

## Specialty Priests CF=6 "Great God List" (GGL)

Mythos	Deity	God of	Mult	Req	AL	Turn	Specialty Priest Abilities(CF=6; 'non-level one' picks are 5 levels early)
Halfling	Willie	Planes	x7	All Six+4	any	Yes!	Level 3: 0, 1/r: Unspend a spell slot. Level 10: Instrument of Education: You know all skills., Level 16: Ignore non-racial immunity to fear, suggestion, possession, charm
Kobold, MTG	Lassrin	Trade, Thievery	x9	Int+15, Chr+5, Cml+9	CW	Yes-2	Level 6: Disease Carrier: +LVL on TH, damage rolls and AC against disease ridden opponents.
Goblin	Lord of Evil	Technology	x4	HNCL+9, Wis+14	TN	No	Level 1: Can turn lycanthropes as if they were undead (DM will assign turning values). Level 10: Conduct M actions through psi link (range sight)
Goblin	Lisa	Sunset, [Elf] Archery, Moon	x7	Dex+13	CE	No	Level 2: Granted Powers: You cast chaos spells at +1 caster level. Level 10: 1M: Contact Other Plane
Beholder, Ang.	Heron	Undead	x4	Int+11	JW	Yes -3	Level 6: 1M, 1/r: Any 0th-2nd level Wizard spell Level 12: 1M, touch: Erase Truename (must know their Truename first), Level 15: Gets an "Any Rogue Level = LVL-14" pick per level; 40 Rogue points per level (starting at level 15)
ALM	Tez	Necromantic	x4	Cml+10, Dex+3, Con+8	any	Yes!	Level 4: 1M, 10/t: Summon a saproling (AC 20, hp 10, TH +10, dmg 10). Any number of saprolings count as only one summon slot, but all of them stay together in a group. Level 8: Intelligent Brethren: Any creatures you summon gain an intelligence bonus equal to LVL., Level 16: Indissolve: Regeneration CL hp/s
Nehwon	Johnny	Survival, Law, Rain	x7	All Six+3	LW	No	Level 1: You can have 6 Specialty God picks instead of 3, if they are all from the same pantheon. Level 7: You have one Revive slot. If you kill a creature (you put it at negative hp and/or you dealt the "slay" effect to it), you may spend 1M within 1r to revive it., Level 18: Enter Elemental plane of Time; Conjure Time Elemental at will; Immune to all time and wood based effects.
Chinese	Arlo	Wild, Bad Luck, Evil	x8	All Six+14	any	Yes!	Level 1: 1M, 1 ERP: Remove a Trap (100+25*LVL%) (-100% per multiplier beyond x1). Level 7: 1bV: Interpose self in front of another person. This may be done against a P action of attacks, or a special effect. You must spend another 1bV action to get in the other person's group (if you aren't there already), so you would lose 2V action, Level 16: Alter Appearance to appear to be another undead type. Cannot be detected by True Seeing or the like.

Beholder	Lord of Good	Death, Hunting, Commerce	x5	HNCL+9	any	Yes +3	Level 3: 1M,1P,1V,level/d: Summon a Deva of Dungeon Level (your level/3). Level 7: On the Turn Undead table, replace -'s with 20's. (You Turn any type of undead on a 20.), 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.
Beholder, Ang.	Ethan	Creation, Thunder	x8	Str+5	JS	No	Level 1: 1V (may borrow from next segment): Knock away missile weapons. The missile weapons must be size M or less and must be directed at the monk or a target within 10'. The monk makes a save vs. paralyzation with a penalty equal to the number of magi
DM, Bear	Master of Neutrality	Arts/Crafts, Sky, Strength	x9	Dex+6	AS	No	Level 2: All friendly creatures within sight get +LVL/2 saves vs. poison. Level 10: Escamotage: Opponents immune to critical hits still suffer half your sneak attack bonus damage.
Greyhawk	Mistress of Chaos	Cruelty, Elf	x7	Con+8, Str+8	CE	Yes!	Level 4: Blessed Body: You are immune to disease. Level 9: Can build a freehold and attract followers., Level 14: 240F,1/d: Create weapon or armor flag of <= LVL*400 XP value
Oerld/DM	Lady of Good	Prison	x3	HNCL+13	AG	No	Level 6: 0, LVL/d: Anti-Concordant Shell (0th-3rd) Level 9: Pick any other Priest class you could qualify for. You gain all abilities of that class as if you were 8 levels lower.
RMM	Kathleen	Cruelty	x4	Chr+11	any	No	Level 6: +1 action of any action type you possess, it has the "s" prefix ("Slow", can be used only on segment 10).
Halfling	Mistress of Law	Plague, Elemental	x7	Int+6, Chr+15	any	No	Level 1: 5% per level resistance to Necromancy spells.
Bugbear	Alice	Swamp, Loyalty	x8	HNCL+4	TS	No	Level 6: Born Lucky: You have a 50% chance each day of gaining a bonus equal to LVL on TH, dmg and AC.
Beholder	Baashar	Blades, Humor	x5	HNCL+3, Wis+10, Int+11	any	Yes +2	Level 4: 1M: Create x1 Trick 15*LVL% Level 8: 1M, 1/r: Any psionic minor
Egyptian	Master of Law	Bears	x5	HNCL+4	AS	No	Level 1: Immune Disintegration and Reintegration. Level 12: Wild Shape (see level 5) can be of a dire animal., Level 17: Hibernate; Suspend Animation up to level*10 years.
Greek	Joan	Cruelty, Elf	x5	All Six+7	any	Yes x2	Level 1: Opposing actions cannot be used within sight. (Drop this only at reset) Level 8: Chaos Brethren: Chaos-aligned creatures you summon always have 50% more hit dice than usual., Level 14: +1 Animal Companion slot.

Norse	Pamela	Money, Wards, Plant	x7	Cml+10, Dex+3, Con+8	TW	Yes!	Level 4: Luck Shield: You are immune to any type of dexterity damage/draining. Level 8: Occult Brethren: Any creatures you summon benefit from having greater invisibility cast upon them.
Chinese	Revvyn	Medicine, Hatred	x8	HNCL+3, Wis+10, Int+11	any	No	Level 1: 1M, 1 ERP: Remove a Trap (100+25*LVL%) (-100% per multiplier beyond x1). Level 10: Instrument of Cold: Immunities and resistances are only 50% effective against your cold-based attacks.
Amer. Indian	Jane	Mischief, War	x9	Str+15	any	No	Level 4: Speak with anyone with Int > 10 at will. Level 10: Instrument of Fate: Opponents in your group have any luck bonuses reduced by 50%.
Celtic	Khron	Hunters	x3	Cml+8, Dex+7	JW	Yes	Level 4: Lord of Undead: You gain an Undead racial adjective of $\frac{CL}{10}$ or less
Kobold, DM	Maria	Fortune Telling	x5	HNCL+3, Wis+10, Int+11	any	No	Level 1: +1d12 undead turned when successfully roll Turn Undead. Level 8: Cosmic Insight: 0, 1/r: Dispel Invisibility or Illusion, Level 14: Detect/Identify Spirit/Concordant & Anti-Innates (as per spells)
Dwarf	Estyn	Dreams, Tortured Souls	x8	All Six+1	any	No	Level 4: You may pick another sphere to cost only 1 spell each to cast.
RDM	Esmee	Thievery, Sword	x4	Chr+1	any	Yes!	Level 1: +LVL QZ actions, can transfer 1QZ -> 1hZ or 1QZ -> 1bZ Level 8: Shroud of Harm: Anyone attacking you loses 50% of their current hp (for each attack), Level 13: $\frac{1}{2}$ 0, take SL <sup>2</sup> damage: Material Component a spell, may do more than once {Bloodchild}
Toril	Olivia	Stoicism	x8	All Six+10	CG	Yes +2	Level 3: All friendly creatures within sight get +LVL/3 saves vs. disease. Level 8: You may pick another sphere to cost only 1 spell each to cast. (total 2), Level 14: 1M, touch: Annihilation (save)
DM	Mistress of Neutrality	Mountains, Slavery, Nature	x4	Wis+8, Int+8	JE	No	Level 1: Read (but not Write) Languages continuous.
Kobold, MTG	Weston	Poetry, Authority, Stoicism	x6	Cml+8, Dex+7	AS	Yes!	Level 1: NR (Necromancy Resistance) of level*10%. Level 11: 0, LVL/d: Both you and a target get no actions; if you go below 0 hp this effect ends, Level 14: 240F, 1/d: Create weapon or armor flag of $\leq LVL*400$ XP value
DM, Bear	Baakshi	(pick a color), Peace, Psionics	x9	All Six+15	any	No	Level 1: Your bow attacks use the "Dagger" line for number of attacks.
DM	Xavia	Blades	x8	Str+1, HNCL+7	any	No	Level 5: +1M action per round, only for Dweomershaper spells

Orc	Maeve	Fertility, War, Munchkins	x5	All Six+1	LS	Yes x2	Level 1: Free single weapon specialization in Needles; attack rate is "Non-Warrior".
Norse	Tamrin	Innates, Famine	x3	Wis+8	any	Yes-2	Level 1: Free Martial Arts style
Chinese	Lisa	Woodlands, Mages	x6	Chr+5, Cml+15	CG	No	Level 1: Sanctuary continuous, as long as the Healer is not being offensive. Level 9: 180F,1/d: Create ring or staff of <= LVL*300 XP value, Level 16: All of your spells that offer a saving throw now require 4 saving throws, if any are failed, the target is treated as having not saved.
Beholder, Ang.	Lady of Good	Occult	x4	Wis+13	TE	No	Level 6: +10*LVL MR Level 10: Duplicate any SL 4 Concordant group spell (i.e. non-Concordant SL 3)
Beholder, Ang.	Sophia	Truth, Sun, Malice	x5	Cml+10, Dex+3, Con+8	AS	Yes!	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. Level 9: ½M, 3 ERP: Restore an effect that was dispelled within the last round., Level 16: Immunity to all diseases.
Kobold, MTG	Cassian	Weather	x4	HNCL+2	TS	No	Level 6: Music Born: +LVL caster level and any saving throw DC's when using any sonic based ability (including bardic music) or spell. Level 9: When modifying an existing spell using spell research [S5], the base time is in days instead of weeks, and CL (Caster level) is 2 times Arch-Priest's level (for this rule only)., Level 18: 1M: Mordenkainen's Disjunction
Aztec	Ashley	[Elf] Archery, Moon, Ill-Luck	x5	HNCL+3, Wis+10, Int+11	any	No	Level 6: Divination: +LVL on TH, dmg and AC while facing living opponents. Level 8: 1M, 1/r: Any 0th-3rd level Priest spell
DM/Maldev	Lord of Chaos	Business	x6	Chr+7	any	Yes -3	Level 6: 1M, 1/r: Any 0th-2nd level Priest spell Level 8: Void Brethren: Summoned creatures within the radius of your divine aura are automatically banished., 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.
DM, Time B.	Catherine	Food, Protection	x4	Chr+7, Cml+15, Dex+10	any	Yes +2	Level 4: Hard Boiled: You are immune to any type of Constitution damage/draining. Level 11: You defend as a x8 being (this effect cannot be dispelled/twisted), Level 13: 1F, talk for 1s: Do a Legendary Officer Captain's Bluff (SFB) {Missionary}

Celtic	Mary	Beauty, Luck	x6	All Six+2	any	Yes	Level 2: xLVL range with bows. Level 8: Icy Brethren: Creatures with the cold sub-type summoned by you always have 50% more hit dice than usual.
PLHACK	Alice	Art, Scourge of Battle	x8	All Six+12	CE	Yes +3	Level 1: Turn Undead, see [S3] Level 10: 1M: Raise Dead Fully.
Nehwon	Maeve	Divination, Vampires, Rot	x8	All Six+4	JN	Yes x2	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.)
RMM	Dagfinn	Fallen Gods, Duty, Mazes	x6	Wis+3	AE	No	Level 4: Irrefragable: You are immune to disintegration.
DMGR4	Hemm	Mediators	x7	Wis+8, Int+8	any	No	Level 4: Darksight: You can see in total darkness, even magical darkness, as if it were daylight. Level 12: Rectify Misery: Anyone slain by you is Capital S Slain instead
Halfling	Christopher	Hillsmen, Druids, Thievery	x6	All Six+6	CN	No	Level 6: Stygian: +LVL on TH, dmg and AC during any round in which you surprise an opponent. Level 9: All healing spells are doubled in effect., Level 14: 240F,1/d: Create weapon or armor flag of $\leq LVL * 400$ XP value
Toril	Kory	Munchkins, Dark	x8	Int+15, Chr+5, Cml+9	TS	No	Level 4: Detect Slimes, Molds, Jellies 40' cont. Level 9: Health of Caleb: +LVL Con; all of your classes get Barbarian Con
Halfling	Kyle	Peace, Psionics, Hurt	x8	Cml+8, Dex+7	any	No	Level 1: Your weapons are Wounding (for each hit, it does an extra 1 point of damage per segment). Level 8: Spawn of the Deep: Creatures with the aquatic subtype summoned by you always have 50% more hit dice than usual.
Amer. Indian	Philip	Sky	x4	Str+3	JW	No	Level 2: Mask the mind from ESP and similar effects: chance is $66\% + 2\% / \text{level}$ .
DM/Maldev	Magaltie	Marriage, Suffering, Revenge	x9	Con+6, Str+12, HNCL+7	JE	Yes!	Level 1: +1 martial arts maneuver per level. Level 8: 1M: Identify potion., Level 15: Base number of attacks with any weapon is 3/1 (unless you can do better with another class).
Orc	Rhiannon	Magic	x8	Dex+6, Con+11, Str+3	any	Yes!	Level 1: 1M, LVL/w: Bless an item, it gains a +LVL/4 bonus to hit (if below level 4, is considered a +0 magical weapon). Level 9: 1M: Target is Pawnd (2 saved, 1 missed save = Dominated)