School/Sphere	ет	Common	Small	Effect
-	SL	Source Plack Pogue	Spell	
Black, Rogue Black, Rogue	1	Black Rogue Black Rogue	Paralyze Unholy Strength	Target is paralyzed (PP save)  Get +2 TH and dmg (considered magical plusses), and +1 AC and saves.
Black, Rogue	1	Black Rogue	Darkness	1bM: Immune to a P attack from someone
Blue, Wizard	1	Blue Psionicist	Ancestral Recall	This spell can be cast only once per turn. Target regains 3 SL's in memorization.
Blue, Wizard	1	Blue Psionicist	Flight	Target flies at 12" (C).
Blue, Wizard	1	Blue Psionicist	Mind Games	Target loses his next action (Spell save)
Green, Warrior	1	Green Warrior	Giant Growth	Target gets +3 TH, dmg, AC, and saves this round.
Green, Warrior	1	Green Warrior	Instill Energy	You get +1S action per round for CL r (counts as your haste).
Green, Warrior	1	Green Warrior	Berserk	Attacking creature does x2 dmg and is slain this segment (not 1bM)
Artifact	1	Maelstrom Archangel11	AEther Vial	0, 1/r: Cast a Conjuration/Summoning spell.
Artifact	1	Maelstrom Archangell 1	Ivory Tower	Regenerate 3 hp/s.
Artifact	1	Maelstrom Archangel11	Skullclamp	Your summons get +CL TH/dmg, -CL AC/saves/rhp
Artifact	1	Maelstrom Archangel11	Sol Ring	+2 SL in progression.
Artifact	1	Maelstrom Archangell 1	Soul Net	Whenever you kill someone with a spell, cure 1 hp.
Artifact	1	Maelstrom Archangel11	Summon Myr 1	Summon a DL=1 Myr
Artifact	1	Maelstrom Archangell 1	Voltaic Key	1V: An item gets 1E action this segment.
Black	1	Maelstrom Archangel11	Darkness	1bM: Immune to a P attack from someone
Black	1	Maelstrom Archangel11	Paralyze	Target is paralyzed (PP save)
Black	1	Maelstrom Archangel11	Unholy Strength	Get +2 TH and dmg (considered magical plusses), and +1 AC and saves.
Blue	1	Maelstrom Archangell 1	Ancestral Recall	This spell can be cast only once per turn. Target regains 3 SL's in memorization.  Target flies at 12" (C).
Blue	1	Maelstrom Archangel11 Maelstrom Archangel11	Flight Mind Games	Target loses his next action (Spell save)
Green	1	Maelstrom Archangell 1	Awaken	Removes sleep/fatigue effect on up to CL targets
Green	1	Maelstrom Archangell 1	Berserk	Attacking creature does x2 dmg and is slain this segment (not 1bM)
Green	1	Maelstrom Archangel11	Force of Nature I	Summon a Plant Elemental: AC 20, hp 20, #Att 1/1, TH +10, dmg 10
Green	1	Maelstrom Archangell 1	Giant Growth	Target gets +3 TH, dmg, AC, and saves this round.
Green	1	Maelstrom Archangel11	Instill Energy	You get +1S action per round for CL r (counts as your haste).
Green	1	Maelstrom Archangel11	Natural Healing	Target is cured equal to his Con score in hp
Green	1	Maelstrom Archangel11	Nature's Lore	Know direction & distance to an object or person (if they are touching the ground)
Red	1	Maelstrom Archangel11	Earthbind	Target loses flying and takes double normal falling damage (no save).
Red	1	Maelstrom Archangell 1	False Orders	(1bM to cast) Force a monster to attack someone else (he will only attack his enemies)
Red	1	Maelstrom Archangell1	Lightning Bolt	Target takes 30 lightning dmg (Spell save for 0)
White	1	Maelstrom Archangel11	Angel's Grace	1bM: Damage that would put you below 1 hp this segment puts you at 1 hp
White	1	Maelstrom Archangell 1	Death Ward	1bM, cannot act next segment: Avoid a slay effect on someone.
White	1	Maelstrom Archangel11	Healing Salve	One target is cured 30 hp, or (1bM action) prevent the next 30 dmg to a target.
Artifact	1	Plator	AEther Vial	0, 1/r: Cast a Conjuration/Summoning spell.
Artifact	1	Plator	Ivory Tower	Regenerate 3 hp/s.
Artifact	1	Plator	Skullclamp	Your summons get +CL TH/dmg, -CL AC/saves/rhp
Artifact	1	Plator	Sol Ring	+2 SL in progression.
Artifact	1	Plator	Soul Net	Whenever you kill someone with a spell, cure 1 hp.
Artifact Artifact	1	Plator Plator	Summon Myr 1	Summon a DL=1 Myr
Black	1	Plator	Voltaic Key Darkness	IV: An item gets IE action this segment.  IbM: Immune to a P attack from someone
Black	1	Plator	Paralyze	Target is paralyzed (PP save)
Black	1	Plator	Unholy Strength	Get +2 TH and dmg (considered magical plusses), and +1 AC and saves.
Blue	1	Plator	Ancestral Recall	This spell can be cast only once per turn. Target regains 3 SL's in memorization.
Blue	1	Plator	Flight	Target flies at 12" (C).
Blue	1	Plator	Mind Games	Target loses his next action (Spell save)
Green	1	Plator	Awaken	Removes sleep/fatigue effect on up to CL targets
Green	1	Plator	Berserk	Attacking creature does x2 dmg and is slain this segment (not 1bM)
Green	1	Plator	Force of Nature I	Summon a Plant Elemental: AC 20, hp 20, #Att 1/1, TH +10, dmg 10
Green	1	Plator	Giant Growth	Target gets +3 TH, dmg, AC, and saves this round.
Green	1	Plator	Instill Energy	You get +1S action per round for CL r (counts as your haste).
Green	1	Plator	Natural Healing	Target is cured equal to his Con score in hp
Green	1	Plator	Nature's Lore	Know direction & distance to an object or person (if they are touching the ground)
Red	1	Plator	Earthbind	Target loses flying and takes double normal falling damage (no save).
Red	1	Plator	False Orders	(1bM to cast) Force a monster to attack someone else (he will only attack his enemies)
Red	1	Plator	Lightning Bolt	Target takes 30 lightning dmg (Spell save for 0)
White	1	Plator	Angel's Grace	1bM: Damage that would put you below 1 hp this segment puts you at 1 hp
White	1	Plator	Death Ward	IbM, cannot act next segment: Avoid a slay effect on someone.
White Pad Wizard	1	Plator Pod Wizord	Healing Salve	One target is cured 30 hp, or (1bM action) prevent the next 30 dmg to a target.  Togget loses thing and takes double normal falling demans (no cave)
Red, Wizard Red, Wizard	1	Red Wizard Red Wizard	Earthbind False Orders	Target loses flying and takes double normal falling damage (no save).  (IbM to cast) Force a monster to attack someone else (he will only attack his enemies)
Red, Wizard	1	Red Wizard	Lightning Bolt	(1bM to cast) Force a monster to attack someone else (he will only attack his enemies)  Target takes 30 lightning dmg (Spell save for 0)
White, Priest	1	White Priest	Death Ward	lbM, cannot act next segment: Avoid a slay effect on someone.
White, Priest	1	White Priest	Healing Salve	One target is cured 30 hp, or (1bM action) prevent the next 30 dmg to a target.
White, Priest	1	White Priest	Reverse Damage	The target is cured 30 ftp, by (100) action) prevent the next 30 dtng to a target.  The target is cured 30 ftp, by (100) action) prevent the next 30 dtng to a target.
Black, Rogue	2	Black Rogue	Simulacrum	1bM: Redirect any amount of damage from you to one of your subordinates.
Black, Rogue	2	Black Rogue	Terror	Target is slain (PPD save, does not affect Undead or Golems, or things without souls)
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Plank Rigors   Plank Rigors   Annoto Doal				ı	
Hilles, Waterd 2  Sur Processor 1  American Demonstration of the special mark of control of the special mark of the special ma			Black Rogue	Animate Dead	Animates a dead monster as your summon (1 DL lower)
Black Winter    Cheen Worster    Cheen	Blue, Wizard		Blue Psionicist	•	Improved Invisibility.
Geren Warrier Ge	Blue, Wizard	2	Blue Psionicist	Time Walk	This spell can be cast only once per turn. You get an extra segment this round (segment 11 at end).
Gene Number   1   Sear-Waren   Segmentates   New Degree and et al. 1969. It should not depend you have the upst dark Aread a sky of their Number   Search	Blue, Wizard	2	Blue Psionicist	Aura of Dominion	Target can use 2M this segment.
Greek, Westler  2. Vescew Naverse  Mink  M	Green, Warrior	2	Green Warrior	Lifeforce	1bM: Counter a MTG Black, Necromancy/Necromantic, or Psi7 power.
Black Metu 2   Jazzi Evolar (MTG UR)   Nove Spills   Destroyed M or 1 Opphi. Counter target magnifipsione effect unless in suer decotes another pediposion dat Artifact   Modelmen Anchongel 11   Medicine Anchongel 11   Medi	Green, Warrior	2	Green Warrior	Regeneration	You regenerate at CL hp/s. 0, this effect drops and you lose the spell slot: Avoid a slay effect.
Antifact 2 Medietem Archangel 1 Case Ore 1V, Jeroet Destroy a maje hem, effect or contract (centure gets PTO used)  Antifact 3 Medietem Archangel 1 Bellin of Archangel 1 Manuscry Mark  Art gets in the cost on a school-phore soled of 15 Special  Medical 2 Medietem Archangel 1 Bellin of Archangel 1 Manuscry Mark  Art gets in the cost on a school-phore soled of 15 Special  Medical 2 Medietem Archangel 1 Bellin of Archangel 1 Manuscry Mark  Art gets in the Cost of the Cost of the Cost of the Medical Archangel 1 Special 1 Spe	Green, Warrior	2	Green Warrior	Bind	1bM: Counter an item ability.
Author	Blue, Meta	2	Izzet Evoker (MTG U/R)	Force Spike	1 borrowed M or 1 OppM: Counter target magical/psionic effect unless its user devotes another spell/psionic slot to it.
Artifice   2   Medicion Actuage     Deliconory Mulk   Nor aumnous are Date of Desperament   Artifice   2   Medicion Actuage     Spring (from Score)   Sp	Artifact	2	Maelstrom Archangel11	Chaos Orb	1V, 1/reset: Destroy a magic item, effect, or creature (creature gets PPD save)
Author	Artifact	2	Maelstrom Archangel11	Helm of Awakening	All spells in the room are school/sphere robed (x1 Special)
Antherit   2   Mediction Archaegil   1   Surpe of the Wetches   2   Surpe of the Wetches   2   Mediction Archaegil   1   Surpe of the Wetches   1   Surpe of th	Artifact	2	Maelstrom Archangel11	Illusionary Mask	Your summons are Dust of Disappearanced
Ausfürd 2 Meckernen Ackanagell 1 Surveys My 2 Surveys My 2  Meckern Ackanagell 1 Surveys My 2  Meckernen Ackanagell 1 August	Artifact	2	Maelstrom Archangel11	Lightning Greaves	Your summons are not summoning sick
Assistant Park Black 2   Medicinem Archangell 1   Sun Deoplet Black 2   Medicinem Archangell 1   Sun Deoplet Black 2   Medicinem Archangell 1   Sun Deoplet 1   Sun Deoplet 2   Sun Deoplet 2   Medicinem Archangell 1   Sun Deoplet 2   Sun D	Artifact	2	Maelstrom Archangel11	Scythe of the Wretched	+1 summon slot; 1M: Animate Dead a creature you killed (it's your summon, -1 DL)
Blick   2   Muderma Anchangel II	Artifact	2	Maelstrom Archangell 1	Summon Myr 2	Summon a DL=2 Myr
Black   2   Modelston Acchange   11   Terror   Imper sink (PTP) and construction of control of the property	Artifact	2	Maelstrom Archangell 1	Sun Droplet	Regenerate 10 hp/s.
Black   2   Machtom Archangell   Auror O Dominion   Targer is failing (PPO auro, does not after funded or Godens, or rhings subtout south)	Black	2	Maelstrom Archangell 1	Animate Dead	Animates a dead monster as your summon (1 DL lower)
Blue 2 Meditrom Acchangel 1 Fesce Spike 1 Meditrom Acchangel 1 Fesce Spike 2 Meditrom Acchangel 1 Acordos Fire-XWG 2 Meditrom Acchangel 1 Meditrom Acch	Black	2	Maelstrom Archangel11	Simulacrum	1bM: Redirect any amount of damage from you to one of your subordinates.
Discommendation   Dispute   Disput	Black	2	Maelstrom Archangel11	Terror	Target is slain (PPD save, does not affect Undead or Golems, or things without souls)
Blue 2 Mediction Archangel 1 Time Walk Blue 3 Mediction Archangel 1 Time Walk Blue 4 Mediction Archangel 1 Agency State 4 Time Walk Blue 5 Mediction Archangel 1 Agency State 4 Agency State 4 Mediction Archangel 1 Agency State 4 Agency State 4 Mediction Archangel 1 Agency State 4 Agency State 4 Mediction Archangel 1 Agency State 4 Agency State 4 Mediction Archangel 1 Agency State 4 Agency State 4 Mediction Archangel 1 Mediction Archange	Blue	2	Maelstrom Archangel11	Aura of Dominion	Target can use 2M this segment.
Blue   Decided   Nucleitorn Archangel   Time Walk   Angele on be cast only once per turn. You got an extra segment this round (segment 11 are earl)	Blue	2	Maelstrom Archangel11	Force Spike	1bM or 1 OppM: Counter target magical/psionic effect unless its user devotes another spell/psionic slot to it.
Gold   2   Macketon Archangel I   Augeic Said   Augure aummon get + Irph, You get 10 current by, 0. Ascrifect this effect Unsummon for avec)	Blue	2	Maelstrom Archangel11	Invisibility	Improved Invisibility.
Gold  2 Machtom Archangel II  Azorias Ninck Wing  Summon a Di. II Griffin, it files, and can remove had effects on people.  Sommon a Di. II Vedskern Wizord, it can Stop sommon, and can druped Contingency effects.  Sommon a Di. II Vedskern Wizord, it can Stop sommon, and can druped Contingency effects.  Sommon a Di. II Store, it can't be tragetted.  Sommon a Di. II Store, it can't be tragetted.  Sommon a Di. II Store, it can't be tragetted.  Sommon a Di. II Store, it can't be tragetted.  Sommon a Di. II Store, it can't be tragetted.  Sommon a Di. II Store, it can't be tragetted and your next half-segment and your next half-segment.  Sold A Machtom Archangel II  Machtom Machangel II  Prike of the Coude  Sommon a Di. II Human Wizard, he Barbammers one spell or par effect of Si. As in the coon [14 Special]  Sold A Machtom Archangel II  Prike of the Coude  Sommon a Di. II Human Wizard, he Barbammers one spell or par effect of Si. As in the coon [14 Special]  Sold A Machtom Archangel II  Prike of the Coude  Sommon a Di. II Human Wizard, he Barbammers one spell or par effect of Si. As in the coon [14 Special]  Sold A Machtom Archangel II  Wings of Hope  Target gets + I Tilding, +3 AC-barcs, and glung 12° for 11.  Gold A Machtom Archangel II  Wings of Hope  Target gets + I Tilding, +3 AC-barcs, and glung 12° for 12.  Sold Machtom Archangel II  Gold A Machtom Archan	Blue	2	Maelstrom Archangel11	Time Walk	This spell can be cast only once per turn. You get an extra segment this round (segment 11 at end).
Gold 2 Macherom Archangel II Crystalline Sliver Stammon D. II. Wonkine Winard, it on Stopy someone, and can dispel Contingency effects.  Gold 2 Macherom Archangel II Captain Stammon D. II. Sliver, it can't be targeted.  Gold 3 Macherom Archangel II Galiars Knajjek Summon a D. II. Sliver, it can't be targeted.  Gold 3 Macherom Archangel II Galiars Knajjek Summon a D. II. Merfolk Knajjek, it is unsume to are effect damaging geolepont.  Gold 2 Macherom Archangel II Overrule Summon a D. II. Harrish Knajjek, it is unsume to are effect damaging geolepont.  Gold 2 Macherom Archangel II Overrule II. Merfolk Knajjek, it is unsume to are effect damaging geolepont.  Gold 3 Macherom Archangel II Pries of the Clouds Summon a D. II. Harrish Wizerd, be har fire—number gete for St. O-3 in the room [al Special]  Gold 2 Macherom Archangel II Pries of the Clouds Summon a D. II. Harrish Wizerd, be har fire—number gene geolepont grows and the stammon and the stammo	Gold	2	Maelstrom Archangel11	Angelic Shield	All your summons get +1 rhp. You get 10 current hp. 0, sacrifice this effect: Unsummon (no save).
Gold 2 MecIstrom Archangel II Ceystalline Sliver Gold 3 MecIstrom Archangel II Georgy Arc IM: In your group, weapon damage does not occur this half-segment and your next half-segment. Gold 3 MecIstrom Archangel II Goldank Knight Gold 3 MecIstrom Archangel II Mediding Mage Summon a DL II Merfolk Knight is is immune to urus effect damaging upule/pail. Gold 3 MecIstrom Archangel II Mediding Mage Summon a DL II Il Human Wazari, he Bushammen on use officet damaging upule/pail. Gold 2 MecIstrom Archangel II Pride of the Clouds Gold 2 MecIstrom Archangel II Pride of the Clouds Gold 3 MecIstrom Archangel II Pride of the Clouds Gold 2 MecIstrom Archangel II Spring of Archangel II Wings of Archangel II Gold Silver II Wings of Archangel II Wings of Archangel II Wings of Archangel II Gold Silver II Gold Silver II Wings of Archangel II Gold Silver II Gold Silver II Wings of II Wings of Archangel II Gold Silver II Gold Silver II Wings of II Wings of College II Wings of Colleg	Gold	2	Maelstrom Archangel11	Azorius First-Wing	Summon a DL II Griffin, it flies, and can remove bad effects on people.
Macktron Archangell   Energy Arc   IbM: In your group, weapon damage does not occur this half-segment and your next half-segment.	Gold	2	Maelstrom Archangell1	Azorius Guildmage	Summon a DL II Vedalken Wizard, it can Stop someone, and can dispel Contingency effects.
Gold 2 Meelstrom Archangell 1 Gelan's Keight Sommon a D. I. Il Homan Wizard, he Bundammers one squel or pai effect of \$1.0-3 in the room [cl Special] Gold 2 Meelstrom Archangell 1 Priso of the Clouds Sommon a D. I. Il Homan Wizard, he Bundammers one squel or pai effect of \$1.0-3 in the room [cl Special] Gold 2 Meelstrom Archangell 1 Priso of the Clouds Sommon a D. I. Il Homan Wizard, he Bundammers one squel or pai effect of \$1.0-3 in the room [cl Special] Gold 2 Meelstrom Archangell 1 Priso of the Clouds Sommon a D. I. Il Homan Wizard, he files, he has the "number of thing surmons you centrol." Gold 2 Meelstrom Archangell 1 Sygg. River Guide Gold 3 Meelstrom Archangell 1 Sygg. River Guide Gold 4 Meelstrom Archangell 1 Wags of Aschrib Target gets v. I. Thinding and flying 2" for 1t.  Gold 4 Meelstrom Archangell 1 Wags of Land 1 Hard 1 Hard 1 Hard 1 Hard 2 Har	Gold	2	Maelstrom Archangel11	Crystalline Sliver	Summon a DL II Sliver, it can't be targetted.
Gold  2 Medstrom Archangell 1 Gold  3 Medstrom Archangell 1 Gord  4 Medstrom Archangell 1 Gold  5 Medstrom Archangell 1 Gold  5 Medstrom Archangell 1 Fride of the Clouds  5 Sammon a D.I. I Human Wizzed, he Bankmanners one spell or pair effect of \$1.0-3 in the room [x1 Special]  10 Medstrom Archangell 1 Fride of the Clouds  5 Sammon a D.I. I Human Wizzed, he Bankmanners one spell or pair effect of \$1.0-3 in the room [x1 Special]  6 Medstrom Archangell 1 Friends 15 Roon  6 Cloose as school, sphere, or pissine frequency. A group is immune to that for 1s.  6 Medstrom Archangell 1 Wings of Ascabin  6 James 1 James 1 James 1 James 2 James 1 James 2 James 2 James 2 James 2 James 3 Jam	Gold	2	Maelstrom Archangel11	Energy Arc	1bM: In your group, weapon damage does not occur this half-segment and your next half-segment.
Machtron Archangell   Overrule   18th, spend N additional SL's: Counterspell, unless they spend 10°N SL's, and you are cured 10°N Ip. Gold   2 Machtron Archangell   Prisonatic Boson   Choose a school, sphere, or prosine frequency. A group is immune to the fire Is. Summon a D.I. II Elemental Cat, he fise, he has the jim number of flying summons you control. Gold   2 Machtron Archangell   Sygg, Rwer Golde   Choose a school, sphere, or prosine frequency. A group is immune to that for Its.	Gold	2	Maelstrom Archangel11	Galina's Knight	Summon a DL II Merfolk Knight, it is immune to area effect damaging spells/psi.
South   Sout	Gold	2	Maelstrom Archangell1	Meddling Mage	Summon a DL II Human Wizard, he Banhammers one spell or psi effect of SL 0-3 in the room [x1 Special]
Gold 2 Maelstrom Archangell 1 Sygg, River Guide	Gold	2	Maelstrom Archangel11	Overrule	1bM, spend N additional SL's: Counterspell, unless they spend 10*N SL's, and you are cured 10*N hp.
Mesletrom Archangell   Sygg, River Guide   Summon a D. II Merfolk Wizard, he can give someone Water Breathing, and can counter one effect.   Gold   Mesletrom Archangell   Wings of Hope   Target gets *CL Till-ding and Hying 12" for 14.   Gold   Mesletrom Archangell   Wings of Hope   Target gets *1 Thiding, 23" AC/waves, and Hying 12" for 14.   Green   Mesletrom Archangell   Bind   IbM: Counter an item ability.   Green   Mesletrom Archangell   Gaea's Bounty   Regain one first-level Plant/Animal spel to memorization   Green   Mesletrom Archangell   Gaea's Bounty   Regain one first-level Plant/Animal spel to memorization   Green   Mesletrom Archangell   Gaea's Bounty   Regain one first-level Plant/Animal spel to memorization   Green   Mesletrom Archangell   Gaea's Moglet   Target gains *N AC/saves/Hidning N is many plant of groups of classes you have   Green   Mesletrom Archangell   Gaea's Might   Target gains *N AC/saves/Hidning N is many plant of groups of classes you have   Green   Mesletrom Archangell   Mesletrom Archangell   Lifeforce   IbM: Counter a MTG Black, Necromancy/Necromantic, or Par) prover.   Green   Mesletrom Archangell   Regeneration   You regenerate at CL lp/s. 0, this effect drops and you loss the spell slot: Avoid a slay effect.   Green   Mesletrom Archangell   Regeneration   You regenerate at CL lp/s. 0, this effect drops and you loss the spell slot: Avoid a slay effect.   Green   Mesletrom Archangell   Soothing Word   Removes four/horror effect on up to CL targets   Red   Mesletrom Archangell   Soothing Word   Removes four/horror effect on up to CL targets   Red   Mesletrom Archangell   Shatter   Destroy of Image items of the same exact type (Disnit, save each)   Red   Mesletrom Archangell   Shatter   Destroy of Image items of the same exact type (Disnit, save each)   Red   Mesletrom Archangell   Shatter   Destroy of Image items of the same exact type (Disnit, save each)   Red   Mesletrom Archangell   Shatter   Destroy of Image items of the same exact type (Disnit, save each)   Red   Meslet	Gold	2	Maelstrom Archangel11	Pride of the Clouds	Summon a DL II Elemental Cat, he flies, he has rhp = number of flying summons you control.
MacIstrom Archangell   Wings of Aesthir   Target gets + TE. Tilding and flying 12° for 11.	Gold	2	Maelstrom Archangel11	Prismatic Boon	Choose a school, sphere, or psionic frequency. A group is immune to that for 1s.
Gold 2 Maelstrom Archangell 1 Wings of Hope Target gets +1 TH/dmg, +3 AC/saves, and flying 12° for 1t.  Green 2 Maelstrom Archangell 1 Band 1BM Counter an item ability.  Green 2 Maelstrom Archangell 1 Gasa's Bounty Regain one first-level Plant/Animal spell to memorization.  Green 2 Maelstrom Archangell 1 Gasa's Bounty Regain one first-level Plant/Animal spell to memorization of Green 2 Maelstrom Archangell 1 Gasa's Fradle One of your summoned creatures is dispelled; Add it's hp10 in St. to your memorization of Green 2 Maelstrom Archangell 1 Lifeforce 1 IbM: Counter a MTG Black, Necromancy/Necromantic, or Ps7 power.  Green 2 Maelstrom Archangell 1 Lifeforce 1 IbM: Counter a MTG Black, Necromancy/Necromantic, or Ps7 power.  Green 2 Maelstrom Archangell 1 Regeneration You regenerate at CL hp3. 0, this effect drops and you loss the spell slot: Avoid a slay effect.  Green 2 Maelstrom Archangell 1 Soothing Word Removes fear/horror effect on up to CL targets  Green 2 Maelstrom Archangell 1 Soothing Word Removes fear/horror effect on up to CL targets  Green 2 Maelstrom Archangell 1 Soothing Word Removes fear/horror effect on up to CL targets  Green 2 Maelstrom Archangell 1 Sophing Ibm.  Red 2 Maelstrom Archangell 1 Reging River Create a (water based) most that is CL*20 long and CL*10 feet wide, which lasts for CL r.  Red 2 Maelstrom Archangell 1 Shatter Destroy or turn off one magic infer of CL targets  Green 2 Maelstrom Archangell 1 Shatter Destroy or turn off one magic infer of CL targets  Green 2 Maelstrom Archangell 1 Shatter Destroy or turn off one magic infer of CL targets  Artified 2 Maelstrom Archangell 1 Shatter Destroy or turn off one magic infer of CL targets  Artified 2 Maelstrom Archangell 1 Shatter Destroy or turn off one magic infer of CL targets  Artified 2 Plator 1 Helm of Awakening All spells in the room are school/sphere/pis freq. Dose it spell slot intumed off, you can drop the turned off effect).  Artified 2 Plator 1 Helm of Awakening All spells in the room are school/sphere robed (at Special)  Art	Gold	2	Maelstrom Archangel11	Sygg, River Guide	Summon a DL II Merfolk Wizard, he can give someone Water Breathing, and can counter one effect.
Green 2 Maelstrom Archangell 1 Bind 1 IbM: Counter an item ability.  Green 2 Maelstrom Archangell 1 Earth Bolt Deal CL410 Ethrich Earth drug to one target (no save)  Green 2 Maelstrom Archangell 1 Gaea's Bounty Regain on first-level Paral/Animal spell to memorization  Green 2 Maelstrom Archangell 1 Gaea's Cradle One of your summoned creatures is dispelled; Add it's hp'10 in SL to your memorization  Green 2 Maelstrom Archangell 1 Lifeforce 1 IbM: Counter an Mighan, Na number of groups of classes you have  Green 2 Maelstrom Archangell 1 Lifeforce 1 IbM: Counter an Mighan, Na number of groups of classes you have  Green 2 Maelstrom Archangell 1 Naturalize Dispel one non-natural effect (or) Turn off one non-natural item for 1 turn  Green 2 Maelstrom Archangell 1 Regeneration 7 Voor regenerate at CL hp's 0, this effect drops and you lose the spell slot: Avoid a slay effect.  Green 2 Maelstrom Archangell 1 Sophing Word Removes fear/horror effect on up to CL targets  Green 2 Maelstrom Archangell 1 Sophing Word Removes fear/horror effect on up to CL targets  Green 2 Maelstrom Archangell 1 Echoing Ruin Destroy all magic items of the same exact type (Disint. save each)  Red 2 Maelstrom Archangell 1 Raging River Create a (water based) mount that is CL*30' long and CL*10' feet wide, which lasts for CL r.  Red 2 Maelstrom Archangell 1 Shatter Destroy or turn off one magic item for CL turns (no save) (if turned off, you can drop the turned off effect).  White 2 Maelstrom Archangell 1 Discochant Dispel an effect.  Artificat 2 Plator Chaos Orb IV, I/reset: Destroy a magic item, effect, or eventure gets PPD save)  Artificat 2 Plator Lightning Greaves Vour summons are Dust of Disappearanced  Artificat 2 Plator Summon Myr 2 Summon and Dispel an effect.  Artificat 3 Plator Summon Myr 2 Summon and Dispel and effect.  Artificat 3 Plator Summon Myr 2 Summon and Dispel and effect.  Artificat 4 Plator Summon Myr 2 Summon and Dispel and effect.  Artificat 5 Plator Sumbon Myr 2 Summon and Dispel and effect.  Artificat 7 Plator Sumbon Myr	Gold	2	Maelstrom Archangel11	Wings of Aesthir	Target gets +CL TH/dmg and flying 12" for 1t.
Green 2 Maektrom Archangell 1 Gae's Bounty Regin one first-kevel Plant/Animal spell to memorization Green 2 Maektrom Archangell 1 Gae's Tordle One of your summoned creatures is delt, Add it's hp/10 in SL to your memorization Green 2 Maektrom Archangell 1 Gae's Might Target gains +N AC/saves/TH/dmg; N is number of groups of classes you have Green 2 Maektrom Archangell 1 Lifeforce 1 IbM: Counter a MTG Black, Necromanoy/Necronantic, or Ps7 power. Green 2 Maektrom Archangell 1 Naturalize Dispel one non-natural effect (or) Tumo one-natural net for 1 tum Green 2 Maektrom Archangell 1 Regeneration Vour regenerate at CL hp/s. O, this effect drops and you lose the spell slot: Avoid a slay effect. Green 2 Maektrom Archangell 1 Sophima Brown of the Naturalize Company of the Sophima Word Removes fear/hortor effect on up to CL targets Green 2 Maektrom Archangell 1 Sophima Brown of the Natural Effect (or) Tumo one-natural net for 1 tum Green 2 Maektrom Archangell 1 Echoing Ruin Destroy all magic items of the same exact type (Disint, save each) Green 2 Maektrom Archangell 1 Echoing Ruin Destroy of tumo of the same exact type (Disint, save each) Red 2 Maektrom Archangell 1 Raging River Create a (water based) most that is CL*30 long and CL*10* feet wide, which lasts for CL r. Red 2 Maektrom Archangell 1 Abyance Destroy or tumo off one magic items for CL tums (no save) (If tumed off, you and ropt the tumed off effect). White 2 Maektrom Archangell 1 Circle of Protection When cast, name a school/sphere/psi freq. Lose 1 spell slot: Immune to 1 effect of that school/sphere/psi freq. White 2 Maektrom Archangell 1 Circle of Protection When cast, name a school/sphere/psi freq. Lose 1 spell slot: Immune to 1 effect of that school/sphere/psi freq. White 2 Maektrom Archangell 1 Circle of Protection When cast, name a school/sphere/psi freq. Lose 1 spell slot: Immune to 1 effect of that school/sphere/psi freq. White 2 Maektrom Archangell 1 Circle of Protection When cast, name a school/sphere/psi freq. Lose 1 spell slot: Immune to 1 effect o	Gold	2	Maelstrom Archangel11	Wings of Hope	Target gets +1 TH/dmg, +3 AC/saves, and flying 12" for 1t.
Green 2 Maektrom Archangell 1 Gaea's Bounty Regain one first-level Plant/Animal spell to memorization Green 2 Maektrom Archangell 1 Gaea's Craftle One of your summoned creatures is dispelled, Add if shyl' 0 in St. to your memorization Green 2 Maektrom Archangell 1 Gaea's Might Target gains **NA CAVEWAST HIGHING STAKE	Green	2	Maelstrom Archangel11	Bind	IbM: Counter an item ability.
Green 2 Maelstrom Archangell1 Gaea's Crade One of your summoned creatures is dispelled; Add it's hp'10 in SL to your memorization Green 2 Maelstrom Archangell1 Gaea's Might Target gains *\% AC/saves/Hidmg; N is number of groups of classes you have Green 2 Maelstrom Archangell1 Lifefore 1bM: Counter a MTG Black, Necromancy/Necromantic, or Pai7 power.  Green 2 Maelstrom Archangell1 Naturaize Dispel one non-natural effect (or) Turn off one non-natural air for 1 turn Green 2 Maelstrom Archangell1 Soothing Word Removes fear/horror effect on up to CL targets  Green 2 Maelstrom Archangell1 Soothing Word Removes fear/horror effect on up to CL targets  Green 2 Maelstrom Archangell1 Soothing Word Removes fear/horror effect on up to CL targets  Green 2 Maelstrom Archangell1 Echoing Ruin Destroy all magic items of the same exact type (Dsint. save each)  Red 2 Maelstrom Archangell1 Echoing Ruin Destroy or turn off one magic items of the same exact type (Dsint. save each)  White 2 Maelstrom Archangell1 Shater Destroy or turn off one magic item for CL turns (no save) (if turned off, you can drop the turned off effect).  White 2 Maelstrom Archangell1 Abeyance Target cannot use M actions this segment (Will save)  White 2 Maelstrom Archangell1 Disenchant Dispel and effect.  Artifact 2 Plator Ghaso Orb IV, L'reset: Destroy a magic item, effect, or creature (creature gets PPD save)  Artifact 2 Plator Helm of Awakening All spells in the room are school'sphere robed (x1 Special)  Artifact 2 Plator Lightning Greaves Your summons are not summoning sick  Artifact 2 Plator Summon Myr 2 Summon and DL-2 Myr  Artifact 2 Plator Summon Myr 2 Summon and DL-2 Myr  Artifact 2 Plator Summon Myr 2 Summon and DL-2 Myr  Artifact 2 Plator Summon Myr 2 Summon and DL-2 Myr  Artifact 3 Plator Simulaturu Ilmsonance on the Myr and provided (at syour summon, -1 DL)  Minited 2 Plator Summon Myr 2 Summon and DL-2 Myr  Artifact 3 Plator Simulaturu Ilmsonance on the Myr and provided (at syour summon, -1 DL)  Minited 3 Plator Aminted Dead Animates a dead monst	Green	2	Maelstrom Archangel11	Earth Bolt	Deal CLd10 Eldritch Earth dmg to one target (no save)
Green 2 MacIstrom Archangell1 Gaea's Might Target gains +N AC/saves/TH/drng; N is number of groups of classes you have Green 2 MacIstrom Archangell1 Lifeforce 1bM: Counter a MTG Black, Necronancy/Necromantic, or Psi7 power. Green 2 MacIstrom Archangell1 Naturalize Dispet one non-natural effect (or) Turn off one non-natural item for 1 turn Green 2 MacIstrom Archangell1 Regeneration You regenerate at CL hyls. 0, this effect drops and you lose the spell slot: Avoid a slay effect. Green 2 MacIstrom Archangell1 Sobting Word Removes fear/horror effect on up to CL targets Green 2 MacIstrom Archangell1 Spiritual Energy +LVL Con Red 2 MacIstrom Archangell1 Spiritual Energy +LVL Con Red 2 MacIstrom Archangell1 Raging River Create a (water based) most that is CL*39 long and CL*10' feet wide, which lasts for CL r. Red 2 MacIstrom Archangell1 Shatter Destroy all magic items of the same exact type (Disint. save each) White 2 MacIstrom Archangell1 Absyance Target cannot use M actions this segment (Will save) White 2 MacIstrom Archangell1 Absyance Target cannot use M actions this segment (Will save) White 2 MacIstrom Archangell1 Circle of Protection When east, name a school/sphere/psi freq. Lose I spell slot: Immune to I effect of that school/sphere/psi freq. White 2 MacIstrom Archangell1 Circle of Protection When east, name a school/sphere/psi freq. Lose I spell slot: Immune to I effect of that school/sphere/psi freq. White 2 Palator Chaos Orb IV, Irreset: Destroy a magic item, effect, or creature (creature gets PPD save) Artifict 2 Plator Helm of Awakening All spells in the room are school/sphere robed (x1 Special) Artifict 2 Plator Signal Mask Your summons are Dust of Disappearanced  Artifict 2 Plator Signal Mask Your summons are not summoning sick  Artifict 2 Plator Signal Mask Your summons are not summoning sick  Artifict 2 Plator Summon Myr 2 Summon Myr 2 Summon and Dr-2 Myr  Black 2 Plator Signal Mask Your summons are not summoning sick  Artifict 3 Plator Animate Dead Animates a dead monster as your summon (1 DL lower)	Green	2	Maelstrom Archangell 1	Gaea's Bounty	Regain one first-level Plant/Animal spell to memorization
Green 2 Maelstrom Archangell 1 Lifeforce 1bM: Counter a MTG Black, Necromancy/Necromantic, or Psi7 power.  Green 2 Maelstrom Archangell 1 Regeneration You regenerate at CL hp/s. 0, this effect drops and you lose the spell slot: Avoid a slay effect.  Green 2 Maelstrom Archangell 1 Soothing Word Removes fear/horror effect on up to CL targets  Green 2 Maelstrom Archangell 1 Spiritual Energy +LVL Con  Red 2 Maelstrom Archangell 1 Raging River +LVL Con  Red 2 Maelstrom Archangell 1 Raging River Create a (water based) mouth that is CL+30 long and CL+10 feet wide, which lasts for CL r.  Red 2 Maelstrom Archangell 1 Shatter Destroy all magic items of the same exact type (Disint, save each)  Red 2 Maelstrom Archangell 1 Shatter Destroy or turn off one magic item for CL turns (no save) (if turned off, you can drop the turned off effect).  White 2 Maelstrom Archangell 1 Shatter Destroy or turn off one magic item for CL turns (no save) (if turned off, you can drop the turned off effect).  White 2 Maelstrom Archangell 1 Osenchant Dispel an effect.  Artifact 2 Maelstrom Archangell 1 Disenchant Dispel an effect.  Artifact 2 Plator Chaos Orb IV, Irreset: Destroy a magic item, effect, or resture (creature gets PPD save)  Artifact 2 Plator Helm of Awakening All spells in the room are school/sphere robed (x1 Special)  Artifact 2 Plator Lightning Greaves Your summons are Dust of Disappearanced  Artifact 2 Plator Seythe of the Wretched +I summon slot; IM: Animate Dead a creature you killed (if's your summon, -1 DL)  Artifact 2 Plator Summon Myr 2 Summon and DL-22 Myr  Artifact 2 Plator Simulacrum Ibls. Segment to Implication and provide and pr	Green	2	Maelstrom Archangell 1	Gaea's Cradle	One of your summoned creatures is dispelled; Add it's hp/10 in SL to your memorization
Green 2 Maelstrom Archangell 1 Regeneration You regenerate at CL hyls. 0, this effect drops and you lose the spell slot: Avoid a slay effect.  Green 2 Maelstrom Archangell 1 Southing Word Removes fear/horror effect on up to CL targets  Green 2 Maelstrom Archangell 1 Southing Word Removes fear/horror effect on up to CL targets  Green 2 Maelstrom Archangell 1 Southing Word Removes fear/horror effect on up to CL targets  Green 2 Maelstrom Archangell 1 Southing Word Removes fear/horror effect on up to CL targets  Red 2 Maelstrom Archangell 1 Echoing Ruin Destroy all magic items of the same exact type (Disint, save each)  Red 2 Maelstrom Archangell 1 Shatter Destroy or turn off one magic item for CL turns (no save) (if turned off, you can drop the turned off effect).  White 2 Maelstrom Archangell 1 Abeyance Target cannot use M actions this segment (Will save)  White 2 Maelstrom Archangell 1 Disenchant Disenchant Dispel an effect.  White 2 Maelstrom Archangell 1 Disenchant Dispel an effect.  Artifiect 2 Plator Chaos Orb IV, 1/reset: Destroy a magic item, effect, or creature (creature gets PPD save)  Artifiect 2 Plator Illusionary Mask Your summons are not summoning sick  Artifiect 2 Plator Illusionary Mask Your summons are not summoning sick  Artifiect 2 Plator Summon Myr 2 Summon and DL-2 Myr  Artifiect 2 Plator Summon Myr 2 Summon and DL-2 Myr  Artifiect 2 Plator Summon Myr 2 Summon and DL-2 Myr  Artifiect 2 Plator Simulacrum Illusionary  Black 2 Plator Ferror Target is slain (PPD save, does not affect Undead or Golems, or things without souls)  Black 2 Plator Ferror Target can use 2M this segment.  Black 2 Plator Ferror Target can use 2M this segment.  Black 2 Plator Ferror Target can use 2M this segment.  Blue 2 Plator Ferror Target can use 2M this segment.  Blue 3 Plator Ferror Target can use 2M this segment.  Blue 4 Plator Ferror Target can use 2M this segment.  Blue 5 Plator Ferror Target can use 2M this segment.  Blue 6 Plator Ferror Target can use 2M this segment.  Blue 7 Plator Ferror Target can use 2M this	Green	2	Maelstrom Archangell 1	Gaea's Might	Target gains +N AC/saves/TH/dmg; N is number of groups of classes you have
Green 2 Maelstrom Archangell 1 Regeneration You regenerate at CL hp/s. 0, this effect drops and you lose the spell slot: Avoid a slay effect.  Green 2 Maelstrom Archangell 1 Soothing Word Removes fear/horror effect on up to CL targets  4 LVL Con Largets  4 LVL Con Petron 2 Maelstrom Archangell 1 Echoing Ruin Destroy all magic items of the same exact type (Disint, save each)  Red 2 Maelstrom Archangell 1 Raging River Create a (water based) mout that is CL*30' long and CL*10' feet wide, which lasts for CL r.  Red 2 Maelstrom Archangell 1 Shatter Destroy all magic items of the same exact type (Disint, save each)  White 2 Maelstrom Archangell 1 Abeyance Target cannot use M actions this segment (Will save)  White 2 Maelstrom Archangell 1 Crele of Protection When east, name a school/sphere/psi freq. Lose 1 spell slot: Immune to 1 effect of that school/sphere/psi freq.  White 2 Maelstrom Archangell 1 Disenchant Dispel an effect.  Artifact 2 Plator Chaos Orb Lift (V. I/reset: Destroy a magic item, effect, or creature (creature gets PPD save)  Artifact 2 Plator Helm of Awakening All spells in the room are school/sphere robed (x1 Special)  Artifact 2 Plator Lightning Greaves Your summons are not summoning sick  Artifact 2 Plator Seythe of the Wretched 1 summon slot; IM: Animate Dead a creature you killed (it's your summon, -1 DL)  Artifact 2 Plator Summon Myr 2 Summon Myr 2 Summon a DL-2 Myr  Artifact 2 Plator Summon Myr 2 Summon a DL-2 Myr  Black 2 Plator Summon Myr 2 Summon and Clark Animate Dead a creature you killed (it's your summon, -1 DL)  Artifact 2 Plator Summon Myr 2 Summon and Clark Animate Dead a creature you killed (it's your summon, -1 DL)  Artifact 2 Plator Summon Myr 2 Summon and DL-2 Myr  Artifact 3 Plator Summon Myr 2 Summon and DL-2 Myr  Artifact 4 Plator Summon Myr 2 Summon and DL-2 Myr  Artifact 5 Plator Summon Myr 2 Summon and DL-2 Myr  Artifact 6 Plator Animate Dead Animates a dead monster as your summon (1 DL lover)  Black 9 Plator Simulacrum Induceration Proved Animates a dead monster as your sum	Green	2	Maelstrom Archangell 1	Lifeforce	1bM: Counter a MTG Black, Necromancy/Necromantic, or Psi7 power.
Green 2 Maelstrom Archangell 1 Spirtual Energy +LVL Con Red 2 Maelstrom Archangell 1 Echoing Ruin Destroy all magic items of the same exact type (Disint, save each) Red 2 Maelstrom Archangell 1 Echoing Ruin Destroy all magic items of the same exact type (Disint, save each) Red 2 Maelstrom Archangell 1 Raging River Create a (water based) moat that is CL*30' long and CL*10' feet wide, which lasts for CL r. Red 2 Maelstrom Archangell 1 Abeyance Target cannot use M actions this segment (Will save) White 2 Maelstrom Archangell 1 Abeyance Target cannot use M actions this segment (Will save) White 2 Maelstrom Archangell 1 Disenchant Dispel an effect. Artifact 2 Plator Chaos Orb IV, 1/reset: Destroy a magic item, effect, or creature (creature gets PPD save) Artifact 2 Plator Helm of Awakening All spells in the room are school/sphere/psi freq. Lose 1 spell spel	Green	2	Maelstrom Archangell 1	Naturalize	Dispel one non-natural effect (or) Turn off one non-natural item for 1 turn
Green 2 Maelstrom Archangell 1 Spiritual Energy +LVL Con Red 2 Maelstrom Archangell 1 Echoing Ruin Destroy all magic items of the same exact type (Disint, save each) Red 2 Maelstrom Archangell 1 Raging River Create a (water based) most that is CL*30' long and CL*10' feet wide, which lasts for CL r. Red 2 Maelstrom Archangell 1 Shatter Destroy or turn off one magic item for CL turns (no save) (if turned off, you can drop the turned off effect). White 2 Maelstrom Archangell 1 Abeyance Target cannot use M actions this segment (Will save) White 2 Maelstrom Archangell 1 Disenchant Disept an effect.  Artifiet 2 Maelstrom Archangell 1 Disenchant Disept an effect.  Artifiet 2 Plator Chaos Orb IV, I/reset: Destroy a magic item, effect, or creature (creature gets PPD save)  Artifiet 2 Plator Helm of Awakening All spells in the room are school/sphere robed (x1 Special)  Artifiet 2 Plator Illusionary Mask Your summons are Dust of Disappearanced  Artifiet 2 Plator Seythe of the Wretched +1 summon slot; IM: Animate Dead a creature you killed (it's your summon, -1 DL)  Artifiet 2 Plator Summon Myr 2 Summon a DL-2 Myr  Artifiet 2 Plator Summon Myr 2 Summon a DL-2 Myr  Artifiet 2 Plator Summon Myr 2 Summon a DL-2 Myr  Artifiet 2 Plator Animate Dead Animates a dead monster as your summon (1 DL lower)  Black 2 Plator Simulacrum IbM: Redirect any amount of damage from you to one of your subordinates.  Black 2 Plator Force Spike IbM: Redirect any amount of damage from you to one of your subordinates.  Black 2 Plator Force Spike IbM: Plator Impect of the plator Invisibility Improved Invisibility.  Blue 2 Plator Invisibility Improved Invisibility.  Blue 3 Plator Time Walk This spell can be cast only once per turn. You get an extra segment this round (segment 11 at end).  Gold 2 Plator Apoint Force Spike Summon a DL II Vedalken Wizard, it can Stop someone, and can dispel Contingency effects.	Green	2	Maelstrom Archangell 1	Regeneration	You regenerate at CL hp/s. 0, this effect drops and you lose the spell slot: Avoid a slay effect.
Red 2 Maelstrom Archangell1 Echoing Ruin Destroy all magic items of the same exact type (Disint, save each)  Red 2 Maelstrom Archangell1 Raging River Create a (water based) moat that is CL*30' long and CL*10' feet wide, which lasts for CL r.  Red 2 Maelstrom Archangell1 Shatter Destroy or turn off one magic item for CL turns (no save) (if turned off, you can drop the turned off effect).  White 2 Maelstrom Archangell1 Abeyance Target cannot use M actions this segment (Will save)  White 2 Maelstrom Archangell1 Disenchant Dispel an effect.  Artifact 2 Plator Chaos Orb IV, I/reset: Destroy a magic item, effect, or creature (creature gets PPD save)  Artifact 2 Plator Helm of Awakening All spells in the room are school/sphere/psi freq. Or reature (creature gets PPD save)  Artifact 2 Plator Illusionary Mask Your summons are Dust of Disappearanced  Artifact 2 Plator Seythe of the Wretched + summon solt; IM: Animate Dead a creature you killed (it's your summon, -1 DL)  Artifact 2 Plator Summon Myr 2 Summon a DL-2 Myr  Artifact 2 Plator Summon Myr 2 Summon a DL-2 Myr  Artifact 2 Plator Summon Myr 2 Summon a DL-2 Myr  Artifact 2 Plator Summon Myr 2 Terror Target and onster as your summon (1 DL lower)  Black 2 Plator Simulacrum IbM: Redirect any amount of damage from you to one of your subordinates.  Black 2 Plator Terror Target is slain (PPD save, does not affect Undead or Golens, or things without souls)  Blue 2 Plator Invisibility Improved Invisibility.  Blue 2 Plator Time Walk This spell can be cast only once per turn. You get an extra segment this round (segment 11 at end).  Gold 2 Plator Azorius First-Wing Summon a DL II Vedalken Wizard, it can Stop someone, and can dispel Contingency effects.	Green	2	Maelstrom Archangell 1	Soothing Word	Removes fear/horror effect on up to CL targets
Red 2 Maelstrom Archangell 1 Raging River Create a (water based) moat that is CL*30 long and CL*10* feet wide, which lasts for CL r.  Red 2 Maelstrom Archangell 1 Shatter Destroy or turn off one magic item for CL turns (no save) (if turned off, you can drop the turned off effect).  White 2 Maelstrom Archangell 1 Crele of Protection When cast, name a school/sphere/psi freq. Lose 1 spell slot: Immune to 1 effect of that school/sphere/psi freq.  White 2 Maelstrom Archangell 1 Disenchant Dispel an effect.  Artifact 2 Plator Chaos Orb IV, 1/reset: Destroy a magic item, effect, or creature (creature gets PPD save)  Artifact 2 Plator Helm of Awakening All spells in the room are school/sphere/psi freq. Dispel and effect.  Artifact 2 Plator Illusionary Mask Your summons are Dust of Disappearanced  Artifact 2 Plator Scythe of the Wretched +1 summon slot; IM: Animate Dead a creature you killed (it's your summon, -1 DL)  Artifact 2 Plator Summon Myr 2 Summon a DL-2 Myr  Artifact 2 Plator Sum Droplet Regenerate 10 hp/s.  Black 2 Plator Simulacrum IbM: Redirect any sour summon (1 DL lower)  Black 2 Plator Simulacrum IbM: Redirect any and a dead monster as your summon (1 DL lower)  Black 2 Plator Terror Target is slain (PPD save, does not affect Undead or Golems, or things without souls)  Blue 2 Plator Invisibility Improved Invisibility Improved Invisibility.  Blue 2 Plator Time Walk This spell can be cast only once per turn. You get an extra segment this round (segment 11 at end).  Gold 2 Plator Acrius First-Wing Summon a DL II Vedalken Wizard, it can Stop someone, and can dispel Contingency effects.	Green	2	Maelstrom Archangell 1	Spiritual Energy	+LVL Con
Red 2 Maelstrom Archangell 1 Shatter Destroy or turn off one magic item for CL turns (no save) (if turned off, you can drop the turned off effect).  White 2 Maelstrom Archangell 1 Circle of Protection When cast, name a school/sphere/psi freq. Lose 1 spell slot: Immune to 1 effect of that school/sphere/psi freq.  White 2 Maelstrom Archangell 1 Disenchant Dispel an effect.  Artifact 2 Plator Chaos Orb IV, I/reset: Destroy a magic item, effect, or creature (creature gets PPD save)  Artifact 2 Plator Helm of Awakening All spells in the room are school/sphere robed (x1 Special)  Artifact 2 Plator Illusionary Mask Your summons are Dust of Disappearanced  Artifact 2 Plator Lightning Greaves Your summons are not summoning sick  Artifact 2 Plator Scythe of the Wretched +1 summon slot; IM: Animate Dead a creature you killed (it's your summon, -1 DL)  Artifact 2 Plator Summon Myr 2 Summon and Dispersional Plator Summon Myr 2 Summon and Dispersional Plator Summon Myr 2 Summon and Dispersional Plator Simulacrum IbM: Redirect any amount of damage from you to one of your subordinates.  Black 2 Plator Aura of Dominion Target is slain (PPD save, does not affect Undead or Golems, or things without souls)  Blue 2 Plator Aura of Dominion Target can use 2mt this segment.  Blue 2 Plator Invisibility Improved Invisibility.  Blue 2 Plator Angelic Shield All your summon get +1 rhp. You get 10 current hp. 0, sacrifice this effect: Unsummon (no save).  Gold 2 Plator Azorius First-Wing Summon a D. II Griffin, it flies, and can remove bud effects on people.		2	Maelstrom Archangel11	Echoing Ruin	Destroy all magic items of the same exact type (Disint. save each)
White 2 Maelstrom Archangell 1 Abeyance Target cannot use M actions this segment (Will save)  White 2 Maelstrom Archangell 1 Circle of Protection When cast, name a school/sphere/psi freq. Lose 1 spell slot: Immune to 1 effect of that school/sphere/psi freq.  White 2 Maelstrom Archangell 1 Disenchant Dispel an effect.  Artifact 2 Plator Chaos Orb IV, I/reset: Destroy a magic item, effect, or creature (creature gets PPD save)  Artifact 2 Plator Helm of Awakening All spells in the room are school/sphere robed (x1 Special)  Artifact 2 Plator Illusionary Mask Your summons are Dust of Disappearanced  Artifact 2 Plator Scythe of the Wretched +1 summon slot; IM: Animate Dead a creature you killed (it's your summon, -1 DL)  Artifact 2 Plator Summon Myr 2 Summon a DL=2 Myr  Artifact 2 Plator Sun Droplet Regenerate 10 hp/s.  Black 2 Plator Simulacrum IbM: Regenerate 10 hp/s.  Black 2 Plator Simulacrum IbM: Regenerate 10 hp/s.  Black 2 Plator Terror Target is slain (PPD save, does not affect Undead or Golems, or things without souls)  Blue 2 Plator Aura of Dominion Target can use 2M this segment.  Blue 2 Plator Invisibility Improved Invisibility.  Improved Invisibility.  Improved Invisibility.  Improved Invisibility.  Improved Invisibility.  Gold 2 Plator Angelic Shield All your summons get +1 rhp. You get 10 current hp. 0, sacrifice this effect: Unsummon (no save).  Summon a DL II Vedalken Wizard, it can Stop someone, and can dispel Contingency effects.	Red	2	Maelstrom Archangel11	Raging River	Create a (water based) moat that is CL*30' long and CL*10' feet wide, which lasts for CL r.
White 2 Maelstrom Archangell1 Circle of Protection When cast, name a school/sphere/psi freq. Lose 1 spell slot: Immune to 1 effect of that school/sphere/psi freq.  White 2 Maelstrom Archangell1 Disenchant Dispel an effect.  Artifact 2 Plator Chaos Orb IV, 1/reset: Destroy a magic item, effect, or creature (creature gets PPD save)  Artifact 2 Plator Helm of Awakening All spells in the room are school/sphere robed (x1 Special)  Artifact 2 Plator Illusionary Mask Your summons are Dust of Disappearanced  Artifact 2 Plator Seythe of the Wretched +1 summon slot; IM: Animate Dead a creature you killed (it's your summon, -1 DL)  Artifact 2 Plator Seythe of the Wretched +1 summon slot; IM: Animate Dead a creature you killed (it's your summon, -1 DL)  Artifact 2 Plator Summon Myr 2 Summon a DL=2 Myr  Artifact 2 Plator Sun Droplet Regenerate 10 hp/s.  Black 2 Plator Animate Dead Animates a dead monster as your summon (1 DL lower)  Black 2 Plator Simulacrum IbM: Redirect any amount of damage from you to one of your subordinates.  Black 2 Plator Terror Target is slain (PPD save, does not affect Undead or Golems, or things without souls)  Blue 2 Plator Aura of Dominion Target can use 2M this segment.  Blue 2 Plator Invisibility Improved Invisibility.  Blue 2 Plator Time Walk This spell can be cast only once per turn. You get an extra segment this round (segment 11 at end).  Gold 2 Plator Azorius First-Wing Summon a D. II Griffin, it flies, and can remove bad effects on people.  Gold 2 Plator Azorius Guildmage Summon a D. II Vedalken Wizard, it can Stop someone, and can dispel Contingency effects.		2	Maelstrom Archangel11	Shatter	Destroy or turn off one magic item for CL turns (no save) (if turned off, you can drop the turned off effect).
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Artifact 2 Plator Chaos Orb IV, 1/reset: Destroy a magic item, effect, or creature (creature gets PPD save)  Artifact 2 Plator Helm of Awakening All spells in the room are school/sphere robed (x1 Special)  Artifact 2 Plator Illusionary Mask Your summons are Dust of Disappearanced  Artifact 2 Plator Lightning Greaves Your summons are not summoning sick  Artifact 2 Plator Seythe of the Wretched +1 summon slot; 1M: Animate Dead a creature you killed (it's your summon, -1 DL)  Artifact 2 Plator Summon Myr 2 Summon a DL-2 Myr  Artifact 2 Plator Sun Droplet Regenerate 10 hp/s.  Black 2 Plator Animate Dead Animate a dead monster as your summon (1 DL lower)  Black 2 Plator Simulacrum IbM: Redirect any amount of damage from you to one of your subordinates.  Blue 2 Plator Terror Target is slain (PPD save, does not affect Undead or Golems, or things without souls)  Blue 2 Plator Force Spike IbM or 1 OppM: Counter target magical/psionic effect unless its user devotes another spell/psionic slot to it.  Blue 2 Plator Invisibility Improved Invisibility.  Blue 2 Plator Time Walk This spell can be cast only once per turn. You get an extra segment this round (segment 11 at end).  Gold 2 Plator Azorius First-Wing Summon a DL II Griffin, it flies, and can remove bad effects on people.  Gold 2 Plator Azorius Guildmage Summon a DL II Vedalken Wizard, it can Stop someone, and can dispel Contingency effects.					
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Artifact 2 Plator Illusionary Mask Your summons are Dust of Disappearanced  Artifact 2 Plator Lightning Greaves Your summons are not summoning sick  Artifact 2 Plator Scythe of the Wretched +1 summon slot; 1M: Animate Dead a creature you killed (it's your summon, -1 DL)  Artifact 2 Plator Summon Myr 2 Summon a DL=2 Myr  Artifact 2 Plator Sun Droplet Regenerate 10 hp/s.  Black 2 Plator Animate Dead Animates a dead monster as your summon (1 DL lower)  Black 2 Plator Simulacrum IbM: Redirect any amount of damage from you to one of your subordinates.  Black 2 Plator Terror Target is slain (PPD save, does not affect Undead or Golems, or things without souls)  Blue 2 Plator Aura of Dominion Target can use 2M this segment.  Blue 2 Plator Force Spike IbM or 1 OppM: Counter target magical/psionic effect unless its user devotes another spell/psionic slot to it.  Blue 2 Plator Time Walk This spell can be cast only once per turn. You get an extra segment this round (segment 11 at end).  Gold 2 Plator Azorius First-Wing Summon a DL II Griffin, it flies, and can remove bad effects on people.  Gold 2 Plator Azorius Guildmage Summon a DL II Vedalken Wizard, it can Stop someone, and can dispel Contingency effects.	Artifact			Chaos Orb	
Artifact 2 Plator Lightning Greaves Your summons are not summoning sick  Artifact 2 Plator Scythe of the Wretched +1 summon slot; 1M: Animate Dead a creature you killed (it's your summon, -1 DL)  Artifact 2 Plator Summon Myr 2 Summon a DL=2 Myr  Artifact 2 Plator Sun Droplet Regenerate 10 hp/s.  Black 2 Plator Animate Dead Animates a dead monster as your summon (1 DL lower)  Black 2 Plator Simulacrum IbM: Redirect any amount of damage from you to one of your subordinates.  Black 2 Plator Terror Target is slain (PPD save, does not affect Undead or Golems, or things without souls)  Blue 2 Plator Aura of Dominion Target can use 2M this segment.  Blue 2 Plator Force Spike IbM or 1 OppM: Counter target magical/psionic effect unless its user devotes another spell/psionic slot to it.  Blue 2 Plator Invisibility Improved Invisibility.  Blue 2 Plator Time Walk This spell can be cast only once per turn. You get an extra segment this round (segment 11 at end).  Gold 2 Plator Azorius First-Wing Summon a DL II Griffin, it flies, and can remove bad effects on people.  Gold 2 Plator Azorius Guildmage Summon a DL II Vedalken Wizard, it can Stop someone, and can dispel Contingency effects.	Artifact			Helm of Awakening	
Artifact 2 Plator Scythe of the Wretched +1 summon slot; 1M: Animate Dead a creature you killed (it's your summon, -1 DL)  Artifact 2 Plator Summon Myr 2 Summon a DL=2 Myr  Artifact 2 Plator Sun Droplet Regenerate 10 hp/s.  Black 2 Plator Animate Dead Animates a dead monster as your summon (1 DL lower)  Black 2 Plator Simulacrum IbM: Redirect any amount of damage from you to one of your subordinates.  Black 2 Plator Terror Target is slain (PPD save, does not affect Undead or Golems, or things without souls)  Blue 2 Plator Aura of Dominion Target can use 2M this segment.  Blue 2 Plator Force Spike IbM or 1 OppM: Counter target magical/psionic effect unless its user devotes another spell/psionic slot to it.  Blue 2 Plator Invisibility Improved Invisibility.  Blue 2 Plator Time Walk This spell can be cast only once per turn. You get an extra segment this round (segment 11 at end).  Gold 2 Plator Azorius First-Wing Summon a DL II Griffin, it flies, and can remove bad effects on people.  Gold 2 Plator Azorius Guildmage Summon a DL II Vedalken Wizard, it can Stop someone, and can dispel Contingency effects.		_		Illusionary Mask	Your summons are Dust of Disappearanced
Artifact 2 Plator Summon Myr 2 Summon a DL=2 Myr  Artifact 2 Plator Sun Droplet Regenerate 10 hp/s.  Black 2 Plator Animate Dead Animates a dead monster as your summon (1 DL lower)  Black 2 Plator Simulacrum IbM: Redirect any amount of damage from you to one of your subordinates.  Black 2 Plator Terror Target is slain (PPD save, does not affect Undead or Golems, or things without souls)  Blue 2 Plator Aura of Dominion Target can use 2M this segment.  Blue 2 Plator Force Spike IbM or 1 OppM: Counter target magical/psionic effect unless its user devotes another spell/psionic slot to it.  Blue 2 Plator Invisibility Improved Invisibility.  Blue 2 Plator Time Walk This spell can be cast only once per turn. You get an extra segment this round (segment 11 at end).  Gold 2 Plator Angelic Shield All your summons get +1 rhp. You get 10 current hp. 0, sacrifice this effect: Unsummon (no save).  Gold 2 Plator Azorius First-Wing Summon a DL II Griffin, it flies, and can remove bad effects on people.  Gold 2 Plator Azorius Guildmage Summon a DL II Vedalken Wizard, it can Stop someone, and can dispel Contingency effects.		-	Plator		
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Black 2 Plator Animate Dead Animates a dead monster as your summon (1 DL lower)  Black 2 Plator Simulacrum 1bM: Redirect any amount of damage from you to one of your subordinates.  Black 2 Plator Terror Target is slain (PPD save, does not affect Undead or Golems, or things without souls)  Blue 2 Plator Aura of Dominion Target can use 2M this segment.  Blue 2 Plator Force Spike 1bM or 1 OppM: Counter target magical/psionic effect unless its user devotes another spell/psionic slot to it.  Blue 2 Plator Invisibility Improved Invisibility.  Blue 2 Plator Time Walk This spell can be cast only once per turn. You get an extra segment this round (segment 11 at end).  Gold 2 Plator Angelic Shield All your summons get +1 rhp. You get 10 current hp. 0, sacrifice this effect: Unsummon (no save).  Gold 2 Plator Azorius First-Wing Summon a DL II Griffin, it flies, and can remove bad effects on people.  Gold 2 Plator Azorius Guildmage Summon a DL II Vedalken Wizard, it can Stop someone, and can dispel Contingency effects.	Artifact	-	Plator	Summon Myr 2	Summon a DL=2 Myr
Black 2 Plator Simulacrum 1bM: Redirect any amount of damage from you to one of your subordinates.  Black 2 Plator Terror Target is slain (PPD save, does not affect Undead or Golems, or things without souls)  Blue 2 Plator Aura of Dominion Target can use 2M this segment.  Blue 2 Plator Force Spike 1bM or 1 OppM: Counter target magical/psionic effect unless its user devotes another spell/psionic slot to it.  Blue 2 Plator Invisibility Improved Invisibility.  Blue 2 Plator Time Walk This spell can be cast only once per turn. You get an extra segment this round (segment 11 at end).  Gold 2 Plator Angelic Shield All your summons get +1 rhp. You get 10 current hp. 0, sacrifice this effect: Unsummon (no save).  Gold 2 Plator Azorius First-Wing Summon a DL II Griffin, it flies, and can remove bad effects on people.  Gold 2 Plator Azorius Guildmage Summon a DL II Vedalken Wizard, it can Stop someone, and can dispel Contingency effects.		-		-	
Black 2 Plator Terror Target is slain (PPD save, does not affect Undead or Golems, or things without souls)  Blue 2 Plator Aura of Dominion Target can use 2M this segment.  Blue 2 Plator Force Spike 1bM or 1 OppM: Counter target magical/psionic effect unless its user devotes another spell/psionic slot to it.  Blue 2 Plator Invisibility Improved Invisibility.  Blue 2 Plator Time Walk This spell can be cast only once per turn. You get an extra segment this round (segment 11 at end).  Gold 2 Plator Angelic Shield All your summons get +1 rhp. You get 10 current hp. 0, sacrifice this effect: Unsummon (no save).  Gold 2 Plator Azorius First-Wing Summon a DL II Griffin, it flies, and can remove bad effects on people.  Gold 2 Plator Azorius Guildmage Summon a DL II Vedalken Wizard, it can Stop someone, and can dispel Contingency effects.		2	Plator	Animate Dead	
Blue 2 Plator Aura of Dominion Target can use 2M this segment.  Blue 2 Plator Force Spike 1bM or 1 OppM: Counter target magical/psionic effect unless its user devotes another spell/psionic slot to it.  Blue 2 Plator Invisibility Improved Invisibility.  Blue 2 Plator Time Walk This spell can be cast only once per turn. You get an extra segment this round (segment 11 at end).  Gold 2 Plator Angelic Shield All your summons get +1 rhp. You get 10 current hp. 0, sacrifice this effect: Unsummon (no save).  Gold 2 Plator Azorius First-Wing Summon a DL II Griffin, it flies, and can remove bad effects on people.  Gold 2 Plator Azorius Guildmage Summon a DL II Vedalken Wizard, it can Stop someone, and can dispel Contingency effects.		2		Simulacrum	
Blue 2 Plator Force Spike 1bM or 1 OppM: Counter target magical/psionic effect unless its user devotes another spell/psionic slot to it.  Blue 2 Plator Invisibility Improved Invisibility.  Blue 2 Plator Time Walk This spell can be cast only once per turn. You get an extra segment this round (segment 11 at end).  Gold 2 Plator Angelic Shield All your summons get +1 rhp. You get 10 current hp. 0, sacrifice this effect: Unsummon (no save).  Gold 2 Plator Azorius First-Wing Summon a DL II Griffin, it flies, and can remove bad effects on people.  Gold 2 Plator Azorius Guildmage Summon a DL II Vedalken Wizard, it can Stop someone, and can dispel Contingency effects.		-			
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Gold 2 Plator Azorius Guildmage Summon a DL II Vedalken Wizard, it can Stop someone, and can dispel Contingency effects.		-		-	
		-		Azorius First-Wing	
Gold 2 Plator Crystalline Sliver Summon a DL II Sliver, it can't be targetted.		-		-	
	Gold	2	Plator	Crystalline Sliver	Summon a DL II Sliver, it can't be targetted.

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Section   Pattern   Section   March   Section   Sectio	Gold	-	Plator	Energy Arc	1bM: In your group, weapon damage does not occur this half-segment and your next half-segment.
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Section   2   Penter   Sectional Excepty   EAN Com   Sectional Excepty   East   Sectional Except   Sectional Except   Sectional Except   Sectional Exception   Sectional Exceptional Except	Green	-	Plator	Regeneration	You regenerate at CL hp/s. 0, this effect drops and you lose the spell slot: Avoid a slay effect.
Red   2   Pater   Schring Ruin   Destroy all mugic terms of the same east type (Dions. save cash)   Red   2   Pater   Stage Rove   Score a Govern broad not that so (L.79) Wag and CL.79 for the value, which has for CL. rank for	Green	2	Plator	Soothing Word	Removes fear/horror effect on up to CL targets
Red   2   Plater   Seging River   Course a (wave based) most their of CL-29 lings and CL-19 feet sudd, which has for CL r. Red   2   Plater   Aboyance   Decreyor trans off one maje item for CL must (on save) (if named if, you can drop the turned off effect). White   2   Plater   Circle of Protection   When can, maner a school-place pile feet. Clause (or save) (if named if, you can drop the turned off effect). White   2   Plater   Circle of Protection   When can, maner a school-place pile feet. Clause (in save) (if named if, you can drop the turned off effect). Red Word   2   Red Warard   Shater   Decreyor turn off one maje intent for CL turn (or save) (if named it) uses of the clause of the cl	Green	2	Plator	Spiritual Energy	+LVL Con
Red 2 Pater	Red	2	Plator	Echoing Ruin	Destroy all magic items of the same exact type (Disint. save each)
Make 2 Plater Creek of Protection White and Section with segment (Will swey)  White 2 Plater Creek of Protection When care, armore a school-ophereps from, Love 1 spell shift immune to 1 effect of that school-ophereps from, Love 1 spell shift immune to 2 plater Creek of Protection When care, armore a school-ophereps from, Love 1 spell shift immune to 1 effect of that school-ophereps from, Love 1 spell shift immune to 2 plate of the Creek of Mark School when the school power than the CL*39 long and CL*10 feet wisk, which lates for CL*1. Read Warned School White School Sch	Red	2	Plator	Raging River	Create a (water based) moat that is CL*30' long and CL*10' feet wide, which lasts for CL r.
Milace    Platerr	Red	2	Plator	Shatter	Destroy or turn off one magic item for CL turns (no save) (if turned off, you can drop the turned off effect).
Marke Al, Wizzard 2 Red Wizzard Saleter Cocke for Severe based) most that is CL-29 long and CL-10 feet wisk, which has 6 of CL r.  Seed, Wizzard 2 Red Wizzard Shater Destroy or turn of one maga; done for CL turns (an save) (of turned off, you can drop the turned off effect).  Seed, Wizzard 2 Red Wizzard Picking Runn Destroy of turn of one maga; done for CL turns (an save) (of turned off, you can drop the turned off effect).  Seed 2 Treva Receiver ONTG UGW) Across Frie Wing.  Summon a D. H. Griffit, it files, and can remove bed effects on people.  Sinki 2 Treva Receiver ONTG UGW) Across Frie Wing.  Summon a D. H. Griffit, it files, and can remove bed effects on people.  Summon a D. H. Griffit, it files, and can remove bed effects on people.  Summon a D. H. Griffit, it files, and can remove bed effects on people.  Summon a D. H. Griffit, it files, and can remove bed effects on people.  Summon a D. H. Michika Wizzard, it an obsequence, and indiged Configuracy effects.  Summon a D. H. Michika Wizzard, it an obsequence and indiged Configuracy effects.  Summon a D. H. Michika Wizzard, it an obsequence and indiged Configuracy effects.  Summon a D. H. Michika Wizzard, it an obsequence and indiged Configuracy effects.  Summon a D. H. Michika Wizzard, it an obsequence and object make the file of the state o	White	2	Plator	Abeyance	Target cannot use M actions this segment (Will save)
Red, Wizard 2 Red Wizard 3 Red Wizard 3 Red Wizard 4 Red Wizard 5 Red Wizard 6 Red Wizard 5 Red Wizard 6 Red Wizard 7 Red Wizard 8 Red	White	2	Plator	Circle of Protection	When cast, name a school/sphere/psi freq. Lose 1 spell slot: Immune to 1 effect of that school/sphere/psi freq.
Seed, Wizard   2   Red Wizard   Seater   Destroy or turn off one magic item for CL turns (no save) (if turned off, you can drop the turned off effect).   Seed, Wizard   Seed Wizard   Seed Wizard   Seed Seed   Seed Seed Seed Seed Seed	White	2	Plator	Disenchant	Dispel an effect.
Red. Wazerd   2   Red Wazerd   Echoing Ruin   Descript all magic items of the same caset type (Drait, save each)	Red, Wizard	2	Red Wizard	Raging River	Create a (water based) moat that is CL*30' long and CL*10' feet wide, which lasts for CL r.
Treva Renewer (MTG UG/W) Angelic Skield All your nummons get 1 dip. You get 10 current hp. 0, secrifice this effect: Unsummon (no save).  Summon a D. II Griffin, in files, and our nervoy bed effects on people.  Summon a D. II Griffin, in files, and our nervoy bed effects on people.  Summon a D. II Worldow Devard, it can Stop someone, and can disped Contingency effects.  Summon a D. II Silver, it can't be targetted.  Treva Renewer (MTG UG/W) Collabor Skinght Someone a D. II Silver, it can't be targetted.  In the American State of the Contingency of State Stat	Red, Wizard	2	Red Wizard	Shatter	Destroy or turn off one magic item for CL turns (no save) (if turned off, you can drop the turned off effect).
Treva Renewer (MTG UGW)   Acorius First-Wing   Summon a D. H. Griffin, it flies, and can remove bad effects on people.	Red, Wizard	2	Red Wizard	Echoing Ruin	Destroy all magic items of the same exact type (Disint. save each)
Treva Renewer (MTG UG/W)   Azorius Guidhnage   Summon a DL II Vedalken Wizord, it can Stop someone, and can dispel Contingency effects.	Gold	2	Treva Renewer (MTG U/G/W)	Angelic Shield	All your summons get +1 rhp. You get 10 current hp. 0, sacrifice this effect: Unsummon (no save).
Treva Renewer (MTG UGW)   Energy Are   Summon a D. II Sliver, it can't be targetted.   Summon a D. II Sliver it can't be targetted.   Summon a D. II Sliver it can't be targ	Gold	2	Treva Renewer (MTG U/G/W)	Azorius First-Wing	Summon a DL II Griffin, it flies, and can remove bad effects on people.
Treva Renewer (MTG UGW)   Energy Arc   1bM; In your group, weapon damage does not occur this half-segment and your next half-segment.	Gold	2	Treva Renewer (MTG U/G/W)	Azorius Guildmage	Summon a DL II Vedalken Wizard, it can Stop someone, and can dispel Contingency effects.
Treva Renewer (MTG U/G/W)   Galina's Knight   Summon a D. I. I Merfolk Knight, it is immune to area effect damaging spelle/psi.	Gold	2	Treva Renewer (MTG U/G/W)	Crystalline Sliver	Summon a DL II Sliver, it can't be targetted.
2   Treva Renewer (MTG UG/W)   Galina's Kaight   Summon a D. II Merfolk Kaight, is immune to area effect damaging spells/psi.	Gold	2	Treva Renewer (MTG U/G/W)	Energy Arc	1bM: In your group, weapon damage does not occur this half-segment and your next half-segment.
Trees Renewer (MTG U/G/W)   Meddling Mage   Summon a D.L. Haman Wizard, he Banhammers one spell or psi effect of SL 0-3 in the room [sL Special]	Gold	2	Treva Renewer (MTG U/G/W)	Galina's Knight	Summon a DL II Merfolk Knight, it is immune to area effect damaging spells/psi.
1508d   2   Treva Renewer (MTG U/GW)   2   1508	Gold	2	Treva Renewer (MTG U/G/W)	Meddling Mage	
Treva Renewer (MTG U/G/W)   Pristed Floor   Clouds   Summon a DL II Elemental Cat, he flies, he has rhp = number of flying summons you control.	Gold	2	Treva Renewer (MTG U/G/W)		
Choose a school, sphere, or psionic frequency. A group is immune to that for 1s.	Gold	2	Treva Renewer (MTG U/G/W)	Pride of the Clouds	
Summon a DL II Merfolk Wizard, he can give someone Water Breathing, and can counter one effect.    Freva Renewer (MTG U/G/W)   Sygg, River Guide	Gold	2	, ,		
Treva Renewer (MTG U/G/W)  Wings of Aesthir  Target gets + CL TH/dmg and flying 12" for 1t.  Target gets + CL TH/dmg and flying 12" for 1t.  Target gets + TH/dmg + 3 AC/saves, and flying 12" for 1t.  White, Priest 2 White Priest Circle of Protection When cast, man a school/sphere/psi freq. Lose 1 spell slot: Immune to 1 effect of that school/sphere/psi freq.  White, Priest 2 White Priest Disenchant Dispel an effect.  White, Priest 2 White Priest Reverse Damage Resurrect someone who's been killed within the past CL s.  Black, Rogue 3 Black Rogue Gloom [x1 Special] Priest spells cost triple spell slots to cast.  Black, Rogue 3 Black Rogue Attrition Sacrifice a summon: Target is slain (PPD) save)  Black, Wizard 3 Blue Psionicist Psionic Blast Target takes 40 psionic ding, you take 20 psionic ding (no save) (PR to resist)  Black, Wizard 3 Blue Psionicist Charisma Your attacks are charm branded (Will save)  Teren, Warrior 3 Green Warrior Tranquilay Dispel all effects on one target (use the 50% +/- 5% per CL difference rules)  Target gets +LV.H.V.H.V.H.Id/mg for each other of same race in room  Black, Meta 3 Izzet Evoker (MTG U/R) Mana Leak Interest Artifact 3 Maelstrom Archangell Ashnod's Altar O, sacrifice a summon: Deal 10 dung to one target (no save, TechR to resist)  Artifact 3 Maelstrom Archangell Brass Gnat 3-1 Interest Clark of the same part of than once increases the damage by 10 each time.  Artifact 3 Maelstrom Archangell Brass Gnat 3-2 Interest Clark of the same part of than once increases the damage by 10 each time.  Artifact 3 Maelstrom Archangell Brass Gnat 3-3 Interest Clark of the same part of than once increases the damage by 10 each time.  Artifact 3 Maelstrom Archangell Brass Gnat 3-3 Interest Clark of the parting shots, or who is blinking away / leaving the group instantaneously. This is not not be picked (none each).  Artifact 3 Maelstrom Archangell Brass Gnat 3-3 Interest Clark of the same parting shots, or who is blinking away / leaving the group instantaneously. This cannot be picked onore tha	Gold	2	`		
Treva Renewer (MTG U/G/W) White Priest Disendant Dispet an effect. When east, name a school/sphere/psi freq. Lose 1 spell slot: Immune to 1 effect of that school/sphere/psi freq. White Priest White Priest Disendant Dispet an effect. When east, name a school/sphere/psi freq. Lose 1 spell slot: Immune to 1 effect of that school/sphere/psi freq. White Priest Dispet an effect. When east, name a school/sphere/psi freq. Lose 1 spell slots: Immune to 1 effect of that school/sphere/psi freq. White Priest Dispet an effect. When east, name a school/sphere/psi freq. Lose 1 spell slots to cast.  Saleck, Rogue Black Rogue Attrition Sacrifice a summon: Target is shin (PPD save) Black Rogue Black Rogue Attrition Sacrifice a summon: Target is shin (PPD save) Black Wizard Blue Psionicist Psionic Blast Target task 40 psionic drug, you take 20 psionic drug (no save) (PR to resist)  Vour attacks are charm branded (Will save) Teren, Warrior Green, Warrior Green Warrior Tranquility Dispel all effects on one target (use the 50% +/- 5% per CL difference rules) Green, Warrior Green, Warrior Green Warrior Ancestral Mask Target gets +LVL+LYL.TH/drug for each other of same race in room  Interest the state of t		_	, ,		
White, Priest 2 White Priest 2 Disenchant Dispel an effect.  When cast, name a school/sphere/psi freq. Lose 1 spell slot: Immune to 1 effect of that school/sphere/psi freq.  White, Priest 2 White Priest Disenchant Dispel an effect.  White Priest Reverse Damage Resurrect someone who's been killed within the past CL s.  Slack, Rogue 3 Black Rogue Gloom [kl Special] Priest spells oots to cast.  Slack, Rogue 3 Black Rogue Attrition Sacrifice a summon: Target is slain (PPD save)  Slack, Wizard 3 Blue Psionicist Psionicist Passing Black Psionicist Priority of the priority o			` /		
White, Priest 2 White Priest Disenchant Dispel an effect.  White, Priest 2 White Priest Reverse Damage Resurrect someone who's been killed within the past CL s.  Black, Rogue 3 Black Rogue Gloom [xl Special] Priest spell soots triple spell slots to cast.  Black, Rogue 3 Black Rogue Attrition Sacrifice a summon: Target is slain (PPD save)  Blue, Wizard 3 Blue Psionicist Psionic Blast Target takes 40 psionic dmg, you take 20 psionic dmg (no save) (PR to resist)  Blue, Wizard 3 Blue Psionicist Charisma Your attacks are charm branded (Will save)  Green, Warrior 3 Green Warrior Tranquility Dispel all effects on one target (see the 50% +/- 5% per CL difference rules)  Green, Warrior 3 Green Warrior Ancestral Mask Target gets +LVL/+LVL TH/dmg for each other of same race in room  Blue, Meta 3 Lzzet Evoker (MTG U/R) Mana Leak I borrowed M or 1 OppM: Counter target magical/psionic effect unless its user devotes another 3 spell/psionic slots to it.  Artifact 3 Maelstrom Archangell Blasting Station IN, sacrifice a summon: Get back 2 SL in progression  Artifact 3 Maelstrom Archangell Blasting Station IN, sacrifice a summon: Deal 10 dmg to one target (no save, TechR to resist)  Artifact 3 Maelstrom Archangell Brass Gnat 3-1 IM or 1T: 10 dmg 15 radius (Annihaltion, centered on you, hole in the middle, no save). Taking this power more than once increases the damage by 10 each time.  Artifact 3 Maelstrom Archangell Brass Gnat 3-2 +(LVL+1)2 T actions per round, only for technological effects (including Brass Gnat spells). This cannot be picked more than once, but differenced on you, and principle same effect exist, which can be picked (once each).  Artifact 3 Maelstrom Archangell Brass Gnat 3-3 parting shot against (or) Get a parting shot same effect exist, which can be picked (once each).  When you take this power, pick Radiation, Magic, Psi, or Innate. IM or IT: Dispel an effect of the type chosen. Picking this more than once increases upon another pick.  Artifact 3 Maelstrom Archangell Brass Gnat 3-6 Resist "Chaos", "Colorles		_	, ,	-	
White, Priest 2 White Priest Reverse Damage Resurrect someone who's been killed within the past CL s.  Black, Rogue 3 Black Rogue Gloom [xl Special] Priest spells cost triple spell slots to cast.  Black, Rogue 3 Black Rogue Attrition Sacrifice a summon: Target is slain (PPD save)  Black, Rogue 3 Black Rogue Attrition Sacrifice a summon: Target is slain (PPD save)  Black, Wizard 3 Blue Psionicist Psionic Blast Target takes 40 psionic dame, you take 20 psionic dung, you take 20 psionic dung (no save) (PR to resist)  Blue, Wizard 3 Blue Psionicist Charisma Your attacks are charm branded (Will save)  Green, Warrior 3 Green Warrior Tranquility Dispel all effects on one target (use the 50% +/- 5% per CL difference rules)  Green, Warrior 3 Green Warrior Ancestral Mask Target gets +LVL/+LVL TH/dmg for each other of same race in room  Blue, Meta 3 Izzet Evoker (MTG UR) Mana Leak 1 borrowed M or 1 OppM: Counter target magical/psionic effect unless its user devotes another 3 spell/psionic slots to it.  Artifiect 3 Maelstrom Archangell Blasting Station 1 N, sacrifice a summon: Get back 2 SL in progression  Artifiect 3 Maelstrom Archangell Blasting Station 1 N, sacrifice a summon: Deal 10 dmg to one target (no save, TechR to resist)  Hor 17: 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.  Artifiect 3 Maelstrom Archangell Brass Gnat 3-2 H/LVI-I/J2' 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).  Artifiect 3 Maelstrom Archangell Brass Gnat 3-4 Charm Resistance (CR) = Charm Resistance					
Black, Rogue 3 Black Rogue Attrition Sacrifice a summon: Target is shain (PPD save) Blue, Wizard 3 Blue Psionicist Psionic Blast Target takes 40 psionic drng, you take 20 psionic drng (no save) (PR to resist) Blue, Wizard 3 Blue Psionicist Psionic Blast Target takes 40 psionic drng, you take 20 psionic drng (no save) (PR to resist) Blue, Wizard 3 Blue Psionicist Charisma Your attacks are charm branded (Will save) Green, Warrior 3 Green Warrior Tranquility Dispel all effects on one target (use the 50% +/- 5% per CL difference rules) Green, Warrior 3 Green Warrior Ancestral Mask Target gets +LVL/+LVL TH/drng for each other of same race in room Blue, Meta 3 Izzet Evoker (MTG U/R) Mana Leak I borrowed M or 1 OppM: Counter target magical/psionic effect unless its user devotes another 3 spell/psionic slots to it.  Artifact 3 Maelstrom Archangell Blasting Station IN, sacrifice a summon: Get back 2 SL in progression  Artifact 3 Maelstrom Archangell Blasting Station IN, sacrifice a summon: Deal 10 drng to one target (no save, TechR to resist)  Artifact 3 Maelstrom Archangell Brass Graat 3-1 IM or 1T: 10 drng 15 radius (Annihalton, centered on you, hole in the middle, no save). Taking this power more than once increases the damage by 10 each time.  Artifact 3 Maelstrom Archangell Brass Graat 3-2 IM or 1T: 10 drng 15 radius (Annihalton, centered on you, hole in the middle, no save). Taking this power more than once, but different SL versions of this same effect exist, which can be picked (once each).  Brass Graat 3-2 IM-VI-LP 2T actions on the same effect exist, which can be picked (once each).  Brass Graat 3-3 Maelstrom Archangell Brass Graat 3-4 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 aCR or NR, a third time gives aCR or NR (the other that you didn't pick), and the fourth time gives aCR or NR, a third time gives aCR or NR, a third time gives aCR or NR (the other that you didn't pick), and the fou		_			
Black, Rogue 3 Black Rogue Attrition Sacrifice a summon: Target is slain (PPD save) Blue, Wizard 3 Blue Psionicist Psionic Blast Target takes 40 psionic dmg, you take 20 psionic dmg (no save) (PR to resist) Blue, Wizard 3 Blue Psionicist Charisma Your attacks are charm branded (Will save) Green, Warrior 3 Green Warrior Tranquility Dispel all effects on one target (use the 50% +/- 5% per CL difference rules) Green, Warrior 3 Green Warrior Ancestral Mask Target gets +LVL+Ux TH/dmg for each other of same race in room Blue, Meta 3 Lzzet Evoker (MTG U/R) Mana Leak 1 borrowed M or 1 OppM: Counter target magical/psionic effect unless its user devotes another 3 spell/psionic slots to it.  Artifact 3 Maelstrom Archangell 1 Blasting Station 1N, sacrifice a summon: Deal 10 dmg to one target (no save, TechR to resist)  Artifact 3 Maelstrom Archangell 1 Brass Gnat 3-1 IM or 1T: 10 dmg 15' radius (Annihilation, centered on you, hole in the middle, no save). Taking this power more than once increases the anone increases the string.  Artifact 3 Maelstrom Archangell 1 Brass Gnat 3-2 (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).  Artifact 3 Maelstrom Archangell 1 Brass Gnat 3-3 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.  Charm Resistance (CR) = CL*15%. Picking this a second time gives aCR or NR, the other that you didn't pick), and the fourth time gives aNR.  Artifact 3 Maelstrom Archangell 1 Brass Gnat 3-6 Resist Tchaos", "Colorless", "Wid", and "Wonder" elements/effects (Colorless Fire, Colorless Fire,		-		-	*
Blue, Wizard 3 Blue Psionicist Psionic Blast Target takes 40 psionic dmg, you take 20 psionic dmg (no save) (PR to resist)  Blue, Wizard 3 Blue Psionicist Charisma Your attacks are charm branded (Will save)  Green, Warrior Tranquility Dispel all effects on one target (use the 50% +/- 5% per CL difference rules)  Green, Warrior Ancestral Mask Target gets +LVL+VLTH/dmg for each other of same race in room  Blue, Meta 3 Izzet Evoker (MTG U/R) Mana Leak Iborrowed M or 1 OppM: Counter target magical/psionic effect unless its user devotes another 3 spell/psionic slots to it.  Artifact 3 Maelstrom Archangell Blasting Station IN, sacrifice a summon: Get back 2 SL in progression  Artifact 3 Maelstrom Archangell Brass Gnat 3-1 IM 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.  +(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).  Artifact 3 Maelstrom Archangell Brass Gnat 3-3 Brass Gnat 3-4 Charificet Brass Gnat 3-5 Pricking this a second time gives a Ror NR, a third time gives a CR or NR, the can be picked of the other that you didn't pick), and the fourth time gives a Ror NR, a third time gives a CR or NR, the other that you didn't pick), and the fourth time gives a NR.  Artifact 3 Maelstrom Archangell Brass Gnat 3-6 Resist Polymorph, Clone, Domination, Teleport Other, Picking this a second time gives Immunity.  Artifact 3 Maelstrom Archangell Brass Gnat 3-7 Resist Polymorph, Clone, Domination, Teleport Other, Picking this a second time gives Immunity.  Maelstrom Archangell Brass Gnat 3-7 Resist Polymorph, Clone, Domination, Teleport Other, Picking this a second time gives Immunity.  Maelstrom Archangell Brass Gnat 3-8 Immunity.  Maelstrom Archangell Brass Gnat 3-9 Immunity.  Maelstrom Archangell Brass Gnat 3-9 Immunity.  Maelstrom Archangell Brass G	, ,	2	Ü		
Blue, Wizard 3 Blue Psionicist Charisma Your attacks are charm branded (Will save)  Green, Warrior 3 Green Warrior Tranquility Dispel all effects on one target (use the 50% +/- 5% per CL difference rules)  Green, Warrior 3 Green Warrior Ancestral Mask Target gets +LVL+LVL TH/dmg for each other of same race in room  Blue, Meta 3 Izzet Evoker (MTG U/R) Mana Leak I borrowed M or 1 OppM: Counter target magical/psionic effect unless its user devotes another 3 spell/psionic slots to it.  Artifact 3 Maelstrom Archangell Blasting Station IN, sacrifice a summon: Deal 10 dmg to one target (no save, TechR to resist)  Artifact 3 Maelstrom Archangell Brass Gnat 3-1 I Mor 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.  Artifact 3 Maelstrom Archangell Brass Gnat 3-2 more than once increases the damage by 10 each time.  Artifact 3 Maelstrom Archangell Brass Gnat 3-3 brass Gnat 3-3 more than once increases the damage by 10 each time.  Artifact 3 Maelstrom Archangell Brass Gnat 3-3 brass Gnat 3-3 brass Gnat 3-3 brass Gnat 3-3 brass Gnat 3-4 brass Gnat 3-4 brass Gnat 3-5 brass Gnat 3-5 brass Gnat 3-6 brass Gnat 3-6 brass Gnat 3-7 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.  Artifact 3 Maelstrom Archangell Brass Gnat 3-6 Resist "Chaos", "Wild", and "Wonder" elements/effects (Colorless Fire, Colorless Time, Black Ice, Wild Magic Zones, clay, Picking this a second time gives Immunity.  Artifact 3 Maelstrom Archangell Brass Gnat 3-8 Pilo Mori TT. LVL/d: Raise or lower the Physical Factor (PF) of the area by 1 (min PF = 0, max PF = 11), even if current Artifact  3 Maelstrom Archangell Brass Gnat 3-8 Pilo Mori TT. LVL/d: Raise or lower the Physical Factor (PF) of the area by 1 (min PF = 0, max PF = 11), even if current Artifact		2			
Green, Warrior 3 Green Warrior 3 Green Warrior 3 Green Warrior 3 Green Warrior 4 Ancestral Mask 5 Target gets +LVL/+LVL TH/dmg for each other of same race in room 5 Ibue, Meta 3 Izzet Evoker (MTG U/R) 5 Mana Leak 1 Iborrowed M or 1 OppM: Counter target magical/psionic effect unless its user devotes another 3 spell/psionic slots to it.  Artifact 3 Maelstrom Archangell 1 Ashnod's Altar 0, sacrifice a summon: Get back 2 SL in progression 6 Maelstrom Archangell 1 Blasting Station 1N, sacrifice a summon: Deal 10 dmg to one target (no save, TechR to resist) 1 Mor 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.  4 Artifact 3 Maelstrom Archangell 1 Brass Gnat 3-2 (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).  4 Artifact 3 Maelstrom Archangell 1 Brass Gnat 3-3 Brass Gnat 3-4 (CR) = CL*15%. Picking this a second time gives aCR or NR, a third time gives aCR or NR (the other that you diff the fourth time gives aNR.  4 Artifact 3 Maelstrom Archangell 1 Brass Gnat 3-6 Brass Gnat 3-7 Resist Polymorph, Clone, Domination, Teleport Other. Picking this a second time gives Immunity.  4 Artifact 3 Maelstrom Archangell 1 Brass Gnat 3-7 Resist Polymorph, Clone, Domination, Teleport Other. Picking this a second time gives Immunity.  4 Artifact 3 Maelstrom Archangell 1 Brass Gnat 3-8 Maelstrom Archangell 1 Brass Gnat 3-8 Maelstrom Archangell 1 Brass Gnat 3-8 Maelstrom Archangell 1 Brass Gnat 3-9 Maelstrom Archangell 1 Brass Gnat 3-9 Maelstrom Archangell 1 Brass Gnat 3-7 Resist Polymorph, Clone, Domination, Teleport Other. Picking this a second time gives Immunity.  4 Artifact 3 Maelstrom Archangell 1 Brass Gnat 3-8 Maelstrom Archangell 1 Brass Gnat 3-8 Maelstrom Archangell 1 Brass Gnat 3-9 Maelstrom Archangell 1 Brass Gnat 3-9 Maelstrom Archangell 1 Brass Gnat 3-		_			
Green, Warrior 3 Green Warrior Ancestral Mask Target gets +LVL/+LVL. Th/dmg for each other of same race in room  Blue, Meta 3 Lzzet Evoker (MTG U/R) Mana Leak 1 borrowed M or 1 OppM: Counter target magical/psionic effect unless its user devotes another 3 spell/psionic slots to it.  Artifact 3 Maelstrom Archangell 1 Blasting Station 1N, sacrifice a summon: Deal 10 dmg to one target (no save, TechR to resist)  Artifact 3 Maelstrom Archangell 1 Brass Gnat 3-1 IM or 1T: 10 dmg 15' radius (Annihilation, centered on you, hole in the middle, no save). Taking this power more than one increases the damage by 10 each time.  Artifact 3 Maelstrom Archangell 1 Brass Gnat 3-2 +(LVL+1)-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).  Brass Gnat 3-3 Brass Gnat 3-3 parting shot against someone you are getting 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.  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 aCR or NR, a third time gives aCR or NR (the other that you didn't) pick), and the fourth time gives aNR.  Artifact 3 Maelstrom Archangell 1 Brass Gnat 3-6 Resist "Choos", "Colorless", "Wild", and "Wonder" elements/effects (Colorless Fire, Colorless Fire, Colorless Fire, Colorless Fire, Colorless Fire, Dake Lee, Wild Magic Zones, etc.). Picking this twice gives Double Resist, but third and further picks do nothing.  Artifact 3 Maelstrom Archangell 1 Brass Gnat 3-8 Resist Polymorph, Clone, Domination, Teleport Other. Picking this a second time gives Immunity.  Maelstrom Archangell 1 Brass Gnat 3-8 IM 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 Artifact  3 Maelstrom Archangell		-			
Blue, Meta 3 Izzet Evoker (MTG U/R) Mana Leak 1 borrowed M or 1 OppM: Counter target magical/psionic effect unless its user devotes another 3 spell/psionic slots to it.  Artifact 3 Maelstrom Archangell 1 Ashnod's Altar 0, sacrifice a summon: Get back 2 SL in progression  IN, sacrifice a summon: Deal 10 dmg to one target (no save, TechR to resist)  Artifact 3 Maelstrom Archangell 1 Brass Gnat 3-1 IM 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.  Artifact 3 Maelstrom Archangell 1 Brass Gnat 3-2 #(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).  IbV+1bP or 1bT+1bP: Get a full P action of attacks against someone you are getting a parting shot against someone who is immune to parting shots, or who is blinking away / leaving the group instanaeously. This cannot be picked more than once.  Artifact 3 Maelstrom Archangell 1 Brass Gnat 3-4 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.  Artifact 3 Maelstrom Archangell 1 Brass Gnat 3-6 Resist "Chaos", "Colorless", "Wild", and "Wonder" elements/effects (Colorless Fire, Colorless Time, Black Ice, Wild Magic Zones, etc.). Picking this more than once gives you another pick.  Artifact 3 Maelstrom Archangell 1 Brass Gnat 3-8 Prass Gnat 3-8 IM or 1T: Dulpicate a Psi8 minor ability. (This is resisted using TechR, not PsiR). Picking this twice lets you duplicate Psi16 minors.  Artifact 3 Maelstrom Archangell 1 Brass Gnat 3-9 IM or 1T: Dulpicate a Psi8 minor ability. (This is resisted using TechR, not PsiR). Picking this twice lets you duplicate Psi16 minors.		-			
Artifact 3 Maelstrom Archangell 1 Ashnod's Altar 0, sacrifice a summon: Get back 2 SL in progression  Artifact 3 Maelstrom Archangell 1 Blasting Station 1N, sacrifice a summon: Deal 10 dmg to one target (no save, TechR to resist)  Artifact 3 Maelstrom Archangell 1 Brass Gnat 3-1 1 Mor 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.  Artifact 3 Maelstrom Archangell 1 Brass Gnat 3-2 + (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).  Artifact 3 Maelstrom Archangell 1 Brass Gnat 3-3   IbV+1DP or IbT+1DP: 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.  Artifact 3 Maelstrom Archangell 1 Brass Gnat 3-4   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.  Artifact 3 Maelstrom Archangell 1 Brass Gnat 3-6   When you take this power, pick Radiation, Magic, Psi, or Innate. IM or 1T: Dispel an effect of the type chosen. Picking this more than once gives you another pick.  Artifact 3 Maelstrom Archangell 1 Brass Gnat 3-7   Resist Polymorph, Clone, Domination, Teleport Other. Picking this a second time gives Immunity.  Artifact 3 Maelstrom Archangell 1 Brass Gnat 3-8   IM or 1T: Duplicate a Psi8 minor ability. (This is resisted using TechR, not PsiR). Picking this twice lets you duplicate PsiI6 minors.  Artifact 3 Maelstrom Archangell 1 Brass Gnat 3-9   IM 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	Green, warrior		Green warrior	Ancestrai Mask	
Artifact 3 Maelstrom Archangell 1 Blasting Station 1N, sacrifice a summon: Deal 10 dmg to one target (no save, TechR to resist)  Artifact 3 Maelstrom Archangell 1 Brass Gnat 3-1 1 IM 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.  Artifact 3 Maelstrom Archangell 1 Brass Gnat 3-2	Blue, Meta	3	Izzet Evoker (MTG U/R)	Mana Leak	1.
Artifact 3 Maelstrom Archangell 1 Blasting Station 1N, sacrifice a summon: Deal 10 dmg to one target (no save, TechR to resist)  Artifact 3 Maelstrom Archangell 1 Brass Gnat 3-1 IM 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.  Artifact 3 Maelstrom Archangell 1 Brass Gnat 3-2	Artifact	3	Maelstrom Archangel11	Ashnod's Altar	
Artifact 3 Maelstrom Archangell 1 Brass Gnat 3-1 IM 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.  Artifact 3 Maelstrom Archangell 1 Brass Gnat 3-2 +(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).  Artifact 3 Maelstrom Archangell 1 Brass Gnat 3-3 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.  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.  Artifact 3 Maelstrom Archangell 1 Brass Gnat 3-5 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.  Artifact 3 Maelstrom Archangell 1 Brass Gnat 3-7 Resist Polymorph, Clone, Domination, Teleport Other. Picking this a second time gives Immunity.  Artifact 3 Maelstrom Archangell 1 Brass Gnat 3-8 Pass Gnat 3-8 IM or 1T: Duplicate a Psi8 minor ability. (This is resisted using TechR, not PsiR). Picking this twice lets you duplicate Psi16 minors.  Artifact 3 Maelstrom Archangell 1 Brass Gnat 3-9 IM 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 data or the than one of the physical Factor (PF) of the area by 1 (min PF = 0, max PF = 11), even if current data or the proper of the physical Factor (PF) of the area by 1 (min PF = 0, max PF = 11), even if current data or the physical Factor (PF) of the area by 1 (min PF = 0, max PF = 11), even if current data or the physical Factor (PF) of the area by 1 (min PF = 0, max PF = 11), even if current data or the physical Factor (PF) of the area by 1 (min PF =	Artifact	3	_		
Artifact  3 Maelstrom Archangell 1  Brass Gnat 3-2  +(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).  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.  Artifact  3 Maelstrom Archangell 1  Brass Gnat 3-4  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.  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.  Artifact  3 Maelstrom Archangell 1  Brass Gnat 3-6  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.  Artifact  3 Maelstrom Archangell 1  Brass Gnat 3-7  Resist Polymorph, Clone, Domination, Teleport Other. Picking this a second time gives Immunity.  1M or 1T: Duplicate a Psi8 minor ability. (This is resisted using TechR, not PsiR). Picking this twice lets you duplicate Psi16 minors.  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 of the pick and the p	Artifact				1M or 1T: 10 dmg 15' radius (Annihilation, centered on you, hole in the middle, no save). Taking this power more
Artifact  3 Maelstrom Archangell Brass Gnat 3-3  Artifact  3 Maelstrom Archangell Brass Gnat 3-4  Artifact  3 Maelstrom Archangell Brass Gnat 3-4  Artifact  3 Maelstrom Archangell Brass Gnat 3-5  Artifact  3 Maelstrom Archangell Brass Gnat 3-5  Artifact  3 Maelstrom Archangell Brass Gnat 3-6  Artifact  3 Maelstrom Archangell Brass Gnat 3-6  Artifact  3 Maelstrom Archangell Brass Gnat 3-7  Artifact  3 Maelstrom Archangell Brass Gnat 3-8  Artifact  3 Maelstrom Archangell Brass Gnat 3-8  Artifact  3 Maelstrom Archangell Brass Gnat 3-8  Artifact  3 Maelstrom Archangell Brass Gnat 3-9  Artifact  4 Maelstrom Archangell Brass Gnat 3-9  Artifact  4 Maelstrom Archangell Brass Gnat 3-9  Artifact  4 Maelstrom Archangell Brass Gnat 3-9  Artifact  5 Maelstrom Archangell Brass Gnat 3-9  Artifact  5 Maelstrom Archangell Brass Gnat 3-9  Artifact  6 Maelstrom Archangell Brass Gnat 3-9  Artifact  6 Maelstrom Archangell Brass Gnat 3-9  Artifact  7 Maelstrom Archangell Brass Gnat 3-9  Artifact  8 Maelstrom Archangell Brass Gnat 3-9  Artifact  8 Maelstrom Archangell Brass Gnat 3-9  Artifact  9 Maelstrom Archangell Brass Gnat 3-9  Artifact  1 Mor 1T, LVL/d: Raise or lower the Physical Factor (PF) of the area by 1 (min PF = 0, max PF = 11), even if current of the triple o	Artifact	3	Maelstrom Archangell 1	Brass Gnat 3-2	+(LVL+1)/2 T actions per round, only for technological effects (including Brass Gnat spells). This cannot be picked
Artifact 3 Maelstrom Archangell 1 Brass Gnat 3-4 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.  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.  Artifact 3 Maelstrom Archangell 1 Brass Gnat 3-6 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.  Artifact 3 Maelstrom Archangell 1 Brass Gnat 3-7 Resist Polymorph, Clone, Domination, Teleport Other. Picking this a second time gives aCR or NR (the other that you didn't pick), and the fourth time gives aNR.  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.  Resist "Chaos", "Colorless", "Wild", and "Wonder" elements/effects (Colorless Fire, Colorless Fire, Colorless Time, Black Ice, Wild Magic Zones, etc.). Picking this twice gives Double Resist, but third and further picks do nothing.  Artifact 3 Maelstrom Archangell 1 Brass Gnat 3-7 Resist Polymorph, Clone, Domination, Teleport Other. Picking this a second time gives aCR or NR (the other that you didn't pick), and the fourth time gives aCR or NR (the other that you didn't pick).	Artifact	3	Maelstrom Archangel11	Brass Gnat 3-3	parting shot against someone who is immune to parting shots, or who is blinking away / leaving the group
Picking this more than once gives you another pick.  Artifact  3 Maelstrom Archangell Brass Gnat 3-6  Artifact  3 Maelstrom Archangell Brass Gnat 3-6  Artifact  3 Maelstrom Archangell Brass Gnat 3-7  Artifact  3 Maelstrom Archangell Brass Gnat 3-7  Artifact  3 Maelstrom Archangell Brass Gnat 3-8  Artifact  3 Maelstrom Archangell Brass Gnat 3-8  Artifact  3 Maelstrom Archangell Brass Gnat 3-8  Artifact  3 Maelstrom Archangell Brass Gnat 3-9  Artifact  3 Maelstrom Archangell Brass Gnat 3-9  IM 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	Artifact	3	Maelstrom Archangell 1	Brass Gnat 3-4	Charm Resistance (CR) = CL*15%. Picking this a second time gives aCR or NR, a third time gives aCR or NR (the
Artifact 3 Maelstrom Archangell Brass Gnat 3-6 Magic Zones, etc.). Picking this twice gives Double Resist, but third and further picks do nothing.  Artifact 3 Maelstrom Archangell Brass Gnat 3-7 Resist Polymorph, Clone, Domination, Teleport Other. Picking this a second time gives Immunity.  Artifact 3 Maelstrom Archangell Brass Gnat 3-8 IM or 1T: Duplicate a Psi8 minor ability. (This is resisted using TechR, not PsiR). Picking this twice lets you duplicate Psi16 minors.  Artifact 3 Maelstrom Archangell Brass Gnat 3-9 IM 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	Artifact	3	Maelstrom Archangell1	Brass Gnat 3-5	
Artifact  3 Maelstrom Archangell Brass Gnat 3-8  If M or 1T: Duplicate a Psi8 minor ability. (This is resisted using TechR, not PsiR). Picking this twice lets you duplicate Psi16 minors.  If M or 1T: Duplicate a Psi8 minor ability. (This is resisted using TechR, not PsiR). Picking this twice lets you duplicate Psi16 minors.  If M 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 productions.	Artifact	3	Maelstrom Archangell1	Brass Gnat 3-6	
Artifact  3 Maelstrom Archangell   Brass Gnat 3-9   Psil6 minors.  Psil6 minors.  IM 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 or the physical Factor (PF) of the area by 1 (min PF = 0, max PF = 11), even if current or the physical Factor (PF) of the area by 1 (min PF = 0, max PF = 11), even if current or the physical Factor (PF) of the area by 1 (min PF = 0, max PF = 11), even if current or the physical Factor (PF) of the area by 1 (min PF = 0, max PF = 11), even if current or the physical Factor (PF) of the area by 1 (min PF = 0, max PF = 11), even if current or the physical Factor (PF) of the area by 1 (min PF = 0, max PF = 11), even if current or the physical Factor (PF) of the area by 1 (min PF = 0, max PF = 11), even if current or the physical Factor (PF) of the area by 1 (min PF = 0, max PF = 11), even if current or the physical Factor (PF) of the area by 1 (min PF = 0, max PF = 11), even if current or the physical Factor (PF) of the area by 1 (min PF = 0, max PF = 11), even if current or the physical Factor (PF) of the area by 1 (min PF = 0, max PF = 11), even if current or the physical Factor (PF) of the area by 1 (min PF = 0, max PF = 11), even if current or the physical Factor (PF) of the area by 1 (min PF = 0, max PF = 11), even if current or the physical Factor (PF) of the area by 1 (min PF = 0, max PF = 11), even if current or the physical Factor (PF) of the area by 1 (min PF = 0, max PF = 11), even if current or the physical Factor (PF) of the area by 1 (min PF = 0, max PF = 11), even if current or the physical Factor (PF) of the area by 1 (min PF = 0, max PF = 11), even if current or the physical Factor (PF) of the area by 1 (min PF = 0, max PF = 11), even if current or the physical Factor (PF) of the area by 1 (min PF = 0, max PF = 11), even if current or the physical Factor (PF) of the area by 1 (min PF = 0, max PF = 11), even if current or the physical Factor (PF) of the area by 1 (min PF = 0, max PF = 11), even if current	Artifact	3	Maelstrom Archangel11	Brass Gnat 3-7	Resist Polymorph, Clone, Domination, Teleport Other. Picking this a second time gives Immunity.
Artifact 13 [Maelstrom Archangel]   Brass Gnat 3-9   1	Artifact	3	Maelstrom Archangell 1	Brass Gnat 3-8	1M or 1T: Duplicate a Psi8 minor ability. (This is resisted using TechR, not PsiR). Picking this twice lets you duplicate Psi16 minors.
	Artifact	3	Maelstrom Archangel11	Brass Gnat 3-9	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.

				IM or 1T: Raise or lower the Tech Level of an object by 1 (max Tech Level = N+LVL, where N is the number of
Artifact	3	Maelstrom Archangell 1	Brass Gnat 3-10	This or 11: Raise or lower the Tech Level of an object by I (max Tech Level = N+LVL, where N is the number of times you pick this power).
Artifact	3	Maelstrom Archangel11	Brass Gnat 3-11	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.
Artifact	3	Maelstrom Archangell 1	Brass Gnat 3-12	"Luck" effects doesn't work for anyone within sight. This cannot be picked more than once.
Artifact	3	Maelstrom Archangell 1	Brass Gnat 3-13	1N, 1/t: Immune to Head Blown Off or Summoning Sickness. Picking this more than once lets you use this power an
Artifact	3	Maelstrom Archangell 1	Brass Gnat 3-14	additional time per turn.  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
Artifact	3	Maelstrom Archangell 1	Brass Gnat 3-15	another pick.  IM or 1T: Summon a DL=CL (max DL=6) Alley creature, it has a DL% chance of becoming uncontrolled per
Artifact	3	Maelstrom Archangell 1	Caltrops	segment. Picking this more than once increases the max DL by 1, but never beyond DL=9 in any case.  10 damage damaging shield (no save, TechR to resist)
Artifact	3	Maelstrom Archangell 1	Fireshrieker	One of your summons deals double damage
Artifact	3	Maelstrom Archangell 1	Forcefield	Damage Threshold 10 from physical attacks
Artifact	3	Maelstrom Archangel11	Loxodon Warhammer	Vampiric Regen. (can be used on one of your summons)
Artifact	3	Maelstrom Archangel11	Summon Myr 3	Summon a DL=3 Myr
Black	3	Maelstrom Archangell1	Attrition	Sacrifice a summon: Target is slain (PPD save)
Black	3	Maelstrom Archangel11	Gloom	[x1 Special] Priest spells cost triple spell slots to cast.
Blue	3	Maelstrom Archangel11	Charisma	Your attacks are charm branded (Will save)
Blue	3	Maelstrom Archangell 1	Mana Leak	1bM or 1 OppM: Counter target magical/psionic effect unless its user devotes another 3 spell/psionic slots to it.
Blue	3	Maelstrom Archangel11	Psionic Blast	Target takes 40 psionic dmg, you take 20 psionic dmg (no save) (PR to resist)
Gold	3	Maelstrom Archangell 1	Absorb	1bM: Counterspell, and be cured 30 hp.
Gold	3	Maelstrom Archangell 1	Azorius AEthermage	Summon a DL III Human Wizard, it can refresh some of your spell/psi progressions.
Gold	3	Maelstrom Archangell 1	Chromatic Armor	Choose a school, sphere, or psionic frequency. Target is immune to that for 1t.
Gold	3	Maelstrom Archangell 1	Daring Leap	One creature flies and gets +10 TH/dmg/AC/saves this segment.
Gold Gold	3	Maelstrom Archangell 1	Demand (Supply/Demand)	Wishold for a SL 2 Psi11U/W spell
Gold	3	Maelstrom Archangell 1 Maelstrom Archangell 1	Guiding Spirit Hanna, Ship's Navigator	Summon a DL III Angel, it flies, and makes your Summon Psi11U/W powers cost only ½M each.
Gold	3	Maelstrom Archangell 1	Leering Gargoyle	Summon a DL III Human Artificer, he can rebuild dispelled effects or magic items.  Summon a DL III Gargoyle, it flies, and it can become very tough (+20 rhp) but then cannot physically attack.
Gold	3	Maelstrom Archangell 1	Minister of Impediments	Summon a DL III Human Advisor, he can lockdown one enemy's actions (Bosses and the like get a Will save).
			1	Summon a DL III Sliver, if this Sliver dies due to enemy combat, you get one SL=2 spell added to your progression
Gold	3	Maelstrom Archangell 1	Opaline Sliver	for It.
Gold	3	Maelstrom Archangell 1	Phantatog	Summon a DL III Atog, it dispels spell/psi effects, you can spend spell slots to increase it's DL.
Gold	3	Maelstrom Archangell 1	Plumes of Peace	Target creature is Slowed (Reflex save) and prevent his next P action (Will save)
Gold Gold	3	Maelstrom Archangell 1	Reparations	Whenever an enemy targets you, gain 2 SL's back in Psi11U/W progression.
Gold	3	Maelstrom Archangell 1  Maelstrom Archangell 1	Riptide Crab Samite Archer	Summon a DL III Crab, when he dies, you get ½M you can use before the end of the round.  Summon a DL III Human Cleric Archer, he cures 30 hp to one target and causes 30 hp to another target per action.
Gold	3	Maelstrom Archangel11	Silver Drake	When casting, sacrifice a summon: Summon a DL IV Drake, it flies.
Gold	3	Maelstrom Archangell 1	Sky Spirit	Summon a DL III Spirit, it flies.
Gold	3	Maelstrom Archangell1	Spectral Shield	Target gets a 20 hp Armor spell (stacks with other Armor spells), and he can't be targetted.
Gold	3	Maelstrom Archangell 1	Tempest Drake	Summon a DL III Drake, he flies and can Interpose to protect someone from being attacked.
Green	3	Maelstrom Archangel11	Adaptation	NaNR +CL*10%; Immune to Hostile Environment; Need not breathe
Green	3	Maelstrom Archangel11	Ancestral Mask	Target gets +LVL/+LVL TH/dmg for each other of same race in room
Green	3	Maelstrom Archangel11	Force of Nature II	Summon a Wood Elemental: AC 40, hp 80, #Att 2/1, TH +30, dmg 30
Green	3	Maelstrom Archangell 1	Gaea's Skyfolk	Winged flight CL^2"
Green	3	Maelstrom Archangell 1	Nature's Chosen	+1S action
Green	3	Maelstrom Archangell1	Tranquility	Dispel all effects on one target (use the 50% +/- 5% per CL difference rules)
Red	3	Maelstrom Archangell 1	Fervor	You and your summons are not summoning sick.
Red	3	Maelstrom Archangell 1	Stone Rain	Deal CL Hull dmg to one inanimate object (no save)
White White	3	Maelstrom Archangell 1 Maelstrom Archangell 1	Arenson's Aura Reverse Damage	0, sacrifice a maintained effect: Dispel a maintained effect.  1bM: One effect that's damaging you heals you for that amount instead.
Artifact	3	Plator	Ashnod's Altar	0, sacrifice a summon: Get back 2 SL in progression
Artifact	3	Plator	Blasting Station	1N, sacrifice a summon: Deal 10 dmg to one target (no save, TechR to resist)
Artifact	3	Plator	Brass Gnat 3-1	I'm sactifice a summon. Dear to unit to unit to one target (no save, Technic to resist)  I'm 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.
Artifact	3	Plator	Brass Gnat 3-2	+(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).
Artifact	3	Plator	Brass Gnat 3-3	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.
Artifact	3	Plator	Brass Gnat 3-4	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.
Artifact	3	Plator	Brass Gnat 3-5	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.
Artifact	3	Plator	Brass Gnat 3-6	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.
Artifact	3	Plator	Brass Gnat 3-7	Resist Polymorph, Clone, Domination, Teleport Other. Picking this a second time gives Immunity.
Artifact	3	Plator	Brass Gnat 3-8	1M or 1T: Duplicate a Psi8 minor ability. (This is resisted using TechR, not PsiR). Picking this twice lets you duplicate Psi16 minors.
Artifact	3	Plator	Brass Gnat 3-9	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.
Artifact	3	Plator	Brass Gnat 3-10	IM 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).

Angle   1				<u> </u>	THE CLASS CONTRACTOR OF THE CO
Months   3	Artifact	3	Plator	Brass Gnat 3-11	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.
Angle	Artifact	3	Plator	Brass Gnat 3-12	
Miller   3	Artifact	3	Plator	Brass Gnat 3-13	
Artifact   3   Place					
Section   Sect	Artifact	3	Plator	Brass Gnat 3-14	(Can cast the effect's reverse within 1 round, even if the reverse is not known.) Picking this more than once gives you
Anthors	Artifact	3	Plator	Brass Gnat 3-15	
Affilities         3         Patter         Description         One of your numbers of this should admiss alternates           Affilities         3         Patter         Associated with a patternation         One of your numbers of the should admiss alternates           Affilities         3         Patter         Associated with a patternation         Security of the patternation           Block         3         Patter         Associated with a patternation         Security of the patternation           Block         3         Patter         One one         12 Specify Pattern of the patternation         12 Specify Patternation of the patter	Artifact	3	Plator	Caltrons	
Author         3.1         Please         Description         Damage Translated 10 times physical attacks           Author         3.1         Please         Description         Sommon My 5         Sommon My 5         Sommon My 1           Model         3.1         Please         Author         Sommon My 5         Sommon My 1         Sommon My 1           Block         3.1         Please         Choose         M3 5 Special Privite spidl cets to freque disctor to cont.           Block         3.1         Please         Choose         M3 1 Flear Choose         M3 6 Flear Choose         M3 7 Copple Contract page remaplical private disctors to cont.           Gold         3.1         Please         About Choose         IMM or I Oppht Connect to age remaplical private disctors to its.           Gold         3.1         Please         About All March         IBM or I Oppht Connected and to send 40 lbp.           Gold         3.2         Please         About All March         IBM Concept Queen and 10 lbp.           Gold         3.2         Please         About All March         Description of the please and 10 lbp.           Gold         3.2         Please         About All March         Choose a school oplee, or pionin Requestly, Tage; it immune to last bit 10 lbp.           Gold         3.2         Please		-			
Section 19					
Black	Artifact	3	Plator	Loxodon Warhammer	Vampiric Regen. (can be used on one of your summons)
Black   3   Plater	Artifact	3	Plator	Summon Myr 3	Summon a DL=3 Myr
Section   1	Black	3	Plator	Attrition	Sacrifice a summon: Target is slain (PPD save)
Silect   3		_			
Shee		3			
Solid   3   Pater		3			
Second   3		•			
Change   C					
Cold		•		·	
Cold   3   Pater		_			
Gold   3   Palor		•		U 1	
Gold 3 Plater   Hams, Ship's Novigenter   Sammon a Di. III Human Activities, he can rebuild dispelled affects or magis tenss.   Sammon a Di. III Human Activities, he can rebuild dispelled affects or magis tenss.   Sammon a Di. III Human Activities, he can rebuild dispelled affects or magis tenss.   Sammon a Di. III Human Activities, he can rebuild dispelled affects or magis tenss.   Sammon a Di. III Human Activities, he can rebuild dispelled affects or magis tenss.   Sammon a Di. III Human Activities, he can rebuild dispelled affects, you can appeal quelled to your progression of the part of the par		3		( 11 )	
Patter	Gold	3	Plator		
Pater	Gold	3	Plator	Leering Gargoyle	Summon a DL III Gargoyle, it flies, and it can become very tough (+20 rhp) but then cannot physically attack.
Solid   3   Plater   Plantateg   Summon a D. III Atog. it dispets spell pist effects, you can spend spell slots to increase it's D.	Gold	3	Plator	Minister of Impediments	Summon a DL III Human Advisor, he can lockdown one enemy's actions (Bosses and the like get a Will save).
Gold 3 Pator Panets of Peace 1 Panets of Peace 1 Panets of Peace 2 Panets of Peace 2 Panets of Peace 3 Pator Peace 3 Pator Reparations Whenever an enemy targets spell past effects, you can spend spell able to increase it's DL.  Gold 3 Pator Reparations Whenever an enemy targets spell past effects, you can use before the end of the roand.  Gold 3 Pator Samie Archer Samiena D. III Torks, when he dies, you get 'MA you can use before the end of the roand.  Gold 3 Pator Samie Archer Description, when he dies, you get 'MA you can use before the end of the roand.  Gold 3 Pator Samie Archer Description, when he dies, you get 'MA you can use before the end of the roand.  Gold 3 Pator Samie Archer Description, when he dies, you get 'MA you can use before the end of the roand.  Gold 3 Pator Samie Archer Description, when he dies, you get 'MA you can use before the end of the roand.  Gold 3 Pator Samie Archer Description, when he dies, you get 'MA you can use before the end of the roand.  Gold 3 Pator Samie Archer Description, when he dies, you get 'MA you can use before the end of the roand.  Gold 3 Pator Samie Archer Description, when he dies, you get 'MA you can use before the end of the roand.  Gold 3 Pator Samie Archer Description, when he dies, you get 'MA you can use before the end of the roand.  Gold 3 Pator Samie Archer Description, when he dies, you get 'MA you can use before the end of the roand.  Gold 3 Pator Samie Archer Description, when he dies, you get 'MA you can use before the end of the roand.  Gold 3 Pator Tampest Description, which archer archer Archer, he canso do not negate a description, which archer	Gold	3	Plator	Opaline Sliver	
Flator	Gold	3	Plator	Phantatog	
Pattor   Repartitions   Whenever an enemy targets you, gain 2 SLS back in Pail IUW progression.		_		- C	
Gold 3 Plator Samite Archer Summon a Dt. III Crah, when he dies, you get 16M you can use before the end of the round.  Summon a Dt. III Human Cleric Archer, he cures 30 hp to one traget and causes; 30 hp to mother target per action.  When casting, sacrifice a summon a Dt. II V Drake, it flies.  Gold 3 Plator Sky Spirt Summon a Dt. III Plate, it flies.  Gold 3 Plator Spectral Shield Target gets a 20 hp Armor spell (tatles with other Armor applie), and he cart be targetted.  Gold 3 Plator Tempest Drake Summon a Dt. III Drake, he flies and can Interpose to protect someone from being attacked.  Green 3 Plator Adaptation Nancestral Mask Target gets + 20 Lp Armor spell (tatles with other Armor spells), and he cart be targetted.  Gold Samita Plator Tempest Drake Summon a Dt. III Drake, he dile has and can Interpose to protect someone from being attacked.  Green 3 Plator Adaptation Nancestral Mask Target gets + 20 Lp Armor spell (tatles with other Armor spells), and he cart be targetted.  Gold Samita Plator Adaptation Nancestral Mask Target gets + 20 Lp Armor spell (tatles with other Armor spells), and he cart be targetted.  Gold Samita Plator Adaptation Nancestral Mask Target gets + 20 Lp Armor spell (tatles with other Armor spells), and he cart be targetted.  Gold Samita Plator Adaptation Nancestral Mask Target gets + 20 Lp Armor spell (tatles with other Armor spells), and he cart be targetted.  Gold Samita Plator Adaptation Nancestral Mask Target gets + 20 Lp Armor spell (tatles with other Armor spells), and he cart be targetted.  Gold Samita Plator Armor Mask Target gets + 20 Lp Armor spell (tatles with other Armor spells), and he cart be targetted.  Gold Samita Plator Armor Mask Target gets + 20 Lp Armor spell (tatles with other Armor spells), and he cart be targetted.  Gold Samita Plator Prove of Nature 10 Summon and Dt. III Human Clerk and target gets and		3			
Gold 3 Plator Silver Drake When casting, sacrifice a summon a DL IV Drake, it fles.  Gold 3 Plator Sypint Summon a DL III Spirit, it fles.  Gold 3 Plator Spectral Shield Target gets a 20 bp Armor spell (stacks with other Armor spells), and he can't be targetted.  Gold 3 Plator Tempset Drake Summon a DL III Drake, he flies and can Interpose to proteet someone from being attacked.  Green 3 Plator Adaptation NaRH +CL-1 Villy, Immune to Hostile Environment; Need not breather Green Ancestral Mask Target gets + IXII-IVIL. Hiding for each of threather of some race in room  Green 3 Plator Force of Nature II Summon a Wood Elemental: AC 40, hp 80, #Att 2/1, TH +30, dmg 30  Green 3 Plator Gene's Skylofik Winged flight CL-2**  Green 3 Plator Gene's Skylofik Winged flight CL-2**  Green 3 Plator Gene's Skylofik Winged flight CL-2**  Green 3 Plator Tranquility Dispel all effects on one target (use the 50% #/- 5% per CL difference rules)  Red 3 Plator Force of Nature II Summon a Wood Elemental: AC 40, hp 80, #Att 2/1, TH +30, dmg 30  Green 3 Plator Tranquility Dispel all effects on one target (use the 50% #/- 5% per CL difference rules)  Red 3 Plator Force of You and your summons are not summoning sick.  Gold 3 Plator Acrosso's Aura O, sacrifice an maintained effect: Dept (no save)  White 3 Plator Reverse Damage IM-10 one maintained effect: Dept one maintained effect: Dept Green for Summon and Classification one international properties of the same and the summon and complete for save)  Red, Wizard 3 Red Wizard Stone Rain Deal CL Hull ding to one inanimate object (no save)  Red, Wizard 3 Red Wizard Stone Rain Deal CL Hull ding to one inanimate object (no save)  Red, Wizard 3 Treva Renewer (MTG UG/W) Aboorb 1 PM: Counterspell, and ke cured 30 hp.  Gold 3 Treva Renewer (MTG UG/W) Aboorb 1 PM: Counterspell, and ke cured 30 hp.  Gold 3 Treva Renewer (MTG UG/W) Deaning Active the same and general through the same and physically attack.  Gold 3 Treva Renewer (MTG UG/W) Deaning Active through Summon and DL III Human Artificer, he can	Gold	3	Plator	*	
Gold 3 Plator Silver Drake When casting, sacrifice a summon a DL IV Drake, it fles.  Gold 3 Plator Sypint Summon a DL III Spirit, it fles.  Gold 3 Plator Spectral Shield Target gets a 20 bp Armor spell (stacks with other Armor spells), and he can't be targetted.  Gold 3 Plator Tempset Drake Summon a DL III Drake, he flies and can Interpose to proteet someone from being attacked.  Green 3 Plator Adaptation NaRH +CL-1 Villy, Immune to Hostile Environment; Need not breather Green Ancestral Mask Target gets + IXII-IVIL. Hiding for each of threather of some race in room  Green 3 Plator Force of Nature II Summon a Wood Elemental: AC 40, hp 80, #Att 2/1, TH +30, dmg 30  Green 3 Plator Gene's Skylofik Winged flight CL-2**  Green 3 Plator Gene's Skylofik Winged flight CL-2**  Green 3 Plator Gene's Skylofik Winged flight CL-2**  Green 3 Plator Tranquility Dispel all effects on one target (use the 50% #/- 5% per CL difference rules)  Red 3 Plator Force of Nature II Summon a Wood Elemental: AC 40, hp 80, #Att 2/1, TH +30, dmg 30  Green 3 Plator Tranquility Dispel all effects on one target (use the 50% #/- 5% per CL difference rules)  Red 3 Plator Force of You and your summons are not summoning sick.  Gold 3 Plator Acrosso's Aura O, sacrifice an maintained effect: Dept (no save)  White 3 Plator Reverse Damage IM-10 one maintained effect: Dept one maintained effect: Dept Green for Summon and Classification one international properties of the same and the summon and complete for save)  Red, Wizard 3 Red Wizard Stone Rain Deal CL Hull ding to one inanimate object (no save)  Red, Wizard 3 Red Wizard Stone Rain Deal CL Hull ding to one inanimate object (no save)  Red, Wizard 3 Treva Renewer (MTG UG/W) Aboorb 1 PM: Counterspell, and ke cured 30 hp.  Gold 3 Treva Renewer (MTG UG/W) Aboorb 1 PM: Counterspell, and ke cured 30 hp.  Gold 3 Treva Renewer (MTG UG/W) Deaning Active the same and general through the same and physically attack.  Gold 3 Treva Renewer (MTG UG/W) Deaning Active through Summon and DL III Human Artificer, he can	Gold	3	Plator	Samite Archer	Summon a DL III Human Cleric Archer, he cures 30 hp to one target and causes 30 hp to another target per action.
Gold 3 Plator Sky Spirit Summon a Dt. III Spirit, it files. Gold 3 Plator Spectral Shield Target gets a 20 bp Armor spell (stacks with other Armor spells), and he can't be targetted. Gold 3 Plator Tempest Drake Summon a Dt. III Drake, the files and can Interpose to proteet someone from being attacked. Green 3 Plator Adpartation NaNR + CLL*10%; Immune to Hostile Environment, Need not breathe Green 3 Plator Ancestral Mask Target gets ± NLV±LVL. Thiding for each other of some rose in room Green 3 Plator Force of Nature II Summon a Wood Elemental. AC 40, hps 80, #Att 2-1, TH +30, dug 30 Green 3 Plator Gaes Skyfolk Winged flight CL'2* Green 3 Plator Tranquility Dispel all effects on one target (use the 50% +/- 5% per CL difference rules) Green 3 Plator Tranquility Dispel all effects on one target (use the 50% +/- 5% per CL difference rules) Red 3 Plator Tranquility Dispel all effects on one target (use the 50% +/- 5% per CL difference rules) White 3 Plator Acrossos Aura 0, sacrifice a maintaine object (no save) White 3 Plator Acrossos Aura 0, sacrifice a maintaine object (no save) White 3 Plator Reverse Damage 1 Plath Call Hull dung to one inaminate object (no save) Red, Wizard 3 Red Wizard Stone Rain Deal CL. Hull dung to one inaminate object (no save) Red, Wizard 3 Red Wizard Stone Rain Deal CL. Full dung to one inaminate object (no save) Gold 3 Treva Renewer (MTG U/GW) Absorb 1 Plath Counterspell, and be cured 30 hg. Gold 3 Treva Renewer (MTG U/GW) Absorb 1 Plath Counterspell, and be cured 30 hg. Gold 3 Treva Renewer (MTG U/GW) Daring Lang One current refise and gets +1 Thirt Again, and the current of the fire the counter of the same of the current of the same					
Gold 3 Plator Spectral Shield Target gets a 20 hp Armor spell (stacks with other Armor spells), and he can't be targetted.  Gold 3 Plator Tempest Drake Summon a Dt. III Drake, he files and can interpose to protect someone from being attacked.  Green 3 Plator Adaptation NaNR + CL*10%; Immune to Hostile fraviorment; Need not breake  Green 3 Plator Accent at Mask Target gets + LVL*+LVL TH-drag for each other of same race in room  Green 3 Plator Force of Nature II Summon a Wood Elemental. Ac 40, hp 80, #Ant 21, TH +30, dmg 30  Green 3 Plator Gaa's Skyfolk Waged flight CL*20.  Green 3 Plator Gaa's Skyfolk Waged flight CL*20.  Green 3 Plator Tranquility Dispel all effects on one target (use the 50% +/- 5% per CL difference rules)  Fervor You and your summons are not summoning sick.  Red 3 Plator Fervor You and your summons are not summoning sick.  Red 3 Plator Acressor's Aura Ossarifica a maintained effect; Depel a maintained effect.  White 3 Plator Acressor's Aura Ossarifica a maintained effect; Depel a maintained effect.  White 3 Plator Revere Damage Hold: One effect that's damaging you heals you for that amount instead.  Red, Warard 3 Red Wizard Stone Rain Deal CL Hull drug to one inaminate object (no save)  Gold 3 Treva Renewer (MTG U/G/W) Absorb Holf: Counterspell, and be cured 30 hp.  Gold 3 Treva Renewer (MTG U/G/W) Absorb Holf: Counterspell, and be cured 30 hp.  Gold 3 Treva Renewer (MTG U/G/W) Chromatic Armor Choose a school, spler, or posinic frequency. Target is immune to that for It.  Gold 3 Treva Renewer (MTG U/G/W) Chromatic Armor Choose a school, spler, or posinic frequency. Target is immune to that for It.  Gold 3 Treva Renewer (MTG U/G/W) Chromatic Armor Choose a school, spler, or posinic frequency. Target is immune to that for It.  Gold 3 Treva Renewer (MTG U/G/W) Chromatic Armor Choose a school, spler, or posinic frequency. Target is immune to that for It.  Gold 3 Treva Renewer (MTG U/G/W) Chromatic Armor Choose a school, spler, or posinic frequency. Target is immune to that for It.  Gold 3 Treva R					
Gold 3 Plator Tempest Drake Summon a DL III Drake, he files and can Interpose to protect someone from being attacked.  Green 3 Plator Adaptation NaNR *CL**10%; Immune to Braid: Environment; Need not breathe Green in some of the part o		3			-
Green 3 Plator Adaptation NaNR +CL*10%; Immune to Hostile Environment; Need not breathe Green 3 Plator Ancestral Mask Target gets +LVL*LVL TH/dmg for each other of same race in room Green 3 Plator Green Green Green 3 Plator Green Same Plator Same Plator Same Plator Same Plator Same Plator Green Same Bank Green Same Plator Green Same P		3		^	
Green 3 Plator Ancestral Mask Target gets +LVL/+LVL TH/dmg for each other of same race in room Green 3 Plator Force of Nature II Sammon a Wood Elemental: AC 40, hp 80, #Att 2/1, TH +30, dmg 30 Green 3 Plator Sakyfolk Winged flight CL/2** Green 3 Plator Nature's Chosen +1S action Green 3 Plator Tranquility Dispel all effects on one target (use the 50% +/- 5% per CL difference rules) Green 3 Plator Tranquility Dispel all effects on one target (use the 50% +/- 5% per CL difference rules)  Red 3 Plator Foror You and your summons are not summoning sick.  Red 3 Plator Stone Rain Deal CL Hull dmg to one inanimate object (no save)  White 3 Plator Arensor's Aura 0, sacrifice a maintained effect. Dispel a maintained effect.  White 3 Plator Arensor's Aura 1 Deal CL Hull dmg to one inanimate object (no save)  White 3 Plator Arensor's Aura 0, sacrifice a maintained effect. Dispel a maintained effect.  Gold 3 Red Wizard Stone Rain Deal CL Hull dmg to one inanimate object (no save)  Red, Wizard 3 Red Wizard Stone Rain Deal CL Hull dmg to one inanimate object (no save)  Gold 3 Treva Renewer (MTG U/GW) Asoorb IbM: Counterspell, and be cured 30 hp.  Gold 3 Treva Renewer (MTG U/GW) Asoorb IbM: Counterspell, and be cured 30 hp.  Gold 3 Treva Renewer (MTG U/GW) Demand (SupphyDemand) Wishoid for a SL 2 Psil IUW spell  Gold 3 Treva Renewer (MTG U/GW) Demand (SupphyDemand) Wishoid for a SL 2 Psil IUW spell  Gold 3 Treva Renewer (MTG U/GW) Cluding Spirit Summon a DL III Human Artificer, he can rebuild dispelled effects on magic items.  Gold 3 Treva Renewer (MTG U/GW) Human, Ship's Navigator Summon a DL III Gargoyle, if flies, and makes your Summon, Psil IUW powers cost only ½M each.  Gold 3 Treva Renewer (MTG U/GW) Human, Ship's Navigator Summon a DL III Human Artificer, he can rebuild dispelled effects or magic items.  Gold 3 Treva Renewer (MTG U/GW) Human, Ship's Navigator Summon a DL III Gargoyle, if flies, and it can become very tough (+20 hp) but then cannot physically attack.  Gold 3 Treva Renewer (MTG U/GW) Pleased Summon a DL I		3		-	
Green 3 Plator Gaea's Skyfolk Winged flight CL-'2"  Green 3 Plator Nature's Chosen +15 action  Green 3 Plator Trinquility Dispet all effects on one target (use the 50% +½-5% per CL difference rules)  Red 3 Plator Feror You and your summons are not summoning sick.  Red 3 Plator Stone Rain Deal CL Hull ding to one inanimate object (no save)  White 3 Plator Arenson's Aura 0, sacrifice a maintained effect: Dispet a maintained effect.  White 3 Plator Reverse Damage IbM- One effect that's damaging you heals you for that amount instead.  Red, Wizard 3 Red Wizard Stone Rain Deal CL Hull ding to one inanimate object (no save)  Red, Wizard 3 Red Wizard Stone Rain Deal CL Hull ding to one inanimate object (no save)  Red, Wizard 3 Red Wizard Stone Rain Deal CL Hull ding to one inanimate object (no save)  Red, Wizard 3 Treva Renewer (MTG U/G/W) Aborib IbM- Counterspell, and be cured 30 lpp.  Gold 3 Treva Renewer (MTG U/G/W) Aborib IbM- Counterspell, and be cured 30 lpp.  Gold 3 Treva Renewer (MTG U/G/W) Chromatic Armor Chose a school, sphere, or psionic frequency. Target is immune to that for 1t.  Gold 3 Treva Renewer (MTG U/G/W) Demand (Supply/Demand) Wishoid for a SL 2 Psi1 IU/W spell  Gold 3 Treva Renewer (MTG U/G/W) Demand (Supply/Demand) Wishoid for a SL 2 Psi1 IU/W spell  Gold 3 Treva Renewer (MTG U/G/W) Demand (Supply/Demand) Wishoid for a SL 2 Psi1 IU/W spell  Gold 3 Treva Renewer (MTG U/G/W) Minister of Impediments Summon a DL III Hampa Alfrifeer, he can rebuild dispelled effects or magic items.  Gold 3 Treva Renewer (MTG U/G/W) Minister of Impediments Summon a DL III Hampa Alfrifeer, he can rebuild dispelled effects or magic items.  Gold 3 Treva Renewer (MTG U/G/W) Minister of Impediments Summon a DL III Hampa Alfrifeer, he can rebuild dispelled effects or magic items.  Gold 3 Treva Renewer (MTG U/G/W) Minister of Impediments Summon a DL III Hampa Alfrifeer, he can rebuild dispelled effects or magic items.  Gold 3 Treva Renewer (MTG U/G/W) Plantatog Summon a DL III Hampa Alfrifeer, he can rebuild dispelled effects		3			
Green 3 Plator Nature's Chosen +1S action Green 3 Plator Tranquility Dispel all effects on one target (use the 50% +1-5% per CL difference rules) Red 3 Plator Fervor You and your summons are not summoning sick.  Red 3 Plator Acressor's Aura 0, sacrifice a maintained effect: Dispel a maintained effect.  White 3 Plator Acressor's Aura 0, sacrifice a maintained effect: Dispel a maintained effect.  White 3 Plator Reverse Damage 1bbs One effect that's damaging you beak you for that amount instead.  Red, Wizard 3 Red Wizard Stone Rain Deal CL Hull ding to one inanimate object (no save)  Red, Wizard 3 Red Wizard Stone Rain Deal CL Hull ding to one inanimate object (no save)  Red, Wizard 3 Red Wizard Fervor You and your summons are not summoning sick.  Gold 3 Treva Renewer (MTG U/G/W) Absorb 1bbs Counterspell, and be cured 30 hp.  Gold 3 Treva Renewer (MTG U/G/W) Astorius AEthermage Summon a DL III Human Wizard, it can refresh some of your spell/psi progressions.  Gold 3 Treva Renewer (MTG U/G/W) Daring Leap One creature flies and gets +10 TH/ding/AC/saves this segment.  Gold 3 Treva Renewer (MTG U/G/W) Demand (Supply)Demand) Wishoid for a St. 2 Ps 111 U/W spell  Gold 3 Treva Renewer (MTG U/G/W) Leering Gargoyle Summon a DL III Human Artificer, he can rebuild dispelled effects or magic items.  Gold 3 Treva Renewer (MTG U/G/W) Leering Gargoyle Summon a DL III Human Artificer, he can rebuild dispelled effects or magic items.  Gold 3 Treva Renewer (MTG U/G/W) Minister of Impediments Summon a DL III Human Artificer, he can rebuild dispelled effects or magic items.  Gold 3 Treva Renewer (MTG U/G/W) Minister of Impediments Summon a DL III Human Artificer, he can rebuild dispelled effects or magic items.  Gold 3 Treva Renewer (MTG U/G/W) Minister of Impediments Summon a DL III Human Artificer, he can rebuild dispelled effects or magic items.  Gold 3 Treva Renewer (MTG U/G/W) Minister of Impediments Summon a DL III Human Artificer, he can rebuild dispelled effects or magic items.  Gold 3 Treva Renewer (MTG U/G/W) Plumes of Pea	Green	3	Plator	Force of Nature II	Summon a Wood Elemental: AC 40, hp 80, #Att 2/1, TH +30, dmg 30
Green 3 Plator Tranquility Dispel all effects on one target (use the 50% +/- 5% per CL difference rules)  Red 3 Plator Fervor You and your summons are not summoning sick.  Red 3 Plator Stone Rain Deal CL Hull dmg to one inanimate object (no save)  White 3 Plator Renews Aura O, sacrifice a maintained effect: Dispel a maintained effect.  White 3 Plator Renews Mara O, sacrifice a maintained effect: Dispel a maintained effect.  White 3 Plator Renews Mara O, sacrifice a maintained effect: Dispel a maintained effect.  White 3 Plator Renews Mara O, sacrifice a maintained effect: Dispel a maintained effect.  White 3 Red Wizard Stone Rain Deal CL Hull dmg to one inanimate object (no save)  Red, Wizard 3 Red Wizard Fervor You and your summons are not summoning sick.  Gold 3 Treva Renews (MTG U/G/W) Absorb Ibb/: Counterspell, and be cured 30 hp.  Gold 3 Treva Renews (MTG U/G/W) Azorius AEthermage Summon a DL III Human Wizard, it can refresh some of your spell/psi progressions.  Gold 3 Treva Renews (MTG U/G/W) Daring Leap One creature flies and gets +10 Tl/fdmg/AC/saves this segment.  Gold 3 Treva Renews (MTG U/G/W) Daring Leap One creature flies and gets +10 Tl/fdmg/AC/saves this segment.  Gold 3 Treva Renews (MTG U/G/W) Guiding Spirit Summon a DL III Angel, it flies, and makes your Summon Psil IU/W powers cost only ½M each.  Gold 3 Treva Renews (MTG U/G/W) Dearnald (Supply)-Dearnald Summon a DL III Human Artificer, he can rebuild dispelled effects or magic items.  Gold 3 Treva Renews (MTG U/G/W) Minister of Impediments Summon a DL III Human Artificer, he can rebuild dispelled effects or magic items.  Gold 3 Treva Renews (MTG U/G/W) Plantatog Summon a DL III Human Artificer, he can rebuild dispelled effects or magic items.  Gold 3 Treva Renews (MTG U/G/W) Plantatog Summon a DL III Human Artificer, he can rebuild dispelled effects or magic items.  Gold 3 Treva Renews (MTG U/G/W) Plantatog Summon a DL III Human Artificer, he can rebuild dispelled effects or magic items.  Gold 3 Treva Renews (MTG U/G/W) Plantatog Summon a DL	Green	3	Plator	Gaea's Skyfolk	Winged flight CL^2"
Red 3 Plator Fervor You and your summons are not summoning sick.  Red 3 Plator Schoe Rain Deal CL Hull drug to one inanimate object (no save)  White 3 Plator Reverse Damage Ibb-Cone effect thats' damaging you heals you for that amount instead.  Red, Wizard 3 Red Wizard Stone Rain Deal CL Hull drug to one inanimate object (no save)  Red, Wizard 3 Red Wizard Stone Rain Deal CL Hull drug to one inanimate object (no save)  Red, Wizard 3 Red Wizard Fervor You and your summons are not summoning sick.  Red, Wizard 3 Red Wizard Fervor You and your summons are not summoning sick.  Red, Wizard 3 Red Reverse (MTG U/G/W) Absorb Ibb-Counterspell, and be cured 30 hp.  Gold 3 Treva Renewer (MTG U/G/W) Absorb Ibb-Counterspell, and be cured 30 hp.  Gold 3 Treva Renewer (MTG U/G/W) Chromatic Armor Choose a school, sphere, or psionic frequency. Target is immune to that for 1t.  Gold 3 Treva Renewer (MTG U/G/W) Daring Leap One creature files and gets +10 TTM/drg/A/Csaves this segment.  Gold 3 Treva Renewer (MTG U/G/W) Guiding Spirit Summon a DL III Angel, it files, and makes your Summon Psi11U/W powers cost only ½M each.  Gold 3 Treva Renewer (MTG U/G/W) Leering Gargoyle Summon a DL III Human Artificer, he can rebuild dispelled effects or magic items.  Gold 3 Treva Renewer (MTG U/G/W) Leering Gargoyle Summon a DL III Human Artificer, he can rebuild dispelled effects or magic items.  Gold 3 Treva Renewer (MTG U/G/W) Leering Gargoyle Summon a DL III Human Artificer, he can rebuild dispelled effects or magic items.  Gold 3 Treva Renewer (MTG U/G/W) Plantatog Summon a DL III Human Artificer, he can rebuild dispelled effects or magic items.  Gold 3 Treva Renewer (MTG U/G/W) Plantatog Summon a DL III Human Artificer, he can rebuild dispelled effects or magic items.  Gold 3 Treva Renewer (MTG U/G/W) Reparations Whenever an enemy targets you, gain 2 SL's back in Psil IU/W progression.  Gold 3 Treva Renewer (MTG U/G/W) Reparations Whenever an enemy targets you, gain 2 SL's back in Psil IU/W progression.  Gold 3 Treva Renewer (MTG U/G/W) Re	Green	3	Plator	Nature's Chosen	+1S action
Red 3 Plator Stone Rain Deal CL Hull dmg to one inanimate object (no save)  White 3 Plator Arenson's Aura 0, sacrifice a maintained effect. Dispel a maintained effect.  White 3 Plator Reverse Damage 1bM: One effect that's damaging you heals you for that amount instead.  Red, Wizard 3 Red Wizard Stone Rain Deal CL Hull dmg to one inanimate object (no save)  Red, Wizard 3 Red Wizard Fervor You and your summons are not summoning sick.  Gold 3 Treva Renewer (MTG U/G/W) Absorb 1bM: Counterspell, and be cured 30 hp.  Gold 3 Treva Renewer (MTG U/G/W) Azorius AEthermage Summon a DL III Human Wizard, it can refresh some of your spell/psi progressions.  Gold 3 Treva Renewer (MTG U/G/W) Daring Leap One creature flies and gets +10 TH/dmg/AC/saves this segment.  Gold 3 Treva Renewer (MTG U/G/W) Demand (Supply/Demand) Wishoid for a SL 2 Psi1 IU/W spell  Gold 3 Treva Renewer (MTG U/G/W) Human, Ship's Navigator Gold 3 Treva Renewer (MTG U/G/W) Human, Ship's Navigator Gold 3 Treva Renewer (MTG U/G/W) Human, Ship's Navigator Gold 3 Treva Renewer (MTG U/G/W) Human, Ship's Navigator Gold 3 Treva Renewer (MTG U/G/W) Human, Ship's Navigator Gold 3 Treva Renewer (MTG U/G/W) Human, Ship's Navigator Gold 3 Treva Renewer (MTG U/G/W) Human, Ship's Navigator Gold 3 Treva Renewer (MTG U/G/W) Human, Ship's Navigator Summon a DL III Gargoyle, it flies, and it can become very tough (+20 rhp) but then cannot physically attack.  Gold 3 Treva Renewer (MTG U/G/W) Opaline Sliver Gold Summon a DL III Human Advisor, he can lockdown one enemy's actions (Bosses and the like get a Will save).  Gold 3 Treva Renewer (MTG U/G/W) Phantatog Summon a DL III Human Advisor, he can lockdown one enemy combat, you get one SL=2 spell added to your progression for 1t.  Gold 3 Treva Renewer (MTG U/G/W) Phantatog Summon a DL III Atog, it dispels spell/psi effects, you can spend spell slots to increase it's DL.  Gold 3 Treva Renewer (MTG U/G/W) Reparations Whenever an enemy targets you, gain 2 SL's back in Psi1 IU/W progression.  Gold 3 Treva Renewer (MTG U/G/W) Repar	Green.	3		Tranquility	1 /
White 3 Plator Arenson's Aura 0, sacrifice a maintained effect: Dispel a maintained effect.  White 3 Plator Reverse Damage 1bM: One effect that's damaging you heals you for that amount instead.  Red, Wizard 3 Red Wizard 5tone Rain Deal CL Hull ding to one inanimate object (no save)  Red, Wizard 3 Red Wizard Fervor You and your summons are not summoning sick.  Gold 3 Treva Renewer (MTG U/G/W) Absorb 1bM: Counterspell, and be cured 30 hp.  Gold 3 Treva Renewer (MTG U/G/W) Azorius AEthermage Summon a DL III Human Wizard, it can refresh some of your spell/psi progressions.  Gold 3 Treva Renewer (MTG U/G/W) Chromatic Armor Choose a school, sphere, or psionic frequency. Target is immune to that for 1t.  Gold 3 Treva Renewer (MTG U/G/W) Daring Leap One creature flies and gets +10 TH/dmg/AC/saves this segment.  Gold 3 Treva Renewer (MTG U/G/W) Demand (Supphy/Demand) Wishoid for a St. 2 Psil U/W spell  Gold 3 Treva Renewer (MTG U/G/W) Hanna, Shirjs Navigator Summon a DL III Human Artificer, he can rebuild dispelled effects or magic items.  Gold 3 Treva Renewer (MTG U/G/W) Minister of Impediments Summon a DL III Gargoyle, it flies, and it can become very tough (+20 rhp) but then cannot physically attack.  Gold 3 Treva Renewer (MTG U/G/W) Minister of Impediments Summon a DL III Human Artificer, he can rebuild dispelled effects or magic items.  Gold 3 Treva Renewer (MTG U/G/W) Minister of Impediments Summon a DL III Human Artificer, he can rebuild dispelled effects or magic items.  Gold 3 Treva Renewer (MTG U/G/W) Plantatog Summon a DL III Human Artificer, he can rebuild dispelled effects or magic items.  Gold 3 Treva Renewer (MTG U/G/W) Plantatog Summon a DL III Human Artificer, he can rebuild dispelled effects or magic items.  Gold 3 Treva Renewer (MTG U/G/W) Plantatog Summon a DL III Human Artificer, he can rebuild dispelled effects or magic items.  Gold 3 Treva Renewer (MTG U/G/W) Plantatog Summon a DL III Human Artificer, he can rebuild dispelled effects or magic items.  Gold 3 Treva Renewer (MTG U/G/W) Plantatog Summ		3			
White 3 Plator Reverse Damage 1bM: One effect that's damaging you heals you for that amount instead.  Red, Wizard 3 Red Wizard 5tone Rain Deal CL. Hull drng to one inanimate object (no save)  Red, Wizard 3 Red Wizard Fervor You and your summons are not summoning sick.  Gold 3 Treva Renewer (MTG U/G/W) Absorb 1bM: Counterspell, and be cured 30 hp.  Gold 3 Treva Renewer (MTG U/G/W) Azorius AEthermage Summon a DL. III Human Wizard, it can refresh some of your spell/psi progressions.  Gold 3 Treva Renewer (MTG U/G/W) Chromatic Armor Choose a school, sphere, or psionic frequency. Target is immune to that for 1t.  Gold 3 Treva Renewer (MTG U/G/W) Daring Leap One creature flies and gets +10 TH/dmg/AC/saves this segment.  Gold 3 Treva Renewer (MTG U/G/W) Demand (Supply/Demand) Wishoid for a SL 2 Psi11U/W spell  Gold 3 Treva Renewer (MTG U/G/W) Hanna, Ship's Navigator Summon a DL III Human Artificer, he can rebuild dispelled effects or magic items.  Gold 3 Treva Renewer (MTG U/G/W) Lecring Gargoyle Summon a DL III Human Artificer, he can rebuild dispelled effects or magic items.  Gold 3 Treva Renewer (MTG U/G/W) Minister of Impediments Summon a DL III Human Artificer, he can rebuild dispelled effects or magic items.  Gold 3 Treva Renewer (MTG U/G/W) Minister of Impediments Summon a DL III Human Artificer, he can rebuild dispelled effects or magic items.  Gold 3 Treva Renewer (MTG U/G/W) Minister of Impediments Summon a DL III Human Artificer, he can beckdown one enemy's actions (Bosses and the like get a Will save).  Gold 3 Treva Renewer (MTG U/G/W) Phantatog Summon a DL III Human Advisor, he can lockdown one enemy's actions (Bosses and the like get a Will save).  Gold 3 Treva Renewer (MTG U/G/W) Phantatog Summon a DL III Atog, it dispels spell/psi effects, you can spend spell slots to increase it's DL.  Gold 3 Treva Renewer (MTG U/G/W) Reparations Whenever an enemy targets you, gain 2 SL's back in Psi III/W progression.  Gold 3 Treva Renewer (MTG U/G/W) Samite Archer Summon a DL III Cap, when he dies, you get ½M you ca					
Red, Wizard 3 Red Wizard 5 Stone Rain Deal CL Hull dmg to one inanimate object (no save)  Red, Wizard 3 Red Wizard Fervor You and your summons are not summoning sick.  Gold 3 Treva Renewer (MTG U/G/W) Absorb 1 IbM: Counterspell, and be cured 30 hp.  Gold 3 Treva Renewer (MTG U/G/W) Azorius AEthermage Summon a DL III Human Wizard, it can refresh some of your spell/psi progressions.  Gold 3 Treva Renewer (MTG U/G/W) Azorius AEthermage Summon a DL III Human Wizard, it can refresh some of your spell/psi progressions.  Gold 3 Treva Renewer (MTG U/G/W) Daring Leap One creature flies and gets +10 TH/dmg/AC/saves this segment.  Gold 3 Treva Renewer (MTG U/G/W) Demand (Supply/Demand) Wishoid for a SL 2 Psil IU/W spell  Gold 3 Treva Renewer (MTG U/G/W) Guiding Spirit Summon a DL III Angel, it flies, and makes your Summon Psil IU/W powers cost only ½M each.  Gold 3 Treva Renewer (MTG U/G/W) Hanna, Ship's Navigator Summon a DL III Gargoyle, it flies, and it can become very tough (+20 rhp) but then cannot physically attack.  Gold 3 Treva Renewer (MTG U/G/W) Minister of Impediments Summon a DL III Gargoyle, it flies, and it can become very tough (+20 rhp) but then cannot physically attack.  Gold 3 Treva Renewer (MTG U/G/W) Minister of Impediments Summon a DL III Gargoyle, it flies, and it can become very tough (+20 rhp) but then cannot physically attack.  Gold 3 Treva Renewer (MTG U/G/W) Minister of Impediments Summon a DL III Silver, if this Silver dies due to enemy combat, you get one SL=2 spell added to your progression for It.  Gold 3 Treva Renewer (MTG U/G/W) Plantatog Summon a DL III Atog, it disples spell/psi effects, you can spend spell slots to increase it's DL.  Gold 3 Treva Renewer (MTG U/G/W) Reparations Whenever an enemy targets you, gain 2 SL's back in Psil IU/W progression.  Gold 3 Treva Renewer (MTG U/G/W) Reparations Whenever an enemy targets you, gain 2 SL's back in Psil IU/W progression.  Gold 3 Treva Renewer (MTG U/G/W) Samite Archer Summon a DL III Garb, when he dies, you get ½M you can use before the en					
Red, Wizard 3 Red Wizard Fervor You and your summons are not summoning sick.  Gold 3 Treva Renewer (MTG U/G/W) Absorb 1bM: Counterspell, and be cured 30 hp.  Gold 3 Treva Renewer (MTG U/G/W) Azorius AEthermage Summon a Dt. III Human Wizard, it can refresh some of your spell/psi progressions.  Gold 3 Treva Renewer (MTG U/G/W) Chromatic Armor Choose a school, sphere, or psionic frequency. Target is immune to that for 1t.  Gold 3 Treva Renewer (MTG U/G/W) Daring Leap One creature flies and gets +10 TH/dmg/AC/saves this segment.  Gold 3 Treva Renewer (MTG U/G/W) Demand (Supply/Demand) Wishoid for a St. 2 Psil 1U/W spell  Gold 3 Treva Renewer (MTG U/G/W) Guiding Spirit Summon a Dt. III Angel, it flies, and makes your Summon Psil 1U/W powers cost only ½M each.  Gold 3 Treva Renewer (MTG U/G/W) Leering Gargoyle Summon a Dt. III Gargoyle, it flies, and it can become very tough (+20 rhp) but then cannot physically attack.  Summon a Dt. III Human Advisor, he can lockdown one enemy's actions (Bosses and the like get a Will save).  Gold 3 Treva Renewer (MTG U/G/W) Phantatog Summon a Dt. III Sliver, if this Sliver dies due to enemy combat, you get one St=2 spell added to your progression for 1t.  Gold 3 Treva Renewer (MTG U/G/W) Phantatog Summon a Dt. III Human Advisor, he can lockdown one enemy's actions (Bosses and the like get a Will save).  Summon a Dt. III Sliver, if this Sliver dies due to enemy combat, you get one St=2 spell added to your progression for 1t.  Gold 3 Treva Renewer (MTG U/G/W) Phantatog Summon a Dt. III Ange, it dispels spell/psi effects, you can spend spell slots to increase it's Dt.  Gold 3 Treva Renewer (MTG U/G/W) Reparations Whenever an enemy targets you, gain 2 St.'s back in Psil IU/W progression.  Gold 3 Treva Renewer (MTG U/G/W) Samite Archer Summon a Dt. III Human Cleric Archer, he cures 30 hp to one target and causes 30 hp to another target per action.  Gold 3 Treva Renewer (MTG U/G/W) Samite Archer Summon a Dt. III Spirit, it flies.		_		-	
Gold 3 Treva Renewer (MTG U/G/W) Absorb IbM: Counterspell, and be cured 30 hp.  Gold 3 Treva Renewer (MTG U/G/W) Azorius AEthermage Summon a DL III Human Wizard, it can refresh some of your spell/psi progressions.  Gold 3 Treva Renewer (MTG U/G/W) Chromatic Armor Choose a school, sphere, or psionic frequency. Target is immune to that for 1t.  Gold 3 Treva Renewer (MTG U/G/W) Daring Leap One creature flies and gets +10 TH/dmg/AC/saves this segment.  Gold 3 Treva Renewer (MTG U/G/W) Demand (Supply/Demand) Wishoid for a St. 2 Psi11U/W spell  Gold 3 Treva Renewer (MTG U/G/W) Guiding Spirit Summon a DL III Angel, it flies, and makes your Summon Psi11U/W powers cost only ½M each.  Gold 3 Treva Renewer (MTG U/G/W) Hanna, Ship's Navigator Summon a DL III Gargoyle, it flies, and it can become very tough (+20 rhp) but then cannot physically attack.  Gold 3 Treva Renewer (MTG U/G/W) Minister of Impediments Summon a DL III Human Advisor, he can lockdown one enemy's actions (Bosses and the like get a Will save).  Gold 3 Treva Renewer (MTG U/G/W) Opaline Sliver Summon a DL III Atog, it dispels spell/psi effects, you can spend spell slots to increase it's DL.  Gold 3 Treva Renewer (MTG U/G/W) Phantatog Summon a DL III Atog, it dispels spell/psi effects, you can spend spell slots to increase it's DL.  Gold 3 Treva Renewer (MTG U/G/W) Reparations Whenever an enemy targets you, gain 2 SL's back in Psi11U/W progression.  Gold 3 Treva Renewer (MTG U/G/W) Samite Archer Summon a DL III Crab, when he dies, you get ½M you can use before the end of the round.  Gold 3 Treva Renewer (MTG U/G/W) Samite Archer Summon a DL III Human Cleric Archer, he cures 30 hp to one target and causes 30 hp to another target per action.  Gold 3 Treva Renewer (MTG U/G/W) Sky Spirit Summon a DL III Spirit, it flies.					
Gold 3 Treva Renewer (MTG U/G/W) Azorius AEthermage Summon a DL III Human Wizard, it can refresh some of your spell/psi progressions.  Gold 3 Treva Renewer (MTG U/G/W) Chromatic Armor Choose a school, sphere, or psionic frequency. Target is immune to that for 1t.  Gold 3 Treva Renewer (MTG U/G/W) Daring Leap One creature flies and gets +10 TH/dmg/AC/saves this segment.  Gold 3 Treva Renewer (MTG U/G/W) Demand (Supply/Demand) Wishoid for a SL 2 Psi11U/W spell  Gold 3 Treva Renewer (MTG U/G/W) Guiding Spirit Summon a DL III Angel, it flies, and makes your Summon Psi11U/W powers cost only ½M each.  Gold 3 Treva Renewer (MTG U/G/W) Hanna, Ship's Navigator Summon a DL III Human Artificer, he can rebuild dispelled effects or magic items.  Gold 3 Treva Renewer (MTG U/G/W) Minister of Impediments Summon a DL III Gargoyle, it flies, and it can become very tough (+20 rhp) but then cannot physically attack.  Summon a DL III Sliver, if this Sliver dies due to enemy's actions (Bosses and the like get a Will save).  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.  Gold 3 Treva Renewer (MTG U/G/W) Phantatog Summon a DL III Atog, it dispels spell/psi effects, you can spend spell slots to increase it's DL.  Gold 3 Treva Renewer (MTG U/G/W) Reparations Whenever an enemy targets you, gain 2 SL's back in Psi11U/W progression.  Gold 3 Treva Renewer (MTG U/G/W) Reparations Whenever an enemy targets you, gain 2 SL's back in Psi11U/W progression.  Gold 3 Treva Renewer (MTG U/G/W) Samite Archer Summon a DL III Human Cleric Archer, he cures 30 hp to another target per action.  Gold 3 Treva Renewer (MTG U/G/W) Silver Drake When casting, sacrifice a summon: Summon a DL IV Drake, it flies.	-				
Gold 3 Treva Renewer (MTG U/G/W) Daring Leap One creature flies and gets +10 TH/dmg/AC/saves this segment.  Gold 3 Treva Renewer (MTG U/G/W) Demand (Supply/Demand) Wishoid for a SL 2 Psi11U/W spell  Gold 3 Treva Renewer (MTG U/G/W) Guiding Spirit Summon a DL III Angel, it flies, and makes your Summon Psi11U/W powers cost only ½M each.  Gold 3 Treva Renewer (MTG U/G/W) Hanna, Ship's Navigator Summon a DL III Angel, it flies, and it can become very tough (+20 rhp) but then cannot physically attack.  Gold 3 Treva Renewer (MTG U/G/W) Minister of Impediments Summon a DL III Human Advisor, he can lockdown one enemy's actions (Bosses and the like get a Will save).  Gold 3 Treva Renewer (MTG U/G/W) Opaline Sliver Opaline Sliver Summon a DL III Angel, it flies, and it can become very tough (+20 rhp) but then cannot physically attack.  Gold 3 Treva Renewer (MTG U/G/W) Opaline Sliver Opaline Sliver Opaline Sliver Summon a DL III Human Advisor, he can lockdown one enemy's actions (Bosses and the like get a Will save).  Gold 3 Treva Renewer (MTG U/G/W) Opaline Sliver Opaline Sliver Summon a DL III Atog, it dispels spell/psi effects, you can spend spell slots to increase it's DL.  Gold 3 Treva Renewer (MTG U/G/W) Phantatog Summon a DL III Atog, it dispels spell/psi effects, you can spend spell slots to increase it's DL.  Gold 3 Treva Renewer (MTG U/G/W) Reparations Whenever an enemy targets you, gain 2 SL's back in Psi11U/W progression.  Gold 3 Treva Renewer (MTG U/G/W) Samite Archer Summon a DL III Human Cleric Archer, he cures 30 hp to one target and causes 30 hp to another target per action.  Gold 3 Treva Renewer (MTG U/G/W) Sky Spirit Summon a DL III Spirit, it flies.					
Gold 3 Treva Renewer (MTG U/G/W) Daring Leap One creature flies and gets ±10 TH/dmg/AC/saves this segment.  Gold 3 Treva Renewer (MTG U/G/W) Demand (Supply/Demand) Wishoid for a SL 2 Psi11U/W spell  Gold 3 Treva Renewer (MTG U/G/W) Guiding Spirit Summon a DL III Angel, it flies, and makes your Summon Psi11U/W powers cost only ½M each.  Gold 3 Treva Renewer (MTG U/G/W) Hanna, Ship's Navigator Summon a DL III Human Artificer, he can rebuild dispelled effects or magic items.  Gold 3 Treva Renewer (MTG U/G/W) Leering Gargoyle Summon a DL III Gargoyle, it flies, and it can become very tough (±20 rhp) but then cannot physically attack.  Gold 3 Treva Renewer (MTG U/G/W) Minister of Impediments Summon a DL III Human Advisor, he can lockdown one enemy's actions (Bosses and the like get a Will save).  Gold 3 Treva Renewer (MTG U/G/W) Phantatog Summon a DL III Atog, it dispels spell/psi effects, you can spend spell slots to increase it's DL.  Gold 3 Treva Renewer (MTG U/G/W) Reparations Whenever an enemy targets you, gain 2 SL's back in Psi11U/W progression.  Gold 3 Treva Renewer (MTG U/G/W) Samite Archer Summon a DL III Crab, when he dies, you get ½M you can use before the end of the round.  Gold 3 Treva Renewer (MTG U/G/W) Samite Archer Summon a DL III Human Cleric Archer, he cures 30 hp to one target and causes 30 hp to another target per action.  Gold 3 Treva Renewer (MTG U/G/W) Silver Drake When casting, sacrifice a summon: Summon a DL IV Drake, it flies.					
Gold 3 Treva Renewer (MTG U/G/W) Guiding Spirit Summon a DL III Angel, it flies, and makes your Summon Psi11U/W powers cost only ½M each.  Gold 3 Treva Renewer (MTG U/G/W) Hanna, Ship's Navigator Summon a DL III Human Artificer, he can rebuild dispelled effects or magic items.  Gold 3 Treva Renewer (MTG U/G/W) Leering Gargoyle Summon a DL III Gargoyle, it flies, and it can become very tough (+20 rhp) but then cannot physically attack.  Gold 3 Treva Renewer (MTG U/G/W) Minister of Impediments Summon a DL III Human Advisor, he can lockdown one enemy's actions (Bosses and the like get a Will save).  Gold 3 Treva Renewer (MTG U/G/W) Opaline Sliver Summon a DL III Atog, it dispels spell/psi effects, you can spend spell slots to increase it's DL.  Gold 3 Treva Renewer (MTG U/G/W) Plumes of Peace Target creature is Slowed (Reflex save) and prevent his next P action (Will save)  Gold 3 Treva Renewer (MTG U/G/W) Reparations Whenever an enemy targets you, gain 2 SL's back in Psi11U/W progression.  Gold 3 Treva Renewer (MTG U/G/W) Simite Archer Summon a DL III Human Cleric Archer, he cures 30 hp to one target and causes 30 hp to another target per action.  Gold 3 Treva Renewer (MTG U/G/W) Sky Spirit Summon a DL III Spirit, it flies.	Gold	3		Daring Leap	One creature flies and gets +10 TH/dmg/AC/saves this segment.
Gold 3 Treva Renewer (MTG U/G/W) Hanna, Ship's Navigator Summon a DL III Human Artificer, he can rebuild dispelled effects or magic items.  Gold 3 Treva Renewer (MTG U/G/W) Leering Gargoyle Summon a DL III Gargoyle, it flies, and it can become very tough (+20 rhp) but then cannot physically attack.  Gold 3 Treva Renewer (MTG U/G/W) Minister of Impediments Summon a DL III Human Advisor, he can lockdown one enemy's actions (Bosses and the like get a Will save).  Gold 3 Treva Renewer (MTG U/G/W) Opaline Sliver 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.  Gold 3 Treva Renewer (MTG U/G/W) Phanatog Summon a DL III Atog, it dispels spell/psi effects, you can spend spell slots to increase it's DL.  Gold 3 Treva Renewer (MTG U/G/W) Plumes of Peace Target creature is Slowed (Reflex save) and prevent his next P action (Will save)  Gold 3 Treva Renewer (MTG U/G/W) Reparations Whenever an enemy targets you, gain 2 SL's back in Psi11U/W progression.  Gold 3 Treva Renewer (MTG U/G/W) Samite Archer Summon a DL III Human Cleric Archer, he cures 30 hp to one target and causes 30 hp to another target per action.  Gold 3 Treva Renewer (MTG U/G/W) Silver Drake When casting, sacrifice a summon: Summon a DL IV Drake, it flies.	Gold	3	Treva Renewer (MTG U/G/W)	Demand (Supply/Demand)	Wishoid for a SL 2 Psi11U/W spell
Gold 3 Treva Renewer (MTG U/G/W) Leering Gargoyle Summon a DL III Gargoyle, it flies, and it can become very tough (+20 rhp) but then cannot physically attack.  Gold 3 Treva Renewer (MTG U/G/W) Minister of Impediments Summon a DL III Human Advisor, he can lockdown one enemy's actions (Bosses and the like get a Will save).  Gold 3 Treva Renewer (MTG U/G/W) Opaline Sliver 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.  Gold 3 Treva Renewer (MTG U/G/W) Phantatog Summon a DL III Atog, it dispels spell/psi effects, you can spend spell slots to increase it's DL.  Gold 3 Treva Renewer (MTG U/G/W) Plumes of Peace Target creature is Slowed (Reflex save) and prevent his next P action (Will save)  Gold 3 Treva Renewer (MTG U/G/W) Reparations Whenever an enemy targets you, gain 2 SL's back in Psi11U/W progression.  Gold 3 Treva Renewer (MTG U/G/W) Samite Archer Summon a DL III Crab, when he dies, you get ½M you can use before the end of the round.  Gold 3 Treva Renewer (MTG U/G/W) Silver Drake When casting, sacrifice a summon: Summon a DL IV Drake, it flies.  Gold 3 Treva Renewer (MTG U/G/W) Sky Spirit Summon a DL III Spirit, it flies.	Gold	3	Treva Renewer (MTG U/G/W)	Guiding Spirit	Summon a DL III Angel, it flies, and makes your Summon Psi11U/W powers cost only ½M each.
Gold 3 Treva Renewer (MTG U/G/W) Minister of Impediments Summon a DL III Human Advisor, he can lockdown one enemy's actions (Bosses and the like get a Will save).  Gold 3 Treva Renewer (MTG U/G/W) Opaline Sliver 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.  Gold 3 Treva Renewer (MTG U/G/W) Phantatog Summon a DL III Atog, it dispels spell/psi effects, you can spend spell slots to increase it's DL.  Gold 3 Treva Renewer (MTG U/G/W) Plumes of Peace Target creature is Slowed (Reflex save) and prevent his next P action (Will save)  Gold 3 Treva Renewer (MTG U/G/W) Reparations Whenever an enemy targets you, gain 2 SL's back in Psi11U/W progression.  Gold 3 Treva Renewer (MTG U/G/W) Samite Archer Summon a DL III Crab, when he dies, you get ½M you can use before the end of the round.  Gold 3 Treva Renewer (MTG U/G/W) Silver Drake When casting, sacrifice a summon: Summon a DL IV Drake, it flies.  Gold 3 Treva Renewer (MTG U/G/W) Sky Spirit Summon a DL III Spirit, it flies.			,	Hanna, Ship's Navigator	
Gold 3 Treva Renewer (MTG U/G/W) Phantatog 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.  Gold 3 Treva Renewer (MTG U/G/W) Phantatog Summon a DL III Atog, it dispels spell/psi effects, you can spend spell slots to increase it's DL.  Gold 3 Treva Renewer (MTG U/G/W) Plumes of Peace Target creature is Slowed (Reflex save) and prevent his next P action (Will save)  Gold 3 Treva Renewer (MTG U/G/W) Reparations Whenever an enemy targets you, gain 2 SL's back in Psi11U/W progression.  Gold 3 Treva Renewer (MTG U/G/W) Riptide Crab Summon a DL III Crab, when he dies, you get ½M you can use before the end of the round.  Gold 3 Treva Renewer (MTG U/G/W) Samite Archer Summon a DL III Human Cleric Archer, he cures 30 hp to one target and causes 30 hp to another target per action.  Gold 3 Treva Renewer (MTG U/G/W) Silver Drake When casting, sacrifice a summon: Summon a DL IV Drake, it flies.  Gold 3 Treva Renewer (MTG U/G/W) Sky Spirit Summon a DL III Spirit, it flies.		_			
for 1t.  Gold 3 Treva Renewer (MTG U/G/W) Phantatog Summon a DL III Atog, it dispels spell/psi effects, you can spend spell slots to increase it's DL.  Gold 3 Treva Renewer (MTG U/G/W) Plumes of Peace Target creature is Slowed (Reflex save) and prevent his next P action (Will save)  Gold 3 Treva Renewer (MTG U/G/W) Reparations Whenever an enemy targets you, gain 2 SL's back in Psi11U/W progression.  Gold 3 Treva Renewer (MTG U/G/W) Riptide Crab Summon a DL III Crab, when he dies, you get ½M you can use before the end of the round.  Gold 3 Treva Renewer (MTG U/G/W) Samite Archer Summon a DL III Human Cleric Archer, he cures 30 hp to one target and causes 30 hp to another target per action.  Gold 3 Treva Renewer (MTG U/G/W) Silver Drake When casting, sacrifice a summon: Summon a DL IV Drake, it flies.  Gold 3 Treva Renewer (MTG U/G/W) Sky Spirit Summon a DL III Spirit, it flies.	Gold	3	Treva Renewer (MTG U/G/W)	Minister of Impediments	
Gold 3 Treva Renewer (MTG U/G/W) Phantatog Summon a DL III Atog, it dispels spell/psi effects, you can spend spell slots to increase it's DL.  Gold 3 Treva Renewer (MTG U/G/W) Plumes of Peace Target creature is Slowed (Reflex save) and prevent his next P action (Will save)  Gold 3 Treva Renewer (MTG U/G/W) Reparations Whenever an enemy targets you, gain 2 SL's back in Psi11U/W progression.  Gold 3 Treva Renewer (MTG U/G/W) Riptide Crab Summon a DL III Crab, when he dies, you get ½M you can use before the end of the round.  Gold 3 Treva Renewer (MTG U/G/W) Samite Archer Summon a DL III Human Cleric Archer, he cures 30 hp to one target and causes 30 hp to another target per action.  Gold 3 Treva Renewer (MTG U/G/W) Silver Drake When casting, sacrifice a summon: Summon a DL IV Drake, it flies.  Gold 3 Treva Renewer (MTG U/G/W) Sky Spirit Summon a DL III Spirit, it flies.	Gold	3	Treva Renewer (MTG U/G/W)	Opaline Sliver	
Gold 3 Treva Renewer (MTG U/G/W) Plumes of Peace Target creature is Slowed (Reflex save) and prevent his next P action (Will save)  Gold 3 Treva Renewer (MTG U/G/W) Reparations Whenever an enemy targets you, gain 2 SL's back in Psil IU/W progression.  Gold 3 Treva Renewer (MTG U/G/W) Riptide Crab Summon a DL III Crab, when he dies, you get ½M you can use before the end of the round.  Gold 3 Treva Renewer (MTG U/G/W) Samite Archer Summon a DL III Human Cleric Archer, he cures 30 hp to one target and causes 30 hp to another target per action.  Gold 3 Treva Renewer (MTG U/G/W) Silver Drake When casting, sacrifice a summon: Summon a DL IV Drake, it flies.  Gold 3 Treva Renewer (MTG U/G/W) Sky Spirit Summon a DL III Spirit, it flies.	Gold	3	Treva Renewer (MTG U/G/W)	Phantatog	
Gold 3 Treva Renewer (MTG U/G/W) Riptide Crab Summon a DL III Crab, when he dies, you get ½M you can use before the end of the round.  Gold 3 Treva Renewer (MTG U/G/W) Samite Archer Summon a DL III Human Cleric Archer, he cures 30 hp to one target and causes 30 hp to another target per action.  Gold 3 Treva Renewer (MTG U/G/W) Silver Drake When casting, sacrifice a summon: Summon a DL IV Drake, it flies.  Gold 3 Treva Renewer (MTG U/G/W) Sky Spirit Summon a DL III Spirit, it flies.	Gold	3	Treva Renewer (MTG U/G/W)	Plumes of Peace	
Gold 3 Treva Renewer (MTG U/G/W) Samite Archer Summon a DL III Human Cleric Archer, he cures 30 hp to one target and causes 30 hp to another target per action.  Gold 3 Treva Renewer (MTG U/G/W) Silver Drake When casting, sacrifice a summon: Summon a DL IV Drake, it flies.  Gold 3 Treva Renewer (MTG U/G/W) Sky Spirit Summon a DL III Spirit, it flies.	Gold	3	Treva Renewer (MTG U/G/W)	Reparations	Whenever an enemy targets you, gain 2 SL's back in Psil1U/W progression.
Gold 3 Treva Renewer (MTG U/G/W) Silver Drake When casting, sacrifice a summon: Summon a DL IV Drake, it flies.  Gold 3 Treva Renewer (MTG U/G/W) Sky Spirit Summon a DL III Spirit, it flies.	Gold	3	Treva Renewer (MTG U/G/W)	Riptide Crab	Summon a DL III Crab, when he dies, you get ½M you can use before the end of the round.
Gold 3 Treva Renewer (MTG U/G/W) Silver Drake When casting, sacrifice a summon: Summon a DL IV Drake, it flies.  Gold 3 Treva Renewer (MTG U/G/W) Sky Spirit Summon a DL III Spirit, it flies.	Gold	3	Treva Renewer (MTG U/G/W)	Samite Archer	Summon a DL III Human Cleric Archer, he cures 30 hp to one target and causes 30 hp to another target per action.
Gold 3 Treva Renewer (MTG U/G/W) Sky Spirit Summon a DL III Spirit, it flies.		3			
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111EVA INCHEWEL UVLTO U/O/ W. I. ISDECTIAL SHIERE 114FEEL 2018 A 20 HD ATHIOF SDEIL SHACKS WITH OTHER AFMOR SDEILS, AND HE CAN'T DE PARGETER		3	Treva Renewer (MTG U/G/W)	Spectral Shield	Target gets a 20 hp Armor spell (stacks with other Armor spells), and he can't be targetted.

Gold	12	T D (MTC II/C/W)	T + Dl	Company DI III Dala la Gira da Latara da Carta de Carta d
William Dulland	3	Treva Renewer (MTG U/G/W)	Tempest Drake	Summon a DL III Drake, he flies and can Interpose to protect someone from being attacked.
White, Priest	3	White Priest	Reverse Damage	1bM: One effect that's damaging you heals you for that amount instead.
White, Priest	-	White Priest		0, sacrifice a maintained effect: Dispel a maintained effect.
Black, Rogue	4	Black Rogue	Lich	Cast a 1st level Lich spell. You go to 0 max and current hp for 1 turn.
Black, Rogue	4	Black Rogue	Breeding Pit	Once per round, get a DL I Thrull as a summon (limit=LVL)
Blue, Wizard	4	Blue Psionicist	Control Magic	Charm Monster (Will save)
Blue, Wizard	4	Blue Psionicist	Coastal Piracy	Whenever you kill a creature, restore 1 SL in memorization
Green, Warrior	4	Green Warrior	Living Lands	Summon CL Treefolk (DL=2), together they occupy 1 summon slot.
Green, Warrior	4	Green Warrior	Aluren	You may cast SL 0-3 Conjuration/Summoning spells as a 0 action.
Blue, Meta	4	Izzet Evoker (MTG U/R)	Counterspell	1 borrowed M or 1 OppM: Counter target magical/psionic effect.
Blue, Meta	4	Izzet Evoker (MTG U/R)	Fork	1 borrowed M or 1 OppM: Copy target magical/psionic effect.
Artifact	4	Maelstrom Archangell 1	Giant Fan	IV: Move an effect from one person to another (aER to resist)
Artifact	4	Maelstrom Archangell1	Icy Manipulator	1S: Target loses his next action.
Artifact	4	Maelstrom Archangel11	Jester's Cap	Target forgets how to cast 3 spells or effects by name
Artifact	4	Maelstrom Archangell1	Summon Myr 4	Summon a DL=4 Myr
Black	4	Maelstrom Archangell1	Breeding Pit	Once per round, get a DL I Thrull as a summon (limit=LVL)
Black	4	Maelstrom Archangel11	Lich	Cast a 1st level Lich spell. You go to 0 max and current hp for 1 turn.
Blue	4	Maelstrom Archangel11	Coastal Piracy	Whenever you kill a creature, restore 1 SL in memorization
Blue	4	Maelstrom Archangell1	Control Magic	Charm Monster (Will save)
Blue	4	Maelstrom Archangell 1	Counterspell	1bM or 1 OppM: Counter target magical/psionic effect.
Gold	4	Maelstrom Archangel11	AEthermage's Touch	Get a temporary extra Summon slot this segment, summon a DL=1d4 creature, it disappears at end of segment.
Gold	4	Maelstrom Archangel11	Ayesha Tanaka	Summon a DL IV Human Artificer, it can group monsters together, and counter magic item abilities.
Gold	4	Maelstrom Archangell 1	Azorius Ploy	One creature deals no damage on his next P action; and one creature has all melee damage prevented to him for 1s.
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Gold	4	Maelstrom Archangel11	Cloud Cover	Whenever someone dispels one of your spell/psi effects, you can recast that effect for ½M within the next round.
Gold	4	Maelstrom Archangel11	Glaciers	x1 Special on room: Wacky balls cure instead of damage people. Spend a SL=2 spell slot each round to upkeep this.
Gold	4	Maelstrom Archangell l	Grand Arbiter Augustin IV	Summon a DL IV Human Advisor, he spell robes for you one Psi11U/W power for -1 SL, he also casts Psi11U/W powers.
Gold	4	Maelstrom Archangell 1	Harbor Guardian	Summon a DL IV Gargoyle, he has near-infinite reach upwards.
Gold	4	Maelstrom Archangell 1	Hazerider Drake	Summon a DL IV Drake, it is immune to area effect damaging spells/psi.
Gold	4	Maelstrom Archangel11	Kangee, Aerie Keeper	Summon a DL IV Bird Soldier, he flies, and makes your other Bird summons +3 DL's higher.
Gold	4	Maelstrom Archangel11	Meddling Kids	Summon a DL IV Human Child, he Banhammers one spell or psi effect of SL 4-5 (not lower) in the room [x1 Special]
Gold	4	Maelstrom Archangel11	Reviving Vapors	Up to 3 targets are cured (1d10+CL)*10 hp
Gold	4	Maelstrom Archangel11	Sawtooth Loon	When summoning, sacrifice a summon: Summon a DL V Bird, he isn't sick and can cast Psi11U/W powers.
Gold	4	Maelstrom Archangell1	Stand // Deliver	Unsummon a summon or dispel one effect, and cure one target 80 hp.
Gold	4	Maelstrom Archangel11	Trial (Trial/Error)	Unsummon all creatures in a group, at least one of your summons must be in that group.
Gold	4	Maelstrom Archangell 1	Vanish into Memory	Unsummon a creature. You gain 2*N-R SL's in your Psi11U/W progression, where N is it's DL and R is it's remaining
			-	rhp's.
Green	4	Maelstrom Archangel11	Aluren	You may cast SL 0-3 Conjuration/Summoning spells as a 0 action.
Green	4	Maelstrom Archangel11	Earth Storm	Deal CLd12 Eldritch Earth dmg 40' radius (no save)
	4	Maelstrom Archangell 1	Gaea's Balance	You may transfer SLs & PSPs between your magic & psi pools; use [Q11] type conversion
Green			Gaea's Blessing	Reconstruct up to three effects which were dispelled/twisted within the last turn
Green	4	Maelstrom Archangell 1	-	
Green Green	4	Maelstrom Archangel11	Gaea's Touch	+1QM only for Pixie Queen spells
Green	4 4	Maelstrom Archangel11 Maelstrom Archangel11	Gaea's Touch Harmony of Nature	+1QM only for Pixie Queen spells 0, 1/s, one of your summoned critters loses & can't use 1P this segment: You gain +1QP
Green Green Green Green	4 4	Maelstrom Archangell 1 Maelstrom Archangell 1 Maelstrom Archangell 1	Gaea's Touch Harmony of Nature Living Lands	+1QM only for Pixie Queen spells 0, 1/s, one of your summoned critters loses & can't use 1P this segment: You gain +1QP Summon CL Treefolk (DL=2), together they occupy 1 summon slot.
Green Green Green Green Green	4 4 4	Maelstrom Archangell I Maelstrom Archangell I Maelstrom Archangell I Maelstrom Archangell I	Gaea's Touch Harmony of Nature Living Lands Nature's Blessing	+1QM only for Pixie Queen spells 0, 1/s, one of your summoned critters loses & can't use 1P this segment: You gain +1QP Summon CL Treefolk (DL=2), together they occupy 1 summon slot. +CL distributed among AC/saves/TH/dmg as you like
Green Green Green Green Green Green Green Red	4 4	Maelstrom Archangell I	Gaea's Touch Harmony of Nature Living Lands Nature's Blessing AEther Flash	+1QM only for Pixie Queen spells 0, 1/s, one of your summoned critters loses & can't use 1P this segment: You gain +1QP Summon CL Treefolk (DL=2), together they occupy 1 summon slot. +CL distributed among AC/saves/TH/dmg as you like Whenever a creature appears in room, takes 20 AEther dmg (x1 Special)
Green Green Green Green Green Green Green Red Red	4 4 4 4 4	Maelstrom Archangell I Maelstrom Archangell I Maelstrom Archangell I Maelstrom Archangell I	Gaea's Touch Harmony of Nature Living Lands Nature's Blessing	+1QM only for Pixie Queen spells 0, 1/s, one of your summoned critters loses & can't use 1P this segment: You gain +1QP Summon CL Treefolk (DL=2), together they occupy 1 summon slot. +CL distributed among AC/saves/TH/dmg as you like
Green Green Green Green Green Green Green Red Red Red	4 4 4	Maelstrom Archangell I	Gaea's Touch Harmony of Nature Living Lands Nature's Blessing AEther Flash	+1QM only for Pixie Queen spells 0, 1/s, one of your summoned critters loses & can't use 1P this segment: You gain +1QP Summon CL Treefolk (DL=2), together they occupy 1 summon slot. +CL distributed among AC/saves/TH/dmg as you like Whenever a creature appears in room, takes 20 AEther dmg (x1 Special)
Green Green Green Green Green Green Green Red Red	4 4 4 4 4	Maelstrom Archangell I	Gaea's Touch Harmony of Nature Living Lands Nature's Blessing AEther Flash Fork	+1QM only for Pixie Queen spells 0, 1/s, one of your summoned critters loses & can't use 1P this segment: You gain +1QP Summon CL Treefolk (DL=2), together they occupy 1 summon slot. +CL distributed among AC/saves/TH/dmg as you like Whenever a creature appears in room, takes 20 AEther dmg (x1 Special) 1bM or 1 OppM: Copy target magical/psionic effect.
Green Green Green Green Green Green Green Red Red Red	4 4 4 4 4	Maelstrom Archangell I	Gaea's Touch Harmony of Nature Living Lands Nature's Blessing AEther Flash Fork Orcish Oriflamme	+1QM only for Pixie Queen spells 0, 1/s, one of your summoned critters loses & can't use 1P this segment: You gain +1QP Summon CL Treefolk (DL=2), together they occupy 1 summon slot. +CL distributed among AC/saves/TH/dmg as you like Whenever a creature appears in room, takes 20 AEther dmg (x1 Special) 1bM or 1 OppM: Copy target magical/psionic effect. All your subordinates get +1 offensive DL.
Green Green Green Green Green Green Red Red Red White	4 4 4 4 4 4	Maelstrom Archangell I	Gaea's Touch Harmony of Nature Living Lands Nature's Blessing AEther Flash Fork Orcish Oriflamme Congregate	+1QM only for Pixie Queen spells 0, 1/s, one of your summoned critters loses & can't use 1P this segment: You gain +1QP Summon CL Treefolk (DL=2), together they occupy 1 summon slot. +CL distributed among AC/saves/TH/dmg as you like Whenever a creature appears in room, takes 20 AEther dmg (x1 Special) 1bM or 1 OppM: Copy target magical/psionic effect. All your subordinates get +1 offensive DL. Target gains 10*N hp, where N is the number of people in the party+summons
Green Green Green Green Green Green Red Red Red White White	4 4 4 4 4 4 4 4 4	Maelstrom Archangell I	Gaea's Touch Harmony of Nature Living Lands Nature's Blessing AEther Flash Fork Orcish Oriflamme Congregate Resurrection	+1QM only for Pixie Queen spells 0, 1/s, one of your summoned critters loses & can't use 1P this segment: You gain +1QP Summon CL Treefolk (DL=2), together they occupy 1 summon slot. +CL distributed among AC/saves/TH/dmg as you like Whenever a creature appears in room, takes 20 AEther dmg (x1 Special) 1bM or 1 OppM: Copy target magical/psionic effect. All your subordinates get +1 offensive DL. Target gains 10*N hp, where N is the number of people in the party+summons Resurrect someone who's been killed within the past CL s.
Green Green Green Green Green Green Red Red Red White White Artifact	4 4 4 4 4 4 4 4 4 4	Maelstrom Archangell I Plator	Gaea's Touch Harmony of Nature Living Lands Nature's Blessing AEther Flash Fork Orcish Oriflamme Congregate Resurrection Giant Fan	+1QM only for Pixie Queen spells 0, 1/s, one of your summoned critters loses & can't use 1P this segment: You gain +1QP Summon CL Treefolk (DL=2), together they occupy 1 summon slot. +CL distributed among AC/saves/TH/dmg as you like Whenever a creature appears in room, takes 20 AEther dmg (x1 Special) 1bM or 1 OppM: Copy target magical/psionic effect. All your subordinates get +1 offensive DL. Target gains 10*N hp, where N is the number of people in the party+summons Resurrect someone who's been killed within the past CL s. 1V: Move an effect from one person to another (aER to resist)
Green Green Green Green Green Red Red Red White White Artifact Artifact	4 4 4 4 4 4 4 4 4 4	Maelstrom Archangell I Plator Plator	Gaea's Touch Harmony of Nature Living Lands Nature's Blessing AEther Flash Fork Orcish Oriflamme Congregate Resurrection Giant Fan Ley Manipulator	+1QM only for Pixie Queen spells 0, 1/s, one of your summoned critters loses & can't use 1P this segment: You gain +1QP Summon CL Treefolk (DL=2), together they occupy 1 summon slot. +CL distributed among AC/saves/TH/dmg as you like Whenever a creature appears in room, takes 20 AEther dmg (x1 Special) 1bM or 1 OppM: Copy target magical/psionic effect. All your subordinates get +1 offensive DL. Target gains 10*N hp, where N is the number of people in the party+summons Resurrect someone who's been killed within the past CL s. 1V: Move an effect from one person to another (aER to resist) 1S: Target loses his next action.
Green Green Green Green Green Red Red White White Artifact Artifact Artifact	4 4 4 4 4 4 4 4 4 4 4 4 4	Maelstrom Archangell I Plator Plator	Gaea's Touch Harmony of Nature Living Lands Nature's Blessing AEther Flash Fork Orcish Oriflamme Congregate Resurrection Giant Fan Ley Manipulator Jester's Cap	+1QM only for Pixie Queen spells 0, 1/s, one of your summoned critters loses & can't use 1P this segment: You gain +1QP Summon CL Treefolk (DL=2), together they occupy 1 summon slot. +CL distributed among AC/saves/TH/dmg as you like Whenever a creature appears in room, takes 20 AEther dmg (x1 Special) 1bM or 1 OppM: Copy target magical/psionic effect. All your subordinates get +1 offensive DL. Target gains 10*N hp, where N is the number of people in the party+summons Resurrect someone who's been killed within the past CL s. 1V: Move an effect from one person to another (aER to resist) 1S: Target loses his next action. Target forgets how to cast 3 spells or effects by name
Green Green Green Green Green Red Red White White Artifact Artifact Artifact Artifact Artifact	4 4 4 4 4 4 4 4 4 4 4 4 4 4 4	Maelstrom Archangell I Plator Plator Plator	Gaea's Touch Harmony of Nature Living Lands Nature's Blessing AEther Flash Fork Orcish Oriflamme Congregate Resurrection Giant Fan Lcy Manipulator Jester's Cap Summon Myr 4	+1QM only for Pixie Queen spells 0, 1/s, one of your summoned critters loses & can't use 1P this segment: You gain +1QP Summon CL Treefolk (DL=2), together they occupy 1 summon slot. +CL distributed among AC/saves/TH/dmg as you like Whenever a creature appears in room, takes 20 AEther dmg (x1 Special) 1bM or 1 OppM: Copy target magical/psionic effect. All your subordinates get +1 offensive DL. Target gains 10*N hp, where N is the number of people in the party+summons Resurrect someone who's been killed within the past CL s. 1V: Move an effect from one person to another (aER to resist) 1S: Target loses his next action. Target forgets how to cast 3 spells or effects by name Summon a DL=4 Myr
Green Green Green Green Green Red Red White White Artifact Artifact Artifact Black	4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4	Maelstrom Archangell I Plator Plator Plator Plator Plator	Gaea's Touch Harmony of Nature Living Lands Nature's Blessing AEther Flash Fork Orcish Oriflamme Congregate Resurrection Giant Fan Lcy Manipulator Jester's Cap Summon Myr 4 Breeding Pit	+1QM only for Pixie Queen spells 0, 1/s, one of your summoned critters loses & can't use 1P this segment: You gain +1QP Summon CL Treefolk (DL=2), together they occupy 1 summon slot. +CL distributed among AC/saves/TH/dmg as you like Whenever a creature appears in room, takes 20 AEther dmg (x1 Special) 1bM or 1 OppM: Copy target magical/psionic effect. All your subordinates get +1 offensive DL. Target gains 10*N hp, where N is the number of people in the party+summons Resurrect someone who's been killed within the past CL s. 1V: Move an effect from one person to another (aER to resist) 1S: Target loses his next action. Target forgets how to cast 3 spells or effects by name Summon a DL=4 Myr Once per round, get a DL 1 Thrull as a summon (limit=LVL)
Green Green Green Green Green Red Red White White Artifact Artifact Artifact Black Black	4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4	Maelstrom Archangell I Plator Plator Plator Plator Plator Plator	Gaea's Touch Harmony of Nature Living Lands Nature's Blessing AEther Flash Fork Oreish Oriflamme Congregate Resurrection Giant Fan Icy Manipulator Jester's Cap Summon Myr 4 Breeding Pit Lich	+1QM only for Pixie Queen spells 0, 1/s, one of your summoned critters loses & can't use 1P this segment: You gain +1QP Summon CL Treefolk (DL=2), together they occupy 1 summon slot. +CL distributed among AC/saves/TH/dmg as you like Whenever a creature appears in room, takes 20 AEther dmg (x1 Special) 1bM or 1 OppM: Copy target magical/psionic effect. All your subordinates get +1 offensive DL. Target gains 10*N hp, where N is the number of people in the party+summons Resurrect someone who's been killed within the past CL s. 1V: Move an effect from one person to another (aER to resist) 1S: Target loses his next action. Target forgets how to cast 3 spells or effects by name Summon a DL=4 Myr Once per round, get a DL 1 Thrull as a summon (limit=LVL) Cast a 1st level Lich spell. You go to 0 max and current hp for 1 turn.
Green Green Green Green Green Red Red White White Artifact Artifact Artifact Black Black Blue	4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4	Maelstrom Archangell I Plator Plator Plator Plator Plator Plator Plator Plator	Gaea's Touch Harmony of Nature Living Lands Nature's Blessing AEther Flash Fork Oreish Oriflamme Congregate Resurrection Giant Fan Icy Manipulator Jester's Cap Summon Myr 4 Breeding Pit Lich Coastal Piracy	+1QM only for Pixie Queen spells 0, 1/s, one of your summoned critters loses & can't use 1P this segment: You gain +1QP Summon CL Treefolk (DL=2), together they occupy 1 summon slot. +CL distributed among AC/saves/TH/dmg as you like Whenever a creature appears in room, takes 20 AEther dmg (x1 Special) 1bM or 1 OppM: Copy target magical/psionic effect. All your subordinates get +1 offensive DL. Target gains 10*N hp, where N is the number of people in the party+summons Resurrect someone who's been killed within the past CL s. 1V: Move an effect from one person to another (aER to resist) 1S: Target loses his next action. Target forgets how to cast 3 spells or effects by name Summon a DL=4 Myr Once per round, get a DL 1 Thrull as a summon (limit=LVL) Cast a 1st level Lich spell. You go to 0 max and current hp for 1 turn. Whenever you kill a creature, restore 1 SL in memorization
Green Green Green Green Green Red Red White White Artifact Artifact Artifact Black Black Blue Blue	4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4	Maelstrom Archangell I Plator	Gaea's Touch Harmony of Nature Living Lands Nature's Blessing AEther Flash Fork Oreish Oriflamme Congregate Resurrection Giant Fan Icy Manipulator Jester's Cap Summon Myr 4 Breeding Pit Lich Coastal Piracy Control Magic	+1QM only for Pixie Queen spells 0, 1/s, one of your summoned critters loses & can't use 1P this segment: You gain +1QP Summon CL Treefolk (DL=2), together they occupy 1 summon slot. +CL distributed among AC/saves/TH/dmg as you like Whenever a creature appears in room, takes 20 AEther dmg (x1 Special) 1bM or 1 OppM: Copy target magical/psionic effect. All your subordinates get +1 offensive DL. Target gains 10*N hp, where N is the number of people in the party+summons Resurrect someone who's been killed within the past CL s. 1V: Move an effect from one person to another (aER to resist) 1S: Target loses his next action. Target forgets how to cast 3 spells or effects by name Summon a DL=4 Myr Once per round, get a DL 1 Thrull as a summon (limit=LVL) Cast a 1st level Lich spell. You go to 0 max and current hp for 1 turn. Whenever you kill a creature, restore 1 SL in memorization Charm Monster (Will save)
Green Green Green Green Green Green Red Red Red White White Artifact Artifact Artifact Black Blue Blue Blue	4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4	Maelstrom Archangell I Plator	Gaea's Touch Harmony of Nature Living Lands Nature's Blessing AEther Flash Fork Orcish Oriflamme Congregate Resurrection Giant Fan Icy Manipulator Jester's Cap Summon Myr 4 Breeding Pit Lich Coastal Piracy Control Magic Counterspell	+1QM only for Pixie Queen spells 0, 1/s, one of your summoned critters loses & can't use 1P this segment: You gain +1QP Summon CL Treefolk (DL=2), together they occupy 1 summon slot. +CL distributed among AC/saves/TH/dmg as you like Whenever a creature appears in room, takes 20 AEther dmg (x1 Special) 1bM or 1 OppM: Copy target magical/psionic effect. All your subordinates get +1 offensive DL. Target gains 10*N hp, where N is the number of people in the party+summons Resurrect someone who's been killed within the past CL s. 1V: Move an effect from one person to another (aER to resist) 1S: Target loses his next action. Target forgets how to cast 3 spells or effects by name Summon a DL=4 Myr Once per round, get a DL 1 Thrull as a summon (limit=LVL) Cast a 1st level Lich spell. You go to 0 max and current hp for 1 turn. Whenever you kill a creature, restore 1 SL in memorization Charm Monster (Will save) 1bM or 1 OppM: Counter target magical/psionic effect.
Green Green Green Green Green Green Red Red Red White White Artifact Artifact Black Black Blue Blue Blue Gold	4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4	Maelstrom Archangell I Plator	Gaea's Touch Harmony of Nature Living Lands Nature's Blessing AEther Flash Fork Oreish Oriflamme Congregate Resurrection Giant Fan Icy Manipulator Jester's Cap Summon Myr 4 Breeding Pit Lich Coastal Piracy Control Magic Counterspell AEthermage's Touch	+1QM only for Pixie Queen spells 0, 1/s, one of your summoned critters loses & can't use 1P this segment: You gain +1QP Summon CL Treefolk (DL=2), together they occupy 1 summon slot. +CL distributed among AC/saves/TH/dmg as you like Whenever a creature appears in room, takes 20 AEther dmg (x1 Special) 1bM or 1 OppM: Copy target magical/psionic effect. All your subordinates get +1 offensive DL. Target gains 10*N hp, where N is the number of people in the party+summons Resurrect someone who's been killed within the past CL s. 1V: Move an effect from one person to another (aER to resist) 1S: Target loses his next action. Target forgets how to cast 3 spells or effects by name Summon a DL=4 Myr Once per round, get a DL 1 Thrull as a summon (limit=LVL) Cast a 1st level Lich spell. You go to 0 max and current hp for 1 turn. Whenever you kill a creature, restore 1 SL in memorization Charm Monster (Will save) 1bM or 1 OppM: Counter target magical/psionic effect. Get a temporary extra Summon slot this segment, summon a DL=1d4 creature, it disappears at end of segment.
Green Green Green Green Green Green Red Red Red White White Artifact Artifact Artifact Black Black Blue Blue Blue Gold Gold	4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4	Maelstrom Archangell I Plator	Gaea's Touch Harmony of Nature Living Lands Nature's Blessing AEther Flash Fork Orcish Oriflamme Congregate Resurrection Giant Fan Icy Manipulator Jester's Cap Summon Myr 4 Breeding Pit Lich Coastal Piracy Control Magic Counterspell AEthermage's Touch Ayesha Tanaka	+1QM only for Pixie Queen spells 0, 1/s, one of your summoned critters loses & can't use 1P this segment: You gain +1QP Summon CL Treefolk (DL=2), together they occupy 1 summon slot. +CL distributed among AC/saves/TH/dmg as you like Whenever a creature appears in room, takes 20 AEther dmg (x1 Special) 1bM or 1 OppM: Copy target magical/psionic effect. All your subordinates get +1 offensive DL. Target gains 10*N hp, where N is the number of people in the party+summons Resurrect someone who's been killed within the past CL s. 1V: Move an effect from one person to another (aER to resist) 1S: Target loses his next action. Target forgets how to cast 3 spells or effects by name Summon a DL=4 Myr Once per round, get a DL 1 Thrull as a summon (limit=LVL) Cast a 1st level Lich spell. You go to 0 max and current hp for 1 turn. Whenever you kill a creature, restore 1 SL in memorization Charm Monster (Will save) 1bM or 1 OppM: Counter target magical/psionic effect. Get a temporary extra Summon slot this segment, summon a DL=1d4 creature, it disappears at end of segment. Summon a DL IV Human Artificer, it can group monsters together, and counter magic item abilities.
Green Green Green Green Green Green Red Red Red White White Artifact Artifact Artifact Black Black Blue Blue Blue Gold Gold Gold	4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4	Maelstrom Archangell I Plator	Gaea's Touch Harmony of Nature Living Lands Nature's Blessing AEther Flash Fork Oreish Oriflamme Congregate Resurrection Giant Fan Icy Manipulator Jester's Cap Summon Myr 4 Breeding Pit Lich Coastal Piracy Control Magic Counterspell AEthermage's Touch Ayesha Tanaka Azorius Ploy	+1QM only for Pixie Queen spells 0, 1/s, one of your summoned critters loses & can't use 1P this segment: You gain +1QP Summon CL Treefolk (DL=2), together they occupy 1 summon slot. +CL distributed among AC/saves/TH/dmg as you like Whenever a creature appears in room, takes 20 AEther dmg (x1 Special) 1bM or 1 OppM: Copy target magical/psionic effect. All your subordinates get +1 offensive DL. Target gains 10*N hp, where N is the number of people in the party+summons Resurrect someone who's been killed within the past CL s. 1V: Move an effect from one person to another (aER to resist) 1S: Target loses his next action. Target forgets how to cast 3 spells or effects by name Summon a DL=4 Myr Once per round, get a DL 1 Thrull as a summon (limit=LVL) Cast a 1st level Lich spell. You go to 0 max and current hp for 1 turn. Whenever you kill a creature, restore 1 SL in memorization Charm Monster (Will save) 1bM or 1 OppM: Counter target magical/psionic effect. Get a temporary extra Summon slot this segment, summon a DL=1d4 creature, it disappears at end of segment. Summon a DL IV Human Artificer, it can group monsters together, and counter magic item abilities. One creature deals no damage on his next P action; and one creature has all melee damage prevented to him for 1s. Whenever someone dispels one of your spell/psi effects, you can recast that effect for ½M within the next round.
Green Green Green Green Green Green Red Red Red White White White Artifact Artifact Artifact Black Black Blue Blue Gold Gold Gold Gold	4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4	Maelstrom Archangell I Plator	Gaea's Touch Harmony of Nature Living Lands Nature's Blessing AEther Flash Fork Orcish Oriflamme Congregate Resurrection Giant Fan Icy Manipulator Jester's Cap Sumnon Myr 4 Breeding Pit Lich Coastal Piracy Control Magic Counterspell AEthermage's Touch Ayesha Tanaka Azorius Ploy Cloud Cover	+1QM only for Pixie Queen spells 0, 1/s, one of your summoned critters loses & can't use 1P this segment: You gain +1QP Summon CL Treefolk (DL=2), together they occupy 1 summon slot. +CL distributed among AC/saves/TH/dmg as you like Whenever a creature appears in room, takes 20 AEther dmg (x1 Special) 1bM or 1 OppM: Copy target magical/psionic effect. All your subordinates get +1 offensive DL. Target gains 10*N hp, where N is the number of people in the party+summons Resurrect someone who's been killed within the past CL s. 1V: Move an effect from one person to another (aER to resist) 1S: Target loses his next action. Target forgets how to cast 3 spells or effects by name Summon a DL=4 Myr Once per round, get a DL 1 Thrull as a summon (limit=LVL) Cast a 1st level Lich spell. You go to 0 max and current hp for 1 turn. Whenever you kill a creature, restore 1 SL in memorization Charm Monster (Will save) 1bM or 1 OppM: Counter target magical/psionic effect. Get a temporary extra Summon slot this segment, summon a DL=1d4 creature, it disappears at end of segment. Summon a DL IV Human Artificer, it can group monsters together, and counter magic item abilities. One creature deals no damage on his next P action; and one creature has all melee damage prevented to him for 1s.

Gold	4	Plator	Harbor Guardian	Summon a DL IV Gargoyle, he has near-infinite reach upwards.
Gold	4	Plator	Hazerider Drake	Summon a DL IV Drake, it is immune to area effect damaging spells/psi.
Gold	4	Plator	Kangee, Aerie Keeper	Summon a DL IV Bird Soldier, he flies, and makes your other Bird summons +3 DL's higher.
Gold	4	Plator	Meddling Kids	Summon a DL IV Human Child, he Banhammers one spell or psi effect of SL 4-5 (not lower) in the room [x1 Special]
Gold	4	Plator	Reviving Vapors	Up to 3 targets are cured (1d10+CL)*10 hp
Gold	4	Plator	Sawtooth Loon	When summoning, sacrifice a summon: Summon a DL V Bird, he isn't sick and can cast Psil1U/W powers.
Gold	4	Plator	Stand // Deliver	Unsummon a summon or dispel one effect, and cure one target 80 hp.
Gold	4	Plator	Trial (Trial/Error)	Unsummon all creatures in a group, at least one of your summons must be in that group.
Gold	4	Plator	Vanish into Memory	Unsummon a creature. You gain 2*N-R SL's in your Psi11U/W progression, where N is it's DL and R is it's remaining rhp's.
Green	4	Plator	Aluren	You may cast SL 0-3 Conjuration/Summoning spells as a 0 action.
Green	4	Plator	Earth Storm	Deal CLd12 Eldritch Earth dmg 40' radius (no save)
Green	4	Plator	Gaea's Balance	You may transfer SLs & PSPs between your magic & psi pools; use [Q11] type conversion
Green	4	Plator	Gaea's Blessing	Reconstruct up to three effects which were dispelled/twisted within the last turn
Green	4	Plator	Gaea's Touch	+1QM only for Pixie Queen spells
Green	4	Plator	Harmony of Nature	0, 1/s, one of your summoned critters loses & can't use 1P this segment: You gain +1QP
Green	4	Plator Plator	Living Lands	Summon CL Treefolk (DL=2), together they occupy 1 summon slot.
Green Red	4	Plator	Nature's Blessing AEther Flash	+CL distributed among AC/saves/TH/dmg as you like  Whenever a creature appears in room, takes 20 AEther dmg (x1 Special)
Red	4	Plator	Fork	1bM or 1 OppM: Copy target magical/psionic effect.
Red	4	Plator	Orcish Oriflamme	All your subordinates get +1 offensive DL.
White	4	Plator	Congregate	Target gains 10*N hp, where N is the number of people in the party+summons
White	4	Plator	Resurrection	Resurrect someone who's been killed within the past CL s.
Red, Wizard	4	Red Wizard	Orcish Oriflamme	All your subordinates get +1 offensive DL.
Red, Wizard	4	Red Wizard	AEther Flash	Whenever a creature appears in room, takes 20 AEther dmg (x1 Special)
Gold	4	Treva Renewer (MTG U/G/W)	AEthermage's Touch	Get a temporary extra Summon slot this segment, summon a DL=1d4 creature, it disappears at end of segment.
Gold	4	Treva Renewer (MTG U/G/W)	Ayesha Tanaka	Summon a DL IV Human Artificer, it can group monsters together, and counter magic item abilities.
Gold	4	Treva Renewer (MTG U/G/W)	Azorius Ploy	One creature deals no damage on his next P action; and one creature has all melee damage prevented to him for 1s.
Gold	4	Treva Renewer (MTG U/G/W)	Cloud Cover	Whenever someone dispels one of your spell/psi effects, you can recast that effect for ½M within the next round.
Gold	4	Treva Renewer (MTG U/G/W)	Glaciers	x1 Special on room: Wacky balls cure instead of damage people. Spend a SL=2 spell slot each round to upkeep this.
Gold	4	Treva Renewer (MTG U/G/W)	Grand Arbiter Augustin IV	Summon a DL IV Human Advisor, he spell robes for you one Psi11U/W power for -1 SL, he also casts Psi11U/W powers.
Gold	4	Treva Renewer (MTG U/G/W)	Harbor Guardian	Summon a DL IV Gargoyle, he has near-infinite reach upwards.
Gold	4	Treva Renewer (MTG U/G/W)	Hazerider Drake	Summon a DL IV Drake, it is immune to area effect damaging spells/psi.
Gold Gold	4	Treva Renewer (MTG U/G/W)  Treva Renewer (MTG U/G/W)	Kangee, Aerie Keeper	Summon a DL IV Drake, it is immune to area effect damaging spells/psi.  Summon a DL IV Bird Soldier, he flies, and makes your other Bird summons +3 DL's higher.
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Gold	4	Treva Renewer (MTG U/G/W)	Kangee, Aerie Keeper	Summon a DL IV Bird Soldier, he flies, and makes your other Bird summons +3 DL's higher.
Gold Gold	4	Treva Renewer (MTG U/G/W) Treva Renewer (MTG U/G/W)	Kangee, Aerie Keeper Meddling Kids	Summon a DL IV Bird Soldier, he flies, and makes your other Bird summons +3 DL's higher.  Summon a DL IV Human Child, he Banhammers one spell or psi effect of SL 4-5 (not lower) in the room [x1 Special]
Gold Gold Gold Gold Gold Gold	4	Treva Renewer (MTG U/G/W)	Kangee, Aerie Keeper Meddling Kids Reviving Vapors	Summon a DL IV Bird Soldier, he flies, and makes your other Bird summons +3 DL's higher.  Summon a DL IV Human Child, he Banhammers one spell or psi effect of SL 4-5 (not lower) in the room [x1 Special]  Up to 3 targets are cured (1d10+CL)*10 hp
Gold Gold Gold Gold	4 4 4	Treva Renewer (MTG U/G/W) Treva Renewer (MTG U/G/W) Treva Renewer (MTG U/G/W) Treva Renewer (MTG U/G/W)	Kangee, Aerie Keeper Meddling Kids Reviving Vapors Sawtooth Loon	Summon a DL IV Bird Soldier, he flies, and makes your other Bird summons +3 DL's higher.  Summon a DL IV Human Child, he Banhammers one spell or psi effect of SL 4-5 (not lower) in the room [x1 Special]  Up to 3 targets are cured (1d10+CL)*10 hp  When summoning, sacrifice a summon: Summon a DL V Bird, he isn't sick and can cast Psi11U/W powers.  Unsummon a summon or dispel one effect, and cure one target 80 hp.  Unsummon all creatures in a group, at least one of your summons must be in that group.
Gold Gold Gold Gold Gold Gold Gold Gold	4 4 4 4 4 4	Treva Renewer (MTG U/G/W)	Kangee, Aerie Keeper Meddling Kids Reviving Vapors Sawtooth Loon Stand // Deliver Trial (Trial/Error) Vanish into Memory	Summon a DL IV Bird Soldier, he flies, and makes your other Bird summons +3 DL's higher.  Summon a DL IV Human Child, he Banhammers one spell or psi effect of SL 4-5 (not lower) in the room [x1 Special]  Up to 3 targets are cured (1d10+CL)*10 hp  When summoning, sacrifice a summon: Summon a DL V Bird, he isn't sick and can cast Psi11U/W powers.  Unsummon a summon or dispel one effect, and cure one target 80 hp.  Unsummon all creatures in a group, at least one of your summons must be in that group.  Unsummon a creature. You gain 2*N-R SL's in your Psi11U/W progression, where N is it's DL and R is it's remaining rhp's.
Gold Gold Gold Gold Gold Gold Gold Gold	4 4 4 4 4 4 4	Treva Renewer (MTG U/G/W) White Priest	Kangee, Aerie Keeper Meddling Kids Reviving Vapors Sawtooth Loon Stand // Deliver Trial (Trial/Error) Vanish into Memory Resurrection	Summon a DL IV Bird Soldier, he flies, and makes your other Bird summons +3 DL's higher.  Summon a DL IV Human Child, he Banhammers one spell or psi effect of SL 4-5 (not lower) in the room [x1 Special]  Up to 3 targets are cured (1d10+CL)*10 hp  When summoning, sacrifice a summon: Summon a DL V Bird, he isn't sick and can cast Psi11U/W powers.  Unsummon a summon or dispel one effect, and cure one target 80 hp.  Unsummon all creatures in a group, at least one of your summons must be in that group.  Unsummon a creature. You gain 2*N-R SL's in your Psi11U/W progression, where N is it's DL and R is it's remaining rhp's.  Resurrect someone who's been killed within the past CL s.
Gold Gold Gold Gold Gold Gold White, Priest White, Priest	4 4 4 4 4 4 4 4	Treva Renewer (MTG U/G/W) White Priest White Priest	Kangee, Aerie Keeper  Meddling Kids  Reviving Vapors  Sawtooth Loon  Stand // Deliver  Trial (Trial/Error)  Vanish into Memory  Resurrection  Congregate	Summon a DL IV Bird Soldier, he flies, and makes your other Bird summons +3 DL's higher.  Summon a DL IV Human Child, he Banhammers one spell or psi effect of SL 4-5 (not lower) in the room [x1 Special]  Up to 3 targets are cured (1d10+CL)*10 hp  When summoning, sacrifice a summon: Summon a DL V Bird, he isn't sick and can cast Psi11U/W powers.  Unsummon a summon or dispel one effect, and cure one target 80 hp.  Unsummon all creatures in a group, at least one of your summons must be in that group.  Unsummon a creature. You gain 2*N-R SL's in your Psi11U/W progression, where N is it's DL and R is it's remaining rhp's.  Resurrect someone who's been killed within the past CL s.  Target gains 10*N hp, where N is the number of people in the party+summons
Gold Gold Gold Gold Gold Gold White, Priest White, Priest Black, Rogue	4 4 4 4 4 5 5	Treva Renewer (MTG U/G/W) White Priest White Priest Black Rogue	Kangee, Aerie Keeper  Meddling Kids  Reviving Vapors  Sawtooth Loon  Stand // Deliver  Trial (Trial/Error)  Vanish into Memory  Resurrection  Congregate  Extinction	Summon a DL IV Bird Soldier, he flies, and makes your other Bird summons +3 DL's higher.  Summon a DL IV Human Child, he Banhammers one spell or psi effect of SL 4-5 (not lower) in the room [x1 Special]  Up to 3 targets are cured (1d10+CL)*10 hp  When summoning, sacrifice a summon: Summon a DL V Bird, he isn't sick and can cast Psi11U/W powers.  Unsummon a summon or dispel one effect, and cure one target 80 hp.  Unsummon all creatures in a group, at least one of your summons must be in that group.  Unsummon a creature. You gain 2*N-R SL's in your Psi11U/W progression, where N is it's DL and R is it's remaining rhp's.  Resurrect someone who's been killed within the past CL s.  Target gains 10*N hp, where N is the number of people in the party+summons  Slay all creatures of one race in a group (PPD save)
Gold Gold Gold Gold Gold Gold White, Priest White, Priest Black, Rogue Blue, Wizard	4 4 4 4 4 4 4 4 5 5	Treva Renewer (MTG U/G/W) White Priest White Priest Black Rogue Blue Psionicist	Kangee, Aerie Keeper  Meddling Kids  Reviving Vapors Sawtooth Loon Stand // Deliver Trial (Trial/Error) Vanish into Memory Resurrection Congregate Extinction Evacuation	Summon a DL IV Bird Soldier, he flies, and makes your other Bird summons +3 DL's higher.  Summon a DL IV Human Child, he Banhammers one spell or psi effect of SL 4-5 (not lower) in the room [x1 Special]  Up to 3 targets are cured (1d10+CL)*10 hp  When summoning, sacrifice a summon: Summon a DL V Bird, he isn't sick and can cast Psi11U/W powers.  Unsummon a summon or dispel one effect, and cure one target 80 hp.  Unsummon all creatures in a group, at least one of your summons must be in that group.  Unsummon a creature. You gain 2*N-R SL's in your Psi11U/W progression, where N is it's DL and R is it's remaining rhp's.  Resurrect someone who's been killed within the past CL s.  Target gains 10*N hp, where N is the number of people in the party+summons  Slay all creatures of one race in a group (PPD save)  A group of summons is unsummoned
Gold Gold Gold Gold Gold Gold White, Priest White, Priest Black, Rogue Blue, Wizard Green, Warrior	4 4 4 4 4 4 4 4 5 5 5	Treva Renewer (MTG U/G/W) White Priest White Priest Black Rogue Blue Psionicist Green Warrior	Kangee, Aerie Keeper  Meddling Kids  Reviving Vapors Sawtooth Loon Stand // Deliver Trial (Trial/Error) Vanish into Memory Resurrection Congregate Extinction Evacuation Doubling Season	Summon a DL IV Bird Soldier, he flies, and makes your other Bird summons +3 DL's higher.  Summon a DL IV Human Child, he Banhammers one spell or psi effect of SL 4-5 (not lower) in the room [x1 Special]  Up to 3 targets are cured (1d10+CL)*10 hp  When summoning, sacrifice a summon: Summon a DL V Bird, he isn't sick and can cast Psi11U/W powers.  Unsummon a summon or dispel one effect, and cure one target 80 hp.  Unsummon all creatures in a group, at least one of your summons must be in that group.  Unsummon a creature. You gain 2*N-R SL's in your Psi11U/W progression, where N is it's DL and R is it's remaining rhp's.  Resurrect someone who's been killed within the past CL s.  Target gains 10*N hp, where N is the number of people in the party+summons  Slay all creatures of one race in a group (PPD save)  A group of summons is unsummoned  Whenever you summon a creature, you get 2 instead (+1 slot too)
Gold Gold Gold Gold Gold Gold White, Priest White, Priest Black, Rogue Blue, Wizard Green, Warrior Blue, Meta	4 4 4 4 4 4 4 5 5 5 5	Treva Renewer (MTG U/G/W) White Priest White Priest Black Rogue Blue Psionicist Green Warrior Izzet Evoker (MTG U/R)	Kangee, Aerie Keeper  Meddling Kids  Reviving Vapors Sawtooth Loon Stand // Deliver Trial (Trial/Error)  Vanish into Memory  Resurrection Congregate Extinction Evacuation Doubling Season Deflection	Summon a DL IV Bird Soldier, he flies, and makes your other Bird summons +3 DL's higher.  Summon a DL IV Human Child, he Banhammers one spell or psi effect of SL 4-5 (not lower) in the room [x1 Special]  Up to 3 targets are cured (1d10+CL)*10 hp  When summoning, sacrifice a summon: Summon a DL V Bird, he isn't sick and can cast Psi11U/W powers.  Unsummon a summon or dispel one effect, and cure one target 80 hp.  Unsummon all creatures in a group, at least one of your summons must be in that group.  Unsummon a creature. You gain 2*N-R SL's in your Psi11U/W progression, where N is it's DL and R is it's remaining rhp's.  Resurrect someone who's been killed within the past CL s.  Target gains 10*N hp, where N is the number of people in the party+summons  Slay all creatures of one race in a group (PPD save)  A group of summons is unsummoned  Whenever you summon a creature, you get 2 instead (+1 slot too)  I borrowed M or 1 OppM: Redirect target magical/psionic effect to another target.
Gold Gold Gold Gold Gold Gold White, Priest White, Priest Black, Rogue Blue, Wizard Green, Warrior Blue, Meta Artifact	4 4 4 4 4 4 4 4 5 5 5	Treva Renewer (MTG U/G/W) White Priest White Priest Black Rogue Blue Psionicist Green Warrior Izzet Evoker (MTG U/R) Maelstrom Archangell 1	Kangee, Aerie Keeper  Meddling Kids  Reviving Vapors Sawtooth Loon Stand // Deliver Trial (Trial/Error)  Vanish into Memory  Resurrection Congregate Extinction Evacuation Doubling Season Deflection Al-Abara's Carpet	Summon a DL IV Bird Soldier, he flies, and makes your other Bird summons +3 DL's higher.  Summon a DL IV Human Child, he Banhammers one spell or psi effect of SL 4-5 (not lower) in the room [x1 Special]  Up to 3 targets are cured (1d10+CL)*10 hp  When summoning, sacrifice a summon: Summon a DL V Bird, he isn't sick and can cast Psi11U/W powers.  Unsummon a summon or dispel one effect, and cure one target 80 hp.  Unsummon all creatures in a group, at least one of your summons must be in that group.  Unsummon a creature. You gain 2*N-R SL's in your Psi11U/W progression, where N is it's DL and R is it's remaining rhp's.  Resurrect someone who's been killed within the past CL s.  Target gains 10*N hp, where N is the number of people in the party+summons  Slay all creatures of one race in a group (PPD save)  A group of summons is unsummoned  Whenever you summon a creature, you get 2 instead (+1 slot too)  1 borrowed M or 1 OppM: Redirect target magical/psionic effect to another target.  Immune to attackers unless they are flying
Gold Gold Gold Gold Gold Gold White, Priest White, Priest Black, Rogue Blue, Wizard Green, Warrior Blue, Meta Artifact Artifact	4 4 4 4 4 4 4 4 5 5 5 5 5	Treva Renewer (MTG U/G/W) White Priest White Priest Black Rogue Blue Psionicist Green Warrior Izzet Evoker (MTG U/R) Maelstrom Archangell 1 Maelstrom Archangell 1	Kangee, Aerie Keeper  Meddling Kids  Reviving Vapors Sawtooth Loon Stand // Deliver Trial (Trial/Error) Vanish into Memory  Resurrection Congregate Extinction Evacuation Doubling Season Deflection Al-Abara's Carpet Coat of Arms	Summon a DL IV Bird Soldier, he flies, and makes your other Bird summons +3 DL's higher.  Summon a DL IV Human Child, he Banhammers one spell or psi effect of SL 4-5 (not lower) in the room [x1 Special]  Up to 3 targets are cured (1d10+CL)*10 hp  When summoning, sacrifice a summon: Summon a DL V Bird, he isn't sick and can cast Psi11U/W powers.  Unsummon a summon or dispel one effect, and cure one target 80 hp.  Unsummon all creatures in a group, at least one of your summons must be in that group.  Unsummon a creature. You gain 2*N-R SL's in your Psi11U/W progression, where N is it's DL and R is it's remaining rhp's.  Resurrect someone who's been killed within the past CL s.  Target gains 10*N hp, where N is the number of people in the party+summons  Slay all creatures of one race in a group (PPD save)  A group of summons is unsummoned  Whenever you summon a creature, you get 2 instead (+1 slot too)  1 borrowed M or 1 OppM: Redirect target magical/psionic effect to another target.  Immune to attackers unless they are flying  Your summons get +N AC/saves/rhp/TH/dmg for each other summon of same race
Gold Gold Gold Gold Gold Gold White, Priest White, Priest Black, Rogue Blue, Wizard Green, Warrior Blue, Meta Artifact	4 4 4 4 4 4 4 4 5 5 5 5 5 5 5	Treva Renewer (MTG U/G/W) White Priest White Priest Black Rogue Blue Psionicist Green Warrior Izzet Evoker (MTG U/R) Maelstrom Archangell 1	Kangee, Aerie Keeper  Meddling Kids  Reviving Vapors Sawtooth Loon Stand // Deliver Trial (Trial/Error)  Vanish into Memory  Resurrection Congregate Extinction Evacuation Doubling Season Deflection Al-Abara's Carpet	Summon a DL IV Bird Soldier, he flies, and makes your other Bird summons +3 DL's higher.  Summon a DL IV Human Child, he Banhammers one spell or psi effect of SL 4-5 (not lower) in the room [x1 Special]  Up to 3 targets are cured (1d10+CL)*10 hp  When summoning, sacrifice a summon: Summon a DL V Bird, he isn't sick and can cast Psi11U/W powers.  Unsummon a summon or dispel one effect, and cure one target 80 hp.  Unsummon all creatures in a group, at least one of your summons must be in that group.  Unsummon a creature. You gain 2*N-R SL's in your Psi11U/W progression, where N is it's DL and R is it's remaining rhp's.  Resurrect someone who's been killed within the past CL s.  Target gains 10*N hp, where N is the number of people in the party+summons  Slay all creatures of one race in a group (PPD save)  A group of summons is unsummoned  Whenever you summon a creature, you get 2 instead (+1 slot too)  1 borrowed M or 1 OppM: Redirect target magical/psionic effect to another target.  Immune to attackers unless they are flying
Gold Gold Gold Gold Gold Gold Gold White, Priest White, Priest Black, Rogue Blue, Wizard Green, Warrior Blue, Meta Artifact Artifact Artifact	4 4 4 4 4 4 4 4 5 5 5 5 5 5 5	Treva Renewer (MTG U/G/W) White Priest White Priest Black Rogue Blue Psionicist Green Warrior Izzet Evoker (MTG U/R) Maelstrom Archangell 1 Maelstrom Archangell 1	Kangee, Aerie Keeper  Meddling Kids  Reviving Vapors Sawtooth Loon Stand // Deliver Trial (Trial/Error) Vanish into Memory  Resurrection Congregate Extinction Evacuation Doubling Season Deflection Al-Abara's Carpet Coat of Arms Mirari	Summon a DL IV Bird Soldier, he flies, and makes your other Bird summons +3 DL's higher.  Summon a DL IV Human Child, he Banhammers one spell or psi effect of SL 4-5 (not lower) in the room [x1 Special]  Up to 3 targets are cured (1d10+CL)*10 hp  When summoning, sacrifice a summon: Summon a DL V Bird, he isn't sick and can cast Psi11U/W powers.  Unsummon a summon or dispel one effect, and cure one target 80 hp.  Unsummon all creatures in a group, at least one of your summons must be in that group.  Unsummon a creature. You gain 2*N-R SL's in your Psi11U/W progression, where N is it's DL and R is it's remaining rhp's.  Resurrect someone who's been killed within the past CL s.  Target gains 10*N hp, where N is the number of people in the party+summons  Slay all creatures of one race in a group (PPD save)  A group of summons is unsummoned  Whenever you summon a creature, you get 2 instead (+1 slot too)  1 borrowed M or 1 OppM: Redirect target magical/psionic effect to another target.  Immune to attackers unless they are flying  Your summons get +N AC/saves/rhp/TH/dmg for each other summon of same race  1bM, lose a SL=5 spell in memorization: Fork
Gold Gold Gold Gold Gold Gold Gold White, Priest White, Priest Black, Rogue Blue, Wizard Green, Warrior Blue, Meta Artifact Artifact Artifact Artifact	4 4 4 4 4 4 4 4 5 5 5 5 5 5 5 5 5 5	Treva Renewer (MTG U/G/W) White Priest White Priest Black Rogue Blue Psionicist Green Warrior Izzet Evoker (MTG U/R) Maelstrom Archangell 1 Maelstrom Archangell 1 Maelstrom Archangell 1	Kangee, Aerie Keeper  Meddling Kids  Reviving Vapors Sawtooth Loon Stand // Deliver Trial (Trial/Error)  Vanish into Memory  Resurrection Congregate Extinction Evacuation Doubling Season Deflection Al-Abara's Carpet Coat of Arms Mirari Summon Myr 5	Summon a DL IV Bird Soldier, he flies, and makes your other Bird summons +3 DL's higher.  Summon a DL IV Human Child, he Banhammers one spell or psi effect of SL 4-5 (not lower) in the room [x1 Special]  Up to 3 targets are cured (1d10+CL)*10 hp  When summoning, sacrifice a summon: Summon a DL V Bird, he isn't sick and can cast Psi11U/W powers.  Unsummon a summon or dispel one effect, and cure one target 80 hp.  Unsummon all creatures in a group, at least one of your summons must be in that group.  Unsummon a creature. You gain 2*N-R SL's in your Psi11U/W progression, where N is it's DL and R is it's remaining rhp's.  Resurrect someone who's been killed within the past CL s.  Target gains 10*N hp, where N is the number of people in the party+summons  Slay all creatures of one race in a group (PPD save)  A group of summons is unsummoned  Whenever you summon a creature, you get 2 instead (+1 slot too)  1 borrowed M or 1 OppM: Redirect target magical/psionic effect to another target.  Immune to attackers unless they are flying  Your summons get +N AC/saves/rhp/TH/dmg for each other summon of same race  1bM, lose a SL=5 spell in memorization: Fork  Summon a DL=5 Myr
Gold Gold Gold Gold Gold Gold Gold White, Priest White, Priest Black, Rogue Blue, Wizard Green, Warrior Blue, Meta Artifact Artifact Artifact Artifact Black	4 4 4 4 4 4 4 4 5 5 5 5 5 5 5 5 5 5 5 5	Treva Renewer (MTG U/G/W) White Priest White Priest Black Rogue Blue Psionicist Green Warrior Izzet Evoker (MTG U/R) Maelstrom Archangell 1	Kangee, Aerie Keeper  Meddling Kids  Reviving Vapors Sawtooth Loon Stand // Deliver Trial (Trial/Error)  Vanish into Memory  Resurrection Congregate Extinction Evacuation Doubling Season Deflection Al-Abara's Carpet Coat of Arms Mirari Summon Myr 5 Extinction	Summon a DL IV Bird Soldier, he flies, and makes your other Bird summons +3 DL's higher.  Summon a DL IV Human Child, he Banhammers one spell or psi effect of SL 4-5 (not lower) in the room [x1 Special]  Up to 3 targets are cured (1d10+CL)*10 hp  When summoning, sacrifice a summon: Summon a DL V Bird, he isn't sick and can cast Psi11U/W powers.  Unsummon a summon or dispel one effect, and cure one target 80 hp.  Unsummon all creatures in a group, at least one of your summons must be in that group.  Unsummon a creature. You gain 2*N-R SL's in your Psi11U/W progression, where N is it's DL and R is it's remaining rhp's.  Resurrect someone who's been killed within the past CL s.  Target gains 10*N hp, where N is the number of people in the party+summons  Slay all creatures of one race in a group (PPD save)  A group of summons is unsummoned  Whenever you summon a creature, you get 2 instead (+1 slot too)  1 borrowed M or 1 OppM: Redirect target magical/psionic effect to another target.  Immune to attackers unless they are flying  Your summons get +N AC/saves/rhp/TH/dmg for each other summon of same race  1bM, lose a SL=5 spell in memorization: Fork  Summon a DL=5 Myr  Slay all creatures of one race in a group (PPD save)
Gold Gold Gold Gold Gold Gold Gold White, Priest White, Priest Black, Rogue Blue, Wizard Green, Warrior Blue, Meta Artifact Artifact Artifact Black Blue	4 4 4 4 4 4 4 4 5 5 5 5 5 5 5 5 5 5 5 5	Treva Renewer (MTG U/G/W) White Priest White Priest Black Rogue Blue Psionicist Green Warrior Izzet Evoker (MTG U/R) Maelstrom Archangell 1	Kangee, Aerie Keeper  Meddling Kids  Reviving Vapors Sawtooth Loon Stand // Deliver Trial (Trial/Error) Vanish into Memory  Resurrection Congregate Extinction Evacuation Doubling Season Deflection Al-Abara's Carpet Coat of Arms Mirari Summon Myr 5 Extinction Deflection	Summon a DL IV Bird Soldier, he flies, and makes your other Bird summons +3 DL's higher.  Summon a DL IV Human Child, he Banhammers one spell or psi effect of SL 4-5 (not lower) in the room [x1 Special]  Up to 3 targets are cured (1d10+CL)*10 hp  When summoning, sacrifice a summon: Summon a DL V Bird, he isn't sick and can cast Psil1U/W powers.  Unsummon a summon or dispel one effect, and cure one target 80 hp.  Unsummon all creatures in a group, at least one of your summons must be in that group.  Unsummon a creature. You gain 2*N-R SL's in your Psil1U/W progression, where N is it's DL and R is it's remaining rhp's.  Resurrect someone who's been killed within the past CL s.  Target gains 10*N hp, where N is the number of people in the party+summons  Slay all creatures of one race in a group (PPD save)  A group of summons is unsummoned  Whenever you summon a creature, you get 2 instead (+1 slot too)  1 borrowed M or 1 OppM: Redirect target magical/psionic effect to another target.  Immune to attackers unless they are flying  Your summons get +N AC/saves/rhp/TH/dmg for each other summon of same race  1bM, lose a SL=5 spell in memorization: Fork  Summon a DL=5 Myr  Slay all creatures of one race in a group (PPD save)  1bM or 1 OppM: Redirect target magical/psionic effect to another target.
Gold Gold Gold Gold Gold Gold Gold Gold	4 4 4 4 4 4 4 4 5 5 5 5 5 5 5 5 5 5 5 5	Treva Renewer (MTG U/G/W) White Priest White Priest Black Rogue Blue Psionicist Green Warrior Izzet Evoker (MTG U/R) Maelstrom Archangell 1	Kangee, Aerie Keeper  Meddling Kids  Reviving Vapors Sawtooth Loon Stand // Deliver Trial (Trial/Error) Vanish into Memory  Resurrection Congregate Extinction Evacuation Doubling Season Deflection Al-Abara's Carpet Coat of Arms Mirari Summon Myr 5 Extinction Deflection Deflection Deflection Deflection	Summon a DL IV Bird Soldier, he flies, and makes your other Bird summons +3 DL's higher.  Summon a DL IV Human Child, he Banhammers one spell or psi effect of SL 4-5 (not lower) in the room [x1 Special]  Up to 3 targets are cured (1d10+CL)*10 hp  When summoning, sacrifice a summon: Summon a DL V Bird, he isn't sick and can cast Psil1U/W powers.  Unsummon a summon or dispel one effect, and cure one target 80 hp.  Unsummon all creatures in a group, at least one of your summons must be in that group.  Unsummon a creature. You gain 2*N-R SL's in your Psil1U/W progression, where N is it's DL and R is it's remaining rhp's.  Resurrect someone who's been killed within the past CL s.  Target gains 10*N hp, where N is the number of people in the party+summons  Slay all creatures of one race in a group (PPD save)  A group of summons is unsummoned  Whenever you summon a creature, you get 2 instead (+1 slot too)  1 borrowed M or 1 OppM: Redirect target magical/psionic effect to another target.  Immune to attackers unless they are flying  Your summons get +N AC/saves/rhp/TH/dmg for each other summon of same race  1bM, lose a SL=5 spell in memorization: Fork  Summon a DL=5 Myr  Slay all creatures of one race in a group (PPD save)  1bM or 1 OppM: Redirect target magical/psionic effect to another target.  A group of summons is unsummoned
Gold Gold Gold Gold Gold Gold Gold Gold	4 4 4 4 4 4 4 4 4 5 5 5 5 5 5 5 5 5 5 5	Treva Renewer (MTG U/G/W) White Priest Black Rogue Blue Psionicist Green Warrior Izzet Evoker (MTG U/R) Maelstrom Archangell 1	Kangee, Aerie Keeper  Meddling Kids  Reviving Vapors Sawtooth Loon Stand // Deliver Trial (Trial/Error) Vanish into Memory Resurrection Congregate Extinction Evacuation Doubling Season Deflection Al-Abara's Carpet Coat of Arms Mirari Summon Myr 5 Extinction Deflection Deflection Deflection Levacuation Deflection Deflection Deflection Deflection Deflection Deflection Evacuation Deflection Evacuation Levacuation	Summon a DL IV Bird Soldier, he flies, and makes your other Bird summons +3 DL's higher.  Summon a DL IV Human Child, he Banhammers one spell or psi effect of SL 4-5 (not lower) in the room [x1 Special]  Up to 3 targets are cured (1d10+CL)*10 hp  When summoning, sacrifice a summon: Summon a DL V Bird, he isn't sick and can cast Psi11U/W powers.  Unsummon a summon or dispel one effect, and cure one target 80 hp.  Unsummon all creatures in a group, at least one of your summons must be in that group.  Unsummon a creature. You gain 2*N-R SL's in your Psi11U/W progression, where N is it's DL and R is it's remaining rhp's.  Resurrect someone who's been killed within the past CL s.  Target gains 10*N hp, where N is the number of people in the party+summons  Slay all creatures of one race in a group (PPD save)  A group of summons is unsummoned  Whenever you summon a creature, you get 2 instead (+1 slot too)  1 borrowed M or 1 OppM: Redirect target magical/psionic effect to another target.  Immune to attackers unless they are flying  Your summons get +N AC/saves/rhp/TH/dmg for each other summon of same race  1bM, lose a SL=5 spell in memorization: Fork  Summon a DL=5 Myr  Slay all creatures of one race in a group (PPD save)  1bM or 1 OppM: Redirect target magical/psionic effect to another target.  A group of summons is unsummoned  Summon a DL V Cat Warrior, it can make people untargetable, and prevent damage.  Summon a DL V Human Warrior, he is good at attacking single groups with lots of monsters in it.  Summon a DL V Sphinx, it flies and it gives you an extra summon slot for itself (max=1 of these at a time).
Gold Gold Gold Gold Gold Gold Gold Gold	4 4 4 4 4 4 4 4 5 5 5 5 5 5 5 5 5 5 5 5	Treva Renewer (MTG U/G/W) White Priest Black Rogue Blue Psionicist Green Warrior Lzzet Evoker (MTG U/R) Maelstrom Archangell 1	Kangee, Aerie Keeper  Meddling Kids  Reviving Vapors Sawtooth Loon Stand // Deliver Trial (Trial/Error) Vanish into Memory Resurrection Congregate Extinction Evacuation Doubling Season Deflection Al-Abara's Carpet Coat of Arms Mirari Summon Myr 5 Extinction Deflection Evacuation Deflection Indicate the season Deflection Indicate the season Deflection Indicate the season Indicate the	Summon a DL IV Bird Soldier, he flies, and makes your other Bird summons +3 DL's higher.  Summon a DL IV Human Child, he Banhammers one spell or psi effect of SL 4-5 (not lower) in the room [x1 Special]  Up to 3 targets are cured (1d10+CL)*10 hp  When summoning, sacrifice a summon: Summon a DL V Bird, he isn't sick and can cast Psi11U/W powers.  Unsummon a summon or dispel one effect, and cure one target 80 hp.  Unsummon all creatures in a group, at least one of your summons must be in that group.  Unsummon a creature. You gain 2*N-R SL's in your Psi11U/W progression, where N is it's DL and R is it's remaining rhp's.  Resurrect someone who's been killed within the past CL s.  Target gains 10*N hp, where N is the number of people in the party+summons  Slay all creatures of one race in a group (PPD save)  A group of summons is unsummoned  Whenever you summon a creature, you get 2 instead (+1 slot too)  1 borrowed M or 1 OppM: Redirect target magical/psionic effect to another target.  Immune to attackers unless they are flying  Your summons get +N AC/saves/rhp/TH/dmg for each other summon of same race  1bM, lose a SL=5 spell in memorization: Fork  Summon a DL=5 Myr  Slay all creatures of one race in a group (PPD save)  1bM or 1 OppM: Redirect target magical/psionic effect to another target.  A group of summons is unsummoned  Summon a DL V Cat Warrior, it can make people untargetable, and prevent damage.  Summon a DL V Human Warrior, he is good at attacking single groups with lots of monsters in it.
Gold Gold Gold Gold Gold Gold Gold Gold	4 4 4 4 4 4 4 4 5 5 5 5 5 5 5 5 5 5 5 5	Treva Renewer (MTG U/G/W) White Priest Black Rogue Blue Psionicist Green Warrior Izzet Evoker (MTG U/R) Maelstrom Archangell 1	Kangee, Aerie Keeper  Meddling Kids  Reviving Vapors Sawtooth Loon Stand // Deliver Trial (Trial/Error) Vanish into Memory Resurrection Congregate Extinction Evacuation Doubling Season Deflection Al-Abara's Carpet Coat of Arms Mirari Summon Myr 5 Extinction Deflection Evacuation Deflection Lyacuation Deflection Al-Abara's Carpet Coat of Arms Mirari Summon Myr 5 Extinction Deflection Evacuation Lyacuation Armored Guardian Hunding Gjornersen Isperia the Inscrutable Ordered Migration Palliation Accord	Summon a DL IV Bird Soldier, he flies, and makes your other Bird summons +3 DL's higher.  Summon a DL IV Human Child, he Banhammers one spell or psi effect of SL 4-5 (not lower) in the room [x1 Special]  Up to 3 targets are cured (1d10+CL)*10 hp  When summoning, sacrifice a summon: Summon a DL V Bird, he isn't sick and can cast Psi11U/W powers.  Unsummon a summon or dispel one effect, and cure one target 80 hp.  Unsummon all creatures in a group, at least one of your summons must be in that group.  Unsummon a creature. You gain 2*N-R SL's in your Psi11U/W progression, where N is it's DL and R is it's remaining rhp's.  Resurrect someone who's been killed within the past CL s.  Target gains 10*N hp, where N is the number of people in the party+summons  Slay all creatures of one race in a group (PPD save)  A group of summons is unsummoned  Whenever you summon a creature, you get 2 instead (+1 slot too)  1 borrowed M or 1 OppM: Redirect target magical/psionic effect to another target.  Immune to attackers unless they are flying  Your summons get +N AC/saves/rhp/TH/dmg for each other summon of same race  1bM, lose a SL=5 spell in memorization: Fork  Summon a DL=5 Myr  Slay all creatures of one race in a group (PPD save)  1bM or 1 OppM: Redirect target magical/psionic effect to another target.  A group of summons is unsummoned  Summon a DL V Cat Warrior, it can make people untargetable, and prevent damage.  Summon a DL V Human Warrior, he is good at attacking single groups with lots of monsters in it.  Summon a DL V Sphinx, it flies and it gives you an extra summon slot for itself (max=1 of these at a time).  Summon CL/6 DL 1 Birds  Whenever one of your summons physically attacks, you are cured N hp, where N is their DL.
Gold Gold Gold Gold Gold Gold Gold Gold	4 4 4 4 4 4 4 4 5 5 5 5 5 5 5 5 5 5 5 5	Treva Renewer (MTG U/G/W) White Priest Black Rogue Blue Psionicist Green Warrior Izzet Evoker (MTG U/R) Maelstrom Archangell 1	Kangee, Aerie Keeper  Meddling Kids  Reviving Vapors Sawtooth Loon Stand // Deliver Trial (Trial/Error) Vanish into Memory Resurrection Congregate Extinction Evacuation Doubling Season Deflection Al-Abara's Carpet Coat of Arms Mirari Summon Myr 5 Extinction Deflection Evacuation Armored Guardian Hunding Gjornersen Isperia the Inscrutable Ordered Migration Palliation Accord Sky Hussar	Summon a DL IV Bird Soldier, he flies, and makes your other Bird summons +3 DL's higher.  Summon a DL IV Human Child, he Banhammers one spell or psi effect of SL 4-5 (not lower) in the room [x1 Special]  Up to 3 targets are cured (1d10+CL)*10 hp  When summoning, sacrifice a summon: Summon a DL V Bird, he isn't sick and can cast Psi11U/W powers.  Unsummon a summon or dispel one effect, and cure one target 80 hp.  Unsummon all creatures in a group, at least one of your summons must be in that group.  Unsummon a creature. You gain 2*N-R SL's in your Psi11U/W progression, where N is it's DL and R is it's remaining rhp's.  Resurrect someone who's been killed within the past CL s.  Target gains 10*N hp, where N is the number of people in the party+summons  Slay all creatures of one race in a group (PPD save)  A group of summons is unsummoned  Whenever you summon a creature, you get 2 instead (+1 slot too)  1 borrowed M or 1 OppM: Redirect target magical/psionic effect to another target.  Immune to attackers unless they are flying  Your summons get +N AC/saves/rhp/TH/dmg for each other summon of same race  1bM, lose a SL=5 spell in memorization: Fork  Summon a DL=5 Myr  Slay all creatures of one race in a group (PPD save)  1bM or 1 OppM: Redirect target magical/psionic effect to another target.  A group of summons is unsummoned  Summon a DL V Cat Warrior, it can make people untargetable, and prevent damage.  Summon a DL V Human Warrior, he is good at attacking single groups with lots of monsters in it.  Summon a DL V Sphinx, it flies and it gives you an extra summon slot for itself (max=1 of these at a time).  Summon CL/6 DL I Birds  Whenever one of your summons physically attacks, you are cured N hp, where N is their DL.  Summon a DL V Human Knight, he hastes you and all your summons by +1S action.
Gold Gold Gold Gold Gold Gold Gold Gold	4 4 4 4 4 4 4 4 5 5 5 5 5 5 5 5 5 5 5 5	Treva Renewer (MTG U/G/W) White Priest White Priest Black Rogue Blue Psionicist Green Warrior Lzzet Evoker (MTG U/R) Maelstrom Archangell 1	Kangee, Aerie Keeper  Meddling Kids  Reviving Vapors Sawtooth Loon Stand // Deliver Trial (Trial/Error) Vanish into Memory Resurrection Congregate Extinction Evacuation Doubling Season Deflection Al-Abara's Carpet Coat of Arms Mirari Summon Myr 5 Extinction Deflection Evacuation Deflection Evacuation Doubling Season Deflection Al-Abara's Carpet Coat of Arms Mirari Summon Myr 5 Extinction Deflection Evacuation Armored Guardian Hunding Gjornersen Isperia the Inscrutable Ordered Migration Palliation Accord Sky Hussar Swift Silence	Summon a DL IV Bird Soldier, he flies, and makes your other Bird summons +3 DL's higher.  Summon a DL IV Human Child, he Banhammers one spell or psi effect of SL 4-5 (not lower) in the room [x1 Special]  Up to 3 targets are cured (1d10+CL)*10 hp  When summoning, sacrifice a summon: Summon a DL V Bird, he isn't sick and can cast Psi11U/W powers.  Unsummon a summon or dispel one effect, and cure one target 80 hp.  Unsummon all creatures in a group, at least one of your summons must be in that group.  Unsummon a creature. You gain 2*N-R SL's in your Psi11U/W progression, where N is it's DL and R is it's remaining rhp's.  Resurrect someone who's been killed within the past CL s.  Target gains 10*N hp, where N is the number of people in the party+summons  Slay all creatures of one race in a group (PPD save)  A group of summons is unsummoned  Whenever you summon a creature, you get 2 instead (+1 slot too)  1 borrowed M or 1 OppM: Redirect target magical/psionic effect to another target.  Immune to attackers unless they are flying  Your summons get +N AC/saves/rhp/TH/dmg for each other summon of same race  1bM, lose a SL=5 spell in memorization: Fork  Summon a DL=5 Myr  Slay all creatures of one race in a group (PPD save)  IbM or 1 OppM: Redirect target magical/psionic effect to another target.  A group of summons is unsummoned  Summon a DL V Cat Warrior, it can make people untargetable, and prevent damage.  Summon a DL V Human Warrior, he is good at attacking single groups with lots of monsters in it.  Summon CL/6 DL I Birds  Whenever one of your summons physically attacks, you are cured N hp, where N is their DL.  Summon a DL V Human Knight, he hastes you and all your summons by +1S action.  The entire "stack" of spells is countered. You get +1sM action (Slow Mental, you can use it on segment 10)
Gold Gold Gold Gold Gold Gold Gold Gold	4 4 4 4 4 4 4 5 5 5 5 5 5 5 5 5 5 5 5 5	Treva Renewer (MTG U/G/W) White Priest White Priest Black Rogue Blue Psionicist Green Warrior Izzet Evoker (MTG U/R) Maelstrom Archangell 1	Kangee, Aerie Keeper  Meddling Kids  Reviving Vapors Sawtooth Loon Stand // Deliver Trial (Trial/Error) Vanish into Memory Resurrection Congregate Extinction Evacuation Doubling Season Deflection Al-Abara's Carpet Coat of Arms Mirari Summon Myr 5 Extinction Evacuation Deflection Evacuation Armored Guardian Hunding Gjornersen Isperia the Inscrutable Ordered Migration Palliation Accord Sky Hussar Swift Silence Teferi's Moat	Summon a DL IV Bird Soldier, he flies, and makes your other Bird summons +3 DL's higher.  Summon a DL IV Human Child, he Banhammers one spell or psi effect of SL 4-5 (not lower) in the room [x1 Special]  Up to 3 targets are cured (1d10+CL)*10 hp  When summoning, sacrifice a summon: Summon a DL V Bird, he isn't sick and can cast Psi11U/W powers.  Unsummon a summon or dispel one effect, and cure one target 80 hp.  Unsummon all creatures in a group, at least one of your summons must be in that group.  Unsummon a creature. You gain 2*N-R SL's in your Psi11U/W progression, where N is it's DL and R is it's remaining rhp's.  Resurrect someone who's been killed within the past CL s.  Target gains 10*N hp, where N is the number of people in the party+summons  Slay all creatures of one race in a group (PPD save)  A group of summons is unsummoned  Whenever you summon a creature, you get 2 instead (+1 slot too)  1 borrowed M or 1 OppM: Redirect target magical/psionic effect to another target.  Immune to attackers unless they are flying  Your summons get +N AC/saves/rhp/TH/dmg for each other summon of same race  1bM, lose a SL=5 spell in memorization: Fork  Summon a DL=5 Myr  Slay all creatures of one race in a group (PPD save)  1bM or 1 OppM: Redirect target magical/psionic effect to another target.  A group of summons is unsummoned  Summon a DL-5 Myr  Slay all creatures of one race in a group (PPD save)  1bM or 1 OppM: Redirect target magical/psionic effect to another target.  A group of summons is unsummoned  Summon a DL-V Cat Warrior, it can make people untargetable, and prevent damage.  Summon a DL-V Human Warrior, he is good at attacking single groups with lots of monsters in it.  Summon a DL V Sphinx, it flies and it gives you an extra summon slot for itself (max=1 of these at a time).  Summon a DL V Human Knight, he hastes you and all your summons by +1S action.  The entire "stack" of spells is countered. You get +1sM action (Slow Mental, you can use it on segment 10)  Specify a summon type. Creature of that type ca
Gold Gold Gold Gold Gold Gold Gold Gold	4 4 4 4 4 4 4 4 5 5 5 5 5 5 5 5 5 5 5 5	Treva Renewer (MTG U/G/W) White Priest White Priest Black Rogue Blue Psionicist Green Warrior Izzet Evoker (MTG U/R) Maelstrom Archangell 1	Kangee, Aerie Keeper  Meddling Kids  Reviving Vapors Sawtooth Loon Stand // Deliver Trial (Trial/Error) Vanish into Memory Resurrection Congregate Extinction Evacuation Doubling Season Deflection Al-Abara's Carpet Coat of Arms Mirari Summon Myr 5 Extinction Deflection Evacuation Armored Guardian Hunding Gjornersen Isperia the Inscrutable Ordered Migration Palliation Accord Sky Hussar Swift Silence Teferi's Moat Tobias Andrion	Summon a DL IV Bird Soldier, he flies, and makes your other Bird summons +3 DL's higher.  Summon a DL IV Human Child, he Banhammers one spell or psi effect of SL 4-5 (not lower) in the room [x1 Special]  Up to 3 targets are cured (1d10+CL)*10 hp  When summoning, sacrifice a summon: Summon a DL V Bird, he isn't sick and can cast Psi11U/W powers.  Unsummon a summon or dispel one effect, and cure one target 80 hp.  Unsummon all creatures in a group, at least one of your summons must be in that group.  Unsummon a creature. You gain 2*N-R SL's in your Psi11U/W progression, where N is it's DL and R is it's remaining rhp's.  Resurrect someone who's been killed within the past CL s.  Target gains 10*N hp, where N is the number of people in the party+summons  Slay all creatures of one race in a group (PPD save)  A group of summons is unsummoned  Whenever you summon a creature, you get 2 instead (+1 slot too)  1 borrowed M or 1 OppM: Redirect target magical/psionic effect to another target.  Immune to attackers unless they are flying  Your summons get +N AC/saves/rhp/TH/dmg for each other summon of same race  1bM, lose a SL=5 spell in memorization: Fork  Summon a DL=5 Myr  Slay all creatures of one race in a group (PPD save)  1bM or 1 OppM: Redirect target magical/psionic effect to another target.  A group of summons is unsummoned  Summon a DL V Cat Warrior, it can make people untargetable, and prevent damage.  Summon a DL V Human Warrior, he is good at attacking single groups with lots of monsters in it.  Summon a DL V Sphinx, it flies and it gives you an extra summon slot for itself (max=1 of these at a time).  Summon a DL V Human Knight, he hastes you and all your summons by +1S action.  The entire "stack" of spells is countered. You get +1sM action (Slow Mental, you can use it on segment 10)  Specify a summon a DL V Human, he beats things.
Gold Gold Gold Gold Gold Gold Gold Gold	4 4 4 4 4 4 4 5 5 5 5 5 5 5 5 5 5 5 5 5	Treva Renewer (MTG U/G/W) White Priest Black Rogue Blue Psionicist Green Warrior Izzet Evoker (MTG U/R) Maelstrom Archangell 1	Kangee, Aerie Keeper Meddling Kids Reviving Vapors Sawtooth Loon Stand // Deliver Trial (Trial/Error) Vanish into Memory Resurrection Congregate Extinction Evacuation Doubling Season Deflection Al-Abara's Carpet Coat of Arms Mirari Summon Myr 5 Extinction Deflection Evacuation Deflection Coat of Arms Mirari Summon Myr 5 Extinction Deflection Evacuation Foreign Giornersen Isperia the Inscrutable Ordered Migration Palliation Accord Sky Hussar Swift Silence Teferi's Moat Tobias Andrion Windreaver	Summon a DL IV Bird Soldier, he flies, and makes your other Bird summons +3 DL's higher.  Summon a DL IV Human Child, he Banhammers one spell or psi effect of SL 4-5 (not lower) in the room [x1 Special]  Up to 3 targets are cured (1d10+CL)*10 hp  When summoning, sacrifice a summon: Summon a DL V Bird, he isn't sick and can cast Psil1U/W powers.  Unsummon a summon or dispel one effect, and cure one target 80 hp.  Unsummon all creatures in a group, at least one of your summons must be in that group.  Unsummon a creature. You gain 2*N-R SL's in your Psil1U/W progression, where N is it's DL and R is it's remaining rhys.  Resurrect someone who's been killed within the past CL s.  Target gains 10*N hp, where N is the number of people in the party+summons  Slay all creatures of one race in a group (PPD save)  A group of summons is unsummoned  Whenever you summon a creature, you get 2 instead (+1 slot too)  1 borrowed M or 1 OppM: Redirect target magical/psionic effect to another target.  Immune to attackers unless they are flying  Your summons get +N AC/saves/rhp/TH/dmg for each other summon of same race  1bM, lose a SL=5 spell in memorization: Fork  Summon a DL=5 Myr  Slay all creatures of one race in a group (PPD save)  1bM or 1 OppM: Redirect target magical/psionic effect to another target.  A group of summons is unsummoned  Summon a DL V Cat Warrior, it can make people untargetable, and prevent damage.  Summon a DL V Cat Warrior, he is good at attacking single groups with lots of monsters in it.  Summon a DL V Sphinx, it flies and it gives you an extra summon slot for itself (max=1 of these at a time).  Summon CL6 DL I Birds  Whenever one of your summons physically attacks, you are cured N hp, where N is their DL.  Summon a DL V Human Knight, he hastes you and all your summons by 1-S action.  The entire "stack" of spells is countered. You get +1sM action (Slow Mental, you can use it on segment 10)  Specify a summon type. Creature of that type can't attack you unless they fly. You can't fly while running this.  Sum
Gold Gold Gold Gold Gold Gold Gold Gold	4 4 4 4 4 4 4 4 5 5 5 5 5 5 5 5 5 5 5 5	Treva Renewer (MTG U/G/W) White Priest White Priest Black Rogue Blue Psionicist Green Warrior Izzet Evoker (MTG U/R) Maelstrom Archangell 1	Kangee, Aerie Keeper  Meddling Kids  Reviving Vapors Sawtooth Loon Stand // Deliver Trial (Trial/Error) Vanish into Memory Resurrection Congregate Extinction Evacuation Doubling Season Deflection Al-Abara's Carpet Coat of Arms Mirari Summon Myr 5 Extinction Deflection Evacuation Armored Guardian Hunding Gjornersen Isperia the Inscrutable Ordered Migration Palliation Accord Sky Hussar Swift Silence Teferi's Moat Tobias Andrion	Summon a DL IV Bird Soldier, he flies, and makes your other Bird summons +3 DL's higher.  Summon a DL IV Human Child, he Banhammers one spell or psi effect of SL 4-5 (not lower) in the room [x1 Special]  Up to 3 targets are cured (1d10+CL)*10 hp  When summoning, sacrifice a summon: Summon a DL V Bird, he isn't sick and can cast Psi11U/W powers.  Unsummon a summon or dispel one effect, and cure one target 80 hp.  Unsummon all creatures in a group, at least one of your summons must be in that group.  Unsummon a creature. You gain 2*N-R SL's in your Psi11U/W progression, where N is it's DL and R is it's remaining rhp's.  Resurrect someone who's been killed within the past CL s.  Target gains 10*N hp, where N is the number of people in the party+summons  Slay all creatures of one race in a group (PPD save)  A group of summons is unsummoned  Whenever you summon a creature, you get 2 instead (+1 slot too)  1 borrowed M or 1 OppM: Redirect target magical/psionic effect to another target.  Immune to attackers unless they are flying  Your summons get +N AC/saves/rhp/TH/dmg for each other summon of same race  1bM, lose a SL=5 spell in memorization: Fork  Summon a DL=5 Myr  Slay all creatures of one race in a group (PPD save)  1bM or 1 OppM: Redirect target magical/psionic effect to another target.  A group of summons is unsummoned  Summon a DL V Cat Warrior, it can make people untargetable, and prevent damage.  Summon a DL V Human Warrior, he is good at attacking single groups with lots of monsters in it.  Summon a DL V Sphinx, it flies and it gives you an extra summon slot for itself (max=1 of these at a time).  Summon a DL V Human Knight, he hastes you and all your summons by +1S action.  The entire "stack" of spells is countered. You get +1sM action (Slow Mental, you can use it on segment 10)  Specify a summon a DL V Human, he beats things.

Green	5	Maelstrom Archangel11	Doubling Season	Whenever you summon a creature, you get 2 instead (+1 slot too)
Green	5	Maelstrom Archangel11	Force of Nature III	Summon a Root Elemental: AC 60, hp 180, #Att 3/1, TH +50, dmg 50
Green	5	Maelstrom Archangell1	Gaea's Embrace	Target gains +3 AC/saves/TH/dmg and Troll-like regen CL hp/r
Green	5	Maelstrom Archangell 1	Life Essence	If target has less than CL*CL current hp, it is cured so it has CL*CL hp
Red	5	Maelstrom Archangell 1	Fissure	Slay target creature (RSW save), or Earthquake the floor
White	5	Maelstrom Archangel11	Angelic Chorus	Whenever you summon a creature, cure it's hp on yourself
Artifact	5	Plator	Al-Abara's Carpet	Immune to attackers unless they are flying
Artifact	5	Plator	Coat of Arms	Your summons get +N AC/saves/rhp/TH/dmg for each other summon of same race
Artifact	5	Plator	Mirari	1bM, lose a SL=5 spell in memorization: Fork
Artifact	5	Plator	Summon Myr 5	Summon a DL=5 Myr
Black	5	Plator	Extinction	Slay all creatures of one race in a group (PPD save)
Blue	5	Plator	Deflection	1bM or 1 OppM: Redirect target magical/psionic effect to another target.
Blue	5	Plator	Evacuation	A group of summons is unsummoned
Gold	5	Plator		
	5		Armored Guardian	Summon a DL V Cat Warrior, it can make people untargetable, and prevent damage.
Gold	5	Plator	Hunding Gjornersen	Summon a DL V Human Warrior, he is good at attacking single groups with lots of monsters in it.
Gold	5	Plator	Isperia the Inscrutable	Summon a DL V Sphinx, it flies and it gives you an extra summon slot for itself (max=1 of these at a time).
Gold	5	Plator	Ordered Migration	Summon CL/6 DL I Birds
Gold	5	Plator	Palliation Accord	Whenever one of your summons physically attacks, you are cured N hp, where N is their DL.
Gold	5	Plator	Sky Hussar	Summon a DL V Human Knight, he hastes you and all your summons by +1S action.
Gold	5	Plator	Swift Silence	The entire "stack" of spells is countered. You get +1sM action (Slow Mental, you can use it on segment 10)
Gold	5	Plator	Teferi's Moat	Specify a summon type. Creature of that type can't attack you unless they fly. You can't fly while running this.
Gold	5	Plator	Tobias Andrion	Summon a DL V Human, he beats things.
Gold	5	Plator	Windreaver	Summon a DL V Elemental, it flies, can interpose, if it doesn't attack it gets +10 rhp, and it can blink.
Green	5	Plator	Brute	For the next turn, you get: -1M, +1P, -CL Int, +CL Str, -CL saves, +CL dmg; can't drop this
Green	5	Plator	Call of the Wild	Summon any real-world animal (your choice), you get CL/DL of them (round up)
Green	5	Plator	Doubling Season	Whenever you summon a creature, you get 2 instead (+1 slot too)
Green	5	Plator	Force of Nature III	Summon a Root Elemental: AC 60, hp 180, #Att 3/1, TH +50, dmg 50
	5			
Green	5	Plator	Gaea's Embrace	Target gains +3 AC/saves/TH/dmg and Troll-like regen CL hp/r
Green	5	Plator	Life Essence	If target has less than CL*CL current hp, it is cured so it has CL*CL hp
Red	5	Plator	Fissure	Slay target creature (RSW save), or Earthquake the floor
White	5	Plator	Angelic Chorus	Whenever you summon a creature, cure it's hp on yourself
Red, Wizard	5	Red Wizard	Fissure	Slay target creature (RSW save), or Earthquake the floor
Gold	5	Treva Renewer (MTG U/G/W)	Armored Guardian	Summon a DL V Cat Warrior, it can make people untargetable, and prevent damage.
Gold	5	Treva Renewer (MTG U/G/W)	Hunding Gjornersen	Summon a DL V Human Warrior, he is good at attacking single groups with lots of monsters in it.
Gold	5	Treva Renewer (MTG U/G/W)	Isperia the Inscrutable	Summon a DL V Sphinx, it flies and it gives you an extra summon slot for itself (max=1 of these at a time).
Gold	5	Treva Renewer (MTG U/G/W)	Ordered Migration	Summon CL/6 DL I Birds
Gold	5	Treva Renewer (MTG U/G/W)	Palliation Accord	Whenever one of your summons physically attacks, you are cured N hp, where N is their DL.
Gold	5	Treva Renewer (MTG U/G/W)	Sky Hussar	Summon a DL V Human Knight, he hastes you and all your summons by +1S action.
Gold	5	Treva Renewer (MTG U/G/W)	Swift Silence	The entire "stack" of spells is countered. You get +1sM action (Slow Mental, you can use it on segment 10)
Gold	5	Treva Renewer (MTG U/G/W)	Teferi's Moat	Specify a summon type. Creature of that type can't attack you unless they fly. You can't fly while running this.
	5	Treva Renewer (MTG U/G/W)	Tobias Andrion	
Gold	-	` ′		Summon a DL V Human, he beats things.
Gold	5	Treva Renewer (MTG U/G/W)	Windreaver	Summon a DL V Elemental, it flies, can interpose, if it doesn't attack it gets +10 rhp, and it can blink.
White, Priest	5	White Priest	Angelic Chorus	Whenever you summon a creature, cure it's hp on yourself
Black, Rogue	6	Black Rogue	Dark Offering	Slay a creature (PPD save), you gain it's hp to current hp
Blue, Wizard	6	Blue Psionicist	Mind's Desire	You can cast 1d6 spells of SL=1d6 next segment as 1M
Green, Warrior	6	Green Warrior	Desert Twister	Destroy something (PP save, like a Disintegrate spell)
Blue, Meta	6	Izzet Evoker (MTG U/R)	Quash	1 borrowed M or 1 OppM: Counter target magical/psionic effect. That person cannot use that effect for the rest of the day.
Artifact	6	Maelstrom Archangell 1	Brass Gnat 6-1	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.
Artifact	6	Maelstrom Archangell 1	Brass Gnat 6-2	+(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).
Artifact	6	Maelstrom Archangel11	Brass Gnat 6-3	Anti-x0/x1 Shell, SL 0-1: Immune to and cannot use 0th-1st SL x0-x1 effects.
Artifact	6	Maelstrom Archangell1	Brass Gnat 6-4	Effects Resistance (ER) = CL*10%. Picking this a second time gives you aER.
Artifact	6	Maelstrom Archangell 1	Brass Gnat 6-5	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.)
Artifact	6	Maelstrom Archangell1	Brass Gnat 6-6	1N, 1/t: Immune to Twilight or draining the MF/PF/TF. Picking this more than once lets you use this an additional
Artifact	6	Maelstrom Archangell1	Brass Gnat 6-7	time per turn.  IM 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.
Artifact	6	Maelstrom Archangell 1  Maelstrom Archangell 1	Brass Gnat 6-8 Brass Gnat 6-9	1bM or 1bT: Counter a x0 or x1 effect. This cannot be picked more than once.  1bM or 1bT: Counter a counterspell. Picking this a second time gives you "2bM or 2bT: Insist an effect.". This cannot
Artifact				be picked more than twice.  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
Artifact		Maelstrom Archangell 1	Brass Gnat 6-10	
Artifact Artifact	6	Maelstrom Archangell 1	Brass Gnat 6-10	be used at half percentage). This cannot be picked more than once.
		Maelstrom Archangell 1  Maelstrom Archangell 1	Brass Gnat 6-10 Joven's Tools	
Artifact	6			be used at half percentage). This cannot be picked more than once.
Artifact Artifact	6	Maelstrom Archangell 1	Joven's Tools	be used at half percentage). This cannot be picked more than once.  IM: Target creature ignores all defenses with one attack
Artifact Artifact Artifact	6 6	Maelstrom Archangell 1 Maelstrom Archangell 1	Joven's Tools Mindslaver	be used at half percentage). This cannot be picked more than once.  IM: Target creature ignores all defenses with one attack  IM, 1/reset: Domination for 1 segment (no save, TechR to resist)
Artifact Artifact Artifact Artifact	6 6 6	Maelstrom Archangell 1  Maelstrom Archangell 1  Maelstrom Archangell 1	Joven's Tools Mindslaver Mirror Universe	be used at half percentage). This cannot be picked more than once.  IM: Target creature ignores all defenses with one attack  IM, 1/reset: Domination for 1 segment (no save, TechR to resist)  IM, 1/reset: Switch current hp with target (no save, TechR to resist)
Artifact Artifact Artifact Artifact Black	6 6 6 6	Maelstrom Archangell I Maelstrom Archangell I Maelstrom Archangell I Maelstrom Archangell I	Joven's Tools Mindslaver Mirror Universe Dark Offering	be used at half percentage). This cannot be picked more than once.  IM: Target creature ignores all defenses with one attack  IM, 1/reset: Domination for 1 segment (no save, TechR to resist)  IM, 1/reset: Switch current hp with target (no save, TechR to resist)  Slay a creature (PPD save), you gain it's hp to current hp

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Gold	6	Maelstrom Archangell 1	Dovescape	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.
Gold	6	Maelstrom Archangel11	Kasimir the Lone Wolf	Summon a DL VI Human Warrior, he beats things down.
Gold	6	Maelstrom Archangell 1	Rasputin Dreamweaver	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.
Green	6	Maelstrom Archangell 1	Desert Twister Gaea's Herald	Destroy something (PP save, like a Disintegrate spell)  When your suppressed greatures so helpy 10 by they don't disappear (you can awa)
Green	6	Maelstrom Archangel11 Maelstrom Archangel11	Nature's Cloak	When your summoned creatures go below -10 hp, they don't disappear (you can cure) +CL*10 Rogue points; Any Level=CL/2 (or less) Rogue pick
Red	6	Maelstrom Archangell 1	Dragon Roost	Once per round, get a DL V Dragon as a summon (limit=LVL/3)
Red	6	Maelstrom Archangell 1	Gravity Sphere	No one can fly or levitate in the area (x1 Special) (fliers in room take falling dmg when cast)
White	6	Maelstrom Archangell 1	Beacon of Immortality	Double current hp (like a Tenser's, but a different source)
Artifact	6	Plator	Brass Gnat 6-1	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
Artifact	6	Plator	Brass Gnat 6-2	the reduction by 2. +(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).
Artifact	6	Plator	Brass Gnat 6-3	Anti-x0/x1 Shell, SL 0-1: Immune to and cannot use 0th-1st SL x0-x1 effects.
Artifact	6	Plator	Brass Gnat 6-4	Effects Resistance (ER) = CL*10%. Picking this a second time gives you aER.  Every other "Going Down a Hele" offens you do not estually so down the Hele. This connect he nighted more than
Artifact	6	Plator	Brass Gnat 6-5	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.)
Artifact	6	Plator	Brass Gnat 6-6	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.
Artifact	6	Plator	Brass Gnat 6-7	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.
Artifact	6	Plator	Brass Gnat 6-8	1bM or 1bT: Counter a x0 or x1 effect. This cannot be picked more than once.
Artifact	6	Plator	Brass Gnat 6-9	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.
Artifact	6	Plator	Brass Gnat 6-10	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.
Artifact	6	Plator	Joven's Tools	1M: Target creature ignores all defenses with one attack
Artifact	6	Plator	Mindslaver	1M, 1/reset: Domination for 1 segment (no save, TechR to resist)
Artifact	6	Plator	Mirror Universe	1M, 1/reset: Switch current hp with target (no save, TechR to resist)
Black	6	Plator	Dark Offering	Slay a creature (PPD save), you gain it's hp to current hp
Blue	6	Plator	Mind's Desire	You can cast 1d6 spells of SL=1d6 next segment as 1M
Blue	6	Plator	Quash	1bM or 1 OppM: Counter target magical/psionic effect. That person cannot use that effect for the rest of the day.
Gold	6	Plator	Dovescape	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.
Gold	6	Plator	Kasimir the Lone Wolf	Summon a DL VI Human Warrior, he beats things down.
Gold	6	Plator	Rasputin Dreamweaver	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.
Green	6	Plator	Desert Twister	Destroy something (PP save, like a Disintegrate spell)
Green	6	Plator	Gaea's Herald	When your summoned creatures go below -10 hp, they don't disappear (you can cure)
Green	6	Plator	Nature's Cloak	+CL*10 Rogue points; Any Level=CL/2 (or less) Rogue pick
Red	6	Plator	Dragon Roost	Once per round, get a DL V Dragon as a summon (limit=LVL/3)
Red	6	Plator	Gravity Sphere	No one can fly or levitate in the area (x1 Special) (fliers in room take falling dmg when cast)
White Red, Wizard	6	Plator Red Wizard	Beacon of Immortality	Double current hp (like a Tenser's, but a different source)
Gold	6	Treva Renewer (MTG U/G/W)	Dragon Roost  Dovescape	Once per round, get a DL V Dragon as a summon (limit=LVL/3)  x1 Special on room: Everyone has +1 summon slot for Birds; All spells and psi are countered, get N DL I Bird
Gold	6	Treva Renewer (MTG U/G/W)	•	summons instead, where N=SL.  Summon a DL VI Human Warrior, he beats things down.
Gold	6	Treva Renewer (MTG U/G/W)	Rasputin Dreamweaver	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.
White, Priest	6	White Priest	Beacon of Immortality	Double current hp (like a Tenser's, but a different source)
Blue, Wizard	7	Blue Psionicist	Blatant Thievery	Pick Pockets LVL*10% on each target in a group
Green, Warrior	7	Green Warrior	Tooth and Nail	Summon DL VII, can pick type, or can pick creature within type
Concordant	7	Kami Spirit	Ancient Law	Dispel a x1 or x2 effect.
Concordant	7	Kami Spirit	Crescent Moon	The party gets +1 slowS action (this does not count as a Haste)
Concordant	7	Kami Spirit	Deathknell	Can have +1 spirit in a summon slot; 1M, spend X hp: Target gets +X*CL TH and dmg with his next attack.
Concordant	7	Kami Spirit	False Hope	1bM: Take no damage from one attack or effect
Concordant Concordant	7	Kami Spirit Kami Spirit	Hana Hearth	0, 1/t: Fork (your effect only) Dispel a x1 or x2 item.
Concordant	7	Kami Spirit	Hunt	If your subordinates are in your group, they get +1 DL.
Concordant	7	Kami Spirit	Lantern	Fly at 12*CL" (A); 0: Faerie Fire (target loses 2 AC)
Concordant	7	Kami Spirit	Pain	1M, sacrifice a summon: Deal CL*DL*DL fire dmg to one group (no save; DL=DL of summon)
Concordant	7	Kami Spirit	Teardrop	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. ]
Concordant	7	Kami Spirit	Traproot	The party can melee with flying creatures (CL miles "Reach" upwards)
Concordant	7	Kami Spirit	Twisted Reflection	0, sacrifice a summon: Counterspell
Concordant	7	Kami Spirit	Waning Moon	1M: Fear a group (no save; they will not run through the dungeon generating ?'s)
Artifact	7	Maelstrom Archangell 1	Legacy Weapon	IM: *Destroy* (or Capital S Slay) an item, effect, or creature (TechR to resist)
Artifact	7	Maelstrom Archangel11	Summon Myr 7	Summon a DL=7 Myr
Blue	7	Maelstrom Archangel11	Blatant Thievery	Pick Pockets LVL*10% on each target in a group
Gold	7	Maelstrom Archangel11	Gosta Dirk	Summon a DL VII Human Warrior, he is not sick, and can Part/Lower Water.
Gold	7	Maelstrom Archangel11	Iridescent Angel	Summon a DL VII Angel, it is immune to magic, psi, innates, and radiation.
Gold	7	Maelstrom Archangell 1	Ith, High Arcanist	Summon a DL VII Human Wizard, he can save/rescue a creature from being in a nasty group of monsters.

Gold	7	Maelstrom Archangel11	Jedit Ojanen	Summon a DL VII Cat Warrior, he really beats things down.
Green	7	Maelstrom Archangell 1	Force of Nature IV	Summon a Thicket Elemental: AC 80, hp 320, #Att 4/1, TH +70, dmg 70
Green	7	Maelstrom Archangell 1	Nature's Wrath	Turn all undead/outer-planar creatures within 80' (no turn roll, instead make Will saves)
Green	7	Maelstrom Archangell 1	One with Nature	For every 10 points of damage you deal in unarmed combat, add 1 SL to your memorization
Green	7	Maelstrom Archangell 1	Seeds of Life	1 sq. mile area is restored, CL trees grow instantly, removes Defiled status
Green	7	Maelstrom Archangell 1	Tooth and Nail	Summon DL VII, can pick type, or can pick creature within type
Red	7	Maelstrom Archangell 1	Flame Wave	CL/3 groups each take 40 eldritch fire dmg (no save)
White	7	Maelstrom Archangell 1	Look at Me, I'm the DCI	An effect is banned from the room (x1 Special)
Artifact	7	Plator	Legacy Weapon	1M: *Destroy* (or Capital S Slay) an item, effect, or creature (TechR to resist)
Artifact	7	Plator	Summon Myr 7	Summon a DL=7 Myr
Blue	7	Plator	Blatant Thievery	Pick Pockets LVL*10% on each target in a group
Gold	7	Plator	Gosta Dirk	Summon a DL VII Human Warrior, he is not sick, and can Part/Lower Water.
	7			
Gold	7	Plator	Iridescent Angel	Summon a DL VII Angel, it is immune to magic, psi, innates, and radiation.
Gold	-	Plator	Ith, High Arcanist	Summon a DL VII Human Wizard, he can save/rescue a creature from being in a nasty group of monsters.
Gold	7	Plator	Jedit Ojanen	Summon a DL VII Cat Warrior, he really beats things down.
Green	7	Plator	Force of Nature IV	Summon a Thicket Elemental: AC 80, hp 320, #Att 4/1, TH +70, dmg 70
Green	7	Plator	Nature's Wrath	Turn all undead/outer-planar creatures within 80' (no turn roll, instead make Will saves)
Green	7	Plator	One with Nature	For every 10 points of damage you deal in unarmed combat, add 1 SL to your memorization
Green	7	Plator	Seeds of Life	1 sq. mile area is restored, CL trees grow instantly, removes Defiled status
Green	7	Plator	Tooth and Nail	Summon DL VII, can pick type, or can pick creature within type
Red	7	Plator	Flame Wave	CL/3 groups each take 40 eldritch fire dmg (no save)
White	7	Plator	Look at Me, I'm the DCI	An effect is banned from the room (x1 Special)
Red, Wizard	7	Red Wizard	Flame Wave	CL/3 groups each take 40 eldritch fire dmg (no save)
Gold	7	Treva Renewer (MTG U/G/W)	Gosta Dirk	Summon a DL VII Human Warrior, he is not sick, and can Part/Lower Water.
Gold	7	Treva Renewer (MTG U/G/W)	Iridescent Angel	Summon a DL VII Angel, it is immune to magic, psi, innates, and radiation.
Gold	7	Treva Renewer (MTG U/G/W)	Ith, High Arcanist	Summon a DL VII Human Wizard, he can save/rescue a creature from being in a nasty group of monsters.
Gold	7	Treva Renewer (MTG U/G/W)	Jedit Ojanen	Summon a DL VII Cat Warrior, he really beats things down.
White, Priest	7	White Priest	Look at Me, I'm the DCI	An effect is banned from the room (x1 Special)
Black, Rogue	8	Black Rogue	Decree of Pain	Slay all creatures in two groups (PPD save) or one group (no save)
Blue, Wizard	8	Blue Psionicist	Beacon of Tomorrows	You get an extra segment this round (segment 11 at end)
Green, Warrior	8	Green Warrior	Biorhythm	Each person in a group's current hp = (Number of summons)*10
Concordant	8	Kami Spirit	Briarknit	Your subordinates get +1 DL and +CL rhp.
Concordant	8	Kami Spirit	Empty Graves	Can have +3 spirits in a summon slot; Your summons get +1 offensive DL, -1 defensive DL
Concordant	8	Kami Spirit	Fiddlehead	Regenerate CL hp/s. Each segment may use this regeneration on any friendly target in sight.
Concordant	8	Kami Spirit	Fire's Roar	IM: A group's AC becomes 0 (no save;  AC  becomes AC,   AC   becomes  AC )
Concordant	8	Kami Spirit	Gibbering	Fly at 12*CL" (A); Can have +3 spirits in a summon slot.
Concordant	8		Hundred-Talon	Can have +4 spirits in a summon slot.
	8	Kami Spirit		
Concordant	8	Kami Spirit	Innocence	1M: A group loses their ability to use 1S+1V next time they act (no save)
Concordant	-	Kami Spirit	Old Stone	+35 AC and saves.
Concordant	8	Kami Spirit	Painted Road	Immune to CL/2 Elements or spells/psionic powers by name
Concordant	8	Kami Spirit	Tattered Shoji	Wind Walk 96" on the party; the party gains +25 AC and saves.
Concordant	8	Kami Spirit	Tended Garden	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.
Artifact	8	Maelstrom Archangell 1	Aladdin's Ring	1M: 40 damage to one target (no resistance)
Black	8	Maelstrom Archangell 1	Decree of Pain	Slay all creatures in two groups (PPD save) or one group (no save)
Blue	8	Maelstrom Archangell 1	Beacon of Tomorrows	You get an extra segment this round (segment 11 at end)
Green	8	Maelstrom Archangell 1	Biorhythm	Each person in a group's current hp = (Number of summons)*10
Green	8	Maelstrom Archangell 1	Dual Nature	Whenever you summon or create creatures, you get twice as many of them
Green	8		Force of Nature V	
	8	Maelstrom Archangell 1		Summon a Fungus Elemental: AC 100, hp 500, #Att 5/1, TH +90, dmg 90
Green	8	Maelstrom Archangell 1	Gaea's Avenger	Immune to x5 and lower artifact effects that you (or your party) do not control
Red	-	Maelstrom Archangell 1	Insurrection	Charm a group (Will save, ignores immunity to Charm effects)
White	8	Maelstrom Archangell 1	Reverse the Sands	Switch current hp totals with someone (no save)
Artifact	8	Plator	Aladdin's Ring	1M: 40 damage to one target (no resistance)
Black	8	Plator	Decree of Pain	Slay all creatures in two groups (PPD save) or one group (no save)
Blue	8	Plator	Beacon of Tomorrows	You get an extra segment this round (segment 11 at end)
Green	8	Plator	Biorhythm	Each person in a group's current hp = (Number of summons)*10
Green	8	Plator	Dual Nature	Whenever you summon or create creatures, you get twice as many of them
Green	8	Plator	Force of Nature V	Summon a Fungus Elemental: AC 100, hp 500, #Att 5/1, TH +90, dmg 90
Green	8	Plator	Gaea's Avenger	Immune to x5 and lower artifact effects that you (or your party) do not control
Red	8	Plator	Insurrection	Charm a group (Will save, ignores immunity to Charm effects)
White	8	Plator	Reverse the Sands	Switch current hp totals with someone (no save)
Red, Wizard	8	Red Wizard	Insurrection	Charm a group (Will save, ignores immunity to Charm effects)
White, Priest	8	White Priest	Reverse the Sands	Switch current hp totals with someone (no save)
Concordant	9	Kami Spirit	Honored Dead	Whenever you deal damage in any way, you are cured that much dmg.
Concordant	9	Kami Spirit	Lunacy	Can have +5 spirits in a summon slot.
Concordant	9	Kami Spirit	Moss	Each summon slot of yours may engage two groups of enemies instead of one.
Concordant	9	Kami Spirit	Nightsoil	Can have +5 spirits in a summon slot.
Concordant	9	Kami Spirit	Palace Fields	You don't lose initiative, can't be surprised; Can have +5 spirits in a summon slot.
C	9	Kami Spirit	Pus	Can have +6 spirits in a summon slot; 1M, sacrifice a summon: Target is slain (no save)
Concordant	1			
Concordant	9	Kami Spirit	Thousand-Legged	Can have +7 spirits in a summon slot.

Artifact  9 Maelstrom Archangell 1  Brass Gnat 9-1  IM or 1T: 100 dmg 15' radius (UltraBlack damage, centered on you, hole in the Out of Misery. Taking this power more than once increases the damage by 100 have the effect followed by Really Put Out of Misery (and again for Beast of Xv IIII, 1/t: Do the T-Bear "Randomly pull an item from 20th century Earth" effect previously pulled items disappear. Picking this more than once lets you do it an an additional item kept at the same time).  Artifact  9 Maelstrom Archangell 1  Brass Gnat 9-3  Immune to NPC status. 1M or 1T: Dust of Disappearance or Dust of Appearance Artifact  9 Maelstrom Archangell 1  Brass Gnat 9-4  IZ, eat a Larva, TechL 18+ item you control, or a DL 9+ item you control: Res  When you take this power, pick Radiation, Magie, Psi, or Innate. 1bM or 1bT: ochosen. Picking this more than once gives you another pick.  Artifact  9 Maelstrom Archangell 1  Brass Gnat 9-6  When you take this power, pick Radiation, Magie, Psi, or Innate. 1bM or 1bT: ochosen. Picking this more than once gives you another pick.  You may convert 2T -> 1QT as much a you like. Picking this more than once letes cond pick: 2QT -> 1QQT; third pick: 2QQT -> 1QQQT; etc.).  Artifact  9 Maelstrom Archangell 1  Brass Gnat 9-7  IM or 1T: Duplicate a Psi8 grand or Psi16 major ability. (This is resisted using lets you duplicate Psi16 grands.  Artifact  9 Maelstrom Archangell 1  Darksteel Forge  Your items are indestructible.  Green  9 Maelstrom Archangell 1  Everhome  Your home plane: is every plane; when this effect ends, your home plane = curre Green  9 Maelstrom Archangell 1  Green P Maelstrom Archangell 1  Gre	each time, (or) you can use a pick to /im).  Each time you use this power, extra time per turn (and lets you have ce. et.  Capital O Object an effect of the type ts you convert to quicker types
have the effect followed by Really Put Out of Misery (and again for Beast of Xv  Ilm, 1/t: Do the T-Bear "Randomly pull an item from 20th century Earth" effect previously pulled items disappear. Picking this more than once lets you do it an an additional item kept at the same time).  Artifact  9 Maelstrom Archangell 1 Brass Gnat 9-3 Immune to NPC status. 1M or 1T: Dust of Disappearance or Dust of Appearance Artifact  9 Maelstrom Archangell 1 Brass Gnat 9-4 1Z, eat a Larva, TechL 18+ item you control, or a DL 9+ item you control: Res Artifact  9 Maelstrom Archangell 1 Brass Gnat 9-5 When you take this power, pick Radiation, Magic, Psi, or Innate. 1bM or 1bT: chosen. Picking this more than once gives you another pick.  Artifact  9 Maelstrom Archangell 1 Brass Gnat 9-6 You may convert 2T -> 1QT as much a you like. Picking this more than once let (second pick: 2QT -> 1QQT; third pick: 2QQT -> 1QQQT; etc.).  Artifact  9 Maelstrom Archangell 1 Brass Gnat 9-7 IM or 1T: Duplicate a Psi8 grand or Psi16 major ability. (This is resisted using lets you duplicate Psi16 grands.  Artifact  9 Maelstrom Archangell 1 Darksteel Forge Your items are indestructible.  Green  9 Maelstrom Archangell 1 Child of Gaea Target becomes Int=3, Wis=3, Chr=3, CL=0 (no save) for CL days  Green  9 Maelstrom Archangell 1 Everhome Your home plane is every plane; when this effect ends, your home plane = curre  Green  9 Maelstrom Archangell 1 Force of Nature VI Summon a Thorn Elemental: AC 120, hp 720, #Att 6/1, TH +110, dmg 110  Green 9 Maelstrom Archangell 1 Gaea's Liege Your max hp is CL^3 (and/or) Your TH bonus is +CL^2 (no other adj. can be a	rim).  Each time you use this power, extra time per turn (and lets you have ce. et.  Capital O Object an effect of the type ts you convert to quicker types
Artifact 9 Maelstrom Archangell 1 Brass Gnat 9-2 previously pulled items disappear. Picking this more than once lets you do it an an additional item kept at the same time).  Artifact 9 Maelstrom Archangell 1 Brass Gnat 9-3 Immune to NPC status. 1M or 1T: Dust of Disappearance or Dust of Appearance or Appearance or Dust of Appear	extra time per turn (and lets you have  ce.  et.  Capital O Object an effect of the type  ts you convert to quicker types
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Artifact  9 Maelstrom Archangell 1  Brass Gnat 9-4  IZ, eat a Larva, TechL 18+ item you control, or a DL 9+ item you control: Res  When you take this power, pick Radiation, Magic, Psi, or Innate. 1bM or 1bT: chosen. Picking this more than once gives you another pick.  Artifact  9 Maelstrom Archangell 1  Brass Gnat 9-5  When you take this power, pick Radiation, Magic, Psi, or Innate. 1bM or 1bT: chosen. Picking this more than once gives you another pick.  You may convert 2T -> 1QT as much a you like. Picking this more than once le (second pick: 2QT -> 1QQT; third pick: 2QQT -> 1QQQT; etc.).  Artifact  9 Maelstrom Archangell 1  Brass Gnat 9-7  IM or 1T: Duplicate a Psil6 grand or Psil6 major ability. (This is resisted using lets you duplicate Psil6 grands.  Artifact  9 Maelstrom Archangell 1  Darksteel Forge  Your items are indestructible.  Green  9 Maelstrom Archangell 1  Child of Gaea  Target becomes Int=3, Wis=3, Chr=3, CL=0 (no save) for CL days  Green  9 Maelstrom Archangell 1  Everhome  Your home plane is every plane; when this effect ends, your home plane = curre  Green  9 Maelstrom Archangell 1  Force of Nature VI  Summon a Thorn Elemental: AC 120, hp 720, #Att 6/1, TH +110, dmg 110  Green  9 Maelstrom Archangell 1  Gaea's Liege  Your max hp is CL/3 (and/or) Your TH bonus is +CL/2 (no other adj. can be a	et. Capital O Object an effect of the type ts you convert to quicker types
Artifact  9 Maelstrom Archangell 1  Brass Gnat 9-5  When you take this power, pick Radiation, Magic, Psi, or Innate. 1bM or 1bT: of chosen. Picking this more than once gives you another pick.  You may convert 2T -> 1QT as much a you like. Picking this more than once le (second pick: 2QT -> 1QQT; third pick: 2QQT -> 1QQQT; etc.).  Artifact  9 Maelstrom Archangell 1  Brass Gnat 9-7  Im or 1T: Duplicate a Psi8 grand or Psi16 major ability. (This is resisted using lets you duplicate Psi16 grands.  Artifact  9 Maelstrom Archangell 1  Darksteel Forge  Your items are indestructible.  Green  9 Maelstrom Archangell 1  Child of Gaea  Target becomes Int=3, Wis=3, Chr=3, CL=0 (no save) for CL days  Green  9 Maelstrom Archangell 1  Everhome  Your home plane is every plane; when this effect ends, your home plane = curre  Green  9 Maelstrom Archangell 1  Force of Nature VI  Summon a Thorn Elemental: AC 120, hp 720, #Att 6/1, TH +110, dmg 110  Green  9 Maelstrom Archangell 1  Gaea's Liege  Your max hp is CL/3 (and/or) Your TH bonus is +CL/2 (no other adj. can be a	Capital O Object an effect of the type ts you convert to quicker types
Artifact  9 Maelstrom Archangell 1  Brass Gnat 9-5  chosen. Picking this more than once gives you another pick.  You may convert 2T -> 1QT as much a you like. Picking this more than once le (second pick: 2QT -> 1QQT; third pick: 2QQT -> 1QQQT; etc.).  Artifact  9 Maelstrom Archangell 1  Brass Gnat 9-7  I'm or 1T: Duplicate a Psi8 grand or Psi16 major ability. (This is resisted using lets you duplicate Psi16 grands.  Artifact  9 Maelstrom Archangell 1  Darksteel Forge  Your items are indestructible.  Green  9 Maelstrom Archangell 1  Child of Gaea  Target becomes Int=3, Wis=3, Chr=3, CL=0 (no save) for CL days  Green  9 Maelstrom Archangell 1  Everhome  Your home plane is every plane; when this effect ends, your home plane = curre  Green  9 Maelstrom Archangell 1  Force of Nature VI  Summon a Thorn Elemental: AC 120, hp 720, #Att 6/1, TH +110, dmg 110  Green  9 Maelstrom Archangell 1  Gaea's Liege  Your max hp is CL/3 (and/or) Your TH bonus is +CL/2 (no other adj. can be a	ts you convert to quicker types
Artifact  9 Maelstrom Archangell 1  Brass Gnat 9-0  (second pick: 2QT -> 1QQT; third pick: 2QQT -> 1QQQT; etc.).  1M or 1T: Duplicate a Psi8 grand or Psi16 major ability. (This is resisted using lets you duplicate Psi16 grands.  Artifact  9 Maelstrom Archangell 1  Darksteel Forge  Your items are indestructible.  Green  9 Maelstrom Archangell 1  Child of Gaea  Target becomes Int=3, Wis=3, Chr=3, CL=0 (no save) for CL days  Green  9 Maelstrom Archangell 1  Everhome  Your home plane is every plane; when this effect ends, your home plane = curre  Green  9 Maelstrom Archangell 1  Force of Nature VI  Summon a Thorn Elemental: AC 120, hp 720, #Att 6/1, TH +110, dmg 110  Green  9 Maelstrom Archangell 1  Gaea's Liege  Your max hp is CL^3 (and/or) Your TH bonus is +CL^2 (no other adj. can be a	
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Green 9 Maelstrom Archangell 1 Child of Gaea Target becomes Int=3, Wis=3, Ch=0 (no save) for CL days  Green 9 Maelstrom Archangell 1 Everhome Your home plane is every plane; when this effect ends, your home plane = curre  Green 9 Maelstrom Archangell 1 Force of Nature VI Summon a Thorn Elemental: AC 120, hp 720, #Att 6/1, TH +110, dmg 110  Green 9 Maelstrom Archangell 1 Gaea's Liege Your max hp is CL^3 (and/or) Your TH bonus is +CL^2 (no other adj. can be a	
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Green 9 Maelstrom Archangell 1 Force of Nature VI Summon a Thorn Elemental: AC 120, hp 720, #Att 6/1, TH +110, dmg 110  Green 9 Maelstrom Archangell 1 Gaea's Liege Your max hp is CL^3 (and/or) Your TH bonus is +CL^2 (no other adj. can be a	
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1M or 1T: 100 dmg 15' radius (UltraBlack damage, centered on you, hole in the	•
have the effect followed by Really Put Out of Misery (and again for Beast of Xv	vim).
Artifact  9 Plator  Brass Gnat 9-2    M, 1/t: Do the T-Bear "Randomly pull an item from 20th century Earth" effect previously pulled items disappear. Picking this more than once lets you do it an an additional item kept et the competition.	
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Artifact  9 Plator  Brass Gnat 9-6  (second pick: 2QT -> 1QQT; third pick: 2QQT -> 1QQQT; etc.).  1Mor 1T: Duplicate a Psi8 grand or Psi16 major ability (This is resisted using a	
Artifact  9 Plator  Brass Gnat 9-7  lets you duplicate Psi16 grands.	recinc, not 1 six). I leading this twice
Attitude 5 I into Burksteel Forge Four Reliable and indestructions.	
Green 9 Plator Child of Gaea Target becomes Int=3, Wis=3, Chr=3, CL=0 (no save) for CL days	
Green 9 Plator Everhome Your home plane is every plane; when this effect ends, your home plane = curre	nt plane
Green         9         Plator         Force of Nature VI         Summon a Thorn Elemental: AC 120, hp 720, #Att 6/1, TH +110, dmg 110	
Green 9 Plator Gaea's Liege Your max hp is CL^3 (and/or) Your TH bonus is +CL^2 (no other adj. can be a	idded)
White 9 Plator Blessed Wind Target's current hp becomes 200.	
White, Priest 9 White Priest Blessed Wind Target's current hp becomes 200.	
11U 14 Blue Bugbear Broken Ambitions (1bM to use) Counterspell, the target his next 4A worth of actions.	
11U 14 Blue Bugbear Distorting Wake Dispel CCL effects.	
11U 14 Blue Bugbear Eelemental Summon X Summon CCL DL X Eelementals	
11U 14 Blue Bugbear Reshape Modify a magic item so it does a chosen spell effect of lower SL than the one it could be made into a Wand of Web).	currently does (so a Wand of Fireballs
11U 14 Blue Bugbear Time Stretch +2 Q M actions this segment	
11U 14 Blue Bugbear Worldpurge All summons and elementals in the room are unsummoned.	
For each protection effect on the target, you get a copy of it for yourself. For each	ach summon he has, you get a copy of
it for yourself.	
1111 Phys Purchage Syray of the Stars Everyane's by total in the room is set to 70. The gurrent half comment and	
	arrament and
11U 17 Blue Bugbear Beacon of Tomorrows (cast 1/d, but you can pick this more than once) Take another segment after the	current one.
11U 17 Blue Bugbear Beacon of Tomorrows (cast 1/d, but you can pick this more than once) Take another segment after the 11U 17 Blue Bugbear Blinkmoth Infusion All of your magic items get a +1QE Haste (counts as their Haste)	current one.
11U 17 Blue Bugbear Beacon of Tomorrows (cast 1/d, but you can pick this more than once) Take another segment after the 11U 17 Blue Bugbear Blinkmoth Infusion All of your magic items get a +1QE Haste (counts as their Haste) 11U 17 Blue Bugbear Eternal Dominion For 1 round, each segment, Fork an effect as a 0 action.	current one.
11U 17 Blue Bugbear Beacon of Tomorrows (cast 1/d, but you can pick this more than once) Take another segment after the 11U 17 Blue Bugbear Blinkmoth Infusion All of your magic items get a +1QE Haste (counts as their Haste) 11U 17 Blue Bugbear Eternal Dominion For 1 round, each segment, Fork an effect as a 0 action. 17 Myojin / Legendary Spirit Black Honden Target will have his next CCL effects Countered (no save)	current one.
11U 17 Blue Bugbear Beacon of Tomorrows (cast 1/d, but you can pick this more than once) Take another segment after the 11U 17 Blue Bugbear Blinkmoth Infusion All of your magic items get a +1QE Haste (counts as their Haste) 11U 17 Blue Bugbear Eternal Dominion For 1 round, each segment, Fork an effect as a 0 action. 11 Myojin / Legendary Spirit Black Honden Target will have his next CCL effects Countered (no save) 12 Concordant 13 Myojin / Legendary Spirit Blue Honden Cast 16 SL's of Priest spells simultaneously	current one.
11U 17 Blue Bugbear Beacon of Tomorrows (cast 1/d, but you can pick this more than once) Take another segment after the 11U 17 Blue Bugbear Blinkmoth Infusion All of your magic items get a +1QE Haste (counts as their Haste) 11U 17 Blue Bugbear Eternal Dominion For 1 round, each segment, Fork an effect as a 0 action. 11 Myojin / Legendary Spirit Black Honden Target will have his next CCL effects Countered (no save) 12 Concordant 17 Myojin / Legendary Spirit Blue Honden Cast 16 SL's of Priest spells simultaneously	current one.
11U   17 Blue Bugbear   Beacon of Tomorrows   (cast 1/d, but you can pick this more than once) Take another segment after the	
11U   17 Blue Bugbear   Beacon of Tomorrows   (cast 1/d, but you can pick this more than once) Take another segment after the	slot as the original)
11U   17 Blue Bugbear   Beacon of Tomorrows   (cast 1/d, but you can pick this more than once) Take another segment after the	slot as the original) "Box" is 100 dmg)
11U   17   Blue Bugbear   Beacon of Tomorrows   (cast 1/d, but you can pick this more than once) Take another segment after the	slot as the original) "Box" is 100 dmg)
11U   17   Blue Bugbear   Beacon of Tomorrows   (cast 1/d, but you can pick this more than once) Take another segment after the	slot as the original) "Box" is 100 dmg)
Blue Bugbear Beacon of Tomorrows (cast 1/d, but you can pick this more than once) Take another segment after the Blue Bugbear Blinkmoth Infusion All of your magic items get a +1QE Haste (counts as their Haste)  Blue Bugbear Eternal Dominion For 1 round, each segment, Fork an effect as a 0 action.  Concordant 17 Myojin / Legendary Spirit Blue Honden Target will have his next CCL effects Countered (no save)  Concordant 17 Myojin / Legendary Spirit Cleansing Fire Slay CCL groups of targets (no save)  Concordant 17 Myojin / Legendary Spirit Green Honden For 1 turn, each segment, copy one of your summons (it's in the same summon segment after the summon segment after the summon segment after the summon segment after the sum of the s	slot as the original) "Box" is 100 dmg)
11U   17 Blue Bugbear   Beacon of Tomorrows   (cast 1/d, but you can pick this more than once) Take another segment after the	slot as the original) "Box" is 100 dmg)
11U   17 Blue Bugbear   Beacon of Tomorrows   (cast 1/d, but you can pick this more than once) Take another segment after the	slot as the original) "Box" is 100 dmg) _ X)
Blue Bugbear Beacon of Tomorrows (cast 1/d, but you can pick this more than once) Take another segment after the Blue Bugbear Blinkmoth Infusion All of your magic items get a +1QE Haste (counts as their Haste)  Blue Bugbear Blinkmoth Infusion All of your magic items get a +1QE Haste (counts as their Haste)  Blue Bugbear Eternal Dominion For 1 round, each segment, Fork an effect as a 0 action.  Concordant 17 Myojin / Legendary Spirit Black Honden Target will have his next CCL effects Countered (no save)  Concordant 17 Myojin / Legendary Spirit Cleansing Fire Slay CCL groups of targets (no save)  Concordant 17 Myojin / Legendary Spirit Green Honden For 1 turn, each segment, copy one of your summons (it's in the same summons Concordant 17 Myojin / Legendary Spirit Infinite Rage Earthquake CCL groups, each group takes CCL^2 Bdmg (Boxes of dmg, each 'Concordant 17 Myojin / Legendary Spirit Life's Web Summon CCL*7 DL=7+CCL/7 monsters (you can comprehend them if over DI Concordant 17 Myojin / Legendary Spirit Red Honden Spend an unspend GGL pick: Pixelate one target (no save)  Concordant 17 Myojin / Legendary Spirit Seeing Winds Capital F Fix and Natural Reset one target (no save)  Concordant 17 Myojin / Legendary Spirit Seeing Winds Capital F Fix and Natural Reset one target  Concordant 18 Myojin / Legendary Spirit Endless Swarm For 1 round, each segment, double the number of your summons (they're in the	slot as the original) "Box" is 100 dmg) _ X)
11U   17 Blue Bugbear   Beacon of Tomorrows   Cast 1/d, but you can pick this more than once) Take another segment after the	slot as the original) "Box" is 100 dmg) _ X)
11U   17   Blue Bugbear   Beacon of Tomorrows   Cast 1/d, but you can pick this more than once) Take another segment after the   11U   17   Blue Bugbear   Blinkmoth Infusion   All of your magic items get a +1QE Haste (counts as their Haste)   11U   17   Blue Bugbear   Eternal Dominion   For 1 round, each segment, Fork an effect as a 0 action.   Concordant   17   Myojin / Legendary Spirit   Black Honden   Target will have his next CCL effects Countered (no save)   Concordant   17   Myojin / Legendary Spirit   Cleansing Fire   Slay CCL groups of targets (no save)   Concordant   17   Myojin / Legendary Spirit   Green Honden   For 1 turn, each segment, copy one of your summons (it's in the same summons of the same summ	slot as the original) "Box" is 100 dmg) _ X)
Blue Bugbear   Beacon of Tomorrows   Cast 1/d, but you can pick this more than once) Take another segment after the	slot as the original) "Box" is 100 dmg) _ X)
Blue Bugbear   Beacon of Tomorrows   Cast 1/d, but you can pick this more than once) Take another segment after the liture   17   Blue Bugbear   Blinkmoth Infusion   All of your magic items get a +1QE Haste (counts as their Haste)	slot as the original) "Box" is 100 dmg) _ X)
11U   17   Blue Bugbear   Beacon of Tomorrows   (cast 1/d, but you can pick this more than once) Take another segment after the   11U   17   Blue Bugbear   Blinkmoth Infusion   All of your magic items get a +1QE Haste (counts as their Haste)   11U   17   Blue Bugbear   Eternal Dominion   For 1 round, each segment, Fork an effect as a 0 action.	slot as the original) "Box" is 100 dmg)  L X) same summon slot as the original)

Concordant	19	Myojin / Legendary Spirit	Ribbons of the Reikai	Sacrifice N summons: Cast a total of N SL's of Priest spells right now.
Concordant	19	Myojin / Legendary Spirit	Through the Breach	Summon a DL=CCL monster (that you can comprehend), it disappears at end of segment.