

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)	#
Greyhawk/DM	Ishmael	Fear, Insanity, Charm	x4	Wis+4, Chr+4	LN	No	Level 6: Artifacts divide their ego by their multiplier when picked up by you Level 8: Stormtroopers: Creatures with an electricity based ability summoned by you always have 50% more hit dice than usual.	1
Beholder	Lady of Neutrality	Deception	x7	Chr+10	CG	Yes -3	Level 2: Granted Powers: You cast chaos spells at +1 caster level. Level 9: Regenerate LVL hp/s (troll-like, heals vile/perm dmg), restore XP/Lvl drain, within 30', Level 13: ½0, take SL^2 damage: Material Component a spell, may do more than once {Bloodchild}	2
Aztec	Feston	Strife, Spelljamming, Kings	x7	All Six+15	any	Yes!	Level 2: Granted Powers: You cast healing spells at +1 caster level. Level 8: Brethren of Love: Any creatures you summon gain an charisma bonus equal to LVL.	3
Beholder, Ang.	Anika	Rangers, Light	x3	All Six+5	TS	Yes x2	Level 5: Telepathy & Comprehend Languages (cut out tongue here!)	4
Beholder, DM	Gethrod	Darkness, Protection, Guardian	x4	All Six+15	LN	Yes +2	Level 1: You may use Ethereal Projection. Level 8: 1M, 1/r: Any psionic minor, Level 14: Insubstantial (Physical): Immune matter	5
DM, Time B.	Basak	Elf, Reptiles, Night	x8	Wis+4, Chr+4	any	No	Level 1: Infravision and Infrared Sight (Heat Vision). Level 7: 1V, 1/d: Stoneskin	6
Goblin	Dorothy	Heroics, Poison	x7	Chr+14	LS	No	Level 5: Rat-ification: 1M: Target becomes a x0 rat (save) Level 12: Automatic proficiency in all weapons that the fighter has seen in operation (does not count as "free" slots, so 2 slots are still needed to single specialize, etc.).	7
Kobold, DM	Leska	Vampires, Strength, Weapons/Armor	x3	HNCL+11, Str+9, Cml+4	LW	No	Level 1: Detect/Identify Radiation & Magic (as per the spells) Level 8: Aligned Friend: Same aligned beings must save (vs. Will) to attack you, Level 16: 1M: Destroy up to LVL effects with Protection, Circle, or Ward in their name	8
Beholder, DM	Beela	[Gnome] Inventions, Good	x9	All Six+4	any	Yes!	Level 6: Forge Born: You gain Construct traits. Level 8: Cosmic Insight: 0, 1/r: Dispel Invisibility or Illusion, Level 18: Can automatically hit any mortal creature with a non infinite negative Armor Class when using "Great Swing".	9
Gnome	Christian	Rot, Commerce, Community	x5	Int+7	AG	Yes!	Level 6: Time/Reality and Loop/Reality Stability. Level 8: Radiant Brethren: Any light or positive energybased creatures you summon have 50% more hit dice than usual., Level 16: Omnific Tough: +1 ihp	10

Amer. Indian	Michael	Peace, Vampires, Strength	x8	Chr+4	LS	Yes x3	Level 2: Mask the mind from ESP and similar effects: chance is 66%+2%/level. Level 8: Radiant Brethren: Any light or positive energybased creatures you summon have 50% more hit dice than usual., Level 17: Hibernate; Suspend Animation up to level*10 years.	11
Kobold, DM	Master of Good	Adventurers	x9	All Six+2	any	No	Level 4: Footloose: You are immune to any effect that either impedes your movement and you can travel through any medium. Level 10: 1M, touch: Slay Living (save), Level 14: Detect/Identify Spirit/Concordant & Anti-Innates (as per spells)	12
Celtic	Lord of Neutrality	Authority, Murder, Cosmos	x7	Chr+5, Int+11, Con+8	any	Yes +3	Level 3: 0, 1/r: Unspend a spell slot. Level 12: Gain three 1st to 9th level followers.	13
ALM	Deborah	Literature	x9	Wis+13, Chr+11, Int+7	any	Yes x2	Level 5: 1M, spend a SL spell slot: Summon a DL=SL Drug Elemental; comprised of a random drug; does that effect with attacks Level 9: All healing spells are doubled in effect., Level 18: Enter Elemental plane of Fire; Conjure Air Elemental at will; Immune to all fire and air based effects.	14
Dwarf	Kelly	Protection	x8	HNCL+9, Str+11	CE	No	Level 6: Dirty Tricks: +LVL on sneak TH and add one extra die of damage to their sneak attack per LVL.	15
Japanese	Gabriel	Hatred	x8	Dex+15, HNCL+12, Str+6	JW	Yes!	Level 1: May weapon specialize using the "Non-War" column. Level 7: Invisibility (psi freq. 0) level times per day.	16
DMGR4	Master of Neutrality	Cruelty	x6	HNCL+9, Str+11	CW	Yes x2	Level 6: Philanthropist: +2 to each ability score, but you get only half money from now on. Level 12: Gain three 1st to 9th level followers., Level 17: Enter Elemental plane of Imprisonment; Conjure Imprisonment Elemental at will; Immune to all imprisonment and magnetism based effects.	17
Egyptian	Jean	Mining, Beauty, Waves	x8	All Six+5	any	Yes +3	Level 1: Detect/Identify Radiation & Magic (as per the spells)	18
Greyhawk/DM	Agro	Mountain, Technology	x5	All Six+5	any	Yes x2	Level 1: Immune to blindness (can see all-around without eyes) Level 9: Mental link with a number of lieutenants (followers that are Warriors of at least 4th level) equal to level (this operates on its own unique psionic frequency).	19

Kobold, Ang.	Robert	Song, [Gnome] Inventions, Good	x6	All Six+7	CE	Yes	Level 1: +LVL to HNCL (this counts for qualifying for Concordant classes) Level 9: 1M, spend a SL spell slot: Enhance an existing drug (even one you didn't create or understand) up to SL+1, Level 16: 0, LVL/d: Anti-Concordant Shell (0th-7th)	20
Greyhawk	Rei	Spelljamming	x7	Cml+15, Wis+15	any	No	Level 1: Free Martial Arts style	21
DM	Eune	Women, Food	x9	Wis+4, Chr+4	JN	Yes +2	Level 4: Time Shield: You are immune to any temporal effects. Level 10: Instrument of Fire: Immunities and resistances are only 50% effective against your fire-based attacks., Level 14: Your SL=0 through SL=4 spells have double effect (each similar instance adds x[+1])	22
ALM	Ibera	Revenge	x6	Cml+12, Wis+12, Chr+10	any	Yes!	Level 4: Green-Skinned: You are immune to poison effects. Level 8: 1M, 1/d: Create Any DL 4 Monster, Level 16: Ignore non-racial immunity to fear, suggestion, possession, charm	23
Kobold, Ang.	Master of Chaos	Artifice	x9	Str+8, Cml+10, Wis+14	AE	Yes-2	Level 1: You may use Ethereal Projection. Level 8: Wild Shape (see level 5) can be a Large size animal., Level 18: Pick 2: Spellshaper5 Level 9-12, Psi(-5) grand, other5 level 5-7	24
DM	Mistress of Good	Dread, Spring	x3	All Six+1	any	No	Level 1: Gain a minor familiar (this is in addition to the Find Familiar spell if you have it)	25
Kobold, MTG	Lady of Evil	Rain, Technology	x9	Con+10, Dex+3	CW	Yes -3	Level 4: Immunised: You are immune to any type of constitution damage/draining or disease based attack.	26
DMGR4	Lady of Law	Hunt	x9	HNCL+11, Str+9, Cml+4	TS	No	Level 1: No action, LVL/d: Unlock actions that are locked down	27
Oerld/DM	Bryan	Agriculture	x8	Dex+15	JN	Yes!	Level 5: 1M, spend a SL spell slot: Anti-Drug Shell levels 0 to (SL-1) Level 10: Instrument of Fate: Opponents in your group have any luck bonuses reduced by 50%.	28
Norse	Master of Chaos	Munchkins, Revenge, Numbers	x5	Str+8, Cml+10, Wis+14	AW	No	Level 4: You may pick another sphere to cost only 1 spell each to cast. Level 8: Logic Born: You gain an insight bonus equal to LVL on any one type of die roll each round provided you act last in the round.	29
DM, Time B.	Ann	Darkness, Protection, Guardian	x8	Cml+15, Wis+15	TE	No	Level 2: xLVL range with bows.	30
DM, Sigil	Lady of Good	Wild Magic	x5	Chr+14, Int+3	any	Yes x3	Level 2: Granted Powers: Use scrolls as a wizard at one half your cleric level.	31

ALM	Agro	Beauty	x4	HNCL+8	any	Yes x2	Level 1: Immune Poison and Charm. Level 12: Wild Shape (see level 5) can be of a dire animal., Level 15: Gain three 13th level followers, each has 4 bonus spell levels.	32
PLHACK	Lord of Good	Destruction, Forests, Bears	x4	All Six+13	JN	No	Level 5: Nerd: +LVL stat points to Int or Wis Level 8: Holy Brethren: Good-aligned creatures summoned by you always have 50% more hit dice than usual., Level 16: Akashic: Lower Multiplier target by 1 (no save)	33
Beholder, Ang.	Revvyn	Malice	x4	Con+10, Dex+3	CG	No	Level 4: Business Sense: You are immune to acid based effects.	34
Mind Flayer, DM	Mistress of Evil	Radiation, Order, Prison	x7	All Six+12	any	Yes +3	Level 2: Granted Powers: You can turn or destroy air creatures. Rebuke, command or bolster earth creatures.	35
ALM	Esmee	Air	x8	All Six+3	any	Yes +2	Level 5: Immune Fire (all variants), Negative, Prismatic, Chromatic, Darkness, Radiation, Deafness	36
Greyhawk	Lady of Evil	Evil Elves, Warfare, Absoluteness	x7	HNCL+11, Str+9, Cml+4	any	Yes -3	Level 4: Great Swing: Can choose to make 1 attack per physical action (regardless of how many weapons the PC is using) instead of normal number of attacks. This "great swing" has no extra bonus to hit but does 5 times normal damage and has a 1% per leve	37
Greyhawk/DM	Leska	Science, Stoicism, Revenge	x8	All Six+8	TW	No	Level 1: MR adjustment is -5*level% instead of +60-5*level%. Level 7: Locate Person 1/d., Level 14: Can turn anyone not of your Religion as if they were undead	38
ALM	Master of Evil	Good, Rejuvenation, Fire	x3	Str+3	any	No	Level 4: 1V, 1M, touch: Cure Curse (SL <= CL/2)	39
DM, Time B.	Frank	Psionics, Trade	x6	Int+2, Con+5	any	Yes -3	Level 1: Specialized (spells cost 1/2 cost) in reversed Healing sphere. (No, you can't reverse a Cause Light Wounds to get a Cure Light Wounds. You aren't specialized in non-reversed Healing spells.) Level 12: Duplicate any SL 5 Concordant group spell (i.e. non-Concordant SL 3), Level 16: Abilities as per Anti-Druid of half level	40
Orc	Patrick	Joy, Mountain	x4	All Six+7	AW	Yes x3	Level 1: 1M, lose X Con until next reset: Cure X*LVL hp. Level 8: Oblation: Any creatures you summon always remain twice as long.	41
Greyhawk	Mistress of Good	Envy	x9	All Six+3	any	Yes!	Level 2: 1M: Turn Undead at CL=LVL	42
Halfling	Fangar	Beasts, Tricks, Famine	x4	Wis+7	any	Yes -3	Level 6: Doctor: +LVL on TH, dmg and AC against opponents with either fast healing or regeneration. Level 10: Instrument of the Law: Immunities and resistances are only 50% effective against your law-based attacks.	43

Egyptian	Thesra	Insanity, Charm	x4	Dex+2	CG	Yes +2	Level 1: Can turn undead. If you turn undead that have already been turned by a "T" result, they are destroyed (i.e. two "T" results is one "D" result). This cannot be done by other Priests. Level 8: Evil Brethren: Evil-aligned creatures summoned by you always have 50% more hit dice than usual.	44
DM, Bear	Turi	Illusion, Poetry	x5	Cml+11	any	Yes!	Level 1: 1/reset: Choose an alignment. You do x2 dmg (spells & attacks) vs. that alignment	45
Amer. Indian	Jerry	Dread, Spring, Travel	x5	Dex+15	any	No	Level 6: Dirty Tricks: +LVL on sneak TH and add one extra die of damage to their sneak attack per LVL. Level 12: 1M, touch: Erase Truename (must know their Truename first), Level 13: 1F, talk for 1s: Do a Legendary Officer Captain's Bluff (SFB) {Missionary}	46
Greyhawk/DM	Denise	Death, Healing, Humor	x8	Cml+12, Wis+12, Chr+10	any	No	Level 6: Warrior Born: +LVL on TH, dmg and AC while engaged in combat. Level 10: Instrument of the Law: Immunities and resistances are only 50% effective against your law-based attacks., Level 18: Enter Elemental plane of Time; Conjure Time Elemental at will; Immune to all time and wood based effects.	47
Aztec	Heather	AnimalGrow, Cruelty, Magic	x7	Dex+5	any	Yes!	Level 3: 1V, 2/d: Spider Climb Level 8: Pick two from: Bringer5 Level 5-7, Spellshaper5 Level 1-3, Psi(-5) minor, Level 13: You may pass through a T'kan Energy Barrier, if it is from your home Multiverse.	48
Chinese	Lord of Good	Kings, Wanderers	x7	Chr+14, Int+3	AG	Yes!	Level 4: Cheat Death: You are immune to any death or negative energy-based effects.	49
Orc	Master of Evil	Science, Stoicism, Revenge	x7	All Six+2	any	Yes +2	Level 3: You may use your Priest spells as Psi4 (Superstition Psi) picks. It costs four SL=2 spells to get a Psi4 minor, four SL=5 spells to get a Psi4 major, and four SL=8 spells to get a Psi4 grand. You cannot use "Healing only" spells (to the right o Level 8: When you cast "Slay Living" or "Slay Living Fully", they give no saving throw.	50
RDM	Beela	Trade, Air	x8	HNCL+9, Str+11	LE	No	Level 3: 1M, 3 ERP: Remove a Special (-100+25*LVL%) (-100% per multiplier beyond x1).	51
DMGR4	Hezra	Poetry	x5	Str+8, Cml+10, Wis+14	any	No	Level 1: All range "Touch" healing spells become "Sight". If your campaign uses Healing spells as range Sight already, Healing spells become area effect. Level 10: Instrument of Chaos: Immunities and resistances are only 50% effective against your transmutation-based attacks (and chaos damage).	52

DM, Bear	Agro	Thievery	x6	All Six+14	CS	Yes +2	Level 1: +1 XP for each grave blessed; +2 XP for each buried body. Level 8: Duplicate any SL 3 Concordant group spell (i.e. non-Concordant SL 3)	53
Orc	Sharon	Destruction	x4	All Six+1	CW	Yes!	Level 1: Your bite is poisonous; it deals an extra LVL*5 poison dmg. Alternatively, you can make the poison deadly (they get a save vs. poison).	54
DM, Sigil	Master of Good	Sword	x5	All Six+5	any	No	Level 6: You attack as a x3 being Level 8: Diseased Brethren: Any creatures you summon are always disease carriers (1 point of constitution damage for every LVL you have)	55
Norse	Rhiannon	Incantatrix	x9	HNCL+11, Str+9, Cml+4	JE	Yes x2	Level 5: +1V action. Level 12: 1M, 1/r: Any 0th-5th level Wizard spell	56
Japanese	Rourke	Fire, Mining	x8	Con+1, Dex+1, HNCL+11	any	No	Level 4: 1M, 1/r: Any 0th-1st level Wizard spell Level 12: Gain three 1st to 9th level followers.	57
Goblin	Yarri	Money, Oppression	x8	Chr+14, Int+3	any	Yes x3	Level 5: Can speak Level-4 additional languages from the following list: LG, LN, LE, NG, TN, NE, CG, CN, CE, Druid, Thieves' Cant. Can never learn more than Int-12 alignment languages. Level 8: Chaos Brethren: Chaos-aligned creatures you summon always have 50% more hit dice than usual.	58
Bugbear	Lord of Good	Rain, Technology, Survival	x4	All Six+5	any	Yes!	Level 2: Detect Magic Items; 1M: Identify Magic Item Level 8: Lucky Brethren: You always summon the maximum number of creatures., Level 15: Healing proficiency (binding wounds) is 6d4.	59
Kobold, DM	Colborn	Rot	x7	Chr+5, Int+11, Con+8	any	Yes!	Level 1: 1M, 1/d: Summon Animal, (Int+Wis+Con)% chance, typically has (level*3) HD. Level 10: Instrument of War: Damage Reduction is only 50% effective against your attacks.	60
DM, Time B.	Kayla	Mediators, Distance, Mazes	x4	HNCL+9, Str+11	any	Yes!	Level 1: Can weapon specialize as per Ranger1.	61
Greek	Nazim	Hatred, Psionics, Trade	x5	Wis+5	AW	No	Level 6: 2Z (two zero actions), 1/t: You attack as a x4 being and defend as a x0 being this segment.	62

Beholder, Ang.	Amy	Humor	x7	HNCL+11, Str+9, Cml+4	any	Yes x3	Level 2: Granted Powers: Use calm emotions as a spell-like ability 1/day. Level 8: Forge Brethren: Any creatures you summon always gain a bonus to their manufactured weapons, armor and shields equal to LVL., Level 18: Divine Strength: Can adjust Wis, Str, and Chr as follows: 1M action: one stat raised to equal the cleric's level or +1; the two other stats are reduced by 2; lasts for 1 r/level; maintained effect.	63
ALM	Anika	Rulership, Sun, Luck	x3	All Six+2	AE	Yes x3	Level 4: 1M: Create x1 Trick 15*LVL% Level 12: 1M, 1/r: Any psionic major, Level 18: Pick 2: Spellshaper5 Level 9-12, Psi(-5) grand, other5 level 5-7	64
Celtic	Lord of Good	Marriage, War	x9	All Six+5	TG	No	Level 2: Improve Crit Range: +2 critical threat range Level 9: Immune to Retributive Strikes (your's or other's), Own Effects, Ego of x(LVL-6)/3 mult.	65
Greyhawk/DM	Mistress of Evil	Money, Oppression, Love	x7	HNCL+11, Str+9, Cml+4	any	Yes	Level 4: +10*LVL% RaRR	66
Oerld/DM	Lord of Neutrality	Energy, Time, Crops	x7	All Six+14	any	No	Level 4: Fear Shield: You are immune to any type of strength damage/draining or fear-based attack. Level 12: 1M, touch: Erase Truename (must know their Truename first)	67
RMM	Kyle	Slavery, Sorcery	x6	Wis+4	LG	No	Level 1: 1M: Pick Pockets 70+LVL*30% (reduced downwards by LVL*10 of target) Level 8: Resistance to Charm, +4 (or 18 Int) vs. psionic attacks, Level 13: Pick two from: Pharmacist5 Level 9-12, Witch Level 9-12, or Psi30 grand	68
Bugbear	Master of Law	Woodlands	x4	Str+8, Cml+10, Wis+14	AS	Yes!	Level 5: Addiction: If you are single classed, you do double effect with spells Level 10: 1F: Cast one of your spells, but it affects three groups.	69
Greyhawk/DM	Jacqueline	[Elf] Archery, Testing	x9	Str+3	CW	No	Level 1: +LVL damage. Level 9: 1M: Shatter a magic item (no save)	70
Kobold, DM	Albert	Vampires, Strength	x8	Dex+2, HNCL+9	LW	Yes +3	Level 4: Fear Shield: You are immune to any type of strength damage/draining or fear-based attack.	71
Egyptian	Jason	Mining, Beauty, Waves	x7	All Six+7	AS	No	Level 4: Skill Shield: You are immune to any type of dexterity damage/draining. Level 8: Travel Companions: Any creatures you summon have their movement rate doubled.	72

Greyhawk	Victoria	Order, Prison, Strife	x8	Con+10, Dex+3	TS	Yes!	Level 1: Species Enemy: Choose as per Ranger, your harmful spell effects are doubled on them Level 10: Instrument of War: Damage Reduction is only 50% effective against your attacks., Level 16: You may pick another sphere to cost only 1 spell each to cast. (total 4)	73
Gnome	Tezani	Knowledge	x8	Chr+14, Int+3	any	No	Level 6: Born to Vengeance: +LVL on TH, dmg and AC against any favored enemies, or individuals who have attacked you within the past 24 hours. Level 10: 1M: Raise Dead Fully.	74
Elf, Drow	Weston	Skill, Darkness	x3	Str+4, Cml+10	LS	No	Level 1: CR (Charm Resistance) of level*10%. Level 10: Monumental: Your damage reduction has no negating factors., Level 13: Know which gods people worship by sight; 0, 1/d: Counter a Divine Intervention.	75
Chinese	Lyla	Revenge, Numbers, Battle	x9	Dex+2, HNCL+9	TS	No	Level 2: Granted Powers: 1D: Cast a priest spell against an enemy. 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.	76
Norse	Kory	Psionics	x4	Int+2, Con+5	any	Yes	Level 1: You attack as a x2 being	77
Kobold, MTG	Gatlen	Poetry	x9	Int+13, Con+4, Dex+14	any	No	Level 1: Can turn undead. If you turn undead that have already been turned by a "T" result, they are destroyed (i.e. two "T" results is one "D" result). This cannot be done by other Priests. Level 8: Shroud of Harm: Anyone attacking you loses 50% of their current hp (for each attack), Level 13: A Thousand Faces: 1M: Alter Self.	78
Chinese	Kent	Survival, Wild	x6	Wis+14	JW	Yes!	Level 2: xLVL range with bows. Level 8: 1M, touch: Lose LVLd4 stat pts, Level 18: Automatically roll maximum on all variable healing spells.	79
Bugbear	Lord of Evil	Psi, Scourge of Battle, Healing	x6	All Six+8	any	No	Level 6: Stygian: +LVL on TH, dmg and AC during any round in which you surprise an opponent. Level 12: Duplicate any SL 5 Concordant group spell (i.e. non-Concordant SL 3)	80
DM, Sigil	George	Trade, Air, Creation	x7	Dex+11	AN	Yes +2	Level 4: Immunity to disease and slow effects (continuous). Level 9: iGoodR LVL*5% (Resistance vs. Good aligned beings), Level 13: 1V, when casting a touch spell: Touch a target. That effect is continuous on that target (it recasts itself every segment) for 1 turn.	81

Mind Flayer, DM	Ruth	Distance, Mazes, Smoke	x5	HNCL+11, Str+9, Cml+4	JW	Yes x3	Level 3: 1M: Swap 1 physical subability with one willing target for 1t. At level 9, swap your stat with up to 10 others (so all 10 of them get your old stat); you get back your choice of their 10. Level 9: 1M: Target is Pawned (2 saved, 1 missed save = Dominated), Level 14: +1 Animal Companion slot.	82
DM, Time B.	Dorothy	Poison, Woodlands, Hunting	x4	Cml+12, Wis+12, Chr+10	JG	Yes!	Level 1: 0, level/d: +3 on a saving throw roll. Level 9: Healing proficiency (binding wounds) is 4d4.	83
Beholder	Heather	Combat, Craft	x3	Cml+12, Wis+12, Chr+10	any	Yes	Level 4: Void Shield: You are immune to nullification and gain cold resistance equal to half your hit die. Level 8: Choose another Grand access sphere from the choices in the level 1 ability.	84
Beholder, Ang.	Arlo	Fire, Mining, Beauty	x8	Chr+5, Int+11, Con+8	any	No	Level 2: 1M: Speak with Dead or Undead; 1M: Capital E Explain to Dead or Undead Level 9: ½M: Cure LVL*(LVL-8) hp to a group or to 6 targets., Level 18: Elemental Shape (see level 16) can be used 3/d.	85
RDM	Lady of Law	Battle, Darkness, Protection	x4	All Six+7	any	No	Level 5: Do double damage with weapon attacks vs. Chaotic creatures Level 12: Troll-like regen LVL hp (including vile) /s	86
DM, Time B.	Vita	Luck, Incantatrix	x7	Str+4, Cml+10	any	Yes x2	Level 4: Fertility Sheath: You are immune to any type of constitution damage/draining or disease-based attack. Level 7: XR LVL*5; 0, talking action, 1/h: Holy Word {Divine Emissary}	87
Beholder, Ang.	David	Luck, Incantatrix	x3	All Six+8	CS	Yes +3	Level 1: 1D (even if D actions aren't being used): Slay the person that killed you (save) Level 8: Stormtroopers: Creatures with an electricity based ability summoned by you always have 50% more hit dice than usual., Level 13: You may pass through a T'kan Energy Barrier, if it is from your home Multiverse.	88
Nehwon	Stephen	Revenge, Numbers	x4	All Six+1	any	Yes x3	Level 1: +1 MF level' radius. Cannot more than double the existing MF. Level 10: Instrument of Charity: Magical boons (such as healing spells) are twice as effective when you cast them on an ally., Level 18: Automatically roll maximum on all variable healing spells.	89
Beholder	Bruce	Numbers, Battle, Darkness	x6	Str+3	any	No	Level 1: +LVL to hit. Level 10: Instrument of Disease: Immunities and resistances are only 50% effective against your disease-based attacks.	90

DM, Time B.	Zet	Women	x4	HNCL+11, Str+9, Cml+4	any	Yes-2	Level 1 : Whatever your "Cheat Code" ("Player Pick") is, you get two of them. See section [X3] for definition of Cheat Codes / Player Picks. Level 9: 1F: Unholy Bolt	91
Mind Flayer	Dylan	Crafts, Smiths	x3	Int+13, Con+4, Dex+14	JW	No	Level 1: iaER (LVL^2)% (this protects you from other people's damaging shields and effects when you touch them) Level 9: 1M: Target is Pawned (2 saved, 1 missed save = Dominated)	92
Chinese	David	Vengeance, Magic, Wealth	x5	All Six+10	any	No	Level 2: xLVL range with bows. Level 10: Extension of Elvenkind: Your enchantment based abilities and spells can work upon those typically immune to such effects, at half effect.	93
Oerld/DM	Sonali	Heroics, Poison, Woodlands	x8	Dex+6	JE	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).	94
Goblin	Grace	Waves	x5	Str+4, Cml+10	AS	No	Level 1: Occult Knowledge: Legend Lore 45+5*LVL% Level 8: Musical Brethren: Sonic-based creatures you summon always have 50% more hit dice than usual., Level 13: Pick two from: Pharmacist5 Level 9-12, Witch Level 9-12, or Psi30 grand	95
Beholder, Ang.	Jather	Heavens	x8	Cml+15, Wis+15	any	Yes-2	Level 2: Granted Powers: You act as if hasted for a number of rounds per day equal to your cleric level. Level 8: Choose one: Your physical attacks or your spells are Vile.	96
Egyptian	Evelyn	Moon, Speech	x6	HNCL+11, Str+9, Cml+4	any	No	Level 6: 0, Gaze: Life Trapping (as per Mirror) (save) Level 9: Inverse Astral projection, Level 13: +1 summon slot.	97
Oerld/DM	Braithe	Woodlands	x5	HNCL+15	any	Yes!	Level 3: 1M, 1/d: +1 to #Att, +1 AC, +3" movement, +1 TH, +1 dmg, +1 saves, Deflect as per Monk (duration 1 turn) Level 10: Instrument of Enchantment: Your enchantment based abilities and spells can work upon those typically immune to such effects, at half effect.	98
PLHACK	Lady of Law	Art, Song	x5	Wis+13, Chr+11, Int+7	any	Yes +2	Level 1: The "Lady's Smile" ability does not function within sight Level 10: Bribery: Immunities and resistances are only 50% effective against your enchantment effects., 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.)	99
Toril	Gethrod	Forests, Bears	x4	Wis+15	JN	Yes +3	Level 5: 72M, 2 LK1. Cure 10 LVL hp to one group. Level 9 : The saves of 1/9xDemigod means you actually get a P Save as per M Save against C section / EVL section effects. Level 12: +1	100