

## Specialty Priests CF=1 "Great God List" (GGL)

| Mythos       | Deity              | God of                  | Mult | Req            | AL  | Turn   | Specialty Priest Abilities(CF=1; 'non-level one' picks are 0 level(s) early)   | #  |
|--------------|--------------------|-------------------------|------|----------------|-----|--------|--|----|
| Egyptian     | Dennis             | Protection              | x3   | Con+10         | any | Yes!   | Level 1: May use 1 instance of material componenting per spell as a 0 action. You lose this ability if you are a Specialty Priest.   | 1  |
| Gnome        | Rei                | Kings, Woodlands, Good  | x7   | Con+9, Int+13  | AE  | Yes -3 | Level 6: Fire Born: +LVL on all TH, damage and AC<br>Level 10: 1M: Contact Other Plane, Level 17: Enter Elemental plane of Earth; Conjure Water Elemental at will; Immune to all earth and water based effects.  | 2  |
| Beholder     | Lord of Neutrality | Time, Divination, Swamp | x5   | HNCL+3, Chr+12 | any | No     | Level 1: Free Martial Arts style   | 3  |
| DM, Time B.  | Gatlin             | Beasts, Avians          | x4   | HNCL+3, Chr+12 | TG  | Yes!   | Level 4: 1M: Control Undead (as per Turn Undead)<br>Level 8: 1M, touch: Steal all spells (save), Level 16: Omnispectacles: Your sight can go around corners  | 4  |
| Celtic       | Rose               | Envy                    | x4   | Cml+6, Wis+14  | any | Yes!   | Level 5: 1M: Identify Drug, Potion, or Chemical  | 5  |
| Amer. Indian | Rebecca            | Medicine                | x7   | Chr+6, Cml+11  | CN  | Yes!   | Level 1: Specialized in Cosmos (all spells which aren't "bizarre specialty spells" in rare spheres cost only 1/2 a spell to cast).<br>Level 9: All healing spells are doubled in effect., Level 16: Become Undead, use Racial Adjectives modifiers, apply an additional -6 to Cml. | 6  |
| Egyptian     | Talis              | Peace, Protection       | x3   | Con+6          | JE  | Yes!   | Level 1: Your touch spells can affect up to LVL targets at one time (you must touch all targets within the same segment).  | 7  |
| Greyhawk     | Lord of Neutrality | Food, Adventurers       | x9   | All Six+15     | any | No     | Level 5: +LVL/5 AC.<br>Level 8: Musical Brethren: Sonic-based creatures you summon always have 50% more hit dice than usual., Level 18: Hit points are maximum (consider all hit die rolls to be maximum possible, even if the fighter has non-warrior classes).                   | 8  |
| Kobold, MTG  | Herra              | Envy                    | x4   | All Six+14     | TN  | Yes +3 | Level 5: 1M: Raise Dead.<br>Level 8: 1M: Your multiplier becomes x2 for this round only., Level 14: Time/Reality Stability; whenever a drastic event allows you 1 action to respond to it, you get 2 actions instead   | 9  |
| Gnome        | Keith              | Money, Everything       | x9   | Str+15, HNCL+5 | any | No     | Level 1: Read (but not Write) Languages continuous.<br>Level 8: Stormtroopers: Creatures with an electricity based ability summoned by you always have 50% more hit dice than usual.   | 10 |

|              |                    |                           |    |                     |     |        |   |    |
|--------------|--------------------|---------------------------|----|---------------------|-----|--------|---|----|
| DMGR4        | Fintis             | Death, Chaos              | x8 | All Six+9           | any | Yes!   | Level 6: 1M, LVL/d: Avoid Fate at x(LVL/2)<br>Level 10: Instrument of Madness: Immunities are only 50% effective against your mind affecting effects and spells., Level 16: Become Undead, use Racial Adjectives modifiers, apply an additional -6 to Cml.  | 11 |
| Egyptian     | Kimberly           | Miners, Madness           | x4 | Str+8               | any | Yes!   | Level 4: 1V, 3/d: Alter Self; 1V, can borrow, 1/w: Cure Disease<br>Level 10: Instrument of Darkness: Immunities and resistances are only 50% effective against your negative energy-based attacks., Level 18: +LVL-13 lifep (life points) to your max hp total. (Each lifep is 1 ihp that requires a slay in between each one.) | 12 |
| Bugbear      | David              | Chaotic Actions           | x9 | Con+9, Int+13       | TW  | Yes +3 | Level 4: 0, (level-3)/d: Become immune to any 1 effect of your multiplier or less for 1 segment. Lose your next available 1P action (you are in effect borrowing it from the future).   | 13 |
| Halfling     | Brittany           | Poison, Hillsmen, Justice | x8 | Con+9, Int+13       | CE  | Yes!   | Level 1: Decipher Code 23+LVL*5-(LVL of code)*5%; takes (LVL of code-writer)/(Kabbalist LVL) hours.   | 14 |
| Indian       | Agro               | Evil Elves, Waves         | x7 | All Six+8           | any | Yes    | Level 4: Speak with anyone with Int > 10 at will.<br>Level 10: Extension of Elvenkind: Your enchantment based abilities and spells can work upon those typically immune to such effects, at half effect., Level 16: 1M (may borrow): New priest effects do nothing within sight (maintained) (may be used as a counterspell)    | 15 |
| Aztec        | Lord of Evil       | Fertility, Chance         | x9 | All Six+11          | any | Yes!   | Level 1: 1M: Detect Drug Influence<br>Level 8: Peaceful Brethren: Any creatures you summon gain an AC bonus equal to LVL as long as they refrain from committing an aggressive act., Level 13: Pick two from: Pharmacist5 Level 9-12, Witch Level 9-12, or Psi30 grand  | 16 |
| Oerld/DM     | Master of Law      | Darkness, Combat, All     | x8 | All Six+5           | any | Yes-2  | Level 2: For any N, you may cast Monster Summoning (N) as three SL=(N-2) spells in the Animal sphere. For example, you may cast Monster Summoning V as three 3rd level spells. Note you get Monster Summoning, not Animal Summoning.  | 17 |
| Kobold, Ang. | Lord of Neutrality | Madness                   | x3 | Chr+9, Cml+3, Wis+4 | any | Yes +3 | Level 1: +LVL saves {Vengeful Survivor}   | 18 |
| Eqyptian     | Lord of Good       | Song, Women               | x8 | Con+3, Int+8, Str+6 | any | No     | Level 1: 1M, 1/d: Gate in random demon (1+LVL)*5%<br>Level 10: Rapid Rejuvenation: You rejuvenates as if of the next highest divine status., Level 14: Gain an extra major familiar [this was grand in Summer 2004 campaign]  | 19 |
| Norse        | Syrin              | Travel, Avians            | x9 | All Six+4           | any | Yes!   | Level 1: Free Martial Arts style; +1 maneuver per level.<br>Level 8: 1V, can borrow, 3/w: Heal  | 20 |

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|--------------|---------------|---|----|----------------------|-----|--------|--|----|
| ALM          | Turrek        | Science, Suffering, Luck                | x3 | Int+14               | LG  | Yes-2  | Level 1: You defend as a x2 being (this effect cannot be dispelled/twisted)<br>Level 9: 1V: Summon an evil DL 1d8+5 Outer creature (treat each DL above DL=10 as having +10 max and current rhp), Level 18: Hit points are maximum (consider all hit die rolls to be maximum possible, even if the fighter has non-warrior classes). | 21 |
| DM, Time B.  | Rhays         | Magic, Innates, Fertility               | x3 | All Six+3            | any | Yes -3 | Level 4: X-Ray Vision: See through solid objects<br>Level 9: Can build a freehold and attract followers.   | 22 |
| Kobold, MTG  | Andrew        | Technology, Sorcery                     | x9 | All Six+2            | any | Yes    | Level 1: Regenerate LVL hp/m (this is not troll-like), you can regenerate another if touching<br>Level 9: Can take or administer the same drug twice, and they stack.  | 23 |
| Kobold, MTG  | Dagfinn       | Strife, [Elf] Archery, Chaotic Actions  | x5 | HNCL+3, Chr+12       | any | No     | Level 5: 1M: Identify Drug, Potion, or Chemical  | 24 |
| DM, Time B.  | Gerald        | Heavens, Slavery                        | x8 | All Six+14           | JN  | No     | Level 1: Can specialize in 1 sphere for free. Can specialize in another sphere, but then must pick an opposite. Specialization may be either "Collective type" (1/2 cost on spells) or "2nd edition type" (+1 spell of the sphere each level).<br>Level 12: You may pick another sphere to cost only 1 spell each to cast. (total 3) | 25 |
| DM           | Ronald        | Air, Wealth, Entropy                    | x5 | Chr+9, Cml+3, Wis+4  | LG  | No     | Level 1: Misfit: -N Chr, +N SL's in progression (max N=LVL)<br>Level 10: Chink In The Armor: You ignore magic armor or shields whose enhancement bonus is less than LVL.   | 26 |
| DM/Maldev    | Randy         | Wards, Ill-Luck, Creation               | x6 | All Six+14           | any | No     | Level 4: 1M, 1/r: Any 0th-1st level Wizard spell   | 27 |
| PLHACK       | Henry         | Heat, Astral/Planar, Distance           | x6 | Wis+3, Dex+11, Con+7 | any | No     | Level 1: Legend Lore 15+LVL*5%   | 28 |
| Amer. Indian | Lord of Chaos | Happiness, War                          | x6 | Wis+3, Dex+11, Con+7 | TS  | No     | Level 4: Sixth Sense: You cannot be surprised or caught flatfooted by anyone of an equal or lower LVL.   | 29 |
| Oerld/DM     | Verssek       | Skill, Sunset, Meta-Magic               | x6 | All Six+10           | any | Yes!   | Level 4: Fire Ward: You are immune to fire (or heat).  | 30 |
| Japanese     | Hagar         | [Elf] Archery, Chaotic Actions, Healing | x4 | All Six+6            | any | Yes x2 | Level 2: Metamagic Capacity: Pick a spell you know. Get +1 SL effect or free material componenting this day.<br>Level 9: All healing spells are doubled in effect.   | 31 |
| Chinese      | Gatlin        | Territory, Nature                       | x3 | Con+9, Int+13        | any | Yes!   | Level 6: +10*LVL MR<br>Level 10: Troll-like regen 1 hp/r   | 32 |
| Kobold, MTG  | Susan         | Vengeance, Smiths                       | x8 | Int+7                | CS  | No     | Level 6: Doctor: +LVL on TH, dmg and AC against opponents with either fast healing or regeneration.  | 33 |

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|--------------|--------------------|---------------------------|----|----------------------|-----|--------|---|----|
| Indian       | Minha              | Pranks, Law, Beasts       | x6 | Int+14, Str+9        | LS  | Yes!   | Level 2: Metamagic Capacity: Pick a spell you know. Get +1 SL effect or free material componenting this day.<br>Level 9: ½M: Deal LVL*(LVL-8) negative energy dmg to a group or 6 targets (no save; aNR to avoid)., Level 15: Wild Shape (see level 5) can be a Huge size animal. | 34 |
| RMM          | Steven             | Excellence                | x6 | Wis+1                | JN  | No     | Level 1: If Open Hands stuns, chance to kill is (level)*3+(target's AC)% (no save)<br>Level 9: Strength of Caleb: +LVL Str; you get Barbarian Str, Level 16: Abilities as per Anti-Druid of half level  | 35 |
| DM, Time B.  | Alexis             | Pranks, Law               | x4 | Int+9, Str+8, HNCL+4 | any | Yes x3 | Level 4: Mind Blank: You are immune to any mind affecting effects.<br>Level 12: Gain three 1st to 9th level followers., Level 13: You may pass through a T'kan Energy Barrier, if it is from your home Multiverse.  | 36 |
| DM/Maldev    | Palra              | Bad Luck, Beauty, Fire    | x9 | Chr+9, Cml+3, Wis+4  | any | Yes!   | Level 4: 1M, Touch: Energy Drain 2 levels<br>Level 8: Counter-attack: +1 to number of parting shots you are allowed, Level 18: Healing proficiency (binding wounds) is 7d4. This is the last time this ability improves.  | 37 |
| Goblin       | Semet              | Elemental, Happiness, War | x4 | Int+6                | any | Yes!   | Level 5: +1M action per round, only for Dweomershaper spells  | 38 |
| DM, Bear     | Lord of Neutrality | Decay, Sun, Forests       | x3 | Dex+3                | any | Yes -3 | Level 4: Cloak of Mystery: You are immune to divination.<br>Level 11: 0, LVL/d: Target defeated creature is put in the hole, no escape for M years (M=Mult), Level 14: 1M, 1/r: Any 0th-6th level Wizard spell  | 39 |
| Beholder, DM | Dagrod             | Time, Divination          | x4 | All Six+13           | JS  | Yes!   | Level 5: +LVL/5 to hit.<br>Level 10: Riddle of Steel: When attacking with a sword you ignore half the opponent's damage reduction., Level 18: Hit points are maximum (consider all hit die rolls to be maximum possible, even if the fighter has non-warrior classes).            | 40 |
| Egyptian     | Afia               | Thunder, Elemental        | x9 | Con+9, Int+13        | TE  | Yes -3 | Level 6: Night Born: +LVL to TH, damage and AC while fighting from within total darkness.<br>Level 10: Instrument of the Law: Immunities and resistances are only 50% effective against your law-based attacks., Level 15: Healing proficiency (binding wounds) is 6d4.           | 41 |
| Kobold, Ang. | Joshua             | Planes                    | x3 | Chr+9, Cml+3, Wis+4  | JG  | No     | Level 6: Immune to Twilight   | 42 |
| Amer. Indian | Johnny             | Slavery, Envy, Light      | x4 | Wis+13, Dex+4        | any | Yes!   | Level 5: All of your edged weapons are "Sharpness" branded  | 43 |

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|--------------|------------------------|----------------------------|----|------------------------|-----|--------|---|----|
| PLHACK       | Varog                  | Heroics, Rangers, Business | x3 | All Six+10             | LS  | Yes!   | Level 1: nuXR CL*20% (non-ignorable unadjustable XR)  | 44 |
| Mind Flayer  | Lord of Chaos          | Fertility, Chance          | x6 | Cml+3                  | any | No     | Level 6: +1 [X7] major  | 45 |
| DM           | Mistress of Neutrality | Evil, Violence             | x8 | Wis+15                 | any | Yes x3 | Level 1: Legend Lore 15+LVL*5%<br>Level 12: Interdimension: MWaWR 75%, Level 13: Your area effects only affect people you want them to (selective targeting)  | 46 |
| Kobold, Ang. | Mary                   | Munchkins                  | x8 | All Six+7              | AN  | No     | Level 2: Granted Powers: You can turn or destroy air creatures. Rebuke, command or bolster earth creatures.<br>Level 9: 1M, spend a SL spell slot: Enhance an existing drug (even one you didn't create or understand) up to SL+1   | 47 |
| Amer. Indian | Benjamin               | Death, Chaos, Home         | x6 | HNCL+3, Chr+2, Cml+6   | JG  | No     | Level 4: Shield of Intellect: You are immune to any type of intelligence damage/draining.   | 48 |
| ALM          | Johnny                 | Wealth, Entropy            | x9 | Cml+11                 | LG  | Yes!   | Level 1: Species Enemy: Choose as per Ranger, your harmful spell effects are doubled on them  | 49 |
| Halfling     | Rasy                   | Rot                        | x3 | All Six+11             | any | No     | Level 1: Free Martial Arts style; +1 maneuver per level.<br>Level 8: Violent Offenders: Any creatures you summon are automatically enraged, gaining a damage bonus equal to LVL., Level 16: Indissolve: Regeneration CL hp/s  | 50 |
| Mind Flayer  | Anthony                | Light, Rot                 | x9 | Str+15, HNCL+13, Chr+8 | AG  | No     | Level 1: Vampiric Regeneration (for every 2 damage you deal in melee: regen 1 hp, cannot go above max).<br>Level 8: Guardians of Magic: Any constructs you summon have 50% more hit dice than normal., Level 15: Divine Voice: 1M+1P+1V action: all within 180' save vs. spell or Entralred (as spell). Cleric can issue a Mass Suggestion as well. | 51 |
| Amer. Indian | Pekka                  | Oceans, Guardian           | x4 | All Six+12             | LS  | No     | Level 2: 1M,1P,1V,level/d: Summon a Demon of Dungeon Level (your level/2).<br>Level 8: Underhand: Backstab x(CL/3), round up, Level 16: Add level*10 to max age, considered "Young Adult" at all ages.  | 52 |
| Dwarf        | Stephen                | Weapons/Armor              | x8 | Int+14                 | any | No     | Level 1: Each day, a random [C] section effect is rolled. You are immune to that effect today.<br>Level 10: Escamotage: Opponents immune to critical hits still suffer half your sneak attack bonus damage., Level 18: Wild Shape (see level 5) can be used 6/d.  | 53 |
| DM, Sigil    | Jareth                 | Creation                   | x3 | All Six+2              | any | Yes -3 | Level 1: +1/+1 TH/dmg with weapon of choice.  | 54 |
| Aztec        | Basak                  | Chance, Rulership          | x8 | All Six+7              | JG  | Yes!   | Level 4: Windy: You are immune to wind based effects and have electricity resistance equal to half your hit die.  | 55 |

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| Bugbear      | Lady of Evil | Wild Magic, Storms, Spiders    | x6 | Chr+6, Cml+11        | CG  | Yes +2 | Level 1: 1/reset: Choose an alignment. You do x2 dmg (spells & attacks) vs. that alignment   | 56 |
| Beholder, DM | Esther       | Radiation, Ocean               | x3 | Int+7                | any | No     | Level 1: Get a level=LVL Rogue ability and 20*LVL rogue points {Divine Revolutionary}  | 57 |
| Greyhawk/DM  | Kory         | War, Power                     | x4 | Str+12               | JE  | Yes!   | Level 4: Stonelike: You become immune to critical hits.  | 58 |
| Beholder     | Margaret     | Money                          | x5 | Int+9, Str+8, HNCL+4 | CE  | No     | Level 6: 1M, LVL/d: Deal 1 idmg to a creature without ihp<br>Level 12: Transilient: Get 2 saves for each save, choose better result,<br>Level 18: Healing proficiency (binding wounds) is 7d4. This is the last time this ability improves.  | 59 |
| DM, Time B.  | Thomas       | War, Power, Thunder            | x3 | Chr+14               | JG  | Yes!   | Level 1: You may have your spells (from the Selesnya Sagittar class) resisted using CR (Charm Resistance) instead of MR. Spend 1F action to switch this.   | 60 |
| Nehwon       | Lauren       | Rightful Combat                | x6 | Wis+13, Dex+4        | any | Yes x3 | Level 1: MR adjustment is -5*level% instead of +60-5*level%.   | 61 |
| Greyhawk     | Vadim        | Senses, Rightful Combat, Trade | x3 | Int+10               | AE  | Yes!   | Level 5: Rat-ification: 1M: Target becomes a x0 rat (save)<br>Level 10: Bribery: Immunities and resistances are only 50% effective against your enchantment effects.   | 62 |
| DM, Time B.  | Jacqueline   | Law, Beasts                    | x5 | Con+9, Int+13        | any | Yes!   | Level 1: May weapon specialize using the "Non-War" column.   | 63 |
| Egyptian     | Turrek       | Testing, Humor, War            | x9 | Con+10               | TW  | No     | Level 5: You and your party have reduced number of encounters in the Plane of the UltraWhite. TF Beings are not attracted to you.<br>Level 8: Pick two from: Fallen Angel5 Level 5-7, Bringer5 Level 5-7, or Psi-6E/Psi6E major, Level 15: Wild Shape (see level 5) can be a Huge size animal.                                   | 64 |
| DM/Maldev    | Austin       | Protection, Time, Divination   | x7 | All Six+1            | any | Yes!   | Level 1: Decipher Code 23+LVL*5-(LVL of code)*5%; takes (LVL of code-writer)/(Kabbalist LVL) hours.<br>Level 8: Shroud of Harm: Anyone attacking you loses 50% of their current hp (for each attack), Level 14: Time/Reality Stability; whenever a drastic event allows you 1 action to respond to it, you get 2 actions instead | 65 |
| Japanese     | Paquin       | Psi, Death, Chaos              | x4 | All Six+8            | LE  | Yes x2 | Level 1: Speak Anti-Druid language (?)<br>Level 8: Shroud of Harm: Anyone attacking you loses 50% of their current hp (for each attack)  | 66 |
| Japanese     | Pret         | Rot, Death, Chaos              | x7 | All Six+8            | CE  | Yes-2  | Level 1: Each day, a random [C] section effect is rolled. 1M: Do that [C] section effect. When the DM rolls the effect, he will tell you if it affects an individual or a group, and whether they get a save.  | 67 |
| Bugbear      | Sara         | Chaos, Home                    | x9 | All Six+15           | any | Yes!   | Level 1: 60F,1/d: Create a potion of <= LVL*100 XP value   | 68 |

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|--------------|----------------------|------------------------------|----|----------------------|-----|--------|---|----|
| Greyhawk     | Master of Neutrality | Warfare, Fortune Telling     | x6 | Chr+1                | any | Yes x3 | Level 2: Granted Powers: You gain a +2 bonus to Constitution.<br>Level 7: Immunity to woodland Charms., Level 18: +LVL-13 lifep (life points) to your max hp total. (Each lifep is 1 ihp that requires a slay in between each one.) | 69 |
| Dwarf        | Jinto                | Summoning                    | x5 | Int+9, Str+8, HNCL+4 | TS  | Yes!   | Level 6: Time/Reality Stability<br>Level 7: 1V, touch: Detect Physical or Mental Illness (any kind)   | 70 |
| DM, Time B.  | Catherine            | Entropy                      | x3 | Wis+7                | any | No     | Level 6: Disease Carrier: +LVL on TH, damage rolls and AC against disease ridden opponents.   | 71 |
| DM           | Jane                 | War, Power, Thunder          | x5 | Cml+6, Wis+14        | any | Yes x2 | Level 1: Telekinesis: 1M: Target takes (LVL+2)*10' falling damage<br>Level 8: Semi-Slipstream: Resist time, Level 16: Omnific Tough: +1 ihp   | 72 |
| DM, Time B.  | Debra                | Food, Adventurers, Mysticism | x3 | Int+14, Str+9        | any | No     | Level 1: All BlahR's you face are reduced by 5*level%. All irreducible BlahR's you face are reduced by level%.<br>Level 10: 1F: Cast one of your spells, but it affects three groups.   | 73 |
| Greyhawk/DM  | Kathryn              | Mazes, Dread                 | x7 | Wis+7                | CE  | No     | Level 2: Granted Powers: You gain a +2 bonus to Intelligence.   | 74 |
| Kobold, DM   | Zenner               | Love                         | x4 | Chr+12               | any | No     | Level 6: 1M (can borrow): Counter an Avoid Fate<br>Level 10: 1M: Teleport   | 75 |
| Mind Flayer  | Master of Chaos      | Elemental, Happiness, War    | x9 | All Six+5            | any | No     | Level 1: 1M, 1/d: Summon Aid LVL*5%<br>Level 8: Horrific Breathren: Any creatures you summon radiate fear. Treat these creatures as if bearing a symbol of fear.  | 76 |
| Elf, Drow    | Joshua               | Magic                        | x4 | Wis+6                | any | No     | Level 5: Can cast Wizard Enchantment/Charm and Illusion school spells as if they were Priest spells (same SL).<br>Level 8: Underhand: Backstab x(CL/3), round up, Level 14: 1M, 1/r: Any 0th-6th level Wizard spell                 | 77 |
| DM, Bear     | Cheryl               | Elf, Incantatrix             | x9 | Dex+4, Con+14, Int+2 | CN  | Yes +2 | Level 1: May weapon specialize using the "Non-War" column.  | 78 |
| Elf, Drow    | Adam                 | Artifice, Insanity, Animal   | x5 | All Six+15           | AG  | Yes-2  | Level 2: Star Miracle: 1M, 1/reset: Duplicate a SL 0-1 Priest or Wizard effect<br>Level 12: Wild Shape (see level 5) can be of a dire animal.   | 79 |
| RMM          | Rachel               | Slavery                      | x5 | Chr+9, Cml+3, Wis+4  | any | Yes-2  | Level 1: iaXR CL*10% (iXR is irreducible anti-Spirit Resistance)  | 80 |
| Beholder, DM | Judy                 | AnimalGrow, Anti-Magic       | x4 | All Six+2            | JN  | Yes +3 | Level 2: Granted Powers: You gain blind-fight as a bonus feat.  | 81 |
| Greyhawk     | Desmina              | Heavens, Slavery             | x9 | Cml+6, Wis+14        | LE  | Yes!   | Level 4: Pick two Dweomershaper5 Level 1-3, one Bringer5 Level 1-3, or one Rogue5 Level 1-3<br>Level 8: 1M, 1/r: Any psionic minor  | 82 |

|                |         |                                 |    |                              |     |        |  |    |
|----------------|---------|---------------------------------|----|------------------------------|-----|--------|--|----|
| Gnome          | Ishmael | Cataclysms, Sea                 | x9 | Cml+11, Wis+6,<br>Dex+3      | any | No     | Level 5: You and your party have reduced number of encounters in the Plane of the UltraWhite. TF Beings are not attracted to you.<br>Level 8: Oblation: Any creatures you summon always remain twice as long., Level 13: Pick two from: Pharmacist5 Level 9-12, Witch Level 9-12, or Psi30 grand | 83 |
| ALM            | Ciscra  | Mazes, Dread, Charm             | x9 | All Six+10                   | TW  | Yes +2 | Level 4: Self healing (laying on hands): LVL*LVL hp, can be done once per day.   | 84 |
| Beholder       | Asralyn | Bandits, Fallen Gods            | x6 | All Six+11                   | JG  | No     | Level 1: IR (Innate Resistance) of level*3%.<br>Level 12: Duplicate any SL 5 Concordant group spell (i.e. non-Concordant SL 3)   | 85 |
| RMM            | Jakrin  | Everything, Medicine            | x8 | All Six+12                   | CE  | No     | Level 5: 1F: Restore the MF/PF/TF in a LVL*10' radius, or +1 to a factor for 1r (may run this multiple times).<br>Level 10: 1M: Raise Dead Fully., Level 18: 1M: Mordenkainen's Disjunction  | 86 |
| Oerld/DM       | Ralph   | Crops, Magic, Innates           | x9 | Int+9, Str+8,<br>HNCL+4      | LE  | No     | Level 1: 1M: Everyone within 5' has +1/+1 TH/dmg vs. spirits this turn.  | 87 |
| PLHACK         | Gethrod | Battle                          | x9 | All Six+3                    | any | No     | Level 2: Star Miracle: 1M, 1/reset: Duplicate a SL 0-1 Priest or Wizard effect<br>Level 11: Mask Alignment: You appear to be no alignment at all, not subject to special effects determined by alignment, Level 17: Hibernate; Suspend Animation up to level*10 years.                           | 88 |
| Mind Flayer    | Joe     | Hurt                            | x4 | Str+15,<br>HNCL+13,<br>Chr+8 | any | Yes!   | Level 4: Force Field: 1M: 25 hit point force field (lasts until destroyed or dropped)  | 89 |
| Beholder, Ang. | Krynna  | Occult, Wild                    | x8 | All Six+3                    | any | Yes!   | Level 1: RR (Radiation Resistance) of level*3%.<br>Level 8: Lawful Brethren: Lawful-aligned creatures summoned by you always have 50% more hit dice than usual., Level 14: Time/Reality Stability; whenever a drastic event allows you 1 action to respond to it, you get 2 actions instead      | 90 |
| Celtic         | Dylan   | [Dwarf] Mining,<br>Crops, Magic | x5 | Con+3, Int+8,<br>Str+6       | AW  | Yes x3 | Level 1: +1 grand sphere<br>Level 12: Transmortal: Your body cannot be destroyed (e.g. immune disintegrate), Level 13: Pick 2: Bringer5 Level 9-12, Spellshaper5<br>Level 5-7, Psi(-5) major, other5 Level 1-3   | 91 |
| Chinese        | Esmee   | Avians, Hunt                    | x8 | Chr+9, Cml+3,<br>Wis+4       | any | No     | Level 6: School robed (spells are -1 SL) in reversed Healing sphere.<br>Level 12: You may pick another sphere to cost only 1 spell each to cast. (total 3), Level 14: +1 Animal Companion slot.  | 92 |

|             |                      |                           |    |                              |     |        |  |     |
|-------------|----------------------|---------------------------|----|------------------------------|-----|--------|--|-----|
| Elf         | Julie                | Atrocities, Knowledge     | x8 | All Six+5                    | TS  | No     | Level 4: Fertility Sheath: You are immune to any type of constitution damage/draining or disease-based attack.   | 93  |
| DM, Time B. | Jesse                | Vengeance, Smiths         | x4 | Chr+7                        | any | Yes x3 | Level 2: Toughness: +CL max hp<br>Level 9: HyperMental: +1M for 1 round, -1M for next 2 rounds.  | 94  |
| Greyhawk    | Yelina               | Thunder, Elemental        | x8 | HNCL+15                      | LG  | Yes!   | Level 1: Species Enemy: Choose as per Ranger, your harmful spell effects are doubled on them<br>Level 8: Pick two from: Fallen Angel5 Level 5-7, Bringer5 Level 5-7, or Psi-6E/Psi6E major, Level 18: Pick two from: Quintessential level 1-17 or 5th edition level 1-11 | 95  |
| DM, Time B. | Amy                  | Death, Chaos              | x6 | Con+3, Int+8,<br>Str+6       | AS  | No     | Level 2: 1F or 1X, 1/d: Duplicate any level 1 Proto-Lich spell, it has (at most) duration LVL turns<br>Level 9 : Get a third instance of your "Cheat Code" ("Player Pick").<br>Level 15: Gain three 13th level followers, each has 4 bonus spell levels.                 | 96  |
| Orc         | Master of Neutrality | Wild                      | x5 | Str+15,<br>HNCL+13,<br>Chr+8 | any | No     | Level 4: Lesser Saviour: 1bM: Interpose self in front of a spell effect (someone in same group only)<br>Level 8: Band of Brothers: You can summon twice as many summoned creatures than the spell typically permits.   | 97  |
| DM, Time B. | Mistress of Chaos    | Spelljamming              | x8 | Dex+4, Con+14,<br>Int+2      | CE  | Yes!   | Level 4: Strength Shield: You are immune to any type of strength damage/draining.<br>Level 12: Can transfer 1/10 of total XP to one of your children upon natural (mental aging) death., Level 14: Resist all things done to you by Chaotic creatures                    | 98  |
| Japanese    | Taewen               | Kings, Woodlands,<br>Good | x6 | Int+14, Str+9                | any | No     | Level 6: Prince of Swords: +LVL on TH, dmg and AC when you wield a sword.  | 99  |
| Greek       | Belen                | Cruelty, Tyranny          | x4 | Dex+4, Con+14,<br>Int+2      | any | Yes    | Level 6: If: Create XI Special 5 LVL%<br>Level 10: 1F: Pick aMR, RR, PR, IR, CR, NR, or aNR. Your spells are resisted using that resistance type (instead of MR) until you   | 100 |