

School/Sphere	SL	Source	Spell	Effect
Black, Rogue	1	Black Rogue	Paralyze	Target is paralyzed (PP save)
Black, Rogue	1	Black Rogue	Unholy Strength	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 Conjunction/Summoning spell.
Artifact	1	Maelstrom Archangel11	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 Archangel11	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 Archangel11	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 Archangel11	Ancestral Recall	This spell can be cast only once per turn. Target regains 3 SL's in memorization.
Blue	1	Maelstrom Archangel11	Flight	Target flies at 12" (C).
Blue	1	Maelstrom Archangel11	Mind Games	Target loses his next action (Spell save)
Green	1	Maelstrom Archangel11	Awaken	Removes sleep/fatigue effect on up to CL targets
Green	1	Maelstrom Archangel11	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 Archangel11	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 Archangel11	False Orders	(1bM to cast) Force a monster to attack someone else (he will only attack his enemies)
Red	1	Maelstrom Archangel11	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 Archangel11	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 Conjunction/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	1	Plator	Summon Myr 1	Summon a DL=1 Myr
Artifact	1	Plator	Voltaic Key	1V: An item gets 1E action this segment.
Black	1	Plator	Darkness	1bM: 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	1bM, cannot act next segment: Avoid a slay effect on someone.
White	1	Plator	Healing Salve	One target is cured 30 hp, or (1bM action) prevent the next 30 dmg to a target.
Red, Wizard	1	Red Wizard	Earthbind	Target loses flying and takes double normal falling damage (no save).
Red, Wizard	1	Red Wizard	False Orders	(1bM to cast) Force a monster to attack someone else (he will only attack his enemies)
Red, Wizard	1	Red Wizard	Lightning Bolt	Target takes 30 lightning dmg (Spell save for 0)
White, Priest	1	White Priest	Death Ward	1bM, 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	1bM: One effect that's damaging you heals you for that amount instead.
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)

Black, Rogue	2	Black Rogue	Animate Dead	Animates a dead monster as your summon (1 DL lower)
Blue, Wizard	2	Blue Psionicist	Invisibility	Improved Invisibility.
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).
Blue, Wizard	2	Blue Psionicist	Aura of Dominion	Target can use 2M this segment.
Green, Warrior	2	Green Warrior	Lifeforce	1bM: Counter a MTG Black, Necromancy/Necromantic, or Psi7 power.
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.
Green, Warrior	2	Green Warrior	Bind	1bM: Counter an item ability.
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.
Artifact	2	Maelstrom Archangel11	Chaos Orb	1V, 1/reset: Destroy a magic item, effect, or creature (creature gets PPD save)
Artifact	2	Maelstrom Archangel11	Helm of Awakening	All spells in the room are school/sphere robed (x1 Special)
Artifact	2	Maelstrom Archangel11	Illusionary Mask	Your summons are Dust of Disappeared
Artifact	2	Maelstrom Archangel11	Lightning Greaves	Your summons are not summoning sick
Artifact	2	Maelstrom Archangel11	Scythe of the Wretched	+1 summon slot; 1M: Animate Dead a creature you killed (it's your summon, -1 DL)
Artifact	2	Maelstrom Archangel11	Summon Myr 2	Summon a DL=2 Myr
Artifact	2	Maelstrom Archangel11	Sun Droplet	Regenerate 10 hp/s.
Black	2	Maelstrom Archangel11	Animate Dead	Animates a dead monster as your summon (1 DL lower)
Black	2	Maelstrom Archangel11	Simulacrum	1bM: Redirect any amount of damage from you to one of your subordinates.
Black	2	Maelstrom Archangel11	Terror	Target is slain (PPD save, does not affect Undead or Golems, or things without souls)
Blue	2	Maelstrom Archangel11	Aura of Dominion	Target can use 2M this segment.
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.
Blue	2	Maelstrom Archangel11	Invisibility	Improved Invisibility.
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	Maelstrom Archangel11	Angelic Shield	All your summons get +1 rhp. You get 10 current hp. 0, sacrifice this effect: Unsummon (no save).
Gold	2	Maelstrom Archangel11	Azorius First-Wing	Summon a DL II Griffin, it flies, and can remove bad effects on people.
Gold	2	Maelstrom Archangel11	Azorius Guildmage	Summon a DL II Vedalken Wizard, it can Stop someone, and can dispel Contingency effects.
Gold	2	Maelstrom Archangel11	Crystalline Sliver	Summon a DL II Sliver, it can't be targetted.
Gold	2	Maelstrom Archangel11	Energy Arc	1bM: In your group, weapon damage does not occur this half-segment and your next half-segment.
Gold	2	Maelstrom Archangel11	Galina's Knight	Summon a DL II Merfolk Knight, it is immune to area effect damaging spells/psi.
Gold	2	Maelstrom Archangel11	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 Archangel11	Overrule	1bM, spend N additional SL's: Counterspell, unless they spend 10*N SL's, and you are cured 10*N hp.
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.
Gold	2	Maelstrom Archangel11	Prismatic Boon	Choose a school, sphere, or psionic frequency. A group is immune to that for 1s.
Gold	2	Maelstrom Archangel11	Sygg, River Guide	Summon a DL II Merfolk Wizard, he can give someone Water Breathing, and can counter one effect.
Gold	2	Maelstrom Archangel11	Wings of Aesthir	Target gets +CL TH/dmg and flying 12" for 1t.
Gold	2	Maelstrom Archangel11	Wings of Hope	Target gets +1 TH/dmg, +3 AC/saves, and flying 12" for 1t.
Green	2	Maelstrom Archangel11	Bind	1bM: Counter an item ability.
Green	2	Maelstrom Archangel11	Earth Bolt	Deal CLd10 Eldritch Earth dmg to one target (no save)
Green	2	Maelstrom Archangel11	Gaea's Bounty	Regain one first-level Plant/Animal spell to memorization
Green	2	Maelstrom Archangel11	Gaea's Cradle	One of your summoned creatures is dispelled; Add it's hp/10 in SL to your memorization
Green	2	Maelstrom Archangel11	Gaea's Might	Target gains +N AC/saves/TH/dmg; N is number of groups of classes you have
Green	2	Maelstrom Archangel11	Lifeforce	1bM: Counter a MTG Black, Necromancy/Necromantic, or Psi7 power.
Green	2	Maelstrom Archangel11	Naturalize	Dispel one non-natural effect (or) Turn off one non-natural item for 1 turn
Green	2	Maelstrom Archangel11	Regeneration	You regenerate at CL hp/s. 0, this effect drops and you lose the spell slot: Avoid a slay effect.
Green	2	Maelstrom Archangel11	Soothing Word	Removes fear/horror effect on up to CL targets
Green	2	Maelstrom Archangel11	Spiritual Energy	+LVL Con
Red	2	Maelstrom Archangel11	Echoing Ruin	Destroy all magic items of the same exact type (Disint. save each)
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.
Red	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).
White	2	Maelstrom Archangel11	Abeyance	Target cannot use M actions this segment (Will save)
White	2	Maelstrom Archangel11	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 Archangel11	Disenchant	Dispel an effect.
Artifact	2	Plator	Chaos Orb	1V, 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 Disappeared
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	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.
Gold	2	Plator	Crystalline Sliver	Summon a DL II Sliver, it can't be targetted.

Gold	2	Plator	Energy Arc	1bM: In your group, weapon damage does not occur this half-segment and your next half-segment.
Gold	2	Plator	Galina's Knight	Summon a DL II Merfolk Knight, it is immune to area effect damaging spells/psi.
Gold	2	Plator	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	Plator	Overrule	1bM, spend N additional SL's: Counterspell, unless they spend 10*N SL's, and you are cured 10*N hp.
Gold	2	Plator	Pride of the Clouds	Summon a DL II Elemental Cat, he flies, he has rhp = number of flying summons you control.
Gold	2	Plator	Prismatic Boon	Choose a school, sphere, or psionic frequency. A group is immune to that for 1s.
Gold	2	Plator	Sygg, River Guide	Summon a DL II Merfolk Wizard, he can give someone Water Breathing, and can counter one effect.
Gold	2	Plator	Wings of Aesthir	Target gets +CL TH/dmg and flying 12" for 1t.
Gold	2	Plator	Wings of Hope	Target gets +1 TH/dmg, +3 AC/saves, and flying 12" for 1t.
Green	2	Plator	Bind	1bM: Counter an item ability.
Green	2	Plator	Earth Bolt	Deal CLd10 Eldritch Earth dmg to one target (no save)
Green	2	Plator	Gaea's Bounty	Regain one first-level Plant/Animal spell to memorization
Green	2	Plator	Gaea's Cradle	One of your summoned creatures is dispelled; Add its hp/10 in SL to your memorization
Green	2	Plator	Gaea's Might	Target gains +N AC/saves/TH/dmg; N is number of groups of classes you have
Green	2	Plator	Lifeforce	1bM: Counter a MTG Black, Necromancy/Necromantic, or Psi7 power.
Green	2	Plator	Naturalize	Dispel one non-natural effect (or) Turn off one non-natural item for 1 turn
Green	2	Plator	Regeneration	You regenerate at CL hp/s. 0, this effect drops and you lose the spell slot: Avoid a slay effect.
Green	2	Plator	Soothing Word	Removes fear/horror effect on up to CL targets
Green	2	Plator	Spiritual Energy	+LVL Con
Red	2	Plator	Echoing Ruin	Destroy all magic items of the same exact type (Disint. save each)
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.
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).
White	2	Plator	Abeyanca	Target cannot use M actions this segment (Will save)
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.
White	2	Plator	Disenchant	Dispel an effect.
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.
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).
Red, Wizard	2	Red Wizard	Echoing Ruin	Destroy all magic items of the same exact type (Disint. save each)
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).
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.
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.
Gold	2	Treva Renewer (MTG U/G/W)	Crystalline Sliver	Summon a DL II Sliver, it can't be targetted.
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.
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.
Gold	2	Treva Renewer (MTG U/G/W)	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	Treva Renewer (MTG U/G/W)	Overrule	1bM, spend N additional SL's: Counterspell, unless they spend 10*N SL's, and you are cured 10*N hp.
Gold	2	Treva Renewer (MTG U/G/W)	Pride of the 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)	Prismatic Boon	Choose a school, sphere, or psionic frequency. A group is immune to that for 1s.
Gold	2	Treva Renewer (MTG U/G/W)	Sygg, River Guide	Summon a DL II Merfolk Wizard, he can give someone Water Breathing, and can counter one effect.
Gold	2	Treva Renewer (MTG U/G/W)	Wings of Aesthir	Target gets +CL TH/dmg and flying 12" for 1t.
Gold	2	Treva Renewer (MTG U/G/W)	Wings of Hope	Target gets +1 TH/dmg, +3 AC/saves, and flying 12" for 1t.
White, Priest	2	White Priest	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, 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)
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/+LVL TH/dmg for each other of same race in room
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 Archangel11	Ashnod's Altar	0, sacrifice a summon: Get back 2 SL in progression
Artifact	3	Maelstrom Archangel11	Blasting Station	1N, sacrifice a summon: Deal 10 dmg to one target (no save, TechR to resist)
Artifact	3	Maelstrom Archangel11	Brass Gnat 3-1	1M or 1T: 10 dmg 15' radius (Annihilation, centered on you, hole in the middle, no save). Taking this power more than once increases the damage by 10 each time.
Artifact	3	Maelstrom Archangel11	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 Archangel11	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	Maelstrom Archangel11	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 Archangel11	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 Archangel11	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 Archangel11	Brass Gnat 3-7	Resist Polymorph, Clone, Domination, Teleport Other. Picking this a second time gives Immunity.
Artifact	3	Maelstrom Archangel11	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.

Artifact	3	Maelstrom Archangel11	Brass Gnat 3-10	1M or 1T: Raise or lower the Tech Level of an object by 1 (max Tech Level = N+LVL, where N is the number of times you pick this power).
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 Archangel11	Brass Gnat 3-12	"Luck" effects doesn't work for anyone within sight. This cannot be picked more than once.
Artifact	3	Maelstrom Archangel11	Brass Gnat 3-13	1N, 1t: Immune to Head Blown Off or Summoning Sickness. Picking this more than once lets you use this power an additional time per turn.
Artifact	3	Maelstrom Archangel11	Brass Gnat 3-14	When you take this power, pick Radiation, Magic, Psi, or Innate. 1M or 1T: Reverse an effect of the type chosen. (Can cast the effect's reverse within 1 round, even if the reverse is not known.) Picking this more than once gives you another pick.
Artifact	3	Maelstrom Archangel11	Brass Gnat 3-15	1M or 1T: Summon a DL=CL (max DL=6) Alley creature, it has a DL% chance of becoming uncontrolled per segment. Picking this more than once increases the max DL by 1, but never beyond DL=9 in any case.
Artifact	3	Maelstrom Archangel11	Caltrops	10 damage damaging shield (no save, TechR to resist)
Artifact	3	Maelstrom Archangel11	Fireshrieker	One of your summons deals double damage
Artifact	3	Maelstrom Archangel11	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 Archangel11	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 Archangel11	Mana Leak	1bM or 1OppM: 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 Archangel11	Absorb	1bM: Counterspell, and be cured 30 hp.
Gold	3	Maelstrom Archangel11	Azorius AEthermage	Summon a DL III Human Wizard, it can refresh some of your spell/psi progressions.
Gold	3	Maelstrom Archangel11	Chromatic Armor	Choose a school, sphere, or psionic frequency. Target is immune to that for 1t.
Gold	3	Maelstrom Archangel11	Daring Leap	One creature flies and gets +10 TH/dmg/AC/saves this segment.
Gold	3	Maelstrom Archangel11	Demand (Supply/Demand)	Wishoid for a SL 2 Psi11U/W spell
Gold	3	Maelstrom Archangel11	Guiding Spirit	Summon a DL III Angel, it flies, and makes your Summon Psi11U/W powers cost only ½M each.
Gold	3	Maelstrom Archangel11	Hanna, Ship's Navigator	Summon a DL III Human Artificer, he can rebuild dispelled effects or magic items.
Gold	3	Maelstrom Archangel11	Leering Gargoyle	Summon a DL III Gargoyle, it flies, and it can become very tough (+20 rhp) but then cannot physically attack.
Gold	3	Maelstrom Archangel11	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	Maelstrom Archangel11	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	Maelstrom Archangel11	Phantatog	Summon a DL III Atog, it dispels spell/psi effects, you can spend spell slots to increase it's DL.
Gold	3	Maelstrom Archangel11	Plumes of Peace	Target creature is Slowed (Reflex save) and prevent his next P action (Will save)
Gold	3	Maelstrom Archangel11	Reparations	Whenever an enemy targets you, gain 2 SL's back in Psi11U/W progression.
Gold	3	Maelstrom Archangel11	Riptide Crab	Summon a DL III Crab, when he dies, you get ½M you can use before the end of the round.
Gold	3	Maelstrom Archangel11	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	Maelstrom Archangel11	Silver Drake	When casting, sacrifice a summon: Summon a DL IV Drake, it flies.
Gold	3	Maelstrom Archangel11	Sky Spirit	Summon a DL III Spirit, it flies.
Gold	3	Maelstrom Archangel11	Spectral Shield	Target gets a 20 hp Armor spell (stacks with other Armor spells), and he can't be targetted.
Gold	3	Maelstrom Archangel11	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 Archangel11	Gaea's Skyfolk	Winged flight CL^2"
Green	3	Maelstrom Archangel11	Nature's Chosen	+1S action
Green	3	Maelstrom Archangel11	Tranquility	Dispel all effects on one target (use the 50% +/- 5% per CL difference rules)
Red	3	Maelstrom Archangel11	Fervor	You and your summons are not summoning sick.
Red	3	Maelstrom Archangel11	Stone Rain	Deal CL Hull dmg to one inanimate object (no save)
White	3	Maelstrom Archangel11	Arenson's Aura	0, sacrifice a maintained effect: Dispel a maintained effect.
White	3	Maelstrom Archangel11	Reverse Damage	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	1M or 1T: 10 dmg 15' radius (Annihilation, centered on you, hole in the middle, no save). Taking this power more than once increases the damage by 10 each time.
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	1M or 1T: Raise or lower the Tech Level of an object by 1 (max Tech Level = N+LVL, where N is the number of times you pick this power).

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.
Artifact	3	Plator	Brass Gnat 3-12	"Luck" effects doesn't work for anyone within sight. This cannot be picked more than once.
Artifact	3	Plator	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 additional time per turn.
Artifact	3	Plator	Brass Gnat 3-14	When you take this power, pick Radiation, Magic, Psi, or Innate. 1M or 1T: Reverse an effect of the type chosen. (Can cast the effect's reverse within 1 round, even if the reverse is not known.) Picking this more than once gives you another pick.
Artifact	3	Plator	Brass Gnat 3-15	1M or 1T: Summon a DL=CL (max DL=6) Alley creature, it has a DL% chance of becoming uncontrolled per segment. Picking this more than once increases the max DL by 1, but never beyond DL=9 in any case.
Artifact	3	Plator	Caltrops	10 damage damaging shield (no save, TechR to resist)
Artifact	3	Plator	Fireshrieker	One of your summons deals double damage
Artifact	3	Plator	Forcefield	Damage Threshold 10 from physical attacks
Artifact	3	Plator	Loxodon Warhammer	Vampiric Regen. (can be used on one of your summons)
Artifact	3	Plator	Summon Myr 3	Summon a DL=3 Myr
Black	3	Plator	Attrition	Sacrifice a summon: Target is slain (PPD save)
Black	3	Plator	Gloom	[x1 Special] Priest spells cost triple spell slots to cast.
Blue	3	Plator	Charisma	Your attacks are charm branded (Will save)
Blue	3	Plator	Mana Leak	1bM or 1 OppM: Counter target magical/psionic effect unless its user devotes another 3 spell/psionic slots to it.
Blue	3	Plator	Psionic Blast	Target takes 40 psionic dmg, you take 20 psionic dmg (no save) (PR to resist)
Gold	3	Plator	Absorb	1bM: Counterspell, and be cured 30 hp.
Gold	3	Plator	Azorius AEthermage	Summon a DL III Human Wizard, it can refresh some of your spell/psi progressions.
Gold	3	Plator	Chromatic Armor	Choose a school, sphere, or psionic frequency. Target is immune to that for 1t.
Gold	3	Plator	Daring Leap	One creature flies and gets +10 TH/dmg/AC/saves this segment.
Gold	3	Plator	Demand (Supply/Demand)	Wishoid for a SL 2 Psi 1U/W spell
Gold	3	Plator	Guiding Spirit	Summon a DL III Angel, it flies, and makes your Summon Psi 1U/W powers cost only ½M each.
Gold	3	Plator	Hanna, Ship's Navigator	Summon a DL III Human Artificer, he can rebuild dispelled effects or magic items.
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.
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	Plator	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	Plator	Phantatog	Summon a DL III Atog, it dispels spell/psi effects, you can spend spell slots to increase it's DL.
Gold	3	Plator	Plumes of Peace	Target creature is Slowed (Reflex save) and prevent his next P action (Will save)
Gold	3	Plator	Reparations	Whenever an enemy targets you, gain 2 SL's back in Psi 1U/W progression.
Gold	3	Plator	Riptide Crab	Summon a DL III Crab, when he dies, you get ½M you can use before the end of the round.
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	Silver Drake	When casting, sacrifice a summon: Summon a DL IV Drake, it flies.
Gold	3	Plator	Sky Spirit	Summon a DL III Spirit, it flies.
Gold	3	Plator	Spectral Shield	Target gets a 20 hp Armor spell (stacks with other Armor spells), and he can't be targeted.
Gold	3	Plator	Tempest Drake	Summon a DL III Drake, he flies and can Interpose to protect someone from being attacked.
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	Force of Nature II	Summon a Wood Elemental: AC 40, hp 80, #Att 2/1, TH +30, dmg 30
Green	3	Plator	Gaea's Skyfolk	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)
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	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)	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 Psi 1U/W spell
Gold	3	Treva Renewer (MTG U/G/W)	Guiding Spirit	Summon a DL III Angel, it flies, and makes your Summon Psi 1U/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 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 Psi 1U/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)	Spectral Shield	Target gets a 20 hp Armor spell (stacks with other Armor spells), and he can't be targeted.

Gold	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	3	White Priest	Arenson's Aura	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 Conjuraton/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 Archangel11	Giant Fan	IV: Move an effect from one person to another (aER to resist)
Artifact	4	Maelstrom Archangel11	Icy Manipulator	IS: 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 Archangel11	Summon Myr 4	Summon a DL=4 Myr
Black	4	Maelstrom Archangel11	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 Archangel11	Control Magic	Charm Monster (Will save)
Blue	4	Maelstrom Archangel11	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 Archangel11	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	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 Archangel11	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 Archangel11	Harbor Guardian	Summon a DL IV Gargoyle, he has near-infinite reach upwards.
Gold	4	Maelstrom Archangel11	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 Archangel11	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 Archangel11	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 Conjuraton/Summoning spells as a 0 action.
Green	4	Maelstrom Archangel11	Earth Storm	Deal CLd12 Eldritch Earth dmg 40' radius (no save)
Green	4	Maelstrom Archangel11	Gaea's Balance	You may transfer SLs & PSPs between your magic & psi pools; use [Q11] type conversion
Green	4	Maelstrom Archangel11	Gaea's Blessing	Reconstruct up to three effects which were dispelled/twisted within the last turn
Green	4	Maelstrom Archangel11	Gaea's Touch	+1QM only for Pixie Queen spells
Green	4	Maelstrom Archangel11	Harmony of Nature	0, 1/s, one of your summoned critters loses & can't use 1P this segment: You gain +1QP
Green	4	Maelstrom Archangel11	Living Lands	Summon CL Treefolk (DL=2), together they occupy 1 summon slot.
Green	4	Maelstrom Archangel11	Nature's Blessing	+CL distributed among AC/saves/TH/dmg as you like
Red	4	Maelstrom Archangel11	AEther Flash	Whenever a creature appears in room, takes 20 AEther dmg (x1 Special)
Red	4	Maelstrom Archangel11	Fork	1bM or 1 OppM: Copy target magical/psionic effect.
Red	4	Maelstrom Archangel11	Orcish Oriflamme	All your subordinates get +1 offensive DL.
White	4	Maelstrom Archangel11	Congregate	Target gains 10*N hp, where N is the number of people in the party+summons
White	4	Maelstrom Archangel11	Resurrection	Resurrect someone who's been killed within the past CL s.
Artifact	4	Plator	Giant Fan	IV: Move an effect from one person to another (aER to resist)
Artifact	4	Plator	Icy Manipulator	IS: Target loses his next action.
Artifact	4	Plator	Jester's Cap	Target forgets how to cast 3 spells or effects by name
Artifact	4	Plator	Summon Myr 4	Summon a DL=4 Myr
Black	4	Plator	Breeding Pit	Once per round, get a DL I Thrull as a summon (limit=LVL)
Black	4	Plator	Lich	Cast a 1st level Lich spell. You go to 0 max and current hp for 1 turn.
Blue	4	Plator	Coastal Piracy	Whenever you kill a creature, restore 1 SL in memorization
Blue	4	Plator	Control Magic	Charm Monster (Will save)
Blue	4	Plator	Counterspell	1bM or 1 OppM: Counter target magical/psionic effect.
Gold	4	Plator	AEthermage's Touch	Get a temporary extra Summon slot this segment, summon a DL=1d4 creature, it disappears at end of segment.
Gold	4	Plator	Ayesha Tanaka	Summon a DL IV Human Artificer, it can group monsters together, and counter magic item abilities.
Gold	4	Plator	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	Plator	Cloud Cover	Whenever someone dispels one of your spell/psi effects, you can recast that effect for ½M within the next round.
Gold	4	Plator	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	Plator	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	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 Psi11U/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 Conjuraton/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	Living Lands	Summon CL Treefolk (DL=2), together they occupy 1 summon slot.
Green	4	Plator	Nature's Blessing	+CL distributed among AC/saves/TH/dmg as you like
Red	4	Plator	AEther Flash	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 1/2M 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	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	4	Treva Renewer (MTG U/G/W)	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	Treva Renewer (MTG U/G/W)	Reviving Vapors	Up to 3 targets are cured (1d10+CL)*10 hp
Gold	4	Treva Renewer (MTG U/G/W)	Sawtooth Loon	When summoning, sacrifice a summon: Summon a DL V Bird, he isn't sick and can cast Psi11U/W powers.
Gold	4	Treva Renewer (MTG U/G/W)	Stand // Deliver	Unsummon a summon or dispel one effect, and cure one target 80 hp.
Gold	4	Treva Renewer (MTG U/G/W)	Trial (Trial/Error)	Unsummon all creatures in a group, at least one of your summons must be in that group.
Gold	4	Treva Renewer (MTG U/G/W)	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.
White, Priest	4	White Priest	Resurrection	Resurrect someone who's been killed within the past CL s.
White, Priest	4	White Priest	Congregate	Target gains 10*N hp, where N is the number of people in the party+summons
Black, Rogue	5	Black Rogue	Extinction	Slay all creatures of one race in a group (PPD save)
Blue, Wizard	5	Blue Psionicist	Evacuation	A group of summons is unsummoned
Green, Warrior	5	Green Warrior	Doubling Season	Whenever you summon a creature, you get 2 instead (+1 slot too)
Blue, Meta	5	Izzet Evoker (MTG U/R)	Deflection	1 borrowed M or 1 OppM: Redirect target magical/psionic effect to another target.
Artifact	5	Maelstrom Archangel11	Al-Abara's Carpet	Immune to attackers unless they are flying
Artifact	5	Maelstrom Archangel11	Coat of Arms	Your summons get +N AC/saves/rhp/TH/dmg for each other summon of same race
Artifact	5	Maelstrom Archangel11	Mirari	1bM, lose a SL=5 spell in memorization: Fork
Artifact	5	Maelstrom Archangel11	Summon Myr 5	Summon a DL=5 Myr
Black	5	Maelstrom Archangel11	Extinction	Slay all creatures of one race in a group (PPD save)
Blue	5	Maelstrom Archangel11	Deflection	1bM or 1 OppM: Redirect target magical/psionic effect to another target.
Blue	5	Maelstrom Archangel11	Evacuation	A group of summons is unsummoned
Gold	5	Maelstrom Archangel11	Armored Guardian	Summon a DL V Cat Warrior, it can make people untargetable, and prevent damage.
Gold	5	Maelstrom Archangel11	Hunding Gjornersen	Summon a DL V Human Warrior, he is good at attacking single groups with lots of monsters in it.
Gold	5	Maelstrom Archangel11	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	Maelstrom Archangel11	Ordered Migration	Summon CL/6 DL I Birds
Gold	5	Maelstrom Archangel11	Palliation Accord	Whenever one of your summons physically attacks, you are cured N hp, where N is their DL.
Gold	5	Maelstrom Archangel11	Sky Hussar	Summon a DL V Human Knight, he hastes you and all your summons by +1S action.
Gold	5	Maelstrom Archangel11	Swift Silence	The entire "stack" of spells is countered. You get +1sM action (Slow Mental, you can use it on segment 10)
Gold	5	Maelstrom Archangel11	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	Maelstrom Archangel11	Tobias Andron	Summon a DL V Human, he beats things.
Gold	5	Maelstrom Archangel11	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	Maelstrom Archangel11	Brute	For the next turn, you get: -1M, +1P, -CL Int, +CL Str, -CL saves, +CL dmg; can't drop this
Green	5	Maelstrom Archangel11	Call of the Wild	Summon any real-world animal (your choice), you get CL/DL of them (round up)

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 Archangel11	Gaea's Embrace	Target gains +3 AC/saves/TH/dmg and Troll-like regen CL hp/r
Green	5	Maelstrom Archangel11	Life Essence	If target has less than CL*CL current hp, it is cured so it has CL*CL hp
Red	5	Maelstrom Archangel11	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	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 Andrión	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
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.
Gold	5	Treva Renewer (MTG U/G/W)	Tobias Andrión	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 Archangel11	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 Archangel11	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 Archangel11	Brass Gnat 6-4	Effects Resistance (ER) = CL*10%. Picking this a second time gives you aER.
Artifact	6	Maelstrom Archangel11	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 Archangel11	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	Maelstrom Archangel11	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	Maelstrom Archangel11	Brass Gnat 6-8	1bM or 1bT: Counter a x0 or x1 effect. This cannot be picked more than once.
Artifact	6	Maelstrom Archangel11	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	Maelstrom Archangel11	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	Maelstrom Archangel11	Joven's Tools	1M: Target creature ignores all defenses with one attack
Artifact	6	Maelstrom Archangel11	Mindslaver	1M, 1/reset: Domination for 1 segment (no save, TechR to resist)
Artifact	6	Maelstrom Archangel11	Mirror Universe	1M, 1/reset: Switch current hp with target (no save, TechR to resist)
Black	6	Maelstrom Archangel11	Dark Offering	Slay a creature (PPD save), you gain it's hp to current hp
Blue	6	Maelstrom Archangel11	Mind's Desire	You can cast 1d6 spells of SL=1d6 next segment as 1M
Blue	6	Maelstrom Archangel11	Quash	1bM or 1 OppM: Counter target magical/psionic effect. That person cannot use that effect for the rest of the day.

Gold	6	Maelstrom Archangel11	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 Archangel11	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 Archangel11	Desert Twister	Destroy something (PP save, like a Disintegrate spell)
Green	6	Maelstrom Archangel11	Gaea's Herald	When your summoned creatures go below -10 hp, they don't disappear (you can cure)
Green	6	Maelstrom Archangel11	Nature's Cloak	+CL*10 Rogue points; Any Level=CL/2 (or less) Rogue pick
Red	6	Maelstrom Archangel11	Dragon Roost	Once per round, get a DL V Dragon as a summon (limit=LVL/3)
Red	6	Maelstrom Archangel11	Gravity Sphere	No one can fly or levitate in the area (x1 Special) (fliers in room take falling dmg when cast)
White	6	Maelstrom Archangel11	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 the reduction by 2.
Artifact	6	Plator	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	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.
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	6	Plator	Beacon of Immortality	Double current hp (like a Tenser's, but a different source)
Red, Wizard	6	Red Wizard	Dragon Roost	Once per round, get a DL V Dragon as a summon (limit=LVL/3)
Gold	6	Treva Renewer (MTG U/G/W)	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	Treva Renewer (MTG U/G/W)	Kasimir the Lone Wolf	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 +1slowS 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	7	Kami Spirit	Hana	0, 1/t: Fork (your effect only)
Concordant	7	Kami Spirit	Hearth	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 Archangel11	Legacy Weapon	1M: *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 Archangel11	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 Archangel11	Force of Nature IV	Summon a Thicket Elemental: AC 80, hp 320, #Att 4/1, TH +70, dmg 70
Green	7	Maelstrom Archangel11	Nature's Wrath	Turn all undead/outer-planar creatures within 80' (no turn roll, instead make Will saves)
Green	7	Maelstrom Archangel11	One with Nature	For every 10 points of damage you deal in unarmed combat, add 1 SL to your memorization
Green	7	Maelstrom Archangel11	Seeds of Life	1 sq. mile area is restored, CL trees grow instantly, removes Defiled status
Green	7	Maelstrom Archangel11	Tooth and Nail	Summon DL VII, can pick type, or can pick creature within type
Red	7	Maelstrom Archangel11	Flame Wave	CL/3 groups each take 40 eldritch fire dmg (no save)
White	7	Maelstrom Archangel11	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.
Gold	7	Plator	Iridescent Angel	Summon a DL VII Angel, it is immune to magic, psi, innates, and radiation.
Gold	7	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	1M: 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	Kami Spirit	Hundred-Talon	Can have +4 spirits in a summon slot.
Concordant	8	Kami Spirit	Innocence	1M: A group loses their ability to use 1S+1V next time they act (no save)
Concordant	8	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 Archangel11	Aladdin's Ring	1M: 40 damage to one target (no resistance)
Black	8	Maelstrom Archangel11	Decree of Pain	Slay all creatures in two groups (PPD save) or one group (no save)
Blue	8	Maelstrom Archangel11	Beacon of Tomorrows	You get an extra segment this round (segment 11 at end)
Green	8	Maelstrom Archangel11	Biorhythm	Each person in a group's current hp = (Number of summons)*10
Green	8	Maelstrom Archangel11	Dual Nature	Whenever you summon or create creatures, you get twice as many of them
Green	8	Maelstrom Archangel11	Force of Nature V	Summon a Fungus Elemental: AC 100, hp 500, #Att 5/1, TH +90, dmg 90
Green	8	Maelstrom Archangel11	Gaea's Avenger	Immune to x5 and lower artifact effects that you (or your party) do not control
Red	8	Maelstrom Archangel11	Insurrection	Charm a group (Will save, ignores immunity to Charm effects)
White	8	Maelstrom Archangel11	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.
Concordant	9	Kami Spirit	Pus	Can have +6 spirits in a summon slot; 1M, sacrifice a summon: Target is slain (no save)
Concordant	9	Kami Spirit	Thousand-Legged	Can have +7 spirits in a summon slot.

Concordant	9	Kami Spirit	Vine	Can have +6 spirits in a summon slot; 1V: Give a target +1 instance of tactical movement.
Artifact	9	Maelstrom Archangel11	Brass Gnat 9-1	1M or 1T: 100 dmg 15' radius (UltraBlack damage, centered on you, hole in the middle, no save), followed by a Put Out of Misery. Taking this power more than once increases the damage by 100 each time, (or) you can use a pick to have the effect followed by Really Put Out of Misery (and again for Beast of Xvim).
Artifact	9	Maelstrom Archangel11	Brass Gnat 9-2	1M, 1/t: Do the T-Bear "Randomly pull an item from 20th century Earth" effect. Each time you use this power, previously pulled items disappear. Picking this more than once lets you do it an extra time per turn (and lets you have an additional item kept at the same time).
Artifact	9	Maelstrom Archangel11	Brass Gnat 9-3	Immune to NPC status. 1M or 1T: Dust of Disappearance or Dust of Appearance.
Artifact	9	Maelstrom Archangel11	Brass Gnat 9-4	1Z, eat a Larva, TechL 18+ item you control, or a DL 9+ item you control: Reset.
Artifact	9	Maelstrom Archangel11	Brass Gnat 9-5	When you take this power, pick Radiation, Magic, Psi, or Innate. 1bM or 1bT: Capital O Object an effect of the type chosen. Picking this more than once gives you another pick.
Artifact	9	Maelstrom Archangel11	Brass Gnat 9-6	You may convert 2T -> 1QT as much as you like. Picking this more than once lets you convert to quicker types (second pick: 2QT -> 1QQT; third pick: 2QQT -> 1QQQT; etc.).
Artifact	9	Maelstrom Archangel11	Brass Gnat 9-7	1M or 1T: Duplicate a Psi8 grand or Psi16 major ability. (This is resisted using TechR, not PsiR). Picking this twice lets you duplicate Psi16 grands.
Artifact	9	Maelstrom Archangel11	Darksteel Forge	Your items are indestructible.
Green	9	Maelstrom Archangel11	Child of Gaea	Target becomes Int=3, Wis=3, Chr=3, CL=0 (no save) for CL days
Green	9	Maelstrom Archangel11	Everhome	Your home plane is every plane; when this effect ends, your home plane = current plane
Green	9	Maelstrom Archangel11	Force of Nature VI	Summon a Thorn Elemental: AC 120, hp 720, #Att 6/1, TH +110, dmg 110
Green	9	Maelstrom Archangel11	Gaea's Liege	Your max hp is CL/3 (and/or) Your TH bonus is +CL/2 (no other adj. can be added)
White	9	Maelstrom Archangel11	Blessed Wind	Target's current hp becomes 200.
Artifact	9	Plator	Brass Gnat 9-1	1M or 1T: 100 dmg 15' radius (UltraBlack damage, centered on you, hole in the middle, no save), followed by a Put Out of Misery. Taking this power more than once increases the damage by 100 each time, (or) you can use a pick to have the effect followed by Really Put Out of Misery (and again for Beast of Xvim).
Artifact	9	Plator	Brass Gnat 9-2	1M, 1/t: Do the T-Bear "Randomly pull an item from 20th century Earth" effect. Each time you use this power, previously pulled items disappear. Picking this more than once lets you do it an extra time per turn (and lets you have an additional item kept at the same time).
Artifact	9	Plator	Brass Gnat 9-3	Immune to NPC status. 1M or 1T: Dust of Disappearance or Dust of Appearance.
Artifact	9	Plator	Brass Gnat 9-4	1Z, eat a Larva, TechL 18+ item you control, or a DL 9+ item you control: Reset.
Artifact	9	Plator	Brass Gnat 9-5	When you take this power, pick Radiation, Magic, Psi, or Innate. 1bM or 1bT: Capital O Object an effect of the type chosen. Picking this more than once gives you another pick.
Artifact	9	Plator	Brass Gnat 9-6	You may convert 2T -> 1QT as much as you like. Picking this more than once lets you convert to quicker types (second pick: 2QT -> 1QQT; third pick: 2QQT -> 1QQQT; etc.).
Artifact	9	Plator	Brass Gnat 9-7	1M or 1T: Duplicate a Psi8 grand or Psi16 major ability. (This is resisted using TechR, not PsiR). Picking this twice lets you duplicate Psi16 grands.
Artifact	9	Plator	Darksteel Forge	Your items are indestructible.
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 = current 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 added)
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	Elemental Summon X	Summon CCL DL X Elementals
11U	14	Blue Bugbear	Reshape	Modify a magic item so it does a chosen spell effect of lower SL than the one it currently does (so a Wand of Fireballs could be made into a Wand of Web).
11U	14	Blue Bugbear	Time Stretch	+2 Q sm M actions this segment
11U	14	Blue Bugbear	Worldpurge	All summons and elementals in the room are unsummoned.
11U	17	Blue Bugbear	Denying Wind	Banhammer up to 7 e effects in the room (x2 Special)
11U	17	Blue Bugbear	Dichotomy	For each protection effect on the target, you get a copy of it for yourself. For each summon he has, you get a copy of it for yourself.
11U	17	Blue Bugbear	Sway of the Stars	Everyone's hp total in the room is set to 70. The current half-segment ends.
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	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	Blue Honden	Cast 16 SL's of Priest spells simultaneously
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 slot as the original)
Concordant	17	Myojin / Legendary Spirit	Infinite Rage	Earthquake CCL groups, each group takes CCL/2 Bdmg (Boxes of dmg, each "Box" is 100 dmg)
Concordant	17	Myojin / Legendary Spirit	Life's Web	Summon CCL*7 DL=7+CCL/7 monsters (you can comprehend them if over DL X)
Concordant	17	Myojin / Legendary Spirit	Night's Reach	Natural Set CCL targets (no save)
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
Concordant	17	Myojin / Legendary Spirit	White Honden	Cureall and remove CCL [C] section effects on up to CCL targets
Concordant	18	Myojin / Legendary Spirit	Endless Swarm	For 1 round, each segment, double the number of your summons (they're in the same summon slot as the original)
Concordant	18	Myojin / Legendary Spirit	Enduring Ideal	For 1 round, each segment, cast a SL 0-16 Priest spell as a 0 action.
Concordant	18	Myojin / Legendary Spirit	Eternal Dominion	For 1 round, each segment, Fork an effect as a 0 action.
Concordant	18	Myojin / Legendary Spirit	Neverending Torment	For 1 round, each segment, Banhammer an effect as a 0 action.
Concordant	18	Myojin / Legendary Spirit	Undying Flames	For 1 round, each segment, Capital S Slay one target (no resistance)
Concordant	19	Myojin / Legendary Spirit	Charge Across the Araba	You and your allies get ++CCL TH and ++CCL saves
Concordant	19	Myojin / Legendary Spirit	Choice of Damations	X+Y+Z=CCL: Reverse Continuous X effects, Unsummon Y groups of summons, and Lower Multiplier (by 1) Z times

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.