

Specialty Priests "Great God List" (GGL)

Mythos	Deity	God of	Mult	Req	AL	Turn	Specialty Priest Abilities
Dwarf	Master of Evil	Night, Business, Combat	x9	Chr+10, Str+2	LN	Yes!	Level 1: Can weapon specialize as a Warrior; count as a +LVL weapon {Divine Hammer}
Egyptian	Surane	Druids, Combat, Sword	x7	All Six+12	AE	No	Level 4: Footloose: You are immune to any effect that either impedes your movement and you can travel through any medium. Level 10: Extension of Elvenkind: Your enchantment based abilities and spells can work upon those typically immune to such effects, at half effect.
Oerld/DM	Zagaroth	Nature, Writing, Sorcery	x3	Cml+5, HNCL+8, Int+3	CN	Yes +2	Level 6: Time/Reality and Loop/Reality Stability.
PLHACK	Lady of Law	Animal, Rightful Combat	x9	All Six+8	CG	No	Level 5: Fly cont.; 1V, can borrow, 2/d: Cure Serious
Bugbear	Master of Neutrality	Art, Heat	x8	Str+7, Wis+4, Con+13	any	Yes!	Level 4: 1M: Control Undead (as per Turn Undead) Level 9: 1V, lose X hp: Target is healed 2*X hp., Level 15: Healing proficiency (binding wounds) is 6d4.
RDM	Barak	Healing, Truth, Elemental	x7	Chr+11	any	Yes x2	Level 2: Granted Powers: You can rebuke or command plant creatures as an evil cleric destroys undead.
Halfling	Desmina	Mining	x8	HNCL+15, Int+7, Dex+15	LN	Yes -3	Level 5: Fly cont.; 1V, can borrow, 2/d: Cure Serious Level 9: 1M, spend a SL spell slot: Enhance an existing drug (even one you didn't create or understand) up to SL+1
Norse	Lady of Evil	Joy	x3	Con+11	CN	No	Level 5: 1F: Remove *Curse* (Heavy Curse)
Halfling	Ronald	Smithing	x9	All Six+10	any	No	Level 1: Immune Curse; *Curse* becomes Curse; **Curse** becomes *Curse* {Pariah}
Dwarf	Lady of Evil	Safety, Intrigue, Mages	x4	Dex+3, Chr+1	AE	No	Level 2: Granted Powers: You gain a +2 Wisdom bonus.
Aztec	Kathryn	Spiders, Safety, Intrigue	x9	All Six+6	any	No	Level 3: Can create a staff of instant returning; which has +LVL/3 to hit and damage, and gives an AC source of 7+LVL. This staff also doubles the effect of all healing spells cast. The staff is personal and will not work for anyone else.
Dwarf	Hodus	Wealth, Pranks, Love	x3	All Six+13	any	Yes x3	Level 3: 1M, 2 ERP: Remove a Trick (25*LVL%) (-100% per multiplier beyond x1). Level 8: Chrono: Any creatures you summon gain an initiative bonus equal to double LVL., Level 15: Base number of attacks with any weapon is 3/1 (unless you can do better with another class).

Chinese	Diane	Creation, Law	x9	Chr+8	CG	Yes!	Level 1: +2 language slots per level.
Amer. Indian	Sandra	Night	x8	All Six+10	LE	Yes!	Level 4: 1M, 1/r: Any 0th-1st level Wizard spell Level 8: When you cast "Slay Living" or "Slay Living Fully", they give no saving throw.
Kobold, DM	Estyn	Craft, Darkness	x7	HNCL+10, Int+8	CG	Yes +2	Level 1: 1M, 1 ERP: Repair a x0 or x1 magic item. Level 7: Shape Change to Mold/Slime/Jelly, Para-Elemental, Minor Demon (each 1/day) 1M action, must be size T-L, heal 10%-60% hp, Level 13: Know which gods people worship by sight; 0, 1/d: Counter a Divine Intervention.
DM, Bear	Cynthia	Rightful Combat	x4	Dex+3, Chr+1	LW	No	Level 1: One Martial Arts style; +1 Martial Arts maneuver slot /level (even if Banhammered)
Japanese	Bruce	Entropy, Smiths	x4	Chr+9	any	Yes +3	Level 4: Element Absorb: Pick an element. You resist that element. Level 9: Immune to Stun, reversed healing, and any undead touch effect., Level 14: 1M, touch: Annihilation (save)
Oerld/DM	Nathan	Dread	x6	Chr+4	any	No	Level 6: Philanthropist: +2 to each ability score, but you get only half money from now on.
Kobold, MTG	Kessa	Creation, Law, Home	x6	Wis+9, Con+12, Cml+10	CN	No	Level 4: 1M, 1/r: Any 0th-1st level Wizard spell Level 11: 0, LVL/d: Both you and a target get no actions; if you go below 0 hp this effect ends, Level 14: 1M, touch: Incursion (save)
Beholder, DM	Marie	Heat, Marriage	x7	Dex+1, Chr+6, Str+13	any	No	Level 2: +1 Research Point (or drawn sheet) per reset (see [P12])
Indian	Naphtalia	Agriculture, Liches, Thievery	x6	All Six+3	any	No	Level 6: Earthborn: +LVL on TH, dmg, and AC when you are standing on the earth. Level 10: 1M, 1/r: Any 0th-4th level Priest spell, Level 13: Pick one from Bringer5 Level 9-12, Spellshaper5 Level 9-12, Watcher5 Level 5-7, other5 Level 1-3
Elf, Drow	Olivia	Luck, Technology	x9	All Six+3	any	No	Level 2: Cold LVL dmg by touch Level 9: Gain 3-30 followers. They are Slut1 class of level 1-4; each requires their level in SL's of drugs per day, or you lose them as followers., Level 18: Wild Shape (see level 5) can be used 6/d.

Halfling	Zachary	Travel, Blades	x9	All Six+12	any	Yes +3	Level 4: Pick two from: Fallen Angel5 Level 1-3, Bringer5 Level 1-3, or Psi-6E/Psi6E minor Level 12: 1M, touch: Steal a random powers for 1 round (no save), Level 15: Divine Voice: 1M+1P+1V action: all within 180' save vs. spell or Entralled (as spell). Cleric can issue a Mass Suggestion as well.
Beholder, Ang.	Belen	[Elf] Archery	x6	Cml+5, HNCL+8, Int+3	TW	Yes-2	Level 6: Empathy once per day. Level 8: Lawful Brethren: Lawful-aligned creatures summoned by you always have 50% more hit dice than usual.
DM, Sigil	Desmina	Light, Artifice	x5	Dex+3, Chr+1	any	No	Level 3: 1M, 3 ERP: Remove a Special (-100+25*LVL%) (-100% per multiplier beyond x1).
Mind Flayer	Surane	Senses, Protection	x8	All Six+3	JN	Yes +3	Level 6: Terrifying Opponent: +LVL on TH, damage and AC against all opponents you frighten.
Halfling	Jason	Planes, Darkness, Poison	x6	Chr+12	any	Yes +3	Level 1: Natural AT is 10+level
Oerld/DM	Angela	Druids, Combat	x5	HNCL+7	any	No	Level 1: Your party gets +LVL/2 TH and +LVL" movement rate Level 8: Healthy Brethren: Any creatures you summon possess fast healing equal to LVL.
Goblin	Lord of Evil	Dead, Weather	x8	Chr+2, Str+9, Wis+12	JW	No	Level 6: Wild Shape (see level 5) can be used 2/d. Level 10: +LVL/5 QM actions, Level 14: Duplicate any SL 6 Concordant group spell (i.e. non-Concordant SL 3)
Chinese	Vincent	Anti-Magic	x9	Str+15	any	Yes -3	Level 4: 1M, 1/r: Your party gets +LVL TH, dmg, AC, and saves until end of round. Level 9: Regenerate LVL hp/s (troll-like, heals vile/perm dmg), restore XP/Lvl drain, within 30'
Mind Flayer	Baske	Truth, Elemental	x5	Cml+15, HNCL+1	JE	No	Level 4: Fire Ward: You are immune to fire (or heat). Level 9: Can take or administer the same drug twice, and they stack., Level 14: Gain an extra major familiar [this was grand in Summer 2004 campaign]
DM, Time B.	Varog	Charity	x4	Cml+15, HNCL+1	AW	No	Level 3: 1M, 3 ERP: Remove a Special (-100+25*LVL%) (-100% per multiplier beyond x1). Level 10: Instrument of Magic: Your magic works on those supposedly immune to magic, at half effect.
Kobold, DM	Ophni	Time, Mining	x8	Con+10, Cml+6, HNCL+12	AE	No	Level 5: 1M: Raise Dead. Level 9: Gain 3-30 followers. They are Slut1 class of level 1-4; each requires their level in SL's of drugs per day, or you lose them as followers.

Dwarf	Marie	Hunting, Senses	x9	Wis+9, Con+12, Cml+10	any	Yes +3	Level 4: Footloose: You are immune to any effect that either impedes your movement and you can travel through any medium.
Kobold, Ang.	Stephanie	Fear, Air	x5	Chr+2, Str+9, Wis+12	any	No	Level 5: 1M: Identify Drug, Potion, or Chemical
Elf	Zachary	Numbers, Ocean	x9	Wis+9, Con+12, Cml+10	LN	Yes!	Level 1: Read (but not Write) Languages continuous. Level 12: 1M, 1/r: Any 0th-5th level Wizard spell, Level 13: You may pass through a T'kan Energy Barrier, if it is from your home Multiverse.
Beholder	Master of Neutrality	Slavery, Numbers	x3	Cml+5, HNCL+8, Int+3	JS	Yes +2	Level 4: Void Shield: You are immune to nullification and gain cold resistance equal to half your hit die. Level 8: Time Dilate: Can use 2M (no P's or V's) instead of 1S+1V actions per segment
Mind Flayer, DM	Gerald	Stoicism, Strength	x3	All Six+6	any	Yes +2	Level 5: iER LVL*10% Level 9: Can "material component" Drug spells directly at a group, and have the drug affect an entire group (save vs. Poison)
Nehwon	Thesra	Love	x9	All Six+5	any	Yes!	Level 6: Forge Born: You gain Construct traits. Level 12: Conduct effects through psi link (within sight), Level 14: Can project to any plane (pick 3 stats to copy to other stats)
Goblin	Lord of Good	Undead	x6	Chr+3	LW	Yes!	Level 1: One martial arts style, +1 maneuver per level.
DM, Time B.	Shirley	Rulership, Envy	x4	All Six+1	AS	No	Level 6: Undead divide their HD by your LVL when calculating what they turn as
Amer. Indian	Lord of Law	Luck, Technology	x8	Str+2, Wis+6	CN	Yes!	Level 6: 0, Gaze: Life Trapping (as per Mirror) (save) Level 12: Rectify Misery: Anyone slain by you is Capital S Slain instead, Level 14: Wild Shape (see level 5) can be used 5/d.
RMM	Feron	Beauty, Famine, Fertility	x3	Con+10, Cml+6, HNCL+12	JG	No	Level 6: Terrifying Opponent: +LVL on TH, damage and AC against all opponents you frighten. Level 12: Can transfer 1/10 of total XP to one of your children upon natural (mental aging) death.
Gnome	Lord of Law	Chance, Happiness	x3	All Six+13	any	No	Level 4: 0, sacrifice a summon: Unsummon a summoned creature. Level 10: Base number of attacks with any weapon is 2/1 (unless you can do better with another class)., Level 14: Detect/Identify Spirit/Concordant & Anti-Innates (as per spells)

Nehwon	Mistress of Good	Heat, Marriage	x3	All Six+5	any	No	Level 6: Warrior Born: +LVL on TH, dmg and AC while engaged in combat. Level 8: Icy Brethren: Creatures with the cold sub-type summoned by you always have 50% more hit dice than usual., Level 18: Automatically roll maximum on all variable healing spells.
DM, Sigil	Ann	Vampires, (pick a color), Humor	x5	Cml+5, HNCL+8, Int+3	any	Yes +2	Level 6: +1 action of any action type you possess, it has the "s" prefix ("Slow", can be used only on segment 10). Level 8: Semi-Slipstream: Resist time
Mind Flayer	Ebraheim	Sigil, Power	x8	All Six+2	any	No	Level 2: Granted Powers: You cast enchantment spells at +1 caster level. Level 8: Shadow Brethren: Shadow-based creatures you summon always have 50% more hit dice than usual.
Gnome	Lord of Chaos	Marriage, Chaos, Death	x6	HNCL+15, Int+7, Dex+15	TS	No	Level 2: Granted Powers: You gain a +10 bonus to Endurance skill checks (+10 Con checks).
Aztec	Master of Chaos	Rulership	x3	HNCL+10, Int+8	any	Yes!	Level 3: 1V, 2/d: Spider Climb
DM, Sigil	Michelle	Justice, Kings, Mazes	x3	All Six+2	AE	No	Level 6: Animal Instincts: +LVL on TH, dmg and AC while bathed in moonlight (or on the moon). Level 10: Instrument of Charity: Magical boons (such as healing spells) are twice as effective when you cast them on an ally.
Egyptian	Roux	Intrigue, Mages	x4	Cml+5, HNCL+8, Int+3	any	No	Level 1: +1 XP for each grave blessed; +2 XP for each buried body. Level 12: Duplicate any SL 5 Concordant group spell (i.e. non-Concordant SL 3)
Nehwon	Sarah	Money, Illusions	x8	Cml+11	any	Yes!	Level 6: 1M (can borrow): Resist (1/2 effect) the effects of a material form of a god for 1 turn Level 8: 1M: Identify potion., Level 18: Pick two from: Quintessential level 1-17 or 5th edition level 1-11
Elf	Betty	Animal, Rightful Combat, Absoluteness	x7	All Six+4	any	Yes!	Level 1: CR (Charm Resistance) of level*2%. Level 10: 1M, touch: Drain all psionic pools (save), Level 16: Alter Appearance (NO action to use, at will). Cannot be detected by True Seeing or the like.
DMGR4	Palra	Smoke, Beasts	x8	All Six+3	CS	Yes	Level 6: Double the memorization of 1 SL (Wizard or Priest)
Japanese	Verssek	[Gnome] Inventions	x4	Int+4, Dex+11, Chr+7	any	Yes!	Level 6: Prince of Swords: +LVL on TH, dmg and AC when you wield a sword.

Dwarf	Krynna	Luck	x8	Int+6, Dex+3	any	No	Level 5: Nerd: +LVL stat points to Int or Wis Level 9: You may "Caretaker" (see the Level 1 ability) a x2 creature, but you need to do it twice (2M and sacrifice two summons), unless you are a x2 being yourself.
Dwarf	Master of Evil	Plague, Chance	x5	All Six+4	LN	Yes +2	Level 6: Heroic: You gain a bonus to strength equal to LVL.
Kobold, DM	Kathleen	Light, Artifice	x9	Chr+10, Str+2	any	No	Level 1: Specialized in Cosmos (all spells which aren't "bizarre specialty spells" in rare spheres cost only 1/2 a spell to cast).
RDM	Jordan	Chaos, Death	x8	All Six+1	TS	No	Level 4: Pick two from: Pharmacist5 Level 1-3, Witch Level 1-3, or Psi30 minor Level 9: 1V, can borrow, 1/d: Cure Critical, Level 13: Pick two from: Fallen Angel5 Level 9-12, Bringer5 Level 9-12, or Psi-6E/Psi6E grand
Celtic	Master of Law	Pranks	x8	Wis+9	any	Yes -3	Level 5: 1M: Target person gets +LVL TH, dmg, AC, and saves until end of turn. 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., Level 13: Pick 2: Bringer5 Level 9-12, Spellshaper5 Level 5-7, Psi(-5) major, other5 Level 1-3
Beholder	Jean	Avians, Fertility	x3	Str+7, Wis+4, Con+13	any	No	Level 2: Granted Powers: You cast chaos spells at +1 caster level. Level 11: 0, LVL/d: Target defeated creature is put in the hole, no escape for M years (M=Mult), Level 13: Pick two from: Pharmacist5 Level 9-12, Witch Level 9-12, or Psi30 grand
RMM	Jennifer	Peace, Necromantic	x4	Cml+15, HNCL+1	any	Yes -3	Level 6: Prince of Swords: +LVL on TH, dmg and AC when you wield a sword. Level 8: Icy Brethren: Creatures with the cold sub-type summoned by you always have 50% more hit dice than usual.
DM, Time B.	Olivia	Travel, Blades, Loyalty	x4	Int+6, Dex+3	any	No	Level 1: 1V, 2/d: Water Breathing and no hampered movement in water for (level) rounds. Level 8: Semi-Slipstream: Resist time
Toril	Kessa	Commerce	x5	Cml+11	any	Yes!	Level 4: Sixth Sense: You cannot be surprised or caught flatfooted by anyone of an equal or lower LVL. Level 8: Chrono: Any creatures you summon gain an initiative bonus equal to double LVL., Level 16: Alter Appearance (NO action to use, at will). Cannot be detected by True Seeing or the like.

Elf	Master of Good	Sorcery	x6	Int+7	JS	No	Level 5: Do double damage with weapon attacks vs. Chaotic creatures Level 8: 1M: Dispel Innate or Racial ability effect
Celtic	Yelina	Combat, Sword	x6	Int+4, Dex+11, Chr+7	CN	No	Level 1: Spontaneous Casting: If using spell memorization, can replace any spell with a spell with "cure" in its name at will. Level 8: Diseased Brethren: Any creatures you summon are always disease carriers (1 point of constitution damage for every LVL you have), Level 18: Healing proficiency (binding wounds) is 7d4. This is the last time this ability improves.
Gnome	Jane	Healing, Truth	x3	All Six+12	TE	Yes!	Level 1: MR adjustment is -5*level% instead of +60-5*level%.
DM, Bear	Lisa	Rulership, Envy	x6	Wis+11	CS	No	Level 6: 1M, LVL/d: Capital O Object at x(LVL/2) Level 10: Instrument of Fate: Opponents in your group have any luck bonuses reduced by 50%., 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.
ALM	Ketra	Charm, Thievery	x5	Int+15	TE	No	Level 2: Granted Powers: You cast enchantment spells at +1 caster level. Level 8: 1M: Identify potion.
Halfling	Master of Neutrality	Kings	x7	Dex+1, Chr+6, Str+13	CS	No	Level 4: Void Shield: You are immune to nullification and gain cold resistance equal to half your hit die.
Toril	Lyla	Writing, Sorcery	x8	All Six+1	LE	No	Level 6: +1 action of any action type you possess, it has the "s" prefix ("Slow", can be used only on segment 10). Level 9: Ignore immunity to Assassination. Can assassinate things not normally affected by Assassination (such as Golems).
Elf	Krynna	Necromantic, Ill-Luck	x3	All Six+15	AS	No	Level 1: Immune to blindness (can see all-around without eyes)
Elf	Feston	Madness, Labor	x8	Wis+9, Con+12, Cml+10	AG	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: Strong Brethren: Any creatures you summon gain an strength bonus equal to LVL., Level 18: Pick one from Bringer5 Level 14-18, Spellshaper5 Level 14-18, Watcher5 Level 9-12, other5 Level 5-7

Egyptian	Master of Law	Money	x6	Str+7, Wis+4, Con+13	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 8: Time Dilate: Can use 2M (no P's or V's) instead of 1S+1V actions per segment, Level 15: Divine Voice: 1M+1P+1V action: all within 180' save vs. spell or Entralled (as spell). Cleric can issue a Mass Suggestion as well.
Japanese	Lothe	Guardian	x8	Wis+5	CW	Yes!	Level 6: Appliance of Science: +LVL on attack roll, dmg and AC when attacking spellcasters.
Beholder	Benjamin	Community	x7	Str+7, Wis+4, Con+13	any	No	Level 6: +LVL C or QQZ actions Level 11: Mask Alignment: You appear to be no alignment at all, not subject to special effects determined by alignment
Japanese	Lady of Neutrality	Mages	x6	Str+2, Wis+6	any	Yes	Level 1: 1M: Detect Drug Influence Level 9: Immune to Retributive Strikes (your's or other's), Own Effects, Ego of x(LVL-6)/3 mult.
Goblin	Semet	Truth, Elemental, Sunset	x3	Chr+3	any	No	Level 4: Shield of Intellect: You are immune to any type of intelligence damage/draining. Level 7: Immune Venderant Nelaborong., Level 18: Pick two from: Quintessential level 1-17 or 5th edition level 1-11
PLHACK	Rei	Luck	x6	Dex+3, Chr+1	JW	Yes!	Level 6: 1V, 4/d: Polymorph Self; 1V, can borrow (even while being poisoned), 2/w: Remove Poison Level 8: Chrono: Any creatures you summon gain an initiative bonus equal to double LVL., Level 13: Your area effects only affect people you want them to (selective targetting)
ALM	Raymond	Nature, Writing, Sorcery	x8	Int+6, Dex+3	AE	Yes x2	Level 6: Earthborn: +LVL on TH, dmg, and AC when you are standing on the earth.
PLHACK	Lord of Chaos	Chaotic Actions, Music	x9	Int+4, Dex+11, Chr+7	AG	No	Level 1: All spells do not have the 1P action requirement. If the spell would not have required 1P action to cast in the first place, one instance of Material Componenting is gained. Does NOT get free Material Componenting for all spells as per Mage/Rob
DM, Bear	Gethrod	Rulership, Envy	x3	All Six+4	LN	Yes x2	Level 1: 1/reset: Choose an alignment. You do x2 dmg (spells & attacks) vs. that alignment Level 9: Gets Wis and Dex bonus to spell progression., Level 13: Pick one: Slayer5 9-12, Atheist 6-10, Psi(-6)S major

DM, Sigil	Lord of Neutrality	Sword, Murder	x6	All Six+2	CW	Yes!	Level 1: All spells in the sphere "All" are sphere robed (-1 SL). 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)., Level 15: 1V, 3/d: Shapechange
Elf, Drow	Peter	Combat	x9	Cml+7	any	No	Level 2: Flying LVL*3".
Kobold, DM	Lori	Entropy, Smiths	x4	Cml+12	any	No	Level 4: Pick two from: Pharmacist5 Level 1-3, Witch Level 1-3, or Psi30 minor Level 10: 1M, touch: Slay Living (save)
RMM	Amy	Revenge	x9	Con+10, Cml+6, HNCL+12	CN	No	Level 4: Shield of Silence: You are immune to any sonic-based abilities, spells or effects (including the effects of bardic music).
Beholder, Ang.	Mistress of Evil	Madness	x8	Con+10, Cml+6, HNCL+12	any	Yes +3	Level 5: Immune to head blown off; 1M: Know contents of scroll/book; 60F, 1/d: Frugal a scroll Level 9: You know UltraWhite Gate as a 7th level Priest spell (Astral Sphere).
RMM	Daniel	Spiders, Safety	x6	Chr+10, Str+2	AN	Yes-2	Level 4: Pick two from: Pharmacist5 Level 1-3, Witch Level 1-3, or Psi30 minor
DMGR4	Ptorik	Money, Illusions	x8	Cml+2	LE	No	Level 4: Detect Slimes, Molds, Jellies 40' cont. Level 8: Guardians of Magic: Any constructs you summon have 50% more hit dice than normal., Level 14: Gain an extra major familiar [this was grand in Summer 2004 campaign]
ALM	Rivik	Night, Business	x8	Int+4, Dex+11, Chr+7	AS	Yes!	Level 2: Cold LVL dmg by touch
Greyhawk/DM	Christian	Love, Suffering, Plant	x5	HNCL+15, Int+7, Dex+15	any	Yes +3	Level 3: All friendly creatures within sight get +LVL/3 saves vs. disease. Level 9: HyperMental: +1M for 1 round, -1M for next 2 rounds., Level 14: Resist all things done to you by Chaotic creatures
Japanese	Master of Neutrality	Poetry, Elementals	x8	Int+6, Dex+3	any	No	Level 3: Gain 1 outer-planar language per level starting at 3rd. (demon, deva, modron, etc.) Yes, you can use these as nonweapon proficiencies instead. Level 10: Instrument of Enchantment: Your enchantment based abilities and spells can work upon those typically immune to such effects, at half effect.

Chinese	Maria	Dedication, Trade, Night	x3	All Six+9	any	No	Level 1: 1M, Touch: Target loses LVL Str. You gain LVL Con until next reset. Level 8: Natural Selection: Any animals summoned by you always have 50% more hit dice than usual.
Beholder	Dylan	Dedication, Trade, Night	x6	Int+9	any	Yes	Level 4: Detect Slimes, Molds, Jellies 40' cont. Level 7: Replace d12's with 3d6+LVL when determined number of creatures turned, Level 17: Enter Elemental plane of Earth; Conjure Water Elemental at will; Immune to all earth and water based effects.
DM	Logan	Revenge	x8	HNCL+10, Int+8	any	No	Level 4: Drake Companion: Gain a drake companion (Animal Companion with 1/10 your XP) Level 12: Omega Effect: Pick a spell you know. It does vile damage (or vile harming).
DM, Time B.	Reslyn	Skill, Chaotic Actions, Music	x9	All Six+3	any	No	Level 1: Detect/Identify Radiation & Magic (as per the spells) Level 7: You have a Clone; +1QD action; +LVL TH {Twice-Born}
PLHACK	Feston	Martial Arts, Fire	x4	Chr+6	LW	No	Level 6: Orc Slayer: +LVL on TH, dmg and AC against orcs or half orcs (or any other orc sub-species). Level 9: 1M: Target is Powned (2 saved, 1 missed save = Dominated)
Bugbear	Joyce	Rangers	x5	Dex+3, Chr+1	LG	No	Level 1: 10F, 1/reset: Brew 10 doses of a random potion of DL=LVL/2 (round up). The DM will determine what it is. Level 10: Time Shard: Your time based abilities have a 50% chance of working on those otherwise immune to temporal effects.
DM/Maldev	Henry	Atrocities, Light	x7	Int+6, Dex+3	any	No	Level 1: Immune Curse; *Curse* becomes Curse; **Curse** becomes *Curse* {Pariah}