

# Infinite Epic Lord7P1 RDM

Level	KXP	Spells			Requisites:
		ABC	DEF	GHI	Con 100, HNCL 27
1	0	44-	---	---	Alignment: NS (Overwrite to all other classes)
2	26400	544	---	---	HD/level: 3d10
3	79200	544	---	---	Weapon Prof.: 10+level
4	158400	554	4--	---	To Hit Table: Ftr0
5	264000	554	4--	---	Saves: & 2xFtr0
6	396000	655	44-	---	Reference: RDM
7	528000	655	44-	---	Groups: Concordant(x2)
8	792000	665	544	---	Complexity: CF=4
9	1056000	665	544	---	
10	1320000	766	554	4--	You stop aging mentally, physically, and spiritually.
11	1584000	766	554	4--	You know all skills and have LVL+3 ranks in all skills.
12	1848000	776	655	44-	Has "infinite" of choose one: To Hit, melee dmg, ranged dmg, AC, saves, Rogue points, Psi points, or SL's. Certain abilities may be limited to a finite amount, due to Multiverse Project limits.
13	2112000	776	655	44-	
14	2376000	877	665	544	You have +1 Secondary Skill and no XP doubling past level 36.
15	2640000	877	665	544	Level 1:,2:,etc.: +1 summon slot for Animals, Eeementals, or Bugs.
16	2904000	887	766	554	Level 1: +9V actions (effectively x10 movement rate.)
17	3168000	887	766	554	Level 1: 1X: Summon 300 (ignore Enough) Spartans of DL=CSL.
18	3432000	988	776	655	Level 1: Immune to cold and fire (spreads).
19	3696000	988	776	655	Level 2:,5:,8:,ect: 1bX, 1/d: One target gets a save when no save.
20	3960000	998	877	665	Level 3:,13:,23:,ect: 1X, 1/d: Cure 1d4 ihp (6 targets)
21	4224000	998	877	665	Level 6: Effective caster level is 157.
22	4488000	A99	887	766	Known Spells:
23	4752000	A99	887	766	[Status Name] Beam (SL=SEL+2): Do this Status Effect to one target (no save)
24	5016000	AA9	988	776	Automatic Writing(SL=10): Any spells you witness are automatically added to your spellbook
25	5280000	AA9	988	776	The Iron Guardian Stirs (SL=11): Summon a DL VIII Golem (+1 slot).
26	5544000	BAA	998	877	Evenhanded(SL=12): Your unarmed attacks deal maximum damage
27	5808000	BAA	998	877	Choose Your Champion (SL=13): You and one enemy can affect each other this round.
28	6072000	BBA	A99	887	Cosmic Consciousness(SL=14): You sense everything (immune Dust, Mirage Arcana, Displacement, etc.)
29	6336000	BBA	A99	887	Shangri-La Spell (SL=15): 1X: For this segment, you are immune Demigod
30	6600000	CBB	AA9	988	Twilighting.
31	6864000	CBB	AA9	988	Superluminal(SL=16): You can move at the speed of light
32	7128000	CCB	BAA	998	Psi∞ Ultra+1(V)'s (SL=17): Flash Summon Ultra+1 (summon a DL XIX monster, it attacks once now, then disappears)
33	7392000	CCB	BAA	998	Eternal Dominion (SL=18): For 1 round, each segment, Fork an effect as a 0 action.
34	7656000	DCC	BBA	A99	
35	7920000	DCC	BBA	A99	
36	8184000	DDC	CBB	AA9	

# Pasta Tier(ArchMunchkin)3 RDM

Level	KXP	Psionics
		SUV WXY
1	0	44- ---
2	2700	54- ---
3	8100	54- ---
4	16200	54- ---
5	27000	55- ---
6	40500	654 ---
7	54000	654 ---
8	81000	654 ---
9	108000	664 ---
10	135000	765 ---
11	162000	765 ---
12	189000	765 ---
13	216000	775 4--
14	243000	876 4--
15	270000	876 4--
16	297000	876 4--
17	324000	886 5--
18	351000	987 5--
19	378000	987 5--
20	405000	987 5--
21	432000	997 6--
22	459000	A98 64-
23	486000	A98 64-
24	513000	A98 64-
25	540000	AA8 74-
26	567000	BA9 75-
27	594000	BA9 75-
28	621000	BA9 75-
29	648000	BB9 85-
30	675000	CBA 86-
31	702000	CBA 86-
32	729000	CBA 86-
33	756000	CCA 964
34	783000	DCB 974
35	810000	DCB 974
36	837000	DCB 974

Requisites: Str 73, HNCL 18

Alignment: any

HD/level: 8d100

Weapon Prof.: 9+level

To Hit Table: 2xFtr0

Saves: & Rog

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=3

Gets 1H action per round. Treat 1H as 1F, except what you do is at x4 effect (sort of like "material componenting"), and is considered x4 multiplier. This affects (amongst other things) your movement rate (if moving), CL, CCL, and save DC's. Alternatively, you can convert 1H to 1X.

Unique Rogue-like table

You have +1 Feat.

Level 1: Immune Magic, Gravity, Fast Heal 1500, and DR 1500/-

Level 1:,4:,7:,ect: 1X, 1/d: ++2TH and dmg(+2dmg dice) for 10rds.

Level 1: 1H or 1X, 1/r: High X Frequency Sample, see table on following page. You may "remember" powers, and put them in "Ultra" (U) slots.

Known Powers

[Status Name] Beam (SL=SEL+2): Do this Status Effect to one target (no save)

Teaser,Pleaser,Shocker,ect.(SL=N): SL targets grouped and held, first takes SL^3 piercing dmg.

Living Dungeon Spell (SL=11): +up to CCL levels of exceptional Con.

My Undead Horde Awakens (SL=11): Revive a slain subordinate on monster's side of combat.

Numinous(SL=14): Anti-magic aura that does not impede your own magic

Redivivus(SL=14): You can revive your opponents greatest enemy

Seeing Winds (SL=17): Capital F Fix and Natural Reset one target

All I See is Burning (SL=17): Within sight, all enemies take CCL^CCL colorless fire damage (No resistance).

Omnific Weapon Specialization(SL=20): +1iidmg

Living Planet Spell (SL=20): xiunAXGR CCL%.

# Dragon Kryptonian/ GrandSpawn RDM

Level	KXP	Spells		
		ABC	DEF	GHI
1	0	2--	---	---
2	4100	22-	---	---
3	12300	22-	---	---
4	24600	322	---	---
5	41000	322	---	---
6	61500	332	2--	---
7	82000	332	2--	---
8	123000	433	22-	---
9	164000	433	22-	---
10	205000	443	322	---
11	246000	443	322	---
12	287000	544	332	2--
13	328000	544	332	2--
14	369000	554	433	22-
15	410000	554	433	22-
16	451000	655	443	322
17	492000	655	443	322
18	533000	665	544	332
19	574000	665	544	332
20	615000	766	554	433
21	656000	766	554	433
22	697000	776	655	443
23	738000	776	655	443
24	779000	877	665	544
25	820000	877	665	544
26	861000	887	766	554
27	902000	887	766	554
28	943000	988	776	655
29	984000	988	776	655
30	1025000	998	877	665
31	1066000	998	877	665
32	1107000	A99	887	766
33	1148000	A99	887	766
34	1189000	AA9	988	776
35	1230000	AA9	988	776
36	1271000	BAA	998	877

**Requisites:** Int 53, HNCL 9  
**Alignment:** TN  
**HD/level:** 8e75  
**Weapon Prof.:** 18+level  
**To Hit Table:** CTD0  
**Saves:** & 3xPri  
**Reference:** RDM  
**Groups:** Concordant(x2)  
**Complexity:** CF=2

Undead-type immunities (Fear, ESP, Telepathy, Mind attacks, etc.)  
 Choose one - Flying at LVL\*3" (D) and immune to breath weapons OR Specialized in Dragon magic (Dracomancy).  
 Level 4: Fear Aura. Will save, DC=85.  
 Level 12: You may convert 8G -> 1KG. You may convert 2JG -> 1JQG.  
 Known Spells:  
 Stations of the Cross (SL=N): One target suffers a status effect of SEL=N.  
 Soothsayer(SL=10): You always hear the truth  
 Psi∞ Supers (SL=11): Enhance (1bM to use, add your CCL to the CCL of an effect for this segment)  
 Force Field (S)(SL=12): You are protected by 50 hit point force field (re-raises every segment)  
 Choose Your Champion (SL=13): You and one enemy can affect each other this round.  
 Elusion(SL=14): You can make a Reflex save against an attack roll (TH + d20 result) to avoid it.  
 Shangri-La Spell (SL=15): 1X: For this segment, you are immune Demigod Twilighting.  
 Transcendental Toughness(SL=16): Hit Die become d1000s (all classes)  
 Psi∞ Ultra+1(V)'s (SL=17): Random Omniverseport (one target, 1d(CCL-8) Omniverses in a random direction, no save)  
 Warmonger Spell (SL=18): 1M: A group gets +1 iiTH,

## Second Myojin3 RDM

Level	KXP	Spells			Requisites: HNCL 18
		ABC	DEF	GHI	
1	0	44-	---	---	HD/level: & 7d95
2	3000	44-	---	---	Weapon Prof.: & 10+level
3	9000	544	---	---	To Hit Table: & 3xRog
4	18000	544	---	---	Saves: & 2xWiz
5	30000	554	4--	---	Reference: RDM
6	45000	554	4--	---	Groups: Concordant(x2)
7	60000	655	44-	---	Complexity: CF=3
8	90000	655	44-	---	
9	120000	665	544	---	
10	150000	665	544	---	+LVL*2 Str, Dex, and Con.
11	180000	766	554	4--	If you have a Wizard progression, add (Super) Wis bonus to it. This is in addition to any other bonuses you may have (i.e. you might end up with Wis bonus twice, or Wis and Int bonus).
12	210000	766	554	4--	See [Q16] for Psi16 rules and powers.
13	240000	776	655	44-	You may replace the base number of attacks you get with each weapon with CCL/1.
14	270000	776	655	44-	You have +1 Feat.
15	300000	877	665	544	Level 1: Requires HNCL 18+(Sentinel level), max of HNCL 27 at Sentinel level 9.
16	330000	877	665	544	Considered x2 Being.
17	360000	887	766	554	Level 3: Can trade 10000 AC into 1 iAC (as many times as you like)
18	390000	887	766	554	Level 9: Can use 3P actions per segment.
19	420000	988	776	655	Known Spells:
20	450000	988	776	655	Strip [Status Name] (SL=SEL): You can strip this status. After stripping it, you can take it with you to apply to another target.
21	480000	998	877	665	Automatic Writing(SL=10): Any spells you witness are automatically added to your spellbook
22	510000	998	877	665	Living Dungeon Spell (SL=11): +up to CCL levels of exceptional Con.
23	540000	A99	887	766	Learned Spell Immunity(SL=12): Adapt to an opponents spells (immune to it after first time)
24	570000	A99	887	766	Surrender Your Thoughts (SL=13): One target loses CCL*4 SL's or One group loses CCL*2 SL's from memorization.
25	600000	AA9	988	776	Living Planet Spell (SL=14): Add you current hp to your AC. (Dragon Armoring).
26	630000	AA9	988	776	Every Last Vestige Shall Rot (SL=15): Pay X SL's: Put each item/spell of SL X on target inside their inventory hidden.
27	660000	BAA	998	877	Your Inescapable Doom (SL=16): Each monster's side of the rd, one target with the lowest hp takes CCL*10*"number of rds this effect has been active" doom dmg.
28	690000	BAA	998	877	Denying Wind (SL=17): Banhammer up to 7 effects in the room (x2 Special)
29	720000	BBA	A99	887	Neverending Torment (SL=18): For 1 round, each segment, Banhammer an effect as a 0 action.
30	750000	BBA	A99	887	
31	780000	CBB	AA9	988	
32	810000	CBB	AA9	988	
33	840000	CCB	BAA	998	
34	870000	CCB	BAA	998	
35	900000	DCC	BBA	A99	
36	930000	DCC	BBA	A99	

# Elemental(Worshiper of the Flying Ender) Slayer RDM

Level	KXP	Psionics	Requisites: Str 120, HNCL 18
		SUV WXY	
1	0	76- ---	HD/level: & 7d25
2	21400	76- ---	Weapon Prof.: & 13+level
3	64200	77- ---	To Hit Table: Rog
4	128400	876 ---	Saves: & 2xRog
5	214000	876 ---	Reference: RDM
6	321000	876 ---	Groups: Concordant(x2)
7	428000	886 ---	Complexity: CF=5
8	642000	987 ---	
9	856000	987 ---	
10	1070000	987 ---	You treat your HNCL as a stat that you may raise with stat points.
11	1284000	997 6--	Can use 3S+1V (without 1X) per segment if desired.
12	1498000	A98 6--	+(Lich level) or better weapon needed to hit you.
13	1712000	A98 6--	Barbarian Int, Wis, and Chr.
14	1926000	A98 6--	You have one free species enemy similar to Slayer mini-class.
15	2140000	AA8 7--	Level 6:,12:,18:,ect: 1X, 1/d: True Resurrection.
16	2354000	BA9 7--	Level 12: +1G action.
17	2568000	BA9 7--	Known Powers
18	2782000	BA9 7--	Universal Max (SL=N): Wizard Wish N-2 (min SL1).
19	2996000	BB9 8--	Dutch Oven(SL=N): One target nauseated, takes SL^2 dmg and entangled for 1segment.
20	3210000	CBA 86-	My Undead Horde Awakens (SL=11): Revive a slain subordinate on monster's side of combat.
21	3424000	CBA 86-	Only Blood Ends Your Nightmares (SL=11): Each enemy sacrifices a subordinate (one group) or loses CCL*2 SL's.
22	3638000	CBA 86-	Anaretic(SL=14): Your attacks are Mordenkainen's Disjunction branded
23	3852000	CCA 96-	Warmonger Spell (SL=14): 1M: A group gets +WL X actions
24	4066000	DCB 97-	Beacon of Tomorrows (SL=17): (cast 1/d, but you can pick this more than once) Take another segment after the current one.
25	4280000	DCB 97-	Demigod Cloud(SL=17): +1 G action.
26	4494000	DCB 97-	Force Enhancement (SL=20): Choose one: +X ihp, ith, idmg, iAC, or isaves.
27	4708000	DDB A7-	Outerdimensional(SL=20): You have a 99% chance of avoiding any attack or spell
28	4922000	EDC A8-	
29	5136000	EDC A8-	
30	5350000	EDC A8-	
31	5564000	EEC B86	
32	5778000	FED B96	
33	5992000	FED B96	
34	6206000	FED B96	
35	6420000	FFD C97	
36	6634000	GFE CA7	

# Yellow Dark Champion RDM

Level	KXP	Psionics		Requisites:	Dex 34, HNCL 18
		SUV	WXY	Alignment:	non-G
1	0	2--	---	HD/level:	& 1d30
2	3600	2--	---	Weapon Prof.:	& 6+level
3	10800	22-	---	To Hit Table:	& Pri
4	21600	32-	---	Saves:	& 2xCust
5	36000	32-	---	Reference:	RDM
6	54000	32-	---	Groups:	Concordant(x2)
7	72000	33-	---	Complexity:	CF=1
8	108000	432	---		
9	144000	432	---		
10	180000	432	---	Gets +1G action per round.	
11	216000	442	---	Can use 2M actions per segment.	
12	252000	543	---	Ultra Barbarian Str, Dex, and Con. [ Bonus = (Stat-22)*4 ]	
13	288000	543	---	50 "Concordant" points per level for the Rogue-like chart.	
14	324000	543	---	Immune Lightning	
15	360000	553	2--	Level 1:,2:,etc.: +1 Limb.	
16	396000	654	2--	Level 18: +1 G Action.	
17	432000	654	2--	Level 31: Your X0.13 Ultra+2 (W) powers give no XR.	
18	468000	654	2--	Known Powers	
19	504000	664	3--	[Status Name] Beam (SL=SEL+2): Do this Status Effect to one target (no save)	
20	540000	765	3--	Immune [Status Name] (SL=SEL): You are immune to this status. Double Resist is SEL-1 and Resist is SEL-2. So Double Resist Charm (SEL=3) is a 2nd level spell (SL=SEL-1=3-1).	
21	576000	765	3--	Shangri-La Spell (SL=11): Erase a creature's True Name (no save, XR to resist)	
22	612000	765	3--	The Iron Guardian Stirs (SL=11): Summon a DL VIII Golem (+1 slot).	
23	648000	775	4--	Living Planet Spell (SL=14): Add you current hp to your AC. (Dragon Armoring).	
24	684000	876	42-	All Shall Smolder in My Wake (SL=14): Destroy one target item, dispel an effect, and earthquake the room.	
25	720000	876	42-	Blue Honden (SL=17): Cast 16 SL's of Priest spells simultaneously	
26	756000	876	42-	Living Dungeon Spell (SL=17): You ignore other people's resistances.	
27	792000	886	52-	Metempiric Toughness(SL=20): +1 ihp	
28	828000	987	53-	Annihilation(SL=20): The effects of your Concordant spells and abilities are permanent	
29	864000	987	53-		
30	900000	987	53-		
31	936000	997	63-		
32	972000	A98	64-		
33	1008000	A98	64-		
34	1044000	A98	64-		
35	1080000	AA8	742		
36	1116000	BA9	752		

# Animal Shoggoth0 RDM

Level	KXP	Spells		
		ABC	DEF	GHI
1	0	2--	---	---
2	3200	22-	---	---
3	9600	22-	---	---
4	19200	322	---	---
5	32000	322	---	---
6	48000	332	2--	---
7	64000	332	2--	---
8	96000	433	22-	---
9	128000	433	22-	---
10	160000	443	322	---
11	192000	443	322	---
12	224000	544	332	2--
13	256000	544	332	2--
14	288000	554	433	22-
15	320000	554	433	22-
16	352000	655	443	322
17	384000	655	443	322
18	416000	665	544	332
19	448000	665	544	332
20	480000	766	554	433
21	512000	766	554	433
22	544000	776	655	443
23	576000	776	655	443
24	608000	877	665	544
25	640000	877	665	544
26	672000	887	766	554
27	704000	887	766	554
28	736000	988	776	655
29	768000	988	776	655
30	800000	998	877	665
31	832000	998	877	665
32	864000	A99	887	766
33	896000	A99	887	766
34	928000	AA9	988	776
35	960000	AA9	988	776
36	992000	BAA	998	877

**Requisites:** Wis 52, HNCL 18

**Alignment:** JS

**HD/level:** & 2d80

**Weapon Prof.:** & 15+level

**To Hit Table:** always +0

**Saves:** & 2xCTD0

**Reference:** RDM

**Groups:** Concordant(x2)

**Complexity:** CF=2

Number of attacks with all attack forms is CCL/1.

Gets one X action per round. You cast Living Planet spells SL2 through 8 with X actions and SL10 with G actions.

Brain a Box PSP pool = LVL iPSPs (where an iPSP is an infinite number of normal PSPs, but no more than 100\*LVL PSPs at a time can be spent on powers with variable costs).

You have an additional Legend progression Specialization, Animal sphere

You have Overhit.

Level 1: No off-hand penalties for fighting with multiple weapons.

Level 4: All your X0.13 (Pinpoint X13) and Breaker spells cost 0 actions (limit = CCL/r).

Known Spells:

Horse Kick Shield N (SL=N): Counters the first SL attacks (melee). Breaks an attacker's bone for each attack countered.

Automatic Metamagic Capacity (S)(SL=10): Gain a free spell level of metamagic

As You Are Cloud (SL=11): As You Are/s.

Mortal Flesh Is Weak (SL=12): Set one target's hp to lowest among enemies in room.

Evil Comes to Fruition (SL=13): Summon CCL\*7 DL 0 Plants or 10 DL III Beasts.

Ignite the Cloneforge! (SL=14): Duplicate an item/effect from an enemy.

Emrakul, the Aeons Torn (SL=15): Summon a DL XV flying Unique uncounterable

Eldrazi with "protection from colored spells, When this creature attacks, defending

creature sacrifices 6 items/effects, When cast you get +1RM action, and If this is

killed, reset your spell progression"(+1 slot).

Superluminal(SL=16): You can move at the speed of light

Living Dungeon Spell (SL=17): You ignore other people's resistances.

Warmonger Spell (SL=18): 1M: A group gets +WCL QX actions

# The Last Uber Dragon7P4 RDM

Level	KXP	Psionics		Requisites:	Int 56, HNCL 18
		SUV	WXY	Alignment:	JE
1	0	3--	---	HD/level:	4d30
2	2800	33-	---	Weapon Prof.:	17+level/2
3	8400	43-	---	To Hit Table:	& Pri
4	16800	43-	---	Saves:	& Wiz
5	28000	43-	---	Reference:	RDM
6	42000	44-	---	Groups:	Concordant(x2)
7	56000	543	---	Complexity:	CF=2
8	84000	543	---		
9	112000	543	---		
10	140000	553	---	1/d: Gain (LVL+4)^2 Followers; they are level 1 and DL=1.	
11	168000	654	---	Gets +1H action per round.	
12	196000	654	---	Can trade hit points into equivalent SSD Boxes as per the following table:	
13	224000	654	---	Free Dead Timeline racial adjective.	
14	252000	664	3--	You have +1 4th edition power (pick A, E, D, or U).	
15	280000	765	3--	Level 1: 1F,1/day: Discern Location (person or object) across planes that moves with the person or object (no resistance).	
16	308000	765	3--	Level 1: x2 Comprehensibility Depth with Summons.	
17	336000	765	3--	Level 5: You may apply a free "Stepping out of it" to any of the 'pick one' abilities.(no crapped)	
18	364000	775	4--	Level 13: Your X0.13 Ultra powers give no XR.	
19	392000	876	4--	Known Powers	
20	420000	876	4--	[Status Name] Ball (SL=SEL+1): Do this Status Effect to one group (Spell save: 0)	
21	448000	876	4--	[Status Name] Bolt (SL=SEL): Do this Status Effect to one target (Spell save: 0)	
22	476000	886	5--	Oh, Did Your Mommy Get That for You (SL=Super): Loot the Room (no resist).	
23	504000	987	53-	Ulamog, the Infinite Gyre (SL=11): Summon a DL XI indestructible Unique Eldrazi with "When you cast this destroy a creature/spell/psi effect, When this creature attacks, defending creature sacrifices 4 items/effects, and If this is killed, you artificial reset your spell progression.(+1 slot)"	
24	532000	987	53-	Force Lightning (SL=14): 5^CCL force lightning dmg (no resist). May divide by 10,000 to make into idmg.	
25	560000	987	53-	Legend Cloud(SL=14): All your clouds have no save (incl. Scarab/Pro).	
26	588000	997	63-	Denying Wind (SL=17): Banhammer up to 7 effects in the room (x2 Special)	
27	616000	A98	64-	Force Control Pain (SL=17): iDT 50-CCL.	
28	644000	A98	64-	Psi∞ Ultra+2(W)'s (SL=20): Sporacle-ize-ize-ize (random SEL 17 status effect, group, no save)	
29	672000	A98	64-	Metempiric Toughness(SL=20): +1 iihp	
30	700000	AA8	74-		
31	728000	BA9	75-		
32	756000	BA9	75-		
33	784000	BA9	75-		
34	812000	BB9	853		
35	840000	CBA	863		
36	868000	CBA	863		



## Second Vampire in a Box RDM

Level	KXP	Psionics		Requisites:	Int 55, HNCL 18
		SUV	WXY	Alignment:	CN
1	0	2--	---	HD/level:	6d80
2	2900	22-	---	Weapon Prof.:	8+level
3	8700	32-	---	To Hit Table:	& Rog
4	17400	32-	---	Saves:	& Rog
5	29000	32-	---	Reference:	RDM
6	43500	33-	---	Groups:	Concordant(x2)
7	58000	432	---	Complexity:	CF=2
8	87000	432	---		
9	116000	432	---		
10	145000	442	---	Number of attacks with all attack forms is CCL/1.	
11	174000	543	---	Additional Saves & +level*3	
12	203000	543	---	Level 1: You always win initiative. You can't be surprised.	
13	232000	543	---	Level 1: Immune from being sent to "The Source".	
14	261000	553	2--	Level 5: If your Dex is at least 20, when you parry an attack, you may reflect the attack back onto its owner.	
15	290000	654	2--	Known Powers	
16	319000	654	2--	Live-Action Puppet (SL=N): Summon CL DL=N Animated Hand Puppets.	
17	348000	654	2--	[Status Name] Blast (SL=SEL+3): Do this Status Effect to one group (no save)	
18	377000	664	3--	My Undead Horde Awakens (SL=11): Revive a slain subordinate on monster's side of combat.	
19	406000	765	3--	Shangri-La Spell (SL=11): Your summons attack as 2 DL's higher.	
20	435000	765	3--	Worldpurge (SL=14): All summons and elementals in the room are unsummoned.	
21	464000	765	3--	Living Planet Spell (SL=14): Pick a single spell from any Concordant class. You may cast that spell as if it was on this spell list.	
22	493000	775	4--	Denying Wind (SL=17): Banhammer up to 7 effects in the room (x2 Special)	
23	522000	876	42-	All I See is Burning (SL=17): Within sight, all enemies take CCL^CCL colorless fire damage (No resistance).	
24	551000	876	42-	Transcendental Nullification(SL=20): Pick an N<=9. Immune to Nth level	
25	580000	876	42-	Concordant effects	
26	609000	886	52-	Translooporal(SL=20): You can travel freely in timelines (loop travel)	
27	638000	987	53-		
28	667000	987	53-		
29	696000	987	53-		
30	725000	997	63-		
31	754000	A98	64-		
32	783000	A98	64-		
33	812000	A98	64-		
34	841000	AA8	742		
35	870000	BA9	752		
36	899000	BA9	752		

# Prismatic Unique Afterliver RDM

Level	KXP	Psionics
		SUV WXY
1	0	43- ---
2	2000	43- ---
3	6000	43- ---
4	12000	44- ---
5	20000	543 ---
6	30000	543 ---
7	40000	543 ---
8	60000	553 ---
9	80000	654 ---
10	100000	654 ---
11	120000	654 ---
12	140000	664 3--
13	160000	765 3--
14	180000	765 3--
15	200000	765 3--
16	220000	775 4--
17	240000	876 4--
18	260000	876 4--
19	280000	876 4--
20	300000	886 5--
21	320000	987 53-
22	340000	987 53-
23	360000	987 53-
24	380000	997 63-
25	400000	A98 64-
26	420000	A98 64-
27	440000	A98 64-
28	460000	AA8 74-
29	480000	BA9 75-
30	500000	BA9 75-
31	520000	BA9 75-
32	540000	BB9 853
33	560000	CBA 863
34	580000	CBA 863
35	600000	CBA 863
36	620000	CCA 964

**Requisites:** Luck 23, HNCL 27

**Alignment:** NS

**HD/level:** 5d85

**Weapon Prof.:** 19+level/2

**To Hit Table:** Pri

**Saves:** & 2xFtr0

**Reference:** RDM

**Groups:** Concordant(x2)

**Complexity:** CF=4

If you have Psi2 powers, you may "Material Component" them for 1V action.

Gets Ultra Barbarian Str, Dex, Con; bonus = +(stat-22)\*4. Ultra Barbarian Str, Dex, and Con are applied to all of your classes.

Resist Prismatic.

Level 1:,2:,etc.: +1 Size Class.

Level 1:,2:,etc.: +1 summon slot for Animals, Eelements, or Bugs.

Level 1: Immune Age, Disease, Poison.

Level 2:,5:,8:,ect: 0,1/d: +cha bonus TH, ++lvl dmg(+lvl dmg dice) for 1s.

Level 7:,12:,17:,ect: 1X, 1/d: iImprisonment.

Level 18: +1G action. Divine Senses = same universe. DR 160/-. All movement rates change to c(speed of light). Choose one more from Dimensional Mastery from level 15. When targeted with an attack or spell, you have a base 50% chance of avoiding the attack.

Known Powers

[Status Name] Shield (SL=SEL): Whenever someone hits you with a melee attack, they suffer that Status Effect unless they make a save vs. Spell.

Cleveland Steamer(SL=N): Target crushed and SL^3 brown pudding dmg.

Force Sense (SL=11): ESP for the force CCL miles and if light or dark.

It that Betrays (SL=11): Summon a DL XI Eldrazi with "When this creature attacks, defending creature sacrifices 2 items/effects" and "All sacrificed items/effects come under your control".

All Shall Smolder in My Wake (SL=14): Destroy one target item, dispel an effect, and earthquake the room.

Sanctity(SL=14): Your turning affects any being

Denying Wind (SL=17): Banhammer up to 7 effects in the room (x2 Special)

Psi∞ Ultra+1(V)'s (SL=17): Loop Incursed (group, RSW save for 10 idmg)

Annihilation(SL=20): The effects of your Concordant spells and abilities are permanent

Omnific Inspiration (S)(SL=20): 1X or ½G: Duplicate a 0th-8th level Divine3 spell

# Shoggoth RDM

Level	KXP	Spells		
		ABC	DEF	GHI
1	0	22-	---	---
2	2300	22-	---	---
3	6900	322	---	---
4	13800	322	---	---
5	23000	332	2--	---
6	34500	332	2--	---
7	46000	433	22-	---
8	69000	433	22-	---
9	92000	443	322	---
10	115000	443	322	---
11	138000	544	332	2--
12	161000	544	332	2--
13	184000	554	433	22-
14	207000	554	433	22-
15	230000	655	443	322
16	253000	655	443	322
17	276000	665	544	332
18	299000	665	544	332
19	322000	766	554	433
20	345000	766	554	433
21	368000	776	655	443
22	391000	776	655	443
23	414000	877	665	544
24	437000	877	665	544
25	460000	887	766	554
26	483000	887	766	554
27	506000	988	776	655
28	529000	988	776	655
29	552000	998	877	665
30	575000	998	877	665
31	598000	A99	887	766
32	621000	A99	887	766
33	644000	AA9	988	776
34	667000	AA9	988	776
35	690000	BAA	998	877
36	713000	BAA	998	877

**Requisites:** Con 76, HNCL 18

**Alignment:** non-J

**HD/level:** 11d35

**Weapon Prof.:** 5+level

**To Hit Table:** 2xCust

**Saves:** & Pri

**Reference:** RDM

**Groups:** Concordant(x2)

**Complexity:** CF=3

You have an additional Hero progression

Level 1:,2:,etc.: +1% Realness (multiplies all of your effects by xx(1+LVL/10)).

Level 9:,19:,29:,ect: 1X, 1/d: ++20 TH.

Known Spells:

Remove [Status Name] (SL=SEL): You can remove this status. Double Resist is SEL-1 and Resist is SEL-2. So Double Resist Charm (SEL=3) is a 2nd level spell (SL=SEL-1=3-1).

Brave New World (SL=10): Create a pocket demi-plane.

I Bask in Your Silent Awe (SL=11): Enemies can only cast 1 spell each rd.

[Energy] Absorption(SL=12): One type of energy heals you

Evil Comes to Fruition (SL=13): Summon CCL\*7 DL 0 Plants or 10 DL III Beasts.

Psi∞ Ultras (SL=14): Sporacle-ize (random SEL 11 status effect, group, no save)

Perhaps You've Met My Cohort (SL=15): Summon a unique Legend (by name).

Polymath(SL=16): Your non-Concordant class levels can be changed at will (you can shift XP around)

Psi∞ Ultra+1(V)'s (SL=17): Action Start (can be used while actions locked down, dispels it or creates an action bubble)

Neutronium Body(SL=18): +482 Str, iDR1500/-, +635 armor bonus, -96 Dex, overlaps other "body" powers.

# The Last G- Lord(Worshiper of the Flying Pariah) RDM

Level	KXP	Psionics		Requisites:
		SUV	WXY	Cml 98, HNCL 18
1	0	43-	---	Alignment: NS
2	3000	43-	---	HD/level: & 15d45+77
3	9000	43-	---	Weapon Prof.: & 4+level
4	18000	44-	---	To Hit Table: War
5	30000	543	---	Saves: & 3xPsi
6	45000	543	---	Reference: RDM
7	60000	543	---	Groups: Concordant(x2)
8	90000	553	---	Complexity: CF=4
9	120000	654	---	
10	150000	654	---	Gets Massive Barb Int [bonus = (Stat-26)*5].
11	180000	654	---	Free Dead Timeline racial adjective.
12	210000	664	3--	Level 9: If your Dex is at least 40, when you parry an attack, you may reflect the attack twice onto its owner (double the damage they would have dealt).
13	240000	765	3--	Known Powers
14	270000	765	3--	Oh Oh Oh Oh, Oh My God (SL=N): Target takes SL^4 piercing brown pudding damage (no save). [A69]: replace brown pudding with feces.
15	300000	765	3--	Tossed Salad(SL=N): Two targets grouped and paralyzed SL segments.
16	330000	775	4--	Shangri-La Spell (SL=11): Erase a creature's True Name (no save, XR to resist)
17	360000	876	4--	Dance, Pathetic Marionette (SL=11): Steal/control target's subordinate.
18	390000	876	4--	Your Fate Is Thrice Sealed (SL=14): +3 Research points you may use this rd only for spells.
19	420000	876	4--	Psi∞ Ultras (SL=14): Flash Summon Ultra (summon a DL XVI monster, it attacks once now, then disappears)
20	450000	886	5--	Blue Honden (SL=17): Cast 16 SL's of Priest spells simultaneously
21	480000	987	53-	Night's Reach (SL=17): Natural Set CCL targets (no save)
22	510000	987	53-	Metempiric Toughness(SL=20): +1 iihp
23	540000	987	53-	Force Dark Aura (SL=20): CCL idmg cold aura with fear effect, radius=CCL miles.
24	570000	997	63-	
25	600000	A98	64-	
26	630000	A98	64-	
27	660000	A98	64-	
28	690000	AA8	74-	
29	720000	BA9	75-	
30	750000	BA9	75-	
31	780000	BA9	75-	
32	810000	BB9	853	
33	840000	CBA	863	
34	870000	CBA	863	
35	900000	CBA	863	
36	930000	CCA	964	

# Arcane Legend3 RDM

Level	KXP	Psionics
		SUV WXY
1	0	32- ---
2	2000	32- ---
3	6000	32- ---
4	12000	33- ---
5	20000	432 ---
6	30000	432 ---
7	40000	432 ---
8	60000	442 ---
9	80000	543 ---
10	100000	543 ---
11	120000	543 ---
12	140000	553 2--
13	160000	654 2--
14	180000	654 2--
15	200000	654 2--
16	220000	664 3--
17	240000	765 3--
18	260000	765 3--
19	280000	765 3--
20	300000	775 4--
21	320000	876 42-
22	340000	876 42-
23	360000	876 42-
24	380000	886 52-
25	400000	987 53-
26	420000	987 53-
27	440000	987 53-
28	460000	997 63-
29	480000	A98 64-
30	500000	A98 64-
31	520000	A98 64-
32	540000	AA8 742
33	560000	BA9 752
34	580000	BA9 752
35	600000	BA9 752
36	620000	BB9 853

**Requisites:** Cml 97, HNCL 18

**Alignment:** NE

**HD/level:** 9d20

**Weapon Prof.:** 14+level

**To Hit Table:** Cust

**Saves:** & 3xRog

**Reference:** RDM

**Groups:** Concordant(x2)

**Complexity:** CF=4

Overwrite HD/level with & 6d2

Big Bugs get iTechR (Irreducible Technological Resistance) and iaTechR (Irreducible Anti-Technological Resistance) = 30\*level%.

Additional To Hit & +level\*3

+1 Feat per level.

Have access to minor schools/spheres written in the collective that share a group with this class.

You have +1 Feat.

Level 2:,6:,10:,ect: 1X, 1/d: iKnock.

Level 3: Can trade 10000 AC into 1 iAC (as many times as you like)

Known Powers

Brightflame N (SL=N): Deal 10\*(N-4) dmg to a group, you cure the total damage done (to all creatures) to one target.

X Surely Have M Words for Y (SL=N): Choose an ally, and a target; ally gives a SL^2-word command to target.

Psi∞ Supers (SL=11): Flash Summon Super (summon a DL XIII monster, it attacks once now, then disappears)

Hypnox\* (SL=11): Summon a DL XI flying nightmare horror and all enemys' progressions become spent.

Hero Cloud(SL=14): Immune to Elements.

Perfect Critical Multiplier(SL=14): Your critical multiplier is quintupled

Living Dungeon Spell (SL=17): You ignore other people's resistances.

Black Honden (SL=17): Target will have his next CCL effects Countered (no save)

Force Resonate (SL=20): Earthquake Range=X\*CCL miles.

Metempiric [Effect](SL=20): One of your effects is a No Resistance per hit.

# Bug7M1JG RDM

Level	KXP	Spells		
		ABC	DEF	GHI
1	0	2--	---	---
2	4700	2--	---	---
3	14100	22-	---	---
4	28200	22-	---	---
5	47000	322	---	---
6	70500	322	---	---
7	94000	332	2--	---
8	141000	332	2--	---
9	188000	433	22-	---
10	235000	433	22-	---
11	282000	443	322	---
12	329000	443	322	---
13	376000	544	332	2--
14	423000	544	332	2--
15	470000	554	433	22-
16	517000	554	433	22-
17	564000	655	443	322
18	611000	655	443	322
19	658000	665	544	332
20	705000	665	544	332
21	752000	766	554	433
22	799000	766	554	433
23	846000	776	655	443
24	893000	776	655	443
25	940000	877	665	544
26	987000	877	665	544
27	1034000	887	766	554
28	1081000	887	766	554
29	1128000	988	776	655
30	1175000	988	776	655
31	1222000	998	877	665
32	1269000	998	877	665
33	1316000	A99	887	766
34	1363000	A99	887	766
35	1410000	AA9	988	776
36	1457000	AA9	988	776

**Requisites:** HNCL 18  
**Alignment:** LG  
**HD/level:** & 2d75  
**Weapon Prof.:** & 3+level  
**To Hit Table:** 3xWiz  
**Saves:** & Wiz  
**Reference:** RDM  
**Groups:** Concordant(x2)  
**Complexity:** CF=1

Gets LVL levels of Exceptionalness in Str, and up to 36 levels of Exceptionalness in Con. If you care, the 36th level of Exceptionalness in Con, which has no name, is bonus = (Con-82)\*19. If your Con is exactly equal to 144, you're better off with the 33rd level of Exceptionalness in Con, which gives you a +1190 bonus.

In addition to your normal summon slots, you have LVL Followers slots. Each slot can hold up to 100 Followers. You can leave your Followers "at home" instead of having them travel with you. If you have more Followers than available slots, the extras must be left at home.

Immune to Turn Undead. Not particularly vulnerable to anything that affects Vampires (Holy Water, Sunlight, etc.)

Additional To Hit & ++level  
 1/reset: Choose one: +LVL to hit, +LVL dmg, +LVL AC, or +LVL saves.  
 Level 1: +6\*LVL to armor class; TH; checks (ability checks, caster level checks, skill checks, turning checks); damage; DC's (for any special abilities, spell-like abilities, spells); initiative; saves, SR and turn resistance.

Level 1: Receive the Munchkin equivalent of a Paladin's warhorse. This is usually an adult dragon, but the Munchkin can ask for something different.  
 Level 2:,7:,12:,ect: 1X, 1/d: Between.  
 Level 4:,9:,14:,ect: 1X,1/day: Become intangible(immune matter) for lvl rds.

Level 7: Imune Crits, Dimension Door at will, immune any planar environment, and 0: ++level to a roll or +level CL and 5\*level damage.  
 Level 22: Your X0.13 Ultra+1 (V) powers give no XR.

**Known Spells:**  
 [Status Name] Beam (SL=SEL+2): Do this Status Effect to one target (no save)  
 Weapon Abatement(SL=10): You are immune to the first successful blow dealt from a weapon  
 Psi∞ Supers (SL=11): Disruption (group, 5 idmg, RSW save for 1 idmg)  
 Convergent Effect(SL=12): Can combine CCLs with other Concordant characters to increase an effect  
 Rotted Ones, Lay Siege (SL=13): Summon CCL DL II Zombies for each enemy (one group). Each attacks that enemy.  
 Anaretic(SL=14): Your attacks are Mordenkainen's Disjunction branded  
 Into the Earthen Maw (SL=15): Incurse a flying creature, a non-flying creature, and all plain creatures(one group).  
 Perfect Defence(SL=16): iAC CCL  
 Blue Honden (SL=17): Cast 16 SL's of Priest spells simultaneously  
 Superior Dominance(SL=18): Foes with less than 1/2 your HNCL automatically fail their saves

# farian RDM

Level	KXP	Spells		
		ABC	DEF	GHI
1	0	44-	---	---
2	1800	544	---	---
3	5400	544	---	---
4	10800	554	4--	---
5	18000	554	4--	---
6	27000	655	44-	---
7	36000	655	44-	---
8	54000	665	544	---
9	72000	665	544	---
10	90000	766	554	4--
11	108000	766	554	4--
12	126000	776	655	44-
13	144000	776	655	44-
14	162000	877	665	544
15	180000	877	665	544
16	198000	887	766	554
17	216000	887	766	554
18	234000	988	776	655
19	252000	988	776	655
20	270000	998	877	665
21	288000	998	877	665
22	306000	A99	887	766
23	324000	A99	887	766
24	342000	AA9	988	776
25	360000	AA9	988	776
26	378000	BAA	998	877
27	396000	BAA	998	877
28	414000	BBA	A99	887
29	432000	BBA	A99	887
30	450000	CBB	AA9	988
31	468000	CBB	AA9	988
32	486000	CCB	BAA	998
33	504000	CCB	BAA	998
34	522000	DCC	BBA	A99
35	540000	DCC	BBA	A99
36	558000	DDC	CBB	AA9

**Requisites:** Dex 96, HNCL 18

**Alignment:** any E

**HD/level:** & +++11d10

**Weapon Prof.:** & 8+level

**To Hit Table:** Ftr0

**Saves:** & Mon

**Reference:** RDM

**Groups:** Concordant(x2)

**Complexity:** CF=4

+1 extra Kit per level.

Level 1: Quadruple specialized (6 half-plusses plus two slots of "buffering" for off-handedness) in every weapon.

Level 2: You may convert 2G -> 1 IG (Instantaneous Godly Action). Instantaneous actions cannot be responded to except by J actions (or better).

Level 9: Can use 3M actions per segment.

Known Spells:

Neighborhood Trolley (SL=N): Summon a DL=N Trolley that may count as everybody's mount and with (10-N) V's: Planeshift. At SL=7, Between.

Pre-emptive Strike(SL=10): You can make one attack in segment 0 (before segment 1)

Force Hovering (SL=11): Telekinesis Levitation X=X\*1000 pounds.

Carapace(SL=12): +HNCL AC

My Genius Knows No Bounds (SL=13): Pay X SL's: Gain X\*10hp and Regain X SL's back.

Molymorph(SL=14): You are immune to the attacks of any form you assume

Perhaps You've Met My Cohort (SL=15): Summon a unique Legend (by name).

My Crushing Masterstroke (SL=16): Gain control of all enemies items/spell effect/summons in the room this segment.

Force Control Pain (SL=17): iDT 50-CCL.

Indissoluble(SL=18): You possess infinite regeneration

# Blue Champion(ArchOverlord)1JG RDM

Level	KXP	Psionics		Requisites:	Str 115, HNCL 27
		SUV	WXY	Alignment:	non-C
1	0	76-	---	HD/level:	16d50
2	2300	76-	---	Weapon Prof.:	14+level/2
3	6900	77-	---	To Hit Table:	Pri
4	13800	876	---	Saves:	& 2xCTD0
5	23000	876	---	Reference:	RDM
6	34500	876	---	Groups:	Concordant(x2)
7	46000	886	---	Complexity:	CF=5
8	69000	987	---		
9	92000	987	---		
10	115000	987	---		
11	138000	997	6--		
12	161000	A98	6--		
13	184000	A98	6--		
14	207000	A98	6--		
15	230000	AA8	7--		
16	253000	BA9	7--		
17	276000	BA9	7--		
18	299000	BA9	7--		
19	322000	BB9	8--		
20	345000	CBA	86-		
21	368000	CBA	86-		
22	391000	CBA	86-		
23	414000	CCA	96-		
24	437000	DCB	97-		
25	460000	DCB	97-		
26	483000	DCB	97-		
27	506000	DDB	A7-		
28	529000	EDC	A8-		
29	552000	EDC	A8-		
30	575000	EDC	A8-		
31	598000	EEC	B86		
32	621000	FED	B96		
33	644000	FED	B96		
34	667000	FED	B96		
35	690000	FFD	C97		
36	713000	GFE	CA7		

1G, 700\*LVL Worship Points: Create an "Avatar" of yourself. It's a copy of yourself that can be used for other things. (You can treat it like the "copy of yourself from the chalkboard" power if you wish.)  
Specialization, MTG Blue School  
1/reset: Choose one: +LVL to hit, +LVL dmg, +LVL AC, or +LVL saves.  
Level 1: +30 Str, +20 Con, +2 size Categories.  
Level 1: +30 Str, +20 Con, +2 size Categories.  
Level 3:,6:,9:,ect: 1X, 1/d: Extend duration of a gate by +1 day.  
Level 3: 1V: Choose one – greater magic weapon, shield, or fly.  
Level 4:,10:,16:,ect: 1X, 1/d: May shut off portals within 5\*level ft.  
Level 5: You may apply a free “Stepping out of it” to any of the ‘pick one’ abilities.(no crapped)  
Level 9: Awe power Erases Truename instead of Charms.  
Known Powers  
Teaser,Pleaser,Shocker,ect.(SL=N): SL targets grouped and held, first takes SL^3 piercing dmg.  
The Rum Diary (SL=N): One group is SL^4 alcohol dmg plus enamored (fort save for 1/2).  
Your Puny Minds Cannot Fathom (SL=11): Regain 4 SL's. You have no max number of maintain's.  
My Undead Horde Awakens (SL=11): Revive a slain subordinate on monster's side of combat.  
Counter-strike(SL=14): Gain an extra retaliatory attack for every time you are injured  
Living Planet Spell (SL=14): Pick a single spell from any Concordant class. You may cast that spell as if it was on this spell list.  
Dichotomancy (SL=17): 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.  
Living Dungeon Spell (SL=17): You ignore other people's resistances.  
Psi∞ Ultra+2(W)'s (SL=20): Sporacle-ize-ize-ize (random SEL 17 status effect, group, no save)  
Outerdimensional(SL=20): You have a 99% chance of avoiding any attack or spell



# Divine RDM

Level	KXP	Psionics
		SUV WXY
1	0	3-- ---
2	3000	33- ---
3	9000	43- ---
4	18000	43- ---
5	30000	43- ---
6	45000	44- ---
7	60000	543 ---
8	90000	543 ---
9	120000	543 ---
10	150000	553 ---
11	180000	654 ---
12	210000	654 ---
13	240000	654 ---
14	270000	664 3--
15	300000	765 3--
16	330000	765 3--
17	360000	765 3--
18	390000	775 4--
19	420000	876 4--
20	450000	876 4--
21	480000	876 4--
22	510000	886 5--
23	540000	987 53-
24	570000	987 53-
25	600000	987 53-
26	630000	997 63-
27	660000	A98 64-
28	690000	A98 64-
29	720000	A98 64-
30	750000	AA8 74-
31	780000	BA9 75-
32	810000	BA9 75-
33	840000	BA9 75-
34	870000	BB9 853
35	900000	CBA 863
36	930000	CBA 863

**Requisites:** Cml 55, HNCL 9

**Alignment:** LW

**HD/level:** & ++5d55

**Weapon Prof.:** & 6+level

**To Hit Table:** 2xPri

**Saves:** & 3xPsi

**Reference:** RDM

**Groups:** Concordant(x2)

**Complexity:** CF=2

Has x1 "Reduced" versions of spells (per table)

Level 1: No off-hand penalties for fighting with multiple weapons.

Level 2: +2\*(number of your heads) to listen, spot, and search checks.

Known Powers

Max Extreme (SL=N): Summon CL DL=SL female Humans.

[Status Name] Beam (SL=SEL+2): Do this Status Effect to one target (no save)

Ulamog, the Infinite Gyre (SL=11): Summon a DL XI indestructible Unique Eldrazi with "When you cast this destroy a creature/spell/psi effect, When this creature attacks, defending creature sacrifices 4 items/effects, and If this is killed, you artificial reset your spell progression.(+1 slot)"

Every Hope Shall Vanish (SL=11): Each target (one group) loses a spell from memorization.

Warmonger Spell (SL=14): 1M: A group gets +WCL Q∞P actions (infinitely quick P actions)

Worldpurge (SL=14): All summons and elementals in the room are unsummoned.

Force Persuasion/Mind Speak (SL=17): Communicate with other sith/force users.

Range=Same Multiverse

Demigod Cloud(SL=17): +1 G action.

Outerdimensional(SL=20): You have a 99% chance of avoiding any attack or spell

Unearthly Defence(SL=20): +1iiAC

# Brain Lord RDM

Level	KXP	Psionics
		SUV WXY
1	0	76- ---
2	1800	76- ---
3	5400	77- ---
4	10800	876 ---
5	18000	876 ---
6	27000	876 ---
7	36000	886 ---
8	54000	987 ---
9	72000	987 ---
10	90000	987 ---
11	108000	997 6--
12	126000	A98 6--
13	144000	A98 6--
14	162000	A98 6--
15	180000	AA8 7--
16	198000	BA9 7--
17	216000	BA9 7--
18	234000	BA9 7--
19	252000	BB9 8--
20	270000	CBA 86-
21	288000	CBA 86-
22	306000	CBA 86-
23	324000	CCA 96-
24	342000	DCB 97-
25	360000	DCB 97-
26	378000	DCB 97-
27	396000	DDB A7-
28	414000	EDC A8-
29	432000	EDC A8-
30	450000	EDC A8-
31	468000	EEC B86
32	486000	FED B96
33	504000	FED B96
34	522000	FED B96
35	540000	FFD C97
36	558000	GFE CA7

**Requisites:** Str 119, HNCL 18  
**Alignment:** A any  
**HD/level:** & 9d35  
**Weapon Prof.:** & 18+level/2  
**To Hit Table:** 3xMon  
**Saves:** & 2xM-U0  
**Reference:** RDM  
**Groups:** Concordant(x2)  
**Complexity:** CF=5

iAaAR +7\*LVL% (this is iRMPIWEaRaMaPaIaWaER, you can track of each separately if you have other sources)  
 Unique Rogue-like table  
 You are immune to Tricks, Specials, and Terrain Features of your multiplier or less.  
 Level 18: You may "project" (copy) your Cml onto Dex, Con, Int, and Wis.  
 Known Powers  
 Immune [Status Name] (SL=SEL): You are immune to this status. Double Resist is SEL-1 and Resist is SEL-2. So Double Resist Charm (SEL=3) is a 2nd level spell (SL=SEL-1=3-1).  
 Immune [Status Name] (SL=SEL): You are immune to this status. Double Resist is SEL-1 and Resist is SEL-2. So Double Resist Charm (SEL=3) is a 2nd level spell (SL=SEL-1=3-1).  
 Psi∞ Supers (SL=11): Disjunct (one item/effect is disjunct)  
 The Iron Guardian Stirs (SL=11): Summon a DL VIII Golem (+1slot).  
 Drench the Soil in Their Blood (SL=14): Double number of attacks for you and subordinates you control this segment.  
 Force Illusions (SL=14): Mirage Arcana the whole room.  
 Seeing Winds (SL=17): Capital F Fix and Natural Reset one target  
 All I See is Burning (SL=17): Within sight, all enemies take CCL^CCL colorless fire damage (No resistance).  
 Force Enhancement (SL=20): Choose one: +X ihp, ith, idmg, iAC, or isaves.  
 Psi∞ Ultra+2(W)'s (SL=20): Flash Summon Ultra+2 (summon a DL XXII monster, it attacks once now, then disappears)

# Infinite Shoggoth0 RDM

Level	KXP	Spells			Requisites:
		ABC	DEF	GHI	Int 95, HNCL 18
1	0	44-	---	---	Alignment: non-C
2	27100	544	---	---	HD/level: 12d15
3	81300	544	---	---	Weapon Prof.: 13+level/2
4	162600	554	4--	---	To Hit Table: 2xMon
5	271000	554	4--	---	Saves: & Mon
6	406500	655	44-	---	Reference: RDM
7	542000	655	44-	---	Groups: Concordant(x2)
8	813000	665	544	---	Complexity: CF=4
9	1084000	665	544	---	
10	1355000	766	554	4--	Unaging.
11	1626000	766	554	4--	Gets +1X action per round.
12	1897000	776	655	44-	Has "infinite" of choose one: To Hit, melee dmg, ranged dmg, AC, saves, Rogue points, Psi points, or SL's. Certain abilities may be limited to a finite amount, due to Multiverse Project limits.
13	2168000	776	655	44-	You have Overhit.
14	2439000	877	665	544	Level 9: If your Dex is at least 40, when you parry an attack, you may reflect the attack twice onto its owner (double the damage they would have dealt).
15	2710000	877	665	544	Known Spells:
16	2981000	887	766	554	[Status Name] Beam (SL=SEL+2): Do this Status Effect to one target (no save)
17	3252000	887	766	554	Pre-emptive Strike(SL=10): You can make one attack in segment 0 (before segment 1)
18	3523000	988	776	655	Worldspine Wurm (SL=11): Worldspine Wurm (SL=11): Summon a DL XI Wurm with "When this is slain, Summon 3 DL V's and rememorize this spell".
19	3794000	988	776	655	Spell Immunity (S)(SL=12): You are immune to non-Concordant spells of a certain level
20	4065000	998	877	665	Nature Demands an Offering (SL=13): Put a summon, item, and spell effect into an enemy's inventory hidden.
21	4336000	998	877	665	Drench the Soil in Their Blood (SL=14): Double number of attacks for you and subordinates you control this segment.
22	4607000	A99	887	766	Behold the Power of Destruction (SL=15): Destroy/disjunct all items, effects, summons target controls.
23	4878000	A99	887	766	Equilibrium(SL=16): All ability scores match your highest ability score (among the basic 6 stats)
24	5149000	AA9	988	776	Force Absorb/Dissipate Energy (SL=17): Absorb X idmg of any E factor element or celement.
25	5420000	AA9	988	776	Enduring Ideal (SL=18): For 1 round, each segment, cast a SL 0-16 Priest spell as a 0 action.
26	5691000	BAA	998	877	
27	5962000	BAA	998	877	
28	6233000	BBA	A99	887	
29	6504000	BBA	A99	887	
30	6775000	CBB	AA9	988	
31	7046000	CBB	AA9	988	
32	7317000	CCB	BAA	998	
33	7588000	CCB	BAA	998	
34	7859000	DCC	BBA	A99	
35	8130000	DCC	BBA	A99	
36	8401000	DDC	CBB	AA9	

# Dragon Lich Slayer RDM

Level	KXP	Spells			Requisites: Con 73, HNCL 18
		ABC	DEF	GHI	
1	0	33-	---	---	HD/level: & 1d90
2	35400	33-	---	---	Weapon Prof.: & 6+level
3	106200	433	---	---	To Hit Table: 2xM-U0
4	212400	433	---	---	Saves: & 3xMon
5	354000	443	3--	---	Reference: RDM
6	531000	443	3--	---	Groups: Concordant(x2)
7	708000	544	33-	---	Complexity: CF=3
8	1062000	544	33-	---	
9	1416000	554	433	---	
10	1770000	554	433	---	You may convert 2M to 1IM (Instantaneous Mental).
11	2124000	655	443	3--	Gets Barb Con, Extra Barb Int, Extra Barb Wis, Extra Barb Chr.
12	2478000	655	443	3--	Hold G actions. You may use 1S+1V+1X+1G per segment. You may convert 1G -> 1X and 1X->1F.
13	2832000	665	544	33-	Choose one - Flying at LVL*3" (D) and immune to breath weapons OR Specialized in
14	3186000	665	544	33-	Dragon magic (Dracomancy).
15	3540000	766	554	433	You have one free species enemy similar to Slayer mini-class.
16	3894000	766	554	433	Level 1:,6:,11:,ect: ++10 to tracking checks.
17	4248000	776	655	443	Level 3: 1X: Choose a target. You may "1N: Between" as long as that is your chosen target. You may only have one such target at a time and can choose a different target.
18	4602000	776	655	443	Known Spells:
19	4956000	877	665	544	Murder of Crows N (SL=N): Flock of carnivorous crows attack one target (material component for two), target takes SL^4 dmg and Capital S skinned, Flock flies off afterwards.
20	5310000	877	665	544	
21	5664000	887	766	554	A Legend in My Time (SL=10): Cast a CSL = 1 Legend Spell.
22	6018000	887	766	554	Force Echo (SL=11): Earthquake Range=X*CL ft.
23	6372000	988	776	655	Feed the Machine (SL=12): Slay CCL*2 Subordinates(one target) or CCL Subordinates (one group)
24	6726000	988	776	655	I Call on the Ancient Magics (SL=13): You get 2 research points to use this segment and your group gets 1 point.
25	7080000	998	877	665	
26	7434000	998	877	665	The Dead Shall Serve (SL=14): Revive a slain subordinate for each enemy (one group). All are in same slot(+1slot).
27	7788000	A99	887	766	Into the Earthen Maw (SL=15): Incurse a flying creature, a non-flying creature, and all slain creatures(one group).
28	8142000	A99	887	766	
29	8496000	AA9	988	776	Transmortality(SL=16): You cannot be permanently destroyed
30	8850000	AA9	988	776	Beacon of Tomorrows (SL=17): (cast 1/d, but you can pick this more than once) Take another segment after the current one.
31	9204000	BAA	998	877	Omnific Toughness(SL=18): +CCL ihp
32	9558000	BAA	998	877	
33	9912000	BBA	A99	887	
34	10266000	BBA	A99	887	
35	10620000	CBB	AA9	988	
36	10974000	CBB	AA9	988	