

Dungeon012120 - Dungeon Level 1

Room # 1

Workroom

50ft. long x 30ft. wide x 45ft. tall

portcullis; sheet

Secret Door, roll again for type leading to a hallway 5ft. long x 15ft. wide x 15ft. tall

Focus Trap; DL 1; Search DC 11 (Psionicist CL 2, DC 11 RSW save to negate)

Panic Trap; DL 1; Search DC 11 (Cleric CL 2, DC 11 PP save to negate)

Pool that (causes/has/or is) Changes - Minds From Body to Body

[x1] Psi 45 powers function at zero effect

[x1] Radiation (Psi9) of RS=26 (doesn't fluctuate)

boots

wind, strong, moaning; twanging

Wilian the stupendous Gold Elf (Golden); Zhumadian the perplexing Digi-- Beetle (Capsule)

61gp

a bee's hive tentatively....., Ogp

Sea-green Bottle: +1 level(s) of exceptional Con, 5110gp

Pitch-black Armor, Heavy [AT+6] +1 AC/+1 Saves; 1M: +1 Memorization Level (this is next level of picks for rogues); CL 7; SL 1, 53

DL I Tiny Plains Reptiles x(7) x[2]

AC 11, HD 2, hp 8, #Att 2, TH ÷ AC/Save DC by 2, dmg 3

Str 14, Dex 12, Con 12, Int 15, Wis 14, Chr 16, 0.01kxp

Prepared effects:

[Psi81 minor] Armor: -CL dmg distributed among /energy or /physical attacks

Combat effects:

[Psi3½ minor] Déjà Vu: Your target repeats his last action.

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Room # 2

Priest's Chamber/Lab

20ft. long x 35ft. wide x 20ft. tall

hossack (ottoman); coal

Bone Door (shrieks loudly if opened) leading to a hallway 15ft. long x 10ft. wide x 10ft. tall

Astral Construct Trap; DL 1; Search DC 11 (Psionicist CL 2, DC 11 PPD save to negate), (multiple targets)

Ceiling transforms into Elemental Shadow Trap; DL 1; Search DC 11 (4 Chr damage/s, DC 11 PP save for half)

Fireplace that (causes/has/or is) Elevator room (with lever to select DL)

[x1] Saving Throws cannot be made in the room except on a natural 20 (with no adjustments or die setting effects whatsoever).

[x1] DRZ (Dispel Radiation Zone) - Radiation effects get countered; existing radiation effects have SL% chance of being dispelled  
dragon bones

whispering; wind, strong, gusting

Kisent the unbeatable Bionic Reaper (Invisi--); Samira the clueless Admiral Sword (Blimp)

896gp

rebel ring, +1 AC, 320gp

Topaz Wallet: All your Custom classes use the "set XP table"(3kxp at 2nd, doubles til 9th,600kxp at 10th,+300kxp per level after)

Dove-grey Staff [1d6] +1 Th/+1 dmg 18+/x2; 1M: Fear (SL saves); CL 7; SL 1, 5670gp

DL I Medium Custom classes Illusionarys x(5) x[3]

AC 12, HD 3, hp 32, #Att 1, TH ÷ AC/Save DC by 2, dmg 5

Str 16, Dex 13, Con 12, Int 14, Wis 13, Chr 13, 0.01kxp

Prepared effects:

[Psi--2 minor] Resist Disease: Resist disease; Immune disease

Combat effects:

[Pri SL1] Call Lightning 1: (CL+2)d4 lightning dmg (save:½) (halve the die type if not outside)

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Room # 3

Treasure Room

30ft. long x 40ft. wide x 30ft. tall

table, low; Stalactites (some might fall)

Phase Door (as the spell) leading to a hallway 45ft. long x 20ft. wide x 25ft. tall

Ingested Acid Trap; DL 1; Search DC 11 (2 Con damage, DC 11 Breath Weapon save to negate), (multiple targets)

Ingested Acid Trap; DL 1; Search DC 11 (2 Con damage, DC 11 Breath Weapon save to negate), (multiple targets)

Wall that (causes/has/or is) Enlarge/reduces

[x1] Attack Rolls cannot be made in the room except on a natural 20 (with no adjustments or die setting effects whatsoever).

[x1] Proof against Poison (includes natural, magical, psionic poisons, etc.)

std rations

rotting vegetation smell; hooting

Zandra the athletic Copper Hammer (Pitchfork); Ryuvik the opportunistic Insect Seven (Armor)

467gp

the Captain's Log, 50gp

Iron Stone, Normal, +5% PsiR, 4310gp

Leaden Chime: Free Tweety Bird Familiar, 5110gp

DL I Diminutive Lost Planes / Anguinus Synod Illusionarys x(5) x[1]

AC 12, HD 2, hp 4, #Att 2, TH ÷ AC/Save DC by 2, dmg 3

Str 14, Dex 15, Con 15, Int 15, Wis 13, Chr 13, 0.01kxp

Prepared effects:

[Wiz SL1] Armor : AC6 until 8+1/level points of damage had been sustained by subject

Combat effects:

[Wiz SL1] Color Spray: Unc. if &lt;L; Blind if &lt;L+3; Stun if >L+2 (save if >6) {1d6 creatures}

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Room # 4

Closet

30ft. long x 50ft. wide x 35ft. tall

Walls of Souls; stall or pen

Iron Door, Normal leading to a hallway 10ft. long x 15ft. wide x 20ft. tall

Deeper Doorknob Trap; DL 1; Search DC 11 (4 Int damage, DC 11 PP save to negate)

Deeper Doorknob Trap; DL 1; Search DC 11 (4 Int damage, DC 11 PP save to negate)

Tapestry that (causes/has/or is) Combination lock

[x1] Turning Undead is at -4 CL and -2 to the 1d20 turn roll (these are fixed amounts, rolled once)

[x1] Nothing in the room can be affected by Project Image, Mirror Image, Mirage Arcana

butter

rotting vegetation smell; manure smell

Cletayne the \$6 million Chimp Platoon (Staff); Krylac the psychotic Spider Team (Shotgun)

197gp

a fire axe, axe, 12d23 (144), 1200gp

Sooty Eyes [1d6] +1 Th/+1 dmg 20+/x4; 1P: Gust of Wind / Wall of Air; CL 5; SL 1, 5210gp

Emerald Wand [1d8] +1 Th/+1 dmg 18+/x3; 1P: Save; Psionic gets control of all actions; CL 7; SL 1, 6100gp

DL I Medium Jungle Avian / Birds x(5) x[2]

AC 11, HD 3, hp 32, #Att 2, TH ÷ AC/Save DC by 2, dmg 3

Str 15, Dex 17, Con 17, Int 16, Wis 15, Chr 12, 0.01kxp

Prepared effects:

[Pri SL1] Goodberry: 8 berries can cure 1 hp or act as 1 full meal. 8 berries are always created.

Combat effects:

[Psi6N minor] Telekinesis:  $N=(\text{weight lifted}) * (\text{move rate in inches}) / 100$

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Room # 5

Wine Cellar

35ft. long x 40ft. wide x 15ft. tall

chalk; stool, normal

Bone Door (shrieks loudly if opened) leading to a hallway 5ft. long x 15ft. wide x 25ft. tall

Ingested Loop / Looporal Trap; DL 1; Search DC 11 (2 Int damage, DC 11 Reflex save to negate)

Air in room transforms into Elemental Spirit Trap; DL 1; Search DC 11 (2 Int damage/s, DC 11 RSW save for half), (multiple target:

Altar that (causes/has/or is) Invisible

[x1] Tempus Fugit (time within the room flows at 5x rate compared to outside the room)

[x1] Turning Undead is at -10 CL and -8 to the 1d20 turn roll (these are fixed amounts, rolled once)

water, trickle

chanting; still, warm (or hot)

Selwyn Redsword the sinful Teenage Worm (Dragon); Alatus the diseased Mammoth Shield (Whip)

802gp

a gaudy gold ring, +2 AC, 50gp

Rug of Smothering, 2440gp

Off-white Eyes [1d10] +1 Th/+1 dmg 18+/x3; 1M: Charm Person; CL 5; SL 1, 5430gp

DL I Medium Swamp Faeries x(1) x[1]

AC 12, HD 3, hp 32, #Att 1, TH ÷ AC/Save DC by 2, dmg 5

Str 17, Dex 15, Con 12, Int 16, Wis 13, Chr 15, 0.01kxp

Prepared effects:

[Wiz SL1] Armor 1: +CL\*2 current hp

Combat effects:

[Psi-9 minor] Loss of Limbs: Target is sharpened (save)

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Room # 6

Nest (animal)

15ft. long x 45ft. wide x 5ft. tall

winch and pulley; waterclock

(Wood Door, Normal) leading to a hallway 25ft. long x 10ft. wide x 20ft. tall

Stairs transforms into Elemental Sound Trap; DL 1; Search DC 11 (4 Int damage/s, DC 11 PPD save for half)

Moving Passage Trap; DL 1; Search DC 11 (4 Cml damage, DC 11 PP save to negate)

Door, Secret that (causes/has/or is) passwall

[x1] Radiation (Psi9) of RS=17 (fluctuates each Round)

[x1] DDZ (Dispel Damage Zone) - Damage effects get countered; existing damage effects have SL% chance of being dispelled per dagger hilt

slithering; putrid smell

Haktla the brave Justice Hornet (Undead); Hask the discourteous Mud Guy (Belt)

669gp

a pair of red steel greaves, +2 AC, 145gp

Ebony Flag: +100 PSP's, 5110gp

loun Stone, Normal, +1 AC, 7330gp

DL I Medium Technological Kobolds x(2) x[1]

AC 12, HD 3, hp 32, #Att 1, TH ÷ AC/Save DC by 2, dmg 5

Str 12, Dex 14, Con 13, Int 17, Wis 15, Chr 17, 0.01kxp

Prepared effects:

[Pri SL1] Resist [E=1 element]: Pick an E=1 element, you resist it for 1 hour.

Combat effects:

[Psi6G minor] Preservation: Restores N hp to target (range touch)

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Room # 7

Cell

5ft. long x 25ft. wide x 45ft. tall

pan; Walls of Magma

Flesh Door leading to a hallway 15ft. long x 20ft. wide x 20ft. tall

Water-Filled Passage Trap; DL 1; Search DC 11 (4 damage, DC 11 Breath Weapon save for half)

Injected Psionic / Thought Trap; DL 1; Search DC 11 (2 Con damage, DC 11 Spell save to negate)

Tapestry that (causes/has/or is) Monster Generator: Weird (summons a Weird every segment)

[x1] Radiation (Psi9) of RS=6 (doesn't fluctuate)

[x1] Ego of items is doubled in room, all intelligent items and artifacts in room get +1E action pouch

roar(ing); footsteps (approaching)

Evin the irritating Fly Six (Particle); Dernhelm the mischievous Sir Blood (Katana)

264gp

a bright gold circlet, 68gp

Coppery Pillow: +1 Level(s) in a Priest Group Class, 5110gp

Drums of Deafening, 6130gp

DL I Tiny Outer LE Undeads x(5) x[1]

AC 12, HD 2, hp 8, #Att 1, TH ÷ AC/Save DC by 2, dmg 3

Str 13, Dex 14, Con 15, Int 13, Wis 15, Chr 14, 0.01kxp

Prepared effects:

[Psi45 minor] Illusory Duplication: Mirror Image (SL images)

Combat effects:

[Wiz SL1] Color Spray: Unc. if &lt;L; Blind if &lt;L+3; Stun if >L+2 (save if >6) {1d6 creatures}

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Room # 8

Wardrobe

5ft. long x 50ft. wide x 45ft. tall

ladder; dais (raised platform)

Time Door (goes to another time) leading to a hallway 30ft. long x 5ft. wide x 20ft. tall

Injected Rainbow Silver Trap; DL 1; Search DC 11 (10 damage, DC 11 Spell save for half)

Death Spell 1 Trap; DL 1; Search DC 11 (Wizard CL 2, DC 11 Breath Weapon save to negate)

Monster that (causes/has/or is) stuck

[x1] Psi 0.00 powers function at zero effect

[x1] Priest abilities cannot be used in the room, existing effects are OK

teeth/fangs, scattered

hazy; wind, strong

Arkon the unkind Samurai Djinn (Catamaran); Migan the savage Bullet Sentinel (Engine)

127gp

holy Avenger, sword, 8d12 (52), 570gp

Sapphire Lace: All your Priest classes use the "set XP table"(3kxp at 2nd, doubles til 9th,600kxp at 10th,+300kxp per level afterw

Purplish Chair: +1bQC Action(s), 5110gp

DL I Medium Cloud Undeads x(2) x[2]

AC 11, HD 3, hp 32, #Att 1, TH ÷ AC/Save DC by 2, dmg 5

Str 13, Dex 13, Con 16, Int 16, Wis 14, Chr 13, 0.01kxp

Prepared effects:

[Pri SL1] Endure Elements: -5 dmg/r from 1 of: acid/cold/lightning/fire/sound {Touch, 1 creature}

Combat effects:

[Psi54 minor] Control: Domination one target (SL/2 saves)



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Room # 9

Class

10ft. long x 20ft. wide x 45ft. tall

Walls of Air; manacles

Locked Door, Out of Phase leading to a hallway 45ft. long x 5ft. wide x 15ft. tall

Basic Jaws Trap; DL 1; Search DC 11 (Attack +19 melee, 2d2 Wis damage)

Portcullis transforms into Elemental Shards Trap; DL 1; Search DC 11 (4 Dex damage/s, DC 11 Will save for half)

Stairway that (causes/has/or is) Changes - Attribute

[x1] Distance Distortion: Everyone in the room (incl. PCs) are in the same "group"; all area affects cover the entire room; "Hole in

[x1] Tempus Fugit (time within the room flows at 5x rate compared to outside the room)

hook

salty, wet smell; sneezing

Mangar the congenial Dare- Worm (Thunder); Deogol Grimboldsson the dewy-eyed Mademoiselle Phantom (Raft)

892gp

mage's delight, 100gp

Scarlet Longbow [1d4] +1 Th/+1 dmg 18+/x3; 1P: Natural Protection: (Z action) Natural Effect damage resistance 75% for 1s; CL

Rusty Chocolate: +1 level(s) of exceptional Int, 5110gp

DL I Medium Technological Lycanthropes x(1) x[4]

AC 12, HD 3, hp 32, #Att 1, TH ÷ AC/Save DC by 2, dmg 5

Str 15, Dex 15, Con 13, Int 13, Wis 12, Chr 16, 0.01kxp

Prepared effects:

[Pri SL1] Endure Elements: -5 dmg/r from 1 of: acid/cold/lightning/fire/sound {Touch, 1 creature}

Combat effects:

[Wiz SL1] Lightning Bolt 1: CLd2 lightning dmg to a group (save:½)

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Room # 10

Crematorium

50ft. long x 50ft. wide x 15ft. tall

condlestick; crate

Trapped Door, Mechanical, roll on [D4.1] leading to a hallway 10ft. long x 15ft. wide x 20ft. tall

Burning Floor Trap; DL 1; Search DC 11 (4 Str damage, DC 11 PPD save to negate)

Room transforms into Elemental Vibration Trap; DL 1; Search DC 11 (4 Con damage/s, DC 11 PPD save for half)

Pillar or Column that (causes/has/or is) Treasure hidden by Illusion (to change or hide appearance)

[x1] Distance Distortion: All distances in room are quadrupled

[x1] Psi 54 powers function at zero effect

pouch

urine smell; ringing

Nashala the hypocritical Femme Dwarf (Mind); Bergwulf the acrid Laser Canary (Knife)

135gp

brass boots, +1 AC, 128gp

Brownish Weapon Gemlet [1d12] +1 Th/+1 dmg 19+/x3; 1P: Chromatic Orb; CL 7; SL 1, 5500gp

Pearly Ring: Free Conjure Mastery Feat: Your summons have +2 rhp. If take this twice, can have +1 DL instead of +4 rhp, 5110gp

DL I Medium Sigil / Maelstrom Undeads x(2) x[1]

AC 11, HD 3, hp 32, #Att 1, TH ÷ AC/Save DC by 2, dmg 5

Str 17, Dex 15, Con 12, Int 12, Wis 17, Chr 13, 0.01kxp

Prepared effects:

[Pri SL1] Animal Companion: Make an animal your companion (not familiar) {1 creature}

Combat effects:

[Psi10 minor] Spook: Fear (save vs. spell at -CL/3)

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Room # 11

Office

25ft. long x 30ft. wide x 25ft. tall

stuffed beast; statue (toppled)

Secret Door, roll again for type leading to a hallway 25ft. long x 15ft. wide x 25ft. tall

Ceiling transforms into Elemental Poison Trap; DL 1; Search DC 11 (4 Cml damage/s, DC 11 Spell save for half)

Entwine Trap; DL 1; Search DC 11 (Cleric CL 2, DC 11 PP save to negate)

Passage that (causes/has/or is) Attributes, rearranges Stats

[x1] Gravity high 4 G's (-12 Str, /move rate by 5, falling dmg x5, Z actions reduced by 4/s)

[x1] Wizard abilities cannot be used in the room, existing effects are OK

scattered stones

breeze, slight, damp; stale, fetid smell

Maevattana the charming Compu- Horror (Nano-); Byrtwold Axethrasher the perplexing Imperial Nova (Nuclear)

889gp

A Valerian Space Axe, axe, 10d16 (85), 120gp

Spruce Tooth picks: +3 Henchmen Slots, 5110gp

Multi-prismatic Necklace [AT+6] +1 AC/+1 Saves; 1P: CHd6 damage poison in mouth (save); CL 5; SL 1, 5680gp

DL I Medium Star Trek Loop Humanoids x(1) x[3]

AC 12, HD 3, hp 32, #Att 2, TH ÷ AC/Save DC by 2, dmg 3

Str 17, Dex 13, Con 14, Int 13, Wis 14, Chr 13, 0.01kxp

Prepared effects:

[Psi45 minor] Force Field vs. Hostiles: Enemies must make SL/2 saves to attack you

Combat effects:

[Psi3 minor] Brain Lock: Subject cannot move or take any mental actions.

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Room # 12

Solar

35ft. long x 35ft. wide x 25ft. tall

mound of rubble; sheet

Undead Door (has a trapped spirit/ghost) leading to a hallway 5ft. long x 5ft. wide x 5ft. tall

Inhaled Vacid / Umbra Trap; DL 1; Search DC 11 (10 damage, DC 11 RSW save for half)

Hail of Pendulums Trap; DL 1; Search DC 11 (Attack +3 melee, 2d2 damage)

Door, Secret that (causes/has/or is) Combination lock

[x1] Psi 19 powers function at double effect

[x1] Attack Rolls cannot be made in the room except on a natural 20 (with no adjustments or die setting effects whatsoever).

ash

clicking; murmuring

Segori the savage Gaseous Longshoreman (Vampirism); Midir the charming Vector Spider (Mist)

110gp

a silken favor, 0gp

Potion of Healing (70 hp total of healing), 3110gp

Scroll of Pro.Elementals, 5210gp

DL I Small Demi-Planes Oozes x(1) x[2]

AC 12, HD 2, hp 16, RR 95% #Att 1, TH ÷ AC/Save DC by 2, dmg 5

Str 17, Dex 16, Con 17, Int 13, Wis 13, Chr 16, 0.01kxp

Prepared effects:

[Psi6N minor] Druid Spells, LVL 4: Get a druid progression of level 4 (max = your level)

Combat effects:

[Psi-12L minor] Law Beam: CLxCL mental dmg in line (Reflex:½); C-align x2 dmg

Dungeon012120 - Dungeon Level 2

Room # 1

Class

15ft. long x 5ft. wide x 45ft. tall

Floors of Fire; incense burner(s)

Phase Door (as the spell) leading to a hallway 10ft. long x 20ft. wide x 5ft. tall

Wall transforms into Elemental Holy {incl. Eldritch / Unholy} Trap; DL 2; Search DC 22 (8 Int damage/s, DC 22 RSW save for half)

Swinging Floor Trap; DL 2; Search DC 21 (8 Con damage, DC 22 Fortitude save to negate)

Tapestry that (causes/has/or is) Flesh To Stone

[x1] Gravity low 1/2 of a G (-4 Dex, move rate divided by 3, falling dmg = 0, Z actions reduced to 1/s, -1 Con/week)

[x1] Dimensional Mine Generator (one mine per week, hits a random player or monster, takes 1d100 dmg and is Blind)

brazier

tinkling; smoky smell

Arzel the rebellious Terrible Commando (Armor); Deldiira the wingless Lurking Glory (Belt)

399gp

a small mace, mace, 5d5 (15), 100gp

Maroon Stone [1d20] +1 Th/+1 dmg 19+/x3; 1Z: Assassination 10\*LVL% (as Rogue ability), lasts for 1 attack; CL 7; SL 2, 20110gp

Reddish Dagger, punching [2d12] +1 Th/+16 dmg 18+/x4; 1M: Target takes (CL+2)d6 holy lightning dmg (save: ½); CL 10; SL 2, 20

DL II Medium Swamp Humanoids x(4) x[1]

AC 43, HD 12, hp 192, #Att 4, TH ÷ AC/Save DC by 3, dmg 18

Str 20, Dex 19, Con 17, Int 17, Wis 13, Chr 18, 0.05kxp

Prepared effects:

[Psi45 minor] Body Resistance: Physical attacks that do less than SL\*2 dmg to you do nothing

[Pri SL1] Protection from Fire 1: Stop the next CL\*2 fire dmg

Combat effects:

[Psi3½ minor] Brain Lock: Subject cannot move or take any mental actions.

[Wiz SL2] Web: Save & Str check: Miss 1 = Slow; Miss 2 = Held {1 group}

Dungeon012120 - Dungeon Level 2

Room # 2

Chantry (Shrine)

25ft. long x 30ft. wide x 20ft. tall

wall basin; fireplace & wood

Plant Door (a door made of plants) leading to a hallway 45ft. long x 10ft. wide x 10ft. tall

Paralysis Bolt Trap; DL 2; Search DC 21 (Psionicist CL 4, DC 22 RSW save to negate), (multiple targets)

Scything Balls Trap; DL 2; Search DC 21 (Attack +26 ranged, 2d4 damage), (multiple targets)

Ceiling that (causes/has/or is) Mirage Arcana of a powerful monster (not actually there)

[x1] Dimensional Mine Generator (one mine per year, hits a random player or monster, takes 1d100 dmg and is Blind)

[x1] DBZ (Dispel Blah Zone) - Blah effects get countered; existing blah effects have SL% chance of being dispelled per segment charcoal

smoky smell; squealing

Jaheira the homicidal Iron Dragon (Spoon); Senelfin the vicious Phantom Angel (Water)

2,278gp

a greensteel pitchfork, polearm, 4d5 (12), 20gp

Balclava of Clean Air: (Face) Wearer is immune to all inhaled or scent-based effects, though he/she also loses use of the Scent s

Plummy Necklace [AT+6] +32 AC/+16 Saves; 1M: Holy Fire Shield (half damage back in melee); +CL\*20% RaRR; Ultravision; CL 14

DL II Tiny Sigil / Maelstrom Elf / Avalons x(7) x[1]

AC 41, HD 2, hp 40, #Att 3, TH ÷ AC/Save DC by 3, dmg 10

Str 19, Dex 16, Con 14, Int 15, Wis 24, Chr 22, 0.05kxp

Prepared effects:

[Psi54 minor] Icing: SL/2 instances of Resist Cold/Ice

[Psi81 minor] Damage Reduction, Physical, 25%: Take x0.75 damage from physical attacks

Combat effects:

[Wiz SL2] Cone of Cold 2: CLd4+CL cold dmg to a group (save:½)

[Wiz SL2] Magic Missile 2: (CL+1) missiles, each does 1d4+1 force dmg (no save)

Dungeon012120 - Dungeon Level 2

Room # 3

Storage

45ft. long x 35ft. wide x 15ft. tall

tun; mosaic

Plant Door (a door made of plants) leading to a hallway 5ft. long x 25ft. wide x 20ft. tall

Tripping Blades Trap; DL 2; Search DC 21 (Attack +30 ranged, 2d4 damage), (multiple targets)

Spring transforms into Elemental Pyre Trap; DL 2; Search DC 21 (8 Int damage/s, DC 21 PP save for half)

Machine that (causes/has/or is) Appearing/Disappearing

[x1] Radiation (Psi9) of RS=6 (doesn't fluctuate)

[x1] Gravity high 3 G's (-8 Str, /move rate by 4, falling dmg x4, Z actions reduced by 3/s)

robes

music; steamy

Gorvon the quarrelsome Blackbelt Vermin (Rollerblades); Jamila the demented Wombat Rider (Lance)

1,441gp

Chaotic locker of the Lost and Found, 0gp

Yellowy Armor, Heavy [AT+13] +1 AC/+1 Saves; 1P: CH\*5% aPR (adj.@12th); CL 8; SL 2, 20490gp

Lavender Hair tie: +2 Revive Slots, 20110gp

DL II Fine Water Insects x(13) x[2]

AC 43, HD 2, hp 5, RR 37% #Att 1, TH ÷ AC/Save DC by 6, dmg 9

Str 17, Dex 23, Con 21, Int 15, Wis 24, Chr 24, 0.05kxp

Prepared effects:

[Pri SL1] Cantrip: Can cast 1 orison (Pri 0) per round as a Z action

[Pri SL1] Cantrip: Can cast 1 orison (Pri 0) per round as a Z action

Combat effects:

[Wiz SL2] Alley Summoning II: Summons a DL IV alley monster, under your control, 2% chance per segment of losing control

[Psi-3 minor] Astral Destruct II: Create astral destruct to fight for you.

Dungeon012120 - Dungeon Level 2

Room # 4

Waiting Room

5ft. long x 40ft. wide x 30ft. tall

scroll tube; Walls of Ice

Locked Door, Magic/Psi leading to a hallway 5ft. long x 10ft. wide x 20ft. tall

Contact Inertia Trap; DL 2; Search DC 22 (4 Cml damage, DC 21 PPD save to negate)

Contact Prismatic Trap; DL 2; Search DC 21 (10 damage, DC 21 Reflex save for half)

Fireplace that (causes/has/or is) Moves/Rolls

[x1] Magic cannot be cast in the room, existing effects are OK

[x1] Gas in room: Wis (all in room get -17 to that stat while in room)

goblet

hazy; earthy smell

Gorvon the sinful Armadillo Fire (Train); Melastirth the self-righteous Sub-- Tarantula (Cow)

2,215gp

a cape, +1 AC, 100gp

Teal Tooth picks: All your Warrior classes use the "set XP table"(3kxp at 2nd, doubles til 9th,600kxp at 10th,+300kxp per level afi

Pearly Rope [2d10] +32 Th/+8 dmg 16+/x2; 1Z: Compels subject to follow stated course of action.; CL 12; SL 2, 21060gp

DL II Small Swamp Elf / Avalons x(8) x[1]

AC 44, HD 3, hp 80, #Att 3, TH ÷ AC/Save DC by 6, dmg 9

Str 15, Dex 22, Con 21, Int 16, Wis 15, Chr 15, 0.05kxp

Prepared effects:

[Psi16 minor] Golem Form: Flesh: Resist fire and cold; Cured by lightning (1 hp per die of dmg)

[Psi16 minor] Golem Form: Flesh: Resist fire and cold; Cured by lightning (1 hp per die of dmg)

Combat effects:

[Pri SL2] Heal 2: Cure to 10% of max hp (max Heal 2 can cure at once = 62 hp)

[Psi10 minor] Feeblemind: Feeblemind (save)



Dungeon012120 - Dungeon Level 2

Room # 5

Workshop

30ft. long x 45ft. wide x 40ft. tall

cloth (altar); lamp(s)

Tricked Door, roll on [D5] leading to a hallway 35ft. long x 15ft. wide x 15ft. tall

Well-Camouflaged Blades Trap; DL 2; Search DC 22 (Attack +14 melee, 2d4 damage)

Dropping Room Trap; DL 2; Search DC 22 (16 Wis damage, DC 21 Will save to negate)

Ceiling that (causes/has/or is) Treasure hidden in secret space under container

[x1] Skill Checks cannot be made in the room except on a natural 20 (with no adjustments or die setting effects whatsoever).

[x1] Gravity low 1/2 of a G (-4 Dex, move rate divided by 3, falling dmg = 0, Z actions reduced to 1/s, -1 Con/week)

utensils

"Bleah!" (off in the distance); footsteps (behind)

Marrad the perverted Father Samurai (Gyro-); Hord Grayclub the extraordinary Hawk Carrot (Shooter)

1,415gp

a code box, Ogp

Translucent Age Cat. 4 Diamond (Star) Dragon Armor [AT+6] +2 AC/+1 Saves; 1F: Immunity to magical/nonmagical disease; CL 12

Garnet Blouse: +200 Skill Points, 20210gp

DL II Large Monster classes Illusionarys x(6) x[1]

AC 43, HD 20, hp 192, #Att 1, TH ÷ AC/Save DC by 6, dmg 25

Str 14, Dex 24, Con 14, Int 24, Wis 24, Chr 21, 0.05kxp

Prepared effects:

[Wiz SL2] Anti-Magic Shell 2: Anti-Magic of SL 0 to 1

[Wiz SL1] Poisonous Claws: Natural fighting has poison (CL\*4 dmg, save for CL)

Combat effects:

[Psi2 minor] Time Shift: Move into future;Max=(level)r; Add 1r to Max

[Psi2 minor] Time Shift: Move into future;Max=(level)r; Add 1r to Max

Dungeon012120 - Dungeon Level 2

Room # 6

Pantry

25ft. long x 50ft. wide x 20ft. tall

Bridge, Stone; Floors of Souls

Void Door (cannot see through doorway) leading to a hallway 5ft. long x 10ft. wide x 25ft. tall

Flooding Pit Trap; DL 2; Search DC 21 (16 Cml damage, DC 22 RSW save to negate)

Fusillade of Blades Trap; DL 2; Search DC 22 (Attack +32 melee, 2d2 Int damage)

Force Field that (causes/has/or is) gesture trigger

[x1] Psi 16 powers function at triple effect

[x1] Distance Distortion: All distances in room are halved

whetstone

dank, mouldy smell; putrid smell

Segai the monstrous Winged Shark (Sai); Rerente the invulnerable Stone Rider (Spitballs)

2,411gp

the Power Potion of Immortal Blessings, 'fireshield' 'iceshield' 'shockshield' 'hollyshield', Ogp

Yellowy Wand [2d10] +1 Th/+1 dmg 16+/x2; 1M: Darkness (can blind a person, make SL saves); CL 7; SL 2, 20240gp

Leaden Plate: +1 Level(s) in a Wizard Group Class, 20120gp

DL II Fine Jungle Aliens x(9) x[1]

AC 42, HD 6, hp 12, #Att 1, TH ÷ AC/Save DC by 3, dmg 10

Str 22, Dex 16, Con 18, Int 17, Wis 14, Chr 21, 0.05kxp

Prepared effects:

[Pri SL1] Goodberry: 8 berries can cure 1 hp or act as 1 full meal. 8 berries are always created.

[Pri SL1] Goodberry: 8 berries can cure 1 hp or act as 1 full meal. 8 berries are always created.

Combat effects:

[Psi5 minor] Natural Protection: (Z action) Natural Effect damage resistance 75% for 1s

[Psi-3 minor] Psionic Trap: Create a psionic trap (a minor High Frequency Sample effect)

Dungeon012120 - Dungeon Level 2

Room # 7

Strongroom/Vault

40ft. long x 40ft. wide x 20ft. tall

book; carpet (largish)

Sliding Door (slides left/right into wall) leading to a hallway 5ft. long x 10ft. wide x 25ft. tall

Ceiling transforms into Elemental Time / Temporal Trap; DL 2; Search DC 21 (8 Str damage/s, DC 22 Reflex save for half), (multiple Summon Monster II Trap; DL 2; Search DC 22 (Wizard CL 4, DC 21 RSW save to negate)

Monster that (causes/has/or is) Spinning

[x1] Distance Distortion: Everyone in the room (incl. PCs) are in the same "group"; all area effects cover the entire room; "Hole in

[x1] Combat spells function at triple effect

bones (humanoid)

music; breeze, slight, damp

Odrovir the perplexing Chameleon Crew (Inertron); Kyriel the courteous Vibro Ranger (Curse)

432gp

the Holy Symbol of Bahamut, +1 AC, 370gp

Navy Girdle [AT+37] +1 AC/+1 Saves; 1Z: Gain resistance 10 against one energy type.; CL 9; SL 2, 21090gp

Nut-brown Wand [2d20] +8 Th/+1 dmg 18+/x4; 1P: Target dominated (Will save); takes (CL+3)^2 dmg/s; you can't use actions w  
DL II Small Swamp Elf / Avalons x(3) x[3]

AC 44, HD 4, hp 40, #Att 2, TH ÷ AC/Save DC by 3, dmg 26

Str 20, Dex 22, Con 16, Int 18, Wis 13, Chr 16, 0.05kxp

Prepared effects:

[Psi54 minor] Force Field: CL\*SL\*2 hp ablative Force Field (vs. physical or energy attacks)

[Pri SL2] Resist Fire/Resist Cold 2: Take -50% dmg vs. fire or cold

Combat effects:

[Pri SL1] Treat Light Wounds: Cure 10% of max hp {Touch, 1 creature}

[Psi-17 minor] (no name): Wand of Wonder effect

Dungeon012120 - Dungeon Level 2

Room # 8

Meditation

45ft. long x 45ft. wide x 45ft. tall

staff, normal; wardrobe

Automatic Door (opens if anyone approaches) leading to a hallway 35ft. long x 10ft. wide x 20ft. tall

Spiked Doorknob Trap; DL 2; Search DC 22 (4 Str damage, DC 22 PPD save to negate)

Silver Spears Trap; DL 2; Search DC 21 (Psionicist CL 4, DC 22 PPD save to negate)

Tapestry that (causes/has/or is) Flesh To Stone

[x1] Attack Rolls cannot be made in the room except on a natural 20 (with no adjustments or die setting effects whatsoever).

[x1] Gas in room: Blind (must save every year)

unholy water

humming; smoky

Odo the acerbic Insect Shrike (Plane); Draylind the perplexing Count Bulk (Boomerang)

2,032gp

a hood of darkness, +7 AC, 0gp

Coppery Shield [AT+6] +2 AC/+1 Saves; 1M: Spend the Q points from non-Psi(-6) frequencies. Your next attack is at +Q to hit.; CL

Multi-colored Sword, bastard [2d6] +1 Th/+8 dmg 17+/x2; 1V: Control M Actions (SL/2 saves); CL 7; SL 2, 20990gp

DL II Medium Custom classes Giants x(3) x[1]

AC 41, HD 5, hp 192, #Att 1, TH ÷ AC/Save DC by 6, dmg 10

Str 23, Dex 24, Con 13, Int 23, Wis 16, Chr 22, 0.05kxp

Prepared effects:

[Pri SL1] Sanctuary (1): Opponents must make save to attack target {Touch, 1 creature}

[Wiz SL2] Magic Resistance: MR 50+CL\*5% [duration 2 hours]

Combat effects:

[Psi19 minor] Control Pain: 1bV, can use while stunned: Immune to pain, stun (not capital "S"), torture

[Wiz SL1] Cone of Cold 1: CLd2+CL cold dmg to a group (save:½)

Dungeon012120 - Dungeon Level 2

Room # 9

Harem/Seraglio

20ft. long x 35ft. wide x 45ft. tall

drum; tripod

Locked Door, Out of Phase leading to a hallway 20ft. long x 20ft. wide x 25ft. tall

Swinging Stairs Trap; DL 2; Search DC 21 (16 damage, DC 21 Breath Weapon save for half)

Ingested Anti-Godly Trap; DL 2; Search DC 21 (4 Con damage, DC 21 Spell save to negate)

Idol that (causes/has/or is) Treasure hidden behind a loose stone in the wall

[x1] Ability Checks cannot be made in the room except on a natural 20 (with no adjustments or die setting effects whatsoever).

[x1] DCZ (Dispel Charm Zone) - Charm effects get countered; existing charm effects have SL% chance of being dispelled per segment

poor oxygen; bong

Antigonu the spellbinding Wombat Warrior (Ice); Attor Wildcathead the disgusting Millennium Pachyderm (Glue)

2,046gp

a fine red thread, 4gp

Sienna Wand [2d4] +2 Th/+1 dmg 17+/x4; 1P: You heal 1d8 hp, +1 to next PP save, or restore 1 negative level.; CL 12; SL 2, 2097

Armbands of Might: (Wrists) +2 bonus on Strength and Str-based checks. If the wearer is using Power Attack with at least a -2 p

DL II Tiny Post-Apocalyptic / Cybernetic Wurms x(8) x[4]

AC 43, HD 2, hp 48, #Att 4, TH ÷ AC/Save DC by 3, dmg 17

Str 20, Dex 24, Con 19, Int 17, Wis 15, Chr 19, 0.05kxp

Prepared effects:

[Psi45 minor] Illusory Duplication: Mirror Image (SL images)

[Pri SL1] Combine: -4 AC; no Dex adj.; Add Pri CLs for effects {Touch, 1+ creatures}

Combat effects:

[Psi5 minor] Magical Protection: (Z action) Spell must make Casting Level check on d20

[Psi-6E minor] Chilling Darkness: Target gets -1 all #Att (PP save); x½ save bonus (PPD save); lose next M act. (BW save)

Dungeon012120 - Dungeon Level 2

Room # 10

Strongroom/Vault

50ft. long x 15ft. wide x 20ft. tall

wardrobe; stool, high

Brass Door, Normal leading to a hallway 40ft. long x 10ft. wide x 5ft. tall

Cause Disease Trap; DL 2; Search DC 22 (Psionist CL 4, DC 22 Will save to negate)

Fusillade of Pendulums Trap; DL 2; Search DC 21 (Attack +20 melee, 2d4 Str damage)

Room (Floor) that (causes/has/or is) Magical Pool/Throne: Does a High Frequency Sample

[x1] Nothing in the room can be affected by Improved Invisibility, Mirror Image, No Scent

[x1] Ego of items is septupled in room, all intelligent items and artifacts in room get +1E action

mica

wind, strong; slithering

Harwa the perplexing Cat Duke (Stinger); Hoel the wretched Ruby Tribe (Ice)

3,884gp

some bluish herbs, " " 'bless' ", 27gp

Elixir of Health, 5910gp

Plummy Weapon Gemlet [1d8] +2 Th/+4 dmg 20+/x4; 1M: Three 35' radius areas: CL^2 holy fire dmg (no save); CL 9; SL 2, 2018

DL II Medium Outer CG Beholders x(5) x[4]

AC 44, HD 12, hp 96, #Att 3, TH ÷ AC/Save DC by 3, dmg 10

Str 16, Dex 21, Con 14, Int 16, Wis 20, Chr 19, 0.05kxp

Prepared effects:

[Psi45 minor] Prehensile Hair: Your hair has controlled movement; can do a "Hair attack" (using your hair's P action) for 1dSL dm

[Psi45 minor] Prehensile Hair: Your hair has controlled movement; can do a "Hair attack" (using your hair's P action) for 1dSL dm

Combat effects:

[Wiz SL1] Alley Summoning I: Summons a DL II alley monster, under your control, 1% chance per segment of losing control

[Wiz SL1] Alley Summoning I: Summons a DL II alley monster, under your control, 1% chance per segment of losing control

Dungeon012120 - Dungeon Level 2

Room # 11

Wine Cellar

50ft. long x 35ft. wide x 35ft. tall

thurible (incense); hossock (ottoman)

Phase Door (phases in/out every so often) leading to a hallway 45ft. long x 10ft. wide x 15ft. tall

Scything Jaws Trap; DL 2; Search DC 21 (Attack +12 melee, 2d4 damage)

Web Trap; DL 2; Search DC 21 (Wizard CL 4, DC 21 Spell save to negate)

Wall that (causes/has/or is) Talks - Yells/Screams

[x1] Gravity low 1/7 of a G (-4 Dex, move rate divided by 3, falling dmg = 0, Z actions reduced to 1/s, -1 Con/week)

[x1] Tempus Fugit (time within the room flows at 10x rate compared to outside the room)

scroll (nonmagical)

tapping; clear

Janos the unkind Random Samurai (Motorhome); Maevattana the grim Ruby Vulture (Scimitar)

3,660gp

a pair of spiked gauntlets, +3 AC, 157gp

Pea green Blouse: +1 level(s) of exceptional Wis, 20220gp

Palantir of Minas Ithil [-30]; -3 to INT, WIS, CON; Resist Blindness; See Invisible; Drains Experience; It provides light (radius 4) wh

DL II Diminutive Mirror Universe Golems x(10) x[3]

AC 43, HD 4, hp 10, #Att 3, TH ÷ AC/Save DC by 6, dmg 17

Str 16, Dex 23, Con 16, Int 19, Wis 22, Chr 17, 0.05kxp

Prepared effects:

[Psi15 minor] Improve Breath Element: Add 1 to the E factor of your breath weapon element. (Choose a new element when you

[Wiz SL1] Shield (1): Immune Force; AC2 source; +1 saves {self only}

Combat effects:

[Wiz SL1] Wacky Ball 1 / Normal / ½ : Ld2 dmg normal element (save: ½) {1 group}

[Pri SL2] Cure Moderate Wounds (3): Cure 4d8+L (choose 2 dice) (or) 12+L hp {Touch, 1 creature}

Dungeon012120 - Dungeon Level 2

Room # 12

Salon

15ft. long x 50ft. wide x 30ft. tall

balcony; balcony

(Wood Door, Normal) leading to a hallway 40ft. long x 5ft. wide x 20ft. tall

Air in room transforms into Elemental Gravity Trap; DL 2; Search DC 22 (4 Wis damage/s, DC 21 RSW save for half)

Dropping Trapdoor Trap; DL 2; Search DC 22 (16 damage, DC 21 RSW save for half)

Fireplace that (causes/has/or is) Gaseous

[x1] Transmutation spells function at zero effect

[x1] Gas in room: Blind (must save every segment)

magnify glass

splashing; chiming

Velia the mordant Soviet Ant (Katana); Angrule the double-talking Shambling Machine (Wings)

3,419gp

a Beautiful Single White Rose, +1 AC, 10gp

Indigo Eyes [1d12] +1 Th/+16 dmg 18+/x4; 1V: Do SL instances of another Psi45 power you know; you are Spent and Harmed at

Ruby Carrots: Free Duplicator Kit: Level 9: Duplicate one class's abilities at level = (your level)/9, round down, Free bonus NPC Lo

DL II Tiny Plains Eelementsals x(2) x[2]

AC 42, HD 3, hp 48, #Att 4, TH ÷ AC/Save DC by 3, dmg 25

Str 24, Dex 22, Con 14, Int 16, Wis 23, Chr 24, 0.05kxp

Prepared effects:

[Pri SL2] Resist Acid and Corrosion: Resist acid {Touch, 1 target}

[Psi14 minor] (no name): Hit only by +LVL or better weapons

Combat effects:

[Pri SL2] Withdraw: Get 1r of actions per 1s; only cure self & Div {self only}

[Pri SL1] Call Lightning 1: (CL+2)d4 lightning dmg (save:½) (halve the die type if not outside)



Dungeon012120 - Dungeon Level 3

Room # 1

Crematorium

30ft. long x 10ft. wide x 40ft. tall

whips; desk

Energy/Elemental Door leading to a hallway 40ft. long x 25ft. wide x 10ft. tall

Moving Statue Trap; DL 3; Search DC 31 (24 damage, DC 33 Will save for half)

Treat Serious Wounds Trap; DL 3; Search DC 33 (Cleric CL 6, DC 32 PP save to negate), (multiple targets)

Fountain that (causes/has/or is) Monster Generator in room (summons a monster every segment)

[x1] Distance Distortion: Everyone in the room (incl. PCs) are in the same "group"; all area affects cover the entire room; "Hole i

[x1] Ego of items is quartered in room, all intelligent items and artifacts in room get +1E action

chair w/straps

chirping; still

Yohadric the heartless Lion -naut (Unexplained); Ortnit the secretive Wild One (Vibro-)

7,272gp

a pair of black leather pants, +3 AC, 145gp

Holy Symbol of Greyhawk, 9120gp

Brooch of Shielding: (Neck) Absorbs 101 hit points of Magic Missile damage and then melts., 4010gp

DL III Small Forest Wurms x(1) x[1]

AC 94, HD 5, hp 288, #Att 6, TH ÷ AC/Save DC by 12, dmg 57

Str 19, Dex 18, Con 15, Int 18, Wis 19, Chr 25, 0.1kxp

Prepared effects:

[Psi9 minor] Poison Claws: CHd4 damage poison in fingernails (save)

[Pri SL2] Double Resist [E=1 element]: Pick an E=1 element, you double resist it (1/4 dmg, 1/10 if make save) for 1 hour.

[Psi-15 minor] Increase Touch Damage: CLdCL dmg with unarmed touch (do not add punch or weapon damage)

Combat effects:

[Psi100 minor] Command: Command (Will save), hits 2+CL/9 groups

[Psi45 Major] Fire Generation: SL\*CL Fire damage (1 group, no save)

[Psi10 Major] Heat Ray: Line, all in area CLd6 heat dmg (save:½), immunity to non-magical heat works

Dungeon012120 - Dungeon Level 3

Room # 2

Hall

10ft. long x 30ft. wide x 45ft. tall

pillory; shaft

Energy/Elemental Door leading to a hallway 35ft. long x 20ft. wide x 20ft. tall

Water-Filled Doorknob Trap; DL 3; Search DC 32 (8 Int damage, DC 32 Reflex save to negate)

Crushing Brick Trap; DL 3; Search DC 32 (8 damage, DC 33 Fortitude save for half)

Statue that (causes/has/or is) Sloping

[x1] Distance Distortion: All distances in room are quartered

[x1] Tempus Fugit (time within the room flows at 5x rate compared to outside the room)

cracked flask

humming; howling

Cergos the amazing Quick Blood (Unobtainium); Naxos the tasteless Black Avalanche (Pegasus)

2,516gp

some black powder, 0gp

Slate Clay pot: +200 PSP's, 45110gp

Cinnamon Eyes [1d10] +32 Th/+32 dmg 16+/x3; 1Z: As the 4th level Wizard spell; CL 14; SL 3, 45670gp

DL III Large Internet Oozes x(10) x[1]

AC 92, HD 15, hp 384, CR 40% #Att 5, TH ÷ AC/Save DC by 12, dmg 74

Str 31, Dex 31, Con 23, Int 20, Wis 31, Chr 21, 0.1kxp

Prepared effects:

[Psi7 Major] (no name): Whenever you touch someone, they are aged CLd4 years (PPD save)

[Wiz SL2] Invisibility: Invisibility; attacking ends spell {Touch, 1 target}

[Psi81 minor] Extra Limbs: +1 arm, +1 tail, +2 legs, or +2 tentacles

Combat effects:

[Pri SL2] Flame Strike 2: CLd2 holy fire dmg (save:½)

[Pri SL3] Heal 3: Cure to 25% of max hp (max Heal 3 can cure at once = 250 hp)

[Wiz SL3] Magic Missile 3: (CL+1)\*3/2 missiles, each does 1d4+1 force dmg (no save)

## Dungeon012120 - Dungeon Level 3

Room # 3

Shrine

20ft. long x 10ft. wide x 30ft. tall

spinning wheel; U rack

Bronze Door, Normal leading to a hallway 50ft. long x 20ft. wide x 20ft. tall

Pit transforms into Elemental Holy {incl. Eldritch / Unholy} Trap; DL 3; Search DC 32 (8 Dex damage/s, DC 33 Spell save for half), (

Air in room transforms into Elemental Firestorm Trap; DL 3; Search DC 33 (6 Dex damage/s, DC 31 Breath Weapon save for half)

Room (Floor) that (causes/has/or is) Gate (to random plane) in room (cannot be dispelled unless a x2 or higher being steps throu

[x1] Gas in room: Blind (must save every week)

[x1] Divination spells function at zero effect

dipping water

poor oxygen; breeze, gusting

Garano the righteous Royal Pirate (Thingamabob); Gaussra the foul Android Cow (Axe)

6,267gp

Demolition, sword, 15d15 (120), 1210gp

Iron Bands of Bilarro, 10420gp

Drab Mirror: Free Improved Critical Mult. Feat: +1 to crit multiplier with weapon, 45310gp

DL III Small Synnibarr Faeries x(9) x[3]

AC 95, HD 12, hp 80, #Att 5, TH ÷ AC/Save DC by 4, dmg 74

Str 18, Dex 27, Con 22, Int 21, Wis 27, Chr 30, 0.1kxp

Prepared effects:

[Psi6G Major] Forbiddance: Set up or remove a Forbiddance zone

[Psi-15 Major] Add Immunity: Immune to one normal (EE=1) element, this can be taken twice for an EE=2, thrice for an EE=3, e'

[Psi16 minor] Golem Form: Stone Guardian: Double Resist edged weapons; Resist cold, fire, lightning; Halve your move rate

Combat effects:

[Wiz SL3] Enslave Person: As Charm Person, except the effect cannot be thrown off by being damaged, and there is no daily save

[Psi6E Major] Wall of Stone: As the 5th level Wizard spell

[Psi-6G minor] Angelic Heal: Cure N hp to one target (max N = 5+CL<sup>2</sup>)

Dungeon012120 - Dungeon Level 3

Room # 4

Smithy/Forge

35ft. long x 30ft. wide x 20ft. tall

chasm; tweezers

Golem Door (it's a Golem creature) leading to a hallway 10ft. long x 5ft. wide x 10ft. tall

Summon Monster III Trap; DL 3; Search DC 32 (Wizard CL 6, DC 31 PP save to negate)

Inhaled Ooze / Mud Trap; DL 3; Search DC 31 (60 damage, DC 32 PP save for half)

Pedestal that (causes/has/or is) Monster Generator: Beholder (summons a Beholder every segment)

[x1] Numbers spells function at triple effect

[x1] Nothing in the room can be affected by Avoid Traps, Immune Gravity, Invisibility

nutshells

grunting; laughter

Faulkas the manipulative Sand Child (Unknown); Istelyn the tasteless Lieutenant Midget (Vibro-)

3,117gp

a flail, flail, +1 AC, 1d7 (4), 8gp

Brownish Crossbow, heavy [3d8] +3 Th/+1 dmg 19+/x5; 1P: Add SL/2 instances of a Vulnerability to something (medium scale: a

Claret Deck: Free Earth Master Feat: +LVL TH if both you and your opponent are touching the ground, 45130gp

DL III Medium Rakshasa World Unlives x(22) x[4]

AC 96, HD 8, hp 176, #Att 4, TH ÷ AC/Save DC by 12, dmg 56

Str 24, Dex 27, Con 15, Int 18, Wis 23, Chr 20, 0.1kxp

Prepared effects:

[Pri SL3] Double Resist [E=2 element]: Pick an E=2 element, you double resist it (1/4 dmg, 1/10 if make save) for 1 hour.

[Psi24 minor] CL/ML toggle: Pick N (can be negative); get +N ML and -N\*2 CL; ML and CL must be at least 0

[Pri SL1] Combine: -4 AC; no Dex adj.; Add Pri CLs for effects {Touch, 1+ creatures}

Combat effects:

[Psi-1 minor] Resume Animation: Remove one instance of Paralysis, Stun, Hold, etc. on yourself

[Psi54 Major] Air Animation: Summon a DL=SL Air Elemental

[Wiz SL3] Lightning Bolt 3: CLd6 lightning dmg to a group (save:½)

Dungeon012120 - Dungeon Level 3

Room # 5

Salon

35ft. long x 45ft. wide x 5ft. tall

Bridge, Bone; forge

Concealed (Hidden) Door, roll again for type leading to a hallway 25ft. long x 25ft. wide x 15ft. tall

Hail of Arrows Trap; DL 3; Search DC 32 (Attack +42 melee, 4d6 Chr damage)

Air in room transforms into Elemental Dust Trap; DL 3; Search DC 33 (6 Int damage/s, DC 31 PP save for half)

Illusion that (causes/has/or is) up-sliding

[x1] Gas in room: Con (all in room get -4 to that stat while in room)

[x1] Ego of items is quadrupled in room, all intelligent items and artifacts in room get +1E action

bone

steamy near floor; howling

Cheslav Tolenkaski the unpleasant Commodore Villain (Chronal); Kahlan the evil Mind Condor (Divine intervention)

2,345gp

a dressing table, 200gp

Flesh-coloured Robe [AT+9] +2 AC/+16 Saves; 1P: SL/2 (round down) instances of Resist radiation damage; +SL\*10% damage wit

Purplish Wand [3d6] +27 Th/+1 dmg 18+/x5; 1Z: Stop (200 lbs, each x2 is +5 PSPs); CL 12; SL 3, 45720gp

DL III Huge Post-Apocalyptic / Cybernetic Viruss x(5) x[1]

AC 93, HD 26, hp 768, MR 111% #Att 4, TH ÷ AC/Save DC by 4, dmg 19

Str 24, Dex 20, Con 21, Int 29, Wis 31, Chr 19, 0.1kxp

Prepared effects:

[Wiz SL1] Find Familiar: See [S4], or finds your familiar {1 creature}

[Psi6E minor] Immunity I: Immune to poison, non-silver weapons

[Psi6E minor] Immunity I: Immune to poison, non-silver weapons

Combat effects:

[Psi-12L minor] Dispel Anti-Psi: Dispels one anti-Psi effect

[Psi-12L minor] Dispel Anti-Psi: Dispels one anti-Psi effect

[Pri SL3] Summon Insects: Summons DL 3 insects

Dungeon012120 - Dungeon Level 3

Room # 6

Robing Room

25ft. long x 45ft. wide x 45ft. tall

pot (huge); vestments

(Wood Door, Normal) leading to a hallway 50ft. long x 10ft. wide x 15ft. tall

Pit transforms into Elemental Napalm Trap; DL 3; Search DC 33 (8 Cml damage/s, DC 33 Reflex save for half)

Injected Annihilation Trap; DL 3; Search DC 31 (20 damage, DC 32 RSW save for half)

Stairway that (causes/has/or is) Disintegrates

[x1] DCZ (Dispel Charm Zone) - Charm effects get countered; existing charm effects have SL% chance of being dispelled per segment

[x1] Turning Undead is at +3 CL and -10 to the 1d20 turn roll (these are fixed amounts, rolled once)

candle

bong; rustling

Angrar the wicked Doctor Bee (Kayak); Thurl the super-intelligent Raccoon Monkey (Sleigh)

3,633gp

Jondular's Fire, 50gp

Ring of Chameleon Power, 6550gp

Chrome Amulet: +1 Level(s) in a Monster Group Class, 45310gp

DL III Fine Psionicist classes Elemental x(13) x[1]

AC 91, HD 3, hp 36, #Att 1, TH ÷ AC/Save DC by 4, dmg 19

Str 24, Dex 30, Con 22, Int 18, Wis 26, Chr 20, 0.1kxp

Prepared effects:

[Psi3½ Major] Vampiric Blade: You heal half of your base weapon damage.

[Pri SL3] Double Resist [E=1 element]: Pick an EE=1 element, you double resist it (1/4 dmg, 1/10 if make save) for 1 hour.

[Psi24 Major] Level: early 9: Get a "Level:" ability in your class 9 levels early (this can be taken multiple times)

Combat effects:

[Pri SL3] Summon Nature's Ally III : Calls DL 3 creature to fight.

[Pri SL2] Flame Strike 2: CLd2 holy fire dmg (save:½)

[Psi1 Major] Improved Cell Adj.: Cell Adj. but range=10\*level, Max.hp=10\*level/r

Dungeon012120 - Dungeon Level 3

Room # 7

Court

50ft. long x 5ft. wide x 10ft. tall

platform; Floors of Plants

Concealed (Hidden) Door, roll again for type leading to a hallway 30ft. long x 15ft. wide x 10ft. tall

Air in room transforms into Elemental Anti-Loop Trap; DL 3; Search DC 33 (12 Cml damage/s, DC 31 Will save for half)

Wall transforms into Elemental Psionic / Thought Trap; DL 3; Search DC 33 (4 Con damage/s, DC 32 Reflex save for half)

Pool that (causes/has/or is) Distorted - Height/Depth

[x1] Tempus Fugit (time within the room flows at 10x rate compared to outside the room)

[x1] Enchantment spells function at zero effect

cupboard

murmuring; scream(ing)

Abaris the grim Danger Glory (Javelin); Bazullarith the philanthropic Sun Mane (-wing)

2,651gp

an ace card, 'ray of truth' 'cure serious' 'faerie fog' ", 50gp

Rose Cube [2d6] +1 Th/+81 dmg 16+/x2; 1M: Dispels one Radioactive, Wild/Chaos, or Technological effect; CL 21; SL 3, 45800gp

Boots, Winged: (Feet) Fly, 3/day. Each activation lasts 5 minutes., 19430gp

DL III Diminutive Mirror Universe Cthulhoid Horrors x(3) x[2]

AC 92, HD 4, hp 20, #Att 2, TH ÷ AC/Save DC by 12, dmg 55

Str 23, Dex 15, Con 22, Int 23, Wis 21, Chr 19, 0.1kxp

Prepared effects:

[Pri SL2] Resist [E=1 eelement]: Pick an EE=1 eelement, you resist it for 1 hour.

[Psi9 Major] Regenerator: [Regeneration CH hp/r, Restores Memory]

[Psi6G minor] Poison Immunity: Immunity to magical/nonmagical poison

Combat effects:

[Wiz SL1] Prismatic Wall 1: 1 Prismatic color

[Pri SL2] Shatter : Object(s) destroyed (save vs. crushing blow) {1 group}

[Pri SL2] Death Knell: Slain if &lt;0 hp (save); you +1d8 hp, +2 Str, +1 CL {Touch, 1 creature}

Dungeon012120 - Dungeon Level 3

Room # 8

Crypt / Burial Chamber

40ft. long x 30ft. wide x 35ft. tall

trunk; scroll

Plant Door (as the spell) leading to a hallway 30ft. long x 5ft. wide x 20ft. tall

Poisoned Balls Trap; DL 3; Search DC 32 (Attack +27 ranged, 6d4 Wis damage)

Compacting Vent Trap; DL 3; Search DC 31 (12 Chr damage, DC 31 PP save to negate)

Door, Secret that (causes/has/or is) Magical Pool: Heal (75%) or Poison (death/40) (25%)

[x1] Distance Distortion: Everyone in the room (incl. PCs) are in the same "group"; all area effects cover the entire room; "Hole in

[x1] Wizard abilities cannot be used in the room, existing effects are OK

wood (scraps)

steamy near ceiling; scuttling

Lenusya the sinful Magna- Shark (Pegasus); Gorvon the savage Speed Canary (Starship)

2,781gp

the Overseer Ring, 100gp

Greenish Toilet: +3 Henchmen Slots, 45330gp

Lily-white Eyes [3d4] +1 Th/+1 dmg 20+/x4; 1M: 1bV, can use while stunned: Immune to pain, stun (not capital "S"), torture; CL

DL III Large Random(ite) Mutants x(12) x[1]

AC 93, HD 13, hp 352, CR 99% #Att 1, TH ÷ AC/Save DC by 12, dmg 37

Str 24, Dex 22, Con 24, Int 24, Wis 31, Chr 31, 0.1kxp

Prepared effects:

[Wiz SL3] Nondetection : Hides subject from divination, scrying.

[Pri SL2] Resist Fire/Resist Cold 2: Take -50% dmg vs. fire or cold

[Wiz SL2] Anti-Magic Shell 2: Anti-Magic of SL 0 to 1

Combat effects:

[Psi18 minor] Intellect: Annihilation: 1 target: -3d6 Int (save)& insane (save)

[Psi3½ minor] Dimension Swap: You and ally or two allies switch positions.

[Psi18 Major] Telepathy: Hypnosis: LVL/2 targets: Hypnosis (save)



Dungeon012120 - Dungeon Level 3

Room # 9

Game Room

35ft. long x 50ft. wide x 35ft. tall

forge; stool, high

Bronze Door, Normal leading to a hallway 40ft. long x 10ft. wide x 15ft. tall

Basic Deathblades Trap; DL 3; Search DC 33 (Attack +18 melee, 6d2 Dex damage), (multiple targets)

Built-to-Collapse Chute Trap; DL 3; Search DC 31 (16 damage, DC 32 Breath Weapon save for half)

Stairway that (causes/has/or is) Treasure hidden by Invisibility

[x1] Gas in room: Chr (all in room get +16 to that stat while in room)

[x1] Gravity high 3 G's (-8 Str, /move rate by 4, falling dmg x4, Z actions reduced by 3/s)

strong acid

dank, mouldy smell; thumping

Danelek the philanthropic Poison Vandal (BBs); Delora the indescribable Captain Claw (Mind)

8,396gp

a curved dagger, dagger, 10d15 (80), 300gp

Rod of Flailing, 10530gp

Charcoal Flowers: +2 level(s) of exceptional Chr, 45130gp

DL III Small Kara-Tur Illusionarys x(9) x[2]

AC 91, HD 5, hp 88, #Att 3, TH ÷ AC/Save DC by 4, dmg 19

Str 23, Dex 14, Con 31, Int 20, Wis 20, Chr 20, 0.1kxp

Prepared effects:

[Psi45 Major] Illusory Invisibility: Minor: Invis.; Major: Improved Invis.; Grand: Dust of Disappearance

[Pri SL1] Combine: -4 AC; no Dex adj.; Add Pri CLs for effects {Touch, 1+ creatures}

[Wiz SL3] Anti-Magic Shell 3: Anti-Magic of SL 0 to 2

Combat effects:

[Wiz SL1] Sleep (1): 4d4 HD slept (no save); max HD/creature=4+2 {1 group}

[Psi-5 Major] Beam of Nothing: CL\*CL dmg in a 30' line (no save); they lose next F action (save)

[Wiz SL1] Sleep (1): 4d4 HD slept (no save); max HD/creature=4+2 {1 group}

## Dungeon012120 - Dungeon Level 3

Room # 10

Animal Pens

5ft. long x 25ft. wide x 15ft. tall

columns/pillars; idol

Sliding Door (slides left/right into wall) leading to a hallway 35ft. long x 5ft. wide x 15ft. tall

Moving Box Trap; DL 3; Search DC 33 (12 damage, DC 31 Reflex save for half)

Trapdoor transforms into Elemental Anti-Magic {extra +1} Trap; DL 3; Search DC 32 (36 Con damage/s, DC 31 Reflex save for half)

Container (Barrel, Jar, Vase, etc.) that (causes/has/or is) Elevator room, descends 1 level and will not ascend for 30 turns.

[x1] Psionics cannot be cast in the room, existing effects are OK

[x1] Necromancy spells function at zero effect

cap

hooting; scuttling

Yavanna the frigid All-Star Wraith (Web); Drona the unlucky Shatter Sentinel (Gravi-)

5,930gp

a Jacuzzi, Ogp

Girdle of Untimely Embarrassment (cursed), 2540gp

Translucent Armor, Heavy [AT+6] +3 AC/+2 Saves; 1P: SL/2 instances of Resist Fire; CL 14; SL 3, 45320gp

DL III Large Psionicist classes Undeads x(6) x[1]

AC 95, HD 45, hp 384, CR 103% #Att 3, TH ÷ AC/Save DC by 12, dmg 19

Str 25, Dex 21, Con 30, Int 27, Wis 16, Chr 30, 0.1kxp

Prepared effects:

[Pri SL2] Double Resist [E=1 element]: Pick an E=1 element, you double resist it (1/4 dmg, 1/10 if make save) for 1 hour.

[Wiz SL1] Shield (1): Immune Force; AC2 source; +1 saves {self only}

[Pri SL3] Double Resist [E=1 element]: Pick an EE=1 element, you double resist it (1/4 dmg, 1/10 if make save) for 1 hour.

Combat effects:

[Wiz SL3] Cone of Cold 3: CLd6+CL cold dmg to a group (save:½)

[Psi3 Major] Greater Domination: Subject obeys your will.

[Psi3 Major] Greater Domination: Subject obeys your will.

Dungeon012120 - Dungeon Level 3

Room # 11

Wizard's Chamber/Lab

50ft. long x 15ft. wide x 5ft. tall

throne; Bridge, Swinging (like a swing)

Trapped Door, Out of Phase, roll on [D4.3] leading to a hallway 20ft. long x 15ft. wide x 25ft. tall

Rolling Spears Trap; DL 3; Search DC 31 (Attack +21 ranged, 2d6 Chr damage)

Air in room transforms into Elemental Cold Trap; DL 3; Search DC 33 (4 Str damage/s, DC 32 Will save for half)

Pillar or Column that (causes/has/or is) Pivots Two Possible Ways

[x1] Healing spells function at triple effect

[x1] Turning Undead is at -16 CL and +2 to the 1d20 turn roll (these are fixed amounts, rolled once)

fishing net

giggling (faint); downdraft, strong

Achar the despicable Fire Manhunter (Strobe); Musenda the poisonous Senor Mutant (Pitchfork)

6,638gp

the belt 'Majesty', +4 AC, 1300gp

Chartreuse Bracers [AT+6] +81 AC/+81 Saves; 1P: Gain a tail; your base tail attack does 1d4 damage.; CL 14; SL 3, 45630gp

Green Stone [3d10] +9 Th/+32 dmg 19+/x3; 1M: Control target telepathically.; CL 21; SL 3, 45200gp

DL III Small Shangri-La Aliens x(7) x[1]

AC 96, HD 18, hp 88, #Att 1, TH ÷ AC/Save DC by 12, dmg 21

Str 19, Dex 18, Con 18, Int 22, Wis 21, Chr 23, 0.1kxp

Prepared effects:

[Pri SL2] Protection from Lightning 2: Stop the next CL\*4 lightning dmg

[Wiz SL1] Cantrip: Can cast 1 cantrip (Wiz 0) per round as Z action

[Pri SL2] Double Resist [E=1 element]: Pick an E=1 element, you double resist it (1/4 dmg, 1/10 if make save) for 1 hour.

Combat effects:

[Psi-6E Major] Lurking Evil 2 N: ½M, -16 current hp: Summon CL Horrors: AC 60, hp 600, Att 6, TH+60, dmg 60; sac Horror: 6 dmg

[Psi1 minor] Cell Adjustment: Max.# hp = level\*5, Cure Disease=20/70

[Pri SL2] Summon Nature's Ally II: 1 DL 2 or 1d3 DL 1 animals to fight for you {1 creature}

Dungeon012120 - Dungeon Level 3

Room # 12

Psionist's Chamber/Lab

50ft. long x 45ft. wide x 5ft. tall

pit (shallow); herbs

Membrane Portal (Module Q1 Web Level 4) leading to a hallway 45ft. long x 20ft. wide x 10ft. tall

Lightning Bolt 3 Trap; DL 3; Search DC 32 (Cleric CL 6, DC 32 RSW save to negate)

Ingested Furnace Trap; DL 3; Search DC 32 (12 Cml damage, DC 33 RSW save to negate)

Pit that (causes/has/or is) Sliding

[x1] Proof against Poison (includes natural, magical, psionic poisons, etc.)

[x1] Ego of items is quadrupled in room, all intelligent items and artifacts in room get +1E action

branding iron

murmuring; hooting

Eandroth the amoral Voodoo Hornet (Tricycle); Othralen the irritating Cobalt Force (Musket)

5,034gp

a talkative parrot, +2 AC, 60gp

Pea green Shield [AT+248] +1 AC/+1 Saves; 1M: -PL dmg per energy attack; CL 12; SL 3, 45660gp

Copper Bullets, sling (10) [3d20] +1 Th/+8 dmg 17+/x3; 1M: Control target telepathically.; CL 18; SL 3, 45250gp

DL III Medium Outer CE Cthulhoid Horrors x(13) x[1]

AC 93, HD 8, hp 576, #Att 6, TH ÷ AC/Save DC by 4, dmg 56

Str 23, Dex 25, Con 27, Int 17, Wis 14, Chr 28, 0.1kxp

Prepared effects:

[Pri SL3] Protection from Lightning 3: Stop the next CL\*8 lightning dmg

[Wiz SL2] Magic Resistance: MR 50+CL\*5% [duration 2 hours]

[Wiz SL1] Find Familiar: See [S4], or finds your familiar {1 creature}

Combat effects:

[Psi7 Major] (no name): Slay Living (save)

[Psi29 Major] Disintegrate:

[Psi29 Major] Disintegrate:

Dungeon012120 - Dungeon Level 4

Room # 1

Hall

35ft. long x 10ft. wide x 10ft. tall

incense burner(s); magic circle

Locked Door, Mechanical leading to a hallway 20ft. long x 5ft. wide x 5ft. tall

Inhaled Vacuum Trap; DL 4; Search DC 41 (2 Con damage, DC 41 Breath Weapon save to negate)

Scything Blades Trap; DL 4; Search DC 42 (Attack +16 melee, 4d4 damage)

Well that (causes/has/or is) Invisible

[x1] Priest abilities cannot be used in the room, existing effects are OK

[x1] Gravity low 1/2 of a G (-4 Dex, move rate divided by 3, falling dmg = 0, Z actions reduced to 1/s, -1 Con/week)

mold (common)

foggy near floor; dank, mouldy smell

Hammerstone the illustrious Screaming Nimbus (Lance); Manaigh the intangible Ambush Skier (Wings)

10,060gp

a blanket of phoenix feathers, 0gp

White Kama [1d10] +243 Th/+243 dmg 18+/x5; 1M: SL\*CL/2 Radiowave damage (1 group, no save, the effect can go through a 5

Oracles of Greyhawk, 22330gp

DL IV Tiny Outer LE Hounds x(22) x[1]

AC 162, HD 6, hp 68, #Att 5, TH ÷ AC/Save DC by 5, dmg 132

Str 22, Dex 21, Con 34, Int 30, Wis 30, Chr 34, 0.25kxp

Prepared effects:

[Wiz SL4] Fire Shield 4: Anyone who melees with you takes 75% dmg back

[Wiz SL4] Evard's Black Tentacles : 1d4 +1/level tentacles grapple randomly within 15 ft.

[Pri SL3] Negative Plane Protection: Stops one negative energy attack

[Psi14 minor] (no name): Regen CL hp/s

Combat effects:

[Pri SL3] Cure Blindness or Deafness: Cures Blindness or Deafness

[Pri SL3] Cure Blindness or Deafness: Cures Blindness or Deafness

[Psi72 minor] Paralysis: Paralyze one target (PPD save)

[Psi-2 minor] Deflect: Deflect a melee attack; --

Dungeon012120 - Dungeon Level 4

Room # 2

Barracks / Quarters

5ft. long x 40ft. wide x 25ft. tall

Chimney, Fire (for fireplace); rail

Golem Door (it's a Golem creature) leading to a hallway 10ft. long x 10ft. wide x 20ft. tall

Dropping Pit Trap; DL 4; Search DC 42 (32 Wis damage, DC 42 PPD save to negate), (multiple targets)

Dropping Pit Trap; DL 4; Search DC 42 (32 Wis damage, DC 42 PPD save to negate), (multiple targets)

Painting that (causes/has/or is) Treasure hidden under a heap of trash/dung

[x1] Gravity low 1/2 of a G (-4 Dex, move rate divided by 3, falling dmg = 0, Z actions reduced to 1/s, -1 Con/week)

[x1] Attack Rolls cannot be made in the room except on a natural 20 (with no adjustments or die setting effects whatsoever).

markings

ringing; footsteps (receding)

Yrre Swordthrustrer the vile Aqua- Valkyrie (Capsule); Haitea the greedy Violet Cavalier (Crossbow)

12,731gp

an imperial cape, +1 AC, 73gp

Ring of Telekinesis (2000 lbs.), 15340gp

Inky Sand paper: +2 level(s) of exceptional Str, 80440gp

DL IV Diminutive Wizard classes Elemental x(11) x[1]

AC 164, HD 5, hp 34, #Att 8, TH ÷ AC/Save DC by 5, dmg 99

Str 18, Dex 26, Con 38, Int 30, Wis 37, Chr 15, 0.25kxp

Prepared effects:

[Psi29 minor] Mirror Image:

[Psi7 minor] (no name): Immunity to sleep, fatigue, and exhaustion

[Wiz SL2] Notched Blast: Your next spell is "held" (release as 0), no spells until released

[Psi54 Major] Mystic Shield: SR SL\*CL

Combat effects:

[Wiz SL4] Fireball 4: CLd8 fire dmg to a group (save:½)

[Wiz SL4] Dispel Psionics: Dispels Psionics

[Wiz SL4] Fireball 4: CLd8 fire dmg to a group (save:½)

[Wiz SL2] Death Spell 2: Slay 2d12 HD of creatures (save)

Dungeon012120 - Dungeon Level 4

Room # 3

Workshop

45ft. long x 5ft. wide x 45ft. tall

lamp; sconce

Dimension Door (as the spell) leading to a hallway 20ft. long x 5ft. wide x 25ft. tall

Scything Pendulums Trap; DL 4; Search DC 43 (Attack +48 melee, 2d2 damage)

Ingested Alcohol Trap; DL 4; Search DC 41 (18 Int damage, DC 42 Fortitude save to negate)

Pool that (causes/has/or is) Monster Generator: Ooze (summons an Ooze every segment)

[x1] Tempus Fugit (time within the room flows at 20x rate compared to outside the room)

[x1] Ability Checks cannot be made in the room except on a natural 20 (with no adjustments or die setting effects whatsoever).

single bed

poor oxygen; groaning

Severik the boisterous Fighting Boy (Genetic engineering); Zuera the irresistible Turbo- Skier (Saucer)

11,106gp

a sapphire brooch, 1200gp

Golden Necklace [AT+37] +1024 AC/+8 Saves; 1M: Enemies need a +1 weapon to hit you.; CL 24; SL 4, 80490gp

Crimson Gloves [AT+86] +16 AC/+16 Saves; 1V: Immune to spell level 0 to SL-1 enchantment/charm effects; CL 16; SL 4, 80460gp

DL IV Fine Sigil / Maelstrom Animals x(30) x[4]

AC 161, HD 4, hp 20, CR 380% #Att 3, TH ÷ AC/Save DC by 5, dmg 33

Str 31, Dex 32, Con 20, Int 21, Wis 29, Chr 28, 0.25kxp

Prepared effects:

[Pri SL4] Protection from Fire 4: Stop the next CL\*12 fire dmg

[Psi18 Major] Magnetic Ctrl: Shield: Shield vs. Energy/Physical, 100\*LVL hp

[Psi81 Major] Invisibility: Improved Invisibility

[Wiz SL3] Haste: +1 P, +1V to one group

Combat effects:

[Psi10 Major] Lightning Bolt: Lightning Bolt, CLd6 dmg (save:½)

[Psi54 Major] Vampirism: Target gets SL/2 negative levels (energy drain, no save), you gain CL\*SL hp (not above max)

[Psi-6N minor] Earth Storm: Deal Nd12 Eldritch Earth dmg 40' radius (no save); max N = CL

[Psi45 minor] Spray: SL choking dmg to a group per segment (can leave the area)

## Dungeon012120 - Dungeon Level 4

Room # 4

Bestiary

25ft. long x 10ft. wide x 5ft. tall

dung heap; chest

Time Door (goes to another time) leading to a hallway 15ft. long x 20ft. wide x 20ft. tall

Injected Solid Neutronium Trap; DL 4; Search DC 41 (2 Dex damage, DC 43 Spell save to negate)

Tripping Caltrops Trap; DL 4; Search DC 43 (Attack +20 ranged, 8d6 Chr damage)

Stairway that (causes/has/or is) Releases - Map

[x1] Roll 1d8+1 times on the x1 Special table; duplicated results are doubled/tripled/quadrupled/etc.

[x1] Nothing in the room can be affected by Mirage Arcana, Don't generate "!"s, Hallucinatory Terrain

bale (straw)

music; dusty

Edric the perverted General Bureau (Stationwagon); Jarniman the ignoble Emerald Swarm (Zip Gun)

10,667gp

an embroidered robe, 20gp

Pearly Eyes [2d10] +4 Th/+16 dmg 19+/x3; 1M: SL\*CL Cold damage (1 group, no save); CL 20; SL 4, 80160gp

Lime-green Sandal: Free Swashbuckler Kit: +2 AC; +2 NPC reactions; Ambidextrous, Free bonus Tumbling proficiency, 80120gp

DL IV Tiny Mind Flayer World Artifacts x(13) x[1]

AC 162, HD 3, hp 68, #Att 8, TH ÷ AC/Save DC by 5, dmg 65

Str 16, Dex 16, Con 21, Int 35, Wis 38, Chr 37, 0.25kxp

Prepared effects:

[Pri SL3] Resist [E=3 element]: Pick an E=3 element, you resist it for 1 hour.

[Psi30 Major] [creature type] Form: Polymorph Self (as spell)

[Pri SL4] Resist [E=2 element]: Pick an EE=2 element, you resist it for 1 hour.

[Pri SL2] Frisky Chest: Object will move away from non-Caster. If (after moving for 6 rounds) what it is moving away from is kept

Combat effects:

[Psi6E Major] Wall of Ice: As the 4th level Wizard spell

[Psi6E Major] Wall of Ice: As the 4th level Wizard spell

[Wiz SL3] Death Spell 3: Slay 3d12 HD of creatures (save)

[Wiz SL3] Death Spell 3: Slay 3d12 HD of creatures (save)



Dungeon012120 - Dungeon Level 4

Room # 5

Corridor

15ft. long x 35ft. wide x 15ft. tall

Chimney, Fire (for fireplace); staff, normal

(Wood Door, Normal) leading to a hallway 20ft. long x 5ft. wide x 15ft. tall

Poisoned Jaws Trap; DL 4; Search DC 42 (Attack +80 ranged, 2d8 Chr damage)

Inhaled Diamond Trap; DL 4; Search DC 44 (40 damage, DC 44 Spell save for half)

Tapestry that (causes/has/or is) Illusionary wall concealing a chute below

[x1] Nothing in the room can be affected by Avoid Traps, Disguise Self, Inaudible

[x1] Ego of items is quintupled in room, all intelligent items and artifacts in room get +1E action  
urn

hooting; roar(ing)

Pania the invulnerable Wind Vulture (Neutralizer); Chiros the wingless Scarlet Apocalypse (Pencil)

10,589gp

a heavy cotton robe, +3 AC, 200gp

Ioun Stone, Normal, +1 Psi2 attack/r (Psi2), 4530gp

Scroll of Pro. from Undead, 16420gp

DL IV Fine Space Mutants x(3) x[2]

AC 168, HD 16, hp 17, #Att 7, TH ÷ AC/Save DC by 5, dmg 130

Str 38, Dex 20, Con 38, Int 34, Wis 21, Chr 19, 0.25kxp

Prepared effects:

[Wiz SL3] Displacement : WR 50%

[Wiz SL2] Protection from Arrows: -10 dmg /missile attack, unless +L/5+1 or better {Touch, 1 creature}

[Pri SL1] Protection from Fire 1: Stop the next CL\*2 fire dmg

[Psi4 minor] AC \*1.25: Your new AC = (old AC - 10) \* 1.25 + 10

Combat effects:

[Wiz SL4] Charm Monster : Makes monster believe it is your ally.

[Psi-6G Major] Protector †: 1bM: Target gains 30 max hp (he does gain the 30 current hp too when this power is used)

[Psi3 minor] Brain Lock: Subject cannot move or take any mental actions.

[Wiz SL3] Paralyzation: Paralyzation (area) (save) (max HD = 2\*CL)

Dungeon012120 - Dungeon Level 4

Room # 6

Library

50ft. long x 20ft. wide x 15ft. tall

incense burner(s); cressets

Bone Door (shrieks loudly if opened) leading to a hallway 40ft. long x 20ft. wide x 5ft. tall

Inhaled Firestorm Trap; DL 4; Search DC 41 (24 Wis damage, DC 43 Breath Weapon save to negate)

Summon Nature's Ally IV Trap; DL 4; Search DC 41 (Wizard CL 8, DC 44 PP save to negate)

Furnishings that (causes/has/or is) Magical Thrones: There are two thrones; If a person sits in each one: they magic jar

[x1] Turning Undead is at -8 CL and +2 to the 1d20 turn roll (these are fixed amounts, rolled once)

[x1] Tempus Fugit (time within the room flows at 10x rate compared to outside the room)

blanket

ozone smell; whispering

Grimbold Aldergrove the noxious Sand Wizard (Ancient lore); Janick the byzantine Wind Emperor (Unicorn)

2,776gp

an orange potion, 'detect hidden' " " ", 40gp

Maroon Nail clippers: +100 PSP's, 80420gp

Pinkish Robe [AT+6] +256 AC/+9 Saves; 1P: 20\*CL hp shield vs. Innate abilities; CL 16; SL 4, 80110gp

DL IV Small Outer TN Elementals x(8) x[1]

AC 167, HD 5, hp 136, #Att 5, TH ÷ AC/Save DC by 5, dmg 68

Str 31, Dex 21, Con 15, Int 27, Wis 28, Chr 38, 0.25kxp

Prepared effects:

[Pri SL3] Protection from Elements : Absorb 12 damage/level from one kind of energy.

[Pri SL3] Protection from Elements : Absorb 12 damage/level from one kind of energy.

[Pri SL1] Resist Cold (1): All creatures in area get resist cold {1 group}

[Psi45 minor] Resist: Vampirism: SL/3 (round down) instances of Resist necromancy, energy and stat drains

Combat effects:

[Wiz SL1] Charm Person: Charm 1 humanoid {1 creature}

[Psi-6G minor] Guardian †: 1bM: Prevent N of the damage being done to one target

[Wiz SL4] Charm Monster : Makes monster believe it is your ally.

[Pri SL2] Charm Person or Mammal: Charm one humanoid or mammal {1 creature}

Dungeon012120 - Dungeon Level 4

Room # 7

Garbage Room

35ft. long x 40ft. wide x 50ft. tall

Walls of Webs; table, trestle

Time Door (goes to another time) leading to a hallway 50ft. long x 10ft. wide x 15ft. tall

Contact Shards Trap; DL 4; Search DC 41 (30 damage, DC 42 Spell save for half)

Electrified Door Trap; DL 4; Search DC 43 (32 Dex damage, DC 43 Breath Weapon save to negate)

Altar that (causes/has/or is) One-Way

[x1] Gravity high 3 G's (-8 Str, /move rate by 4, falling dmg x4, Z actions reduced by 3/s)

[x1] Turning Undead is at -7 CL and -1 to the 1d20 turn roll (these are fixed amounts, rolled once)

fungi, common

poor oxygen; tapping

Tyburn the irritating Masked Seven (Spines); Cailynn the adjectiveless Ms. Legion (Ring)

848gp

a pair of hooves, +3 AC, 50gp

Orchid Armor, Medium [AT+248] +1024 AC/+4 Saves; 1M: Level\*5% PsiR; CL 24; SL 4, 80620gp

Burgundy Photo album: +4 Magic Item Slots, 80230gp

DL IV Large Buffyverse Animals x(16) x[1]

AC 163, HD 76, hp 608, RR 488% #Att 8, TH ÷ AC/Save DC by 5, dmg 129

Str 36, Dex 36, Con 22, Int 37, Wis 15, Chr 27, 0.25kxp

Prepared effects:

[Psi9 minor] Resistance to Psionics: CH\*5% Psionic Resistance (adj.@12th)

[Pri SL3] Negative Plane Protection: Stops one negative energy attack

[Psi45 minor] Regeneration: Regenerate SL hp/s

[Pri SL4] Resist Fire/Resist Cold 4: Take -60% dmg vs. fire or cold

Combat effects:

[Psi-3 Major] Cone of Earthquake: Earthquake inflicts 5d4 sonic damage (group)

[Wiz SL2] Cone of Cold 2: CLd4+CL cold dmg to a group (save:½)

[Wiz SL1] Prismatic Wall 1: 1 Prismatic color

[Psi-3 Major] Cone of Earthquake: Earthquake inflicts 5d4 sonic damage (group)

Dungeon012120 - Dungeon Level 4

Room # 8

Entry/Vestibule

20ft. long x 50ft. wide x 20ft. tall

cupboard; alembic (alchemical still)

Teleport Door (other side is far away) leading to a hallway 5ft. long x 20ft. wide x 20ft. tall

Electrified Room Trap; DL 4; Search DC 42 (48 damage, DC 43 Fortitude save for half)

Creeping Doom 4 Trap; DL 4; Search DC 43 (Cleric CL 8, DC 42 Reflex save to negate)

Pillar or Column that (causes/has/or is) Monster Generator: Elemental (summons an Elemental every segment)

[x1] Numbers spells function at double effect

[x1] Distance Distortion: All distances in room are doubled

tripod

footsteps (behind); ozone smell

Kjell Grayberry the imbecilic Mammoth Lass (Strobe); Denak the gelatinous Flying -ette (Rocket)

13,141gp

a Dwarven Flail, flail, 5d5 (15), 340gp

Violet Weapon Gemlet [3d10] +64 Th/+81 dmg 15+/x4; 1M: Dissipates ectoplasmic targets and effects.; CL 23; SL 4, 80190gp

Carmine Wand [1d6] +243 Th/+1 dmg 16+/x3; 1P: Suggestion (save); CL 20; SL 4, 80320gp

DL IV Diminutive Rakshasa World Goblin / Orcs x(21) x[3]

AC 165, HD 2, hp 34, PR 108% #Att 1, TH ÷ AC/Save DC by 20, dmg 35

Str 26, Dex 15, Con 24, Int 21, Wis 35, Chr 19, 0.25kxp

Prepared effects:

[Pri SL2] Resist [E=2 element]: Pick an E=2 element, you resist it for 1 hour.

[Pri SL2] Double Resist [E=1 element]: Pick an E=1 element, you double resist it (1/4 dmg, 1/10 if make save) for 1 hour.

[Psi29 minor] Missile Deflection:

[Wiz SL4] Evard's Black Tentacles : 1d4 +1/level tentacles grapple randomly within 15 ft.

Combat effects:

[Pri SL2] Flame Strike 2: CLd2 holy fire dmg (save:½)

[Psi-9 Major] Ultraweakness: -CH Str, -CH more Str for Max.Press (no save)

[Psi6G Major] Zoroaster's Noonsblaze: 10\*CL' cone: Blindness (no save); (2\*CL)d6 dmg vs. creatures vulnerable to light

[Psi6G Major] Zoroaster's Noonsblaze: 10\*CL' cone: Blindness (no save); (2\*CL)d6 dmg vs. creatures vulnerable to light

Dungeon012120 - Dungeon Level 4

Room # 9

Meditation

15ft. long x 5ft. wide x 30ft. tall

wire; arrow slit (wall)/murder hole (ceiling)

Iris Door (seals as a spiral) leading to a hallway 20ft. long x 25ft. wide x 10ft. tall

Spiked Ceiling Trap; DL 4; Search DC 43 (36 Dex damage, DC 44 Fortitude save to negate)

Spiked Ceiling Trap; DL 4; Search DC 43 (36 Dex damage, DC 44 Fortitude save to negate)

Fireplace that (causes/has/or is) Releases - Counterfeit Coins

[x1] Roll 1d30+1 times on the x1 Special table; duplicated results are doubled/tripled/quadrupled/etc.

[x1] Dimensional Mine Generator (one mine per segment, hits a random player or monster, takes 1d20 dmg and is Charm)  
iron symbol

breeze, slight, damp; horn/trumpet sounding

Tedithrulia the hostile Elasti- Virtuoso (Giga-); Velmona the byzantine Mutant Nine (Secret Decoder)

3,557gp

a shopping basket, +1 AC, 20gp

Mauve Helm [AT+6] +16 AC/+81 Saves; 1M: set Str 20+LVL; Immune Priest magic; CL 16; SL 4, 80850gp

Ruby Sword, two-bladed [3d10] +64 Th/+3 dmg 16+/x4; 1M: Max.Weight=3\*sum(level), accel. 2"/r move rate; CL 24; SL 4, 8074

DL IV Large Ultraplantar / Annihilation Dragons x(3) x[1]

AC 168, HD 19, hp 2432, MR 114% #Att 5, TH ÷ AC/Save DC by 20, dmg 163

Str 35, Dex 15, Con 37, Int 37, Wis 21, Chr 20, 0.25kxp

Prepared effects:

[Psi3½ minor] Dissolving Touch: Your touch deals 4d6 acid damage.

[Psi3½ minor] Dissolving Touch: Your touch deals 4d6 acid damage.

[Psi54 minor] Force Shield: CL\*SL\*3 hp ablative Force Field (vs. physical or energy attacks, only one enemy /s)

[Psi54 minor] Force Shield: CL\*SL\*3 hp ablative Force Field (vs. physical or energy attacks, only one enemy /s)

Combat effects:

[Psi-3 Major] Cone of Earthquake: Earthquake inflicts 5d4 sonic damage (group)

[Wiz SL3] Dispel Magic 3: Dispel 1 magic effect

[Wiz SL2] Fireball 2: CLd4 fire dmg to a group (save:½)

[Wiz SL1] Charm Person: Charm 1 humanoid {1 creature}

Dungeon012120 - Dungeon Level 4

Room # 10

Aviary

35ft. long x 30ft. wide x 50ft. tall

bench; stuffed animal

Specialed Door, roll on [D6] leading to a hallway 5ft. long x 25ft. wide x 20ft. tall

Contact Radiance Trap; DL 4; Search DC 44 (18 Con damage, DC 43 PPD save to negate)

First Level Priest Spells Trap; DL 4; Search DC 41 (Psionicist CL 8, DC 41 RSW save to negate)

Pillar or Column that (causes/has/or is) Attributes, rearranges Stats

[x1] Distance Distortion: All distances in room are sextupled

[x1] Ego of items is tented in room, all intelligent items and artifacts in room get +1E action

bone

foggy; thumping

Tovag the merciless Squirrel Nova (Grenades); Amblecrown the manipulative Quick Conglomerate (Amplifier)

12,161gp

a kitchen table, 0gp

Flesh Wand [4d20] +27 Th/+1 dmg 18+/x2; 1P: Item must make item saving throw or destroyed; CL 24; SL 4, 80200gp

Lily-white Weapon Gemlet [2d10] +256 Th/+4 dmg 17+/x3; 1P: Makes one person your friend.; CL 18; SL 4, 80770gp

DL IV Large Arctic Immortals x(4) x[1]

AC 161, HD 80, hp 576, RR 69% #Att 4, TH ÷ AC/Save DC by 20, dmg 161

Str 27, Dex 30, Con 19, Int 22, Wis 16, Chr 29, 0.25kxp

Prepared effects:

[Psi54 minor] Invisibility: Minor: Invisibility; Major: Improved Invisibility; Grand: Dust of Disappearance

[Wiz SL1] Armor : AC6 until 8+1/level points of damage had been sustained by subject

[Psi3½ minor] Energy Adaptation, Specified: Gain resistance 10 against one energy type.

[Psi45 minor] Gravity Manipulation: SL/2 (round down) instances of Resist gravity/falling damage; +SL\*10% damage with gravity

Combat effects:

[Wiz SL3] Melf's Minute Meteors: CLd4 dmg earth to one target (no save)

[Psi8 minor] Hack into Technological Object: Hack (gain control) of a technological object with TechL<=CL (monsters get save)

[Psi8 minor] Hack into Technological Object: Hack (gain control) of a technological object with TechL<=CL (monsters get save)

[Wiz SL2] Death Spell 2: Slay 2d12 HD of creatures (save)

Dungeon012120 - Dungeon Level 4

Room # 11

Pen/Prison

20ft. long x 35ft. wide x 10ft. tall

loom; sconce

Loop Door (goes to another timeline) leading to a hallway 35ft. long x 25ft. wide x 25ft. tall

Fusillade of Balls Trap; DL 4; Search DC 43 (Attack +48 melee, 4d8 damage)

Rolling Deathblades Trap; DL 4; Search DC 44 (Attack +28 ranged, 4d4 Dex damage)

Passage that (causes/has/or is) Aging

[x1] Turning Undead is at -8 CL and +5 to the 1d20 turn roll (these are fixed amounts, rolled once)

[x1] Radiation (Psi9) of RS=4 (fluctuates each Turn)

ash

ringing; bang, slam

Nebulon the non-politically correct Cyber- Intruder (4x4); Hiatel the fraudulent Insect Man (Demonic)

15,743gp

a magical spring, 0gp

Smoky Magnet: +1 Level(s) in a Monster Group Class, 80440gp

Carnelian Chapter book: +4scrQQB Action(s), 80340gp

DL IV Large Psionicist classes Elf / Avalons x(8) x[3]

AC 161, HD 17, hp 544, RR 316% #Att 8, TH ÷ AC/Save DC by 20, dmg 65

Str 37, Dex 38, Con 16, Int 15, Wis 38, Chr 20, 0.25kxp

Prepared effects:

[Psi10 Major] Pain Block: Target heals 50% of damage taken; Take only 50% of damage received

[Psi1 Major] Deflection: Energy (non-Physical) Reflection, max=level\*10%

[Wiz SL4] Fire Shield 4: Anyone who melees with you takes 75% dmg back

[Wiz SL4] Polymorph Self : You assume a new form (no innate abilities)

Combat effects:

[Wiz SL1] Prismatic Wall 1: 1 Prismatic color

[Wiz SL2] Prismatic Wall 2: 2 Prismatic colors

[Psi-5 Major] Energy Drain: Target is energy drained CL levels in every class (1 save for each level)

[Psi9 minor] Electricity Generator: 4d10'long, CHd6 dmg (save:½)

Dungeon012120 - Dungeon Level 4

Room # 12

Dining / Feast Hall

25ft. long x 5ft. wide x 45ft. tall

carafe (decanter); sheet

Ice Door (transparent) leading to a hallway 25ft. long x 15ft. wide x 25ft. tall

Stairs transforms into Elemental Dust Trap; DL 4; Search DC 42 (32 Chr damage/s, DC 42 PP save for half)

Injected Lightning Trap; DL 4; Search DC 44 (20 damage, DC 41 Breath Weapon save for half)

Door, Secret that (causes/has/or is) Treasure hidden under a loose stone in the floor

[x1] Tempus Fugit (time within the room flows at 15x rate compared to outside the room)

[x1] Gas in room: Wis (all in room get -6 to that stat while in room)

insects

whispering; footsteps (ahead)

Rath the tone-deaf Sky Eagle (Pony); Stleen the abusive Detective Scavenger (Tube)

15,818gp

a small wicker basket, 2gp

Wand of Metal & Mineral Detect., 8510gp

Peacock blue Flag: +200 PSP's, 80230gp

DL IV Fine Black Ice Avian / Birds x(13) x[3]

AC 163, HD 8, hp 18, CR 112% #Att 6, TH ÷ AC/Save DC by 5, dmg 68

Str 15, Dex 25, Con 22, Int 33, Wis 18, Chr 16, 0.25kxp

Prepared effects:

[Psi4 minor] Multiplier \*1.25: Add 1.25-1 to your multiplier (see [X]). Using a Minor does nothing. Using a Major: +1 mult. in off

[Wiz SL4] Improved Invisibility : As invisibility, but subject can attack and stay invisible.

[Psi29 minor] Animate Object:

[Wiz SL2] Notched Blast: Your next spell is "held" (release as 0), no spells until released

Combat effects:

[Psi10 minor] Feeblemind: Feeblemind (save)

[Wiz SL1] Darkness: Magical darkness; can blind if targetted (save) {1 group}

[Wiz SL1] Darkness: Magical darkness; can blind if targetted (save) {1 group}

[Pri SL3] Flame Strike 3: CLd4 holy fire dmg (save:½)



## Dungeon012120 - Dungeon Level 5

Room # 1

Laboratory

35ft. long x 45ft. wide x 5ft. tall

dung heap; cruet (flask)

Sliding Door (slides left/right into wall) leading to a hallway 35ft. long x 5ft. wide x 25ft. tall

Whirling Deathblades Trap; DL 5; Search DC 52 (Attack +20 ranged, 4d4 Con damage)

Container transforms into Elemental Prismatic Trap; DL 5; Search DC 51 (60 Int damage/s, DC 54 Spell save for half)

Ceiling that (causes/has/or is) Monster Generator: Dragon (summons a Dragon every segment)

[x1] Nothing in the room can be affected by Avoid Specials, Avoid Tricks, Blur

[x1] Tempus Fugit (time within the room flows at 20x rate compared to outside the room)

oil (fuel)

foggy near floor; bellow (ing)

Deveny the secretive Winter Brotherhood (Bulldozer); Sumarlidi Thorsteinsen the non-politically correct Freedom Hurricane (Lyc 11,911gp

staff of Spirit Way, 'sanctuary', 650gp

Walnut Armor Gemlet [AT+69] +32 AC/+1 Saves; 1M: Double resist chemical elements (1/4, save for 1/10), Immune to gas & poi

Golden Bottle: +100 PSP's, 125530gp

DL V Diminutive Outer LN Illusionarys x(15) x[1]

AC 252, HD 5, hp 54, #Att 3, TH ÷ AC/Save DC by 30, dmg 251

Str 39, Dex 20, Con 37, Int 19, Wis 22, Chr 27, 0.75kxp

Prepared effects:

[Psi24 Grand] Level: early 16: Get a "Level:" ability in your class 16 levels early (this can be taken multiple times)

[Wiz SL2] Protection from Paralysis: Immune to paralysis, slow, hold {Touch, 1 creature}

[Pri SL1] Protection from Lightning 1: Stop the next CL\*2 lightning dmg

[Psi81 Grand] Growth 8: +3 size; +6 Str; +6\*CL max hp

[Wiz SL4] Evard's Black Tentacles : 1d4 +1/level tentacles grapple randomly within 15 ft.

Combat effects:

[Psi10 minor] Feather Fall \*: Feather Fall

[Psi10 Major] Fire Blast: One group takes (8+CL/5)d6 fire dmg (save:½)

[Wiz SL1] Summon Monster I: Summons a DL 1 creature to fight for you {1 creature}

[Wiz SL5] Death Spell 5: Slay 5d12 HD of creatures (save)

[Wiz SL3] Fireball 3: CLd6 fire dmg to a group (save:½)

Dungeon012120 - Dungeon Level 5

Room # 2

Wafer Closet/Toilet

15ft. long x 5ft. wide x 25ft. tall

platform; pipette

Undead Door (has a trapped spirit/ghost) leading to a hallway 20ft. long x 15ft. wide x 15ft. tall

Poisoned Spears Trap; DL 5; Search DC 54 (Attack +40 ranged, 2d6 damage)

Ingested Vacid / Umbra Trap; DL 5; Search DC 53 (4 Chr damage, DC 51 Spell save to negate)

Machine that (causes/has/or is) Aging

[x1] Distance Distortion: All distances in room are tented

[x1] Psionics cannot be cast in the room, existing effects are OK

pillow

ringing; horn/trumpet sounding

Chiru the jolly Purple Weirdo (Home study course); Drefan the rancorous Aristocratic Liberator (Sleigh)

1,456gp

a blue flask, 'pass door' 'invisibility' 'detect invis' ", 500gp

Navy Armor, Medium [AT+32] +16 AC/+4 Saves; 1P: SL/3 (round down) instances of Resist energy attacks; CL 22; SL 5, 125840gp

Chartreuse Medallion [AT+6] +1 AC/+4 Saves; 1M: Decrease gravity in room or object/person by SL G's (x1 Special); CL 22; SL 5, 1

DL V Diminutive Random(ite) Wurms x(36) x[2]

AC 260, HD 7, hp 58, PR 144% #Att 10, TH ÷ AC/Save DC by 6, dmg 203

Str 25, Dex 20, Con 41, Int 21, Wis 18, Chr 18, 0.75kxp

Prepared effects:

[Psi3½ Grand] Mind Blank, Personal: You are immune to scrying and mental effects.

[Pri SL1] Protection from Fire 1: Stop the next CL\*2 fire dmg

[Psi45 minor] Body Coating: 5\*SL hp Armor spell, self only, stacks with the (Wizard) Armor spell

[Psi1 Major] Controlled Blinking: Blink 10'/level each round (no action after 1st)

[Pri SL1] Protection from Fire 1: Stop the next CL\*2 fire dmg

Combat effects:

[Pri SL5] Dispel Innates: Dispels Innates

[Pri SL4] Flame Strike 4: CLd6 holy fire dmg (save:½)

[Pri SL5] Dispel Innates: Dispels Innates

[Wiz SL1] Metallic Orb: 1=Lead (1d6; -3 to base movement rate (save)), 2=Tin (1d8; Chill L r (save)), 3=Bronze (1d10; Cold 2'r, dm

[Wiz SL4] Sharp: Target is Sharped (loses a limb at random) (PP save)

Dungeon012120 - Dungeon Level 5

Room # 3

Meditation

50ft. long x 20ft. wide x 15ft. tall

lens (concave, convex, etc.); hourglass

Specialed Door, roll on [D6] leading to a hallway 40ft. long x 5ft. wide x 25ft. tall

Rolling Blades Trap; DL 5; Search DC 55 (Attack +5 melee, 10d6 Wis damage)

Conjure/Dismiss Normal Elemental Trap; DL 5; Search DC 53 (Cleric CL 10, DC 51 Fortitude save to negate)

Illusion that (causes/has/or is) Monster Generator: Humanoid (summons a Humanoid every segment)

[x1] DTZ (Dispel Tech Zone) - Tech effects get countered; existing tech effects have SL% chance of being dispelled per segment

[x1] Psi -6 powers function at triple effect

holly

still, warm (or hot); rattling

Stanislov of Goroshin the philosophical Ice Raiders (Power); Annulus the repugnant Hate Lion (Zip Gun)

14,340gp

wee silvery pool, 300gp

Yellowish Horn: +200 PSP's, 125250gp

Eyedrops of X-ray vision, 7530gp

DL V Fine Outer NG Wurms x(10) x[1]

AC 255, HD 3, hp 145, RR 123% #Att 9, TH ÷ AC/Save DC by 6, dmg 154

Str 19, Dex 21, Con 18, Int 21, Wis 27, Chr 29, 0.75kxp

Prepared effects:

[Wiz SL4] Tenser's Transformation 4: +50% of max hp to current hp

[Psi45 Grand] Magic Control: +SL/2 (round down) to SL of next Psi45 power

[Psi-6G Grand] Worship: Immune Opposition (as in Mirror), Truename Erased, Annihilation

[Psi16 minor] Golem Form: Mud: Resist blunt weapons; Both punches hit: Hug 2d6+(Str bonus)+paralyzation (PPD save)

[Psi54 Major] Systematic Antidote: SL/2 instances of Resist Poison/Drugs

Combat effects:

[Wiz SL3] Suggestion: Compels subject to follow stated course of action.

[Pri SL3] Cure Blindness or Deafness: Cures Blindness or Deafness

[Pri SL1] Entwine: As Entangle, 1 target, -4 to save

[Psi12L minor] Hold Person: Hold Person, +45 LPPs gives Hold Monster

[Wiz SL5] Feeblemind 5: -25 mental stat points (randomly distributed in packets of 5) (save per packet)

Dungeon012120 - Dungeon Level 5

Room # 4

Salon

25ft. long x 25ft. wide x 45ft. tall

screen; lamp(s)

Locked Door, Out of Phase leading to a hallway 20ft. long x 25ft. wide x 20ft. tall

Whirling Deathblades Trap; DL 5; Search DC 55 (Attack +100 melee, 6d8 damage)

Wall transforms into Elemental Negative Energy / Death Trap; DL 5; Search DC 53 (16 Int damage/s, DC 51 PP save for half)

Fire that (causes/has/or is) Enlarge/reduces

[x1] Distance Distortion: Everyone in the room (incl. PCs) are in the same "group"; all area affects cover the entire room; "Hole in

[x1] Combat spells function at double effect

broken pole

rustling; scuttling

Acamus the magnificent Platypus Phantom (Mutant); Kiana the repugnant Quick Zero (Train)

18,132gp

a jerkin of dragon hide, +4 AC, 200gp

Reddish Chair: +5scrQQP Action(s), 125140gp

Orangey Shield [AT+9] +27 AC/+1024 Saves; 1M: SR 10+2\*CL; CL 22; SL 5, 125200gp

DL V Medium Modern Weirds x(9) x[1]

AC 258, HD 14, hp 2160, MR 143% #Att 5, TH ÷ AC/Save DC by 30, dmg 105

Str 37, Dex 28, Con 25, Int 22, Wis 42, Chr 21, 0.75kxp

Prepared effects:

[Psi3½ Grand] Contingency, Psionic: Sets trigger condition for another power.

[Psi6G minor] Field of Stillness: 70' x 70' Stun field (save vs. RSW -level); lasts for 7 rounds

[Psi-15 Major] Add Immunity: Immune to one normal (EE=1) element, this can be taken twice for an EE=2, thrice for an EE=3, e

[Pri SL5] Resist Fire/Resist Cold 5: Take -65% dmg vs. fire or cold

[Wiz SL2] Fire Shield 2: Anyone who melees with you takes 25% dmg back

Combat effects:

[Pri SL2] Charm Person or Mammal: Charm one humanoid or mammal {1 creature}

[Psi6N minor] Mental Ball 2: 20'r; take 2\*level\*(# of freq.) damage; no save

[Psi27 minor] Innocents: You cannot physically attack this segment. You are healed LVL^2 hp.

[Psi27 minor] Innocents: You cannot physically attack this segment. You are healed LVL^2 hp.

[Wiz SL5] Enslave Monster: As Charm Monster, except the effect cannot be thrown off by being damaged, and there is no daily s

Dungeon012120 - Dungeon Level 5

Room # 5

Torture Chamber

5ft. long x 15ft. wide x 20ft. tall

kiln; chime(s)

Intelligent Door, see [E7], might have ego score leading to a hallway 40ft. long x 25ft. wide x 20ft. tall

Ingested Minerals Trap; DL 5; Search DC 51 (8 Wis damage, DC 52 Fortitude save to negate)

Air in room transforms into Elemental Cold Trap; DL 5; Search DC 51 (40 Con damage/s, DC 52 Breath Weapon save for half)

Wall that (causes/has/or is) up-sliding

[x1] Tempus Fugit (time within the room flows at 25x rate compared to outside the room)

[x1] Rogue abilities cannot be used in the room, existing effects are OK

tiger pelt

metallic smell; knocking

Carvel the dazzling Composite Killer (Energy); Gellana the congenial Fire Threesome (Gadgets)

3,256gp

a heart shaped medallion, 220gp

Cinnamon Knife: All your Psionicist classes use the "set XP table"(3kxp at 2nd, doubles til 9th,600kxp at 10th,+300kxp per level a

Ebony Cube [1d6] +2 Th/+1 dmg 19+/x6; 1V: Produces fire or frost (6 dmg, save:½); CL 30; SL 5, 125670gp

DL V Diminutive Shangri-La Golems x(8) x[2]

AC 258, HD 4, hp 60, IR 104% #Att 6, TH ÷ AC/Save DC by 30, dmg 205

Str 32, Dex 39, Con 39, Int 19, Wis 44, Chr 23, 0.75kxp

Prepared effects:

[Psi18 Major] Magnetic Ctrl: Force Bolt: 1 target: LVLd100 dmg (save:0)

[Psi27 minor] Cloak of Oblivion: Pick any one specific spell or psionic power. You are immune to it.

[Wiz SL1] Fire Shield 1: Anyone who melees with you takes 10% dmg back

[Psi23 Grand] Prison Cloud: Captures one creature and holds there

[Pri SL4] Resist [E=4 element]: Pick an E=4 element, you resist it for 1 hour.

Combat effects:

[Wiz SL5] Dismissal : Send a creature back to it's own plane

[Wiz SL5] Magic Jar : Life force change between the caster and someone else

[Psi45 Grand] Gestalt: Major: 1M: Do 2 Minor powers that you know; Grand: 1M: Do 2 Major powers that you know; etc.

[Wiz SL1] Wacky Ball 1 / Normal / ½ : Ld2 dmg normal element (save: ½) {1 group}

[Psi60 Grand] Insanity: Cause Insanity (save)

Dungeon012120 - Dungeon Level 5

Room # 6

Lounge

35ft. long x 45ft. wide x 35ft. tall

steps; casket

Teleport Door (other side is far away) leading to a hallway 40ft. long x 20ft. wide x 25ft. tall

Injected Acid Trap; DL 5; Search DC 54 (200 damage, DC 54 PPD save for half)

Scything Javelins Trap; DL 5; Search DC 53 (Attack +80 ranged, 10d6 damage)

Door that (causes/has/or is) Aging

[x1] Dimensional Mine Generator (one mine per month, hits a random player or monster, takes 1d10 dmg and is Disjunct (effect

[x1] DBZ (Dispel Blah Zone) - Blah effects get countered; existing blah effects have SL% chance of being dispelled per segment

gum arabic

howling; smoky smell

Nantar the poisonous Evil Bolt (Sword); Kerian the altruistic Manga Brain (Elephant)

164gp

fine print, 'create rose' 'create food' 'create spring' ", 50gp

Snow-white Eyes [5d8] +32 Th/+1 dmg 16+/x6; 1P: Enemies in your room takes CL\*2 anti-time dmg /s (no save); CL 26; SL 5, 125

Clear Medallion [AT+248] +16 AC/+1 Saves; 1Z: Pick Phys,Magic,Psi: 10\*LVL hp shield; CL 22; SL 5, 125560gp

DL V Diminutive Far Realm / Ultrablack Familiars x(11) x[1]

AC 255, HD 5, hp 290, IR 149% #Att 3, TH ÷ AC/Save DC by 30, dmg 301

Str 31, Dex 45, Con 35, Int 45, Wis 22, Chr 18, 0.75kxp

Prepared effects:

[Wiz SL4] Fire Shield 4: Anyone who melees with you takes 75% dmg back

[Psi-3 Major] Dimensional Enhancer: Can teleport or dim door away during combat (x1 Special)

[Psi9 Major] Invulnerability: +CH AC, +CH saves, 3\*CH% MR,RR,PsiR

[Wiz SL3] Globe of Invulnerability 3: Immune to spells with SL=0 to 2

[Psi6G Major] Assume Ethereal Form: Dual existence (Prime / Border Ethereal); +1 more needed to hit you

Combat effects:

[Psi6N minor] Self-Preservation: Cure N\*4 hp of damage

[Pri SL2] Dust Devil: Dust Devil: AC 4, HD 2, hp 16, Mv 18, dmg 1d4 {1 creature}

[Pri SL3] Neutralize Poison: Detoxifies venom in or on subject.

[Psi10 Major] Fire Missiles: Shoot (CL-2)/2 fire missiles, each does 1d4+1 fire dmg

[Psi6E Grand] Dark Thunderbolt: 1 dmg/DPP (darkness & sound) (no save)

Dungeon012120 - Dungeon Level 5

Room # 7

Hall, Great

20ft. long x 20ft. wide x 20ft. tall

furniture (broken); Floors of Ooze

False Door, roll again for type leading to a hallway 25ft. long x 20ft. wide x 20ft. tall

Hail of Arrows Trap; DL 5; Search DC 52 (Attack +20 ranged, 2d6 Int damage)

Secret Statue Trap; DL 5; Search DC 55 (40 Con damage, DC 54 Reflex save to negate)

Room (Floor) that (causes/has/or is) Symbiotic

[x1] Roll 1d6+1 times on the x1 Special table; duplicated results are doubled/tripled/quadrupled/etc.

[x1] DTZ (Dispel Tech Zone) - Tech effects get countered; existing tech effects have SL% chance of being dispelled per segment

blanket

twanging; clear

Sudi the criminal Wing Pirate (Home study course); Horizakaul the super-intelligent Underground Thief (Blaster)

23,599gp

a snake eye ring, +1 AC, 10gp

Umber Gauntlets [AT+248] +16 AC/+64 Saves; 1M: Mirror Image; CL 35; SL 5, 125960gp

Pea green Robe [AT+6] +27 AC/+243 Saves; 1V: Double your healing and hp regeneration rates; CL 35; SL 5, 126100gp

DL V Tiny Henchmen Beholders x(21) x[1]

AC 258, HD 5, hp 116, #Att 9, TH ÷ AC/Save DC by 30, dmg 201

Str 40, Dex 24, Con 25, Int 32, Wis 19, Chr 21, 0.75kxp

Prepared effects:

[Psi24 minor] Memorization Level Increase 1: +1 Memorization Level (this is next level of picks for rogues)

[Wiz SL4] Polymorph Self : You assume a new form (no innate abilities)

[Psi-3 Grand] Spiritual Body: Planar Displaced, Immune Matter, you can't physically attack

[Pri SL5] Double Resist [E=2 element]: Pick an EE=2 element, you double resist it (1/4 dmg, 1/10 if make save) for 1 hour.

[Wiz SL3] Fire Shield 3: Anyone who melees with you takes 50% dmg back

Combat effects:

[Psi-12L Major] Choose Summoning V: Monster Summoning using ML V chart, you pick the result

[Wiz SL3] Dispel Illusion : Dispels illusions in area

[Psi54 Grand] Spiritual Drain: Target loses CL\*SL hp (necromantic, no save), you gain CL\*SL hp (not above max)

[Psi3 Major] Cone of Sound: Sonic energy inflicts 5d4 sonic damage.

[Psi-2 minor] Sight Less: Blindness (save); Deafness (save)

Dungeon012120 - Dungeon Level 5

Room # 8

Dormitory

45ft. long x 35ft. wide x 35ft. tall

wood billets (shelf beds); curtain/tapestry

Trapped Door, Out of Phase, roll on [D4.3] leading to a hallway 35ft. long x 20ft. wide x 10ft. tall

Sonic Beam Trap; DL 5; Search DC 54 (Psionist CL 10, DC 51 PPD save to negate)

Built-to-Collapse Portcullis Trap; DL 5; Search DC 54 (60 Cml damage, DC 51 Reflex save to negate)

Arch that (causes/has/or is) Talks - Yells/Screams

[x1] Roll 1d12+1 times on the x1 Special table; duplicated results are doubled/tripled/quadrupled/etc.

[x1] Gravity high 2 G's (-4 Str, /move rate by 3, falling dmg x3, Z actions reduced by 2/s)

keg

bang, slam; updraft, slight

Malveret the battling Suicide Speedster (Grappling Hook); Zola the antagonistic Battle Wight (Train)

21,641gp

[shimmering] dew, 'invisibility' 'detect hidden' 'detect invis' 'haste', 5gp

Yellowy Staff [3d10] +1 Th/+32 dmg 16+/x4; 1Z: Hold Person, +45 LPPs gives Hold Monster; CL 30; SL 5, 126050gp

Stone of Holding 100 PSPs, 6920gp

DL V Gargantuan Water Dragons x(5) x[2]

AC 255, HD 85, hp 3712, MR 92% #Att 1, TH ÷ AC/Save DC by 6, dmg 255

Str 30, Dex 37, Con 38, Int 27, Wis 23, Chr 18, 0.75kxp

Prepared effects:

[Pri SL2] Resist Fire/Resist Cold 2: Take -50% dmg vs. fire or cold

[Pri SL1] Resist Cold (1): All creatures in area get resist cold {1 group}

[Psi54 minor] Flame Immunity: SL/2 instances of Resist Fire

[Psi6G Major] Field of Disjunction: Destroys evil creatures/magic items (save); 1 attempt per round

[Psi6G Major] Field of Disjunction: Destroys evil creatures/magic items (save); 1 attempt per round

Combat effects:

[Pri SL4] Dismissal : Forces a creature to return to native plane. (save)

[Psi-6G minor] Angelic Heal: Cure N hp to one target (max N = 5+CL<sup>2</sup>)

[Psi45 Grand] Neural Manipulation: Minor: Seizure (-2 all rolls, save); Major: Paralysis (SL/3 saves)

[Wiz SL4] Fireball 4: CLd8 fire dmg to a group (save:½)

[Wiz SL3] Cone of Cold 3: CLd6+CL cold dmg to a group (save:½)



Dungeon012120 - Dungeon Level 5

Room # 9

Robing Room

5ft. long x 45ft. wide x 10ft. tall

staff, normal; bastinadoes

Revolving/Swinging Door leading to a hallway 10ft. long x 15ft. wide x 20ft. tall

Inhaled Void Trap; DL 5; Search DC 55 (6 Str damage, DC 51 Will save to negate)

Air in room transforms into Elemental Acid Trap; DL 5; Search DC 55 (40 Str damage/s, DC 54 Breath Weapon save for half)

Pool that (causes/has/or is) Monster Generator: Giant (summons a Giant every segment)

[x1] Gravity low 1/8 of a G (-4 Dex, move rate divided by 3, falling dmg = 0, Z actions reduced to 1/s, -1 Con/week)

[x1] Gas in room: Chr (all in room get +1 to that stat while in room)

dampness, ceiling

chiming; breeze, gusting

Nadan the dumbfounding Princess Bird (Unexplained); Kesia the mordant New Nimbus (Sonic)

7,849gp

A Cape of Haste, +2 AC, 1400gp

Gloves of +1 Dex, Free Action, 19550gp

Topaz Clock: +1 Level(s) in a Warrior Group Class, 125350gp

DL V Large Superhero Faeries x(28) x[2]

AC 255, HD 24, hullp 896, #Att 3, TH ÷ AC/Save DC by 30, dmg 202

Str 37, Dex 24, Con 32, Int 42, Wis 36, Chr 26, 0.75kxp

Prepared effects:

[Psi1 minor] Automaton: Animate Object (as spell)

[Psi6E Major] Symbol or Glyph/Warding: Similar to respective priest spells

[Wiz SL3] Fire Shield 3: Anyone who melees with you takes 50% dmg back

[Pri SL4] Spell Immunity : Subject is immune to one spell per four levels

[Psi7 Major] (no name): Immunity to ability drain

Combat effects:

[Wiz SL4] Magic Missile 4: (CL+1)\*2 missiles, each does 1d4+1 force dmg (no save)

[Wiz SL5] Wall of Iron : 30 hp/four levels; can topple onto foes.

[Psi18 Major] Binding: Forcecage (as spell)

[Psi45 minor] Magic Domination: Control M Actions (SL/2 saves)

[Pri SL3] Creeping Doom 3: 40 insect dmg

Dungeon012120 - Dungeon Level 5

Room # 10

Court

30ft. long x 5ft. wide x 20ft. tall

hogshead (large cask of liquid); skull

Membrane Portal (Module Q1 Web Level 4) leading to a hallway 20ft. long x 10ft. wide x 15ft. tall

Deeper Stairs Trap; DL 5; Search DC 52 (64 damage, DC 51 Spell save for half)

Poisoned Caltrops Trap; DL 5; Search DC 55 (Attack +70 ranged, 6d10 Int damage)

Altar that (causes/has/or is) Treasure hidden behind a loose stone in the wall

[x1] Psionics cannot be cast in the room, existing effects are OK

[x1] Distance Distortion: Everyone in the room (incl. PCs) are in the same "group"; all area effects cover the entire room; "Hole in the wall" effect

groaning; splashing

Suzerain the hideous Golden Shrike (Shotgun); Lissaph the bizarre Vibro Blur (Pony)

17,071gp

a bottle of Peach Schnapps., 0gp

Russet Helmet: Free Born Hero Feat: +1 HNCL for purposes of qualifying for Concordant classes, 125210gp

Staff/Withering (Age target by 10 yrs), 33240gp

DL V Diminutive Concordant classes Faeries x(9) x[1]

AC 257, HD 30, hp 260, PR 380% #Att 4, TH ÷ AC/Save DC by 30, dmg 103

Str 31, Dex 28, Con 31, Int 28, Wis 31, Chr 22, 0.75kxp

Prepared effects:

[Psi4 Major] Move Rate \*1.5: Multiply Move Rate by 1.5

[Wiz SL5] Animal Growth : One animal/two levels doubles in size, HD.

[Pri SL3] Negative Plane Protection: Stops one negative energy attack

[Wiz SL2] Resist Elements: -12 dmg/r from 1 of: acid/cold/lightning/fire/sound {Touch, 1 creature}

[Pri SL1] Resist Fire/Resist Cold 1: Take -45% dmg vs. fire or cold

Combat effects:

[Psi54 Major] Lightning: CL\*SL lightning dmg to one group (no save)

[Pri SL1] Call Lightning 1: (CL+2)d4 lightning dmg (save:½) (halve the die type if not outside)

[Psi45 Grand] Fire Generation: SL\*CL Fire damage (1 group, no save)

[Psi3½ minor] Cloud Mind: You erase knowledge of your presence from target's mind.

[Wiz SL1] Cause Fear: Fear (save) {1 creature}

Dungeon012120 - Dungeon Level 5

Room # 11

Workroom

50ft. long x 10ft. wide x 25ft. tall

pentacle; chute

Zombie Door (made of zombies) leading to a hallway 25ft. long x 20ft. wide x 20ft. tall

Sporacle-ize (random [C8] section effect) Trap; DL 5; Search DC 54 (Psionist CL 10, DC 54 PP save to negate), (multiple targets)

Air in room transforms into Elemental Glass Trap; DL 5; Search DC 51 (20 Cml damage/s, DC 55 Fortitude save for half)

Passage that (causes/has/or is) Attacks

[x1] Gravity low 1/40 of a G (-4 Dex, move rate divided by 3, falling dmg = 0, Z actions reduced to 1/s, -1 Con/week)

[x1] Rogue abilities cannot be used in the room, existing effects are OK

cloth cloak

grunting; sobbing

Orbi the daring Hour Imp (Fire); Tiaret the mad Stone Protector (Evolved artificially)

14,890gp

a carved wooden throne, 0gp

Dark Wand/Sulhaut Mountains, 16340gp

Chrome Robe [AT+21] +32 AC/+3125 Saves; 1V: Class VI/Esper-blind to all frequencies non-divisible by 8; CL 30; SL 5, 125510gp

DL V Huge Modern Cthulhoid Horrors x(26) x[1]

AC 258, HD 42, hullp 1920, RR 109% #Att 4, TH ÷ AC/Save DC by 6, dmg 305

Str 19, Dex 16, Con 39, Int 33, Wis 18, Chr 30, 0.75kxp

Prepared effects:

[Pri SL1] Resist Fire/Resist Cold 1: Take -45% dmg vs. fire or cold

[Wiz SL5] Extra Group +1: The next spell you cast will affect +1 groups of monsters

[Pri SL2] Resist Elements: -12 dmg/r from 1 of: acid/cold/lightning/fire/sound {Touch, 1 creature}

[Psi29 Major] Anti-Anti-Magic Ray:

[Psi18 Grand] Scty: Peripheral Defender: -7\*LVL dmg on all physical & energy attacks

Combat effects:

[Psi5 minor] Natural Protection: (Z action) Natural Effect damage resistance 75% for 1s

[Psi5 minor] Natural Protection: (Z action) Natural Effect damage resistance 75% for 1s

[Wiz SL4] Confusion : Confuses targets, who can wander away, attack friend or do nothing

[Psi5 minor] Natural Protection: (Z action) Natural Effect damage resistance 75% for 1s

[Wiz SL4] Death Spell 4: Slay 4d12 HD of creatures (save)

Dungeon012120 - Dungeon Level 5

Room # 12

Barracks / Quarters

5ft. long x 5ft. wide x 5ft. tall

divan; funnel

Ice Door (transparent) leading to a hallway 25ft. long x 10ft. wide x 5ft. tall

Rolling Pendulums Trap; DL 5; Search DC 52 (Attack +65 melee, 4d2 damage), (multiple targets)

Contact Acid Trap; DL 5; Search DC 53 (40 damage, DC 51 Fortitude save for half)

Pit that (causes/has/or is) Directs

[x1] Proof against Poison (includes natural, magical, psionic poisons, etc.)

[x1] Gas in room: Chr (all in room get -1 to that stat while in room)

chains

scream(ing); downdraft, strong

Thalis the \$6 million Mademoiselle Terror (Stallion); Gimona the sepulchral Global Mime (Dark)

9,794gp

Domination Whip, 100gp

Transparent Fake flowers: +2bQQF Action(s), 125520gp

Sandy Thread: Free Explorer Kit: 2 Survival slots; Deeppockets cont., Free bonus DirectionSense proficiency, 125340gp

DL V Diminutive Mirror Universe Intelligent Trap/Trick/Specials x(34) x[2]

AC 257, HD 5, hp 56, IR 116% #Att 6, TH ÷ AC/Save DC by 30, dmg 51

Str 31, Dex 20, Con 20, Int 30, Wis 44, Chr 27, 0.75kxp

Prepared effects:

[Wiz SL2] Invisibility: Invisibility; attacking ends spell {Touch, 1 target}

[Wiz SL5] Animal Growth : One animal/two levels doubles in size, HD.

[Psi1 Grand] Psionic Disruption: No psi powers (any freq.) can be used in 50'r

[Pri SL5] Golem: Makes a golem (you need raw materials)

[Pri SL3] Protection from Elements : Absorb 12 damage/level from one kind of energy.

Combat effects:

[Psi12L minor] Command: Command (as spell), except can use 2 words

[Psi10 Grand] Disintegrate: Disintegrate (save)

[Psi-6N Major] Force of Nature III: Summon a Root Elemental: AC 60, hp 180, #Att 3/1, TH +50, dmg 50

[Psi-6N Major] Force of Nature III: Summon a Root Elemental: AC 60, hp 180, #Att 3/1, TH +50, dmg 50

[Psi3 Grand] Astral Construct VII: Astral construct fights for you.

Dungeon012120 - Dungeon Level 6

Room # 1

Cistern (holds water)

20ft. long x 5ft. wide x 30ft. tall

herbs; table, low

Undead Door (has a trapped spirit/ghost) leading to a hallway 50ft. long x 10ft. wide x 25ft. tall

Prismatic Wall 6 Trap; DL 6; Search DC 66 (Wizard CL 12, DC 66 Fortitude save to negate)

Crushing Passage Trap; DL 6; Search DC 63 (32 Chr damage, DC 63 PP save to negate)

Pit that (causes/has/or is) Intelligent

[x1] Dimensional Mine Generator (one mine per month, hits a random player or monster, takes 1d20 dmg and is Blind)

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing concordant effects have SL% chance of being dispelled  
metal rod

giggling (faint); splintering

Jakielan the evil Manga Warlord (Plasma); Weltha the friendly, neighborhood Senorita Flame (Foam)

26,357gp

(no short description), Ogp

Emerald Talisman [AT+37] +256 AC/+16 Saves; 1P: Target is immune to sleep & exhaustion; CL 36; SL 6, 180330gp

Fuchsia Gauntlets [AT+7781] +125 AC/+8 Saves; 1M: Destroys evil creatures/magic items (save); 1 attempt per round; CL 24; SL 6

DL VI Medium Star Trek Loop Avian / Birds x(9) x[3]

AC 371, HD 96, hp 624, #Att 8, TH ÷ AC/Save DC by 42, dmg 221

Str 46, Dex 29, Con 44, Int 23, Wis 26, Chr 25, 1.5kxp

Prepared effects:

[Pri SL6] Resist [E=6 element]: Pick an E=6 element, you resist it for 1 hour.

[Psi-12L Major] Effect Immunity: Pick any spell or power. You are immune to that effect.

[Wiz SL4] Tenser's Transformation 4: +50% of max hp to current hp

[Wiz SL2] Armor 2: +CL\*4 current hp

[Psi12L Major] Strength of One: Strength of One (TM 71)

[Psi8 minor] Construct Power/Defensive Item 1: Create a "Power" type item (see next page) of TechL=CL, each TechL takes 1S ac

Combat effects:

[Pri SL1] Summon Monster I: Summons a DL 1 creature to fight for you {1 creature}

[Psi6N Major] Remove Effect: [0 action to use] Remove Curse, Charm, Paralysis, Domination

[Wiz SL1] Color Spray: Unc. if &lt;L; Blind if &lt;L+3; Stun if >L+2 (save if >6) {1d6 creatures}

[Wiz SL1] Magic Missile : Ball of energy causing 1d4+1 hp damage, you can cast one per every other level you have

[Psi3 Grand] Disintegrate: One creature or object vanishes.

[Psi6N Major] Remove Effect: [0 action to use] Remove Curse, Charm, Paralysis, Domination

Dungeon012120 - Dungeon Level 6

Room # 2

Class

45ft. long x 15ft. wide x 5ft. tall

idol; painting

Bronze Door, Normal leading to a hallway 20ft. long x 15ft. wide x 10ft. tall

Inhaled Vibration Trap; DL 6; Search DC 62 (24 Con damage, DC 64 Breath Weapon save to negate), (multiple targets)

Air in room transforms into Elemental Annihilation Trap; DL 6; Search DC 66 (40 Str damage/s, DC 62 PPD save for half)

Stairway that (causes/has/or is) Releases - Magic Item

[x1] Gas in room: Charm (must save every week)

[x2] Gods cannot see, taste, or sense into this room unless they are actually there; Divine Intervention fails

guano

hazy; updraft, slight

Zorion the mesmerizing Demolition Elf (Tentacles); Abrasax the devious Jade Vandal (Blade)

30,931gp

a black etched tablet, 'summon' 'charm person' " ", 210gp

Plummy Sand paper: +3 level(s) of exceptional Wis, 180250gp

Lime-green Age Cat. 6 Bronze Dragon Armor [AT+1029] +16 AC/+256 Saves; 1M: AT +10 source, destroy any weapon that strikes

DL VI Large Nightmare Dimension Plants x(15) x[3]

AC 366, HD 25, hullp 1216, RR 540% #Att 10, TH ÷ AC/Save DC by 7, dmg 150

Str 41, Dex 25, Con 23, Int 19, Wis 28, Chr 18, 1.5kxp

Prepared effects:

[Psi14 Grand] (no name): Your gaze causes Charm (no save, IR)

[Psi6N minor] True Seeing: As spell

[Psi1 Grand] Psionic Disruption: No psi powers (any freq.) can be used in 50'r

[Psi54 Grand] Systematic Antidote: SL/2 instances of Resist Poison/Drugs

[Psi54 Major] Poison Touch: Your next attack is poisonous (Death or (SL-1)\*10 dmg if they make the save)

[Psi6N minor] True Seeing: As spell

Combat effects:

[Psi-2 Grand] Grand Acidify: CLd20 acid damage; Use d30's

[Wiz SL3] Prismatic Wall 3: 3 Prismatic colors or 1 MultiPrismatic colors (may repeat colors in either mode)

[Psi3 Grand] Retrieve: You teleport to your hand an item you can see.

[Wiz SL2] Monster Swarm Summoning II: Summons CL\*4 DL I monsters

[Psi2 Major] Mass Domination: Up to 5 creatures Dominated; Range 100y

[Psi12L Major] Charm Lawful Creature: Charm (no save) only vs. Lawful creatures

Dungeon012120 - Dungeon Level 6

Room # 3

Dressing Room

5ft. long x 30ft. wide x 45ft. tall

sconce; overhang

Locked Door, Magic/Psi leading to a hallway 5ft. long x 10ft. wide x 25ft. tall

Basic Deathblades Trap; DL 6; Search DC 64 (Attack +84 melee, 4d8 damage), (multiple targets)

Injected Tempest Trap; DL 6; Search DC 64 (30 damage, DC 63 Will save for half)

Pool that (causes/has/or is) Moves/Rolls

[x1] Magic cannot be cast in the room, existing effects are OK

[x2] Disjunct (effect) - Room is permanently and continuously Disjunct (effect)ed, only creatures with an immunity or a personal wig

updraft, strong; steamy near floor

Thasean the bizarre Brother Phantom (Sling); Kalevi the devious Light Flight (Biotechnology)

13,689gp

a cleaver, axe, 52d2 (78), 640gp

Dove-grey Girdle [AT+9] +5 AC/+4 Saves; 1M: Mirror Image (SL images); CL 27; SL 6, 180680gp

Garnet Glass: +3hIQC' Action(s), 180560gp

DL VI Huge Outer CN Humanoids x(4) x[1]

|AC| 362, HD 306, hp 2368, PR 124% #Att 1, TH ÷ AC/Save DC by 42, dmg 148

Str 25, Dex 44, Con 26, Int 32, Wis 28, Chr 24, 1.5kxp

Prepared effects:

[Pri SL3] Animate Dead : Creates undead skeletons and zombies.

[Pri SL6] Spell Immunity 6: Be immune to 3 spells by name

[Psi45 Grand] Regeneration: Regenerate SL hp/s

[Wiz SL1] Radiation Resistance: RR 60+CL\*5% [duration 1 hour]

[Psi45 Major] Prehensile Hair: Your hair has controlled movement; can do a "Hair attack" (using your hair's P action) for 1dSL dm

[Wiz SL4] Prismatic Sphere 4: 2 Prismatic colors

Combat effects:

[Psi2 minor] Control Body: Control all P,V actions; Auto. win Contest

[Psi-6N Major] Call of the Wild: Summon any real-world animal (your choice), you get CL/ML of them (round up)

[Pri SL4] Summon Nature's Ally IV : Summons a DL IV animal (maintained)

[Psi-17 Major] (no name): Create a random trick (only enemies trigger it)

[Pri SL6] Mass Remove Curse: Remove Curse on 6 targets or 1 group

[Pri SL4] Summon Nature's Ally IV : Summons a DL IV animal (maintained)

Dungeon012120 - Dungeon Level 6

Room # 4

Chapel

45ft. long x 20ft. wide x 45ft. tall

tripod; idol(s)

Flesh Door leading to a hallway 35ft. long x 20ft. wide x 10ft. tall

Mana Beam Trap; DL 6; Search DC 63 (Psionicist CL 12, DC 62 Reflex save to negate)

Water-Filled Chute Trap; DL 6; Search DC 63 (24 Wis damage, DC 64 PPD save to negate)

Fireplace that (causes/has/or is) Distorted - Width/Length

[x1] Tempus Fugit (time within the room flows at 25x rate compared to outside the room)

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing concordant effects have SL% chance of being dispelled

pewter plate

coughing; poor oxygen

Quinqrost the belligerent War Sword (Juggernaut); Silmathiel the conspiratorial Crimson Pack (Blimp)

15,380gp

the magnetically shielded safe, 0gp

Healing Cap of Veluna, 10830gp

Chrome Lace: +500 Rogue Points, 180560gp

DL VI Colossal Ultraplano / Annihilation Giants x(4) x[1]

AC 366, HD 198, hp 9472, IR 134% #Att 6, TH ÷ AC/Save DC by 42, dmg 722

Str 35, Dex 50, Con 45, Int 36, Wis 52, Chr 47, 1.5kxp

Prepared effects:

[Pri SL2] Frisky Chest: Object will move away from non-Caster. If (after moving for 6 rounds) what it is moving away from is kept, it returns

[Wiz SL6] Tenser's Transformation 6: +100% of max hp to current hp, +2 TH melee

[Pri SL5] Immune [E=2 element]: Pick an E=2 element, you are immune to it for 1 hour. (This immunity does not "spread" into other elements)

[Pri SL5] Goodberry 5: Creates 20 goodberries

[Wiz SL3] Fire Shield 3: Anyone who melees with you takes 50% dmg back

[Wiz SL3] Anti-Magic Shell 3: Anti-Magic of SL 0 to 2

Combat effects:

[Psi6N Major] Dismiss Elemental, E=3-4: N=1 for normal, 2 for para, 3 for quasi, 4 for semi

[Pri SL1] Faerie Fire (3): Dispels darkness/blur/displacement/invisibility {1 group}

[Psi54 Major] Ice Animation: Summon a DL=SL Ice Elemental

[Psi10 Major] Heat Ray: Line, all in area CLd6 heat dmg (save:½), immunity to non-magical heat works

[Pri SL6] Neutralize Poison 6: Cure 3 poison effects (reverse causes that many, save for each)

[Psi10 Major] Automaton: Control target's V actions (save)



Dungeon012120 - Dungeon Level 6

Room # 5

Empty (completely clean)

50ft. long x 50ft. wide x 40ft. tall

lamp(s); mattress

Energy/Elemental Door leading to a hallway 40ft. long x 5ft. wide x 20ft. tall

Falling Vent Trap; DL 6; Search DC 64 (120 Con damage, DC 61 Reflex save to negate)

Improved Phantasmal Killer Trap; DL 6; Search DC 62 (Psionist CL 12, DC 62 Breath Weapon save to negate)

Pit that (causes/has/or is) Gaseous

[x1] Transmutation spells function at triple effect

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing concordant effects have SL% chance of being dispelled

hazy; metallic smell

Chemosh the chivalrous Brain Blaze (Van); Myristyl the sinful Captain Trio (Unknown)

12,197gp

the breastplate of Fnor, +13 AC, 0gp

Puce Cloak [AT+13] +8 AC/+6 Saves; 1F: Subject is invisible for 10 min./level or until it attacks.; CL 42; SL 6, 180410gp

Dull Cyber/Bio-ware: +600 Rogue Points, 180650gp

DL VI Tiny Time / Temporal Oozes x(8) x[1]

AC 361, HD 6, |hp| 152, #Att 10, TH ÷ AC/Save DC by 42, dmg 222

Str 50, Dex 23, Con 41, Int 23, Wis 25, Chr 37, 1.5kxp

Prepared effects:

[Pri SL6] Antilife Shell : 10-ft. field hedges out living creatures.

[Psi6N Grand] Thief Abilities, LVL 9: Get thief abilities of level 9 (max = your level)

[Wiz SL2] Mirror Image (3): Creates 1d4+L/3 images of yourself {self only}

[Pri SL4] Resist Fire/Resist Cold 4: Take -60% dmg vs. fire or cold

[Wiz SL3] Blink (DM): 0, 1/r: Blink; The location is not random (caster has control). If you blink away after meleeing with a creature

[Wiz SL6] Anti-Magic Shell 6: Anti-Magic of SL 0 to 5

Combat effects:

[Psi54 minor] Mind Blast: SL Int dmg to one target (no save)

[Psi1 minor] Invisibility: Mental Invisibility, affects ä(level) in HD

[Psi1 minor] Invisibility: Mental Invisibility, affects ä(level) in HD

[Psi15 minor] Magic Missile: Magic Missile

[Wiz SL3] Death Spell 3: Slay 3d12 HD of creatures (save)

[Pri SL1] Faerie Fire (3): Dispel darkness/blur/displacement/invisibility {1 group}

Dungeon012120 - Dungeon Level 6

Room # 6

Privy/Secret

20ft. long x 20ft. wide x 5ft. tall

pedestal; stocks

Energy/Elemental Door leading to a hallway 40ft. long x 25ft. wide x 5ft. tall

Falling Ceiling Trap; DL 6; Search DC 62 (16 Dex damage, DC 62 PP save to negate)

Mind Blast Trap; DL 6; Search DC 63 (Psionicist CL 12, DC 64 Will save to negate)

Arch that (causes/has/or is) passwall

[x1] Dimensional Mine Generator (one mine per reset, hits a random player or monster, takes 1d6 dmg and is \*Cursed\*)

[x2] Berserk - Room is permanently and continuously Berserked, only creatures with an immunity or a personal bubble against it hammer

clanking; footsteps (approaching)

Kirath the cut-throat Shatter Dozen (Raft); Eldoth the iridescent Black Wing (Spear)

5,584gp

a straw broom, Ogp

Greenish Shield [AT+261] +4 AC/+25 Saves; 1M: Each segment, if an enemy combatant does \*not\* attack you, he takes CL dmg (

Yellowy Weapon Gemlet [4d8] +1296 Th/+5 dmg 17+/x3; 1V: Wand of Wonder effect; CL 36; SL 6, 180360gp

DL VI Gargantuan Jungle Weirds x(10) x[2]

|AC| 371, HD 100, hp 5120, #Att 7, TH ÷ AC/Save DC by 42, dmg 292

Str 51, Dex 48, Con 21, Int 25, Wis 26, Chr 43, 1.5kxp

Prepared effects:

[Psi3½ minor] Dissolving Weapon: Your weapon deals 4d6 acid damage.

[Wiz SL2] Spectral Hand: Can use 1 touch at range per round (roll TH+2). The hand can be re-used, but it must return to the cast

[Psi-12T minor] Stay Conscious: You stay conscious up to -10-CLxCL hp (defensive acts only)

[Pri SL1] Protection from Lightning 1: Stop the next CL\*2 lightning dmg

[Pri SL1] Protection from Lightning 1: Stop the next CL\*2 lightning dmg

[Wiz SL3] Displacement : WR 50%

Combat effects:

[Psi1 Major] Energy Control: Max.=level in HD damage, must be energy attack

[Wiz SL5] Enslave Monster: As Charm Monster, except the effect cannot be thrown off by being damaged, and there is no daily s

[Pri SL1] Call Lightning 1: (CL+2)d4 lightning dmg (save:½) (halve the die type if not outside)

[Psi5 Grand] Alter Reality (greater): Alter Reality (as spell)

[Pri SL1] Call Lightning 1: (CL+2)d4 lightning dmg (save:½) (halve the die type if not outside)

[Pri SL2] Treat Moderate Wounds: Cure 20% of max hp {Touch, 1 creature}

Dungeon012120 - Dungeon Level 6

Room # 7

Banquet

40ft. long x 35ft. wide x 10ft. tall

sconce, wall; balcony

Brass Door, Normal leading to a hallway 20ft. long x 25ft. wide x 10ft. tall

Wide-Mouth Passage Trap; DL 6; Search DC 62 (20 damage, DC 62 RSW save for half)

Air in room transforms into Elemental Magic Trap; DL 6; Search DC 62 (10 Chr damage/s, DC 66 Spell save for half)

Dome that (causes/has/or is) illusory wall

[x1] Gas in room: Con (all in room get +3 to that stat while in room)

[x2] Alley Effect (summon DL=CL/2 Alley vs. you) - Room is permanently and continuously Alley Effect (summon DL=CL/2 Alley vs ropes)

scuttling; music

Penrith Oakwood the illustrious Mister Gods (Phone Booth); Ludisa the bombastic Death Droid (-mobile)

3,120gp

spike's collar, +1 AC, 125gp

Dull Chair: Free Naturalist Kit: NaNR (Wis+Chr-26)\*10%, Free bonus Nature Lore proficiency, 180560gp

Smoky Helm [AT+221] +6 AC/+32 Saves; 1Z: Transforms arms to poisonous/acid snakes; CL 37; SL 6, 180430gp

DL VI Large Alternate Universe Intelligent Trap/Trick/Specials x(14) x[1]

AC 361, HD 26, hp 1248, #Att 10, TH ÷ AC/Save DC by 7, dmg 366

Str 18, Dex 33, Con 44, Int 30, Wis 38, Chr 25, 1.5kxp

Prepared effects:

[Pri SL6] Anti-Animal Shell:

[Pri SL6] Anti-Animal Shell:

[Pri SL6] Anti-Animal Shell:

[Psi23 Grand] Prison Cloud: Captures one creature and holds there

[Psi-3 Grand] Suspend Death: It takes CL rounds for you to die due to being at negative hp

[Wiz SL6] Fire Shield 6: Anyone who melees with you takes 125% dmg back

Combat effects:

[Psi-6G Major] To Salt: Petrify one target (save vs. petrif at extra -CL), if save take CL<sup>2</sup> holy salt dmg

[Pri SL2] Charm Person or Mammal: Charm one humanoid or mammal {1 creature}

[Psi6G minor] Remove Demon Influence: Removes possession, domination, charm, etc.; Does not have to be evil source

[Wiz SL3] Dispel Magic 3: Dispel 1 magic effect

[Psi10 Grand] Mind Quench: Death Spell 3d20 HD (save vs. Death Magic), creatures w/ Int 1-8 get no save

[Pri SL5] Dispel Evil: Unsummons evil creatures (Outer-planar/summoned no save). If cast against 1 creature of the appropriate

Dungeon012120 - Dungeon Level 6

Room # 8

Museum

10ft. long x 35ft. wide x 25ft. tall

bell (huge); fireplace & wood

Trapped Door, Magic/Psi, roll on [D4.2] leading to a hallway 20ft. long x 10ft. wide x 25ft. tall

Ram Beam /Wrecker Trap; DL 6; Search DC 61 (Psionist CL 12, DC 62 RSW save to negate), (multiple targets)

Contact Imprisonment Trap; DL 6; Search DC 63 (30 damage, DC 61 Reflex save for half)

Tapestry that (causes/has/or is) Monster Generator: Golem (summons a Golem every segment)

[x1] Skill Checks cannot be made in the room except on a natural 20 (with no adjustments or die setting effects whatsoever).

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing godly effects have SL% chance of being dispelled per segment arrow, broken

breeze, slight; bellow (ing)

Siddal the lazy Doctor Beast (Lycanthropy); Gaius the astonishing All-Star Chameleon (Chariot)

29,585gp

a Curved Kratasian Claymore, exotic, 1d2 (1), 14gp

Ring of Safety (0,1 ch: Make a save you missed [has 4 ch]), 23240gp

Amulet vs. Undead (9th), 8340gp

DL VI Titanic Psionist classes Reptiles x(9) x[3]

AC 362, HD 389, hp 19968, RR 94% #Att 2, TH ÷ AC/Save DC by 42, dmg 76

Str 22, Dex 25, Con 38, Int 17, Wis 37, Chr 29, 1.5kxp

Prepared effects:

[Wiz SL5] Animal Growth : One animal/two levels doubles in size, HD.

[Psi81 Major] Damage Reduction, Physical, 50%: Take x0.5 damage from physical attacks

[Psi23 Grand] Snow Cloud: Multicolored snow (can damage/heal)

[Psi23 Grand] Snow Cloud: Multicolored snow (can damage/heal)

[Psi6G Grand] Strength of Soul: Immune to Misguidance, Alignment or Persona change; Immune to Truename spell

[Wiz SL4] Evard's Black Tentacles : 1d4 +1/level tentacles grapple randomly within 15 ft.

Combat effects:

[Psi-3 minor] Biodust: 1d4 dust dmg/r to up to 2 cr.

[Psi81 minor] Energy Blast I: [Pick an element] CLd5 dmg of that element (one group, no save)

[Pri SL4] Dispel Psionics: Cancels psionic effects

[Psi-12C minor] Taunt Blast: One group will attack you on their next action (no save)

[Wiz SL6] Wacky Ball 6 / Normal / ½: Ld12, save: ½

[Wiz SL3] Dispel Illusion : Dispels illusions in area

Dungeon012120 - Dungeon Level 6

Room # 9

Priest's Chamber/Lab

15ft. long x 25ft. wide x 50ft. tall

Caved-in/Collapsed Area; Walls of Water

Plant Door (a door made of plants) leading to a hallway 45ft. long x 5ft. wide x 20ft. tall

Contact Magic Trap; DL 6; Search DC 66 (6 Int damage, DC 63 PP save to negate), (multiple targets)

Contact Magic Trap; DL 6; Search DC 66 (6 Int damage, DC 63 PP save to negate), (multiple targets)

Passage that (causes/has/or is) Gravity - Lesser

[x1] Magic cannot be cast in the room, existing effects are OK

[x2] Disjunct (effect) - Room is permanently and continuously Disjunct (effect)ed, only creatures with an immunity or a personal throwing axe

rotting vegetation smell; moaning

Ionian the marvelous Adolescent Dusk (Scissors); Gidronell the stupendous Metal Stalker (Celestial)

11,529gp

mahogany coffin, 1gp

Amulet vs. Undead (9th), 9410gp

Lime-green Stone [5d6] +3125 Th/+3125 dmg 20+/x4; 1M: Do SL instances of another Psi45 power you know; you are Spent and DL VI Gargantuan Technological Dragons x(11) x[1]

AC 363, HD 99, |hp| 30720, #Att 10, TH ÷ AC/Save DC by 42, dmg 721

Str 18, Dex 49, Con 18, Int 48, Wis 27, Chr 26, 1.5kxp

Prepared effects:

[Psi-3 Grand] Telepathic Sphere: Mobile force globe protects group from mental attacks

[Psi9 Major] Regenerator: [Regeneration CH hp/r, Restores Memory]

[Psi-12T minor] Touch Reflection: Touch effects are reflected back to opponent

[Pri SL6] No Save: The next spell you cast does not have a saving throw

[Pri SL2] Resist [E=1 element]: Pick an EE=1 element, you resist it for 1 hour.

[Wiz SL5] Tenser's Transformation 5: +75% of max hp to current hp, +1 TH melee

Combat effects:

[Wiz SL4] Monster Swarm Summoning IV: Summons CL\*3 DL III monsters

[Wiz SL6] DNA Scamble Blast: Area DNA Scamble (PP save)

[Psi10 Major] Kinetic Dome: Kinetic Wall (see above) but is a hemisphere

[Psi-2 minor] Half Pain: Take half damage from one person for 1t; --

[Pri SL6] Conjure/Dismiss Para Elemental: Summons or dismisses a Para Elemental

[Psi54 Major] Starbolt: CL\*(SL+2) plasma dmg to one target (no save)

Dungeon012120 - Dungeon Level 6

Room # 10

Chapel

50ft. long x 50ft. wide x 30ft. tall

table, long; manger

Intelligent Door, see [E7], might have ego score leading to a hallway 40ft. long x 10ft. wide x 10ft. tall

Decay Trap; DL 6; Search DC 66 (Psionicist CL 12, DC 63 PP save to negate)

Razor-Wire Spring Trap; DL 6; Search DC 63 (40 Str damage, DC 62 PPD save to negate)

Vegetation that (causes/has/or is) Talks - Intelligently/Normally

[x1] Numbers spells function at triple effect

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing concordant effects have SL% chance of being disink

clanking; coughing

Talmariel the ignorant Justice Guardian (Unexplained); Tyranicus the athletic Scarab Frog (Nano-)

25,085gp

glittering red glass, 2gp

Hazel Shuriken (5) [3d12] +625 Th/+81 dmg 15+/x6; 1M: Mass Telekinesis: Maintenance cost=Initial/10 per round; CL 32; SL 6, 1

Roseate Medallion [AT+8] +16 AC/+125 Saves; 1Z: Improved Invisibility (sight/sound/smell), can't be touched; CL 28; SL 6, 18039

DL VI Large Demi-Planes Goblin / Orcs x(18) x[2]

AC 363, HD 27, hp 1312, #Att 10, TH ÷ AC/Save DC by 42, dmg 436

Str 30, Dex 50, Con 45, Int 49, Wis 27, Chr 24, 1.5kxp

Prepared effects:

[Wiz SL1] Cantrip: Can cast 1 cantrip (Wiz 0) per round as Z action

[Psi-9 minor] No Poison For Me: Resist Poison ("death" becomes ½ max hp)

[Wiz SL6] Tenser's Transformation 6: +100% of max hp to current hp, +2 TH melee

[Wiz SL4] Fire Shield 4: Anyone who melees with you takes 75% dmg back

[Psi54 minor] Thief: Any Thief SL-1 pick; 5\*CL Rogue points in it

[Pri SL1] Protection from Fire 1: Stop the next CL\*2 fire dmg

Combat effects:

[Psi2 Major] Disintegrate: Disintegrate 8 cu.' (save); (save-5);16 cu.'

[Wiz SL3] Time Stop 3: Stops time for 1d2 segments

[Pri SL6] Remove Curse 6: Cure 3 curse effects (reverse causes that many, save for each)

[Wiz SL3] Dispel Illusion : Dispels illusions in area

[Psi54 Grand] Water Animation: Summon a DL=SL Water Elemental

[Psi45 Major] Fire Generation: SL\*CL Fire damage (1 group, no save)

Dungeon012120 - Dungeon Level 6

Room # 11

Pantry

40ft. long x 15ft. wide x 40ft. tall

collapsed wall; Walls of Magma

Ice Door (transparent) leading to a hallway 30ft. long x 10ft. wide x 5ft. tall

Spring transforms into Elemental Vibranium Trap; DL 6; Search DC 64 (16 Chr damage/s, DC 62 Breath Weapon save for half)

Imprisonment Trap; DL 6; Search DC 64 (Psionist CL 12, DC 62 RSW save to negate)

Vegetation that (causes/has/or is) Randomly Acts

[x1] Radiation (Psi9) of RS=5 (fluctuates each Round)

[x2] Disjunct (effect) - Room is permanently and continuously Disjunct (effect)ed, only creatures with an immunity or a personal sword blade

coughing; updraft, strong

Olarc the cowardly Fire Spider (Symbiosis); Rivalin the repulsive Element Family (Boat)

9,099gp

a silvery dagger, dagger, 3d4 (7), 98gp

Taupe Necklace [AT+11] +64 AC/+4 Saves; 1P: This class gives an extra +10 Rogue points per level.; CL 32; SL 6, 181100gp

Violet Teddy bear: +400 Rogue Points, 180140gp

DL VI Medium Collectiverse / Goeyverse / etc. Mutants x(36) x[1]

AC 364, HD 15, |hp| 656, PR 570% #Att 5, TH ÷ AC/Save DC by 42, dmg 146

Str 44, Dex 37, Con 32, Int 27, Wis 18, Chr 48, 1.5kxp

Prepared effects:

[Pri SL2] Frisky Chest: Object will move away from non-Caster. If (after moving for 6 rounds) what it is moving away from is kept

[Pri SL2] Frisky Chest: Object will move away from non-Caster. If (after moving for 6 rounds) what it is moving away from is kept

[Wiz SL1] Armor 1: +CL\*2 current hp

[Wiz SL3] Third Arm Growth: Grow an extra arm or leg [lose spell slot while running]

[Wiz SL1] Find Familiar: See [S4], or finds your familiar {1 creature}

[Psi54 Grand] Mystic Shield: SR SL\*CL

Combat effects:

[Wiz SL4] Wall of Fire : Passing through wall deals 2d6+CL dmg fire

[Psi15 Grand] Hold Person: Hold Person

[Psi54 Grand] Psychic Will: Wall of Force

[Wiz SL6] Fireball 6: CLd12 fire dmg to a group (save:½)

[Psi10 minor] Dispel Exhaustion: Target heals 25% of damage taken

[Pri SL5] Creeping Doom 5: (1d2+4)\*60 insect dmg

Dungeon012120 - Dungeon Level 6

Room # 12

Entry/Vestibule

15ft. long x 30ft. wide x 15ft. tall

Walls of Insects; Bridge, Wood

Membrane Portal (Module Q1 Web Level 4) leading to a hallway 15ft. long x 25ft. wide x 10ft. tall

Flooding Container Trap; DL 6; Search DC 66 (12 Int damage, DC 64 Fortitude save to negate)

Remove \*Curse\* Trap; DL 6; Search DC 66 (Wizard CL 12, DC 65 Fortitude save to negate)

Monster that (causes/has/or is) Magical Pool: Heal (75%) or Poison (death/40) (25%)

[x1] Attack Rolls cannot be made in the room except on a natural 20 (with no adjustments or die setting effects whatsoever).

[x2] Blind - Room is permanently and continuously Blinded, only creatures with an immunity or a personal bubble against it can chalk

rustling; whistling

Istelyn the cold-blooded Rocket Wizard (Cannon); Malduc the caustic Fire Squirrel (Gyro-

7,376gp

a long spear, staff, 2d19 (20), 133gp

Claret Rope [1d8] +16 Th/+216 dmg 18+/x5; 1P: Fix 1 effect that was dispelled within last r; CL 32; SL 6, 180490gp

Amulet of Natural Armor +1: (Neck) +1 AT, 5330gp

DL VI Titanic Star Trek Loop Eelementsals x(40) x[2]

AC 372, HD 388, hp 122880, WR 73% #Att 12, TH ÷ AC/Save DC by 7, dmg 290

Str 21, Dex 24, Con 24, Int 30, Wis 42, Chr 20, 1.5kxp

Prepared effects:

[Pri SL6] No Save: The next spell you cast does not have a saving throw

[Wiz SL4] Tenser's Transformation 4: +50% of max hp to current hp

[Pri SL3] Double Resist [E=2 element]: Pick an E=2 element, you double resist it (1/4 dmg, 1/10 if make save) for 1 hour.

[Psi3½ Grand] Mind Blank, Personal: You are immune to scrying and mental effects.

[Wiz SL2] Mirror Image (3): Creates 1d4+L/3 images of yourself {self only}

[Pri SL5] Protection from Lightning 5: Stop the next CL\*16 lightning dmg

Combat effects:

[Pri SL1] Entwine: As Entangle, 1 target, -4 to save

[Pri SL6] Summon Nature's Ally VI : Calls creature to fight.

[Pri SL2] Charm Person or Mammal: Charm one humanoid or mammal {1 creature}

[Psi10 minor] Feeblemind: Feeblemind (save)

[Wiz SL6] Time Stop 6: Stops time for 1 round

[Psi29 Grand] Mordenkainen's Disjunction:



## Dungeon012120 - Dungeon Level 7

Room # 1

Divination

5ft. long x 40ft. wide x 30ft. tall

pipe (large cask); pit (shallow)

Phase Door (as the spell) leading to a hallway 25ft. long x 10ft. wide x 10ft. tall

Ingested Smoke Trap; DL 7; Search DC 77 (120 damage, DC 74 Reflex save for half)

Air in room transforms into Elemental Nether Trap; DL 7; Search DC 72 (140 Con damage/s, DC 77 PP save for half)

Pit that (causes/has/or is) Gaseous

[x1] Distance Distortion: All distances in room are quartered

[x2] Immortals cannot hear, see, or sense into this room unless they are actually there; Divine Intervention fails ropes

chirping; steamy

Conemus the acerbic Lightning Killer (Chain); Niol the jocular Super -strike (Machine Gun)

32,940gp

dwarven plate mail, +2 AC, 290gp

Brown Hair tie: Free B.F.M. (Big Furry Monster) Familiar, 245370gp

Charcoal Sword, two-bladed [2d10] +16807 Th/+49 dmg 19+/x3; 1V: Transform a larva into an imp or quasit; CL 34; SL 7, 245300

DL VII Medium Island Artifacts x(1) x[1]

AC 502, HD 19, hp 880, WR 122% #Att 2, TH ÷ AC/Save DC by 56, dmg 197

Str 22, Dex 29, Con 36, Int 40, Wis 19, Chr 53, 3.5kxp

Prepared effects:

[Wiz SL2] Armor 2: +CL\*4 current hp

[Wiz SL4] Evard's Black Tentacles : 1d4 +1/level tentacles grapple randomly within 15 ft.

[Psi18 minor] Telekinesis: Shield: 10\*LVL hp shield vs. physical,energy,TK

[Psi3½ Major] Tower of Iron Will: Grant PR 19 against mind-affecting powers to all creatures within 10 ft. until your next turn.

[Wiz SL7] Fire Shield 7: Anyone who melees with you takes 150% dmg back

[Wiz SL7] Fire Shield 7: Anyone who melees with you takes 150% dmg back

[Wiz SL1] Shield (1): Immune Force; AC2 source; +1 saves {self only}

Combat effects:

[Psi12T Super] Aura of Non-Sentience: All creatures within 120' of caster (incl. the caster) lose all levels of experience, have a coi

[Psi30 Grand] Acid Bolt: Acid damage, Con resists

[Psi29 Major] Stun:

[Pri SL6] MultiCure Deadly Wounds : Cure 8d8+10 or 58 to 6 different targets

[Wiz SL2] Monster Swarm Summoning II: Summons CL\*4 DL I monsters

[Wiz SL5] Cone of Cold 5: CLd10+CL cold dmg to a group (save:½)

[Wiz SL1] Lightning Bolt 1: CLd2 lightning dmg to a group (save:½)

Dungeon012120 - Dungeon Level 7

Room # 2

Dormitory

30ft. long x 30ft. wide x 25ft. tall

crystal ball; mosaic

Automatic Door (opens if anyone approaches) leading to a hallway 40ft. long x 10ft. wide x 25ft. tall

Air in room transforms into Elemental Positive Energy / Life Trap; DL 7; Search DC 76 (24 Chr damage/s, DC 74 PP save for half)

Razor-Wire Box Trap; DL 7; Search DC 72 (56 Cml damage, DC 74 PPD save to negate)

Pillar or Column that (causes/has/or is) Talks - Poetry / Rhymes

[x1] Psi 0.00 powers function at zero effect

[x2] Mortals cannot see, hear, or sense into this room unless they are actually there; Divine Intervention fails  
acorns

footsteps (approaching); drumming

Haythien the maleficent Albino Fighter (Shield); Amir the acrid Laser Assassin (Amplifier)

2,234gp

a chest, 5gp

Nut-brown Shovel: +4 level(s) of exceptional Str, 245360gp

Peacock blue Chocolate: +300 PSP's, 245110gp

DL VII Macro-Fine NPC Viruss x(50) x[1]

AC 498, HD 903, hp 53248, WR 160% #Att 8, TH ÷ AC/Save DC by 56, dmg 590

Str 38, Dex 50, Con 23, Int 44, Wis 33, Chr 35, 3.5kxp

Prepared effects:

[Psi1 Major] Body Control: Water Breathing, Resist environment 1 HD/level

[Pri SL3] Goodberry 3: Creates 12 goodberries

[Wiz SL6] Planar Displace: Planar Displacement for 1 turn

[Pri SL7] Repulsion : Creatures can't approach you.

[Wiz SL3] Armor 3: +CL\*6 current hp

[Psi29 Grand] Symbol:

[Psi18 Major] Telepathy: Psych. Shield: -LVL CL,+LVL saves on Psi effects vs.you; +LVL Wis: Willpower

Combat effects:

[Wiz SL2] Summon Monster II: 1 DL 2 or 1d3 DL 1 creatures to fight for you {1 creature}

[Psi3½ Grand] Ectoplasmic Cocoon, Mass: You encapsulate all foes in a 20-ft. radius.

[Psi12T Super] Aura of Non-Sentience: All creatures within 120' of caster (incl. the caster) lose all levels of experience, have a coi

[Psi-12L minor] Blind/Unblind: Cure or Cause Blindness (RSW save)

[Psi29 Grand] Instantaneous (reverse Permanency):

[Pri SL2] Treat Moderate Wounds: Cure 20% of max hp {Touch, 1 creature}

[Psi54 Major] Vampirism: Target gets SL/2 negative levels (energy drain, no save), you gain CL\*SL hp (not above max)

Dungeon012120 - Dungeon Level 7

Room # 3

Heating Room (for warmth)

45ft. long x 50ft. wide x 15ft. tall

fire pit; fireplace

Sliding Door (slides left/right into wall) leading to a hallway 35ft. long x 10ft. wide x 10ft. tall

Whirling Javelins Trap; DL 7; Search DC 74 (Attack +28 melee, 12d2 damage)

Secret Pit Trap; DL 7; Search DC 75 (120 damage, DC 72 RSW save for half)

Statue that (causes/has/or is) Changes - Sex

[x1] Dimensional Mine Generator (one mine per month, hits a random player or monster, takes 1d8 dmg and is Blind)

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing godly effects have SL% chance of being dispelled per segment

acid smell; "Bleah!" (off in the distance)

Belisarius the charismatic Time Machine (Paddleboat); Quallem the deviant Robot Bulk (Jet)

33,793gp

a neon pink potion, " 'invisibility' 'detect hidden' ", 500gp

Incense of Meditation, 8140gp

Boat, Folding: A 1' long box that can unfold to a 10' row boat or a 24' long sail boat, 10510gp

DL VII Huge Inner Planar Viruss x(33) x[2]

AC 504, HD 63, hp 22848, #Att 5, TH ÷ AC/Save DC by 56, dmg 1471

Str 47, Dex 38, Con 56, Int 48, Wis 32, Chr 30, 3.5kxp

Prepared effects:

[Psi3½ Major] Immovability: You are almost impossible to move and gain DR 15/-.

[Wiz SL1] Cantrip: Can cast 1 cantrip (Wiz 0) per round as Z action

[Wiz SL2] Protection from Paralysis: Immune to paralysis, slow, hold {Touch, 1 creature}

[Pri SL3] Goodberry 3: Creates 12 goodberries

[Psi3½ Major] Evade Burst: You take no damage from a burst on a successful Reflex save.

[Psi3½ Major] Evade Burst: You take no damage from a burst on a successful Reflex save.

[Pri SL4] Spell Immunity : Subject is immune to one spell per four levels

Combat effects:

[Psi15 Major] Darkness: Darkness CL\*10' radius

[Psi19 Major] Persuasion: Target believes what you want him to believe (Will save), 1 item per segment

[Psi19 Major] Persuasion: Target believes what you want him to believe (Will save), 1 item per segment

[Psi15 Super] Summon Insects: Summon Insects

[Pri SL6] Summon Monster VI : Calls outsider to fight for you.

[Psi12L Major] Charm Lawful Creature: Charm (no save) only vs. Lawful creatures

[Wiz SL7] Prismatic Wall 7: 7 Prismatic colors or 5 MultiPrismatic colors (may repeat colors in either mode)

Dungeon012120 - Dungeon Level 7

Room # 4

Reception

25ft. long x 20ft. wide x 45ft. tall

carpet (largish); quill

Water Lock Door (holds back a lot of water) leading to a hallway 40ft. long x 15ft. wide x 20ft. tall

Wide-Mouth Brick Trap; DL 7; Search DC 71 (48 damage, DC 77 RSW save for half)

Air in room transforms into Elemental Thorns/Thicket Trap; DL 7; Search DC 73 (40 Str damage/s, DC 72 Spell save for half)

Dome that (causes/has/or is) Monster Generator: Humanoid (summons a Humanoid every segment)

[x1] Ego of items is septupled in room, all intelligent items and artifacts in room get +1E action

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing godly effects have SL% chance of being dispelled per segment  
pick handle

misted; stale, fetid smell

Naldi the charismatic Gamma Princess (Net); Yonago the diseased Karate Photon (Rollerblades)

39,347gp

a Judge's club, mace, 6d50 (153), 2000gp

Sea-green Weapon Gemlet [7d4] +25 Th/+1024 dmg 16+/x4; 1V: (level)d6 acid dmg (save:½); CL 26; SL 7, 245240gp

Golden Tomato: +3 Martial Arts Slots, 245320gp

DL VII Titanic Outer LN Oozes x(12) x[1]

AC 503, HD 449, hp 28672, CR 119% #Att 12, TH ÷ AC/Save DC by 56, dmg 594

Str 25, Dex 31, Con 31, Int 57, Wis 23, Chr 56, 3.5kxp

Prepared effects:

[Pri SL2] Double Resist [E=1 element]: Pick an E=1 element, you double resist it (1/4 dmg, 1/10 if make save) for 1 hour.

[Psi0 Grand] Extendable Limbs: Your limbs can extend an extra KiL'

[Wiz SL2] Globe of Invulnerability 2: Immune to spells with SL=0 to 1

[Psi81 minor] Force Field: -CL\*2 dmg distributed among /energy or /physical attacks

[Wiz SL6] Prismatic Sphere 6: 4 Prismatic colors or 2 MultiPrismatic colors (may repeat colors in either mode)

[Wiz SL5] Original Stoneskin 5: Block the next 2 P actions of attacks

[Psi12L Super] Clone/Simulacrum: Clone (or) Simulacrum (as the MU spells)

Combat effects:

[Psi3½ Major] Control Body: Take rudimentary control of your foe's limbs.

[Psi45 Grand] Lifeform Creation: Summon a DL=SL-1 monster

[Pri SL6] Blade Barrier 6: 8d8 dmg wall (shards)

[Psi45 Grand] Lifeform Creation: Summon a DL=SL-1 monster

[Pri SL4] Neutralize Poison 4: Cure 1 poison effect (reverse causes that many, save)

[Psi6E Major] Wall of Ice: As the 4th level Wizard spell

[Psi12T Super] Mass Feeblemind: Feeblemind (as spell) in 90'r area

## Dungeon012120 - Dungeon Level 7

Room # 5

Solar

25ft. long x 50ft. wide x 20ft. tall

arras (coin container); stocks

Locked Door, Magic/Psi leading to a hallway 15ft. long x 25ft. wide x 10ft. tall

Rolling Javelins Trap; DL 7; Search DC 73 (Attack +98 melee, 6d12 Wis damage)

Drawer transforms into Elemental Grave Trap; DL 7; Search DC 77 (84 Cml damage/s, DC 77 Will save for half)

Fireplace that (causes/has/or is) Gate (to random plane) in room (can be dispelled, or closed by a x1 or higher being passing thru  
[x1] Roll 1d4+1 times on the x1 Special table; duplicated results are doubled/tripled/quadrupled/etc.

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing concordant effects have SL% chance of being dispelled  
cabinet

hissing; scream(ing)

Aldeth the strange Bullet Team (-O-matic); Deetra the annoying Dragon Foursome (Light)

2,310gp

Lieutenant Commander's Ring, +1 AC, 80gp

Reddish Pillow: +7bbIQQQA Action(s), 245670gp

Charcoal Checkbook: +7bbIQQQA Action(s), 245720gp

DL VII Colossal Sigil / Maelstrom Oozes x(3) x[1]

AC 495, HD 230, |hp| 12800, #Att 2, TH ÷ AC/Save DC by 56, dmg 589

Str 58, Dex 56, Con 51, Int 31, Wis 53, Chr 43, 3.5kxp

Prepared effects:

[Psi12T Super] Psionic Turning: Spell Turning but affects Psionic effects

[Psi45 minor] Resist: Emotion: SL/2 (round down) instances of Resist enchantment/charm

[Wiz SL5] Original Stoneskin 5: Block the next 2 P actions of attacks

[Wiz SL7] Anti-Psionic Shell:

[Wiz SL6] Armor 6: +CL\*12 current hp

[Psi-12T minor] Spectral Natural Fighting: Spectral Hand; no ill effects from punching/kicking things

[Pri SL1] Protection from Lightning 1: Stop the next CL\*2 lightning dmg

Combat effects:

[Psi3 Super] Dissolution: You Disintegrate really large objects or creatures.

[Pri SL2] Dispel Radiation: Dispel Radiation (1 target = auto success) {1 group}

[Psi3 Super] Dissolution: You Disintegrate really large objects or creatures.

[Psi60 Grand] Cure Serious Wounds: Cure 6d8+6\*LVL hp

[Psi3½ minor] Déjà Vu: Your target repeats his last action.

[Psi27 Major] Drake: You can breathe an Inner Element once this round equal to your hp in dmg.

[Pri SL7] Confusion:

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Room # 6

Harem/Seraglio

35ft. long x 25ft. wide x 20ft. tall

hay (pile); Walls of Plants

Glass Door (transparent) (shatters if opened) leading to a hallway 40ft. long x 10ft. wide x 20ft. tall

Contact Alcohol Trap; DL 7; Search DC 76 (40 damage, DC 71 Fortitude save for half)

Well-Camouflaged Blades Trap; DL 7; Search DC 74 (Attack +77 ranged, 8d20 damage)

Painting that (causes/has/or is) Talks - Spell Casting

[x1] Turning Undead is at -15 CL and -1 to the 1d20 turn roll (these are fixed amounts, rolled once)

[x2] Ultraplanar beings cannot feel, taste, or sense into this room unless they are actually there; Divine Intervention fails

keg

footsteps (approaching); ozone smell

Ahrah the antagonistic Mister Duo (Camel); Rezdán the bothersome Wind Chameleon (Rapier)

25,800gp

Gate Guard Sword, sword, 10d10 (55), 100gp

Amulet of Life Protection, 6430gp

Spell Draining (Opponent loses 1 spell level from memorization per hit (no save, but can use AntiMR)), 14340gp

DL VII Small Rakshasa World Insects x(26) x[3]

AC 504, HD 13, |hp| 448, #Att 7, TH ÷ AC/Save DC by 8, dmg 985

Str 22, Dex 48, Con 37, Int 59, Wis 20, Chr 38, 3.5kxp

Prepared effects:

[Wiz SL1] Find Familiar: See [S4], or finds your familiar {1 creature}

[Pri SL3] Protection from Lightning 3: Stop the next CL\*8 lightning dmg

[Psi45 minor] Fire Control: SL/2 (round down) instances of Resist fire; +SL\*10% damage with fire effects

[Wiz SL1] Cantrip: Can cast 1 cantrip (Wiz 0) per round as Z action

[Psi45 Major] Electrical Control: SL/2 (round down) instances of Resist lightning; +SL\*10% damage with lightning effects

[Psi0 Grand] Regeneration: Regenerate KiL hp per round (given as KiL/10 hp per segment)

[Psi2 Major] Superior Invisibility: No sound,smell; attack breaks; Improved Invisibility

Combat effects:

[Pri SL5] Treat Deadly Wounds: Cure 50% of max hp

[Wiz SL7] Ray of Enfeeblement 7: -35 physical stat points (randomly distributed in packets of 5) (save per packet)

[Psi3½ Major] Psionic Blast: Stun creatures in 30-ft. cone for 1 round.

[Psi3 Major] Astral Construct III: Astral construct fights for you.

[Psi19 minor] Control Pain: 1bV, can use while stunned: Immune to pain, stun (not capital "S"), torture

[Psi3½ Super] Assimilate: Incorporate creature into your own body.

[Pri SL4] Death's Door 4: Target (currently at negative hp) goes to 1 hp

Dungeon012120 - Dungeon Level 7

Room # 7

Pool

20ft. long x 5ft. wide x 25ft. tall

herbs; offertory container

Revolving/Swinging Door leading to a hallway 30ft. long x 5ft. wide x 10ft. tall

Air in room transforms into Elemental Fungus/Seaweed Trap; DL 7; Search DC 74 (6 Chr damage/s, DC 73 PPD save for half)

Prismatic Spray Trap; DL 7; Search DC 72 (Cleric CL 14, DC 77 PP save to negate)

Arch that (causes/has/or is) pressure-plate trigger

[x1] Ego of items is sextupled in room, all intelligent items and artifacts in room get +1E action

[x2] Berserk - Room is permanently and continuously Berserked, only creatures with an immunity or a personal bubble against it clamps

clicking; shuffling

Gelebras the byzantine Aristocratic Princess (Saber); Shehariah the battling Patchwork Dog (Analyzer)

19,989gp

a war banner, +1 AC, 64gp

Burgundy Armor, Medium [AT+21] +3 AC/+4 Saves; 1P: Multiply hp by 1.5; CL 26; SL 7, 245990gp

Ivory Cube [4d10] +64 Th/+64 dmg 17+/x3; 1F: Hold Person; CL 29; SL 7, 245580gp

DL VII Medium Internet Insects x(48) x[1]

AC 496, HD 147, |hp| 864, #Att 4, TH ÷ AC/Save DC by 8, dmg 491

Str 34, Dex 57, Con 38, Int 47, Wis 20, Chr 46, 3.5kxp

Prepared effects:

[Wiz SL6] Original Stoneskin 6: Block the next 3 P actions of attacks

[Psi6E Super] Immunity IV: Globe/Invuln., Immune:1st-2nd Dominions

[Wiz SL4] Armor 4: +CL\*8 current hp

[Psi45 Major] Body Coating: 5\*SL hp Armor spell, self only, stacks with the (Wizard) Armor spell

[Psi12T Super] Psionic Turning: Spell Turning but affects Psionic effects

[Pri SL4] Protection from Fire 4: Stop the next CL\*12 fire dmg

[Psi8 Grand] Construct Control Item 4: Create a "Control" type item (see next page) of TechL=CL, each 4 TechL takes 1S action

Combat effects:

[Psi-12T Super] Bring Animals VIII: Summon CL\*5 Animals using ML VIII chart, you pick the result

[Pri SL4] Restoration (3): Restores level and ability score drains.

[Psi10 minor] Spook: Fear (save vs. spell at -CL/3)

[Pri SL5] Creeping Doom 5: (1d2+4)\*60 insect dmg

[Pri SL1] Cause Fear: Fear (save), max 6 HD {1 creature}

[Psi14 Major] (no name): Group gets a disease (PPD save)

[Psi81 Grand] Mind Control: Control M actions (Will save)

Dungeon012120 - Dungeon Level 7

Room # 8

Barracks / Quarters

30ft. long x 40ft. wide x 35ft. tall

rack; throne

Sliding Door (slides left/right into wall) leading to a hallway 45ft. long x 25ft. wide x 5ft. tall

Flooding Lock Trap; DL 7; Search DC 76 (24 Chr damage, DC 76 Fortitude save to negate), (multiple targets)

Air in room transforms into Elemental Rainbow Silver Trap; DL 7; Search DC 73 (60 Int damage/s, DC 73 Will save for half)

Tapestry that (causes/has/or is) Collapsing

[x1] Turning Undead is at -2 CL and -10 to the 1d20 turn roll (these are fixed amounts, rolled once)

[x2] Mortals cannot see, hear, or sense into this room unless they are actually there; Divine Intervention fails

silver cutlery

chiming; roar(ing)

Ivar the Raven the bombastic Manga Barbarian (Elephant); Wilian the majestic Vector Widow (Wand)

15,470gp

a fish, 5gp

Rosy Hair tie: +4 level(s) of exceptional Wis, 245140gp

Turquoise Wand [4d8] +5 Th/+4 dmg 17+/x5; 1P: You heal 1d8 hp, +1 to next PP save, or restore 1 negative level.; CL 29; SL 7, 2-

DL VII Medium Technological Leeches x(33) x[2]

AC 498, HD 140, |hp| 864, #Att 9, TH ÷ AC/Save DC by 56, dmg 594

Str 28, Dex 28, Con 37, Int 44, Wis 34, Chr 32, 3.5kxp

Prepared effects:

[Wiz SL4] Anti-Magic Shell 4: Anti-Magic of SL 0 to 3

[Psi12C Super] Grand Chaos: All die rolls by all creatures within 240' of caster become either minimum (50%) or maximum (50%)

[Psi7 minor] (no name): Whenever you touch someone, they get a disease (PPD save)

[Pri SL7] Repulsion : Creatures can't approach you.

[Pri SL1] Protection from Fire 1: Stop the next CL\*2 fire dmg

[Psi23 Grand] Snow Cloud: Multicolored snow (can damage/heal)

[Pri SL5] Protection from Fire 5: Stop the next CL\*16 fire dmg

Combat effects:

[Psi-2 Grand] Steal Actions: Steal an action (save); --

[Psi18 minor] Telekinesis: Lift & Move: 100\*LVL lbs.; object moves at 10\*LVL"

[Pri SL1] Faerie Fire (3): Dispels darkness/blur/displacement/invisibility {1 group}

[Psi3 Super] Dissolution: You Disintegrate really large objects or creatures.

[Psi6N minor] Mental Ball 2: 20'r; take 2\*level\*(# of freq.) damage; no save

[Psi6E Major] Quasit/Imp Servant: Transform a larva into an imp or quasit

[Psi3½ Super] Timeless Body: Ignore all harmful, and helpful, effects for 1 round.



Dungeon012120 - Dungeon Level 7

Room # 9

Chantry (Shrine)

50ft. long x 10ft. wide x 10ft. tall

candles; pot (huge)

Brass Door, Normal leading to a hallway 40ft. long x 25ft. wide x 10ft. tall

Apopsi Trap; DL 7; Search DC 73 (Psionicist CL 14, DC 77 Reflex save to negate)

Stairs transforms into Elemental Darkness, Light Trap; DL 7; Search DC 73 (120 Int damage/s, DC 74 RSW save for half)

Machine that (causes/has/or is) up-sliding

[x1] Psi 2 powers function at double effect

[x2] Charm - Room is permanently and continuously Charmed, only creatures with an immunity or a personal bubble against it c  
mold

updraft, strong; steamy

Ulrica the smelly Star Hammer (Dark); Yrre Swordthruater the conspiratorial Violet Eagle (Kite)

30,792gp

turquoise mask, +2 AC, 200gp

Purplish Toilet: Free Riddlemaster Kit: Immune Tricks; Find/Remove Tricks (Int-14)\*10%, Free bonus Storytelling proficiency, 245

Potion of Delusion \*, 5440gp

DL VII Colossal Warrior classes Aliens x(29) x[1]

AC 491, HD 231, hp 13568, IR 114% #Att 5, TH ÷ AC/Save DC by 56, dmg 397

Str 32, Dex 43, Con 20, Int 30, Wis 18, Chr 34, 3.5kxp

Prepared effects:

[Wiz SL6] Contingency: Each creature can only have 1 Contingency spell on him. If the contingency spell is dispelled, the effect is

[Psi3 Super] Affinity Field: Effects that affect you also affect others.

[Psi81 Major] Density Increase 5: x32 mass; +5 Str; -5/attack (physical or energy)

[Psi-12L Super] Spirit Resistance: +5\*CL% XR

[Wiz SL6] Contingency: Each creature can only have 1 Contingency spell on him. If the contingency spell is dispelled, the effect is

[Psi9 Major] Control Body Molecules: Shapechange (as spell), even to objects

[Pri SL7] Protection from Lightning 7: Stop the next CL\*24 lightning dmg

Combat effects:

[Pri SL4] Limited Heal: Heal, target must Fort save vs. # hp down (+10 per other effect)

[Wiz SL5] Cone of Cold 5: CLd10+CL cold dmg to a group (save:½)

[Wiz SL4] Death Spell 4: Slay 4d12 HD of creatures (save)

[Wiz SL7] Time Stop 7: Stops time for 1d2 rounds

[Pri SL3] Creeping Doom 3: 40 insect dmg

[Pri SL5] Animate Dead Monsters: Animates CL dead monsters

[Psi6E Super] Know Truename: As the 9th level Diviner spell

Dungeon012120 - Dungeon Level 7

Room # 10

Game Room

45ft. long x 45ft. wide x 20ft. tall

cupboard; painting

Dimension Door (as the spell) leading to a hallway 10ft. long x 15ft. wide x 15ft. tall

Wacky Ball 7 / Normal / ½ Trap; DL 7; Search DC 72 (Cleric CL 14, DC 73 Will save to negate)

Crapulence Aura Trap; DL 7; Search DC 74 (Psionicist CL 14, DC 77 Breath Weapon save to negate)

Altar that (causes/has/or is) Monster Generator: Outer (summons an Outer every segment)

[x1] Ego of items is quintupled in room, all intelligent items and artifacts in room get +1E action

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing concordant effects have SL% chance of being disbroken glass

knocking; scuttling

Wirddan the beautiful Tiger Squadron (Ancient lore); Avel the groovilicious Millennium Boy (Trident)

156gp

a beautiful white pearl, 100gp

Inky Staff [6d8] +5 Th/+125 dmg 17+/x3; 1P: Wall of Force; CL 26; SL 7, 245550gp

Philter of Stammering&St., 4520gp

DL VII Large Outer LG Artifacts x(15) x[2]

AC 496, HD 32, hp 1600, CR 139% #Att 1, TH ÷ AC/Save DC by 56, dmg 200

Str 40, Dex 53, Con 19, Int 19, Wis 36, Chr 37, 3.5kxp

Prepared effects:

[Psi6G Super] Reduplication: Duplicates one (non-magical, non-psionic) item; max TechL = CL

[Psi45 Grand] Energy Doppelganger: Mirror Image (1 image), it has SL<sup>3</sup> hp; it flies at SL\*3"; you can cast Psi45 effects through it

[Wiz SL2] Invisibility: Invisibility; attacking ends spell {Touch, 1 target}

[Wiz SL6] Prismatic Sphere 6: 4 Prismatic colors or 2 MultiPrismatic colors (may repeat colors in either mode)

[Wiz SL6] Prismatic Sphere 6: 4 Prismatic colors or 2 MultiPrismatic colors (may repeat colors in either mode)

[Pri SL3] Double Resist [E=1 element]: Pick an EE=1 element, you double resist it (1/4 dmg, 1/10 if make save) for 1 hour.

[Pri SL7] Immune [E=4 element]: Pick an E=4 element, you are immune to it for 1 hour. (This immunity does not "spread" into of Combat effects:

[Pri SL5] MultiCure Critical Wounds: Cure Critical (3 targets) (r=sight)

[Pri SL3] Command 3: Target makes 3 saves, each missed save allows 1 word for a command to be given

[Psi12T Super] Mass Feeblemind: Feeblemind (as spell) in 90'r area

[Psi6E Major] Power Word Blind: 200 hp of creatures blinded (no save)

[Pri SL5] MultiCure Critical Wounds: Cure Critical (3 targets) (r=sight)

[Psi6E Grand] Mass Charm: As the 8th level Wizard spell

[Psi45 Major] Lifeform Creation: Summon a DL=SL-1 monster

## Dungeon012120 - Dungeon Level 7

Room # 11

Animal Pens

45ft. long x 15ft. wide x 10ft. tall

dome; Bridge, Ice

Glass Door (transparent) (shatters if opened) leading to a hallway 35ft. long x 25ft. wide x 15ft. tall

Crushing Portcullis Trap; DL 7; Search DC 73 (48 damage, DC 76 Will save for half)

Air in room transforms into Elemental Radiance Trap; DL 7; Search DC 77 (120 Dex damage/s, DC 72 PP save for half)

Container (Barrel, Jar, Vase, etc.) that (causes/has/or is) Invisible

[x1] Conjuraton spells function at zero effect

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing concordant effects have SL% chance of being dispelled

scratching/scrabbling; dusty

Adarok the damnable Fighting Dancer (Terra); Margalo the demonic Fighting Wizard (Elephant)

9,946gp

a bronze war skirt, +3 AC, 1425gp

Tan Armor, Heavy [AT+261] +3125 AC/+1 Saves; 1M: Polymorph Self; CL 30; SL 7, 245550gp

Girdle of Shielding (-6 dmg/magical attack), 64250gp

DL VII Huge Buffyverse Kobolds x(2) x[1]

Stun AC 493, HD 57, |hp| 22848, #Att 4, TH ÷ AC/Save DC by 56, dmg 595

Str 34, Dex 48, Con 28, Int 33, Wis 21, Chr 44, 3.5kxp

Prepared effects:

[Psi54 minor] Force Shield: CL\*SL\*3 hp ablative Force Field (vs. physical or energy attacks, only one enemy /s)

[Pri SL7] Protection from Lightning 7: Stop the next CL\*24 lightning dmg

[Pri SL1] Protection from Lightning 1: Stop the next CL\*2 lightning dmg

[Pri SL1] Cantrip: Can cast 1 orison (Pri 0) per round as a Z action

[Psi1 Major] Body Control: Water Breathing, Resist environment 1 HD/level

[Psi54 Grand] Absorption Field: Stops SL/2 mental attacks or mental-affecting powers on you

[Psi45 Major] Force Field vs. Energy: Immune to spell level 0 to SL-1 energy attacks

Combat effects:

[Wiz SL6] Immediate Monster Summoning VI: Summons a DL IV monster without summoning sickness

[Psi12T Super] Mass Feeblemind: Feeblemind (as spell) in 90'r area

[Psi-9 Major] AntiBio Force: Super Slow: -½CH Dex, -1P action, ÷CH move rate

[Psi-1 minor] Object Writing: Item must make item saving throw or destroyed

[Pri SL7] Earthquake: Intense tremor shakes 5-ft./level radius.

[Wiz SL7] Steal Enchantment : Transfer the enchantment of one spell to an another

[Wiz SL6] Lightning Bolt 6: CLd12 lightning dmg to a group (save:½)

Dungeon012120 - Dungeon Level 7

Room # 12

Closet

40ft. long x 20ft. wide x 50ft. tall

caldron; ladder

Dimension Door (as the spell) leading to a hallway 25ft. long x 10ft. wide x 5ft. tall

Well-Camouflaged Spears Trap; DL 7; Search DC 73 (Attack +98 ranged, 10d8 Str damage)

Crushing Room Trap; DL 7; Search DC 75 (160 Con damage, DC 72 Spell save to negate)

Stairway that (causes/has/or is) Illusionary wall concealing a chute below

[x1] Ego of items is halved in room, all intelligent items and artifacts in room get +1E action

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing godly effects have SL% chance of being dispelled per segment equipment (broken)

rotting vegetation smell; rattling

Vanechka Cheslavski the caustic Slime Widow (Forklift); Zedri the clueless Senor Dragon (Spoon)

11,936gp

gloves of braw Willie, +2 AC, 1250gp

Ruby Cork: Free Mobility Feat: +4 AC vs. parting attacks, 245260gp

Royal blue Longsword [1d10] +7776 Th/+81 dmg 20+/x6; 1M: You teleport to your hand an item you can see.; CL 49; SL 7, 24552

DL VII Medium Underdark Illusionarys x(20) x[1]

AC 497, HD 17, hp 864, TR 126% #Att 14, TH ÷ AC/Save DC by 56, dmg 105

Str 50, Dex 27, Con 44, Int 25, Wis 49, Chr 54, 3.5kxp

Prepared effects:

[Wiz SL1] Radiation Resistance: RR 60+CL\*5% [duration 1 hour]

[Wiz SL7] Anti-Psionic Shell:

[Wiz SL7] Prismatic Sphere 7: 5 Prismatic colors or 3 MultiPrismatic colors (may repeat colors in either mode)

[Psi14 Grand] (no name): You have a breath weapon, half hp (pick acid, poison, skunk; pick 3/d or 1/3r)

[Pri SL6] Resist [E=6 element]: Pick an E=6 element, you resist it for 1 hour.

[Pri SL5] Spell Resistance : Subject gains +12 +1/level SR.

[Psi18 Major] Psi: Amplification: x2 effect on next Psi (any freq.) power

Combat effects:

[Wiz SL4] Alley Summoning IV: Summons a DL VIII alley monster, under your control, 4% chance per segment of losing control

[Psi6E Super] Know Truename: As the 9th level Diviner spell

[Psi3 Super] Monster Domination: Dominates any creature for less time.

[Psi-3 Super] Armageddon: Destroy a demiplane (will probably get Objected to unless it's empty)

[Wiz SL1] Chromatic Orb: 1=Pearly (1d4; light in area; save or blinded for L r or until leaves area), 2=Ruby (1d6, save or -1 Str and

[Pri SL2] Command 2: Target makes 2 saves, each missed save allows 1 word for a command to be given

[Pri SL4] Limited Heal: Heal, target must Fort save vs. # hp down (+10 per other effect)

Dungeon012120 - Dungeon Level 8

Room # 1

Crypt / Burial Chamber

5ft. long x 5ft. wide x 20ft. tall

boots (iron); hole (blasted)

Phase Door (as the spell) leading to a hallway 50ft. long x 10ft. wide x 20ft. tall

Injected Annihilation Trap; DL 8; Search DC 82 (48 Cml damage, DC 83 Reflex save to negate)

Heal 8 Trap; DL 8; Search DC 85 (Wizard CL 16, DC 82 Fortitude save to negate)

Pillar or Column that (causes/has/or is) Magical Pool: Effect of a randomly determined potion (will repeat same potion effect as [x1] Distance Distortion: All distances in room are quartered

[x2] Charm - Room is permanently and continuously Charmed, only creatures with an immunity or a personal bubble against it c large box

bang, slam; rustling

Jamsheed Jamsheed the revolting Electra- Apocalypse (Ice); Kircen the demonic Mighty Gathering (Train)

48,073gp

Jester's Cape of Laughter, 150gp

Bag of Tricks – Rust: Summon up to 10 creatures per week, chosen randomly from wolverine, wolf, boar, & black bear., 6550gp

White Watch: Free Guardian Kit: +1 TH/dmg/saves and opponents -2 saves in a specified 1 sq. mile area, Free bonus Local Histor

DL VIII Diminutive Far Realm / Ultrablack Cthulhoid Horrors x(38) x[1]

Stun AC 653, HD 6, |hp| 1136, TR 125% #Att 2, TH ÷ AC/Save DC by 72, dmg 386

Str 23, Dex 66, Con 41, Int 42, Wis 22, Chr 28, 7.5kxp

Prepared effects:

[Pri SL5] Extra Group +1: The next spell you cast will affect +1 groups of monsters

[Pri SL4] Death Ward : Grants immunity to death spells and effects.

[Pri SL8] Extra Group +2: The next spell you cast will affect +2 groups of monsters

[Psi3½ Grand] Null Psionics Field: Create a field where psionic power does not function.

[Pri SL4] Immune [E=1 element]: Pick an E=1 element, you are immune to it for 1 hour. (This immunity does not "spread" into ot

[Psi6N Super] Create/Destroy Conduit: Creates or Destroys 1 Conduit, Wormhole, Gate, Color Pool

[Pri SL5] Protection from Fire 5: Stop the next CL\*16 fire dmg

[Pri SL1] Protection from Fire 1: Stop the next CL\*2 fire dmg

Combat effects:

[Wiz SL5] Immediate Monster Summoning V: Summons a DL III monster without summoning sickness

[Pri SL7] Treat Caused Wounds: Cure 70% of max hp

[Psi10 Major] Impact: (CL+3)d8 telekinetic dmg; one target; no save

[Wiz SL3] Suggestion: Compels subject to follow stated course of action.

[Pri SL4] Dispel Magic 4: Dispel 2 magic effects

[Pri SL8] Elemental Swarm: Summons (level) 36 HD elementals of chosen type (not semi-)

[Psi45 minor] Mind Control: Minor: Command (save); Major: Domination (SL/3 saves)

[Wiz SL5] Cloudkill : Kills 3 HD or less; 4-6 HD save or die.

Dungeon012120 - Dungeon Level 8

Room # 2

Dining / Feast Hall

20ft. long x 40ft. wide x 15ft. tall

stand; horn

Trapped Door, Magic/Psi, roll on [D4.2] leading to a hallway 10ft. long x 25ft. wide x 5ft. tall

Contact Acid Trap; DL 8; Search DC 85 (16 Wis damage, DC 82 Fortitude save to negate)

Water-Filled Ceiling Trap; DL 8; Search DC 87 (36 Cml damage, DC 81 Reflex save to negate)

Fire that (causes/has/or is) Illusionary wall concealing a pit above

[x1] Tempus Fugit (time within the room flows at 10x rate compared to outside the room)

[x2] Annihilated - Room is permanently and continuously Annihilated, only creatures with an immunity or a personal bubble a crystal rod

whistling; footsteps (behind)

Qill the arrogant Electra- Wolf (Moped); Arvandor the altruistic Sovereign -wave (Jambiya)

60,697gp

a sliver of darkness, dagger, 14d6 (49), 623gp

Gem of Multiple Wishes, 301210gp

Ivory Cloak [AT+21] +16807 AC/+216 Saves; 1P: Troll-like regen CL hp/r; CL 51; SL 8, 320530gp

DL VIII Medium Island Unlives x(9) x[1]

|AC| 647, HD 22, hullp 1040, ER 142% #Att 10, TH ÷ AC/Save DC by 72, dmg 1282

Str 53, Dex 47, Con 63, Int 49, Wis 28, Chr 46, 7.5kxp

Prepared effects:

[Psi3½ Major] Tower of Iron Will: Grant PR 19 against mind-affecting powers to all creatures within 10 ft. until your next turn.

[Wiz SL2] Spectral Hand: Can use 1 touch at range per round (roll TH+2). The hand can be re-used, but it must return to the cast

[Wiz SL3] Nondetection : Hides subject from divination, scrying.

[Psi3½ Super] Metamorphosis, Greater: Assume shape of any nonunique creature or object each round.

[Wiz SL6] Tenser's Transformation 6: +100% of max hp to current hp, +2 TH melee

[Psi16 Grand] Construct Psi16 Item 4: Create a Psi16 item (see next page) of TechL=CL, each 4 TechL takes 1S action

[Wiz SL3] Protection from Normal Missiles: Duration CL turns

[Wiz SL8] Anti-Magic Shell 8: Anti-Magic of SL 0 to 7

Combat effects:

[Psi15 Super] Hypnotism: Hypnotism, up to CL targets

[Psi54 Grand] Starbolt: CL\*(SL+2) plasma dmg to one target (no save)

[Psi72 minor] Energy Field: Damaging shield, PL energy dmg for 1 turn

[Pri SL2] Command 2: Target makes 2 saves, each missed save allows 1 word for a command to be given

[Psi6G Major] Mass Preservation: All good creatures in sight healed N hp

[Psi-12L Super] Choose Summoning VIII: Monster Summoning using ML VIII chart, you pick the result

[Psi29 minor] Magic Missile:

[Psi29 Grand] Fire Bolt LVLd12:

Dungeon012120 - Dungeon Level 8

Room # 3

Waiting Room

50ft. long x 30ft. wide x 25ft. tall

table, round; pliers

Unusual Material Door, roll on [E5] leading to a hallway 40ft. long x 25ft. wide x 25ft. tall

Contact Sand Trap; DL 8; Search DC 82 (480 damage, DC 81 Reflex save for half)

Ingested Force Trap; DL 8; Search DC 81 (40 Chr damage, DC 85 Will save to negate)

Fire that (causes/has/or is) Changes - Minds From Body to Body

[x1] Gas in room: Blind (must save every reset)

[x2] Disjunct (effect) - Room is permanently and continuously Disjunct (effect)ed, only creatures with an immunity or a personal bunks

clear; howling

Kaylan the boisterous Justice Worm (Hyper-); Taerl the infamous Admiral Fire (Elephant)

52,472gp

a sapphire mace, mace, 7d9 (35), 50gp

Sky-blue Bolts (10) [3d4] +32 Th/+512 dmg 14+/x3; 1Z: Summon CL Animals of the type that you are the Lycanthrope of, DL=LVL

Golden Weapon Gemlet [8d4] +4 Th/+1 dmg 14+/x7; 1M: CL\*(SL+2) explosion dmg to one target (no save); CL 31; SL 8, 321080g

DL VIII Huge Black Ice Intelligent Trap/Trick/Specials x(3) x[2]

AC 653, HD 66, |hp| 4544, WR 1040% #Att 12, TH ÷ AC/Save DC by 9, dmg 1924

Str 59, Dex 25, Con 41, Int 57, Wis 55, Chr 63, 7.5kxp

Prepared effects:

[Wiz SL8] Dust of Disappearance: Dust of Disappearance for 1 turn

[Psi-12T Major] Globe of Mid Resistance: Immune to SL 2-4 (all types), Resist SL 1 & 3 (all types)

[Psi29 minor] Animate Dead:

[Psi-12T Super] Spirit Preservation: +5\*CL% aXR

[Wiz SL5] Tenser's Transformation 5: +75% of max hp to current hp, +1 TH melee

[Pri SL8] Regenerate 8: Regenerates 2 hp /s

[Wiz SL3] Protection from Elements : Absorb 12 damage/level from one kind of energy.

[Psi4 Grand] To Hit \*2: Multiply your to hit rolls by 2, you autohit on natural 21-2 or better (Minor is 19).

Combat effects:

[Wiz SL5] Wacky Ball 5 / Normal / ½: Ld10, save: ½

[Pri SL6] Create Undead : Ghouls, shadows, ghastrs, wights, or wraiths.

[Psi29 minor] Telekinesis:

[Pri SL2] Hold Person/Monster 2: Hold 4 person or 2 monster targets (save)

[Wiz SL3] Put Out of Misery: Target being at negative hp that would die if unattended is slain (no save)

[Pri SL4] Flame Strike 4: CLd6 holy fire dmg (save:½)

[Pri SL3] Flame Strike 3: CLd4 holy fire dmg (save:½)

[Psi45 minor] Energy Conversion: 0, SL/t: Convert an element in an effect to another element (max E factor = SL/2, round down)

Dungeon012120 - Dungeon Level 8

Room # 4

Entry/Vestibule

30ft. long x 5ft. wide x 25ft. tall

workbench; bladder

Energy/Elemental Door leading to a hallway 40ft. long x 10ft. wide x 25ft. tall

Air in room transforms into Elemental Plasma Trap; DL 8; Search DC 82 (14 Chr damage/s, DC 86 Reflex save for half)

Ingested Glass Trap; DL 8; Search DC 88 (160 Wis damage, DC 84 Breath Weapon save to negate)

Fire that (causes/has/or is) behind tapestry

[x1] Proof against Poison (includes natural, magical, psionic poisons, etc.)

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing godly effects have SL% chance of being dispelled per segment

feather

sobbing; sobbing

Kuhn the athletic Karate Wizard (Ornithopter); Remus the electrifying Extreme Cat (Seahorse)

41,169gp

a platinum tiara encrusted with diamond, +1 AC, 10gp

Crystal (+1 Div spell per level), 44210gp

Cyan Tooth picks: +4bbIQZ Action(s), 320870gp

DL VIII Colossal Black Ice Goblin / Orcs x(10) x[1]

AC 656, HD 262, hp 17152, MR 176% #Att 5, TH ÷ AC/Save DC by 72, dmg 774

Str 66, Dex 26, Con 56, Int 43, Wis 56, Chr 22, 7.5kxp

Prepared effects:

[Wiz SL6] Anti-Magic Shell 6: Anti-Magic of SL 0 to 5

[Wiz SL6] No Save: The next spell you cast does not have a saving throw

[Wiz SL1] Armor 1: +CL\*2 current hp

[Psi-15 minor] Increase Touch Damage: CLdCL dmg with unarmed touch (do not add punch or weapon damage)

[Wiz SL1] Radiation Resistance: RR 60+CL\*5% [duration 1 hour]

[Psi1 Major] Wards: Pro.Evil&Scrying, no one can enter, break=150pts

[Wiz SL3] Protection from Elements : Absorb 12 damage/level from one kind of energy.

[Wiz SL4] Globe of Invulnerability 4: Immune to spells with SL=0 to 3

Combat effects:

[Psi45 minor] Combustion: An object explodes (item save), the person carrying it takes CL\*SL/2 damage (save)

[Psi12L Super] Enslave: Target creature's AL switches to L, all of it's actions under control of caster (no save)

[Psi12T Major] Dispel Psionics: Dispel Psionic effect (50% adj. by levels)

[Psi45 Grand] Sleep-Induced: Sleep (SL/2 saves)

[Pri SL1] Cause Fear: Fear (save), max 6 HD {1 creature}

[Psi29 minor] Wrench:

[Psi3½ Super] Timeless Body: Ignore all harmful, and helpful, effects for 1 round.

[Psi3½ Super] Tornado Blast: Vortex of air subjects your foes to 17d6 damage and moves them.



Dungeon012120 - Dungeon Level 8

Room # 5

Hallway

35ft. long x 50ft. wide x 25ft. tall

Bridge, Conjured (magical); Floors of Glass

Iron Door, Normal leading to a hallway 25ft. long x 25ft. wide x 5ft. tall

Well-Camouflaged Pendulums Trap; DL 8; Search DC 81 (Attack +8 ranged, 16d12 Dex damage)

Air in room transforms into Elemental Anti-Godly Trap; DL 8; Search DC 81 (30 Str damage/s, DC 87 PP save for half), (multiple ta

Ceiling that (causes/has/or is) Attributes, rearranges Stats

[x1] Turning Undead is at +6 CL and +8 to the 1d20 turn roll (these are fixed amounts, rolled once)

[x2] Mortals cannot hear, smell, or sense into this room unless they are actually there; Divine Intervention fails

lantern

wind, strong; putrid smell

Barik the zealous Aristocratic Blur (Truncheon); Glaurach the tone-deaf Mega- Slug (Mathematics)

15,069gp

a bottle of antidote, 'cure poison' 'cure light' 'cure disease' ", 55gp

Fuchsia Armor Gemlet [AT+16812] +4096 AC/+49 Saves; 1M: Fire Shield (SL\*10% damage back to attacker); Deal +SL fire dmg wi

Fuchsia Psi Crystal: Free Swashbuckler Kit: +2 AC; +2 NPC reactions; Ambidextrous, Free bonus Tumbling proficiency, 320730gp

DL VIII Tiny Demi-Planes Undeads x(4) x[2]

AC 656, HD 8, hp 276, RR 169% #Att 15, TH ÷ AC/Save DC by 72, dmg 260

Str 30, Dex 45, Con 60, Int 55, Wis 60, Chr 32, 7.5kxp

Prepared effects:

[Psi54 minor] Icing: SL/2 instances of Resist Cold/Ice

[Pri SL6] Forbiddance : Denies area to creatures of another alignment.

[Psi-3 Grand] Contingency: Sets trigger condition for another power.

[Psi3½ minor] Vigor: Gain 5 temporary hit points.

[Pri SL2] Resist Fire/Resist Cold 2: Take -50% dmg vs. fire or cold

[Pri SL2] Aid: Bless; +2d8 (choose 1 die) hp (can above max) {Touch, 1 creature}

[Psi6E Super] Lich Lore: Lich powers of ½ level

[Psi6G Major] Forbiddance: Set up or remove a Forbiddance zone

Combat effects:

[Psi-3 Grand] Replace: Put an object into someone's inventory (Reflex save)

[Pri SL8] Animal Horde: Summon your choice of 10\*level HD of animals

[Psi30 Major] Stun Beam: Astral stunning

[Pri SL2] Cure Moderate Wounds (3): Cure 4d8+L (choose 2 dice) (or) 12+L hp {Touch, 1 creature}

[Wiz SL8] Power Word Kill 8: Kills a creature if current hp < 90 (no save)

[Wiz SL8] As You Will Be: +1 ML for 1 turn, you will Twilight at end of effect (no resistance)

[Wiz SL5] Feeblemind 5: -25 mental stat points (randomly distributed in packets of 5) (save per packet)

[Psi29 Grand] Instantaneous (reverse Permanency):

Dungeon012120 - Dungeon Level 8

Room # 6

Map Room / Cartography

15ft. long x 50ft. wide x 10ft. tall

Bridge, Stone; chute

Archway (open) leading to a hallway 40ft. long x 10ft. wide x 20ft. tall

Summon Monster VIII Trap; DL 8; Search DC 82 (Wizard CL 16, DC 83 Spell save to negate)

Deeper Drawer Trap; DL 8; Search DC 82 (192 damage, DC 85 Spell save for half)

Machine that (causes/has/or is) Fruit

[x1] Distance Distortion: Everyone in the room (incl. PCs) are in the same "group"; all area affects cover the entire room; "Hole in

[x2] \*Cursed\* - Room is permanently and continuously \*Cursed\*ed, only creatures with an immunity or a personal bubble against

still, very chill; downdraft, strong

Cheslav the heroic Sarge Ranger (Ring); Ragnal the merciless Evil Torch (Horse)

43,541gp

a hood of blood, +6 AC, 0gp

Obsidian Armor, Heavy [AT+6] +1 AC/+8 Saves; 1M: Breath fire for 11d4 damage.; CL 48; SL 8, 320340gp

Copper Cat: +4 level(s) of exceptional Con, 320750gp

DL VIII Macro-Diminutive Outer NG Beholders x(19) x[1]

[AC] 651, HD 2049, ihp 1.5E+5, #Att 16, TH ÷ AC/Save DC by 72, dmg 1927

Str 56, Dex 54, Con 24, Int 42, Wis 30, Chr 51, 7.5kxp

Prepared effects:

[Psi6G Super] Reduplication: Duplicates one (non-magical, non-psionic) item; max TechL = CL

[Psi-12L Super] Spirit Resistance: +5\*CL% XR

[Pri SL4] Resist [E=2 element]: Pick an EE=2 element, you resist it for 1 hour.

[Pri SL3] Protection from Elements : Absorb 12 damage/level from one kind of energy.

[Psi-12C Super] Anti-Commotion Resist.: +CL\*5% aaAllR (Anti-Anti R vs. everything)

[Wiz SL2] Invisibility: Invisibility; attacking ends spell {Touch, 1 target}

[Pri SL6] Resist [E=6 element]: Pick an E=6 element, you resist it for 1 hour.

[Psi23 Grand] Snow Cloud: Multicolored snow (can damage/heal)

Combat effects:

[Psi--2 Major] Demolish: CLd6 normal ele. dmg (group, save:½); (2\*CL)d6 instead

[Pri SL8] Elemental Swarm: Summons (level) 36 HD elementals of chosen type (not semi-)

[Pri SL5] Call Lightning 5: (CL+2)d12 lightning dmg (save:½) (halve the die type if not outside)

[Pri SL6] Death's Door 6: Target (currently at negative hp) goes to 4 hp (can't go above max)

[Psi3½ Major] Ectoplasmic Cocoon: You encapsulate a foe so it can't move.

[Pri SL6] Death's Door 6: Target (currently at negative hp) goes to 4 hp (can't go above max)

[Wiz SL7] Prismatic Beam: One target is hit by all 7 colors of Prismatic Spray

[Psi2 Grand] Time Shift Other: Time Shift other S r (no save); -CL\*5% to PsiR roll

Dungeon012120 - Dungeon Level 8

Room # 7

Trophy Room

40ft. long x 5ft. wide x 25ft. tall

bookcase; Bridge, Stone

Sliding Door (slides left/right into wall) leading to a hallway 40ft. long x 10ft. wide x 25ft. tall

Compacting Floor Trap; DL 8; Search DC 87 (64 damage, DC 84 RSW save for half)

Crapulence Aura Trap; DL 8; Search DC 81 (Psionist CL 16, DC 87 PPD save to negate)

Fireplace that (causes/has/or is) Poison

[x1] Gravity high 9 G's (-32 Str, /move rate by 10, falling dmg x10, Z actions reduced by 9/s)

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing concordant effects have SL% chance of being dispelled

clicking; smoky

Athtor the iridescent Obsidian Baby (Flute); Vandrad Elephanrunner the contemptible Mother Collector (Radiation)

15,149gp

an ionic torque wrench, mace, 30d5 (90), 650gp

Cobalt Bookmark: Free Conjure Mastery Feat: Your summons have +2 rhp. If take this twice, can have +1 DL instead of +4 rhp, 3/

Scarlet Knife: +8hhIRT Action(s), 320540gp

DL VIII Titanic Nightmare Dimension Beholders x(58) x[4]

AC 641, HD 518, hp 33280, ER 84% #Att 9, TH ÷ AC/Save DC by 9, dmg 3204

Str 39, Dex 50, Con 55, Int 39, Wis 53, Chr 35, 7.5kxp

Prepared effects:

[Psi0 Grand] Acid Breath: Breathe Acid (as per dragon)

[Psi3½ Super] Affinity Field: Effects that affect you also affect others.

[Wiz SL7] Globe of Invulnerability 7: Immune to spells with SL=0 to 6

[Psi-6G minor] Angelfire: Spend Q psi points from non-Psi(-6) pools you have: Your next attack does +Q dmg

[Psi6E Super] Lich Lore: Lich powers of ½ level

[Pri SL1] Sanctuary (1): Opponents must make save to attack target {Touch, 1 creature}

[Wiz SL7] Anti-Magic Shell 7: Anti-Magic of SL 0 to 6

[Psi54 Major] Invisibility: Minor: Invisibility; Major: Improved Invisibility; Grand: Dust of Disappearance

Combat effects:

[Psi54 Major] Earth Animation: Summon a DL=SL Earth Elemental

[Pri SL4] Cure Wounds 4: Cures 10d8 hp (can take offer of 6 per die -> 60 hp)

[Psi-9 Major] AntiBio Force:Vulnerability: -CH AC,+½CH dmg per attack (incl.spells) (no save)

[Wiz SL6] Flesh to Stone : Makes living thing to become stone

[Psi6G Super] Fifth Level Priest Spell: Cast one 5th level Priest spell at CL = 70

[Psi12C Super] Chaos Storm: All in 120'r area are affected by Weird, Maze, and Chaos (as spells) every round

[Psi0 Major] Flash Kick: One kicking attack at +KiL to hit, ignores stoneskins/ironskins: x10 damage, knockdown

[Psi60 minor] Cure Light Wounds: Cure 1d8+LVL hp

Dungeon012120 - Dungeon Level 8

Room # 8

Study

30ft. long x 5ft. wide x 25ft. tall

Flowstone (slippery); pallet

Revolving/Swinging Door leading to a hallway 5ft. long x 5ft. wide x 15ft. tall

Air in room transforms into Elemental Pyre Trap; DL 8; Search DC 84 (12 Cml damage/s, DC 81 PPD save for half)

Poisoned Jaws Trap; DL 8; Search DC 88 (Attack +72 ranged, 16d20 Cml damage), (multiple targets)

Monster that (causes/has/or is) Sliding

[x1] Gravity high 5 G's (-16 Str, /move rate by 6, falling dmg x6, Z actions reduced by 5/s)

[x2] Immortals cannot feel, hear, or sense into this room unless they are actually there; Divine Intervention fails  
razor

chirping; shuffling

Senia the puerile Purple Warrior (Pig); Gelsomina the antagonistic Poison Six (Silver)

13,934gp

an Elven potion, 'bless' 'cure critical' 'cure poison' 'heal', 200gp

Jet-black Armor, Medium [AT+13] +64 AC/+2 Saves; 1M: Your hair has controlled movement; can do a "Hair attack" (using your l

Staff of Druids, 21230gp

DL VIII Colossal Lost Planes / Anguinum Synod Weirds x(53) x[1]

AC 650, HD 258, hullp 18176, RR 99% #Att 4, TH ÷ AC/Save DC by 72, dmg 133

Str 42, Dex 21, Con 21, Int 21, Wis 37, Chr 21, 7.5kxp

Prepared effects:

[Psi16 minor] Golem Form: Wood: Immune Wood; 1M: Transmute Metal to Wood (owner PP saves)

[Wiz SL8] Tenser's Transformation 8: +150% of max hp to current hp, +4 TH melee

[Wiz SL7] Spell Turning (2): Turns a spell back to it's caster

[Psi12T Grand] Luck: +1 Luck point (as per Luckstone)

[Pri SL5] Spell Resistance : Subject gains +12 +1/level SR.

[Psi4 minor] Damage \*1.25: Damage with one physical weapon is multiplied by 1.25

[Wiz SL3] Psionic Resistance: PsiR 40+CL\*5% [duration 3 hours]

[Psi81 Grand] Desolidification: You pass through objects as if they weren't there

Combat effects:

[Wiz SL6] Cone of Cold 6: CLd12+CL cold dmg to a group (save:½)

[Psi54 minor] Spiritual Drain: Target loses CL\*SL hp (necromantic, no save), you gain CL\*SL hp (not above max)

[Psi54 minor] Telekinesis: Telekinesis CL\*SL\*10 lbs.

[Wiz SL6] Cone of Cold 6: CLd12+CL cold dmg to a group (save:½)

[Psi3½ minor] Déjà Vu: Your target repeats his last action.

[Wiz SL4] Sharp: Target is Sharped (loses a limb at random) (PP save)

[Psi3 Super] Dissolution: You Disintegrate really large objects or creatures.

[Pri SL5] Call Lightning 5: (CL+2)d12 lightning dmg (save:½) (halve the die type if not outside)

Dungeon012120 - Dungeon Level 8

Room # 9

Workshop

10ft. long x 50ft. wide x 50ft. tall

rack; fire pit

(Wood Door, Normal) leading to a hallway 10ft. long x 25ft. wide x 10ft. tall

Astral Construct IX Trap; DL 8; Search DC 86 (Psionicist CL 16, DC 82 RSW save to negate)

Well-Camouflaged Deathblades Trap; DL 8; Search DC 85 (Attack +40 ranged, 12d10 Chr damage)

Illusion that (causes/has/or is) Monster Generator: Plant (summons a Plant every segment)

[x1] Gravity low 1/4 of a G (-4 Dex, move rate divided by 3, falling dmg = 0, Z actions reduced to 1/s, -1 Con/week)

[x2] Gods cannot taste, see, or sense into this room unless they are actually there; Divine Intervention fails

dung

sobbing; coughing

Barin the jovial Mighty -noid (Lucky Rabbit's Foot); Lusselyn the obscene Spider Dinosaur (Spatula)

51,602gp

A Statue of the Goddess of Dawn, 1gp

Topaz Shovel: Free Blood as Power Feat: 0, while casting a spell, take 6\*SL dmg: This spell doesn't cost a spell slot, 320220gp

Vermilion Girdle [AT+6] +1 AC/+512 Saves; 1M: Resist all E=1 elements, this can be taken twice for E=2 (doesn't include E=1), thr

DL VIII Huge Monster classes Unlives x(13) x[1]

AC 642, HD 67, hp 4352, PR 116% #Att 8, TH ÷ AC/Save DC by 72, dmg 1922

Str 46, Dex 40, Con 57, Int 20, Wis 43, Chr 31, 7.5kxp

Prepared effects:

[Psi-12T minor] Polymorph Self: Polymorph Self; lasts CL turns

[Psi45 Grand] Kinetic Control: SL/2 (round down) instances of Resist telekinesis; +SL\*10% damage with telekinesis effects

[Psi-15 Grand] Dial-a-Breath Element (≤): You can use any element with E factor equal to or less than your normal breath.

[Psi3½ Grand] Reddopsi: Powers targeting you rebound on manifester.

[Wiz SL8] Time/Reality Stability: Time/Reality Stability (duration 1 day), reverse removes it (Spell save)

[Pri SL8] Robe Of Healing: Get 20 1d4+4 healing effects (self or other) every round for 1h

[Psi45 minor] Hard Radiation Control: SL/2 (round down) instances of Resist radiation damage; +SL\*10% damage with radiation

[Wiz SL4] Fire Shield 4: Anyone who melees with you takes 75% dmg back

Combat effects:

[Psi-2 Major] Life Field: All in party all healed for LVL hp; 2\*LVL hp instead

[Wiz SL1] Sleep (1): 4d4 HD slept (no save); max HD/creature=4+2 {1 group}

[Psi-12C Super] Wild Invocation VI: Random 10 (95%) or 2m4+10 (5%) SL Wizard Invocation spell

[Pri SL2] Cure Moderate Wounds (3): Cure 4d8+L (choose 2 dice) (or) 12+L hp {Touch, 1 creature}

[Pri SL4] Death's Door 4: Target (currently at negative hp) goes to 1 hp

[Wiz SL1] Sleep (1): 4d4 HD slept (no save); max HD/creature=4+2 {1 group}

[Wiz SL2] Hypnotic Pattern (1): 24 HD looking at pattern are Hypnotized

[Pri SL5] Limited Wish: 5th level spell: will duplicate any Wizard spell of levels 0-3 or Priest spell of levels 0-4.

Dungeon012120 - Dungeon Level 8

Room # 10

Class

50ft. long x 5ft. wide x 50ft. tall

chest, medium; hourglass

False Door, roll again for type leading to a hallway 50ft. long x 25ft. wide x 25ft. tall

Compacting Chute Trap; DL 8; Search DC 86 (48 Dex damage, DC 83 RSW save to negate)

Ingested Lightning Trap; DL 8; Search DC 87 (30 Dex damage, DC 88 Reflex save to negate)

Tapestry that (causes/has/or is) Illusionary wall concealing a pit above

[x1] Gas in room: Charm (must save every round)

[x2] Immortals cannot feel, see, or sense into this room unless they are actually there; Divine Intervention fails  
lard

thud; giggling (faint)

Faervian the opportunistic Scarab -wave (Burro); Sumyr the rebellious Martian Seven (Raft)

53,179gp

a cloak of darkness, +2 AC, 0gp

Orchid Gloves [AT+6] +64 AC/+64 Saves; 1Z: +CH AC, Armor has 10\*CH hp; CL 36; SL 8, 320610gp

Amulet of the Planes: (Neck) Able to Plane Shift., 121530gp

DL VIII Fine City/Town Mutants x(35) x[1]

AC 650, HD 7, |hp| 67, RR 149% #Att 8, TH ÷ AC/Save DC by 72, dmg 258

Str 59, Dex 21, Con 63, Int 25, Wis 63, Chr 23, 7.5kxp

Prepared effects:

[Psi-12C minor] Commotion Resistance: +CL\*5% RR; Resist own effects; Resist Wild Surges

[Psi24 minor] Rogue points 10: This class gives an extra +10 Rogue points per level.

[Psi6E Super] Astral Form Blockade Field: Stops Astral Psi./Proj., Dim.Doors

[Psi6N Grand] Thief Abilities, LVL 9: Get thief abilities of level 9 (max = your level)

[Pri SL6] No Save: The next spell you cast does not have a saving throw

[Wiz SL1] Armor : AC6 until 8+1/level points of damage had been sustained by subject

[Psi1 Grand] Shade: Creates a ghost/shade of person who died here, half powers

[Wiz SL6] Contingency: Each creature can only have 1 Contingency spell on him. If the contingency spell is dispelled, the effect is

Combat effects:

[Psi6E Super] Bodily Restoration IV: Troll-like Regeneration - of max hp/r

[Pri SL3] Cure Wounds 3: Cures 6d8 hp (can take offer of 6 per die -> 36 hp)

[Psi-6E minor] Darkbolt N: ½M, -1 current hp: Target takes CLd4 darkness dmg (no save) and stun 1 segment (Para save)

[Wiz SL2] Summon Monster II: 1 DL 2 or 1d3 DL 1 creatures to fight for you {1 creature}

[Psi45 Major] Hard Radiation: SL\*CL/2 Radiation damage and SL Con damage (1 group, no save)

[Pri SL2] Blade Barrier 2: 4d4 dmg wall (shards)

[Psi9 Grand] Gravity Kin.: Incr.Weight: Target weight x100\*CH (save or crushed)

[Psi12T Super] Mass Feeblemind: Feeblemind (as spell) in 90'r area

## Dungeon012120 - Dungeon Level 8

### Room # 11

Antechamber (Entry room into larger room)

40ft. long x 10ft. wide x 50ft. tall

bench; Bridge, Swinging (like a swing)

Plane Shift Door (other side is on another plane) leading to a hallway 25ft. long x 15ft. wide x 20ft. tall

Inhaled Crapulence Trap; DL 8; Search DC 87 (16 Con damage, DC 86 Will save to negate)

Moving Block Trap; DL 8; Search DC 85 (300 Int damage, DC 86 PP save to negate)

Pool that (causes/has/or is) Rising/Sinking

[x1] DPZ (Dispel Psionic Zone) - Psionic effects get countered; existing psionic effects have SL% chance of being dispelled per seg

[x2] \*Cursed\* - Room is permanently and continuously \*Cursed\*ed, only creatures with an immunity or a personal bubble again cushion

wind, strong, gusting; scream(ing)

Karel the mesmerizing Dawn Rider (Sling); Orishal the righteous Aqua- Felon (Fork)

32,878gp

a pile of plush pillows, Ogp

Obsidian Gloves [AT+517] +2 AC/+1 Saves; 1F: 0,1/r: Roll dice ahead of time before action, can choose not to; CL 56; SL 8, 32085

Two-Handed Sword of Hisil (3d6) (+10,+14); +2 to STR; Slay Giant; Frost Brand; Resist Cold; Sustain STR; Free Action; Activates fo DL VIII Macro-Fine Outer NG Outers x(15) x[3]

AC 649, HD 1030, hp 72704, ER 136% #Att 11, TH ÷ AC/Save DC by 9, dmg 646

Str 44, Dex 30, Con 20, Int 22, Wis 64, Chr 34, 7.5kxp

Prepared effects:

[Wiz SL7] Tenser's Transformation 7: +125% of max hp to current hp, +3 TH melee

[Psi54 minor] Aura of Fear: Fear by sight (SL saves)

[Pri SL7] Protection from Lightning 7: Stop the next CL\*24 lightning dmg

[Wiz SL5] Anti-Magic Shell 5: Anti-Magic of SL 0 to 4

[Wiz SL2] Notched Blast: Your next spell is "held" (release as 0), no spells until released

[Wiz SL7] Anti-Magic Shell 7: Anti-Magic of SL 0 to 6

[Wiz SL8] Armor 8: +CL\*16 current hp

[Psi-3 Grand] Metal Body: AC +CL, saves +CL, unarmed dmg +CL, DR CL/-

Combat effects:

[Psi45 minor] Sonic Generation: SL\*CL/2 Sound damage (no save) and SL/2 instances of deafness (save)

[Wiz SL4] Lightning Bolt 4: CLd8 lightning dmg to a group (save:½)

[Wiz SL1] Cause Fear: Fear (save) {1 creature}

[Psi6G Super] MassTelepathicCommand: Suggestion (no save) up to CL targets

[Psi45 minor] Sonic Generation: SL\*CL/2 Sound damage (no save) and SL/2 instances of deafness (save)

[Pri SL1] Blade Barrier 1: 3d3 dmg wall (shards)

[Pri SL6] Dispel Magic 6: Dispel 4 magic effects

[Psi29 Major] Harm:

Dungeon012120 - Dungeon Level 8

Room # 12

Pen/Prison

35ft. long x 25ft. wide x 10ft. tall

sanctuary; Bridge, Wood

Locked Door, Magic/Psi leading to a hallway 10ft. long x 5ft. wide x 5ft. tall

Pit transforms into Elemental Ash / Cinder Trap; DL 8; Search DC 88 (100 Chr damage/s, DC 86 PPD save for half)

Wide-Mouth Brick Trap; DL 8; Search DC 81 (168 Wis damage, DC 88 Fortitude save to negate), (multiple targets)

Arch that (causes/has/or is) Suggests

[x1] Nothing in the room can be affected by No Scent, Inaudible, Dust of Disappearance

[x2] Ultraplanar beings cannot smell, taste, or sense into this room unless they are actually there; Divine Intervention fails bits of fur

shuffling; still, warm (or hot)

Jakome the unlucky Poison Brotherhood (Balloon); Velina the loathsome Comet Cronie (Stallion)

63,780gp

a strange template, 'sleep' 'blindness' 'fireball' ", 187gp

Burgundy Balloon: Free Aerial Servant Familiar, 320810gp

Dart, Lizard Man, Class M (3d8/3d8) +21/+4, +1 to base #Att, Ninja Speed, Dispel (any x1-x2 effect) Brand, Instant Returning, Shc DL VIII Fine NPC Plants x(48) x[1]

AC 644, HD 16, hp 65, MR 167% #Att 3, TH ÷ AC/Save DC by 9, dmg 772

Str 50, Dex 43, Con 37, Int 44, Wis 49, Chr 47, 7.5kxp

Prepared effects:

[Wiz SL8] Fire Shield 8: Anyone who melees with you takes 175% dmg back

[Psi60 Major] Anti-Missile Barrier: Ranged: +LVL/2 AC, -LVL dmg per hit/succ

[Pri SL3] Protection from Elements : Absorb 12 damage/level from one kind of energy.

[Pri SL4] Free Action: Immune stun, hold, paralysis, summoning sickness

[Psi3 Super] Affinity Field: Effects that affect you also affect others.

[Psi3 Major] Clairtancy: You can use Far Hand at any distance.

[Pri SL5] Summon Monster V : Summons a DL V monster (1 turn)

[Pri SL5] Immune [E=2 element]: Pick an E=2 element, you are immune to it for 1 hour. (This immunity does not "spread" into other Combat effects:

[Pri SL5] Conjure/Dismiss Normal Elemental: Summons or dismisses a Normal Elemental

[Psi30 Grand] Power Beam: Astral damage

[Pri SL6] Summon Nature's Ally VI : Calls creature to fight.

[Pri SL5] Conjure/Dismiss Normal Elemental: Summons or dismisses a Normal Elemental

[Wiz SL7] Prismatic Spray : Seven multicolored ray flash from the caster hand, each causing different damage and other effects

[Pri SL2] Withdraw: Get 1r of actions per 1s; only cure self & Div {self only}

[Pri SL6] Summon Nature's Ally VI : Calls creature to fight.

[Wiz SL1] Fireball 1: CLd2 fire dmg to a group (save:½)



Dungeon012120 - Dungeon Level 9

Room # 1

Dressing Room

25ft. long x 30ft. wide x 15ft. tall

idol (largish); scroll tube

Specialed Door, roll on [D6] leading to a hallway 10ft. long x 20ft. wide x 25ft. tall

Air in room transforms into Elemental Aether Trap; DL 9; Search DC 93 (32 Wis damage/s, DC 98 Breath Weapon save for half)

People's Army Trap; DL 9; Search DC 93 (Psionist CL 18, DC 94 Breath Weapon save to negate)

Monster that (causes/has/or is) Wall 10' behind slides across passage blocking it for from 40-60 turns.

[x1] Radiation (Psi9) of RS=3 (doesn't fluctuate)

[x2] Berserk - Room is permanently and continuously Berserked, only creatures with an immunity or a personal bubble against it quilt

smoky smell; misted

Thersas the hostile Blue Sentinel (Cow); Arkhod the insane Injustice Guard (Horse)

34,334gp

a Bright Yellow Tulip, 101gp

Scarab of Psionic Absorbing (50 ch.; X ch: Absorb a Psi power targetting you, X = SL), 55550gp

Snowy Cloak [AT+86] +125 AC/+7 Saves; 1M: Minor: Invisibility; Major: Improved Invisibility; Grand: Dust of Disappearance; CL 4

DL IX Fine Wizard classes Dragons x(14) x[3]

Stun AC 819, HD 7, |hp| 87, TR 176% #Att 12, TH ÷ AC/Save DC by 90, dmg 4052

Str 34, Dex 24, Con 29, Int 40, Wis 30, Chr 40, 12kxp

Prepared effects:

[Psi15 minor] Add Tail: Tail does 1d(CL\*2) damage

[Psi15 minor] Add Tail: Tail does 1d(CL\*2) damage

[Psi45 minor] Reality Alteration: + or - SL to your next die roll

[Psi15 minor] Add Tail: Tail does 1d(CL\*2) damage

[Psi54 minor] Invulnerability: -CL\*SL/2 dmg per attack

[Psi7 Grand] (no name): Whenever you touch someone, they get Mummy Rot (no save)

[Psi6N Grand] Null Field 4: All spells of SL 4 or higher don't work in 100'r

[Psi54 minor] Absorption Field: Stops SL/2 mental attacks or mental-affecting powers on you

[Psi14 Grand] (no name): You have a breath weapon, half hp (pick acid, poison, skunk; pick 3/d or 1/3r)

Combat effects:

[Psi100 minor] Cell Adjustment I: Cure/cause N hp, hits 2+CL/9 groups, max N = CL\*2

[Pri SL2] Flame Strike 2: CLd2 holy fire dmg (save:½)

[Wiz SL7] Reverse Gravity : Objects and creatures fall upward.

[Pri SL1] Summon Nature's Ally I: Summons a DL 1 animal to fight for you {1 creature}

[Psi45 Ultra] Chemical Touch: Chemical effect of TechL=SL\*2 or less (range touch)

[Wiz SL2] Wacky Ball 2 / Normal / ½ : Ld4 dmg normal element (save: ½) {1 group}

[Wiz SL6] Power Word Kill 6: Kills a creature if current hp &lt; 30 (no save)

[Psi6N Major] Mental Ball 5: 50'r; take 5\*level\*(# of freq.) damage; no save

[Wiz SL7] Immediate Monster Summoning VII: Summons a DL V monster without summoning sickness

Dungeon012120 - Dungeon Level 9

Room # 2

Hallway

40ft. long x 5ft. wide x 5ft. tall

Floors of Webs; candles

Phase Door (as the spell) leading to a hallway 15ft. long x 25ft. wide x 5ft. tall

Camouflaged Balls Trap; DL 9; Search DC 99 (Attack +18 melee, 14d10 Wis damage)

Really Really Put of Misery Trap; DL 9; Search DC 96 (Wizard CL 18, DC 97 Fortitude save to negate)

Door, Secret that (causes/has/or is) Geas/Quest

[x1] Radiation (Psi9) of RS=6 (doesn't fluctuate)

[x2] Immortals cannot see, taste, or sense into this room unless they are actually there; Divine Intervention fails

pewter cutlery

bellow (ing); tapping

Astragalus the clever Blue Society (Rhino); Lukyan of Rustovets the holy Time-traveling Creeper (Folding Chair)

34,688gp

skunk smell!, +1 AC, 125gp

Garnet Money: +100 Skill Points, 405580gp

metal Boomerang of Beor (4d5) (+8,+12); +4 to DEX, Speed; Resist Acid, Lightning, Fire, Cold; It provides light (radius 0) when fuc

DL IX Huge Tarrasque World Eelementals x(13) x[1]

AC 813, HD 684, hp 5760, CR 145% #Att 8, TH ÷ AC/Save DC by 90, dmg 1624

Str 72, Dex 53, Con 36, Int 54, Wis 59, Chr 43, 12kxp

Prepared effects:

[Psi0 Grand] Yoga Flame: Breathe Fire (as per dragon)

[Psi2 minor] Magnify: Mult. power (Max=level/5+1); M+1, no extra cost

[Pri SL1] Combine: -4 AC; no Dex adj.; Add Pri CLs for effects {Touch, 1+ creatures}

[Pri SL6] Protection from Fire 6: Stop the next CL\*20 fire dmg

[Wiz SL8] Time/Reality Stability: Time/Reality Stability (duration 1 day), reverse removes it (Spell save)

[Pri SL7] Phoenix Sanctuary: You take half damage from any source (duration 1 turn, cannot be made permanent)

[Psi81 Ultra] Magic Defense: Resist magic

[Psi15 Super] Luckscale: (Must have scales to use) Luckstone effect for 1 day

[Psi6N Super] Create/Destroy Conduit: Creates or Destroys 1 Conduit, Wormhole, Gate, Color Pool

Combat effects:

[Pri SL4] Command 4: Target makes 4 saves, each missed save allows 1 word for a command to be given

[Psi-2 Grand] Grand Acidify: CLd20 acid damage; Use d30's

[Psi45 Ultra] Serial Immortality: 0, 1/d: Resurrection, self only, there is a delay of (11-SL) rounds

[Wiz SL1] Sleep (1): 4d4 HD slept (no save); max HD/creature=4+2 {1 group}

[Wiz SL6] Dispel Exhaustion 6: Restore 85% of dmg taken, get an Original Haste 6 for 1 round

[Wiz SL8] Solid Wall of Force: Stops spell effects, hurled objects, breath weapons, people, and psionic effects.

[Psi-3 Super] Astral Destruct IX: Astral destruct fights for you.

[Psi15 Super] Summon Insects: Summon Insects

[Psi6E minor] Fear II (Horror): Target saves or loses all P/M actions

Dungeon012120 - Dungeon Level 9

Room # 3

Divination

40ft. long x 50ft. wide x 25ft. tall

staff, normal; fetters

Loop Door (goes to another timeline) leading to a hallway 25ft. long x 5ft. wide x 15ft. tall

Contact Metallic Trap; DL 9; Search DC 93 (160 Wis damage, DC 99 Will save to negate)

Moving Trapdoor Trap; DL 9; Search DC 94 (540 Con damage, DC 99 Will save to negate)

Ceiling that (causes/has/or is) Talks - Spell Casting

[x1] Ego of items is quintupled in room, all intelligent items and artifacts in room get +1E action

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing concordant effects have SL% chance of being dispelled (animal)

murmuring; sneezing

Bronnia the irresistible Emerald Dancer (Psi--); Ferund the warped Speed Fly (Sai)

3,179gp

a golden key, 0gp

Sooty Scimitar [3d20] +1 Th/+16 dmg 19+/x5; 1M: Rotting Limb: One limb useless, degenerate 1 hp/r; CL 46; SL 9, 406050gp

Lead-Filled Mace 'Skullcleaver' (5d4) (+11,+23) [+20]; +5 to STR, Infravision, Tunneling; Slay Animal, Xdragon; Lightning Brand; PC

DL IX Huge Tarrasque World Humanoids x(13) x[1]

AC 823, HD 73, hp 5760, WR 124% #Att 18, TH ÷ AC/Save DC by 90, dmg 1629

Str 25, Dex 22, Con 39, Int 23, Wis 21, Chr 27, 12kxp

Prepared effects:

[Pri SL3] Double Resist [E=1 element]: Pick an EE=1 element, you double resist it (1/4 dmg, 1/10 if make save) for 1 hour.

[Psi18 Major] Magnetic Ctrl: Force Bolt: 1 target: LVLd100 dmg (save:0)

[Psi1 Grand] Psionic Amplification: Multiplies a power; Max.=level/4+1

[Psi3½ Major] Metamorphosis: Assume shape of creature or object.

[Psi45 Ultra] Force Field vs. Power Manipulation: ER 10\*SL%

[Psi6E Major] Sinuous Horrors: Transforms arms to poisonous/acid snakes

[Psi8 Major] Unusual Mix: May construct your tech items using "Unusual Materials" chart, this may have odd effects

[Psi-3 Grand] Contingency: Sets trigger condition for another power.

[Wiz SL1] Blink Wounding: Caster "blinks" randomly if struck by weapon

Combat effects:

[Psi45 Ultra] Hard Radiation: SL\*CL/2 Radiation damage and SL Con damage (1 group, no save)

[Psi45 Major] Sleep-Induced: Sleep (SL/2 saves)

[Wiz SL4] Confusion : Confuses targets, who can wander away, attack friend or do nothing

[Wiz SL7] Cone of Cold 7: CLd14+CL cold dmg to a group (save:½)

[Psi-5 minor] Immobilize: -3xCL" move rate (no save); loses Dex bonus to saves & AC (save)

[Psi100 Major] Mental Surgery: 1=Dispel Exhaustion,5=Feeblemind,6=Cure Insanity

[Pri SL9] Command 9: Target makes 9 saves, each missed save allows 1 word for a command to be given

[Wiz SL6] Semi-Imprisonment: Target is Imprisoned for CL segments (no save)

[Psi12L Super] Imprisonment: Imprisonment (as spell)

Dungeon012120 - Dungeon Level 9

Room # 4

Heating Room (for warmth)

35ft. long x 35ft. wide x 30ft. tall

chest of drawers; table (small)

Revolving/Swinging Door leading to a hallway 45ft. long x 25ft. wide x 25ft. tall

Contact Chromatic Trap; DL 9; Search DC 94 (72 Chr damage, DC 94 RSW save to negate)

Contact Chromatic Trap; DL 9; Search DC 94 (72 Chr damage, DC 94 RSW save to negate)

Stairway that (causes/has/or is) Changes - Attribute

[x1] DTZ (Dispel Tech Zone) - Tech effects get countered; existing tech effects have SL% chance of being dispelled per segment

[x2] Charm - Room is permanently and continuously Charmed, only creatures with an immunity or a personal bubble against it c  
corroded chain

smoky smell; footsteps (behind)

Ushula the radioactive Royal -iac (Mortar); Foriloth the superlative Elasti- Sidekick (Police Box)

26,775gp

a meat cleaver, dagger, 6d21 (66), 84gp

Dove-grey Scarab [AT+69] +1 AC/+625 Saves; 1P: Very dry cloud of degeneration; CL 54; SL 9, 405600gp

Cobalt Medallion [AT+86] +7 AC/+9 Saves; 1P: 1M, gaze: Fascinate (1 target, Will save); Punches are Fascinate branded; CL 42; SI

DL IX Large Outer NE Hounds x(4) x[1]

iAC 816, HD 37, ihp 2848, PR 143% #Att 14, TH ÷ AC/Save DC by 90, dmg 4058

Str 67, Dex 20, Con 66, Int 72, Wis 44, Chr 45, 12kxp

Prepared effects:

[Pri SL5] Summon Monster V : Summons a DL V monster (1 turn)

[Wiz SL1] Blink Wounding: Caster "blinks" randomly if struck by weapon

[Pri SL6] Resist [E=3 eelement]: Pick an EE=3 element, you resist it for 1 hour.

[Psi54 Ultra] Invulnerability: -CL\*SL/2 dmg per attack

[Pri SL5] Improved Free Action: Immune Capital S Stun, Stop, Hold, Paralysis, Summoning Sickness; Hold P,V actions

[Psi15 Super] Luckscale: (Must have scales to use) Luckstone effect for 1 day

[Wiz SL4] Stoneskin (2): 4+CL/2 stonelines; they "leak"

[Pri SL8] Spell Immunity 8: Be immune to 5 spells by name

[Psi-9 minor] No Poison For Me: Resist Poison ("death" becomes ½ max hp)

Combat effects:

[Pri SL1] Cause Fear: Fear (save), max 6 HD {1 creature}

[Psi12T Super] Mass Energy Drain: Energy Drain (as spell) in 90'r area

[Psi6N minor] Telekinesis: N=(weight lifted)\*(move rate in inches)/100

[Wiz SL9] Wish: Will duplicate any Wizard spell of levels 0-8 or any other spell of levels 0-7.

[Psi9 Grand] Photon Kin.: Laser Beam: 10\*(CHd8) Light damage (save)

[Psi-3 Super] Astral Destruct IX: Astral destruct fights for you.

[Pri SL4] Remove Curse 4: Cure 1 curse effect (reverse causes that many, save)

[Pri SL7] Hold Person/Monster 7: Hold 9 person or 7 monster targets (save)

[Wiz SL3] Enslave Person: As Charm Person, except the effect cannot be thrown off by being damaged, and there is no daily save

Dungeon012120 - Dungeon Level 9

Room # 5

Training/Exercise/Practice

25ft. long x 10ft. wide x 50ft. tall

dish; partially collapsed ceiling

Double Door, roll again for type leading to a hallway 20ft. long x 10ft. wide x 15ft. tall

Reset Self Trap; DL 9; Search DC 91 (Cleric CL 18, DC 96 Will save to negate)

Reset Self Trap; DL 9; Search DC 91 (Cleric CL 18, DC 96 Will save to negate)

Dome that (causes/has/or is) Fruit

[x1] Gas in room: Charm (must save every turn)

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing godly effects have SL% chance of being dispelled per segment  
silver symbol

urine smell; rattling

Vengeancehammer the acrid Terra- One (Holy); Raissa the magnificent Voodoo -lock (Nano-)

26,290gp

Shield of America, +4 AC, 1000gp

Chestnut Staff [9d12] +6561 Th/+64 dmg 17+/x5; 1M: Monster Summoning IV; CL 36; SL 9, 405610gp

Sheet of Smallness, 12130gp

DL IX Medium Internet Aliens x(3) x[2]

AC 815, HD 23, hp 1312, BlahR 167% #Att 18, TH ÷ AC/Save DC by 90, dmg 1627

Str 31, Dex 73, Con 70, Int 33, Wis 25, Chr 59, 12kxp

Prepared effects:

[Wiz SL8] Time/Reality Stability: Time/Reality Stability (duration 1 day), reverse removes it (Spell save)

[Wiz SL5] Fire Shield 5: Anyone who melees with you takes 100% dmg back

[Psi45 Ultra] Hyper-Invention: (12-SL)M: Create a Tech=SL\*2-3 object (see [Q8], can have at most LVL of these objects)

[Psi-12L Super] Spirit Resistance: +5\*CL% XR

[Psi45 Grand] Resist: Mental: SL/2 (round down) instances of Resist mental attacks

[Pri SL3] Double Resist [E=1 element]: Pick an EE=1 element, you double resist it (1/4 dmg, 1/10 if make save) for 1 hour.

[Wiz SL2] Mirror Image (3): Creates 1d4+L/3 images of yourself {self only}

[Psi45 Major] Electrical Control: SL/2 (round down) instances of Resist lightning; +SL\*10% damage with lightning effects

[Psi--2 minor] Biosaveback: -2 dmg/energy att; +CL/3 saves; +CL saves instead

Combat effects:

[Wiz SL8] Death Spell 8: Slay 8d12 HD of creatures (save)

[Pri SL9] Cure Wounds 9: Cures 45d8 hp (can take offer of 6 per die -> 270 hp)

[Psi6G Super] Destroy Evil Spirit: Evil creature loses N stat points and N^2 permanent hp (no resistance, can use GR)

[Psi-2 minor] Deflect: Deflect a melee attack; --

[Wiz SL8] Solid Wall of Force: Stops spell effects, hurled objects, breath weapons, people, and psionic effects.

[Pri SL8] Animal Horde: Summon your choice of 10\*level HD of animals

[Wiz SL5] Summon Monster V : Calls outsider to fight for you.

[Wiz SL3] Immediate Monster Summoning III: Summons a DL I monster without summoning sickness

[Psi45 Major] Radiowave Generation: SL\*CL/2 Radiowave damage (1 group, no save, the effect can go through a SL' wall)

Dungeon012120 - Dungeon Level 9

Room # 6

Training/Exercise/Practice

5ft. long x 25ft. wide x 15ft. tall

alembic (alchemical still); Bridge, Conjured (magical)

Iris Door (seals as a spiral) leading to a hallway 30ft. long x 20ft. wide x 5ft. tall

Secret Statue Trap; DL 9; Search DC 97 (300 idamage, DC 99 PPD save for half)

Air in room transforms into Elemental Loop / Looporal Trap; DL 9; Search DC 91 (240 Str damage/s, DC 94 Will save for half), (mu

Arch that (causes/has/or is) Monster Generator: Dragon (summons a Dragon every segment)

[x1] Turning Undead is at -5 CL and -2 to the 1d20 turn roll (these are fixed amounts, rolled once)

[x2] Ultraplanar beings cannot feel, see, or sense into this room unless they are actually there; Divine Intervention fails

box

poor oxygen; grating

Jerandra the valorous Electra- Midget (Phone Booth); Lulea the courageous Sir Atom (Wings)

77,124gp

a box of bandaids, 250gp

Slate Cube [1d12] +64 Th/+16 dmg 18+/x5; 1P: bM: SL\*10% chance to absorb an entire energy attack; CL 46; SL 9, 405470gp

Plummy Bolts, crossbow (10) [3d4] +59049 Th/+59049 dmg 18+/x4; 1P: 1=Dispel Exhaustion,5=Feeblemind,6=Cure Insanity; CL

DL IX Diminutive Cloud Lycanthropes x(24) x[1]

AC 819, HD 12, ihp 178, TR 162% #Att 10, TH ÷ AC/Save DC by 90, dmg 1627

Str 44, Dex 34, Con 22, Int 50, Wis 70, Chr 31, 12kxp

Prepared effects:

[Wiz SL6] Planar Displace: Planar Displacement for 1 turn

[Psi16 minor] Golem Form: Necrophidius: 1V: Hypnosis (1 target, Will save); Bite is paralysis branded (PPD save)

[Psi3 Super] Affinity Field: Effects that affect you also affect others.

[Psi3 Super] Shapechange: You become any creature, change one/round.

[Wiz SL4] Prismatic Sphere 4: 2 Prismatic colors

[Pri SL2] Double Resist [E=1 element]: Pick an E=1 element, you double resist it (1/4 dmg, 1/10 if make save) for 1 hour.

[Psi0 Grand] Regeneration: Regenerate KiL hp per round (given as KiL/10 hp per segment)

[Pri SL9] Petition: auto make next divine intervention roll

[Psi16 minor] Golem Form: Necrophidius: 1V: Hypnosis (1 target, Will save); Bite is paralysis branded (PPD save)

Combat effects:

[Psi2 Ultra] Public Access Key: Target's Truename is visual (!); Thoughts visible too

[Pri SL9] Summon Monster IX : Calls outsider to fight for you.

[Psi6E Major] Power Word Blind: 200 hp of creatures blinded (no save)

[Psi6E minor] Larva Life: Consume 1 larva to Cureall (incl. DPPs)

[Pri SL3] Death's Door: Puts target (at negative hp) to 0 hp (1 hp if material comp.)

[Psi18 Grand] Scty: Metamorph Blockade: [permanent] Force Shapechange, no polymorph

[Psi-1 Ultra] No Resistance (Physical): 1 target: Lowers all physical immunities; lowers all WR, aWR; halves iWR, iaWR

[Pri SL6] MultiCure Deadly Wounds : Cure 8d8+10 or 58 to 6 different targets

[Psi60 minor] Stun Touch: LVL\*5 dmg + stun (save)

Dungeon012120 - Dungeon Level 9

Room # 7

Armory

45ft. long x 10ft. wide x 50ft. tall

evil symbol; cruet (flask)

Flesh Door leading to a hallway 25ft. long x 10ft. wide x 15ft. tall

Inhaled Animation Trap; DL 9; Search DC 92 (72 Str damage, DC 96 Reflex save to negate), (multiple targets)

Ingested Loop / Looporal Trap; DL 9; Search DC 94 (300 idamage, DC 95 PP save for half), (multiple targets)

Pit that (causes/has/or is) One-Way

[x1] Gas in room: Disjunct (effect) (must save every year)

[x2] Immortals cannot taste, feel, or sense into this room unless they are actually there; Divine Intervention fails barrel

rotting vegetation smell; downdraft, slight

Drusus the majestic Winged Pirate (Ancient lore); Fredegar the caustic Wild Fighter (Flute)

18,824gp

the Titanic Scale of Libra, +2 AC, 0gp

Lime-green Bracers [AT+734] +32 AC/+2 Saves; 1V: You can use any element with E factor equal to or less than your normal brea

Lavender Weapon Gemlet [7d8] +625 Th/+125 dmg 18+/x3; 1P: Petrify one target (save vs. petrif at extra -CL), if save take CL^2

DL IX Macro-Tiny Underdark Goblin / Orcs x(9) x[3]

|AC| 813, HD 4612, hp 3.4E+5, CR 130% #Att 13, TH ÷ AC/Save DC by 90, dmg 651

Str 34, Dex 70, Con 37, Int 23, Wis 68, Chr 60, 12kxp

Prepared effects:

[Pri SL5] Summon Nature's Ally V : Summons a DL V animal (maintained)

[Wiz SL9] Globe of Invulnerability 9: Immune to spells with SL=0 to 8

[Wiz SL9] Elemental Aura : Element Protect from one element, it's plane, and it's creatures

[Wiz SL6] Contingency: Each creature can only have 1 Contingency spell on him. If the contingency spell is dispelled, the effect is

[Psi16 Grand] Golem Form: Stone: Immune earth; set Str 22+LVL; 1V: Slow

[Wiz SL9] Elemental Aura : Element Protect from one element, it's plane, and it's creatures

[Psi-6G Major] Iridescence †: 1bM: Immune Fire (all variants), Positive, Prismatic, Chromatic, Light, Radiance, Blindness

[Wiz SL5] Original Stoneskin 5: Block the next 2 P actions of attacks

[Wiz SL6] Original Stoneskin 6: Block the next 3 P actions of attacks

Combat effects:

[Wiz SL6] Power Word Blind 6: Blinds & stuns a creature if current hp &lt; 40 (no save)

[Psi45 Major] Summoning: Summon a DL=SL Outer

[Wiz SL5] Cloudkill : Kills 3 HD or less; 4-6 HD save or die.

[Psi45 Grand] Fire Generation: SL\*CL Fire damage (1 group, no save)

[Wiz SL9] Mordenkainen's Disjunction 9: Disjunct 1 effect (any type)

[Psi14 Ultra] (no name): 1V, while attacking: Your natural attacks Cascade Rams one group

[Psi-12T Super] Crapulence Aura: Enemies in sight takes CL\*3 crapulence dmg /s (no resistance)

[Wiz SL1] Cause Fear: Fear (save) {1 creature}

[Wiz SL1] Cause Fear: Fear (save) {1 creature}

Dungeon012120 - Dungeon Level 9

Room # 8

Waiting Room

45ft. long x 40ft. wide x 5ft. tall

pot; Caved-in/Collapsed Area

Concealed (Hidden) Door, roll again for type leading to a hallway 30ft. long x 15ft. wide x 25ft. tall

Air in room transforms into Elemental Gravity Trap; DL 9; Search DC 91 (84 Str damage/s, DC 91 Breath Weapon save for half) (no name) Trap; DL 9; Search DC 95 (Psionicist CL 18, DC 98 Breath Weapon save to negate), (multiple targets)

Container (Barrel, Jar, Vase, etc.) that (causes/has/or is) Changes - Alignment

[x1] Distance Distortion: All distances in room are halved

[x2] **\*\*Cursed\*\*** (Ancient Foul Cursed) - Room is permanently and continuously **\*\*Cursed\*\*** (Ancient Foul Cursed)ed, only create high soft boots

squealing; groaning

Gilesia the unholy Countess Family (Strobe); Cressen the acrid Mighty Sentinel (Hydrofoil)

68,579gp

a sheet of plastic, 0gp

Broom of Animated Attack, 6340gp

Pitch-black Dust: Free Eidetic Memory feat: Eidetic Memory / Photographic Memory, 405760gp

DL IX Medium Outer LN Giants x(48) x[1]

|AC| 824, HD 26, |hp| 1408, BlahR 155% #Att 4, TH ÷ AC/Save DC by 90, dmg 489

Str 46, Dex 55, Con 35, Int 41, Wis 67, Chr 73, 12kxp

Prepared effects:

[Pri SL4] Spell Immunity : Subject is immune to one spell per four levels

[Wiz SL2] Resist Elements: -12 dmg/r from 1 of: acid/cold/lightning/fire/sound {Touch, 1 creature}

[Psi-12T Super] Spirit Preservation: +5\*CL% aXR

[Psi1 Ultra] Sinanju Spirit: Know and can use all Martial Arts powers

[Wiz SL9] Third Level Magic-User Spells (DM1): Cast any four 3rd level Wizard spells simultaneously when it is cast.

[Psi9 Ultra] Thought: Incr.Wisdom: +CH Wis, all rolls are 2 dice (choose)

[Psi6G Super] Reduplication: Duplicates one (non-magical, non-psionic) item; max TechL = CL

[Psi27 minor] Winery: Create a random potion (roll 1 Artificer effect) (use within LVL r or wasted)

[Psi--2 Grand] Endurance of the World: +9 TH; +9 dmg; IECNR +25% ; Lasts 5r after maint.

Combat effects:

[Psi29 Ultra] In the Eye of Chaos (Psi 11R) (target needs double actions to do things):

[Psi29 Ultra] In the Eye of Chaos (Psi 11R) (target needs double actions to do things):

[Wiz SL9] Meteor Swarm: 80d4 Eldritch Earth and Fire (no save, 4 groups)

[Pri SL3] Remove Curse : Frees object or person from curse.

[Pri SL9] Dispel Magic 9: Dispel 7 magic effects

[Pri SL3] Remove Curse : Frees object or person from curse.

[Pri SL3] Remove Curse : Frees object or person from curse.

[Psi10 Major] Throw: Throw a small object to deal (CL+4)d6 dmg to a target (don't need to roll to hit)

[Wiz SL7] Magic Missile 7: (CL+1)\*7/2 missiles, each does 1d4+1 force dmg (no save)



Dungeon012120 - Dungeon Level 9

Room # 9

Wine Cellar

5ft. long x 25ft. wide x 5ft. tall

lamp(s); votive light/candle

Bone Door (shrieks loudly if opened) leading to a hallway 50ft. long x 10ft. wide x 20ft. tall

Poisoned Arrows Trap; DL 9; Search DC 92 (Attack +180 ranged, 8d50 idamage)

Lowering Chute Trap; DL 9; Search DC 99 (180 idamage, DC 91 RSW save for half)

Furnishings that (causes/has/or is) Changes - Alignment

[x1] Magic cannot be cast in the room, existing effects are OK

[x2] **\*\*Cursed\*\*** (Ancient Foul Cursed) - Room is permanently and continuously **\*\*Cursed\*\*** (Ancient Foul Cursed)ed, only creatu  
water, small puddle

grating; whispering

Danel the acrid Father Golem (Sail); Meekatharra the mischievous Prince -noid (Magnetic)

53,789gp

a precious fire opal, 500gp

Roseate Tweezers: +5 level(s) of exceptional Chr, 405450gp

Pearl of the Spheres (+1 Minor sphere for Priests), 4320gp

DL IX Macro-Fine Swamp Cthulhoid Horrors x(19) x[2]

AC 825, HD 1159, |hp| 83968, TR 129% #Att 17, TH ÷ AC/Save DC by 90, dmg 980

Str 35, Dex 29, Con 28, Int 53, Wis 41, Chr 34, 12kxp

Prepared effects:

[Pri SL5] Troll-like Regeneration: You Troll-like Regenerate at CL hp per round

[Psi-5 minor] Immune to Hold: Target is immune to hold & stop

[Wiz SL7] Globe of Invulnerability 7: Immune to spells with SL=0 to 6

[Psi54 minor] Aura of Fear: Fear by sight (SL saves)

[Wiz SL5] Extra Group +1: The next spell you cast will affect +1 groups of monsters

[Wiz SL5] Original Stoneskin 5: Block the next 2 P actions of attacks

[Pri SL5] Resist Vulnerability: Target gains a Resist to something which can only be used to counter a Vulnerability (Duration 1 hr

[Psi16 Ultra] Golem Form: Burning Man: Immune fire (and variants); Eldritch Fire Shield (100% dmg back); 1M: Fear (1 group)

[Psi30 Grand] Shapechange (Personal): Polymorph to any monster

Combat effects:

[Psi29 minor] Telekinesis:

[Psi3 Major] Lesser Domination: Forces subject to obey your will.

[Psi-9 Ultra] DeAmplification: (can borrow 1M) ÷CH effect on any effect

[Wiz SL3] Wacky Ball 3 / Normal / ½ : Area CLd6 dmg normal element (save: ½)

[Psi60 Ultra] Cureall: Cureall

[Psi100 minor] Molecular Agitation: 1 dmg /s (1st r), 2 dmg /s (2nd r), etc.; affects 2+CL/9 groups

[Psi6E Major] Mass Suggestion: As the 6th level Wizard spell

[Psi3 Super] Astral Construct IX: Astral construct fights for you.

[Psi100 minor] Command: Command (Will save), hits 2+CL/9 groups

Dungeon012120 - Dungeon Level 9

Room # 10

Cell

40ft. long x 30ft. wide x 25ft. tall

platform; sunken area

Water Lock Door (holds back a lot of water) leading to a hallway 45ft. long x 15ft. wide x 5ft. tall

Wish Trap; DL 9; Search DC 93 (Wizard CL 18, DC 92 Fortitude save to negate)

Darkness Trap; DL 9; Search DC 99 (Psionicist CL 18, DC 96 Spell save to negate)

Room (Floor) that (causes/has/or is) Changes - Attribute

[x1] Psi 98 powers function at double effect

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing concordant effects have SL% chance of being dis  
horn

clanking; chiming

Noanar the hypocritical Professor Mutant (Mythological god(ess)); Anhaga Bonepike the egotistical Brain Avenger (Ancient lore)

58,762gp

a bowl of fruit, Ogp

Peacock blue Wand [1d12] +5 Th/+1 dmg 13+/x3; 1M: Target is energy drained CL levels in every class (1 save for each level); CL

Dull Bottle: Free Imp [2] Familiar, 405920gp

DL IX Diminutive Synnibarr Leeches x(15) x[3]

||AC|| 820, HD 12, ihp 164, RR 152% #Att 6, TH ÷ AC/Save DC by 90, dmg 650

Str 41, Dex 38, Con 67, Int 69, Wis 43, Chr 67, 12kxp

Prepared effects:

[Pri SL5] Golem: Makes a golem (you need raw materials)

[Psi-3 Major] Spell Barrier: SR 10+2\*CL

[Pri SL9] Goodberry 9: Creates 36 goodberries

[Psi12T Super] Psionic Turning: Spell Turning but affects Psionic effects

[Psi16 Major] Golem Form: Maggot: Immune insects, edged weapons, piercing weapons; Cannot hold weapons

[Wiz SL6] Contingency: Each creature can only have 1 Contingency spell on him. If the contingency spell is dispelled, the effect is

[Wiz SL5] Prismatic Sphere 5: 3 Prismatic colors or 1 MultiPrismatic colors (may repeat colors in either mode)

[Wiz SL1] Blink Wounding: Caster "blinks" randomly if struck by weapon

[Pri SL5] Golem: Makes a golem (you need raw materials)

Combat effects:

[Psi29 minor] Color Beam (Spray):

[Wiz SL2] Summon Monster II: 1 DL 2 or 1d3 DL 1 creatures to fight for you {1 creature}

[Psi45 Major] Summoning: Summon a DL=SL Outer

[Wiz SL2] Cone of Eldritch Shards {Acid}: CLd6 eldritch shards {acid} damage, area 40' cone, no save

[Pri SL4] Neutralize Poison 4: Cure 1 poison effect (reverse causes that many, save)

[Pri SL2] Dust Devil: Dust Devil: AC 4, HD 2, hp 16, Mv 18, dmg 1d4 {1 creature}

[Wiz SL8] Power Word Capital S Stun: Capital S Stuns a target with 130 current hp or less (no save)

[Wiz SL5] Prismatic Wall 5: 5 Prismatic colors or 3 MultiPrismatic colors (may repeat colors in either mode)

[Psi45 Ultra] Fire Generation: SL\*CL Fire damage (1 group, no save)

Dungeon012120 - Dungeon Level 9

Room # 11

Gas Chamber

25ft. long x 35ft. wide x 25ft. tall

robes; pulpit

Iron Door, Normal leading to a hallway 30ft. long x 20ft. wide x 20ft. tall

Ingested Vibration Trap; DL 9; Search DC 96 (400 idamage, DC 94 Will save for half), (multiple targets)

Electrified Trapdoor Trap; DL 9; Search DC 95 (72 idamage, DC 98 Spell save for half)

Fountain that (causes/has/or is) Collapsing

[x1] Dimensional Mine Generator (one mine per segment, hits a random player or monster, takes 1d100 dmg and is Blind)

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing concordant effects have SL% chance of being dispelled, broken

chanting; scratching/scrabbling

Nelwen the perplexing Frog Terrorist (Curse); Rasha the self-righteous Wild Thing (Boat)

11,586gp

a Glowing portal, Ogp

Primrose Button: +6 Race Slots, 405780gp

Royal blue Cyber/Bio-ware: +5bIQQA' Action(s), 405710gp

DL IX Macro-Tiny Cloud Insects x(11) x[2]

AC 828, HD 4614, hullp 3.5E+5, TR 116% #Att 16, TH ÷ AC/Save DC by 10, dmg 976

Str 21, Dex 62, Con 45, Int 66, Wis 37, Chr 28, 12kxp

Prepared effects:

[Psi24 Grand] Rogue points 30: This class gives an extra +30 Rogue points per level.

[Psi23 Major] Swirling Cloud: Damages and confuses those in area

[Wiz SL1] Cantrip: Can cast 1 cantrip (Wiz 0) per round as Z action

[Psi5 Ultra] Shapechange: Shapechange (as spell,phys.innates gained)

[Psi3 Super] Affinity Field: Effects that affect you also affect others.

[Psi4 Ultra] Item \*2.5: How many of an item exists is multiplied by 2.5 (you need a Grand to duplicate a x2 item)

[Psi6E Super] Lich Lore: Lich powers of ½ level

[Psi45 Grand] Invisibility: Improved Invis.

[Wiz SL3] Protection from Normal Missiles: Duration CL turns

Combat effects:

[Wiz SL6] Really Put of Misery: Target being that is slain is Capital S Slain (no save)

[Wiz SL4] Alley Summoning IV: Summons a DL VIII alley monster, under your control, 4% chance per segment of losing control

[Wiz SL1] Wacky Ball 1 / Normal / ½ : Ld2 dmg normal element (save: ½) {1 group}

[Wiz SL5] Alley Summoning V: Summons a DL X alley monster, under your control, 5% chance per segment of losing control

[Wiz SL6] Really Put of Misery: Target being that is slain is Capital S Slain (no save)

[Psi29 minor] Blink:

[Wiz SL5] Hold Monster : 1d4 creature Paralyzes creatures unless save is made

[Pri SL4] Dismissal : Forces a creature to return to native plane. (save)

[Psi2 Ultra] Public Access Key: Target's Truename is visual (!); Thoughts visible too

Dungeon012120 - Dungeon Level 9

Room # 12

Gallery

45ft. long x 35ft. wide x 20ft. tall

fireplace; armoire

Concealed (Hidden) Door, roll again for type leading to a hallway 40ft. long x 20ft. wide x 25ft. tall

Moving Room Trap; DL 9; Search DC 96 (320 Dex damage, DC 97 Breath Weapon save to negate)

Air in room transforms into Elemental Magic Trap; DL 9; Search DC 92 (200 Wis damage/s, DC 96 RSW save for half)

Arch that (causes/has/or is) Treasure hidden under a loose stone in the floor

[x1] Gas in room: Capital F Folded (must save every month)

[x2] Ultraplanar beings cannot smell, see, or sense into this room unless they are actually there; Divine Intervention fails  
mace

humming; squealing

Slean Demonwood the fantastic Mistress Werewolf (Secret Decoder); Abria the grim 'n' gritty Slug Knight (Astral)

80,714gp

a headband, +3 AC, 10gp

Red Armor of the Hellfurnaces, 62220gp

Claret Staff [4d10] +8 Th/+25 dmg 18+/x8; 1Z: CL\*SL air dmg to one group (no save); CL 50; SL 9, 405530gp

DL IX Gargantuan Custom classes Kobolds x(22) x[2]

AC 823, HD 153, ihp 97920, IR 1080% #Att 10, TH ÷ AC/Save DC by 10, dmg 489

Str 58, Dex 64, Con 72, Int 43, Wis 73, Chr 29, 12kxp

Prepared effects:

[Wiz SL2] Spectral Hand: Can use 1 touch at range per round (roll TH+2). The hand can be re-used, but it must return to the cast

[Wiz SL6] Planar Displace: Planar Displacement for 1 turn

[Wiz SL1] Cantrip: Can cast 1 cantrip (Wiz 0) per round as Z action

[Psi7 Major] (no name): Whenever you touch someone, they are aged CLd4 years (PPD save)

[Psi12T Major] Magic Resistance: Level\*5% MR

[Pri SL9] Anti-Dispel Magic Shell: your effects are non-dispellable (inc.shell)

[Pri SL4] Spell Immunity : Subject is immune to one spell per four levels

[Pri SL8] Regenerate 8: Regenerates 2 hp /s

[Wiz SL7] Spell Turning (2): Turns a spell back to it's caster

Combat effects:

[Wiz SL6] Immediate Monster Summoning VI: Summons a DL IV monster without summoning sickness

[Wiz SL9] Fireball 9: CLd18 fire dmg to a group (save:½)

[Wiz SL9] Mass Enslave: As Mass Charm, except the effect cannot be thrown off by being damaged, and there is no daily save ch

[Psi-17 Grand] (no name): Call Chaos: LVL random groups take 75 Chaos dmg (include PC in possibilities)

[Pri SL7] Call Lightning 7: (CL+2)d16 lightning dmg (save:½) (halve the die type if not outside)

[Psi-6E Major] Evil Eye 2: As Evil Eye, but no save

[Psi45 Major] Heat: Target takes SL\*CL Fire damage per segment for 1 round (no save)

[Psi2 Major] Telekinetic Barrier: Wall of Force; Free maintain 3r

[Pri SL3] Command 3: Target makes 3 saves, each missed save allows 1 word for a command to be given

Dungeon012120 - Dungeon Level 10

Room # 1

Cistern (holds water)

50ft. long x 45ft. wide x 45ft. tall

straw; stocks

Energy/Elemental Door leading to a hallway 15ft. long x 25ft. wide x 25ft. tall

Inhaled Earth Trap; DL 10; Search DC 101 (28 Dex damage, DC 106 Breath Weapon save to negate)

Inhaled Earth Trap; DL 10; Search DC 101 (28 Dex damage, DC 106 Breath Weapon save to negate)

Painting that (causes/has/or is) Talks - Singing

[x1] Gravity high 3 G's (-8 Str, /move rate by 4, falling dmg x4, Z actions reduced by 3/s)

[x2] \*Cursed\* - Room is permanently and continuously \*Cursed\*ed, only creatures with an immunity or a personal bubble again leaves (dry) & twigs

bang, slam; bong

Maxpary the double-talking Zoo Dude (Gravi-); Hamoch the chivalrous Commander Monger (Screwdriver)

56,028gp

Cheshire Smile, +30 AC, 0gp

Claret Shield [AT+15] +2401 AC/+4096 Saves; 1P: 100'r, any flying creature is Imprisoned; CL 41; SL 10, 500140gp

Dove-grey Armor Gemlet [AT+8] +1 AC/+32768 Saves; 1M: Tracking/Trailing prof.; Clairnascience; Detect Invis. cont.; CL 50; SL 10

DL X Macro-Fine Alley Viruss x(71) x[1]

AC 1010, HD 1285, hullp 1.1E+5, WR 183% #Att 2, TH ÷ AC/Save DC by 110, dmg 407

Str 26, Dex 79, Con 36, Int 79, Wis 80, Chr 41, 20kxp

Prepared effects:

[Pri SL5] Golem: Makes a golem (you need raw materials)

[Wiz SL5] Prismatic Sphere 5: 3 Prismatic colors or 1 MultiPrismatic colors (may repeat colors in either mode)

[Pri SL7] Regenerate 7: Regenerates 1 hp /s

[Psi54 Ultra] Flame Being: Fire Shield (SL\*10% damage back to attacker); Deal +SL fire dmg with melee attacks

[Wiz SL9] Third Level Magic-User Spells (DM1): Cast any four 3rd level Wizard spells simultaneously when it is cast.

[Wiz SL3] Displacement : WR 50%

[Wiz SL10] Nazzer's Nullification: Creates a DMZ (Dispel Magic Zone)

[Psi81 minor] Density Increase 2: x2 mass; +2 Str; -2/attack (physical or energy)

[Pri SL10] Resist Fire/Resist Cold 10: Take -90% dmg vs. fire or cold

[Psi6G Major] Field of Disjunction: Destroys evil creatures/magic items (save); 1 attempt per round

Combat effects:

[Pri SL7] Treat Caused Wounds: Cure 70% of max hp

[Pri SL5] Remove Curse 5: Cure 2 curse effects (reverse causes that many, save for each)

[Psi100 minor] Cell Adjustment I: Cure/cause N hp, hits 2+CL/9 groups, max N = CL\*2

[Psi3½ Super] Assimilate: Incorporate creature into your own body.

[Psi30 Ultra] Ice Sheet: Wall:Ice damage, Con resists

[Psi3 minor] Lesser Cell Adjustment: You heal 1d8 hp, +1 to next poison/disease save, or heal 1 ability point.

[Wiz SL2] Monster Swarm Summoning II: Summons CL\*4 DL I monsters

[Psi29 Grand] Death Bolt (save or dead):

[Psi54 Ultra] Cell Rot: Cell Adjustment (reversed) CL\*SL\*2 dmg (no save)

[Psi-6G minor] Renewal †: 1bM: One target at negative hp is cured to 0 hp

Dungeon012120 - Dungeon Level 10

Room # 2

Torture Chamber

30ft. long x 20ft. wide x 20ft. tall

fireplace & wood; lectern

Mimic (the monster) leading to a hallway 15ft. long x 5ft. wide x 25ft. tall

Ingested Holy Water Trap; DL 10; Search DC 109 (2250 idamage, DC 101 Reflex save for half)

Cone of Cold 10 Trap; DL 10; Search DC 110 (Wizard CL 20, DC 105 Spell save to negate)

Arch that (causes/has/or is) Gate (to random plane) in room (can be dispelled, or closed by a x1 or higher being passing through [x1] Gas in room: Charm (must save every month)

[x2] Alley Effect (summon DL=CL/2 Alley vs. you) - Room is permanently and continuously Alley Effect (summon DL=CL/2 Alley vs boots

chiming; giggling (faint)

Chemosh the loony Baron Tribe (Thiotimoline); Sadira the mordant Sarge -streak (Zeppelin)

78,884gp

a pile of bones, 0gp

Phial of Undeath; -5 to All stats; It provides light (radius 5) when fueled.; Activates for ruination every 10+d10 turns, 2550gp

Cyan Clock: Free Animal Master Kit: +1 normal familiar (must be a real-world animal), Free bonus Animal Lore proficiency, 5004C

DL X Macro-Tiny Star Trek Loop Mutants x(1) x[1]

||AC|| 1001, HD 5124, stunp 4.3E+5, WR 183% #Att 1, TH ÷ AC/Save DC by 110, dmg 1005

Str 63, Dex 68, Con 32, Int 45, Wis 21, Chr 50, 20kxp

Prepared effects:

[Wiz SL3] Blink (DM): 0, 1/r: Blink; The location is not random (caster has control). If you blink away after meleeing with a creat

[Psi15 minor] Polymorph Self: Polymorph Self

[Psi72 minor] Animation: Animate Object (hp=PL\*4, #Att=1, TH +PL, dmg PLd2)

[Psi30 Grand] Shapechange (Personal): Polymorph to any monster

[Psi72 minor] Animation: Animate Object (hp=PL\*4, #Att=1, TH +PL, dmg PLd2)

[Pri SL5] Extra Group +1: The next spell you cast will affect +1 groups of monsters

[Pri SL6] Double Resist [E=5 element]: Pick an E=5 element, you double resist it (1/4 dmg, 1/10 if make save) for 1 hour.

[Wiz SL3] Third Arm Growth: Grow an extra arm or leg [lose spell slot while running]

[Pri SL8] Goodberry 8: Creates 32 goodberries

[Psi6N Super] Create/Destroy Conduit: Creates or Destroys 1 Conduit, Wormhole, Gate, Color Pool

Combat effects:

[Psi-3 Super] Astral Destruct IX: Astral destruct fights for you.

[Wiz SL7] Time Stop 7: Stops time for 1d2 rounds

[Psi54 Grand] Water Animation: Summon a DL=SL Water Elemental

[Psi29 Ultra] Set:

[Pri SL9] Implosion : Kills one creature/round.

[Psi45 Ultra] Disruption: Minor: Target takes CL\*SL disruption damage (no save); Grand: The damage given plus a Disintegrate ef

[Wiz SL7] Fireball 7: CLd14 fire dmg to a group (save:½)

[Pri SL3] Command 3: Target makes 3 saves, each missed save allows 1 word for a command to be given

[Wiz SL5] Conjure Elemental : Conjures a 8 HD elemental

[Psi-1 minor] Object Writing: Item must make item saving throw or destroyed

Dungeon012120 - Dungeon Level 10

Room # 3

Game Room

5ft. long x 5ft. wide x 5ft. tall

parchment; kneeling bench

Mimic (the monster) leading to a hallway 5ft. long x 20ft. wide x 25ft. tall

Inhaled Silverglade Trap; DL 10; Search DC 104 (60 idamage, DC 110 RSW save for half)

Razor-Wire Ceiling Trap; DL 10; Search DC 106 (320 Int damage, DC 110 Spell save to negate)

Furnishings that (causes/has/or is) Talks - Singing

[x1] Tempus Fugit (time within the room flows at 25x rate compared to outside the room)

[x2] \*Cursed\* - Room is permanently and continuously \*Cursed\*ed, only creatures with an immunity or a personal bubble again mat

laughter; breeze, slight, damp

Caligarde the famous Ant Blaster (Camel); Jhaamdath the deviant Tattered Fury (Wings)

23,522gp

a dark blue jacket, +3 AC, 10gp

Burgundy Armor, Medium [AT+1029] +625 AC/+59049 Saves; 1P: SL/2 (round down) instances of Resist fire; +SL\*10% damage w

Chrome Blouse: +90 Spell Slots, 500130gp

DL X Fine Buffyverse Elf / Avalons x(17) x[3]

AC 1001, HD 3, ihp 106, MR 137% #Att 16, TH ÷ AC/Save DC by 110, dmg 5009

Str 46, Dex 32, Con 45, Int 70, Wis 21, Chr 67, 20kxp

Prepared effects:

[Psi14 Ultra] (no name): You do not go unconscious and stay offensive at any hp total (will still die)

[Psi-12T minor] Stay Conscious: You stay conscious up to -10-CLxCL hp (defensive acts only)

[Wiz SL6] Globe of Invulnerability 6: Immune to spells with SL=0 to 5

[Pri SL3] Protection from Lightning 3: Stop the next CL\*8 lightning dmg

[Psi18 minor] Psi: Shield: Pick Phys,Magic,Psi: 10\*LVL hp shield

[Psi-12T minor] Stay Conscious: You stay conscious up to -10-CLxCL hp (defensive acts only)

[Psi6G Super] Reduplication: Duplicates one (non-magical, non-psionic) item; max TechL = CL

[Wiz SL10] Anti-Dispel Magic Shell: your effects are non-dispellable (inc.shell)

[Psi6E minor] Polymorph Self: As the 4th level Wizard spell

[Psi4 Grand] To Hit \*2: Multiply your to hit rolls by 2, you autohit on natural 21-2 or better (Minor is 19).

Combat effects:

[Psi29 Ultra] Alter Reality (each target max 1/turn):

[Psi-1 Major] Energy Amplification: Add dice to a damaging effect which is resolving (Max = level) only on 1 target

[Psi9 Major] Nova Bolt: CHd12 Fire damage, Heats Metal (save:½)

[Psi100 Major] Dispel Exhaustion: Mental Surgery (1) but all in psi link affected

[Pri SL10] Cure Wounds 10: Cures 55d8 hp (can take offer of 6 per die -> 330 hp)

[Psi29 Grand] Instantaneous (reverse Permanency):

[Psi-3 Super] Pawn: Pawn someone (gets a Will and a Spell save, making either is a make)

[Wiz SL3] Hold Person: Holds up to 4 people

[Psi60 Grand] Cure Serious Wounds: Cure 6d8+6\*LVL hp

[Wiz SL1] Color Spray: Unc. if &lt;L; Blind if &lt;L+3; Stun if >L+2 (save if >6) {1d6 creatures}

## Dungeon012120 - Dungeon Level 10

Room # 4

Salon

30ft. long x 5ft. wide x 5ft. tall

dais (raised platform); arras (coin container)

Iron Door, Normal leading to a hallway 20ft. long x 15ft. wide x 25ft. tall

Camouflaged Balls Trap; DL 10; Search DC 108 (Attack +100 melee, 20d12 idamage)

Camouflaged Balls Trap; DL 10; Search DC 108 (Attack +100 melee, 20d12 idamage)

Vegetation that (causes/has/or is) Polymorphing

[x1] Thought spells function at zero effect

[x2] Blind - Room is permanently and continuously Blinded, only creatures with an immunity or a personal bubble against it can see  
cracks, ceiling

whispering; slithering

Philix the subterranean Iron Whatsit (Nullifier); Silath the ignoble Patchwork Death (Derringer)

65,520gp

a bat ring, 27gp

Chocolate Cube [9d8] +216 Th/+64 dmg 16+/x2; 1M: One attack: Each round target makes Con check or unconscious, maintain 1

Drum of Piemur; +2 to WIS, CHR, Stealth, Speed; Resist Acid, Lightning, Fire, Cold, Sound; See Invisible; It provides light (radius 0

DL X Medium Warrior classes Kobolds x(83) x[1]

AC 1006, HD 29, ihp 1696, PR 179% #Att 7, TH ÷ AC/Save DC by 110, dmg 1208

Str 40, Dex 23, Con 51, Int 48, Wis 65, Chr 36, 20kxp

Prepared effects:

[Wiz SL6] Original Stoneskin 6: Block the next 3 P actions of attacks

[Psi15 Grand] Dial-a-Breath Element ( $\leq$ ): You can use any element with E factor equal to or less than your normal breath.

[Psi45 Ultra] Mental Invisibility: Improved Invis.: it's +SL AC instead of +4

[Psi27 Major] Worshipers of Any God: You have an enslaved creature: You gain his hp in permanent hp for the day.

[Wiz SL8] Original Stoneskin 8: Block the next 5 P actions of attacks

[Pri SL10] Protection from Fire 10: Stop the next CL\*36 fire dmg

[Wiz SL9] Prismatic Sphere 9: 7 Prismatic colors or 5 MultiPrismatic colors (may repeat colors in either mode)

[Psi81 Ultra] Damage Reduction, Physical, 90%: Take x0.1 damage from physical attacks

[Pri SL3] Goodberry 3: Creates 12 goodberries

[Psi54 Ultra] Invulnerability: -CL\*SL/2 dmg per attack

Combat effects:

[Wiz SL4] Enervation : Subject gains CL/4 negative levels.

[Psi18 minor] Paralysis Bolt: 1 target: Paralysis 1h (save)

[Wiz SL2] Lightning Bolt 2: CLd4 lightning dmg to a group (save:½)

[Wiz SL9] Ray of Enfeeblement 9: -45 physical stat points (randomly distributed in packets of 5) (save per packet)

[Pri SL3] Bestow Curse : -6 to an ability; -4 on TH/saves/checks; or 50% lose action

[Psi-2 Ultra] Change Reality: Change Reality or Psi-1 grand; Double CL effect

[Psi54 Ultra] Super Breath: CL\*SL air dmg to one group (no save)

[Wiz SL4] Dispel Magic 4: Dispel 2 magic effects

[Psi3 Super] Dissolution: You Disintegrate really large objects or creatures.

[Wiz SL9] Power Word Blind 9: Blinds & stuns a creature if current hp  $\leq$  160 (no save)



Dungeon012120 - Dungeon Level 10

Room # 5

Wizard's Chamber/Lab

15ft. long x 50ft. wide x 10ft. tall

fetters; tank (container)

Plant Door (as the spell) leading to a hallway 10ft. long x 15ft. wide x 25ft. tall

Doorknob transforms into Elemental Anti-Godly Trap; DL 10; Search DC 101 (48 Chr damage/s, DC 109 Reflex save for half)

Ray of Enfeeblement 10 Trap; DL 10; Search DC 107 (Cleric CL 20, DC 108 Breath Weapon save to negate)

Statue that (causes/has/or is) Monster Generator: Elemental (summons an Elemental every segment)

[x1] Roll 1d8+1 times on the x1 Special table; duplicated results are doubled/tripled/quadrupled/etc.

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing concordant effects have SL% chance of being disboots

squealing; footsteps (behind)

Kemena the uncanny Sky Hammer (Rickshaw); Chelia the noble Millennium -naut (Secret Decoder)

84,781gp

laerkai power, +3 AC, 5500gp

Ebony Hair tie: +50 Proficiency Slots, 500590gp

Greenish Girdle [AT+734] +1 AC/+36 Saves; 1M: Dispel displacement effect, or you ignore displacement for 1 turn; CL 52; SL 10, !

DL X Tiny Psionicist classes Leechs x(33) x[4]

|iAC| 1015, HD 6, |hp| 408, PR 183% #Att 9, TH ÷ AC/Save DC by 110, dmg 401

Str 70, Dex 32, Con 60, Int 67, Wis 50, Chr 48, 20kxp

Prepared effects:

[Wiz SL7] Anti-Psionic Shell:

[Wiz SL6] Tenser's Transformation 6: +100% of max hp to current hp, +2 TH melee

[Psi29 Major] Displacement:

[Psi45 Ultra] Force Field vs. Emotion: Immune to spell level 0 to SL-1 enchantment/charm effects

[Pri SL3] Protection From Fire: Immune normal fire; Absorb 12\*CL dmg fire (or) Resist Fire

[Psi12T Super] Psionic Turning: Spell Turning but affects Psionic effects

[Wiz SL7] Anti-Psionic Shell:

[Psi6E Super] Immunity IV: Globe/Invuln., Immune:1st-2nd Dominions

[Psi18 Major] Metamorph: Shapechange (as spell), +LVL Dex:Balance

[Pri SL10] Protection from Fire 10: Stop the next CL\*36 fire dmg

Combat effects:

[Wiz SL9] Energy Drain: Subject gains 2d4 negative levels.

[Wiz SL7] Magic Missile 7: (CL+1)\*7/2 missiles, each does 1d4+1 force dmg (no save)

[Psi18 Ultra] Mass Mind Control: 250'r, all are Hypnotised (no save)

[Wiz SL5] Wall of Force: The wall only stops spell effects, hurled objects, and breath weapons. People and psionic effects can pass

[Wiz SL9] Imprisonment: Entombs subject beneath the earth

[Pri SL9] Cure Wounds 9: Cures 45d8 hp (can take offer of 6 per die -> 270 hp)

[Psi10 Major] Insanity: Target gets Int set to 3; Insanity (save for each)

[Psi54 Ultra] Phobia: Fear (SL saves)

[Pri SL8] Elemental Swarm: Summons (level) 36 HD elementals of chosen type (not semi-)

[Pri SL8] UltraCureAll: As Cureall but full set of phantom hit points.

Dungeon012120 - Dungeon Level 10

Room # 6

Game Room

35ft. long x 35ft. wide x 10ft. tall

keg; side chair(s)

Void Door (cannot see through doorway) leading to a hallway 25ft. long x 15ft. wide x 10ft. tall

Falling Trapdoor Trap; DL 10; Search DC 107 (200 Dex damage, DC 104 PPD save to negate)

Creeping Doom 10 Trap; DL 10; Search DC 107 (Wizard CL 20, DC 106 PPD save to negate)

Arch that (causes/has/or is) Monster Generator: Lycanthrope (summons a Lycanthrope every segment)

[x1] Tempus Fugit (time within the room flows at 10x rate compared to outside the room)

[x2] **\*\*Cursed\*\*** (Ancient Foul Cursed) - Room is permanently and continuously **\*\*Cursed\*\*** (Ancient Foul Cursed)ed, only create fork

draft, strong; scuttling

Ralmek the belligerent Dawn Sailor (Gadgets); Zhalimar the unlucky Sand Sentinel (Folding Chair)

78,042gp

an Arctic club, mace, 12d21 (132), 610gp

Inky Armor Gemlet [AT+100005] +256 AC/+125 Saves; 1M: Permanent Energy Cancel on self or 100'cu area; CL 44; SL 10, 500820gp

Royal blue Helm [AT+12] +1 AC/+3125 Saves; 1P: Electric Aura, Acid Sting, others?; CL 52; SL 10, 500800gp

DL X Medium Outer CE Goblin / Orcs x(22) x[3]

AC 1007, HD 23, ihp 1760, RR 188% #Att 12, TH ÷ AC/Save DC by 110, dmg 610

Str 30, Dex 58, Con 62, Int 75, Wis 70, Chr 77, 20kxp

Prepared effects:

[Pri SL2] Resist [E=1 element]: Pick an EE=1 element, you resist it for 1 hour.

[Wiz SL7] Prismatic Sphere 7: 5 Prismatic colors or 3 MultiPrismatic colors (may repeat colors in either mode)

[Wiz SL1] Find Familiar: See [S4], or finds your familiar {1 creature}

[Pri SL4] Protection from Fire 4: Stop the next CL\*12 fire dmg

[Pri SL3] Protection From Fire: Immune normal fire; Absorb 12\*CL dmg fire (or) Resist Fire

[Psi54 Ultra] Stretching: Can melee up to SL people per round that aren't in your group

[Psi6N Super] Create/Destroy Conduit: Creates or Destroys 1 Conduit, Wormhole, Gate, Color Pool

[Wiz SL3] Nondetection : Hides subject from divination, scrying.

[Psi15 minor] Add Breath Weapon [1st]: Breath weapon is 3/d. Choose a normal (E=1) element. Breath = 50% of current hp tot;

[Pri SL2] Aid: Bless; +2d8 (choose 1 die) hp (can above max) {Touch, 1 creature}

Combat effects:

[Pri SL5] Blade Barrier 5: 7d7 dmg wall (shards)

[Wiz SL3] Hold Undead: Holds up to 3 undead

[Psi3½ Super] Tornado Blast: Vortex of air subjects your foes to 17d6 damage and moves them.

[Wiz SL2] Monster Swarm Summoning II: Summons CL\*4 DL I monsters

[Pri SL4] Creeping Doom 4: 160 insect dmg

[Psi45 Ultra] Iron Will: 1bM: One effect that's hitting you is delayed for SL segments (it will still resolve even if the caster is dropped)

[Psi6E Super] Steal Soul III: Transforms unwilling target to a larva

[Psi18 minor] Psi: Spray: LVL targets:1d10 telekinetic dmg(save:½)

[Psi6E Super] Steal Soul III: Transforms unwilling target to a larva

[Wiz SL6] Feeblemind 6: -30 mental stat points (randomly distributed in packets of 5) (save per packet)

Dungeon012120 - Dungeon Level 10

Room # 7

Dining / Feast Hall

20ft. long x 30ft. wide x 25ft. tall

condlestick; lamp(s)

Flesh Door leading to a hallway 10ft. long x 15ft. wide x 25ft. tall

Air in room transforms into Elemental Rust Trap; DL 10; Search DC 105 (6 Wis damage/s, DC 110 Spell save for half)

Basic Arrows Trap; DL 10; Search DC 107 (Attack +20 melee, 18d8 Str damage)

Painting that (causes/has/or is) Wall 10' behind slides across passage blocking it for from 40-60 turns.

[x1] Radiation (Psi9) of RS=8 (fluctuates each Half Segment)

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing godly effects have SL% chance of being dispelled per segment

footsteps (ahead); wind, strong, moaning

Ilara the criminal Bionic Raiders (Saucer); Safana the infernal Adolescent Android (Plane)

41,266gp

a Watcher's Black Cape, +4 AC, 460gp

Roseate Medallion [AT+6566] +49 AC/+125 Saves; 1M: Immune to Set, Truename, Crapped, Slain, As You Are; CL 47; SL 10, 5004

Copper Blouse: Free Garden Snake Familiar, 500340gp

DL X Huge Custom classes Elementals x(3) x[2]

iAC 1017, HD 86, hp 6976, BlahR 142% #Att 12, TH ÷ AC/Save DC by 110, dmg 2010

Str 30, Dex 44, Con 56, Int 52, Wis 34, Chr 60, 20kxp

Prepared effects:

[Wiz SL8] Permanency: ANY spell in the game can be made permanent.

[Psi6G Super] Reduplication: Duplicates one (non-magical, non-psionic) item; max TechL = CL

[Psi6G Super] Reduplication: Duplicates one (non-magical, non-psionic) item; max TechL = CL

[Psi6E Super] Immunity IV: Globe/Invuln., Immune:1st-2nd Dominions

[Pri SL1] Resist [E=1 element]: Pick an E=1 element, you resist it for 1 hour.

[Psi54 minor] Magic Shield: Stops SL/2 magical attacks on you

[Psi4 Ultra] hp \*2.5: Multiply hp by 2.5

[Pri SL1] Resist Fire/Resist Cold 1: Take -45% dmg vs. fire or cold

[Wiz SL10] Armor 10: +CL\*20 current hp

[Wiz SL10] Tenser's Transformation 10: +200% of max hp to current hp, +6 TH melee

Combat effects:

[Psi45 Major] Iron Will: 1bM: One effect that's hitting you is delayed for SL segments (it will still resolve even if the caster is drop

[Pri SL1] Summon Monster I: Summons a DL 1 creature to fight for you {1 creature}

[Pri SL9] Hold Person/Monster 9: Hold 11 person or 9 monster targets (save)

[Psi6E Grand] Fear V (Vision of Weakness): Lose 1d6 levels, -6 Str/Dex/Con (save)

[Wiz SL9] Power Word Blind 9: Blinds & stuns a creature if current hp < 160 (no save)

[Wiz SL8] Summon Monster VIII : Calls outsider to fight for you.

[Pri SL5] Death's Door 5: Target (currently at negative hp) goes to 2 hp (can't go above max)

[Psi-2 minor] Sound Less: Deafness (save); Blindness (save)

[Psi1 minor] Invisibility: Mental Invisibility, affects ã(level) in HD

[Wiz SL7] Feeblemind 7: -35 mental stat points (randomly distributed in packets of 5) (save per packet)

Dungeon012120 - Dungeon Level 10

Room # 8

Office

50ft. long x 45ft. wide x 45ft. tall

rushes (herbs); pews

Unusual Material Door, roll on [E5] leading to a hallway 15ft. long x 5ft. wide x 5ft. tall

Scything Spears Trap; DL 10; Search DC 107 (Attack +40 ranged, 18d6 idamage)

Air in room transforms into Elemental Mist Trap; DL 10; Search DC 110 (36 Str damage/s, DC 109 Will save for half)

Machine that (causes/has/or is) Gravity - Nil

[x1] Psi 60 powers function at double effect

[x2] \*Cursed\* - Room is permanently and continuously \*Cursed\*ed, only creatures with an immunity or a personal bubble again demon ichor

jingling; creaking

Lareth the sarcastic Death -ette (Near-death experience); Beszrima the dewy-eyed Death Fly (Psi--)

77,102gp

an electric eraser, mace, 9d17 (81), 340gp

Carnelian Cloak [AT+6566] +100000 AC/+243 Saves; 1Z: Pick Physical, Magical, Psionic, or Innate. You take 1/10 dmg from that s

Dragon Helm of Dor-Lomin [8,+20]; +4 to STR, DEX, CON; Resist Acid, Lightning, Fire, Cold, Light, Blindness; See Invisible; It provi

DL X Macro-Tiny Warrior classes Golems x(18) x[2]

AC 1016, HD 51220, lifep 4.5E+5, CR 158% #Att 11, TH ÷ AC/Save DC by 110, dmg 5007

Str 77, Dex 55, Con 59, Int 52, Wis 49, Chr 40, 20kxp

Prepared effects:

[Psi54 minor] Systematic Antidote: SL/2 instances of Resist Poison/Drugs

[Wiz SL10] Globe of Invulnerability 10: Immune to spells with SL=0 to 9

[Psi-12L minor] Hold Life: Immune to XP/Stat Drain; Immune Aging

[Psi-6G minor] Angelfire: Spend Q psi points from non-Psi(-6) pools you have: Your next attack does +Q dmg

[Psi12C Super] Grand Chaos: All die rolls by all creatures within 240' of caster become either minimum (50%) or maximum (50%)

[Pri SL1] Endure Elements: -5 dmg/r from 1 of: acid/cold/lightning/fire/sound {Touch, 1 creature}

[Wiz SL1] Armor : AC6 until 8+1/level points of damage had been sustained by subject

[Wiz SL6] Armor 6: +CL\*12 current hp

[Psi3 Super] Affinity Field: Effects that affect you also affect others.

[Psi6E Super] Immunity IV: Globe/Invuln., Immune:1st-2nd Dominions

Combat effects:

[Psi19 Ultra] Force Wind: Creates a tornado, CLd12 air dmg per segment (save: ½), moves at CL" rate

[Psi29 Grand] Mana Bolt LVLd8:

[Psi54 Major] Starbolt: CL\*(SL+2) plasma dmg to one target (no save)

[Psi6N minor] Dismiss Elemental, E=1-2: N=1 for normal, 2 for para, 3 for quasi, 4 for semi

[Pri SL9] Command 9: Target makes 9 saves, each missed save allows 1 word for a command to be given

[Pri SL3] Summon Insects: Summons DL 3 insects

[Pri SL5] Limited Wish: 5th level spell: will duplicate any Wizard spell of levels 0-3 or Priest spell of levels 0-4.

[Wiz SL10] Change Reality: Will duplicate any Wizard spell of levels 0-9 or any other spell of levels 0-8.

[Psi45 Grand] Mind Transferral: Minor: Empathy (save); Major: Magic Jar (SL/3 saves)

[Pri SL9] Neutralize Poison 9: Cure 6 poison effects (reverse causes that many, save for each)

Dungeon012120 - Dungeon Level 10

Room # 9

Workroom

10ft. long x 20ft. wide x 30ft. tall

whips; pan

Phase Door (phases in/out every so often) leading to a hallway 50ft. long x 25ft. wide x 20ft. tall

Air in room transforms into Elemental Forbiddance Trap; DL 10; Search DC 105 (60 Str damage/s, DC 102 PP save for half)

Flooding Statue Trap; DL 10; Search DC 107 (64 idamage, DC 102 Spell save for half)

Furnishings that (causes/has/or is) push-brick trigger

[x1] Gas in room: Charm (must save every year)

[x2] Disjunct (effect) - Room is permanently and continuously Disjunct (effect)ed, only creatures with an immunity or a personal broken glass

buzzing; squeaking

Delosar the spellbinding Brother -jack (Ionizer); Thulmarra the horrible Green Lady (Cable)

85,761gp

a clear potion, 'detect evil' 'detect invis' 'detect magic' ", 30gp

Peacock blue Battleaxe [10d4] +5 Th/+1 dmg 14+/x3; 1M: Astral damage; CL 44; SL 10, 500200gp

Teal Scarab [AT+6] +10000 AC/+2401 Saves; 1M: Null Field 7; CL 40; SL 10, 500180gp

DL X Macro-Tiny Dead Timeline / Looporal Aliens x(13) x[1]

AC 1018, HD 5130, hullp 4.3E+6, RR 136% #Att 19, TH ÷ AC/Save DC by 110, dmg 1009

Str 72, Dex 48, Con 63, Int 24, Wis 62, Chr 70, 20kxp

Prepared effects:

[Pri SL10] Goodberry 10: Creates 40 goodberries

[Wiz SL1] Shield (1): Immune Force; AC2 source; +1 saves {self only}

[Psi-6G minor] Angelic Wall: DR 40/+CL

[Pri SL5] Spell Immunity 5: Be immune to 2 spells by name

[Psi--2 minor] Resist Disease: Resist disease; Immune disease

[Wiz SL5] Original Stoneskin 5: Block the next 2 P actions of attacks

[Psi45 minor] Warding: Create a Trap (x1 Psionic) for SL/2 Psi45 powers

[Wiz SL3] Protection from Elements : Absorb 12 damage/level from one kind of energy.

[Psi6E Super] Immunity IV: Globe/Invuln., Immune:1st-2nd Dominions

[Psi45 minor] Warding: Create a Trap (x1 Psionic) for SL/2 Psi45 powers

Combat effects:

[Psi12T Major] Dispel Illusion: Dispel Illusion (or) Dispel Invisibility

[Psi15 Grand] Melf's Minute Meteors: Melf's Minute Meteors

[Psi18 Ultra] Wish: Wish (as spell)

[Psi15 minor] Charm Person: Charm Person

[Wiz SL2] Alley Summoning II: Summons a DL IV alley monster, under your control, 2% chance per segment of losing control

[Psi-1 Ultra] Limitation: 1 target: -CL/9 to max # of classes or # psi.freq. (no resistance)

[Psi54 Ultra] Lightning: CL\*SL lightning dmg to one group (no save)

[Psi-6E minor] Darkbolt N: ½M, -1 current hp: Target takes CLd4 darkness dmg (no save) and stun 1 segment (Para save)

[Wiz SL8] Wacky Ball 8 / Normal / ½: Ld30, save: ½

[Pri SL6] Cure Wounds 6: Cures 21d8 hp (can take offer of 6 per die -> 126 hp)

Dungeon012120 - Dungeon Level 10

Room # 10

Hallway

15ft. long x 45ft. wide x 50ft. tall

Walls of Webs; bunks

Undead Door (has a trapped spirit/ghost) leading to a hallway 5ft. long x 15ft. wide x 10ft. tall

Poisoned Deathblades Trap; DL 10; Search DC 102 (Attack +100 ranged, 20d12 idamage)

Cone of Cold 10 Trap; DL 10; Search DC 109 (Wizard CL 20, DC 106 Reflex save to negate)

Force Field that (causes/has/or is) Greed-Producing

[x1] Wizard abilities cannot be used in the room, existing effects are OK

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing godly effects have SL% chance of being dispelled per segment  
iron maiden

footsteps (behind); roar(ing)

Paridon the terrible Speed Whatsit (Cow); Ethennian the wonderful Stone Reaper (Teleporter)

77,803gp

a bottle of rum, 550gp

Sky-blue Staff [2d10] +1 Th/+81 dmg 12+/x6; 1V: Fear 1d3+CL/2 r, target must save every round (even if made previous saves);

Sword of the Honorable +8/+8 (Slay E; does 0 dmg to G), 103530gp

DL X Large Forest Oozes x(32) x[1]

AC 1002, HD 49, hp 32640, WR 130% #Att 1, TH ÷ AC/Save DC by 110, dmg 10005

Str 66, Dex 76, Con 45, Int 67, Wis 44, Chr 78, 20kxp

Prepared effects:

[Wiz SL9] Prismatic Sphere 9: 7 Prismatic colors or 5 MultiPrismatic colors (may repeat colors in either mode)

[Pri SL6] Goodberry 6: Creates 24 goodberries

[Wiz SL10] Prismatic Sphere 10: 8 Prismatic colors or 6 MultiPrismatic colors (may repeat colors in either mode)

[Psi-12T Grand] Bring Animals VII: Summon CL\*4 Animals using ML VII chart, you pick the result

[Psi-12L Major] Duplicate Tech Item: Duplicate a x0 or x1 Technology Item

[Wiz SL10] Fourth & Fifth Level Magic-User Spells:

[Psi15 minor] Add Tail: Tail does 1d(CL\*2) damage

[Wiz SL10] Prismatic Sphere 10: 8 Prismatic colors or 6 MultiPrismatic colors (may repeat colors in either mode)

[Psi24 minor] Caster Level Increase 2: +2 Caster Level (this can be taken multiple times)

[Psi8 Major] Hard Resistance to Chemicals: Double resist chemical elements (1/4, save for 1/10), Immune to gas & poison

Combat effects:

[Psi54 Ultra] Vampirism: Target gets SL/2 negative levels (energy drain, no save), you gain CL\*SL hp (not above max)

[Psi5 Grand] Time Stop: Time Stop (as spell, maintained 3/r)

[Psi27 minor] Grace: Target stops fighting and will not attack again unless attacked (save)

[Wiz SL4] Time Stop 4: Stops time for 1d5 segments

[Psi6E Super] Steal Soul III: Transforms unwilling target to a larva

[Wiz SL1] Darkness: Magical darkness; can blind if targetted (save) {1 group}

[Psi54 Major] Sonic Beam: CL\*(SL+2) sound dmg to one target (no save)

[Pri SL2] Lesser Restoration: Restores temporary lowering of 1 ability score {Touch, 1 creature}

[Wiz SL4] Time Stop 4: Stops time for 1d5 segments

[Wiz SL5] Conjure Elemental : Conjures a 8 HD elemental

Dungeon012120 - Dungeon Level 10

Room # 11

Meditation

40ft. long x 10ft. wide x 30ft. tall

sconce, wall; trash (pile)

(Wood Door, Normal) leading to a hallway 25ft. long x 5ft. wide x 25ft. tall

Ingested Anti-Radioactive Trap; DL 10; Search DC 107 (270 idamage, DC 108 PPD save for half)

Air in room transforms into Elemental Radiance Trap; DL 10; Search DC 109 (36 Wis damage/s, DC 106 Spell save for half)

Machine that (causes/has/or is) Poison

[x1] Distance Distortion: All distances in room are quartered

[x2] Berserk - Room is permanently and continuously Berserked, only creatures with an immunity or a personal bubble against it garlic

bong; ringing

Thorash the iridescent Platinum Valkyrie (Skateboard); Marley the aggressive Admiral Monster (Wings)

60,838gp

a lava lamp, 25gp

Scroll of Spell Catching, 34150gp

Pitch-black Shield [AT+13] +49 AC/+5 Saves; 1M: SL/2 instances of Resist Fire; CL 44; SL 10, 500460gp

DL X Tiny Warrior classes Dragons x(36) x[2]

AC 1003, HD 15, hp 4200, WR 137% #Att 12, TH ÷ AC/Save DC by 110, dmg 1008

Str 29, Dex 68, Con 65, Int 65, Wis 21, Chr 21, 20kxp

Prepared effects:

[Psi3½ Grand] Null Psionics Field: Create a field where psionic power does not function.

[Psi45 Major] Energy Sheath: SL^2 hp Armor spell, self only, stacks with the (Wizard) Armor spell

[Wiz SL10] Fourth & Fifth Level Magic-User Spells:

[Pri SL4] Resist [E=4 element]: Pick an E=4 element, you resist it for 1 hour.

[Psi3 Super] Affinity Field: Effects that affect you also affect others.

[Psi54 Ultra] Absorption Field: Stops SL/2 mental attacks or mental-affecting powers on you

[Psi-12T Super] Spirit Preservation: +5\*CL% aXR

[Psi-12L Super] Spirit Resistance: +5\*CL% XR

[Psi29 minor] Gaze Reflection:

[Pri SL4] Resist [E=4 element]: Pick an E=4 element, you resist it for 1 hour.

Combat effects:

[Psi-3 Super] Astral Destruct IX: Astral destruct fights for you.

[Psi-6N minor] Naturalize: Dispel one non-natural effect (or) Turn off one non-natural item for 1 turn

[Psi6E Super] Know Truename: As the 9th level Diviner spell

[Wiz SL1] Death Spell 1: Slay 1d12 HD of creatures (save)

[Psi54 minor] Phobia: Fear (SL saves)

[Pri SL5] Dispel Innates: Dispel Innates

[Psi-9 Ultra] Nightmare: Improver Beam: +CH/6 to being's multiplier (will be Set in 1r)

[Pri SL9] Dispel Evil 9: Dispel 5 evil targets (can target the same thing more than once) (save)

[Psi-12T Super] Bring Animals VIII: Summon CL\*5 Animals using ML VIII chart, you pick the result

[Pri SL6] Remove Curse 6: Cure 3 curse effects (reverse causes that many, save for each)

Dungeon012120 - Dungeon Level 10

Room # 12

Sitting Room

5ft. long x 40ft. wide x 50ft. tall

casket; candlesticks

Sliding Door (slides left/right into wall) leading to a hallway 5ft. long x 10ft. wide x 20ft. tall

Room transforms into Elemental Vacuum Trap; DL 10; Search DC 101 (84 Cml damage/s, DC 107 RSW save for half)

Air in room transforms into Elemental Positive Energy / Life Trap; DL 10; Search DC 105 (32 Chr damage/s, DC 106 Breath Weapc

Fireplace that (causes/has/or is) Talks - Poetry / Rhymes

[x1] Psionist abilities cannot be used in the room, existing effects are OK

[x2] Capital F Folded - Room is permanently and continuously Capital F Folded, only creatures with an immunity or a personal bandages

footsteps (side); thud

Kelrath the awful Warrior Agent (Thingamabob); Janthra the kewl Professor Conqueror (Holy)

5,126gp

a laser energy pack, 10gp

Flesh-coloured Stone [4d4] +36 Th/+4 dmg 15+/x8; 1V: Magic Jar (SL/2 saves); CL 44; SL 10, 500730gp

Tawny Dust: +5 level(s) of exceptional Dex, 500660gp

DL X Huge Mirror Universe Faeries x(7) x[1]

|iAC| 1003, HD 81, hp 6464, RR 1950% #Att 19, TH ÷ AC/Save DC by 110, dmg 802

Str 24, Dex 44, Con 70, Int 55, Wis 71, Chr 65, 20kxp

Prepared effects:

[Pri SL1] Animal Companion: Make an animal your companion (not familiar) {1 creature}

[Psi-6G Grand] Wrath †: 1bM: Can use an extra 1P each segment this round; Immune to Fire and Negative

[Wiz SL2] Blur (3): 20% WR vs. creatures without True Sight {self only}

[Wiz SL1] Shield (1): Immune Force; AC2 source; +1 saves {self only}

[Pri SL8] Antimagic Field : Negates magic within 10 ft.

[Psi45 minor] Kinetic Control: SL/2 (round down) instances of Resist telekinesis; +SL\*10% damage with telekinesis effects

[Psi24 Grand] Rogue points 30: This class gives an extra +30 Rogue points per level.

[Psi12C Super] Grand Chaos: All die rolls by all creatures within 240' of caster become either minimum (50%) or maximum (50%)

[Pri SL5] Summon Monster V : Summons a DL V monster (1 turn)

[Pri SL3] Goodberry 3: Creates 12 goodberries

Combat effects:

[Wiz SL7] Plane Shift : Up to eight subjects travel to another plane.

[Wiz SL5] Dispel Innates:

[Wiz SL10] Prismatic Wall 10: 10 Prismatic colors or 8 MultiPrismatic colors (may repeat colors in either mode)

[Psi29 Ultra] Annihilation Bolt LVLd20:

[Psi3 Super] Astral Construct IX: Astral construct fights for you.

[Psi-17 Ultra] (no name): Word of Destruction: Room shape is rearranged, everyone in room (incl. PCs) take a slay (save) and a bl

[Pri SL7] Hold Person/Monster 7: Hold 9 person or 7 monster targets (save)

[Pri SL2] Cure Moderate Wounds (3): Cure 4d8+L (choose 2 dice) (or) 12+L hp {Touch, 1 creature}

[Wiz SL2] Prismatic Wall 2: 2 Prismatic colors

[Pri SL10] Heal 10: Cure to 200% of max hp (max Heal 10 can cure at once = 2000 hp)