fail their saves
18	5	Transcendental Inspiration (S)	Divine3	Transcendental Inspiration (S)(SL=18): 1X or ½G: Duplicate a 0th-6th level Divine3 spell
20	5	Omnific Inspiration (S)	Divine3	Omnific Inspiration (S)(SL=20): 1X or ½G: Duplicate a 0th-8th level Divine3 spell
20	5	Unearthly Dominance	Divine3	Unearthly Dominance(SL=20): Foes with less than your HNCL automatically fail their saves
20	5	Transcendental Nullification	Divine3	Transcendental Nullification(SL=20): Pick an N<=9. Immune to Nth level Concordant effects
20	5	Annihilation	Divine3	Annihilation(SL=20): The effects of your Concordant spells and abilities are permanent
20	5	Translooporal	Divine3	Translooporal(SL=20): You can travel freely in timelines (loop travel)
20	5	Outerdimensional	Divine3	Outerdimensional(SL=20): You have a 99% chance of avoiding any attack or spell
20	5	Omnimath	Divine3	Omnimath(SL=20): Your Concordant class levels can be changed at will (you can shift XP around)
N	2	You are Getting on in Years	Doctor Kevorkian	You are Getting on in Years (SL=N): Age a target N age categories (save for each).
1	2	Lay You Down to Sleep	Doctor Kevorkian	Lay You Down to Sleep (SL=1): Put out of Misery one target if at less than 0hp.
2	2	Implied Consent	Doctor Kevorkian	Implied Consent (SL=2): Suggestion as spell (2 saves).
3	2	You are Slowing Down	Doctor Kevorkian	You are Slowing Down (SL=3): Target can't take V actions (2 saves).
4	2	Pressured Consent	Doctor Kevorkian	Pressured Consent (SL=4): One target physically dominated (2 saves).
5	2	Forced Consent	Doctor Kevorkian	Forced Consent (SL=5): One target mentally dominated (2 saves).
6	2	Ego Consent	Doctor Kevorkian	Ego Consent (SL=6): One target Ego dominated (2 saves).
7	2	The Patient Decides When It's Best to Go	Doctor Kevorkian	The Patient Decides When It's Best to Go (SL=7): Target commits suicide. (2 saves).
8	2	Truename Consent	Doctor Kevorkian	Truename Consent (SL=8): One target truename dominated (2 saves).
9	2	Let's Hope You Feel Better Now	Doctor Kevorkian	Let's Hope You Feel Better Now (SL=9): Put a target's truename on your "Plate".
1	3	What are you? Some Bottom-Feeding, Scum-Sucking Algae Eater?	Duke Nukem	What are you? Some Bottom-Feeding, Scum-Sucking Algae Eater? (SL=1): Legend Lore.
2	3	What are you Waitin' for? Christmas?	Duke Nukem	What are you Waitin' for? Christmas? (SL=2): One target can't take V actions.
3	3	Your Face, Your Ass – What's the Difference?	Duke Nukem	Your Face, Your Ass – What's the Difference? (SL=3): 1bV: Blink behind target.
4	3	You're an Inspiration for Birth Control	Duke Nukem	You're an Inspiration for Birth Control (SL=4): Target's next clone won't get up.
5	3	Blow it out Your Ass!	Duke Nukem	Blow it out Your Ass! (SL=5): One target Prolapsed.
6	3	It's Time to Kick Ass and Chew Bubble Gum... and I'm All Outta Gum	Duke Nukem	It's Time to Kick Ass and Chew Bubble Gum... and I'm All Outta Gum (SL=6): 1bM: x6 melee/ranged dmg this segment.
1	2	Don't Stop Believin'	Electric Church Priest	Don't Stop Believin' (SL=1): Charm a target and convert it to your religion.
2	2	The Boys Are Back In Town	Electric Church Priest	The Boys Are Back In Town (SL=2): Summon 2*CL DL=CL/2 Electric Church Priests.
3	2	Born To Run	Electric Church Priest	Born To Run (SL=3): You and allies' mounts have +1V and +1E action.
4	2	Sweet Child O' Mine	Electric Church Priest	Sweet Child O' Mine (SL=4): You have a clone in storage that is SL years old.
5	2	Comfortably Numb	Electric Church Priest	Comfortably Numb (SL=5): Astral Projection, -CL physical stats, +CL mental stats.
6	2	Smoke On The Water	Electric Church Priest	Smoke On The Water (SL=6): The room is engulfed in E=4 Vapor (Smoke+Water) and E=4 Drag (Fire+Sky). The room takes CL*CL dmg/s (hole in middle).
7	2	Free Bird	Electric Church Priest	Free Bird (SL=7): 1bV: You and allies can fly at CL c (CL times the speed of light).
8	2	Bohemian Rhapsody	Electric Church Priest	Bohemian Rhapsody (SL=8): Wild Magic Surge up to 5 groups (hole in middle).
9	2	Stairway to Heaven	Electric Church Priest	Stairway to Heaven (SL=9): One group is sent to Seven Heavens (no save).
N	3	I Need a Doctor	Eminem/Marshal Mathers/Slim Shady	I Need a Doctor (SL=N): Summon a DL N Goodberry Golem.
1	3	Lose Yourself	Eminem/Marshal Mathers/Slim Shady	Lose Yourself (SL=1): Sleep 1 group.
2	3	The Real Slim Shady	Eminem/Marshal Mathers/Slim Shady	The Real Slim Shady (SL=2): CL Mirror Images.
3	3	Forgot About Dre	Eminem/Marshal Mathers/Slim Shady	Forgot About Dre (SL=3): 1bM: Counter target magical/psionic effect.
4	3	Cleanin' Out My Closet	Eminem/Marshal Mathers/Slim Shady	Cleanin' Out My Closet (SL=4): Peel the Onion on 1 target (drop all prepared effects).
5	3	Brain Damage	Eminem/Marshal Mathers/Slim Shady	Brain Damage (SL=5): One target's Set Int 1 plus cannot use M actions.
6	3	8 Mile	Eminem/Marshal Mathers/Slim Shady	8 Mile (SL=6): TWE with no summoning sickness.
7	3	My Name Is	Eminem/Marshal Mathers/Slim Shady	My Name Is (SL=7): Change your truename.
8	3	Without Me	Eminem/Marshal Mathers/Slim Shady	Without Me (SL=8): Contingent Resurrection.
9	3	The Way I Am	Eminem/Marshal Mathers/Slim Shady	The Way I Am (SL=9): +1bM and 1bM: Shapechange.
10	3	Rap God	Eminem/Marshal Mathers/Slim Shady	Rap God (SL=10): Cast one Int or Chr based Demigod0 spell with DCL=1.

2	3	Close the Gap	Fate Shaper	Close the Gap(SL=2): 1bM: Target rolls all TH or saves as 1 die type smaller (no save).
5	3	Shut the Door	Fate Shaper	Shut the Door(SL=5): 1bM: Target rolls all TH or saves as 2 die types smaller (no save).
8	3	Seal the Tomb	Fate Shaper	Seal the Tomb (SL=8): 1bM: Target rolls all TH or saves as 3 die types smaller (no save).
7	2	Grand Entrance	Folionius the Great	Grand Entrance (SL=7): TWE+Rolled out red carpet, trumpeters, and fanfare.
1	3	I Can't Dance	Genesis Songs	I Can't Dance (SL=1): Target becomes flatfooted and loses all Dex based AC.
2	3	Land of Confusion	Genesis Songs	Land of Confusion (SL=2): One group becomes Confused.
3	3	Jesus He Knows Me	Genesis Songs	Jesus He Knows Me (SL=3): Summon (LVL-DL)^2 Televangelists. DL is their DL.
4	3	You're No Son of Mine	Genesis Songs	You're No Son of Mine (SL=4): Target immune to ranger species enemy ability.
5	3	Tonight, Tonight, Tonight	Genesis Songs	Tonight, Tonight, Tonight (SL=5): Geas/Quest a target. Gets atonement at end.
N	4	Operator Manipulation	Googologist/Big Numbers Priest	Operator Manipulation (SL=N): Change one mathematical operator to a different symbol. + or - = SL 2, * or / = SL 5, ^ or √ = SL 8, ^^ or √√ = SL 11.
0	4	Succession	Googologist/Big Numbers Priest	Succession (SL=0): Your next spell has +1 target.
1	4	Addition	Googologist/Big Numbers Priest	Addition (SL=1): Your next spell has +2 targets.
1	4	Next Big Die	Googologist/Big Numbers Priest	Next Big Die (SL=1): Roll 1 die type larger on one type of roll (saves, weapon damage dice, spell damage dice, etc.) for 1 turn. Types are d20, d30, d50, d100, d200, d500, d1000, d10000, ect, You may cast this multiple times for it to stack by the \sum rule.
2	4	*Curse* Shield	Googologist/Big Numbers Priest	*Curse* Shield (SL=2): Damaging shield (-1 to all die rolls per hit) of type *Curse*. You Resist *Curse* while running this.
2	4	Multiplication	Googologist/Big Numbers Priest	Multiplication (SL=2): Your next spell has +3 targets.
3	4	Astral Legioning	Googologist/Big Numbers Priest	Astral Legioning (SL=3): Join two legions together.
3	4	Exponentiation	Googologist/Big Numbers Priest	Exponentiation (SL=3): Your next spell has +4 targets.
4	4	Deep DL Summoning	Googologist/Big Numbers Priest	Deep DL Summoning (SL=4): Summons a random Deep DL monster that only acts as a DL IV. You have a Deep DL summon slot in addition to your normal summon slot. You are allowed to have 2 Deep DLs (one in each slot).
4	4	Tetration	Googologist/Big Numbers Priest	Tetration (SL=4): Your next spell has +5 targets.
5	4	Mass Probability Travel	Googologist/Big Numbers Priest	Mass Probability Travel (SL=5): CL groups Probability Travel
5	4	Pentation	Googologist/Big Numbers Priest	Pentation (SL=5): Your next spell has +6 targets.
6	4	Hexation	Googologist/Big Numbers Priest	Hexation (SL=6): Your next spell has +7 targets.
6	4	Wide One Projection	Googologist/Big Numbers Priest	Wide One Projection (SL=6): Party overwrites one ability score to another.
7	4	Heptation	Googologist/Big Numbers Priest	Heptation (SL=7): Your next spell has +8 targets.
7	4	Wide Holy Word Lamer	Googologist/Big Numbers Priest	Wide Holy Word Lamer (SL=7): Group rolls worst results (all dice, 1 turn)
8	4	Big Scatter	Googologist/Big Numbers Priest	Big Scatter (SL=8): The room is reassigned as you choose.
8	4	Octation	Googologist/Big Numbers Priest	Octation (SL=8): Your next spell has +9 targets.
9	4	Big Number	Googologist/Big Numbers Priest	Big Number (SL=9): Roll a random big number from http://googology.wikia.com/wiki/Category:Numbers starting at A. Do that much permanent untyped stat damage to a group. If a monster has any kind of resistance, treat that resistance as not written for this spell (ex: StunR). Suggestion: Roll a d26 for letter, then roll a die for page of that letter (typ. a d3), then count the number w/in that page and roll a die that big to determine.
9	4	Nonation	Googologist/Big Numbers Priest	Nonation (SL=9): Your next spell has +10 targets.
1	3	Dagon	H.P. Lovecraft	Dagon (SL=1): Target confused and addicted to morphine.
2	3	The Outsider	H.P. Lovecraft	The Outsider (SL=2): CL room extra dimensional space in MC Escher style.
3	3	The Dunwich Horror	H.P. Lovecraft	The Dunwich Horror (SL=3): Target mutated and gains the kleptomaniac compulsion (RR to resist).
4	3	The Color Out of Space	H.P. Lovecraft	The Color Out of Space (SL=4): Drop a meteor on a target for CL^3, an RS=4 hit, and Infested with aliens.
5	3	The Lurking Fear	H.P. Lovecraft	The Lurking Fear (SL=5): Group slain and TWE'ed one DL lower.
6	3	At the Mountains of Madness	H.P. Lovecraft	At the Mountains of Madness (SL=6): Summon CL DL=LVL/2 Shoggoths.
7	3	The Shadow Out of Time	H.P. Lovecraft	The Shadow Out of Time (SL=7): Swap minds with two targets.
8	3	The Shadow Over Innsmouth	H.P. Lovecraft	The Shadow Over Innsmouth (SL=8): Gain a free Deep One racial adj. (&+2str, &+2dex, &+2con, &+2int, &+2wis, &-2chr, &-2cml, &+2AC, &+10hp, &+0 th , &+0.5, claws 1d6 inject seed branded, water breathing, fear aura).
9	3	The Whisperer in Darkness	H.P. Lovecraft	The Whisperer in Darkness (SL=9): Gain knowledge of the location of any one item, or summon a DL=IX or less being, from the Cthulhu myths.
10	3	The Call of Cthulhu	H.P. Lovecraft	The Call of Cthulhu (SL=10): Summon a DL=XV Cthulhu Avatar you comprehend and control.
1	3	I'm going to kick your ass	Hank Hill	I'm going to kick your ass (SL=1): One target retreats from your group to the nearest group. Parting shots apply.
2	3	I'm doped out of my gourd	Hank Hill	I'm doped out of my gourd (SL=2): One target becomes addicted to the Drug sphere Marijuana effect with effective # of days without the drug = CL*5.
3	3	What? No!, I sell propane	Hank Hill	What? No!, I sell propane (SL=3): Remove a status effect of SEL = CL or less.
4	3	Don't play mind checkers with me, man. I'm not in the mood	Hank Hill	Don't play mind checkers with me, man. I'm not in the mood (SL=4): 1bM: Counter a mental domination attempt.
5	3	Your heart is your employee	Hank Hill	Your heart is your employee (SL=5): Physically dominate a target's heart and control its heart rate.
6	3	You just gotta grab a beer and let it burn	Hank Hill	You just gotta grab a beer and let it burn (SL=6): Create a potion of Alcohol and one group takes CLd12 fire dmg. (PropaneR to resist)
7	3	Butane's a Bastard Gas	Hank Hill	Butane's a Bastard Gas (SL=7): Room fills with Butane(-CL Unholy Con stat dmg).
8	3	That boy ain't right	Hank Hill	That boy ain't right (SL=8): One target (ignore no target) sets their Int, Wis, and Chr to 1.
9	3	BWAAAAHH	Hank Hill	BWAAAAHH (SL=9): Choose one - one target takes 1 idmg of type PROPANE!!! or One target is cured 1hp.
N	3	Oh Oh Oh Oh, Oh My God	Heather Peer, Collective Player	Oh Oh Oh Oh, Oh My God (SL=N): Target takes SL^4 piercing brown pudding damage (no save). [A69]: replace brown pudding with feces.
1	3	Around My Waist and Hugs My Fanny	Heather Peer, Collective Player	Around My Waist and Hugs My Fanny (SL=1): Combine a group with you.
2	3	Flesh Trap Doors Inbetween My Hips	Heather Peer, Collective Player	Flesh Trap Doors Inbetween My Hips (SL=2): Travel to your own pocket dimension. [A69]: replace dimension with interdimensional womb.
3	3	Trap Doors, What's That Doorway For?	Heather Peer, Collective Player	Trap Doors, What's That Doorway For? (SL=3): Passwall through a target. DM note: What a bloody mess.

4	3	Wether It's a T or a Turd It's the Same Word	Heather Peer, Collective Player	Wether It's a T or a Turd It's the Same Word (SL=4): Holyshit Word (as holy word but deafened stunned nauseated and blinded).
5	3	Something Special Let Me Tell You More	Heather Peer, Collective Player	Something Special Let Me Tell You More (SL=5): [x1] Enemy Special of an Offensive Status Effect such as Prolapsed, Aborted, Violated, etc. that you can already cast.
6	3	I've Been Violated	Heather Peer, Collective Player	I've Been Violated (SL=6): Capital V Violate a target (physically dominated plus unaware).
7	3	A Fun Thing to Do When you're Feeling Sporty	Heather Peer, Collective Player	A Fun Thing to Do When you're Feeling Sporty (SL=7): Capital A Abort/Stillborn a target (Capital S Skinned plus slain.)
8	3	Walls Fall Out	Heather Peer, Collective Player	Walls Fall Out (SL=8): Capital P Prolapse a group (Crapped plus slain, no save)
9	3	Red Rose Grows As the Walls Unfold	Heather Peer, Collective Player	Red Rose Grows As the Walls Unfold (SL=9): Capital F Fold a group into your body part slot.
10	3	J*zz Trap Spreads My Gap	Heather Peer, Collective Player	J*zz Trap Spreads My Gap (SL=10): Target planeshifts to and Capital D Drowns in the elemental plane of white pudding (no resistance). [A69]: replace white pudding with semen.
2	3	Heroic Fortune	Heroic Pathfinder3.75	Heroic Fortune (SL=2): One touched creature gains 1 temporary hero point and may use one of your level abilities of their level or less.
3	3	Malediction	Heroic Pathfinder3.75	Malediction (SL=3): One touched creature: Put out of Misery. Gain 1 temporary hero point/5HD it had.
3	3	Severed Fate	Heroic Pathfinder3.75	Severed Fate (SL=3): One target is shaken and can't spend Hero Points for CL turns (Will save).
3	3	Unravel Destiny	Heroic Pathfinder3.75	Unravel Destiny (SL=3): One target gets -2 on all rolls for each Hero Points it has and takes 2d6 dmg per Hero Point it spends (Will save).
5	3	Mass Heroic Fortune	Heroic Pathfinder3.75	Mass Heroic Fortune (SL=5): One group of touched creatures gains 1 temporary hero point and may use one of your level abilities of their level or less.
N	3	Horse Kick Shield N	Hippologist	Horse Kick Shield N (SL=N): Counters the first SL attacks (melee). Breaks an attacker's bone for each attack countered.
N	3	Stampede N	Hippologist	Stampede N (SL=N): Stampede of Horses attack one target (material component for two), target takes SL^4 dmg and Capital T trampled.
N	3	Summon Horse N	Hippologist	Summon Horse N (SL=N): Summon a DL=SL+1 Horse or (11-SL)^2 DL=SL Donkeys/Mules.
1	3	Shove it up your Donkey	Hippologist	Shove it up your Donkey (SL=1): One of your Donkey subordinates has +1 butt slot that acts as a portable hole: (note: that is not a typo, its a subtle joke).
1	3	Speak with Horses	Hippologist	Speak with Horses (SL=1): You can speak with Horses and ask them questions, which they will give reasonable answers to.
3	3	Foal Play	Hippologist	Foal Play (SL=3): Target gets polymorphed into a Horse (Fort save). If save missed target gains the mentality of a donkey (Will save).
4	3	Horse Power	Hippologist	Horse Power (SL=4): Your Horse summons get a +2S+2V action Haste.
5	3	I say Neigh	Hippologist	I say Neigh (SL=5): 1bM: Counter an attack sequence or spell.
7	3	Mules Tenacity	Hippologist	Mules Tenacity (SL=7): 1bM: Dimensional Anchor the room.
9	3	The Famous Mr. Ed	Hippologist	The Famous Mr. Ed (SL=9): Summon a [x2] DL=X Alternate Universe Legend Horse named Mr ED who is unaffected by summoning sickness.
3	4	Greater Mighty Wallop	Hulking Hurler3	Greater Mighty Wallop (Transmutation, SL 3): +LVL/4 size classes(max 5)
4	4	Divine Power	Hulking Hurler3	Divine Power (Evocation, SL 4): +LVL Th, +6 Str, +LVL hp.
5	4	Righteous Might	Hulking Hurler3	Righteous Might (Transmutation, SL 5): +1 size category, DR 10/evil or good.
6	4	Animate Objects	Hulking Hurler3	Animate Objects (Transmutation, SL 6): Animates CL*4 diminutive, CL*2 tiny, CL small objects, or CL/2 meduim objects, ect..
N	3	Fear and Loathing in Las Vegas	Hunter S. Thompson	Fear and Loathing in Las Vegas (SL=N): Summon CL DL=SL-2 Dancing Potion Bottles.
N	3	Hell's Angels: The Strange and Terrible Saga of the Outlaw Motorcycle Gangs	Hunter S. Thompson	Hell's Angels: The Strange and Terrible Saga of the Outlaw Motorcycle Gangs (SL=N): Duplicate a Psi-6G or E power of SL=N.
N	3	The Rum Diary	Hunter S. Thompson	The Rum Diary (SL=N): One group is SL^4 alcohol dmg plus enamored (fort save for ½).
N	3	The One on the Right is on the Left	Johnny Cash	The One on the Right is on the Left (SL=N): Summon an angel & devil of DL SL-1.
1	3	Man in Black	Johnny Cash	Man in Black (SL=1): No target, +1D action, and +CL or better to hit.
2	3	Ring of Fire	Johnny Cash	Ring of Fire (SL=2): LVLd6 Fireball that Dimension Doors the target.
3	3	A Boy Named Sue	Johnny Cash	A Boy Named Sue (SL=3): Target's truename is "SUE" and +LVL/2 to Str & Con.
4	3	Folsom Prison Blues	Johnny Cash	Folsom Prison Blues (SL=4): The target is Jailed (Imprisonment + hold all actions).
5	3	I Walk the Line	Johnny Cash	I Walk the Line (SL=5): Charm target and change its alignment.
6	3	The Mercy Seat	Johnny Cash	The Mercy Seat (SL=6): Target is put on Death Row (Jailed and next segment Slain).
7	3	Ain't No Grave Can Hold My Body Down	Johnny Cash	Ain't No Grave Can Hold My Body Down (SL=7): 1D: Self Resurrection.
8	3	When the Man comes Around	Johnny Cash	When the Man comes Around (SL=8): CL groups sent to Seven Heavens.
9	3	God's Gonna Cut you Down	Johnny Cash	God's Gonna Cut you Down (SL=9): Automatic Divine Intervention.
10	3	Hurt	Johnny Cash	Hurt (SL=10): Target is Retired (no resistance).
2	2	Deflection	Krueger the Storm Lord	Deflection (SL 2): Warrior allies get +2AC. CF3: +20AC.
2	2	Skyborne	Krueger the Storm Lord	Skyborne (SL 2): You fly and get +20' movement and +2AC.
2	2	Telekinesis	Krueger the Storm Lord	Telekinesis (SL 2): Move a target 20' from its current location.
3	2	Chain Lightning	Krueger the Storm Lord	Chain Lightning (SL 3): One target 10d6 elec dmg, 1d6 other targets 10d6 elec dmg.
3	2	Gallows	Krueger the Storm Lord	Gallows (SL 3): One target 13d6 dmg and moved 1d6*5ft. toward this spells origin.
3	2	Lightning Storm	Krueger the Storm Lord	Lightning Storm (SL 3): One group 10d6 elec dmg. Persists 1 rd.
3	2	Lightning Tendrils	Krueger the Storm Lord	Lightning Tendrils (SL 3): One ally immune electricity and weapons x2 reach and lightning blast branded.
3	2	Storm Wall	Krueger the Storm Lord	Storm Wall (SL 3): Enemies in your Control Radius have -5 TH and when an enemy area effect attack misses, you control where it splashes to.
4	2	Tornado	Krueger the Storm Lord	Tornado (SL 4): One target 13d6 wind dmg. If target is corporeal, you may instead move target 1d6*5ft away and they take 13d6 impact dmg.
1	3	Eat the Rich	Lemmy Kilminster of Motorhead	Eat the Rich (SL=1): Consume Xgp: Heal X^2hp and don't have to eat today.

1	3	Sweet Revenge	Lemmy Kilminster of Motorhead	Sweet Revenge (SL=1): Shield vs. physical attacks (100% damage back; MR to resist)
2	3	Iron Horse	Lemmy Kilminster of Motorhead	Iron Horse (SL=2): Summon a DL LVL/2 Motorcycle Mount to ride.
2	3	Voices From the War	Lemmy Kilminster of Motorhead	Voices From the War (SL=2): Temporal Ear and Legend Lore.
3	3	Don't Let Em Grind You Down	Lemmy Kilminster of Motorhead	Don't Let Em Grind You Down (SL=3): DT 100-CL and DR 10/-.
3	3	In the Name of Tragedy	Lemmy Kilminster of Motorhead	In the Name of Tragedy (SL=3): Slay 1 target and 1 group fails morale.
4	3	Keys to the Kingdom	Lemmy Kilminster of Motorhead	Keys to the Kingdom (SL=4): Freedom of movement and no target.
4	3	The Hammer	Lemmy Kilminster of Motorhead	The Hammer (SL=4): Hammer weapon attacks by itself 1/s; CL^3 dmg.
5	3	Walk a Crooked Mile	Lemmy Kilminster of Motorhead	Walk a Crooked Mile (SL=5): 1 target gets 1 Tac move or TWE.
5	3	We Are the Road Crew	Lemmy Kilminster of Motorhead	We Are the Road Crew (SL=5): Your PC party doesn't generate '?'s in dungeons.
6	3	Killers	Lemmy Kilminster of Motorhead	Killers (SL=6): Summon CL^2 DL VI UltraBlack or Alternate Universe beings.
6	3	Smiling Like a Killer	Lemmy Kilminster of Motorhead	Smiling Like a Killer (SL=6): 1 target chooses the result of their next offensive die roll.
7	3	Bad Religion	Lemmy Kilminster of Motorhead	Bad Religion (SL=7): Divine Intervention or Choose 1 from the Omen table.
7	3	God Was Never on Your Side	Lemmy Kilminster of Motorhead	God Was Never on Your Side (SL=7): 1bM: Counter a Divine Intervention.
8	3	Killed by Death	Lemmy Kilminster of Motorhead	Killed by Death (SL=8): Summon a DL VIII Death and Slay 1 group (no save).
8	3	Orgasmatron	Lemmy Kilminster of Motorhead	Orgasmatron (SL=8): Dominate the room (PPD save); successfully saved stunned.
9	3	Back at the Funny Farm	Lemmy Kilminster of Motorhead	Back at the Funny Farm (SL=9): Between to the Funny Farm. Can cast as a Z action.
9	3	Capricorn	Lemmy Kilminster of Motorhead	Capricorn (SL=9): +1 X action and cast a CSL 1 Pariah spell.
10	3	Ace of Spades	Lemmy Kilminster of Motorhead	Ace of Spades (SL=10): 1 target gains +1hp or takes lidmg (no save).
10	3	Brave New World	Lemmy Kilminster of Motorhead	Brave New World (SL=10): Create a pocket demi-plane.
11	5	Living Dungeon Spell	Living Dungeon	Living Dungeon Spell (SL=11): Duplicate an X4 super or less.
11	5	Living Dungeon Spell	Living Dungeon	Living Dungeon Spell (SL=11): +up to CCL levels of exceptional Con.
13	5	Living Dungeon Spell	Living Dungeon	Living Dungeon Spell (SL=13): Add your current boxes to your AC.
13	5	Living Dungeon Spell	Living Dungeon	Living Dungeon Spell (SL=13): Add your current boxes to your saves.
15	5	Living Dungeon Spell	Living Dungeon	Living Dungeon Spell (SL=15): Add your current boxes to your melee dmg.
15	5	Living Dungeon Spell	Living Dungeon	Living Dungeon Spell (SL=15): Add your current boxes to your Th.
17	5	Living Dungeon Spell	Living Dungeon	Living Dungeon Spell (SL=17): You ignore other people's resistances.
17	5	Living Dungeon Spell	Living Dungeon	Living Dungeon Spell (SL=17): Your attacks can hit every target within a given "Room" slot.
19	5	Living Dungeon Spell	Living Dungeon	Living Dungeon Spell (SL=19): Natural attacks branded with a status effect of SEL CCL or lower.
19	5	Living Dungeon Spell	Living Dungeon	Living Dungeon Spell (SL=19): Get a times 9 mirrored set of base XP in the Anti-Custom class.
12	5	Living Planet Spell	Living Planet	Living Planet Spell (SL=12): xCCL# Attacks, doesn't count as your "haste".
12	5	Living Planet Spell	Living Planet	Living Planet Spell (SL=12): +LVL to CCL.
12	5	Living Planet Spell	Living Planet	Living Planet Spell (SL=12): Set Con = CCL^2.
12	5	Living Planet Spell	Living Planet	Living Planet Spell (SL=12): Can summon a DL=CCL monster and control and understand it.
14	5	Living Planet Spell	Living Planet	Living Planet Spell (SL=14): Gain an extra retaliatory attack for every time you are injured.
14	5	Living Planet Spell	Living Planet	Living Planet Spell (SL=14): Pick a single spell from any Concordant class. You may cast that spell as if it was on this spell list.
14	5	Living Planet Spell	Living Planet	Living Planet Spell (SL=14): Add you current hp to your AC. (Dragon Armoring).
14	5	Living Planet Spell	Living Planet	Living Planet Spell (SL=14): Add you current hp to your saves. (Inverse Dragon Armoring).
16	5	Living Planet Spell	Living Planet	Living Planet Spell (SL=16): Add you current hp to your dmg. (Dragon Lancing).
16	5	Living Planet Spell	Living Planet	Living Planet Spell (SL=16): Add you current hp to your to hit. (Inverse Dragon Lancing).
16	5	Living Planet Spell	Living Planet	Living Planet Spell (SL=16): You can attack any target you can perceive.
16	5	Living Planet Spell	Living Planet	Living Planet Spell (SL=16): All ability scores match your highest ability score (among the basic 6 stats).
18	5	Living Planet Spell	Living Planet	Living Planet Spell (SL=18): You ignore other people's immunities and resistances.
18	5	Living Planet Spell	Living Planet	Living Planet Spell (SL=18): Your sight can go around corners (you can see everything in this plane that you can trace a path to).
18	5	Living Planet Spell	Living Planet	Living Planet Spell (SL=18): Your attacks are felt by all enemies in your group (Cascade Ram).
18	5	Living Planet Spell	Living Planet	Living Planet Spell (SL=18): You can be in CCL groups at the same time.
20	5	Living Planet Spell	Living Planet	Living Planet Spell (SL=20): Exceptional Con bonuses work for this class (even if it says it doesn't).
20	5	Living Planet Spell	Living Planet	Living Planet Spell (SL=20): xiunAXGR CCL%.
20	5	Living Planet Spell	Living Planet	Living Planet Spell (SL=20): Weapons branded with CCL [C] section effects of SEL CCL or lower.
20	5	Living Planet Spell	Living Planet	Living Planet Spell (SL=20): Get a times 10 mirrored set of base XP in the Anti-Custom class.
1	3	* Betrayal Touch	Man-God of A.G.	* Betrayal Touch (SL=1): Charm Monster (range touch; Spell save).
1	3	War Charge	Man-God of A.G.	War Charge (SL=1): When charging with at least 100 Henchmen, all who see this are Feared (Will save).
2	3	* Battle Arsenal	Man-God of A.G.	* Battle Arsenal (SL=2): All your weapons and armor get +1/+1. (Cannot material component or cast on others)
2	3	Battle Shield	Man-God of A.G.	Battle Shield (SL=2): Damaging shield (50% back) of type Metal. You resist weapon special effects while running this.
3	3	* Dancing Shield	Man-God of A.G.	* Dancing Shield (SL=3): You may have one of your Shields be Dancing (doesn't require an arm). (Cannot material component or cast on others)
3	3	Dispel Charm	Man-God of A.G.	Dispel Charm (SL=3): Dispels Charm on a group, or on all of your Henchmen at once.
4	3	* Sharp Arsenal	Man-God of A.G.	* Sharp Arsenal (SL=4): All of your weapons are Sharpness. Immune Sharpness. Resist Vorpal (you need to be Vorpaled twice).
4	3	Henchman Recruit	Man-God of A.G.	Henchman Recruit (SL=4): Teleports in one Henchman of the same type as one you have. You must pay the gp cost of the Henchman immediately.
5	3	* Twilight Touch	Man-God of A.G.	* Twilight Touch (SL=5): Touch to Twilight (Psionic Blast save at -CL)
5	3	True Storm	Man-God of A.G.	True Storm (SL=5): Entire party (incl. summons and henchmen) get +20 TH on one attack this segment.
6	3	Army Teleport	Man-God of A.G.	Army Teleport (SL=6): Teleports any number of (willing) beings within sight.
7	3	Holy Word Battle	Man-God of A.G.	Holy Word Battle (SL=7): Entire party (incl. summons and henchmen) get +1QS action this segment.
8	3	Higher Ground	Man-God of A.G.	Higher Ground (SL=8): Creates a x2 Terrain Feature that you and your henchmen get +1 to multiplier.
9	3	Mass Mass Heal	Man-God of A.G.	Mass Mass Heal (SL=9): Heals up to 100 groups of creatures. (Yes, this can be reversed.)
10	3	* Mass Mass Cureall	Man-God of A.G.	* Mass Mass Cureall (SL=10): Curealls up to 100 groups of creatures. (Yes, this can be reversed.)
1	5	Astral Grouping	Mass Magus3	Astral Grouping (SL=1): Combine 2 groups of enemies into one group (no save). Reverse of this spell splits one group into 2 groups.

2	5	Astral Deamoring	Mass Magus3	Astral Deamoring (SL=2): -CL to AC (one group, spell save).
3	5	Effect Grouping	Mass Magus3	Effect Grouping (SL=3): Move all effects off of one enemy onto another (no save, ER to resist).
4	5	Zalgo's Ebon Members	Mass Magus3	Zalgo's Ebon Members (SL=4): CL tentacles appear in area of effect and attack one group for 1d4 each plus paralysis (ppd save).
5	5	Mini Fury	Mass Magus3	Mini Fury (SL=5): Do LVL Q ^o M actions only for magic or psi, at the end of the effect, you are Crapped and Set
6	5	Erase Symbol	Mass Magus3	Erase Symbol (SL=6): Erase one symbol in the dungeon.
7	5	Room Grouping	Mass Magus3	Room Grouping (SL=7): Combine 2 rooms of enemies into one room (no save). Reverse of this spell splits one room of enemies to a separate room.
8	5	Arena Level	Mass Magus3	Arena Level (SL=8): The current dungeon level becomes one huge room.
9	5	Mental Fury	Mass Magus3	Mental Fury (SL=9): Cast 1 instance of each spell you have all at the same time. You are spent afterward.
N	3	An*1 Adventures of Max Hardcore	Max Hardcore	An*1 Adventures of Max Hardcore (SL=N): Plane Shift N targets to the elemental plane of brown pudding.
N	3	Golden Guzzlers	Max Hardcore	Golden Guzzlers (SL=N): The target takes 4^N gold water damage (no resist).
N	3	Max Extreme	Max Hardcore	Max Extreme (SL=N): Summon CL DL=SL female Humans.
N	3	Max Faktor	Max Hardcore	Max Faktor (SL=N): Pick MF, PF, PsiF, TechF. Raise or lower it by N.
N	3	Universal Max	Max Hardcore	Universal Max (SL=N): Wizard Wish N-2 (min SL1).
1	3	Pure Max	Max Hardcore	Pure Max (SL=1): No target, group no target, and iDR All/flesh.
3	3	Please Don't F*ck Up my Mommy!	Max Hardcore	Please Don't F*ck Up my Mommy! (SL=3): Group Capital F F*cked Up.
5	3	Take This Wad and Shove It	Max Hardcore	Take This Wad and Shove It (SL=5): Spend X gp: 1 target: X^2 dmg (no save)
7	3	The World According to Max	Max Hardcore	The World According to Max (SL=7): Ask the DM a question.
9	3	30 Days in the Hole	Max Hardcore	30 Days in the Hole (SL=9): Target put down Deeper Hole for 30days (no save)
10	3	Maxed Out	Max Hardcore	Maxed Out (SL=10): +1 ihp, iunER 100%, and 0, expend this spell: Mental Fury.
2	3	This is How Models Get Skinny	Mike Tames, Collective Player	This is How Models Get Skinny (SL=major): Monster sizes are relative to your size for your spells/psi/effects.
2	3	Well Aren't you Just Precious	Mike Tames, Collective Player	Well Aren't you Just Precious (SL=minor): Your light-sabers are defender and offender branded.
2	3	Force Ally Request	Mike Tames, Collective Player	Force Ally Request(SL=2): Summon CL DL (LVL+2)/2 Storm Troopers.
2	3	Force Attraction/Impulse	Mike Tames, Collective Player	Force Attraction/Impulse (SL=2): Telekinesis, X=(lbs.)*(speed in ft.)/CL
2	3	Force Beast Linguistics	Mike Tames, Collective Player	Force Beast Linguistics(SL=2): Speak with and mentally dominate target monster.
2	3	Force Heave	Mike Tames, Collective Player	Force Heave (SL=2): Knockback CL/2 ft.
2	3	Force Nous	Mike Tames, Collective Player	Force Nous(SL=2): ESP for the force CL ft. and if light or dark.
2	3	Force of Darkness	Mike Tames, Collective Player	Force of Darkness (SL=2): Dim light levels in surrounding area CL/10 ft.
2	3	Force Safeguard	Mike Tames, Collective Player	Force Safeguard (SL=2): +CL*5 AC or Wall of Force CL*10 ft.
5	3	Farseeing	Mike Tames, Collective Player	Farseeing (SL=5): Remote viewing.
5	3	Force Deceptions	Mike Tames, Collective Player	Force Deceptions (SL=5): Mirage Arcana your group.
5	3	Force Electrical Communiqué	Mike Tames, Collective Player	Force Electrical Communiqué (SL=5): Telepathy with all intelligent items in room. They may lend their E actions.
5	3	Force Electricity	Mike Tames, Collective Player	Force Electricity (SL=5): 4^CL force lightning dmg. May divide by 10,000 to make into untyped.
5	3	Force Haste	Mike Tames, Collective Player	Force Haste (SL=5): +CL V actions.
8	3	You're Real Special	Mike Tames, Collective Player	You're Real Special (SL=grand): You create a weapon gemlet of a SL=CL/2 weapon flag. (ex. Sinking enchant).
8	3	Force Absorption/Dissipation	Mike Tames, Collective Player	Force Absorption/Dissipation (SL=8): Absorb X dmg of any E factor element or element.
8	3	Force Choke	Mike Tames, Collective Player	Force Choke(SL=8): Ranged touch attack that hits: CL dmg/s. Lockdown target's actions.
8	3	Force Coaxing	Mike Tames, Collective Player	Force Coaxing (SL=8): Communicate with other sith/force users. Range=Same Plane
8	3	Force Hop	Mike Tames, Collective Player	Force Hop (SL=8): 1bX: Leap CL/2 ft. May make a charge attack at xCL/2 dmg.
8	3	Force Pain Regulator	Mike Tames, Collective Player	Force Pain Regulator(SL=8): iDT 150-CL.
11	3	Force Echo	Mike Tames, Collective Player	Force Echo (SL=11): Earthquake Range=X*CL ft.
11	3	Force Enrichment	Mike Tames, Collective Player	Force Enrichment(SL=11): Choose one: +X hp, th, dmg, AC, or saves.
11	3	Force Gloomy Aura	Mike Tames, Collective Player	Force Gloomy Aura(SL=11): CL dmg cold aura with fear effect, radius=CL ft.
11	3	Force Hovering	Mike Tames, Collective Player	Force Hovering (SL=11): Telekinesis Levitation X=X*1000 pounds.
11	3	Force Veiling	Mike Tames, Collective Player	Force Veiling (SL=11): Nondection from all beings of Multiplier xCL/5 or less.
11	3	Oh, Did Your Mommy Get That for You	Mike Tames, Collective Player	Oh, Did Your Mommy Get That for You (SL=Super): Loot the Room (no resist).
N	3	Live-Action Puppet	Mister Rogers	Live-Action Puppet (SL=N): Summon CL DL=N Animated Hand Puppets.
N	3	Neighborhood Trolley	Mister Rogers	Neighborhood Trolley (SL=N): Summon a DL=N Trolley that may count as everybody's mount and with (10-N) V's: Planeshift. At SL=7, Between.
N	3	Picture-Picture	Mister Rogers	Picture-Picture (SL=N): Clerical Miracle N.
N	3	Public Broadcasting	Mister Rogers	Public Broadcasting (SL=N): A person's next spell of SL=N affects a group.
1	3	National Treasure	Mister Rogers	National Treasure (SL=1): No target, group no target, and DT 1.
1	3	Won't you be my Neighbor	Mister Rogers	Won't you be my Neighbor (SL=1): Combine a group with your group.
3	3	It's Such a Good Feeling	Mister Rogers	It's Such a Good Feeling (SL=3): Group Capital P Pawned.
5	3	Tomorrow, Tomorrow	Mister Rogers	Tomorrow, Tomorrow (SL=5): Target Fixed at the beginning of next segment.
7	3	I Like You Just the Way you Are	Mister Rogers	I Like You Just the Way you Are (SL=7): As you are (no resist).
9	3	The Land of Make Believe	Mister Rogers	The Land of Make Believe (SL=9): Create your own demi-plane.
10	3	Daniel Tiger's Neighborhood	Mister Rogers	Daniel Tiger's Neighborhood (SL=10): You are Retired and your character slot is replaced by a baby Tiger classed in Mister Rodgers at +1 level.
1	3	Be Somebody	Mr. T	Be Somebody (SL=1): You defend as a [x2] being; when rolling saving throws, roll 2 and keep 1.
2	3	Treat your Mother Right	Mr. T	Treat your Mother Right (SL=2): Lockdown speaking actions.
3	3	Stylin	Mr. T	Stylin (SL=3): You can wear 2 suits of armor.
4	3	Love Each Other	Mr. T	Love Each Other (SL=4): Two targets fall in love.

5	3	I am Somebody	Mr. T	I am Somebody (SL=5): You attack as a [x2] being; when rolling to hit, roll 2 and keep 1.
6	3	Peer Pressure	Mr. T	Peer Pressure (SL=6): Charm a group.
7	3	Poppin' and Breakin'	Mr. T	Poppin' and Breakin' (SL=7): Break a target.
8	3	Try	Mr. T	Try (SL=8): 1bM: Lend an action.
9	3	I Pity the Fool	Mr. T	I Pity the Fool (SL=9): Automatic Divine Intervention.
N	4	[Status Name] Balls	Offensive Status Effect Mage	[Status Name] Balls (SL=SEL+1): Do this Status Effect to one group (Spell save: 0)
N	4	[Status Name] Beam	Offensive Status Effect Mage	[Status Name] Beam (SL=SEL+2): Do this Status Effect to one target (no save)
N	4	[Status Name] Blast	Offensive Status Effect Mage	[Status Name] Blast (SL=SEL+3): Do this Status Effect to one group (no save)
N	4	[Status Name] Bolt-On	Offensive Status Effect Mage	[Status Name] Bolt-On (SL=SEL): Do this Status Effect to one target (Spell save: 0)
N	4	[Status Name] Brand	Offensive Status Effect Mage	[Status Name] Brand (SL=SEL+4): Brand this Status Effect to one weapon (no save)
N	4	[Status Name] PFA	Offensive Status Effect Mage	[Status Name] PFA (SL=SEL): Whenever someone targets you with an effect, they suffer that Status Effect unless they make a save vs. Spell.
N	4	[Status Name] Shield	Offensive Status Effect Mage	[Status Name] Shield (SL=SEL): Whenever someone hits you with a melee attack, they suffer that Status Effect unless they make a save vs. Spell.
N	4	Ignore [Status Name]	Offensive Status Effect Mage	Ignore [Status Name] (SL=SEL): You can ignore this status while you are affected by it.
N	4	Immune [Status Name]	Offensive Status Effect Mage	Immune [Status Name] (SL=SEL): You are immune to this status. Double Resist is SEL-1 and Resist is SEL-2. So Double Resist Charm (SEL=3) is a 2nd level spell (SL=SEL-1=3-1).
N	4	Remove [Status Name]	Offensive Status Effect Mage	Remove [Status Name] (SL=SEL): You can remove this status. Double Resist is SEL-1 and Resist is SEL-2. So Double Resist Charm (SEL=3) is a 2nd level spell (SL=SEL-1=3-1).
N	4	Strip [Status Name]	Offensive Status Effect Mage	Strip [Status Name] (SL=SEL): You can strip this status. After stripping it, you can take it with you to apply to another target.
1	4	Beastland Ferocity	Omniscificer3	Beastland Ferocity (Enchantment, SL 1): You may be offensive while at negative hitpoints for 1min/level.
2	4	Share Pain	Omniscificer3	Share Pain (Necromancy, SL 2): You take half damage and your ally takes the remainder for 1hr/level.
3	4	Delay Death	Omniscificer3	Delay Death (Necromancy, SL 3): Target doesn't die due to hp damage for 1r/level.
3	4	Masochism	Omniscificer3	Masochism (Enchantment, SL 3): For every 10 dmg you take, gain a +1 to Th, saves, skill checks for 1r/level (max 1iTh, 1isave, 1iskills)
4	4	Glory of the Martyr	Omniscificer3	Glory of the Martyr (Abjuration, SL4): Your allies take half damage and you take remainder for 1hr/level.
N	3	Feather Shield N	Ornithologist	Feather Shield N (SL=N): Blocks the first SL attacks (melee or ranged). Doesn't count as a stone skin.
N	3	Murder of Crows N	Ornithologist	Murder of Crows N (SL=N): Flock of carnivorous crows attack one target (material component for two), target takes SL^4 dmg and Capital S skinned, Flock flies off afterwards.
N	3	Summon Bird N	Ornithologist	Summon Bird N (SL=N): Summon a DL=SL+1 Roc or (11-SL)^2 DL=SL Ravens.
1	3	Cloaca	Ornithologist	Cloaca (SL=1): One of your Bird summons acts as a rope trick.
1	3	Speak with Birds	Ornithologist	Speak with Birds (SL=1): You can speak with Birds and ask them questions, which they will give reasonable answers to.
3	3	Fowl Play	Ornithologist	Fowl Play (SL=3): Target gets polymorphed into a chicken (PP save). If save missed target gains the mentality of a chicken (Will save).
4	3	Ostridge's Pace	Ornithologist	Ostridge's Pace (SL=4): Your Bird summons get a +2S+2V action Haste.
5	3	Round Robin	Ornithologist	Round Robin (SL=5): +CL/5 instances of Tactile Movement.
7	3	Owl's Advice	Ornithologist	Owl's Advice (SL=7): Ask the DM a question.
9	3	The Birds	Ornithologist	The Birds (SL=9): Double your bird summons (1 group) and all of your Bird summons are Capital S skinned Branded.
1	3	No More Tears	Ozzy Osbourne of Black Sabbath	No More Tears (SL=1): Cure CL*10 hp.
2	3	Mr Crowley	Ozzy Osbourne of Black Sabbath	Mr Crowley (SL=2): Summon a DL=LVL Occultist.
3	3	I Don't Know	Ozzy Osbourne of Black Sabbath	I Don't Know (SL=3): Split a group into 2 groups.
4	3	Bark at the Moon	Ozzy Osbourne of Black Sabbath	Bark at the Moon(SL=4): Mouth's P: All targets in a group are paralyzed (no save)
5	3	Mama, I'm Coming Home	Ozzy Osbourne of Black Sabbath	Mama, I'm Coming Home (SL=5): Escape home.
6	3	Shot in the Dark	Ozzy Osbourne of Black Sabbath	Shot in the Dark (SL=6): CL*5 % Avoid Fate [xSL].
7	3	I Ain't No Nice Guy	Ozzy Osbourne of Black Sabbath	I Ain't No Nice Guy (SL=7): 1 target change alignment (No resist).
8	3	Suicide Solution	Ozzy Osbourne of Black Sabbath	Suicide Solution (SL=8): CL groups polymorphed to alcohol (no save).
9	3	Crazy Train	Ozzy Osbourne of Black Sabbath	Crazy Train (SL=9): Nuke (does a nuclear bomb; 4 idmg in huge area)
N	3	Sledgehammer	Peter Gabriel	Sledgehammer (SL=N): Summon a DL N Sledgehammer Golem.
1	3	Come Talk to Me	Peter Gabriel	Come Talk to Me (SL=1): Blindness/Deafness melee shield.
2	3	In Your Eyes	Peter Gabriel	In Your Eyes (SL=2): Get 1r of actions per 1s; only cure spells & Div {allies only}
3	3	Shock the Monkey	Peter Gabriel	Shock the Monkey (SL=3): CLd10 electricity one group plus save or stunned.
4	3	Steam	Peter Gabriel	Steam (SL=4): You breath Prismatic Steam (dmg=hp+prismatic spray, save for half).
5	3	Don't Give Up	Peter Gabriel	Don't Give Up (SL=5): 1bM: Reroll a TH or Saving throw roll.
6	3	Solsbury Hill	Peter Gabriel	Solsbury Hill (SL=6): You Escape from current situation.
7	3	Big Time	Peter Gabriel	Big Time (SL=7): Holy Word that affects all enemies.
8	3	Red Rain	Peter Gabriel	Red Rain (SL=8): Red rain that lowers all enemy defenses in the room.
9	3	Mercy Street	Peter Gabriel	Mercy Street (SL=9): All intelligent enemies in the room commit suicide.
11	5	Psi∞ Supers	PsiA1 (Aleph sub 1)	Psi∞ Supers (iPSP cost = 1): Disjunct (one item/effect is disjuncted)
11	5	Psi∞ Supers	PsiA1 (Aleph sub 1)	Psi∞ Supers (iPSP cost = 1): Disruption (group, 5 idmg, RSW save for 1 idmg)
11	5	Psi∞ Supers	PsiA1 (Aleph sub 1)	Psi∞ Supers (iPSP cost = 1): Enhance (1bM to use, add your CCL to the CCL of an effect for this segment)
11	5	Psi∞ Supers	PsiA1 (Aleph sub 1)	Psi∞ Supers (iPSP cost = 1): Flash Summon Super (summon a DL XIII monster, it attacks once now, then disappears)
11	5	Psi∞ Supers	PsiA1 (Aleph sub 1)	Psi∞ Supers (iPSP cost = 1): Random Timeport (one target, 1dCCL timelines in random direction, no save)
11	5	Psi∞ Supers	PsiA1 (Aleph sub 1)	Psi∞ Supers (iPSP cost = 1): Reroll die (1bV to use, reroll a die roll you just made)
11	5	Psi∞ Supers	PsiA1 (Aleph sub 1)	Psi∞ Supers (iPSP cost = 1): Telekinetic Damage (group, CCLd4 idmg, no save)
11	5	Psi∞ Supers	PsiA1 (Aleph sub 1)	Psi∞ Supers (iPSP cost = 1): Sporacle (random SEL 8 status effect, one target, no save)
14	5	Psi∞ Ultras	PsiA1 (Aleph sub 1)	Psi∞ Ultras (iPSP cost = 10): Temporally Incursed (group, RSW save for 2 idmg)
14	5	Psi∞ Ultras	PsiA1 (Aleph sub 1)	Psi∞ Ultras (iPSP cost = 10): Effect Immunity (1bV to use, immune to an effect for this segment)
14	5	Psi∞ Ultras	PsiA1 (Aleph sub 1)	Psi∞ Ultras (iPSP cost = 10): Flash Summon Ultra (summon a DL XVI monster, it attacks once now, then disappears)

14	5	Psioz Ultras	PsiA1 (Aleph sub 1)	Psioz Ultras (iPSP cost = 10): Random Multiverseport (one target, 1d(CCL-3) multiverses in a random direction, no save)
14	5	Psioz Ultras	PsiA1 (Aleph sub 1)	Psioz Ultras (iPSP cost = 10): Sporacle-ize (random SEL 11 status effect, group, no save)
17	5	Psioz Ultra+1	PsiA1 (Aleph sub 1)	Psioz Ultra+1(V)'s (iPSP cost = 100): Loop Incurred (group, RSW save for 10 idmg)
17	5	Psioz Ultra+1	PsiA1 (Aleph sub 1)	Psioz Ultra+1(V)'s (iPSP cost = 100): Flash Summon Ultra+1 (summon a DL XIX monster, it attacks once now, then disappears)
17	5	Psioz Ultra+1	PsiA1 (Aleph sub 1)	Psioz Ultra+1(V)'s (iPSP cost = 100): Random Omniverseport (one target, 1d(CCL-8) Omniverses in a random direction, no save)
17	5	Psioz Ultra+1	PsiA1 (Aleph sub 1)	Psioz Ultra+1(V)'s (iPSP cost = 100): Action Start (can be used while actions locked down, dispels it or creates an action bubble)
17	5	Psioz Ultra+1	PsiA1 (Aleph sub 1)	Psioz Ultra+1(V)'s (iPSP cost = 100): Sporacle-ize-ize (random SEL 14 status effect, group, no save)
20	5	Psioz Ultra+2	PsiA1 (Aleph sub 1)	Psioz Ultra+2(W)'s (iPSP cost = 1000): Pixilate (group, RSW save for 100 idmg)
20	5	Psioz Ultra+2	PsiA1 (Aleph sub 1)	Psioz Ultra+2(W)'s (iPSP cost = 1000): Flash Summon Ultra+2 (summon a DL XXII monster, it attacks once now, then disappears)
20	5	Psioz Ultra+2	PsiA1 (Aleph sub 1)	Psioz Ultra+2(W)'s (iPSP cost = 1000): Sporacle-ize-ize-ize (random SEL 17 status effect, group, no save)
9	4	Ice Assassin	Pun-Pun3	Ice Assassin (Illusion, SL 9): Perfectly duplicate any creature out of ice. Has all race/class abilities and memories of duplicated creature.
2	3	Master of Disguise	Robbie Rotten of LazyTown	Master of Disguise (SL=2): Enemies must roll you twice to choose you in combat.
4	3	You are a Pirate	Robbie Rotten of LazyTown	You are a Pirate (SL=4): Target polymorphed into a human pirate.
6	3	We are Number One	Robbie Rotten of LazyTown	We are Number One (SL=6): Summon 3 DL=LVL/2 Henchmen dressed like you.
8	3	Good to be Bad	Robbie Rotten of LazyTown	Good to be Bad (SL=8): Group charmed and alignment changed to CE.
10	3	Villain Number One	Robbie Rotten of LazyTown	Villain Number One (SL=10): Cast a CSL=1 Villain spell.
N	4	Anything You Want, You Got It	Roy Orbison	Anything You Want, You Got It (SL=N): Wishoid N.
1	4	Working for the Man	Roy Orbison	Working for the Man (SL=1): Spend X gp: Charm a group. (DC = square root of X).
2	4	Love Hurts	Roy Orbison	Love Hurts (SL=2): Love status effect melee shield (100% dmg back, CR to resist).
3	4	Only the Lonely	Roy Orbison	Only the Lonely (SL=3): Combine 2 groups then remove a target from that group.
4	4	In Dreams	Roy Orbison	In Dreams (SL=4): Move up to 500 miles in (48-CL) turns through dreams.
5	4	Blue Moon	Roy Orbison	Blue Moon (SL=5): LVL*(2m4) technological damage, area (no save, TechR to resist)
6	4	It's Over	Roy Orbison	It's Over (SL=6): 1bM: End the half segment.
7	4	Pretty Paper	Roy Orbison	Pretty Paper (SL=7): Create a temporary Artificer24 artifact which lasts for CL rounds.
8	4	Running Scared	Roy Orbison	Running Scared (SL=8): Automatically Turn all enemies in the room as undead.
9	4	Pretty Woman	Roy Orbison	Pretty Woman (SL=9): Polymorph a target into a human female with no abilities (no save, XR to resist).
10	4	A Legend in My Time	Roy Orbison	A Legend in My Time (SL=10): Cast a CSL = 1 Legend Spell.
1	2	ENGRAM AUDIT	Scientologist/Cleric of Xenu	ENGRAM AUDIT (SL = 1): Extract a memory from target.
2	2	INCIDENT II	Scientologist/Cleric of Xenu	INCIDENT II (SL = 2): Wall of Fire or Probe as spell.
3	2	FAIR GAME	Scientologist/Cleric of Xenu	FAIR GAME (SL = 3): Target gains a severe allergy versus Scientology spells.
4	2	POTENTIAL TROUBLE SOURCE	Scientologist/Cleric of Xenu	POTENTIAL TROUBLE SOURCE (SL = 4): 1bM: Counter an attack. You get to make 1 attack against the target.
5	2	CAUSE OVER LIFE	Scientologist/Cleric of Xenu	CAUSE OVER LIFE (SL = 5): Your effects are not dropped if you are dropped.
6	2	TRUTH REVEALED	Scientologist/Cleric of Xenu	TRUTH REVEALED (SL = 6): You Capital U understand and ask the DM a question.
7	2	FREEWINDS	Scientologist/Cleric of Xenu	FREEWINDS (SL = 7): Imprisonment one target.
8	2	REACTIVE MIND	Scientologist/Cleric of Xenu	REACTIVE MIND (SL = 8): 1bM: All targeted mental effects are reflected back.
9	2	SUPPRESIVE PERSON	Scientologist/Cleric of Xenu	SUPPRESIVE PERSON (SL = 9): You are immune from all of a target's effects.
10	2	THETAN TRANCENDANCE	Scientologist/Cleric of Xenu	THETAN TRANCENDANCE (SL = 10): Ignore body of followers requirement and +9HNCL for False God class.
11	5	Shangri-La Spell	Shangri-La Dweller	Shangri-La Spell (SL=11): Your summons attack as 2 DL's higher.
11	5	Shangri-La Spell	Shangri-La Dweller	Shangri-La Spell (SL=11): You know your way to Shangri-La and can navigate people to it.
11	5	Shangri-La Spell	Shangri-La Dweller	Shangri-La Spell (SL=11): Immune to the level limits set by the Multiverse Project. You do not have a Multiplier.
11	5	Shangri-La Spell	Shangri-La Dweller	Shangri-La Spell (SL=11): Erase a creature's True Name (no save, XR to resist)
12	5	Shangri-La Spell	Shangri-La Dweller	Shangri-La Spell (SL=12): Your summons attack as 2 DL's higher (stacks with earlier versions of this).
12	5	Shangri-La Spell	Shangri-La Dweller	Shangri-La Spell (SL=12): Summon a DL 9+CCL Shangri-La creature.
12	5	Shangri-La Spell	Shangri-La Dweller	Shangri-La Spell (SL=12): +CCL Comprehensibility Depth for Summoned creatures.
12	5	Shangri-La Spell	Shangri-La Dweller	Shangri-La Spell (SL=12): Rewrite a creature out of time (no save, XR to resist)
13	5	Shangri-La Spell	Shangri-La Dweller	Shangri-La Spell (SL=13): Your summons attack as 2 DL's higher (stacks with earlier versions of this).
13	5	Shangri-La Spell	Shangri-La Dweller	Shangri-La Spell (SL=13): Between to Shangri-La.
13	5	Shangri-La Spell	Shangri-La Dweller	Shangri-La Spell (SL=13): Immune Concordant Twilighting.
13	5	Shangri-La Spell	Shangri-La Dweller	Shangri-La Spell (SL=13): Lower Multiplier a creature (no save, XR to resist)
14	5	Shangri-La Spell	Shangri-La Dweller	Shangri-La Spell (SL=14): Your summons attack as 2 DL's higher (stacks with earlier versions of this).
14	5	Shangri-La Spell	Shangri-La Dweller	Shangri-La Spell (SL=14): 1 group gets Betweened to a DL=CCL/2 Shangri-La Dungeon (no save, XR to resist)
14	5	Shangri-La Spell	Shangri-La Dweller	Shangri-La Spell (SL=14): Immune Xviming
14	5	Shangri-La Spell	Shangri-La Dweller	Shangri-La Spell (SL=14): Switch two creatures Truenames or Multipliers (no save, XR to resist)
15	5	Shangri-La Spell	Shangri-La Dweller	Shangri-La Spell (SL=15): Your summons attack as 2 DL's higher (stacks with earlier versions of this).
15	5	Shangri-La Spell	Shangri-La Dweller	Shangri-La Spell (SL=15): CCL % chance to Between to the Warehouse.
15	5	Shangri-La Spell	Shangri-La Dweller	Shangri-La Spell (SL=15): IX: For this segment, you are immune Demigod Twilighting.
15	5	Shangri-La Spell	Shangri-La Dweller	Shangri-La Spell (SL=15): Pixilate a creature (no save, XR to resist)
16	5	Shangri-La Spell	Shangri-La Dweller	Shangri-La Spell (SL=16): Your summons attack as 2 DL's higher (stacks with earlier versions of this).
16	5	Shangri-La Spell	Shangri-La Dweller	Shangri-La Spell (SL=16): 1 group gets Ejected to the Warehouse (no save, XR to resist)
16	5	Shangri-La Spell	Shangri-La Dweller	Shangri-La Spell (SL=16): Immune Demigod Twilighting.
16	5	Shangri-La Spell	Shangri-La Dweller	Shangri-La Spell (SL=16): Pixilate a group (no save, XR to resist)
11	5	Force Beast Language	Sith Lord	Force Beast Language (SL=11): Speak with and mentally dominate target monster.
11	5	Force of Shadow	Sith Lord	Force of Shadow (SL=11): Dim light levels in surrounding area CCL/10 miles.
11	5	Force Pull/Push	Sith Lord	Force Pull/Push (SL=11): Telekinesis, X=(lbs.)*(speed in ft.)/CCL^2
11	5	Force Sense	Sith Lord	Force Sense (SL=11): ESP for the force CCL miles and if light or dark.

11	5	Force Shield	Sith Lord	Force Shield (SL=11): +CCL*5 AC or Wall of Force CCL*100 ft.
11	5	Force Throw	Sith Lord	Force Throw (SL=11): Knockback CCL/2 miles.
14	5	Farseeing	Sith Lord	Farseeing (SL=14): Remote viewing forwards and backwards through time.
14	5	Force Electronic Communication	Sith Lord	Force Electronic Communication (SL=14): Telepathy with all intelligent items in room. Immune Ego. Transfer E to S freely.
14	5	Force Illusions	Sith Lord	Force Illusions (SL=14): Mirage Arcana the whole room.
14	5	Force Lightning	Sith Lord	Force Lightning (SL=14): 5^CCL force lightning dmg (no resist). May divide by 10,000 to make into idmg.
14	5	Force Speed	Sith Lord	Force Speed (SL=14): +CCL RV actions.
17	5	Force Absorb/Dissipate Energy	Sith Lord	Force Absorb/Dissipate Energy (SL=17): Absorb X idmg of any E factor element or eeement.
17	5	Force Choke Hold	Sith Lord	Force Choke Hold (SL=17): Ranged touch attack that hits: CCL untyped idmg. Target cannot take actions.
17	5	Force Control Pain	Sith Lord	Force Control Pain (SL=17): iDT 50-CCL.
17	5	Force Leap/Jump	Sith Lord	Force Leap/Jump (SL=17): 1bX: Leap CCL/2 miles. May make a charge attack at xCCL dmg.
17	5	Force Persuasion/Mind Speak	Sith Lord	Force Persuasion/Mind Speak (SL=17): Communicate with other sith/force users. Range=Same Multiverse
20	5	Force Dark Aura	Sith Lord	Force Dark Aura (SL=20): CCL idmg cold aura with fear effect, radius=CCL miles.
20	5	Force Enhancement	Sith Lord	Force Enhancement (SL=20): Choose one: +X ihp, ith, idmg, iAC, or isaves.
20	5	Force Levitation	Sith Lord	Force Levitation (SL=20): Telekinesis Levitation X=X million pounds.
20	5	Force Masking	Sith Lord	Force Masking (SL=20): Non-detection from all beings of Multiplier xCCL or less.
20	5	Force Resonate	Sith Lord	Force Resonate (SL=20): Earthquake Range=X*CCL miles.
1	2	Vision of Heaven	Slayer of Domiel	Vision of Heaven (SL=1): One evil target is dazed and -2 saves vs redemption.
3	2	Blessed Sight	Slayer of Domiel	Blessed Sight (SL=3): As detect evil but without concentration and you see strength of auras immediately.
N	2	X Surely Have M Words for Y	Snowclone	X Surely Have M Words for Y (SL=N): Choose an ally, and a target; ally gives a SL^2-word command to target.
N	2	X While Y	Snowclone	X While Y (SL=N): Choose an action with "ing" at the end of it and a negative status effect of SEL=SL; You may take that action while under that status effect.
N	2	X-Gate	Snowclone	X-Gate (SL=N): Choose a DL=SL monster type; gate in that type.
1	2	Have X, Will Travel	Snowclone	Have X, Will Travel (SL=1): Choose an item; that item has instant returning.
2	2	In Space, No One Can X You Y	Snowclone	In Space, No One Can X You Y (SL=2): Choose one of the five senses and an action; when you take that action, that sense is undetectable from you.
3	2	To X or Not to X	Snowclone	To X or Not to X (SL=3): 1bM: Choose an action. One target has a 50% chance to take that action or not.
4	2	X is the New Y	Snowclone	X is the New Y (SL=4): Choose two targets or items; polymorph one into the other.
9	2	Ice Assassin	Snowclone	Ice Assassin (SL=9): Creates clone insane duplicate of creature out of ice.
10	2	The Mother of All X	Snowclone	The Mother of All X (SL=10): Choose an item: hang an "i" onto one ability on that item that refers to TH, dmg, AC, saves.
1	2	Am I Being Detained	Sovereign Citizen	Am I Being Detained (SL=1): 1bM: Counter/Dispel a hold effect or Freedom of Movement.
2	2	Do You Have a Claim Against Me	Sovereign Citizen	Do You Have a Claim Against Me (SL=2): 1bM: Counter/Dispel a command/domination effect.
3	2	Child of the Province	Sovereign Citizen	Child of the Province (SL=3): One target is charmed and gains iAllyR 50%.
4	2	Organized Pseudolegal Commercial Arguments	Sovereign Citizen	Organized Pseudolegal Commercial Arguments (SL=4): You and target take no actions due to your filibustering.
5	2	Common Law	Sovereign Citizen	Common Law (SL=5): Cast only 1/week. Erase one debt up to (LVL^2)*100gp.
6	2	Establish Joinder	Sovereign Citizen	Establish Joinder (SL=6): Ignore project image, mirror image, inertial barrier, no target, etc.
7	2	Strawman	Sovereign Citizen	Strawman (SL=7): Project image plus name changes to "[character's first name] of the family [character's last name]".
8	2	Social Contract	Sovereign Citizen	Social Contract (SL=8): One target Capital R Ruled and gains iAllyR 100%.
9	2	Declare Sovereignty	Sovereign Citizen	Declare Sovereignty (SL=9): 1bM: Counter/Dispel a status effect of SEL = LVL or less. Can be cast if there is no response given.
1	3	The Hawkman Cometh	Stephen Hawking/Brain in a Chair	The Hawkman Cometh (SL=1): Two targets swap places.
3	3	All My Shootings Be Drivebys	Stephen Hawking/Brain in a Chair	All My Shootings Be Drivebys (SL=3): When you leave a group of enemies, you may use a psi power as a Z action.
5	3	Entropy	Stephen Hawking/Brain in a Chair	Entropy (SL=5): [x1 Enemy Special]: Each segment, +x1dmg.
7	3	Fuck the Creationists	Stephen Hawking/Brain in a Chair	Fuck the Creationists (SL=7): Slay a differently aligned group (PPD save).
9	3	E=MC Hawking	Stephen Hawking/Brain in a Chair	E=MC Hawking (SL=9): Pick one - Immune matter or Immune energy.
1	3	Misery	Stephen King	Misery (SL=1): Target can't use V actions. If target has legs, they are broken.
2	3	Thinner	Stephen King	Thinner (SL=2): Target cursed to lose a virtual size category/segment.
3	3	Christine	Stephen King	Christine (SL=3): Create a DL = LVL/2 LE intelligent car mount.
4	3	Needful Things	Stephen King	Needful Things (SL=4): Guild magic item store based on your class groups.
5	3	The Talisman	Stephen King	The Talisman (SL=5): Planeshift to/from The Territories demiplane.
6	3	Carrie	Stephen King	Carrie (SL=6): Duplicate a psi ±2 kinetic power if you are covered in pigs blood.
7	3	Firestarter	Stephen King	Firestarter (SL=7): Duplicate a SL = 5 or less Pyromanicac spell (collective 6.9)
8	3	Cujo	Stephen King	Cujo (SL=8): Summon a DL=VIII CE hound and two targets grouped and held.
9	3	The Stand	Stephen King	The Stand (SL=9): {x2 terrain feature} of Captain Trips virus.
10	3	It	Stephen King	It (SL=10): Summon a DL=X Clown Avatar classed in Pennywise the Clown.
1	5	Quantum Theory	String Theorist	Quantum Theory(SL=1): Shrink one target LVL sizes(Fort save).
2	5	Brane Theory	String Theorist	Brane Theory(SL=2): One group is considered one target for your next spell.
3	5	Ground State	String Theorist	Ground State(SL=3): One target may only use 1S+1V/segment (Fort Save).
4	5	Polyakov Action	String Theorist	Polyakov Action(SL=4): Erase one target's quantum signature(Fort Save).
5	5	Supersymmetry	String Theorist	Supersymmetry(SL=5): You and target share the same truename.
6	5	Loop Quantum Gravity	String Theorist	Loop Quantum Gravity(SL=6): Raise or Lower the PF in the room by up to LVL.
6	5	Tesseract	String Theorist	Tesseract(SL=6): Travel through the 5 th dimension to any point in time/space within your character's natural lifespan.
7	5	Penteract	String Theorist	Penteract(SL=7): Travel through the 6 th dimension to an alternate timeline where you existed, currently exist or yet to exist.

7	5	Quantum Entanglement	String Theorist	Quantum Entanglement(SL=7): You and target share same quantum signature.
7	5	Worldline	String Theorist	Worldline(SL=7): Teleport/Timetravel Other within that target's natural lifespan.
8	5	Hexaract	String Theorist	Hexaract(SL=8): Travel through the 7 th dimension to any alternate timeline.
8	5	Quantum Duality	String Theorist	Quantum Duality(SL=8): You and share all abilities/spells if you share the same quantum signature.
9	5	Brane-World Cosmology	String Theorist	Brane-World Cosmology(SL=9): All enemies in the room are considered one target for your next spell.
9	5	Heptaract	String Theorist	Heptaract(SL=9): Travel through the 8 th dimension to an alternate universe with at least 1 locked Power factor from your universe.
9	5	Phase Space	String Theorist	Phase Space(SL=9): Pick a Power Factor. Raise or Lower it by up to LVL.
10	5	Octeract	String Theorist	Octeract(SL=10): Travel through the 9 th dimension to any alternate universe of any given P,M, T, Tech, etcetera factors.
10	5	Quantum Teleportation	String Theorist	Quantum Teleportation(SL=10): Ultrawhite Gate.
11	5	Enneract	String Theorist	Enneract(SL=11): Travel through the 10 th dimension to any alternate multiverse.
12	5	Decteract	String Theorist	Decteract(SL=12): Travel through the 11 th dimension to any omniverse.
15	5	Eject	String Theorist	Eject(SL=15): Eject to the Capital W Warehouse in San Francisco.
8	4	W-Action Haste	Teddy Karampalis, Collective Player	W-Action Haste (SL=8): CL W action haste (party).
10	5	"Any" Action Haste	Teddy Karampalis, Collective Player	"Any" Action Haste (SL=10): CL "Any" action haste (party).
14	5	Pink Sockception	Teddy Karampalis, Collective Player	Pink Sockception (SL=14): Target is Stepping out of Prolapsing themselves plus Going down their deeper hole continuously permanently.
1	4	Nimbus of Light	The Nasty Gentleman	Nimbus of Light(SL=1): 1S: 1d8+LVL light dmg and expended.
2	4	Produce Flame	The Nasty Gentleman	Produce Flame(SL=2): 1S: 1d6+5 fire dmg.
3	4	Darkfire	The Nasty Gentleman	Darkfire(SL=3): 1S: Throw fire at target for 1d4+LVL/2 fire dmg.
4	4	Blinding Beauty	The Nasty Gentleman	Blinding Beauty(SL=4): 1S: Blind target (fort save).
5	4	Dragon Breath	The Nasty Gentleman	Dragon Breath(SL=5): 1S: Breathe an E=1 1d8xLVL/2 dmg element.
7	4	Holy Star	The Nasty Gentleman	Holy Star(SL=7): 1S: (LVL/2)d6 fire dmg to target or 1Z: Spell turn 1d4+3 SLs.
8	4	Unearthly Beauty	The Nasty Gentleman	Unearthly Beauty(SL=8): 1S: Slay Target.
N	4	Cleveland Steamer	Urban Librarian	Cleveland Steamer(SL=N): Target crushed and SL^3 brown pudding dmg.
N	4	Donkey Punch	Urban Librarian	Donkey Punch(SL=N): You and target grouped. Do one punch at +SL/xSL dmg and critical on 20-SL/x3
N	4	Dutch Oven	Urban Librarian	Dutch Oven(SL=N): One target nauseated, takes SL^2 dmg and entangled for 1segment.
N	4	Pink Sock	Urban Librarian	Pink Sock(SL=N): One target can't take V actions, Capital C crapped, and takes SL^3 Pink dmg.
N	4	Roughing up the Suspect	Urban Librarian	Roughing up the Suspect(SL=N): Target takes SL^2 dmg and can't take physical actions.
N	4	Spiderman	Urban Librarian	Spiderman(SL=N): You cured SL^4 hp and target takes SL^3 white pudding dmg.
N	4	Teaser,Pleaser,Shocker,ect.	Urban Librarian	Teaser,Pleaser,Shocker,ect.(SL=N): SL targets grouped and held, first takes SL^3 piercing dmg.
N	4	Tossed Salad	Urban Librarian	Tossed Salad(SL=N): Two targets grouped and paralyzed SL segments.
N	4	Upper Decker	Urban Librarian	Upper Decker(SL=N): One item/structure takes SL^2 brown pudding Hull dmg.
1	4	Abe Lincoln	Urban Librarian	Abe Lincoln(SL=1): One target Disguised.
1	4	Bologna Pony	Urban Librarian	Bologna Pony(SL=1): Summon a DL= (LVL+1)/2 mount of your choice.
1	4	Dirty Sanchez	Urban Librarian	Dirty Sanchez(SL=1): Target loses sense of smell and nauseated.
1	4	Snail Trail	Urban Librarian	Snail Trail(SL=1): You skate along the ground at x2 movement or +1V action.
2	4	Alaskan Pipeline	Urban Librarian	Alaskan Pipeline(SL=2): Frozen poop weapon attacks by itself 1/r; CL^2 brown jelly and ice dmg.
2	4	Arabian Sunglasses	Urban Librarian	Arabian Sunglasses(SL=2): You gain Clairvoyance and ESP.
2	4	Beef Curtains	Urban Librarian	Beef Curtains(SL=2): Wall of Flesh.
2	4	Blumpkin	Urban Librarian	Blumpkin(SL=2): Target is held and takes CL G's of Gravity.
2	4	Dutch Rudder	Urban Librarian	Dutch Rudder(SL=2): You and target held and can't take P actions.
2	4	Hot Lunch	Urban Librarian	Hot Lunch(SL=2): Target loses sense of taste, takes CL^2 brown jelly dmg, and can't use mouth's P actions.
3	4	Alabama Hotpocket	Urban Librarian	Alabama Hotpocket(SL=3): CL^3 Fire and Brown Pudding dmg.
3	4	Felch	Urban Librarian	Felch(SL=3): Two targets grouped and held, nauseated, and take CL^3 brown mold dmg.
3	4	Hot Carl	Urban Librarian	Hot Carl(SL=3): Tube Sock weapon attacks by itself 1/r; CL^3 brown pudding dmg.
3	4	Houdini	Urban Librarian	Houdini(SL=3): Two targets switch places.
3	4	Jewish Lightning	Urban Librarian	Jewish Lightning(SL=3): CL^3 lightning dmg and pickpocket all target's gp.
3	4	Riding the Bull	Urban Librarian	Riding the Bull(SL=3): You and target grouped. Target x2 weight, -10 Cml and becomes your Mount. Resave each seg.
4	4	Angry Dragon	Urban Librarian	Angry Dragon(SL=4): Breath Weapon: White Jelly (1/3r or 3/d, =current hp, BW save:½); Immune White Jelly.
4	4	Cincinnati Bowtie	Urban Librarian	Cincinnati Bowtie(SL=4): Strangles target at CL^3 dmg per segment and prone.
4	4	Golden Shower	Urban Librarian	Golden Shower(SL=4): One group takes CL^3 yellow dmg.
4	4	Indian Giver	Urban Librarian	Indian Giver(SL=4): Reverse pickpocket an item into a target's inventory and pickpocket.
5	4	Jonah and the Whale	Urban Librarian	Jonah and the Whale(SL=5): Reverse pickpocket and item into a target's body. Item appears outside target's body 2days later.
5	4	Reach Around	Urban Librarian	Reach Around(SL=5): Target get's 1 instance of Tac move and another target gets paralyzed for 1s.
6	4	Dirty Gas Pump	Urban Librarian	Dirty Gas Pump(SL=6): You and target grouped. Target is blind, heal CL^4 hp and deal CL^3 brown gas dmg.
6	4	Rusty Trombone	Urban Librarian	Rusty Trombone(SL=6): Target paralyzed permanently and you get +1 tac move.
6	4	Tea Bag	Urban Librarian	Tea Bag(SL=6): Target blind and you get 1 pick from T-Bear's bag (bag pick is only 1/d).
7	4	Camel Toe/Moose Knuckle	Urban Librarian	Camel Toe/Moose Knuckle(SL=7): Target's codpiece visible if female/male!
7	4	Glass Bottom Boat	Urban Librarian	Glass Bottom Boat(SL=7): Clairvoyance and Teleport without Error.
7	4	Prince Albert	Urban Librarian	Prince Albert(SL=7): Your Package becomes half metal and may be wielded as a weapon CL^4, 19+/x2).
8	4	Chicken Bricking	Urban Librarian	Chicken Bricking(SL=8): Like a Meteor Swarm CL^4, but damage is of type Chicken and Brick.
8	4	Munging	Urban Librarian	Munging(SL=8): Three targets grouped. First target Capital S slain, second takes 20d6 falling dmg, third Crapped.
8	4	Tony Danza	Urban Librarian	Tony Danza(SL=8): You become the "B" (Boss) of the DL you are one for 1rd (current "B" loses status).
1	4	Spider Hand	Ur-Priest3	Spider Hand (SL=1): You detach your hand and it becomes a DL I small spider.
2	4	Wither Limb	Ur-Priest3	Wither Limb (SL=2): One of target's limbs of your choice is rendered useless.
3	4	Wrack	Ur-Priest3	Wrack (SL=3): Target is blinded and can't take P actions.

4	4	Stop Heart	Ur-Priest3	Stop Heart (SL=4): Target's hp are set to -8 as his/her heart stops.
5	4	Resonating Resistance	Ur-Priest3	Resonating Resistance (SL=5): Foes must check SR twice against you.
6	4	Fiendish Quickening	Ur-Priest3	Fiendish Quickening (SL=6): Your teleport spells may be cast with Z actions.
7	4	Imprison Soul	Ur-Priest3	Imprison Soul (SL=7): Trap the Soul on a target plus 1d4 Con dmg/day.
8	4	Befoul	Ur-Priest3	Befoul (SL=8): 100ft/lvl by 100ft/lvl by 10ft/lvl water becomes poisonous.
9	4	Apocalypse from the Sky	Ur-Priest3	Apocalypse from the Sky (SL=9): All in a 10mi/lvl radius take 10d6 dmg.
10	5	Avada Kedavra	Voldemort	Avada Kedavra (Killing Curse) (SL=10): Slay a target no resist.
10	5	Crucio, the Cruciatius Curse	Voldemort	Crucio, the Cruciatius Curse (SL=10): Torture a target (xCCL effect).
10	5	Imperio, the Imperius Curse	Voldemort	Imperio, the Imperius Curse (SL=10): Thrall a target; CCL saves, choose worst.
12	5	Warmonger Spell	Warmonger	Warmonger Spell (SL=12): 1M: A group gets +WCL Q∞V actions (infinitely quick V actions)
14	5	Warmonger Spell	Warmonger	Warmonger Spell (SL=14): 1M: A group gets +WL iTH
14	5	Warmonger Spell	Warmonger	Warmonger Spell (SL=14): 1M: A group gets +WCL idmg
14	5	Warmonger Spell	Warmonger	Warmonger Spell (SL=14): 1M: A group gets +WCL iAC
14	5	Warmonger Spell	Warmonger	Warmonger Spell (SL=14): 1M: A group gets +WL isaves
14	5	Warmonger Spell	Warmonger	Warmonger Spell (SL=14): 1M: A group gets +WCL Q∞P actions (infinitely quick P actions)
14	5	Warmonger Spell	Warmonger	Warmonger Spell (SL=14): 1M: A group gets +WCL ihp
14	5	Warmonger Spell	Warmonger	Warmonger Spell (SL=14): 1M: A group gets +WL X actions
14	5	Warmonger Spell	Warmonger	Warmonger Spell (SL=14): 1M: A group gets +25*WCL set Str
14	5	Warmonger Spell	Warmonger	Warmonger Spell (SL=14): 1M: A group gets +25*WCL set Dex
14	5	Warmonger Spell	Warmonger	Warmonger Spell (SL=14): 1M: A group gets +25*WCL set Con
18	5	Warmonger Spell	Warmonger	Warmonger Spell (SL=18): 1M: A group gets +1 iiTH,
18	5	Warmonger Spell	Warmonger	Warmonger Spell (SL=18): 1M: A group gets +1 iidmg.
18	5	Warmonger Spell	Warmonger	Warmonger Spell (SL=18): +WL to WCL for 4th level Warmonger spells
18	5	Warmonger Spell	Warmonger	Warmonger Spell (SL=18): 1M: A group gets +WL% xXR (infinite XR)
18	5	Warmonger Spell	Warmonger	Warmonger Spell (SL=18): 1M: A group gets +WL Q∞M actions (infinitely quick M actions)
18	5	Warmonger Spell	Warmonger	Warmonger Spell (SL=18): 1M: A group gets +1 iihp.
18	5	Warmonger Spell	Warmonger	Warmonger Spell (SL=18): 1M: A group gets +WCL QX actions
1	2	Shelgarn's Persistent Blade	Weapon-like Specialist Mage3.5	Shelgarn's Persistent Blade (SL=1): Create a force dagger attack 1/r for 1d6, 19+.
2	2	Whirling Blade	Weapon-like Specialist Mage3.5	Whirling Blade (SL=2): Hurling slashing weapon magically attacks all foes in 60-ft. line.
3	2	Steeldance	Weapon-like Specialist Mage3.5	Steeldance (SL=3): 2 daggers become animated longswords 1d8, 19+.
4	2	Stars of Arvandor	Weapon-like Specialist Mage3.5	Stars of Arvandor (SL=4): Create CL stars. Release upto 3/r. Touch attack for 1d8.
5	2	Sword of Deception	Weapon-like Specialist Mage3.5	Sword of Deception (SL=5): Creates an animated 1d4,19+ sword with -1 saves curse brand.
6	2	Prismatic Eye	Weapon-like Specialist Mage3.5	Prismatic Eye (SL=6): Creates mobile orb that shoots prismatic spray rays you roll TH with.
7	2	Sword of Darkness	Weapon-like Specialist Mage3.5	Sword of Darkness (SL=7): Creates an animated 1d4,19+ sword with -1 level drain brand.
8	2	Glacier	Weapon-like Specialist Mage3.5	Glacier (SL=8): CL/2 animated 20cuft. ice blocks that attack +15TH for 2d8+4+3d6cold.
9	2	Black Blade of Disaster	Weapon-like Specialist Mage3.5	Black Blade of Disaster (SL=9): Animated blade 2d12,18+ that cuts through magical barriers and disintegrates on a critical hit.
22	3	Eject	Yed Prior3	Eject (SL=22): Eject to the Capital W Warehouse in San Francisco.
22	3	On the GGL	Yed Prior3	On the GGL (SL=22): Put yourself on the GGL. DM determines abilities.
11	5	Every Hope Shall Vanish	Archenemy of the Coast	Each target (one group) loses a spell from memorization.
11	5	I Bask in Your Silent Awe	Archenemy of the Coast	Enemies can only cast 1 spell each rd.
11	5	I Know All, I See All	Archenemy of the Coast	+1OppF only for monster's side of combat.
11	5	The Iron Guardian Stirs	Archenemy of the Coast	Summon a DL VIII Golem (+1slot).
11	5	May Civilization Collapse	Archenemy of the Coast	2xEarthquake (one group) or Earthquake (one room).
11	5	My Undead Horde Awakens	Archenemy of the Coast	Revive a slain subordinate on monster's side of combat.
11	5	Your Puny Minds Cannot Fathom	Archenemy of the Coast	Regain 4 SL's. You have no max number of maintain's.
11	5	Dance, Pathetic Marionette	Archenemy of the Coast	Steal/control target's subordinate.
11	5	Realms Befitting My Majesty	Archenemy of the Coast	Create a new demiplane in the Astral.
11	5	Only Blood Ends Your Nightmares	Archenemy of the Coast	Each enemy sacrifices a subordinate (one group) or loses CCL*2 SL's.
11	5	Your Will Is Not Your Own	Archenemy of the Coast	Gain control of target creature this segment. It get's +30/+30 Th/dmg/AC/saves.
12	5	All in Good Time	Archenemy of the Coast	+1 X action. You may not cast Schemes next rd.
12	5	Feed the Machine	Archenemy of the Coast	Slay CCL*2 Subordinates(one target) or CCL Subordinates (one group)
12	5	I Delight in Your Convulsions	Archenemy of the Coast	CCL*30 Vile Grave dmg (one group). You heal (above max) all dmg dealt.
12	5	Know Naught but Fire	Archenemy of the Coast	CCL*"each opponent's memorized SL's" Furnace dmg to each target (one group).
12	5	Mortal Flesh Is Weak	Archenemy of the Coast	Set one target's hp to lowest among enemies in room.
12	5	Nature Shields Its Own	Archenemy of the Coast	Whenever your attacked, a DL 0 plant intervenes the attack.
12	5	The Pieces Are Coming Together	Archenemy of the Coast	Regain CCL*2 SL's. Artifact spells cost 2SL's less to cast this rd.
12	5	Roots of All Evil	Archenemy of the Coast	Summon CCL*5 DL I Saproling creatures(+1slot).
12	5	My Wish Is Your Command	Archenemy of the Coast	Cast a non-summon spell from a target's memorization.
12	5	Nothing Can Stop Me Now	Archenemy of the Coast	DR CCL*10/-
13	5	Choose Your Champion	Archenemy of the Coast	You and one enemy can affect each other this round.
13	5	A Display of My Dark Power	Archenemy of the Coast	Psi cost half points, Spells cost half slots, abilities have double uses this rd.
13	5	Embrace My Diabolical Vision	Archenemy of the Coast	Reset you and one group. That group only gets back 4 SL's.

13	5	Evil Comes to Fruition	Archenemy of the Coast	Summon CCL*7 DL 0 Plants or 10 DL III Beasts.
13	5	I Call on the Ancient Magics	Archenemy of the Coast	You get 2 research points to use this segment and your group gets 1 point.
13	5	Look Skyward and Despair	Archenemy of the Coast	Summon CCL DL V flying Dragons (+1slot).
13	5	My Genius Knows No Bounds	Archenemy of the Coast	Pay X SL's: Gain X*10hp and Regain X SL's back.
13	5	Nature Demands an Offering	Archenemy of the Coast	Put a summon, item, and spell effect into an enemy's inventory hidden.
13	5	Rotted Ones, Lay Siege	Archenemy of the Coast	Summon CCL DL II Zombies for each enemy (one group). Each attacks that enemy.
13	5	Tooth, Claw, and Tail	Archenemy of the Coast	Destroy/dispel/slay up to 3 target items,spell effects, or creatures.
13	5	Surrender Your Thoughts	Archenemy of the Coast	One target loses CCL*4 SL's or One group loses CCL*2 SL's from memorization.
14	5	All Shall Smolder in My Wake	Archenemy of the Coast	Destroy one target item, dispel an effect, and earthquake the room.
14	5	Approach My Molten Realm	Archenemy of the Coast	x2 dmg from all sources in the room this rd.
14	5	The Dead Shall Serve	Archenemy of the Coast	Revive a slain subordinate for each enemy (one group). All are in same slot(+1slot).
14	5	The Fate of the Flammable	Archenemy of the Coast	CCL*60 Furnace dmg (one target) or CCL*30 Furnace dmg(one group).
14	5	Ignite the Cloneforge!	Archenemy of the Coast	Duplicate an item/effect from an enemy.
14	5	The Very Soil Shall Shake	Archenemy of the Coast	Subordinates you control have +20/+20 Th/dmg/AC/saves and Great Cleave.
14	5	Which of You Burns Brightest?	Archenemy of the Coast	Pay X SL's: CCL*X*10 Vile Furnace dmg to one enemy and each of their summons.
14	5	Your Fate Is Thrice Sealed	Archenemy of the Coast	+3 Research points you may use this rd only for spells.
14	5	Drench the Soil in Their Blood	Archenemy of the Coast	Double number of attacks for you and subordinates you control this segment.
15	5	Behold the Power of Destruction	Archenemy of the Coast	Destroy/disjunct all items, effects, summons target controls.
15	5	Every Last Vestige Shall Rot	Archenemy of the Coast	Pay X SL's: Put each item/spell of SL X on target inside their inventory hidden.
15	5	Into the Earthen Maw	Archenemy of the Coast	Incurse a flying creature, a non-flying creature, and all slain creatures(one group).
15	5	Perhaps You've Met My Cohort	Archenemy of the Coast	Summon a unique Legend (by name).
15	5	Imprison This Insolent Wretch	Archenemy of the Coast	Timestop one target until someone attacks that target.
16	5	Introductions Are in Order	Archenemy of the Coast	Summon a DL CCL creature you control and understand (+1 slot).
16	5	My Crushing Masterstroke	Archenemy of the Coast	Gain control of all enemies items/spell effect/summons in the room this segment.
16	5	Plots That Span Centuries	Archenemy of the Coast	The next Scheme you cast, cast 3 different schemes instead other than this scheme.
16	5	Your Inescapable Doom	Archenemy of the Coast	Each monster's side of the rd, one target with the lowest hp takes CCL*10*"number of rds this effect has been active" doom dmg.
14	5	Broken Ambitions	Blue Bugbear	(1bM to use) Counterspell, the target his next 4A worth of actions.
14	5	Distorting Wake	Blue Bugbear	Dispel CCL effects.
14	5	Elemental Summon X	Blue Bugbear	Summon CCL DL X Elementals
14	5	Reshape	Blue Bugbear	Modify a magic item so it does a chosen spell effect of lower SL than the one it currently does (so a Wand of Fireballs could be made into a Wand of Web).
14	5	Worldpurge	Blue Bugbear	All summons and elementals in the room are unsummoned.
14	5	Time Stretch	Blue Bugbear	+2 Q&M actions this segment
17	5	Denying Wind	Blue Bugbear	Banhammer up to 7 effects in the room (x2 Special)
17	5	Dichotomy	Blue Bugbear	For each protection effect on the target, you get a copy of it for yourself. For each summon he has, you get a copy of it for yourself.
17	5	Sway of the Stars	Blue Bugbear	Everyone's hp total in the room is set to 70. The current half-segment ends.
17	5	Blinkmoth Infusion	Blue Bugbear	All of your magic items get a +1QE Haste (counts as their Haste)
17	5	Beacon of Tomorrows	Blue Bugbear	(cast 1/d, but you can pick this more than once) Take another segment after the current one.
17	5	Eternal Dominion	Blue Bugbear	For 1 round, each segment, Fork an effect as a 0 action.
1	4	Path to Exile	Boros DeckWins (MTG R/W)	1bM: One target teleported CL miles away.
1	4	False Orders	Boros DeckWins (MTG R/W)	(1bM to cast) Force a monster to attack someone else (he will only attack his enemies)
1	4	Earthbind	Boros DeckWins (MTG R/W)	Target loses flying and takes double normal falling damage (no save).
1	4	Duergar Assailant	Boros DeckWins (MTG R/W)	Summon CL Dwarves of DL I; As each one dies, it deals 10 dmg or 1 rdmg to one target.
2	4	Shatter	Boros DeckWins (MTG R/W)	Destroy or turn off one magic item for CL turns (no save) (if turned off, you can drop the turned off effect).
2	4	Raging River	Boros DeckWins (MTG R/W)	Create a (water based) moat that is CL*30' long and CL*10' feet wide, which lasts for CL r.
2	4	Lightning Helix	Boros DeckWins (MTG R/W)	Deal 30 fire dmg to one target, cure another target 30 hp.
2	4	Boros Charm	Boros DeckWins (MTG R/W)	Choose one – Do 40 fire dmg to a creature, or you and your items are indestructible this segment, or one target does double physical damage this segment
3	4	Oblivion Ring	Boros DeckWins (MTG R/W)	One item, creature or spell effect imprisoned for CL segments.
3	4	Stone Rain	Boros DeckWins (MTG R/W)	Deal CL Hull dmg to one inanimate object (no save)
3	4	Intimidation Bolt	Boros DeckWins (MTG R/W)	1bM: deal 30 damage to a target and no creatures in that target's group can attack you this segment.
4	4	Ajani Vengeant	Boros DeckWins (MTG R/W)	Summon a DL3 Cat that can cast Sleep, Lightning Helix and Earthquake. +1 summon slot too.
4	4	Day of Judgement	Boros DeckWins (MTG R/W)	Slay a group (save, MR)
4	4	Oreish Oriflamme	Boros DeckWins (MTG R/W)	All your subordinates get +1 offensive DL.
4	4	Master Warcraft	Boros DeckWins (MTG R/W)	1bM: A group of monsters changes their mind who they attack (you decide who, but it must be one of their enemies).
4	4	Glory of Warfare	Boros DeckWins (MTG R/W)	Your subordinates get +2 offensive DL on the top of each segment, and +2 defensive DL on the bottom of each segment.
4	4	Mana Echoes	Boros DeckWins (MTG R/W)	Whenever a creature is summoned, regain 1SL for each summon you control that shares a type with it.
5	4	Conquerer's Pledge	Boros DeckWins (MTG R/W)	Summon 6 DL I Kor Soldiers(one group). If you spend an additional 6th level SL, you summon 12 instead.
5	4	Baneslayer Angel	Boros DeckWins (MTG R/W)	Summon a DL V flying Angel with +1IP and Vampiric regen(you gain the life), Immune demons and dragons.

5	4	Siege-Gang Commander	Boros DeckWins (MTG R/W)	Summon 4 DL1 Goblins. As each one dies, it deals 20 dmg or 2 rdmg to one target.
5	4	Waves of Aggression	Boros DeckWins (MTG R/W)	Your subordinates can use 2S+1V actions this segment (this spell has duration 1 segment)
5	4	Reflect Damage	Boros DeckWins (MTG R/W)	1bM: Reflect all damage done by one effect to one target.
6	4	Hellkite Charger	Boros DeckWins (MTG R/W)	Summon a DL VI dragon with +1F action.
7	4	Devastation	Boros DeckWins (MTG R/W)	Slay a group (no save) and deal CL Hull dmg to all objects in that group.
7	4	Vicious Shadows	Boros DeckWins (MTG R/W)	For CL s, when a creature is slain, you may deal a target 10*it's Int score shadow dmg.
8	4	Lavaball Trap	Boros DeckWins (MTG R/W)	1bM: Deal CL Hull dmg to two objects. Deal 40 earth dmg to one group(no save).
9	4	Searing Wind	Boros DeckWins (MTG R/W)	1bM: Target is dealt 100 dmg.
9	4	Iona, Shield of Emeria	Boros DeckWins (MTG R/W)	Summon a DL VII Angel. Choose a school/sphere. Spells from the chosen school/sphere can't be cast in the room.
N, n	4	Aurelia's Fury N	Boros DeckWins (MTG R/W)	Deal 10*(N-2) fire dmg among any number of targets. Those targets can't act the following segment
N, n	4	Figure of Destiny N	Boros DeckWins (MTG R/W)	Summon a DL N Kithkin. At SL=2, it's a Kithkin Spirit. At SL=5, it's a Kithkin Spirit Warrior. At SL=8, it's a flying Kithkin Spirit Warrior Avatar with +1IF
N, n	4	Energy Bolt N	Boros DeckWins (MTG R/W)	Deal 10*(N-2) magic dmg to one group, cure that amount to another target
N, n	4	Brightflame N	Boros DeckWins (MTG R/W)	Deal 10*(N-4) dmg to a group, you cure the total damage done (to all creatures) to one target.
1	4	Diamond Valley	Cartographer of the Coast	1bP, Sacrifice a summon: Gain its DL*10 in hp.
1	4	Yavimaya Hollow	Cartographer of the Coast	1bP, Pay 1 SL: Heal a subordinate.
2	4	Maze of Ith	Cartographer of the Coast	1bM: Immune to a P attack from someone.
2	4	Kessig Wolf Run	Cartographer of the Coast	1bM, Pay N+2 SL: One target gets Overhit and +10*N to hit/dmg/AC/Saves.
3	4	Dust Bowl	Cartographer of the Coast	1bP,pay 3 SL's and sacrifice a terrain feature: Dispel a terrain feature.
3	4	Volrath's Stronghold	Cartographer of the Coast	1bM, Pay 2 SL's: Resummon a summons slain this rd.
4	4	Hall of the Bandit Lord	Cartographer of the Coast	1bM, Pay 30hp: You next summon can immediately act.
4	4	Sorrow's Path	Cartographer of the Coast	1bP: Swap two creatures. You and your subordinates take 20 dmg.
5	4	Academy Ruins	Cartographer of the Coast	1bM, Pay 2 SL's: Repair a item of yours destroyed this round.
5	4	Boseiju, Who Shelters All	Cartographer of the Coast	1bV, Pay 20hp: Next spell you cast can't be countered.
6	4	Homeward Path	Cartographer of the Coast	1bM: Each PC gains control of all subordinates they owned.
6	4	Karakas	Cartographer of the Coast	1bM: Unsummon a unique being.
7	4	Thespian's Stage	Cartographer of the Coast	1bP, Pay 2 SL's: This copies of any other terrain feature.
7	4	Glacial Chasm	Cartographer of the Coast	Sacrifice a terrain feature. Your summons can't attack and pay 20hp/r. Prevent dmg dealt to you.
8	4	Grove of the Guardian	Cartographer of the Coast	1bM, Pay5 SL's, 2 of your summons can't act this rd, dispel this effect: Summon a DL VIII Elemental with +1IP action.
8	4	Winding Canyons	Cartographer of the Coast	1bM, Pay 2 SL's: You may cast Summon spells on the monster's side of combat.
9	4	The Tabernacle at Pendrell Vale	Cartographer of the Coast	Everybody must pay 1 SL for each subordinate each rd or that subordinate is slain.
9	4	Vault of the Archangel	Cartographer of the Coast	1bM, Pay 4 SL's: Your Subordinates are slay branded and have vampiric regen.
10	4	Dark Depths	Cartographer of the Coast	10F, Pay 30SL's, dispel this effect: Summon a DL XX flying indestructable Avatar creature.
10	4	R&D's Secret Lair	Cartographer of the Coast	Ignore all non-DM ban/banhammered effects.
4	3	Damnation*	Dan Vincent, Collective Player	Slay a group (no save).
4	3	Helm of the Host*	Dan Vincent, Collective Player	Create a Unique Helmet with "On your turn, create a copy of equipped subordinate. That subordinate loses uniqueness and gains haste. You may have CL copies this way in a slot.
4	3	Terror*	Dan Vincent, Collective Player	Target is slain (no save, doesn't affect Undead/Golems/things w/out souls)
5	3	Hatred*	Dan Vincent, Collective Player	1bM, pay N hp: Target gets +N to hit and dmg this segment.
9	3	Rise of the Dark Realms*	Dan Vincent, Collective Player	Resurrect all creatures from one group slain this round as your Revives (1/2 DL, +1 Slot).
10	3	Dread Cacodemon*	Dan Vincent, Collective Player	Summon a DL X demon. Slay all creatures in 1 group (no save), and a group of your summons can't act this segment.
11	3	Hypnox*	Dan Vincent, Collective Player	Summon a DL XI flying nightmare horror and all enemies' progressions become spent.
15	3	B.F.M.*	Dan Vincent, Collective Player	1X: Summon a DL XV The-Biggest-Baddest-Nastiest-Scariest-Creature-You'll-Ever-See (Costs 2 summon slots, counts as a B.F.M. familiar).
1	4	Adorable Kitten	Dr. Julius Jumblemorph	Summon a DL=I Cat with "when summoned, cure 1d6*10hp".
1	4	Half-Squirrel, Half-	Dr. Julius Jumblemorph	When cast, combine it with target host summon of yours. That summon gets -1 offensive DL and replace "When summoned" on it with "Whenever a non-created creature is summoned,".
2	4	Wild Crocodile	Dr. Julius Jumblemorph	Summon a DL=II Crocodile with "when summoned, know direction & distance to an object or person (if they are touching the ground)".
2	4	Robo-	Dr. Julius Jumblemorph	When cast, combine it with target host summon of yours. That summon gets +1 DL and replace "When summoned" on it with "On segment 10, if you created an item this round,".
3	4	Ordinary Pony	Dr. Julius Jumblemorph	Summon a DL=III Horse with "when summoned, dismiss and resummons one of your other summons".
3	4	Voracious Vacuum	Dr. Julius Jumblemorph	Summon a DL=III Construct with "when summoned, a summon you control is +1DL".
3	4	Monkey-	Dr. Julius Jumblemorph	When cast, combine it with target host summon of yours. That summon gets +2 DL and replace "When summoned" on it with "Whenever a non-created creature of yours dies,".
3	4	Serpentine	Dr. Julius Jumblemorph	When cast, combine it with target host summon of yours. That summon gets +3 DL and replace "When summoned" on it with "Whenever you clear out a room in a dungeon,".
3	4	Half-Kitten, Half-	Dr. Julius Jumblemorph	When cast, combine it with target host summon of yours. That summon gets +1 offensive/+2 defensive DL and replace "When summoned" on it with "Whenever you're dealt damage,".
4	4	Gnome-Made Engine	Dr. Julius Jumblemorph	Summon a DL=IV Construct with "when summoned, create a DL=I Gnome hireling".
4	4	Humming-	Dr. Julius Jumblemorph	When cast, combine it with target host summon of yours. That summon gets flying, +2 offensive/+3 defensive DL and replace "When summoned" on it with "Whenever this attacks with 2 other creatures,".
4	4	Rhino-	Dr. Julius Jumblemorph	When cast, combine it with target host summon of yours. That summon gets +1 offensive/+4 defensive DL and replace "When summoned" on it with "Whenever this interposes or parries,".
4	4	Steam Powered	Dr. Julius Jumblemorph	When cast, combine it with target host summon of yours. That summon gets +4 defensive DL and replace "When summoned" on it with "Spend 5 SL's: ".
5	4	Mother Kangaroo	Dr. Julius Jumblemorph	Summon a DL=V Kangaroo with "when summoned, roll 1d6 and this attacks/defends as that many DL's higher".
5	4	Multi-Headed	Dr. Julius Jumblemorph	When cast, combine it with target host summon of yours. That summon gets flying, +4 DL and replace "When summoned" on it with "On segment 10, if you rolled a dice this round,".
8	4	Angelic Rocket	Dr. Julius Jumblemorph	Summon a DL=VIII Angel with "when summoned, destroy target creature, item, or effect".
1	4	Birds of Paradise	Fist of Suns Welder	Summon a DL 1 flying bird with "1M: Gain +1SL."

1	4	Deathrite Shaman	Fist of Suns Wielder	Summon a DL I Elf Shaman with 1M: +1SL, gain 20hp or each creature in a group loses 20hp.
1	4	Noble Hierarch	Fist of Suns Wielder	Summon a DL I human druid with "1M: Gain +1SL and "Whenever a subordinate attacks alone, it gets +10th/+10dmg"
2	4	Pentad Prism	Fist of Suns Wielder	1Z, 2/d: Gain +1SL.
2	4	Temporal Aperture	Fist of Suns Wielder	1M, 1/r: Cast a spell of SL up to 2*LVL from this class at random.
2	4	Bloom Tender	Fist of Suns Wielder	Summon a DL II Elf with "1M: Gain 1d5 SL's back in a progression."
3	4	Coalition Relic	Fist of Suns Wielder	1M+1Z: Gain +2SL's.
3	4	Aura Shards	Fist of Suns Wielder	When you summon a creature, destroy an item or spell effect.
4	4	Defense of the Heart	Fist of Suns Wielder	If there are 3 creatures in your group, summon 2 DL LVL/2's from the Fist of Suns spell list.
5	4	Djinn of Wishes	Fist of Suns Wielder	Summon a DL V flying Djinn with 1M, 3/d: Limited Wish.
5	4	Maelstrom Archangel	Fist of Suns Wielder	Summon a DL V flying Angel. When it deals melee damage to a Boss, Sub-boss, or NPC party, you may cast one spell as a 0 action.
5	4	Maelstrom Nexus	Fist of Suns Wielder	When you cast your first spell each rd, cast another spell from this class at random of SL=(SL of first spell-1)
5	4	Mirari's Wake	Fist of Suns Wielder	Your subordinates get +1DL and whenever you gain SL's back, you get +1SL.
5	4	Riku of Two Reflections	Fist of Suns Wielder	Summon a DL V Unique Wizard with "When you cast a non-summon spell, spend 2 SL's. If you do, fork that spell" and "When you summon a creature, spend 2 SL's. If you do, you get +1 summon"(+1 slot).
5	4	Urabrask, the Hidden	Fist of Suns Wielder	Summon a DL V Unique Praetor with "Your summons aren't summoning sick" and "Creatures that appear in the room are summoning sick an extra segment.
6	4	Mycosynth Lattice	Fist of Suns Wielder	All creatures, spell/psi effects in the room count as technological. All spells cast in the room are colorless.
6	4	Mana Reflection	Fist of Suns Wielder	Whenever you gain SL's back, you get twice as many.
7	4	Akroma's Memorial	Fist of Suns Wielder	You and your subordinates fly, +1IP action, defending, overhit, ignore summoning sickness, protection from MTG black & red spells and effects.
7	4	Memnarch	Fist of Suns Wielder	Summon a DL VII Unique Technological Wizard with "1M: Pickpocket a spell/psi effect or item LVL*7%".
7	4	Sheoldred, Whispering One	Fist of Suns Wielder	Summon a Unique DL VII Praetor with "On your turn, revive one of your dead subordinates" and "On the monsters slay a monster in your group (no save, +1slot).
7	4	Brilliant Ultimatum	Fist of Suns Wielder	You can cast 1d6 spells of SL=1d7 next segment as 1M
7	4	Cruel Ultimatum	Fist of Suns Wielder	Slay a creature in your group, target creature loses 3 SL's and target creature takes 50 vile dmg. Your cured 50hp, gain 3SL's, and revive a dead subordinate.
7	4	Scour from Existence	Fist of Suns Wielder	1bM: Target item/creature/effect is Annihilated.
7	4	Titanic Ultimatum	Fist of Suns Wielder	You and your subordinates get +50th/+50dmg, +1IP action, overhit, and vampiric regen this rd.
7	4	Violent Ultimatum	Fist of Suns Wielder	Destroy three target creatures, spell/psi effects or items.
8	4	Avatar of Woe	Fist of Suns Wielder	Summon a DL VIII Avatar with "1M: Slay a creature (no save)."
8	4	Reiver Demon	Fist of Suns Wielder	Summon a DL VIII flying Demon and Slay a group of non-black/non-technological creatures (PPD save).
8	4	Eldrazi Conscription	Fist of Suns Wielder	One target gains +100 TH/+100 dmg, overhit, and "When this creature attacks, defending creature sacrifices 2 items/effects"
8	4	Ulamog's Crusher	Fist of Suns Wielder	Summon a DL VIII Eldrazi with "When this creature attacks, defending creature sacrifices 2 items/effects and This creature attacks every rd if able."
8	4	Terrastodon	Fist of Suns Wielder	Summon a DL VIII Elephant with "Destroy three items/effects and the controller of those items/effects creates 3 DL III elephants"(same slot).
8	4	Praetor's Council	Fist of Suns Wielder	Reset your spell memorization and you have no limit on number of maintains this day. You cannot cast this spell again until you natural reset.
8	4	Invincible Hymn	Fist of Suns Wielder	Set your hp= sum of the individual spells in memorization*10.
8	4	Silver Seraph	Fist of Suns Wielder	Summon a DL VI flying Angel with "As long as you have cast 7 spells this combat, you're other subordinates get +1DL".
8	4	Ugin, the Spirit Dragon	Fist of Suns Wielder	Summon a [x2] Unique DL VIII dragon with 1X: 30 stat dmg to a target, annihilate each creature/item with SL=X rhp or less, or gain 70hp and +7SL's and Cast 7SL's worth of spells.
9	4	Blazing Archon	Fist of Suns Wielder	Summon a DL IX flying Archon with "Creatures can't physically attack you".
9	4	Plague Wind	Fist of Suns Wielder	Slay all enemies in the room (PPD save)
9	4	Bringer of the Green Dawn	Fist of Suns Wielder	Summon a DL IX Bringer with overhit and "On your turn, summon a DL III beast" (all same slot, +1 slot).
9	4	Myojin of Life's Web	Fist of Suns Wielder	Summon a DL IX Unique indestructible Myojin with "1M, This creature loses indestructible: Summon LVL worth of DL's of creatures" (same slot,+1slot)
9	4	Bringer of the Red Dawn	Fist of Suns Wielder	Summon a DL IX Bringer with overhit and "On your turn, dominate a creature(no save, duration 1s, same slot, +1 slot)."
9	4	Reya Dawnbringer	Fist of Suns Wielder	Summon a DL IX Unique flying Angel with "On your turn, revive one of your dead subordinates"(same slot +1slot).
10	4	Kozilek, Butcher of Truth	Fist of Suns Wielder	Summon a DL X Unique Eldrazi with "When you cast this, gain +4SL's, When this creature attacks, defending creature sacrifices 4 items/effects, and If this is killed, artifical reset your spell progression"(+1 slot).
10	4	Kozilek, the Great Distortion	Fist of Suns Wielder	Summon a [x2] Unique DL X eldrazi with "Must be attacked by more than 1 creature" and "When cast, +7 SL's" and "Sacrifice a spell slot of SL=X: Counter a spell of that SL".
10	4	Progenitus	Fist of Suns Wielder	Summon a DL X Unique 5 headed Hydra with "no target, can't be damaged, can't be enchanted, attacks are No Resistance branded, and If this is killed, you reset this spell slot "(same slot, +1 slot).
10	4	Storm Herd	Fist of Suns Wielder	Summon N DL I flying Pegasus', where N=your current hp (same slot).
10	4	Ulamog, the Ceaseless Hunger	Fist of Suns Wielder	Summon a [x2] Unique DL X eldrazi with "When cast, annihilate 2 items/creatures/effects" and "When this attacks a target, that target loses 20 Int".
11	4	Darksteel Colossus	Fist of Suns Wielder	Summon a DL XI indestructible Golem with overhit and "If this is killed, you reset this spell slot".
11	4	It that Betrays	Fist of Suns Wielder	Summon a DL XI Eldrazi with "When this creature attacks, defending creature sacrifices 2 items/effects" and "All sacrificed items/effects come under your control".
11	4	Ulamog, the Infinite Gyre	Fist of Suns Wielder	Summon a DL XI indestructible Unique Eldrazi with "When you cast this destroy a creature/spell/psi effect, When this creature attacks, defending creature sacrifices 4 items/effects, and If this is killed, you artifical reset your spell progression.(+1 slot)"
12	4	Blightsteel Colossus	Fist of Suns Wielder	Summon a DL XII indestructible Golem with overhit, "all dmg this deals is permanent (non-ignorable)", and "If this is killed, you reset this spell slot".
13	4	Emrakul, the Promised End	Fist of Suns Wielder	Summon a [x2] flying Unique DL XIII eldrazi with overhit, no target, "-1SL per different school/sphere spell cast this fight" and "When cast, dominate a target for 1segment (no save). Then they get +1F action".

15	4	Emrakul, the Aeons Torn	Fist of Suns Wielder	Summon a DL XV flying Unique uncounterable Eldrazi with "protection from colored spells, When this creature attacks, defending creature sacrifices 6 items/effects, When cast you get +1RM action, and If this is killed, reset your spell progression"(+1 slot).
1	3	Snickering Squirrel	Grusilda, Monster Masher	Summon a DL=I Squirrel with 1bM: Add ++1 to a die roll.
2	3	Just Desserts	Grusilda, Monster Masher	1bM: 31.4 dmg of type pie to a target.
3	3	Squirrel-Powered Scheme	Grusilda, Monster Masher	Increase the result of each die you roll by 2.
4	3	Hammer Helper	Grusilda, Monster Masher	Physically Dominate one target for 1 rd. It gets +1d6 Off. DL.
5	3	Party Crasher	Grusilda, Monster Masher	Summon a DL=V Goblin that ignores summoning sickness and that can attack during the monsters side of combat.
6	3	Over My Dead Bodies	Grusilda, Monster Masher	Your slain and Capital S slain subordinates have +1deadP action and 1deadP: Attack a target. These subordinates count as zombies and are Really Put out of Misery branded.
7	3	Infinity Elemental	Grusilda, Monster Masher	Summon a DL=VII red Elemental with +1idmg melee.
8	3	Summon the Pack	Grusilda, Monster Masher	Open a M:tg booster and summon each creature in that pack. They count as Zombies in addition.
7	3	Ancient Law	Kami Spirit	Dispel a x1 or x2 effect.
7	3	Crescent Moon	Kami Spirit	The party gets +1slowS action (this does not count as a Haste)
7	3	Deathknell	Kami Spirit	Can have +1 spirit in a summon slot; 1M, spend X hp: Target gets +X*CL TH and dmg with his next attack.
7	3	False Hope	Kami Spirit	1bM: Take no damage from one attack or effect
7	3	Hana	Kami Spirit	0, 1/t: Fork (your effect only)
7	3	Hearth	Kami Spirit	Dispel a x1 or x2 item.
7	3	Hunt	Kami Spirit	If your subordinates are in your group, they get +1 DL.
7	3	Lantern	Kami Spirit	Fly at 12*CL" (A); 0: Faerie Fire (target loses 2 AC)
7	3	Pain	Kami Spirit	1M, sacrifice a summon: Deal CL*DL*DL fire dmg to one group (no save; DL=DL of summon)
7	3	Teardrop	Kami Spirit	1M, 1/t: +1W action next segment. [You can use a W as an S action, but you still can use only 1S+1V per segment. 1W: Give another party member +1RS action. This can be used in addition to 1S+1V per segment.]
7	3	Traproot	Kami Spirit	The party can melee with flying creatures (CL miles "Reach" upwards)
7	3	Twisted Reflection	Kami Spirit	0, sacrifice a summon: Counterspell
7	3	Waning Moon	Kami Spirit	1M: Fear a group (no save; they will not run through the dungeon generating ?'s)
8	3	Briarknit	Kami Spirit	Your subordinates get +1 DL and +CL rhp.
8	3	Empty Graves	Kami Spirit	Can have +3 spirits in a summon slot; Your summons get +1 offensive DL, -1 defensive DL
8	3	Fiddlehead	Kami Spirit	Regenerate CL hp/s. Each segment may use this regeneration on any friendly target in sight.
8	3	Fire's Roar	Kami Spirit	1M: A group's AC becomes 0 (no save; AC becomes AC, AC becomes AC)
8	3	Gibbering	Kami Spirit	Fly at 12*CL" (A); Can have +3 spirits in a summon slot.
8	3	Hundred-Talon	Kami Spirit	Can have +4 spirits in a summon slot.
8	3	Innocence	Kami Spirit	1M: A group loses their ability to use 1S+1V next time they act (no save)
8	3	Old Stone	Kami Spirit	+35 AC and saves.
8	3	Painted Road	Kami Spirit	Immune to CL/2 Elements or spells/psionic powers by name
8	3	Tattered Shoji	Kami Spirit	Wind Walk 96" on the party; the party gains +25 AC and saves.
8	3	Tended Garden	Kami Spirit	Every segment you don't act, you may do the Summon Spirit "Level:" ability for 1N action. Can have +3 spirits in a summon slot.
9	3	Honored Dead	Kami Spirit	Whenever you deal damage in any way, you are cured that much dmg.
9	3	Lunacy	Kami Spirit	Can have +5 spirits in a summon slot.
9	3	Moss	Kami Spirit	Each summon slot of yours may engage two groups of enemies instead of one.
9	3	Nightsoil	Kami Spirit	Can have +5 spirits in a summon slot.
9	3	Palace Fields	Kami Spirit	You don't lose initiative, can't be surprised; Can have +5 spirits in a summon slot.
9	3	Pus	Kami Spirit	Can have +6 spirits in a summon slot; 1M, sacrifice a summon: Target is slain (no save)
9	3	Thousand-Legged	Kami Spirit	Can have +7 spirits in a summon slot.
9	3	Vine	Kami Spirit	Can have +6 spirits in a summon slot; 1V: Give a target +1 instance of tactical movement.
1	3	AEther Vial	Maelstrom Archangel 1	0, 1/r: Cast a Conjunction/Summoning spell.
1	3	Ivory Tower	Maelstrom Archangel 1	Regenerate 3 hp/s.
1	3	Skullclamp	Maelstrom Archangel 1	Your summons get +CL TH/dmg, -CL AC/saves/rhp
1	3	Soul Net	Maelstrom Archangel 1	Whenever you kill someone with a spell, cure 1 hp.
1	3	Summon Myr I	Maelstrom Archangel 1	Summon a DL=1 Myr
1	3	Voltaic Key	Maelstrom Archangel 1	1V: An item gets 1E action this segment.
1	3	Angel's Grace	Maelstrom Archangel 1	1bM: Damage that would put you below 1 hp this segment puts you at 1 hp
1	3	Unholy Strength	Maelstrom Archangel 1	Get +2 TH and dmg (considered magical plusses), and +1 AC and saves.
1	3	Ancestral Recall	Maelstrom Archangel 1	This spell can be cast only once per turn. Target regains 3 SL's in memorization.
1	3	Flight	Maelstrom Archangel 1	Target flies at 12" (C).
1	3	Mind Games	Maelstrom Archangel 1	Target loses his next action (Spell save)
1	3	Awaken	Maelstrom Archangel 1	Removes sleep/fatigue effect on up to CL targets
1	3	Berserk	Maelstrom Archangel 1	Attacking creature does x2 dmg and is slain this segment (not 1bM)
1	3	Force of Nature I	Maelstrom Archangel 1	Summon a Plant Elemental: AC 20, hp 20, #Att 1/1, TH +10, dmg 10
1	3	Giant Growth	Maelstrom Archangel 1	Target gets +3 TH, dmg, AC, and saves this round.
1	3	Instill Energy	Maelstrom Archangel 1	You get +1S action per round for CL r (counts as your haste).
1	3	Natural Healing	Maelstrom Archangel 1	Target is cured equal to his Con score in hp
1	3	Nature's Lore	Maelstrom Archangel 1	Know direction & distance to an object or person (if they are touching the ground)
1	3	Earthbind	Maelstrom Archangel 1	Target loses flying and takes double normal falling damage (no save).
1	3	False Orders	Maelstrom Archangel 1	(1bM to cast) Force a monster to attack someone else (he will only attack his enemies)
1	3	Darkness	Maelstrom Archangel 1	1bM: Immune to a P attack from someone
1	3	Death Ward	Maelstrom Archangel 1	1bM, cannot act next segment: Avoid a slay effect on someone.
1	3	Healing Salve	Maelstrom Archangel 1	One target is cured 30 hp, or (1bM action) prevent the next 30 dmg to a target.
1	3	Lightning Bolt	Maelstrom Archangel 1	Target takes 30 lightning dmg (Spell save for 0)
1	3	Paralyze	Maelstrom Archangel 1	Target is paralyzed (PP save)
1	3	Sol Ring	Maelstrom Archangel 1	+2 SL in progression.
2	3	Abeyance	Maelstrom Archangel 1	Target cannot use M actions this segment (Will save)
2	3	Animate Dead	Maelstrom Archangel 1	Animates a dead monster as your summon (1 DL lower)

2	3	Chaos Orb	Maelstrom Archangel11	1V, 1/reset: Destroy a magic item, effect, or creature (creature gets PPD save)
2	3	Helm of Awakening	Maelstrom Archangel11	All spells in the room are school/sphere robed (x1 Special)
2	3	Illusionary Mask	Maelstrom Archangel11	Your summons are Dust of Disappearance
2	3	Lightning Greaves	Maelstrom Archangel11	Your summons are not summoning sick
2	3	Scythe of the Wretched	Maelstrom Archangel11	+1 summon slot; 1M: Animate Dead a creature you killed (it's your summon, -1 DL)
2	3	Summon Myr 2	Maelstrom Archangel11	Summon a DL=2 Myr
2	3	Sun Droplet	Maelstrom Archangel11	Regenerate 10 hp/s.
2	3	Simulacrum	Maelstrom Archangel11	1bM: Redirect any amount of damage from you to one of your subordinates.
2	3	Aura of Dominion	Maelstrom Archangel11	Target can use 2M this segment.
2	3	Force Spike	Maelstrom Archangel11	1bM or 1 OppM: Counter target magical/psionic effect unless its user devotes another spell/psionic slot to it.
2	3	Invisibility	Maelstrom Archangel11	Improved Invisibility.
2	3	Time Walk	Maelstrom Archangel11	This spell can be cast only once per turn. You get an extra segment this round (segment 11 at end).
2	3	Angelic Shield	Maelstrom Archangel11	All your summons get +1 rhp. You get 10 current hp. 0, sacrifice this effect: Unsummon (no save).
2	3	Azorius First-Wing	Maelstrom Archangel11	Summon a DL II Griffin, it flies, and can remove bad effects on people.
2	3	Azorius Guildmage	Maelstrom Archangel11	Summon a DL II Vedalken Wizard, it can Stop someone, and can dispel Contingency effects.
2	3	Crystalline Sliver	Maelstrom Archangel11	Summon a DL II Sliver, it can't be targeted.
2	3	Energy Arc	Maelstrom Archangel11	1bM: In your group, weapon damage does not occur this half-segment and your next half-segment.
2	3	Galina's Knight	Maelstrom Archangel11	Summon a DL II Merfolk Knight, it is immune to area effect damaging spells/psi.
2	3	Meddling Mage	Maelstrom Archangel11	Summon a DL II Human Wizard, he Banhammers one spell or psi effect of SL 0-3 in the room [x1 Special]
2	3	Overrule	Maelstrom Archangel11	1bM, spend N additional SL's: Counterspell, unless they spend 10*N SL's, and you are cured 10*N hp.
2	3	Pride of the Clouds	Maelstrom Archangel11	Summon a DL II Elemental Cat, he flies, he has rhp = number of flying summons you control.
2	3	Prismatic Boon	Maelstrom Archangel11	Choose a school, sphere, or psionic frequency. A group is immune to that for 1s.
2	3	Sygg, River Guide	Maelstrom Archangel11	Summon a DL II Merfolk Wizard, he can give someone Water Breathing, and can counter one effect.
2	3	Wings of Aesthir	Maelstrom Archangel11	Target gets +CL TH/dmg and flying 12" for 1t.
2	3	Wings of Hope	Maelstrom Archangel11	Target gets +1 TH/dmg, +3 AC/saves, and flying 12" for 1t.
2	3	Bind	Maelstrom Archangel11	1bM: Counter a TH ability.
2	3	Earth Bolt	Maelstrom Archangel11	Deal CLd10 Eldritch Earth dmg to one target (no save)
2	3	Gaea's Bounty	Maelstrom Archangel11	Regain one first-level Plant/Animal spell to memorization
2	3	Gaea's Cradle	Maelstrom Archangel11	One of your summoned creatures is dispelled; Add it's hp/10 in SL to your memorization
2	3	Gaea's Might	Maelstrom Archangel11	Target gains +N AC/saves/TH/dmg; N is number of groups of classes you have
2	3	Lifeforce	Maelstrom Archangel11	1bM: Counter a MTG Black, Necromancy/Necromantic, or Psi7 power.
2	3	Naturalize	Maelstrom Archangel11	Dispel one non-natural effect (or) Turn off one non-natural item for 1 turn
2	3	Regeneration	Maelstrom Archangel11	You regenerate at CL hp/s. 0, this effect drops and you lose the spell slot: Avoid a slay effect.
2	3	Soothing Word	Maelstrom Archangel11	Removes fear/horror effect on up to CL targets
2	3	Spiritual Energy	Maelstrom Archangel11	+LVL Con
2	3	Raging River	Maelstrom Archangel11	Create a (water based) moat that is CL*30' long and CL*10' feet wide, which lasts for CL r.
2	3	Shatter	Maelstrom Archangel11	Destroy or turn off one magic item for CL turns (no save) (if turned off, you can drop the turned off effect).
2	3	Circle of Protection	Maelstrom Archangel11	When cast, name a school/sphere/psi freq. Lose 1 spell slot: Immune to 1 effect of that school/sphere/psi freq.
2	3	Disenchant	Maelstrom Archangel11	Dispel an effect.
2	3	Echoing Ruin	Maelstrom Archangel11	Destroy all magic items of the same exact type (Disint. save each)
2	3	Terror	Maelstrom Archangel11	Target is slain (PPD save, does not affect Undead or Golems, or things without souls)
3	3	Arenson's Aura	Maelstrom Archangel11	0, sacrifice a maintained effect: Dispel a maintained effect.
3	3	Attrition	Maelstrom Archangel11	Sacrifice a summon: Target is slain (PPD save)
3	3	Ashnod's Altar	Maelstrom Archangel11	0, sacrifice a summon: Get back 2 SL in progression
3	3	Blasting Station	Maelstrom Archangel11	1N, sacrifice a summon: Deal 10 dmg to one target (no save, TechR to resist)
3	3	Brass Gnat 3-1	Maelstrom Archangel11	1M or 1T: 10 dmg 15' radius (Annihilation, centered on you, hole in the middle, no save). Taking this power more than once increases the damage by 10 each time.
3	3	Brass Gnat 3-2	Maelstrom Archangel11	+(LVL+1)/2 T actions per round, only for technological effects (including Brass Gnat spells). This cannot be picked more than once, but different SL versions of this same effect exist, which can be picked (once each).
3	3	Brass Gnat 3-3	Maelstrom Archangel11	1bV+1bP or 1bT+1bP: Get a full P action of attacks against someone you are getting a parting shot against (or) Get a parting shot against someone who is immune to parting shots, or who is blinking away / leaving the group instantaneously. This cannot be picked more than once.
3	3	Brass Gnat 3-4	Maelstrom Archangel11	Charm Resistance (CR) = CL*15%. Picking this a second time gives aCR or NR, a third time gives aCR or NR (the other that you didn't pick), and the fourth time gives aNR.
3	3	Brass Gnat 3-5	Maelstrom Archangel11	When you take this power, pick Radiation, Magic, Psi, or Innate. 1M or 1T: Dispel an effect of the type chosen. Picking this more than once gives you another pick.
3	3	Brass Gnat 3-6	Maelstrom Archangel11	Resist "Chaos", "Colorless", "Wild", and "Wonder" elements/effects (Colorless Fire, Colorless Time, Black Ice, Wild Magic Zones, etc.). Picking this twice gives Double Resist, but third and further picks do nothing.
3	3	Brass Gnat 3-7	Maelstrom Archangel11	Resist Polymorph, Clone, Domination, Teleport Other. Picking this a second time gives Immunity.
3	3	Brass Gnat 3-8	Maelstrom Archangel11	1M or 1T: Duplicate a Psi8 minor ability. (This is resisted using TechR, not PsiR). Picking this twice lets you duplicate Psi16 minors.
3	3	Brass Gnat 3-9	Maelstrom Archangel11	1M or 1T, LVL/d: Raise or lower the Physical Factor (PF) of the area by 1 (min PF = 0, max PF = 11), even if current PF=0. This cannot be picked more than once.
3	3	Brass Gnat 3-10	Maelstrom Archangel11	1M or 1T: Raise or lower the Tech Level of an object by 1 (max Tech Level = N+LVL, where N is the number of times you pick this power).
3	3	Brass Gnat 3-11	Maelstrom Archangel11	When you take this power, pick Radiation, Magic, Psi, or Innate. 1bM or 1bT: Counter an effect of the type chosen. Picking this more than once gives you another pick.
3	3	Brass Gnat 3-12	Maelstrom Archangel11	"Luck" effects doesn't work for anyone within sight. This cannot be picked more than once.
3	3	Brass Gnat 3-13	Maelstrom Archangel11	1N, 1t: Immune to Head Blown Off or Summoning Sickness. Picking this more than once lets you use this power an additional time per turn.
3	3	Brass Gnat 3-14	Maelstrom Archangel11	When you take this power, pick Radiation, Magic, Psi, or Innate. 1M or 1T: Reverse an effect of the type chosen. (Can cast the effect's reverse within 1 round, even if the reverse is not known.) Picking this more than once gives you another pick.

3	3	Brass Gnat 3-15	Maelstrom Archangel11	1M or 1T: Summon a DL=CL (max DL=6) Alley creature, it has a DL% chance of becoming uncontrolled per segment. Picking this more than once increases the max DL by 1, but never beyond DL=9 in any case.
3	3	Caltrops	Maelstrom Archangel11	10 damage damaging shield (no save, TechR to resist)
3	3	Firesrieker	Maelstrom Archangel11	One of your summons deals double damage
3	3	Forcefield	Maelstrom Archangel11	Damage Threshold 10 from physical attacks
3	3	Loxodon Warhammer	Maelstrom Archangel11	Vampiric Regen. (can be used on one of your summons)
3	3	Summon Myr 3	Maelstrom Archangel11	Summon a DL=3 Myr
3	3	Gloom	Maelstrom Archangel11	[x1 Special] Priest spells cost triple spell slots to cast.
3	3	Charisma	Maelstrom Archangel11	Your attacks are charm branded (Will save)
3	3	Mana Leak	Maelstrom Archangel11	1bM or 1 OppM: Counter target magical/psionic effect unless its user devotes another 3 spell/psionic slots to it.
3	3	Psionic Blast	Maelstrom Archangel11	Target takes 40 psionic dmg, you take 20 psionic dmg (no save) (PR to resist)
3	3	Absorb	Maelstrom Archangel11	1bM: Counterspell, and be cured 30 hp.
3	3	Azorius AEthermage	Maelstrom Archangel11	Summon a DL III Human Wizard, it can refresh some of your spell/psi progressions.
3	3	Chromatic Armor	Maelstrom Archangel11	Choose a school, sphere, or psionic frequency. Target is immune to that for 1t.
3	3	Daring Leap	Maelstrom Archangel11	One creature flies and gets +10 TH/dmg/AC/saves this segment.
3	3	Demand (Supply/Demand)	Maelstrom Archangel11	Wishoid for a SL 2 Psi11U/W spell
3	3	Guiding Spirit	Maelstrom Archangel11	Summon a DL III Angel, it flies, and makes your Summon Psi11U/W powers cost only ½M each.
3	3	Hanna, Ship's Navigator	Maelstrom Archangel11	Summon a DL III Human Artificer, he can rebuild dispelled effects or magic items.
3	3	Leering Gargoyle	Maelstrom Archangel11	Summon a DL III Gargoyle, it flies, and it can become very tough (+20 rhp) but then cannot physically attack.
3	3	Minister of Impediments	Maelstrom Archangel11	Summon a DL III Human Advisor, he can lockdown one enemy's actions (Bosses and the like get a Will save).
3	3	Opaline Sliver	Maelstrom Archangel11	Summon a DL III Sliver, if this Sliver dies due to enemy combat, you get one SL=2 spell added to your progression for 1t.
3	3	Phantog	Maelstrom Archangel11	Summon a DL III Atog, it dispels spell/psi effects, you can spend spell slots to increase its DL.
3	3	Plumes of Peace	Maelstrom Archangel11	Target creature is Slowed (Reflex save) and prevent his next P action (Will save)
3	3	Reparations	Maelstrom Archangel11	Whenever an enemy targets you, gain 2 SL's back in Psi11U/W progression.
3	3	Riptide Crab	Maelstrom Archangel11	Summon a DL III Crab, when he dies, you get ½M you can use before the end of the round.
3	3	Samite Archer	Maelstrom Archangel11	Summon a DL III Human Cleric Archer, he cures 30 hp to one target and causes 30 hp to another target per action.
3	3	Silver Drake	Maelstrom Archangel11	When casting, sacrifice a summon: Summon a DL IV Drake, it flies.
3	3	Sky Spirit	Maelstrom Archangel11	Summon a DL III Spirit, it flies.
3	3	Spectral Shield	Maelstrom Archangel11	Target gets a 20 hp Armor spell (stacks with other Armor spells), and he can't be targetted.
3	3	Tempest Drake	Maelstrom Archangel11	Summon a DL III Drake, he flies and can Interpose to protect someone from being attacked.
3	3	Adaptation	Maelstrom Archangel11	NaNR +CL*10%; Immune to Hostile Environment; Need not breathe
3	3	Ancestral Mask	Maelstrom Archangel11	Target gets +LVL/+LVL TH/dmg for each other of same race in room
3	3	Force of Nature II	Maelstrom Archangel11	Summon a Wood Elemental: AC 40, hp 80, #Att 2/1, TH +30, dmg 30
3	3	Gaea's Skyfolk	Maelstrom Archangel11	Winged flight CL^2"
3	3	Nature's Chosen	Maelstrom Archangel11	+1S action
3	3	Tranquility	Maelstrom Archangel11	Dispel all effects on one target (use the 50% +/- 5% per CL difference rules)
3	3	Stone Rain	Maelstrom Archangel11	Deal CL Hull dmg to one inanimate object (no save)
3	3	Fervor	Maelstrom Archangel11	You and your summons are not summoning sick.
3	3	Reverse Damage	Maelstrom Archangel11	1bM: One effect that's damaging you heals you for that amount instead.
4	3	AEther Flash	Maelstrom Archangel11	Whenever a creature appears in room, takes 20 AEther dmg (x1 Special)
4	3	Giant Fan	Maelstrom Archangel11	1V: Move an effect from one person to another (aER to resist)
4	3	Icy Manipulator	Maelstrom Archangel11	1S: Target loses his next action.
4	3	Jester's Cap	Maelstrom Archangel11	Target forgets how to cast 3 spells or effects by name
4	3	Summon Myr 4	Maelstrom Archangel11	Summon a DL=4 Myr
4	3	Coastal Piracy	Maelstrom Archangel11	Whenever you kill a creature, restore 1 SL in memorization
4	3	Control Magic	Maelstrom Archangel11	Charm Monster (Will save)
4	3	Counterspell	Maelstrom Archangel11	1bM or 1 OppM: Counter target magical/psionic effect.
4	3	AEthermage's Touch	Maelstrom Archangel11	Get a temporary extra Summon slot this segment, summon a DL=1d4 creature, it disappears at end of segment.
4	3	Ayeshia Tanaka	Maelstrom Archangel11	Summon a DL IV Human Artificer, it can group monsters together, and counter magic item abilities.
4	3	Azorius Ploy	Maelstrom Archangel11	One creature deals no damage on his next P action; and one creature has all melee damage prevented to him for 1s.
4	3	Cloud Cover	Maelstrom Archangel11	Whenever someone dispels one of your spell/psi effects, you can recast that effect for ½M within the next round.
4	3	Glaciers	Maelstrom Archangel11	x1 Special on room: Wacky balls cure instead of damage people. Spend a SL=2 spell slot each round to upkeep this.
4	3	Grand Arbiter Augustin IV	Maelstrom Archangel11	Summon a DL IV Human Advisor, he spell robes for you one Psi11U/W power for -1 SL, he also casts Psi11U/W powers.
4	3	Harbor Guardian	Maelstrom Archangel11	Summon a DL IV Gargoyle, he has near-infinite reach upwards.
4	3	Hazerider Drake	Maelstrom Archangel11	Summon a DL IV Drake, it is immune to area effect damaging spells/psi.
4	3	Kangee, Aerie Keeper	Maelstrom Archangel11	Summon a DL IV Bird Soldier, he flies, and makes your other Bird summons +3 DL's higher.
4	3	Meddling Kids	Maelstrom Archangel11	Summon a DL IV Human Child, he Banhammers one spell or psi effect of SL 4-5 (not lower) in the room [x1 Special]
4	3	Reviving Vapors	Maelstrom Archangel11	Up to 3 targets are cured (1d10+CL)*10 hp
4	3	Sawtooth Loon	Maelstrom Archangel11	When summoning, sacrifice a summon: Summon a DL V Bird, he isn't sick and can cast Psi11U/W powers.
4	3	Stand // Deliver	Maelstrom Archangel11	Unsummon a summon or dispel one effect, and cure one target 80 hp.
4	3	Trial (Trial/Error)	Maelstrom Archangel11	Unsummon all creatures in a group, at least one of your summons must be in that group.
4	3	Vanish into Memory	Maelstrom Archangel11	Unsummon a creature. You gain 2*N-R SL's in your Psi11U/W progression, where N is its DL and R is its remaining rhp's.
4	3	Aluren	Maelstrom Archangel11	You may cast SL 0-3 Conjuraton/Summoning spells as a 0 action.
4	3	Earth Storm	Maelstrom Archangel11	Deal CLd12 Eldritch Earth dmg 40' radius (no save)
4	3	Gaea's Balance	Maelstrom Archangel11	You may transfer SLs & PSPs between your magic & psi pools; use [Q11] type conversion
4	3	Gaea's Blessing	Maelstrom Archangel11	Reconstruct up to three effects which were dispelled/twisted within the last turn
4	3	Gaea's Touch	Maelstrom Archangel11	+1QM only for Pixie Queen spells
4	3	Harmony of Nature	Maelstrom Archangel11	0, 1/s, one of your summoned critters loses & can't use 1P this segment: You gain +1QP
4	3	Living Lands	Maelstrom Archangel11	Summon CL Treefolk (DL=2), together they occupy 1 summon slot.

4	3	Nature's Blessing	Maelstrom Archangel11	+CL distributed among AC/saves/TH/dmg as you like
4	3	Orcish Oriflame	Maelstrom Archangel11	All your subordinates get +1 offensive DL.
4	3	Breeding Pit	Maelstrom Archangel11	Once per round, get a DL I Thrull as a summon (limit=LVL)
4	3	Congregate	Maelstrom Archangel11	Target gains 10*N hp, where N is the number of people in the party+summons
4	3	Fork	Maelstrom Archangel11	1bM or 1 OppM: Copy target magical/psionic effect.
4	3	Lich	Maelstrom Archangel11	Cast a 1st level Lich spell. You go to 0 max and current hp for 1 turn.
4	3	Resurrection	Maelstrom Archangel11	Resurrect someone who's been killed within the past CL s.
5	3	Angelic Chorus	Maelstrom Archangel11	Whenever you summon a creature, cure it's hp on yourself
5	3	Al-Abara's Carpet	Maelstrom Archangel11	Immune to attackers unless they are flying
5	3	Coat of Arms	Maelstrom Archangel11	Your summons get +N AC/saves/rhp/TH/dmg for each other summon of same race
5	3	Mirari	Maelstrom Archangel11	1bM, lose a SL=5 spell in memorization: Fork
5	3	Summon Myr 5	Maelstrom Archangel11	Summon a DL=5 Myr
5	3	Extinction	Maelstrom Archangel11	Slay all creatures of one race in a group (PPD save)
5	3	Deflection	Maelstrom Archangel11	1bM or 1 OppM: Redirect target magical/psionic effect to another target.
5	3	Evacuation	Maelstrom Archangel11	A group of summons is unsummoned
5	3	Armored Guardian	Maelstrom Archangel11	Summon a DL V Cat Warrior, it can make people untargetable, and prevent damage.
5	3	Hunding Gjornersen	Maelstrom Archangel11	Summon a DL V Human Warrior, he is good at attacking single groups with lots of monsters in it.
5	3	Isperia the Inscrutable	Maelstrom Archangel11	Summon a DL V Sphinx, it flies and it gives you an extra summon slot for itself (max=1 of these at a time).
5	3	Ordered Migration	Maelstrom Archangel11	Summon CL/6 DL I Birds
5	3	Palliation Accord	Maelstrom Archangel11	Whenever one of your summons physically attacks, you are cured N hp, where N is their DL.
5	3	Sky Hussar	Maelstrom Archangel11	Summon a DL V Human Knight, he hastes you and all your summons by +1S action.
5	3	Swift Silence	Maelstrom Archangel11	The entire "stack" of spells is countered. You get +1sM action (Slow Mental, you can use it on segment 10)
5	3	Teferi's Moat	Maelstrom Archangel11	Specify a summon type. Creature of that type can't attack you unless they fly. You can't fly while running this.
5	3	Tobias Andrion	Maelstrom Archangel11	Summon a DL V Human, he beats things.
5	3	Windreaver	Maelstrom Archangel11	Summon a DL V Elemental, it flies, can interpose, if it doesn't attack it gets +10 rhp, and it can blink.
5	3	Brute	Maelstrom Archangel11	For the next turn, you get: -1M, +1P, -CL Int, +CL Str, -CL saves, +CL dmg; can't drop this
5	3	Call of the Wild	Maelstrom Archangel11	Summon any real-world animal (your choice), you get CL/DL of them (round up)
5	3	Force of Nature III	Maelstrom Archangel11	Summon a Root Elemental: AC 60, hp 180, #Att 3/1, TH +50, dmg 50
5	3	Gaea's Embrace	Maelstrom Archangel11	Target gains +3 AC/saves/TH/dmg and Troll-like regen CL hp/r
5	3	Life Essence	Maelstrom Archangel11	If target has less than CL*CL current hp, it is cured so it has CL*CL hp
5	3	Doubling Season	Maelstrom Archangel11	Whenever you summon a creature, you get 2 instead (+1 slot too)
5	3	Fissure	Maelstrom Archangel11	Slay target creature (RSW save), or Earthquake the floor
6	3	Beacon of Immortality	Maelstrom Archangel11	Double current hp (like a Tenser's, but a different source)
6	3	Brass Gnat 6-1	Maelstrom Archangel11	1M or 1T: Lower the CL on all effects by 2 in 30' radius (no save, can use ER). Picking this more than once increases the reduction by 2.
6	3	Brass Gnat 6-2	Maelstrom Archangel11	+(LVL+1)/2 T actions per round, only for technological effects (including Brass Gnat spells). This cannot be picked more than once, but different SL versions of this same effect exist, which can be picked (once each).
6	3	Brass Gnat 6-3	Maelstrom Archangel11	Anti-x0/x1 Shell, SL 0-1: Immune to and cannot use 0th-1st SL x0-x1 effects.
6	3	Brass Gnat 6-4	Maelstrom Archangel11	Effects Resistance (ER) = CL*10%. Picking this a second time gives you aER.
6	3	Brass Gnat 6-5	Maelstrom Archangel11	Every other "Going Down a Hole" offense you do not actually go down the Hole. This cannot be picked more than once. (If you somehow get this effect twice, you immediately do down the Deeper Hole.)
6	3	Brass Gnat 6-6	Maelstrom Archangel11	1N, 1/t: Immune to Twilight or draining the MF/PF/TF. Picking this more than once lets you use this an additional time per turn.
6	3	Brass Gnat 6-7	Maelstrom Archangel11	1M or 1T: Duplicate a Psi8 major or Psi16 minor ability. (This is resisted using TechR, not PsiR). Picking this twice lets you duplicate Psi16 majors.
6	3	Brass Gnat 6-8	Maelstrom Archangel11	1bM or 1bT: Counter a x0 or x1 effect. This cannot be picked more than once.
6	3	Brass Gnat 6-9	Maelstrom Archangel11	1bM or 1bT: Counter a counterspell. Picking this a second time gives you "2bM or 2bT: Insist an effect.". This cannot be picked more than twice.
6	3	Brass Gnat 6-10	Maelstrom Archangel11	You shift TechR by CL*5%, not (CL-12)*5%. Your SL=3 Brass Gnat spells do not give TechR at all (but iTechR can be used at half percentage). This cannot be picked more than once.
6	3	Joven's Tools	Maelstrom Archangel11	1M: Target creature ignores all defenses with one attack
6	3	Mindslaver	Maelstrom Archangel11	1M, 1/reset: Domination for 1 segment (no save, TechR to resist)
6	3	Mirror Universe	Maelstrom Archangel11	1M, 1/reset: Switch current hp with target (no save, TechR to resist)
6	3	Mind's Desire	Maelstrom Archangel11	You can cast 1d6 spells of SL=1d6 next segment as 1M
6	3	Quash	Maelstrom Archangel11	1bM or 1 OppM: Counter target magical/psionic effect. That person cannot use that effect for the rest of the day.
6	3	Dovescape	Maelstrom Archangel11	x1 Special on room: Everyone has +1 summon slot for Birds; All spells and psi are countered, get N DL I Bird summons instead, where N=SL.
6	3	Kasimir the Lone Wolf	Maelstrom Archangel11	Summon a DL VI Human Warrior, he beats things down.
6	3	Rasputin Dreamweaver	Maelstrom Archangel11	Summon a DL VI Human Wizard, he can restore up to 6 SL's of your Psi11U/W progression, he also casts Psi11U/W powers.
6	3	Desert Twister	Maelstrom Archangel11	Destroy something (PP save, like a Disintegrate spell)
6	3	Gaea's Herald	Maelstrom Archangel11	When your summoned creatures go below -10 hp, they don't disappear (you can cure)
6	3	Nature's Cloak	Maelstrom Archangel11	+CL*10 Rogue points; Any Level=CL/2 (or less) Rogue pick
6	3	Dark Offering	Maelstrom Archangel11	Slay a creature (PPD save), you gain it's hp to current hp
6	3	Dragon Roost	Maelstrom Archangel11	Once per round, get a DL V Dragon as a summon (limit=LVL/3)
6	3	Gravity Sphere	Maelstrom Archangel11	No one can fly or levitate in the area (x1 Special) (fliers in room take falling dmg when cast)
7	3	Blatant Thievery	Maelstrom Archangel11	Pick Pockets LVL*10% on each target in a group
7	3	Summon Myr 7	Maelstrom Archangel11	Summon a DL=7 Myr
7	3	Gosta Dirk	Maelstrom Archangel11	Summon a DL VII Human Warrior, he is not sick, and can Part/Lower Water.
7	3	Iridescent Angel	Maelstrom Archangel11	Summon a DL VII Angel, it is immune to magic, psi, innates, and radiation.
7	3	Ith, High Arcanist	Maelstrom Archangel11	Summon a DL VII Human Wizard, he can save/rescue a creature from being in a nasty group of monsters.
7	3	Jedit Ojanen	Maelstrom Archangel11	Summon a DL VII Cat Warrior, he really beats things down.
7	3	Force of Nature IV	Maelstrom Archangel11	Summon a Thicket Elemental: AC 80, hp 320, #Att 4/1, TH +70, dmg 70
7	3	Nature's Wrath	Maelstrom Archangel11	Turn all undead/outer-planar creatures within 80' (no turn roll, instead make Will saves)

7	3	One with Nature	Maelstrom Archangel11	For every 10 points of damage you deal in unarmed combat, add 1 SL to your memorization
7	3	Seeds of Life	Maelstrom Archangel11	1 sq. mile area is restored, CL trees grow instantly, removes Defiled status
7	3	Flame Wave	Maelstrom Archangel11	CL/3 groups each take 40 eldritch fire dmg (no save)
7	3	Legacy Weapon	Maelstrom Archangel11	1M: *Destroy* (or Capital S Slay) an item, effect, or creature (TechR to resist)
7	3	Look at Me, I'm the DCI	Maelstrom Archangel11	An effect is banned from the room (x1 Special)
7	3	Tooth and Nail	Maelstrom Archangel11	Summon DL VII, can pick type, or can pick creature within type
8	3	Beacon of Tomorrows	Maelstrom Archangel11	You get an extra segment this round (segment 11 at end)
8	3	Biorhythm	Maelstrom Archangel11	Each person in a group's current hp = (Number of summons)*10
8	3	Decree of Pain	Maelstrom Archangel11	Slay all creatures in two groups (PPD save) or one group (no save)
8	3	Aladdin's Ring	Maelstrom Archangel11	1M: 40 damage to one target (no resistance)
8	3	Force of Nature V	Maelstrom Archangel11	Summon a Fungus Elemental: AC 100, hp 500, #Att 5/1, TH +90, dmg 90
8	3	Gaea's Avenger	Maelstrom Archangel11	Immune to x5 and lower artifact effects that you (or your party) do not control
8	3	Dual Nature	Maelstrom Archangel11	Whenever you summon or create creatures, you get twice as many of them
8	3	Insurrection	Maelstrom Archangel11	Charm a group (Will save, ignores immunity to Charm effects)
8	3	Reverse the Sands	Maelstrom Archangel11	Switch current hp totals with someone (no save)
9	3	Blessed Wind	Maelstrom Archangel11	Target's current hp becomes 200.
9	3	Brass Gnat 9-1	Maelstrom Archangel11	1M or 1T: 100 dmg 15' radius (UltraBlack damage, centered on you, hole in the middle, no save), followed by a Put Out of Misery. Taking this power more than once increases the damage by 100 each time, (or) you can use a pick to have the effect followed by Really Put Out of Misery (and again for Beast of Xvim).
9	3	Brass Gnat 9-2	Maelstrom Archangel11	1M, 1/t: Do the T-Bear "Randomly pull an item from 20th century Earth" effect. Each time you use this power, previously pulled items disappear. Picking this more than once lets you do it an extra time per turn (and lets you have an additional item kept at the same time).
9	3	Brass Gnat 9-3	Maelstrom Archangel11	Immune to NPC status. 1M or 1T: Dust of Disappearance or Dust of Appearance.
9	3	Brass Gnat 9-4	Maelstrom Archangel11	1Z, eat a Larva, TechL 18+ item you control, or a DL 9+ item you control: Reset.
9	3	Brass Gnat 9-5	Maelstrom Archangel11	When you take this power, pick Radiation, Magic, Psi, or Innate. 1bM or 1bT: Capital O Object an effect of the type chosen. Picking this more than once gives you another pick.
9	3	Brass Gnat 9-6	Maelstrom Archangel11	You may convert 2T -> 1QT as much as you like. Picking this more than once lets you convert to quicker types (second pick: 2QT -> 1QQT; third pick: 2QQT -> 1QQQT; etc.).
9	3	Brass Gnat 9-7	Maelstrom Archangel11	1M or 1T: Duplicate a Psi8 grand or Psi16 major ability. (This is resisted using TechR, not PsiR). Picking this twice lets you duplicate Psi16 grands.
9	3	Darksteel Forge	Maelstrom Archangel11	Your items are indestructible.
9	3	Child of Gaea	Maelstrom Archangel11	Target becomes Int=3, Wis=3, Chr=3, CL=0 (no save) for CL days
9	3	Everhome	Maelstrom Archangel11	Your home plane is every plane; when this effect ends, your home plane = current plane
9	3	Force of Nature VI	Maelstrom Archangel11	Summon a Thorn Elemental: AC 120, hp 720, #Att 6/1, TH +110, dmg 110
9	3	Gaea's Liege	Maelstrom Archangel11	Your max hp is CL^3 (and/or) Your TH bonus is +CL^2 (no other adj. can be added)
1	3	Realmwright	Mister Whiskers	Realmwright (SL=1): Summon a DL I Vedalken Wizard with "As this is summoned, name a room type. Rooms you inhabit are of that type in addition to their other types".
2	3	Cyclonic Rift	Mister Whiskers	Cyclonic Rift (SL=2): Dispel target spell/psi/inate enemy effect. This may be memorized as a SL=7. If it is, replace all instances of "target" with "each".
3	3	Vorel of the Hull Clade	Mister Whiskers	Vorel of the Hull Clade (SL=3): Summon a Unique DL III Human Merfolk with "1M: For each buff effect on target creature/item/room, add a copy of that effect that stacks".
4	3	Unexpected Results	Mister Whiskers	Unexpected Results (SL=4): Cast a spell at random that you know of SL=LVL/2 or less. This spell slot then becomes rememorized.
5	3	Search the City	Mister Whiskers	Search the City (SL=5): Roll 5 spells you know at random and note them. The next time you cast one of those spells, cross it off and it becomes rememorized. When the note is empty, expend this spell and get +1 segment that round.
6	3	Progenitor Mimic	Mister Whiskers	Progenitor Mimic (SL=6): Copy a creature and it has "On your turn, summon another copy of this creature without this ability". You may have CL copies this way in a slot.
7	3	Diluvian Primordial	Mister Whiskers	Diluvian Primordial (SL=7): Summon a flying DL VII with "When summoned, for each opponent that cast a spell this turn, you may cast a copy of it".
8	3	Skarrg Goliath	Mister Whiskers	Skarrg Goliath (SL=8): Summon a DL VIII Beast with overhit. You may choose to sacrifice this spell slot instead to give a creature +90 Th/dmg this segment.
9	3	Clone Legion	Mister Whiskers	Clone Legion (SL=9): Summon a copy of each creature in target group.
10	3	Primal Surge	Mister Whiskers	Primal Surge (SL=10): Cast a spell at random that you know. If it summons a creature/creates an item/generates a special, repeat this process.
11	3	Worldspine Wurm	Mister Whiskers	Worldspine Wurm (SL=11): Summon a DL XI Wurm with "When this is slain, Summon 3 DL V's and rememorize this spell".
12	3	Enter the Infinite	Mister Whiskers	Enter the Infinite (SL=12): Reset one of your progressions minus one spell. You have no max number of maintains until your next turn.
17	5	Black Honden	Myojin / Legendary Spirit	Target will have his next CCL effects Countered (no save)
17	5	Blue Honden	Myojin / Legendary Spirit	Cast 16 SL's of Priest spells simultaneously
17	5	Cleansing Fire	Myojin / Legendary Spirit	Slay CCL groups of targets (no save)
17	5	Green Honden	Myojin / Legendary Spirit	For 1 turn, each segment, copy one of your summons (it's in the same summon slot as the original)
17	5	Infinite Rage	Myojin / Legendary Spirit	Earthquake CCL groups, each group takes CCL^2 Bdmg (Boxes of dmg, each "Box" is 100 dmg)
17	5	Life's Web	Myojin / Legendary Spirit	Summon CCL*7 DL=7+CCL/7 monsters (you can comprehend them if over DL X)
17	5	Night's Reach	Myojin / Legendary Spirit	Natural Set CCL targets (no save)
17	5	Red Honden	Myojin / Legendary Spirit	Spend an unspend GGL pick: Pixelate one target (no save)
17	5	Seeing Winds	Myojin / Legendary Spirit	Capital F Fix and Natural Reset one target
17	5	White Honden	Myojin / Legendary Spirit	Cureall and remove CCL [C] section effects on up to CCL targets
18	5	Eternal Dominion	Myojin / Legendary Spirit	For 1 round, each segment, Fork an effect as a 0 action.
18	5	Endless Swarm	Myojin / Legendary Spirit	For 1 round, each segment, double the number of your summons (they're in the same summon slot as the original)
18	5	Enduring Ideal	Myojin / Legendary Spirit	For 1 round, each segment, cast a SL 0-16 Priest spell as a 0 action.
18	5	Neverending Torment	Myojin / Legendary Spirit	For 1 round, each segment, Banhammer an effect as a 0 action.
18	5	Undying Flames	Myojin / Legendary Spirit	For 1 round, each segment, Capital S Slay one target (no resistance)

19	5	Charge Across the Araba	Myojin / Legendary Spirit	You and your allies get ++CCL TH and ++CCL saves
19	5	Choice of Damnations	Myojin / Legendary Spirit	X+Y+Z=CCL: Reverse Continuous X effects, Unsummon Y groups of summons, and Lower Multiplier (by 1) Z times
19	5	Ribbons of the Reikai	Myojin / Legendary Spirit	Sacrifice N summons: Cast a total of N SL's of Priest spells right now.
19	5	Through the Breach	Myojin / Legendary Spirit	Summon a DL=CCL monster (that you can comprehend), it disappears at end of segment.
1	2	Gift of Tusks	Tiny Leader of the Coast	One target loses all abilities and becomes a DLIII green elephant for 1 segment.
1	2	Stubborn Denial	Tiny Leader of the Coast	Counter a non-summon spell unless caster pays +1SL. If you control a DLIV, counter it instead.
1	2	Cryptbreaker	Tiny Leader of the Coast	Summon a DLI Zombie with "1S, spend 2SL's: Create a DLII zombie." and "3 zombies who haven't acted this segment are Spent: +1SL and lose 10hp".
1	2	Sinister Concoction	Tiny Leader of the Coast	Pay 1SL, lose 10hp, burn out a spell slot, un-memorize a spell: slay a creature.
1	2	Permeating Mass	Tiny Leader of the Coast	Summon a DLI ooze with "Clone other" branded natural attacks.
1	2	S.N.O.T.	Tiny Leader of the Coast	Spend N SL's: Summon a DL I Ooze with rhp's = 2^N.
1	2	Ground Rift	Tiny Leader of the Coast	1bM: Target can't interpose (reflex save). Storm (When you cast this spell, fork it for each spell cast before it this segment. You may choose new targets for the copies).
1	2	Firestorm	Tiny Leader of the Coast	Spend N spells: N targets take N fire damage. May use 1bM to cast.
1	2	Authority of the Consuls	Tiny Leader of the Coast	While this is running, creatures summoned enter Spent for 1s and whenever a creature is summoned, cure 10hp.
2	2	Thing in the Ice	Tiny Leader of the Coast	Summon a DLII horror with defender. After 4 spells, it becomes DLIV Kraken Horror without defender and banish a group.
2	2	Cyclonic Rift	Tiny Leader of the Coast	Banish a creature, item or effect that isn't yours. If memorized at SL= 7, Banish all in one group that are not yours.
2	2	Murderous Compulsion	Tiny Leader of the Coast	1bM: Slay a creature that acted this round. If you would lose this spell from memorization, you may cast it once as a 0 action.
2	2	Brain Freeze	Tiny Leader of the Coast	1bM: Target loses 3SL's. Storm (When you cast this spell, fork it for each spell cast before it this segment. You may choose new targets for the copies).
2	2	Channel	Tiny Leader of the Coast	This spell can only be cast 1/turn. 1bM, spend 10*N hp: +N SL's.
2	2	Cryptolith Rite	Tiny Leader of the Coast	Subordinates you control have 1M, 1/r: Lend you +1SL even if they do not cast spells.
2	2	Living Wish	Tiny Leader of the Coast	Convert a creature spell not on the list from MTG to D&D.
2	2	Burning Wish	Tiny Leader of the Coast	Convert a sorcery spell not on the list from MTG to D&D.
2	2	Grapeshot	Tiny Leader of the Coast	Target takes 10 fire damage. (save for ½) Storm (When you cast this spell, fork it for each spell cast before it this segment. You may choose new targets for the copies).
2	2	Haze of Rage	Tiny Leader of the Coast	Summons your control get +1TH, +1dmg this segment. Buyback 2 (You may spend 2SL's as you cast this spell. If you do, you don't lose it from memorization after its cast.) Storm (When you cast this spell, fork it for each spell cast before it this segment).
2	2	Balance	Tiny Leader of the Coast	This spell can only be cast 1/turn. Your group sacrifices subordinates, items, and effects equal to the amount controlled by the least respectively.
2	2	Shahrazad	Tiny Leader of the Coast	You and one target duel in a pocket plane for 1rd using initiative. Loser halves their hp total.
3	2	Essence Extraction	Tiny Leader of the Coast	1bM: Deal 30 to a target. Cure 30 hp.
3	2	Death Wish	Tiny Leader of the Coast	Convert a spell not on the list from MTG to D&D and lose half your hp.
3	2	Bitter Ordeal	Tiny Leader of the Coast	Extract a memory, spell, or psionic power from target. Gravestorm (When you cast this spell, fork it for each creature that died this segment. You may choose new targets for the copies).
3	2	Cunning Wish	Tiny Leader of the Coast	Convert an instant spell not on the list from MTG to D&D.
3	2	Rhystic Study	Tiny Leader of the Coast	Whenever a spell is cast, and you didn't cast it, unless 1 extra SL is spent, regain 1 SL.
3	2	Timetwister	Tiny Leader of the Coast	This spell can only be cast 1/turn. Your group resets its memorization to a max of 7 SL's worth.
3	2	Rupture	Tiny Leader of the Coast	Sacrifice a summon: Deal its rhp's in dmg to a group of enemies.
3	2	Mirror Entity	Tiny Leader of the Coast	Summon a DL3 Shapeshifter with "Spend N SL's: Summons you control are considered DL N/2 until end of segment".
3	2	Astral Steel	Tiny Leader of the Coast	1bM: Target creature gets +1TH, +2 dmg this round. Storm (When you cast this spell, fork it for each spell cast before it this segment. You may choose new targets for the copies).
3	2	Wing Shards	Tiny Leader of the Coast	Slay a creature attacking you. Doesn't have to target. May use 1bM to cast. Storm (When you cast this spell, fork it for each spell cast before it this segment).
N+1	2	Disintegrate	Tiny Leader of the Coast	Deals 10*N fire dmg to target. If target drops, Slain+no remains.