

Dungeon012320 - Dungeon Level 1

Room # 1

Museum

25ft. long x 45ft. wide x 30ft. tall

Walls of Insects; stuffed beast

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

clicking; shuffling

Kamish the bizarre Atomic -oid (Rainbow); Lothriel the valorous Yellow Death (Hovercraft)

Cell Adjustment I Trap; DL 1; Search DC 11 (Psionicist CL 2, DC 11 Will save to negate), (multiple targets)

Wall that (causes/has/or is) side-sliding

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

208gp

holy water

milky eyeballs, +2 AC, 0gp

loun Stone of Sha'ir (Know all allowed spells up to spell level 3), 5210gp

Rose-coloured Cup: +100 PSP's, 5110gp

DL I Diminutive Inner-Planar Eelementals x(2) x[1]

AC 12, HD 2, hp 4, RR 28% #Att 2, TH ÷ AC/Save DC by 2, dmg 5

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

Immune 1 element., Immune critical hits, poison, sleep, paralysis, stunning. Has no soul. Immune to its own eelement.

Prepared effects:

[Psi45 minor] Force Field vs. Mental: Immune to spell level 0 to SL-1 mental attacks

Combat effects:

[Wiz SL1] Taunt: One or more creatures of 1 type taunted (save) {1 group}

Dungeon012320 - Dungeon Level 1

Room # 2

Treasure Room

25ft. long x 45ft. wide x 35ft. tall

chains; fallen stones

Revolving/Swinging Door leading to a hallway 45ft. long x 10ft. wide x 15ft. tall

bellow (ing); steamy near ceiling

Cethry the crazy Cyber- Sidekick (Surfboard); Detho the intangible Demolition Detective (Zip-line)

Air in room transforms into Elemental Force Trap; DL 1; Search DC 11 (2 Str damage/s, DC 11 RSW save for half)

Door, Secret that (causes/has/or is) Illusionary wall concealing a pit above

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

201gp

dried peas

candlestick, exotic, 10d15 (80), 400gp

Slate Cube [1d12] +1 Th/+1 dmg 18+/x3; 1M: Hold Person; CL 7; SL 1, 5250gp

Cursed Ring/Great Kingdom, 2430gp

DL I Medium Joke Goblin/Orcs x(1) x[2]

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

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

Has Punomancy, Dark Vision, Stay conscious past 0hp. Light Sensitivity

Prepared effects:

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

Combat effects:

[Psi-2 minor] Time Diminish: -3 M, -3 P, -3 V (save); -1 more each type

Dungeon012320 - Dungeon Level 1

Room # 3

Study

5ft. long x 25ft. wide x 35ft. tall

sheet; Bridge, Ice

Unusual Material Door, roll on [E5] leading to a hallway 25ft. long x 15ft. wide x 15ft. tall

ringing; bang, slam

Donoagi the wicked Wombat Weirdo (Thiotimoline); Galoa the extraordinary Super Hive (Zepplin)

Razor-Wire Room Trap; DL 1; Search DC 11 (4 damage, DC 11 Breath Weapon save for half)

Machine that (causes/has/or is) Gate (to random plane) in room (cannot be dispelled unless a x2 or higher being steps through f

[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)

180gp

ladle

a pod of milkweeds, 10gp

Flesh-coloured Medallion [AT+6] +1 AC/+1 Saves; 1Z: 1 of your weapon attacks occurs at start of round; can pick up 1 weapon w

loun Stone, Normal, Infravision 120', Ultravision 120 yards, 8110gp

DL I Small Buffyverse Elf/Avalons x(3) x[2]

AC 12, HD 2, hp 16, #Att 1, TH ÷ AC/Save DC by 2, dmg 3

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

Has 50th Edition abilities, Immune sleep.

Prepared effects:

[Psi23 minor] Muffling Cloud: Muffles sound, 30% spell failure

Combat effects:

[Pri SL1] Hold Person/Monster 1: Hold 3 person or 1 monster targets (save)

Dungeon012320 - Dungeon Level 1

Room # 4

Divination

15ft. long x 25ft. wide x 10ft. tall

Floors of Fire; relief

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

clashing; knocking

Mandisa the horrible Giant Werewolf (Psycho-); Lammas the intangible Green Tiger (Willpower)

Inhaled Prismatic Trap; DL 1; Search DC 11 (10 damage, DC 11 Breath Weapon save for half)

Pedestal that (causes/has/or is) Takes/Steals

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

832gp

discarded weapons

a stuffed orc, 0gp

Zagy's Spell Component Case, 6230gp

Pipes of Haunting, 3250gp

DL I Medium Priest-classes Leeches x(3) x[1]

AC 12, HD 3, hp 32, RR 58% #Att 1, TH ÷ AC/Save DC by 2, dmg 5

Str 14, Dex 16, Con 16, Int 15, Wis 15, Chr 13, 0.01kxp

Knows Priest spells, 0, 1/half segment: Remove a SEL=DL status effect.

Prepared effects:

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

Combat effects:

[Pri SL1] Entropic Shield: Any missile has a 20% chance to miss you {self only}

Dungeon012320 - Dungeon Level 1

Room # 5

Trophy Room

45ft. long x 25ft. wide x 50ft. tall

chair, padded; scroll tube

Membrane Portal (Module Q1 Web Level 4) leading to a hallway 50ft. long x 5ft. wide x 10ft. tall

chirping; splashing

Adal the unpleasant Gold Squid (Trident); Shaeroon the crazy Cat Dancer (Spiritual)

Fusillade of Jaws Trap; DL 1; Search DC 11 (Attack +17 ranged, 2d2 damage)

Arch that (causes/has/or is) Magical Pool/Throne: Turns gold into platinum (50%) or lead (50%)

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

239gp

magnify glass

a wooden elven spear, exotic, 10d13 (70), 554gp

Roseate Helm [AT+6] +1 AC/+1 Saves; 1P: One die roll within 1 round is adjusted as you wish (max of ±LVL%); CL 5; SL 1, 5540gp

Pearl Cork: +1 level(s) of exceptional Wis, 5110gp

DL I Fine Outer-LE Spirit-of-the-Lands x(2) x[3]

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

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

Dark vision, Telepathy, immune fire and poison, resist acid and cold, Can summon other Outer LE, Incorporeal

Prepared effects:

[Psi8 minor] Hard Resistance to Radiation: Double resist radiation (1/4, save for 1/10), Ignore gaining Psi9/18/27 powers due to

Combat effects:

[Psi30 minor] Stun Touch: Astral stunning

Dungeon012320 - Dungeon Level 1

Room # 6

Animal Pens

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

shaft; prism

Teleport Door (other side is far away) leading to a hallway 25ft. long x 20ft. wide x 25ft. tall

coughing; humming

Goldmarrow the diabolical Magnetic Crustacean (Genetic engineering); Assaracus the mesmerizing Winged Monkey (Glue)

Rolling Blades Trap; DL 1; Search DC 11 (Attack +20 melee, 2d2 Con damage)

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

[x1] Combat spells function at triple effect

285gp

cracks

a fur cloak, +1 AC, 191gp

Rose Staff [1d4] +1 Th/+1 dmg 19+/x4; 1M: SL*CL/2 Sound damage (no save) and SL/2 instances of deafness (save); CL 6; SL 1, 5

Sandy Scroll: Free Wyrmslayer Kit: +4 TH and x+1 dmg vs. Dragons and Dragon-kin, Free bonus Dragon Lore proficiency, 5110gp

DL I Diminutive Collectiverse/Gooneyverse/etc. Spirit-of-the-Lands x(1) x[3]

AC 11, HD 2, hp 4, #Att 2, TH ÷ AC/Save DC by 2, dmg 3

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

Immune disintegration and annihilation, Incorporeal

Prepared effects:

[Psi-9 minor] Specific Reduction: takes -1d4 dmg/m on contact w/ substance

Combat effects:

[Psi45 minor] Neural Manipulation: Minor: Seizure (-2 all rolls, save); Major: Paralysis (SL/3 saves)

Dungeon012320 - Dungeon Level 1

Room # 7

Sitting Room

35ft. long x 15ft. wide x 30ft. tall

tongs; alcove

Dimension Door (as the spell) leading to a hallway 45ft. long x 15ft. wide x 20ft. tall

breeze, slight; steamy

Charcemish the self-righteous Ambush Pain (Gun); Jalun the uncanny Delta Legion (Shield)

Lowering Wall Trap; DL 1; Search DC 11 (4 damage, DC 11 PP save for half)

Monster that (causes/has/or is) Changes - Alignment

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

481gp

clay

the pirate captain's amulet, 20gp

loun Stone, Normal, Regenerate (non-troll-like) 1 hp/r, 5350gp

Teal Armor, Heavy [AT+6] +1 AC/+1 Saves; 1P: Animate Object (hp=PL*4, #Att=1, TH +PL, dmg PLd2); CL 7; SL 1, 6020gp

DL I Small Custom-classes Spirit-of-the-Lands x(1) x[1]

AC 12, HD 2, hp 16, #Att 2, TH ÷ AC/Save DC by 2, dmg 3

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

Has Custom abilities, Incorporeal

Prepared effects:

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

Combat effects:

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

Dungeon012320 - Dungeon Level 1

Room # 8

Psionist's Chamber/Lab

10ft. long x 15ft. wide x 20ft. tall

manacles; shelf

Double Door, roll again for type leading to a hallway 5ft. long x 25ft. wide x 20ft. tall

steamy near ceiling; downdraft, strong

Taldor the foul Fighting Droid (Discs); Daimos the immoral Fly Panther (Gun)

Injected Sand Trap; DL 1; Search DC 11 (10 damage, DC 11 Fortitude save for half), (multiple targets)

Arch that (causes/has/or is) Greed-Producing

[x1] Conjunction spells function at triple effect

270gp

thumb screw

a diamond wedding ring, 1000gp

Inky Shortspear [1d6] +1 Th/+1 dmg 20+/x2; 1Z: Fear (save vs. spell at -CL/3); CL 7; SL 1, 5990gp

Royal blue Sword, bastard [1d10] +1 Th/+1 dmg 18+/x3; 1P: Does 5d8+6 damage by touch (no save); CL 6; SL 1, 5630gp

DL I Fine Henchmen Intelligent-Trap/Trick/Specials x(5) x[2]

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

Str 16, Dex 14, Con 13, Int 17, Wis 15, Chr 15, 0.01kxp

Has henchmen spells, Incorporeal, Find/Remove Trap/Trick/Special halves hp

Prepared effects:

[Wiz SL1] Fire Shield 1: Anyone who melees with you takes 10% dmg back

Combat effects:

[Psi-1 minor] Cell Rearrangement: Heals/Harms N% of max hp; Max N = level*5; Cure/Cause Curse = 20/70

Dungeon012320 - Dungeon Level 1

Room # 9

Cistern (holds water)

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

cloth (altar); vestry (clothing)

Intelligent Door, see [E7], might have ego score leading to a hallway 5ft. long x 15ft. wide x 20ft. tall

bellow (ing); wind, strong

Zivon the Nomad the dazzling Violet Longshoreman (Rollerblades); Brage the invincible Scarab Specter (Motorcycle)

Passage transforms into Elemental Creation Trap; DL 1; Search DC 11 (4 Con damage/s, DC 11 Will save for half)

Statue that (causes/has/or is) Releases - Magic Item

[x1] Dimensional Mine Generator (one mine per year, hits a random player or monster, takes 1d2 dmg and is Berserk)

834gp

harpoon

Thieve's gloves, +1 AC, 99gp

Aquamarine of Spell Extending: Apply the Metamagic Extend Spell to a 0th – 6th lvl spell, 1/day., 8930gp

Twinkling Cube [1d8] +1 Th/+1 dmg 20+/x2; 1P: Deflect a missile; CL 5; SL 1, 6060gp

DL I Small Internet Leeches x(7) x[4]

AC 11, HD 2, hp 16, #Att 2, TH ÷ AC/Save DC by 2, dmg 3

Str 16, Dex 16, Con 14, Int 13, Wis 17, Chr 17, 0.01kxp

Psilink, Immune Web, 0, 1/half segment: Remove a SEL=DL status effect.

Prepared effects:

[Psi81 minor] Density Increase 2: x2 mass; +2 Str; -2/attack (physical or energy)

Combat effects:

[Psi-12C minor] Cthulhoid Swarm II: Summon CL Monsters using ML II "Weird" chart (random)

Dungeon012320 - Dungeon Level 1

Room # 10

Dining / Feast Hall

40ft. long x 10ft. wide x 50ft. tall

bell (huge); phial

Iris Door (seals as a spiral) leading to a hallway 45ft. long x 5ft. wide x 10ft. tall

hooting; slithering

Egor of Gorodok the sarcastic Doctor Super-Villain (Lunar); Manton Arrowthrasher the psychotic Duke Women (Water)

Air in room transforms into Elemental Conduit Trap; DL 1; Search DC 11 (2 Wis damage/s, DC 11 PPD save for half)

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

[x1] Dimensional Mine Generator (one mine per round, hits a random player or monster, takes 1d30 dmg and is Berserk)

193gp

hourglass

a brown mushroom, 9gp

Straw-coloured Weapon Gemlet [1d8] +1 Th/+1 dmg 19+/x2; 1M: Dominate all actions (SL/5 saves); CL 7; SL 1, 5530gp

Walnut Bullets, sling (10) [1d6] +1 Th/+1 dmg 20+/x3; 1P: ½M, -4 current hp: 30' r: CLd6 unholy radiance (no save), good-align h

DL I Medium Tarrasque-World Avian/Birds x(1) x[1]

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

Str 12, Dex 14, Con 16, Int 15, Wis 17, Chr 17, 0.01kxp

Mreflection DL*10%, Flys. Has 2 Wings, 2 talons, and a beak.

Prepared effects:

[Psi9 minor] Resistance to Poison: CH*5% Poison Resistance (non-adj.)

Combat effects:

[Psi18 minor] Psi: Spray: LVL targets:1d10 telekinetic dmg(save:½)

Dungeon012320 - Dungeon Level 1

Room # 11

Wafer Closet/Toilet

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

fireplace; Walls of Plants

Locked Door, Mechanical leading to a hallway 15ft. long x 10ft. wide x 10ft. tall

downdraft, slight; howling

Cnut the daring Mutant Vulture (Blade); Faxton the unethical Mind Jackal (Pellets)

Inhaled Fog Trap; DL 1; Search DC 11 (2 Cml damage, DC 11 Spell save to negate)

Room (Floor) that (causes/has/or is) Monster Generator: Humanoid (summons a Humanoid every segment)

[x1] Gravity low 1/5 of a G (-4 Dex, move rate divided by 3, falling dmg = 0, Z actions reduced to 1/s, -1 Con/week)

5gp

pellets

some dates, 1gp

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

Carnelian Weapon Gemlet [1d8] +1 Th/+1 dmg 19+/x3; 1M: One creature hypnotized (save); CL 6; SL 1, 5400gp

DL I Tiny Nightmare-Dimension Kobolds x(3) x[1]

AC 12, HD 2, hp 8, #Att 1, TH ÷ AC/Save DC by 2, dmg 5

Str 17, Dex 12, Con 15, Int 12, Wis 16, Chr 14, 0.01kxp

ER DL*5%, Can overbear in numbers.

Prepared effects:

[Psi30 minor] Armor: Melee:+½ AC,-1dmg per hit/succ

Combat effects:

[Wiz SL1] Summon Monster I: Summons a DL 1 creature to fight for you {1 creature}

Dungeon012320 - Dungeon Level 1

Room # 12

Entry/Vestibule

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

wall basin; table (large)

Locked Door, Mechanical leading to a hallway 30ft. long x 25ft. wide x 15ft. tall

slithering; scuttling

Marou the horrible Bionic Gods (Snowshoes); Azle the deadly Adolescent Specter (Stinger)

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

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

[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)

221gp

skull

bracelet of night, +2 AC, 330gp

Magenta Shield [AT+6] +1 AC/+1 Saves; 1V: SL/2 (round down) instances of Resist telekinesis; +SL*10% damage with telekinesis

Umber Newspaper: Free Least Aasimon Familiar, 5110gp

DL I Tiny Internet Illusionarys x(6) x[2]

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

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

Psilink, Immune Web, Incorporeal

Prepared effects:

[Psi-2 minor] NoBlink: Blinking does not function within 100'; within 1000'

Combat effects:

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

Dungeon012320 - Dungeon Level 2

Room # 1

Warrior's Chamber/Lab

40ft. long x 20ft. wide x 45ft. tall

grindstone; curtain/tapestry

Specialed Door, roll on [D6] leading to a hallway 45ft. long x 5ft. wide x 15ft. tall

foggy near ceiling; dank, mouldy smell

Dynaheir the egotistical Commodore Entity (Crossbow); Dottir the mischievous Time Terror (Mist)

Lowering Container Trap; DL 2; Search DC 21 (8 damage, DC 21 Reflex save for half)

Fire that (causes/has/or is) Collapsing

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

1,102gp

harp

Oath of Vengeance, +3 AC, 1500gp

Oil of Armor, 8130gp

Bag of Holding 1: Up to 250 lbs. feels like 15 lbs. Volume limit of 30 cubic feet., 5010gp

DL II Fine City/Town Oozes x(10) x[1]

AC 41, HD 6, hp 6, RR 230% #Att 2, TH ÷ AC/Save DC by 3, dmg 10

Str 17, Dex 23, Con 15, Int 13, Wis 23, Chr 14, 0.05kxp

Has hirelings, No INT score. Immune mind-affecting, critical hits, gaze attacks, illusions, poison, sleep, paralysis, polymorph, and

Prepared effects:

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

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

Combat effects:

[Psi-1 minor] Reverse ESP: 0, 1/r: Target hears your thoughts and must save or insane.

[Psi72 minor] Snare: Target can't move (Reflex save)

Dungeon012320 - Dungeon Level 2

Room # 2

Psionist's Chamber/Lab

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

fire pit; box (large)

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

giggling (faint); "Bleah!" (off in the distance)

Mortwick the opportunistic Dare- Pirate (Scimitar); Rerente the awesome Iron Commando (Catamaran)

Air in room transforms into Elemental Silt Trap; DL 2; Search DC 22 (8 Str damage/s, DC 21 Spell save for half), (multiple targets)

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

[x1] Illusion spells function at zero effect

2,902gp

bottle

Sugar Cube for a Cup of Tea, +2 AC, 1gp

Yellow Gauntlets [AT+6] +16 AC/+32 Saves; 1P: Damage with one physical weapon is multiplied by 1.25; CL 9; SL 2, 20930gp

Inky Potion: +1 level(s) of exceptional Str, 20210gp

DL II Large Warrior-classes Faeries x(2) x[1]

AC 41, HD 18, hp 320, #Att 4, TH ÷ AC/Save DC by 3, dmg 10

Str 23, Dex 24, Con 19, Int 20, Wis 19, Chr 17, 0.05kxp

Has warrior picks, Overwrite AC to |AC|, Flys, No target.

Prepared effects:

[Psi100 minor] Psionic Trigger: Contingency for 2 psi powers (still need points)

[Pri SL2] Goodberry 2: Creates 8 goodberries

Combat effects:

[Psi29 minor] Sleep:

[Psi29 minor] Sleep:

Dungeon012320 - Dungeon Level 2

Room # 3

Pool

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

skull; grindstone

Locked Door, Magic/Psi leading to a hallway 30ft. long x 15ft. wide x 15ft. tall

jingling; wind, strong

Nothnarg the indescribable Sister -noid (Vibranium); Raguel the contemptible Hawk Fire (Suction Cup)

Lesser Cell Adjustment Trap; DL 2; Search DC 22 (Psionicist CL 4, DC 21 Will save to negate)

Wall that (causes/has/or is) Changes - Class

[x1] Nothing in the room can be affected by Mirror Image, Planar Displaced, No target

1,072gp

food scraps

a pair of splint mail sleeves, +1 AC, 145gp

Hazel Armor, Light [AT+6] +16 AC/+1 Saves; 1M: Immune Sleep; CL 9; SL 2, 20240gp

Wand of Magic Missiles (/miss.), 4110gp

DL II Medium Outer-LE Viruss x(7) x[4]

AC 44, HD 12, hp 160, CR 98% #Att 1, TH ÷ AC/Save DC by 3, dmg 17

Str 23, Dex 14, Con 22, Int 17, Wis 21, Chr 16, 0.05kxp

Dark vision, Telepathy, immune fire and poison, resist acid and cold, Can summon other Outer LE, Can infect things. Immune mir

Prepared effects:

[Psi8 minor] Construct Power/Defensive Item 1: Create a "Power" type item (see next page) of TechL=CL, each TechL takes 1S ac

[Wiz SL1] Blink Wounding: Caster "blinks" randomly if struck by weapon

Combat effects:

[Pri SL2] Remove Paralysis (3): Removes paralysis/hold/slow; up to 4 targets {1 group}

[Wiz SL1] Shock Bolt {reverse: Grave Bolt}: CLd4 lightning {grave} damage, area 30' line, no save

Dungeon012320 - Dungeon Level 2

Room # 4

Workshop

40ft. long x 5ft. wide x 20ft. tall

screen; Bridge, Bone

(Stone Door, Normal) leading to a hallway 10ft. long x 20ft. wide x 5ft. tall

roar(ing); music

Gamaliel the bothersome American Ninja (Crowbar); Kelma the happy Do-Gooder Trooper (Thiotimeline)

Contact Heat / Warmth Trap; DL 2; Search DC 22 (2 Chr damage, DC 22 PPD save to negate)

Ceiling that (causes/has/or is) Magical Pool/Throne: Teleports (roll 1d4): (1) Back to surface, (2) Elsewhere on this DL, (3) 1 DL dc
[x1] Turning Undead is at -1 CL and -2 to the 1d20 turn roll (these are fixed amounts, rolled once)

2,010gp

candlestick

a MAGNIFICENT treasure!, 0gp

Brazier of Sleep Smoke, 3520gp

Dark Staff [1d6] +4 Th/+2 dmg 19+/x3; 1M: As the wizard spell "Continual Darkness"; CL 7; SL 2, 20370gp

DL II Small Desert/Arabian Outers x(4) x[1]

AC 44, HD 8, hp 40, #Att 4, TH ÷ AC/Save DC by 3, dmg 26

Str 15, Dex 17, Con 16, Int 18, Wis 19, Chr 15, 0.05kxp

Has mtg C spells, No soul. Dark vision.

Prepared effects:

[Psi8 minor] Create Technological Monster I: Create a DL I Technological Monster (AC=4*CL, hp=8*CL, Str=2*CL)

[Psi8 minor] Create Technological Monster I: Create a DL I Technological Monster (AC=4*CL, hp=8*CL, Str=2*CL)

Combat effects:

[Psi45 minor] Serial Immortality: 0, 1/d: Resurrection, self only, there is a delay of (11-SL) rounds

[Psi72 minor] Deflection: Take -PL² dmg on one physical attack

Dungeon012320 - Dungeon Level 2

Room # 5

Storage

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

Walls of Webs; caldron

Plant Door (as the spell) leading to a hallway 30ft. long x 10ft. wide x 5ft. tall

buzzing; "Bleah!" (off in the distance)

Dagos the abhorrent Miss Clan (Club); Krangath the vicious Lightning Blaster (-O-matic)

Electrified Chute Trap; DL 2; Search DC 21 (4 Chr damage, DC 21 Spell save to negate)

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

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

864gp

butter

an encrypted scroll, 'cure blindness' 'remove curse' 'cure poison' ", 173gp

Rose-coloured Clothes: +2bQC Action(s), 20120gp

Sooty Robe [AT+6] +16 AC/+16 Saves; 1M: Gaze attacks hold no terror for you.; CL 12; SL 2, 20490gp

DL II Diminutive Psionicist-classes Undeads x(15) x[1]

AC 43, HD 4, hp 10, #Att 3, TH ÷ AC/Save DC by 3, dmg 18

Str 21, Dex 18, Con 14, Int 20, Wis 16, Chr 16, 0.05kxp

Know a Psi frequency, No CON score. Immune to critical hits, ability damage or drain, poison, sleep effects, paralysis, stunning, d

Prepared effects:

[Wiz SL2] Globe of Invulnerability 2: Immune to spells with SL=0 to 1

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

Combat effects:

[Psi-6G minor] Possess: Target dominated (Will save); takes $(CL+3)^2$ dmg/s; you can't use actions while this runs

[Wiz SL2] Charming II: Charms up to 2 monsters, gets a new save every turn

Dungeon012320 - Dungeon Level 2

Room # 6

Office

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

divan; wheel

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

howling; rotting vegetation smell

Kizzaf the vicious Cobalt Network (Blowgun); Bracken the grotesque Compu- Pain (Spear)

Mechanical Creation Trap; DL 2; Search DC 22 (Psionist CL 4, DC 22 Spell save to negate)

Fireplace that (causes/has/or is) Electrical Shock

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

2,363gp

waterclock

a fuzzy blue pelt, +2 AC, 10gp

Necklace of Prayer Beads (each), 8320gp

Pale Clay pot: +1 Level(s) in a Psionist Group Class, 20220gp

DL II Large Shangri-La Cthulhoid-Horrors x(8) x[3]

AC 43, HD 9, hp 160, #Att 1, TH ÷ AC/Save DC by 3, dmg 10

Str 15, Dex 24, Con 23, Int 15, Wis 19, Chr 16, 0.05kxp

Has no truename, Immune Lost, Has a bizarre anatomy, strange abilities, an alien mindset, or any combination of the three.

Prepared effects:

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

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

Combat effects:

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

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

Dungeon012320 - Dungeon Level 2

Room # 7

Crypt / Burial Chamber

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

cassocks (robes); lectern

Tricked Door, roll on [D5] leading to a hallway 5ft. long x 15ft. wide x 15ft. tall

sneezing; updraft, strong

Armida the immoral Bat Mutant (Unexplained); Glendaloth the famous Quin- Fury (Radiation)

Basic Deathblades Trap; DL 2; Search DC 22 (Attack +6 melee, 4d2 damage)

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

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

2,546gp

mink pelt

a eye-queue vine, +1 AC, 1gp

Yellowish Talisman [AT+6] +1 AC/+32 Saves; 1P: Create 1 Mirror Image (max = PL); CL 9; SL 2, 20240gp

Olive Girdle [AT+37] +4 AC/+8 Saves; 1P: Gain damage reduction 2/-.; CL 12; SL 2, 20170gp

DL II Small Star-Wars-Loop Artifacts x(6) x[1]

AC 42, HD 6, hp 40, #Att 2, TH ÷ AC/Save DC by 3, dmg 17

Str 17, Dex 22, Con 20, Int 16, Wis 21, Chr 23, 0.05kxp

Has force powers, Ego Score, Can dominate things.

Prepared effects:

[Psi45 minor] Invisibility: Improved Invis.

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

Combat effects:

[Wiz SL1] Death Spell 1: Slay 1d12 HD of creatures (save)

[Pri SL1] Entropic Shield: Any missile has a 20% chance to miss you {self only}

Dungeon012320 - Dungeon Level 2

Room # 8

Bedroom/Boudior

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

dung heap; Floors of Plants

(Stone Door, Normal) leading to a hallway 15ft. long x 25ft. wide x 15ft. tall

clear; knocking

Calaurea the philanthropic Senora Imp (Nullifier); Tayan the terrible Rocket Mutant (Magnetic)

Spiked Portcullis Trap; DL 2; Search DC 22 (4 damage, DC 22 Breath Weapon save for half)

Arch that (causes/has/or is) behind tapestry

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

2,393gp

mushroom spores

a box, 3gp

Multi-colored Talisman [AT+6] +1 AC/+1 Saves; 1M: Mirror Image (1 image), it has SL³ hp; it flies at SL*3"; you can cast Psi45 ef

Rosy Tooth picks: +1 Level(s) in a Priest Group Class, 20220gp

DL II Small Warrior-classes Spirit-of-the-Lands x(5) x[1]

AC 42, HD 6, hp 80, CR 33% #Att 3, TH ÷ AC/Save DC by 3, dmg 18

Str 17, Dex 19, Con 19, Int 22, Wis 18, Chr 24, 0.05kxp

Has warrior picks, Incorporeal

Prepared effects:

[Pri SL2] Resist Elements: -12 dmg/r from 1 of: acid/cold/lightning/fire/sound {Touch, 1 creature}

[Psi4 minor] hp *1.25: Multiply hp by 1.25

Combat effects:

[Pri SL2] Command 2: Target makes 2 saves, each missed save allows 1 word for a command to be given

[Psi45 minor] Serial Immortality: 0, 1/d: Resurrection, self only, there is a delay of (11-SL) rounds

Dungeon012320 - Dungeon Level 2

Room # 9

Hall

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

sack; caldron

Phase Door (phases in/out every so often) leading to a hallway 25ft. long x 25ft. wide x 25ft. tall

gong; manure smell

Hrafn Glumson the wingless Power Aardvark (Balloon); Kolmac the cold-blooded Mistress Dusk (Chain)

Razor-Wire Chute Trap; DL 2; Search DC 22 (8 Con damage, DC 21 Will save to negate)

Force Field that (causes/has/or is) behind tapestry

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

2,898gp

loom

an ashen wand, 'cause critical', 186gp

Peacock blue Scimitar [1d10] +1 Th/+32 dmg 16+/x3; 1M: Fear (SL saves); CL 14; SL 2, 20960gp

loun Stone, Normal, Airy Water 30'r continuous, 7520gp

DL II Diminutive Cloud Cthulhoid-Horrors x(15) x[2]

AC 44, HD 4, hp 20, RR 170% #Att 3, TH ÷ AC/Save DC by 3, dmg 9

Str 16, Dex 24, Con 18, Int 18, Wis 20, Chr 13, 0.05kxp

Flys with perfect maneuverability., Has a bizarre anatomy, strange abilities, an alien mindset, or any combination of the three.

Prepared effects:

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

[Wiz SL1] Fire Shield 1: Anyone who melees with you takes 10% dmg back

Combat effects:

[Psi72 minor] Disintegration: Disintegrate one nonliving object

[Psi54 minor] Flash: Light (can blind a person, make SL saves)

Dungeon012320 - Dungeon Level 2

Room # 10

Workshop

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

Walls of Ice; charcoal bin

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

sneezing; shuffling

Avaron the impossible Light Hillbilly (Scythe); Tavira the mesmerizing Miracle Sentinel (Blaster)

Air in room transforms into Elemental Pyre Trap; DL 2; Search DC 22 (4 Con damage/s, DC 22 Spell save for half)

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

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

1,091gp

lasso

a bearskin cloak, +2 AC, 145gp

Umber Toe ring: +1 Level(s) in a Psionist Group Class, 20220gp

Periapt of Wound Closure, 9320gp

DL II Fine Alternate-Universe Reptiles x(3) x[1]

AC 43, HD 3, hp 6, #Att 1, TH ÷ AC/Save DC by 3, dmg 18

Str 13, Dex 23, Con 15, Int 24, Wis 23, Chr 20, 0.05kxp

Can affect Bosses and Big Bad's., Half AC from AT. Resist Heat. Usually has a tail and claws

Prepared effects:

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

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

Combat effects:

[Pri SL1] Entropic Shield: Any missile has a 20% chance to miss you {self only}

[Pri SL1] Entropic Shield: Any missile has a 20% chance to miss you {self only}

Dungeon012320 - Dungeon Level 2

Room # 11

Sitting Room

25ft. long x 50ft. wide x 10ft. tall

weapon rack; hamper

Mimic (the monster) leading to a hallway 35ft. long x 5ft. wide x 5ft. tall

rotting vegetation smell; grating

Luiren the zealous Doc Hawk (Rifle); Cyrila the cold-blooded Teen Nova (Kryptonite)

Scything Deathblades Trap; DL 2; Search DC 22 (Attack +22 ranged, 2d2 Con damage)

Pool that (causes/has/or is) Spinning

[x1] Roll 1d50+1 times on the x1 Special table; duplicated results are doubled/tripled/quadrupled/etc.

1,988gp

torch stub

highland sword, sword, 8d12 (52), 1000gp

Aroma of Dreams: If applied to a creature like a perfume, the creature is surrounded by a 10' radius invisible cloud that moves w

Silvery Armor, Light [AT+37] +2 AC/+1 Saves; 1P: -SL per physical attack; CL 14; SL 2, 20530gp

DL II Fine Internet Viruss x(4) x[2]

AC 41, HD 4, hp 12, #Att 3, TH ÷ AC/Save DC by 6, dmg 25

Str 24, Dex 20, Con 20, Int 17, Wis 20, Chr 23, 0.05kxp

Psilink, Immune Web, Can infect things. Immune mind-affecting, critical hits, gaze attacks, illusions, poison, sleep, paralysis, poly

Prepared effects:

[Psi27 minor] Winery: Create a random potion (roll 1 Artificer effect) (use within LVL r or wasted)

[Psi27 minor] Winery: Create a random potion (roll 1 Artificer effect) (use within LVL r or wasted)

Combat effects:

[Wiz SL2] Charming II: Charms up to 2 monsters, gets a new save every turn

[Psi3 minor] Astral Construct II: Create astral construct to fight for you.

Dungeon012320 - Dungeon Level 2

Room # 12

Sitting Room

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

painting; statue(s)

Secret Door, roll again for type leading to a hallway 50ft. long x 20ft. wide x 15ft. tall

groaning; tapping

Tuenna the evil Tiger Hornet (Canoe); Coros the zealous Astro- Octopus (Plasma)

Ingested Storm Trap; DL 2; Search DC 21 (20 damage, DC 21 Spell save for half)

Altar that (causes/has/or is) Gaseous

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

681gp

paste

an easy chair, Ogp

Yellowish Weapon Gemlet [2d4] +1 Th/+1 dmg 17+/x3; 1M: Self-Preservation; CL 10; SL 2, 20360gp

Glassy Gloves [AT+7] +1 AC/+1 Saves; 1Z: -PL dmg per physical attack; CL 9; SL 2, 20370gp

DL II Medium Psionicist-classes Cthulhoid-Horrors x(10) x[3]

AC 43, HD 5, hp 160, #Att 2, TH ÷ AC/Save DC by 3, dmg 17

Str 19, Dex 14, Con 20, Int 22, Wis 16, Chr 14, 0.05kxp

Know a Psi frequency, Has a bizarre anatomy, strange abilities, an alien mindset, or any combination of the three.

Prepared effects:

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

[Psi2 minor] Blink: Blink; Blink Wounding 1/r

Combat effects:

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

[Wiz SL1] Fireball 1: CLd2 fire dmg to a group (save:½)

Dungeon012320 - Dungeon Level 3

Room # 1

Conjuring

25ft. long x 20ft. wide x 5ft. tall

curtain/tapestry; Floors of Ice

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

sneezing; still

Janvel the amazing Space Chimp (Chemical); Narma the wonderful Mud Avenger (Kite)

Cure Disease Trap; DL 3; Search DC 32 (Wizard CL 6, DC 31 Will save to negate)

Idol that (causes/has/or is) Collapsing

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

1,869gp

alcoline salts

a leather backpack, 60gp

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

Sandy Handaxe [2d8] +32 Th/+27 dmg 18+/x5; 1Z: Enemies in your group takes CL dust dmg /s (no save); CL 16; SL 3, 45590gp

DL III Medium Plains Eelementals x(15) x[1]

AC 93, HD 21, hp 480, MR 213% #Att 2, TH ÷ AC/Save DC by 4, dmg 55

Str 15, Dex 21, Con 26, Int 16, Wis 19, Chr 27, 0.1kxp

Has mtg W spells, Immune critical hits, poison, sleep, paralysis, stunning. Has no soul. Immune to its own eelement.

Prepared effects:

[Wiz SL1] Fire Shield 1: Anyone who melees with you takes 10% dmg back

[Psi72 minor] Luck: +/- PL to one die roll

[Psi9 Major] Become Energy: Move at light speed, immune phys.attack

Combat effects:

[Psi6N minor] Self-Preservation: Cure N*4 hp of damage

[Psi-2 minor] Reduced Strength: Strength dmg, Max=level; Max=2*level

Dungeon012320 - Dungeon Level 3

Room # 2

Privy/Secret

50ft. long x 25ft. wide x 5ft. tall

candelabra; firepit

Zombie Door (made of zombies) leading to a hallway 15ft. long x 5ft. wide x 20ft. tall

rustling; jingling

Theresa the ugly Iron Finger (Water); Jilran the clueless Azure Elephant (Cosmic)

Hold Undead Trap; DL 3; Search DC 32 (Wizard CL 6, DC 33 Fortitude save to negate)

Arch that (causes/has/or is) Magical Pool/Throne: Adjusts a random ability score permanently, roll 1d6: (1-2) +1d4, (3-4) -1d4, (5 [x1] Turning Undead is at +12 CL and -20 to the 1d20 turn roll (these are fixed amounts, rolled once)

495gp

teeth/fangs, scattered

a royal visor, +2 AC, 110gp

Primrose Armor, Light [AT+37] +1 AC/+8 Saves; 1M: Immunity to magical/nonmagical poison; CL 18; SL 3, 45660gp

Rosy Wand [1d10] +243 Th/+3 dmg 17+/x2; 1P: Target cannot fly (no save); CL 18; SL 3, 45370gp

DL III Small Monster-classes Elementals x(4) x[1]

AC 96, HD 12, hp 288, RR 84% #Att 4, TH ÷ AC/Save DC by 12, dmg 20

Str 17, Dex 27, Con 23, Int 30, Wis 27, Chr 27, 0.1kxp

Has Master Monster picks, Immune critical hits, poison, sleep, paralysis, stunning. Has no soul. Immune to its own element.

Prepared effects:

[Psi23 Major] Conjuration Cloud: Cloud/Radiance elemental to do service

[Psi23 Major] Conjuration Cloud: Cloud/Radiance elemental to do service

[Psi45 Major] Force Field vs. Mental: Immune to spell level 0 to SL-1 mental attacks

Combat effects:

[Wiz SL1] Shock Bolt {reverse: Grave Bolt}: CLd4 lightning {grave} damage, area 30' line, no save

[Psi0 minor] Arrow Cutting: You get a Dex check (with penalty = enemy's level) for each missile shot at you this round

Dungeon012320 - Dungeon Level 3

Room # 3

Library

25ft. long x 35ft. wide x 15ft. tall

ledge; shrine

Flesh Door leading to a hallway 25ft. long x 20ft. wide x 25ft. tall

chiming; groaning

Malthrox the amphibious Liberty Racer (Train); Shurik the Dog the indescribable Time Avenger (Machine Gun)

Secret Chute Trap; DL 3; Search DC 31 (12 damage, DC 31 RSW save for half)

Pool that (causes/has/or is) stuck

[x1] Distance Distortion: Everyone in the room (incl. PCs) are in the same "group"; all area affects cover the entire room; "Hole in the wall" 2,706gp

ear spoon

a cup of coffee, 2gp

Inky Gloves [AT+21] +243 AC/+3 Saves; 1M: Create a DL I Technological Monster (AC=4*CL, hp=8*CL, Str=2*CL); CL 12; SL 3, 451gp

Pea green Bag: +2 level(s) of exceptional Str, 45210gp

DL III Tiny Desert/Arabian Animals x(13) x[3]

AC 94, HD 5, hp 40, #Att 5, TH ÷ AC/Save DC by 12, dmg 21

Str 24, Dex 22, Con 16, Int 24, Wis 25, Chr 28, 0.1kxp

Has mtg C spells, Low-light Vision, overwrite INT score to 1 or 2. Usually have arms, legs, a head, a tail, and/or wings.

Prepared effects:

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

[Psi45 Major] Resist: Mental: SL/2 (round down) instances of Resist mental attacks

[Psi45 minor] Magnetic Manipulation: SL/2 (round down) instances of Resist magnetism; +SL*10% damage with magnetism effects

Combat effects:

[Pri SL3] Cure Disease: Cures Disease

[Pri SL3] Cure Wounds 3: Cures 6d8 hp (can take offer of 6 per die -> 36 hp)

Dungeon012320 - Dungeon Level 3

Room # 4

Elevator Room

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

Walls of Glass; barrel

Glass Door (transparent) (shatters if opened) leading to a hallway 30ft. long x 10ft. wide x 5ft. tall
still, warm (or hot); squeaking

Esma the marvelous Iron Blade (Wand); Kumar the unkind Laser Entity (Chemical)

Fusillade of Caltrops Trap; DL 3; Search DC 31 (Attack +18 ranged, 2d4 damage)

Monster that (causes/has/or is) Elevator room, descends 2 levels and will not ascend for 30 turns.

[x1] Abjuration spells function at triple effect

2,320gp

round table

a Mississippi Mud Pie, 'bless' " " " ", 100gp

Spruce Armor Gemlet [AT+7] +16 AC/+16 Saves; 1M: Your next attack is poisonous (Death or (SL-1)*10 dmg if they make the sav

Clear Dart [3d6] +4 Th/+27 dmg 17+/x4; 1M: Target saves or loses all P/M actions; CL 18; SL 3, 45900gp

DL III Fine Outer-LE Intelligent-Trap/Trick/Specials x(11) x[1]

AC 96, HD 3, hp 11, CR 101% #Att 5, TH ÷ AC/Save DC by 12, dmg 37

Str 27, Dex 24, Con 21, Int 22, Wis 21, Chr 28, 0.1kxp

Dark vision, Telepathy, immune fire and poison, resist acid and cold, Can summon other Outer LE, Incorporeal, Find/Remove Tra

Prepared effects:

[Pri SL2] Protection from Fire 2: Stop the next CL*4 fire dmg

[Wiz SL3] Psionic Resistance: PsiR 40+CL*5% [duration 3 hours]

[Wiz SL3] Displacement : WR 50%

Combat effects:

[Psi3 Major] Time Hop: Subject hops forward in time 3d6 rounds.

[Psi10 minor] Pillar of Fire: Makes a column of fire (10' wide by 10*CL' high), 1d10 dmg

Dungeon012320 - Dungeon Level 3

Room # 5

Psionist's Chamber/Lab

30ft. long x 10ft. wide x 50ft. tall

chest, large; alembic (alchemical still)

Water Lock Door (holds back a lot of water) leading to a hallway 35ft. long x 5ft. wide x 5ft. tall

acid smell; chlorine smell

Wolgast the astonishing Yellow Prime (Rapier); Maks the Pig the astounding Zoo Wombat (Van)

Inhaled Bone Trap; DL 3; Search DC 31 (30 damage, DC 32 PP save for half)

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

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

4,367gp

grill

the Queenbee's Headdress, +7 AC, 5789gp

Ice blue Eyes [2d8] +1 Th/+32 dmg 20+/x4; 1P: 1bM: One target at negative hp is cured to 0 hp; CL 14; SL 3, 45610gp

Green Dust: +3 Henchmen Slots, 45210gp

DL III Medium Collectiverse/Goeyverse/etc. Dragons x(21) x[1]

AC 91, HD 7, hp 160, #Att 1, TH ÷ AC/Save DC by 12, dmg 21

Str 16, Dex 27, Con 31, Int 16, Wis 27, Chr 25, 0.1kxp

Immune disintegration and annihilation, Breath weapon, dark vision, immune sleep and paralysis.

Prepared effects:

[Wiz SL3] Psionic Resistance: PsiR 40+CL*5% [duration 3 hours]

[Wiz SL3] Psionic Resistance: PsiR 40+CL*5% [duration 3 hours]

[Psi16 Major] Golem Form: Juggernaut: +12" move rate; 1V, charging: 10d10 dmg to one target

Combat effects:

[Psi8 Major] Dispel Technology: Dispels a technological effect

[Pri SL2] Lesser Restoration: Restores temporary lowering of 1 ability score {Touch, 1 creature}

Dungeon012320 - Dungeon Level 3

Room # 6

Map Room / Cartography

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

grill; branding irons

Locked Door, Out of Phase leading to a hallway 5ft. long x 15ft. wide x 10ft. tall

breeze, slight; manure smell

Maryla the mordant Commodore Punisher (Air); Ulzana the unethical Arduous Commando (Zip Gun)

Fusillade of Javelins Trap; DL 3; Search DC 31 (Attack +36 ranged, 4d6 Con damage)

Fireplace that (causes/has/or is) Monster Generator: Undead (summons an Undead every segment)

[x1] Dimensional Mine Generator (one mine per round, hits a random player or monster, takes 1d2 dmg and is Berserk)

722gp

dripping

a slice of Victoria Sandwich Cake, 3gp

Ruddy Staff [1d8] +243 Th/+27 dmg 20+/x3; 1M: You heal 1d8 hp, +1 to next PP save, or restore 1 negative level.; CL 21; SL 3, 4€

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

DL III Huge Psionic Cthulhoid-Horrors x(2) x[1]

AC 91, HD 75, hp 768, #Att 3, TH ÷ AC/Save DC by 4, dmg 38

Str 18, Dex 23, Con 18, Int 30, Wis 16, Chr 25, 0.1kxp

Has a psionic frequency, Has a bizarre anatomy, strange abilities, an alien mindset, or any combination of the three.

Prepared effects:

[Psi10 Major] Pain Block: Target heals 50% of damage taken; Take only 50% of damage received

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

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

Combat effects:

[Psi54 Major] Starbolt: CL*(SL+2) plasma dmg to one target (no save)

[Psi-12C Major] Wild Invocation III: Random 4th (70%) or 5th (30%) SL Wizard Invocation spell

Dungeon012320 - Dungeon Level 3

Room # 7

Pool

40ft. long x 15ft. wide x 45ft. tall

firkin (small barrel); Chasm, Constructed (purposely built)

Revolving/Swinging Door leading to a hallway 25ft. long x 25ft. wide x 10ft. tall

tinkling; whistling

Bergaine the handsome Electra- Octopus (Omni-); Tufala the unlucky Sky Glider (Helicopter)

Melf's Minute Meteors Trap; DL 3; Search DC 33 (Cleric CL 6, DC 32 Spell save to negate)

Well that (causes/has/or is) Wish Fulfillment

[x1] Proof against Teleportation (includes Blinking within room, Plane Shifting, etc.; nothing comes in or out without walking)

8,987gp

water, large puddle

a black marble key, Ogp

Lavender Gauntlets [AT+6] +9 AC/+81 Saves; 1M: Breath weapon is 3/d. Choose a normal (E=1) element. Breath = 50% of current

Sooty Shield [AT+8] +1 AC/+27 Saves; 1M: Transforms arms to poisonous/acid snakes; CL 15; SL 3, 45920gp

DL III Tiny Underdark Unlives x(15) x[3]

AC 94, HD 4, hp 40, #Att 3, TH ÷ AC/Save DC by 4, dmg 75

Str 31, Dex 23, Con 26, Int 22, Wis 27, Chr 29, 0.1kxp

Light Sensitivity, No CON score. Immune to critical hits, ability damage or drain, poison, sleep effects, paralysis, stunning, disease

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] Armor 1: +CL*2 current hp

[Pri SL3] Protection From Fire: Immune normal fire; Absorb 12*CL dmg fire (or) Resist Fire

Combat effects:

[Pri SL2] Remove Degeneration/Wounded: Removes a Degeneration or Wounded effect

[Psi-9 Major] Degenerator: Remove all regeneration sources on target (no save)

Dungeon012320 - Dungeon Level 3

Room # 8

Banquet

10ft. long x 25ft. wide x 35ft. tall

scroll tube; cressets

Locked Door, Magic/Psi leading to a hallway 35ft. long x 20ft. wide x 20ft. tall

still, very chill; dusty

Ravenswood the foul Time-traveling Robot (Throwing Stars); Gaspard Shadowmover the conspiratorial Sub-- Tornado (Prototype Injected Venderant Nelaborong Trap; DL 3; Search DC 31 (60 damage, DC 31 Fortitude save for half), (multiple targets)

Pool that (causes/has/or is) Distorted - Width/Length

[x1] Gas in room: Wis (all in room get +3 to that stat while in room)

7,202gp

odor (unidentifiable)

an oaken door, Ogp

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

Iron-grey Nail clippers: +2 Summon Slots, 45320gp

DL III Small Swamp Outers x(2) x[1]

AC 91, HD 6, hp 288, #Att 1, TH ÷ AC/Save DC by 4, dmg 38

Str 30, Dex 30, Con 20, Int 14, Wis 29, Chr 30, 0.1kxp

Has mtg B spells, No soul. Dark vision.

Prepared effects:

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

[Psi45 minor] Ionization: Lightning shield (xSL/10 damage back)

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

Combat effects:

[Psi18 Major] Telepathic: Control: LVL/3 targets: Domination (save)

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

Dungeon012320 - Dungeon Level 3

Room # 9

Observatory

30ft. long x 20ft. wide x 40ft. tall

rod, mixing/stirring; fireplace & wood

Glass Door (transparent) (shatters if opened) leading to a hallway 25ft. long x 20ft. wide x 15ft. tall

roar(ing); thud

Nanith the winsome Do-Gooder Squid (Unknown); Kalf the Hog the rebellious Ruby Nimbus (Force)

Ceiling transforms into Elemental Vacuum Trap; DL 3; Search DC 33 (16 Wis damage/s, DC 31 Reflex save for half), (multiple targ

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

[x1] Roll 1d20+1 times on the x1 Special table; duplicated results are doubled/tripled/quadrupled/etc.

6,548gp

odor (unidentifiable)

the Orb of Carga, +3 AC, 758gp

Pitch-black Armor, Medium [AT+6] +1 AC/+16 Saves; 1P: Duplicate a x0 or x1 Natural or Anti-Magical Item; CL 16; SL 3, 45400gp

Chestnut Cloak [AT+6] +8 AC/+1 Saves; 1P: SL instances of Resist distributed as you like (medium categories: a school, an elemer

DL III Diminutive Forest Dragons x(21) x[2]

AC 96, HD 12, hp 22, #Att 2, TH ÷ AC/Save DC by 4, dmg 19

Str 22, Dex 30, Con 16, Int 28, Wis 17, Chr 28, 0.1kxp

Has mtg G spells, Breath weapon, dark vision, immune sleep and paralysis.

Prepared effects:

[Psi3 Major] Metamorphosis: You take the form of creatures and objects.

[Wiz SL2] Protection from Paralysis: Immune to paralysis, slow, hold {Touch, 1 creature}

[Psi6N minor] True Seeing: As spell

Combat effects:

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

[Pri SL2] Call Lightning 2: (CL+2)d6 lightning dmg (save:½) (halve the die type if not outside)

Dungeon012320 - Dungeon Level 3

Room # 10

Library

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

cask; casket

Mimic (the monster) leading to a hallway 10ft. long x 20ft. wide x 10ft. tall

foggy near floor; chirping

Virago the arrogant Seagoing Lantern (Stationwagon); Ekialde of the Evening Eye the astonishing Quick Weirdo (Strobe)

Falling Spring Trap; DL 3; Search DC 32 (12 damage, DC 31 Spell save for half)

Ceiling that (causes/has/or is) Collapsing

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

7,930gp

ashes

the wind boots, +1 AC, 520gp

Snow-white Screw: +2 level(s) of exceptional Int, 45330gp

Flesh Weapon Gemlet [2d8] +1 Th/+1 dmg 16+/x3; 1P: Creates astral destruct to fight for you.; CL 16; SL 3, 45290gp

DL III Large Outer-CG Kobolds x(11) x[3]

AC 92, HD 45, hp 320, CR 68% #Att 4, TH ÷ AC/Save DC by 12, dmg 21

Str 20, Dex 17, Con 22, Int 26, Wis 22, Chr 28, 0.1kxp

Dark vision, immune acid, cold, and petrification. Resist electricity and fire. Protection from evil continuous. Tongues at will., Car

Prepared effects:

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

[Wiz SL1] Fire Shield 1: Anyone who melees with you takes 10% dmg back

[Psi0 Major] Focus: Stay Conscious: Stay Conscious at negative hp; X = -(current hp)/2, round up

Combat effects:

[Psi72 minor] Mind Control: Control V actions (Will save), P actions (Will save at +5), or M actions (Will save at +10)

[Psi72 minor] Mind Control: Control V actions (Will save), P actions (Will save at +5), or M actions (Will save at +10)

Dungeon012320 - Dungeon Level 3

Room # 11

Harem/Seraglio

20ft. long x 15ft. wide x 30ft. tall

kettle; prism

Mobile Door (door moves around in dungeon) leading to a hallway 30ft. long x 5ft. wide x 5ft. tall
smoky; hissing

Oxa Birchbranch the poisonous Speed Guard (Pogo Stick); Alhulak the horrible Hawk Hive (Foam)

Moving Lock Trap; DL 3; Search DC 31 (36 Str damage, DC 33 Will save to negate)

Arch that (causes/has/or is) Magical Pool/Throne: Turns gold into platinum (50%) or lead (50%)

[x1] DPowZ (Dispel Power Zone) - Power effects get countered; existing power effects have SL% chance of being dispelled per second
2,175gp

shelf

Marble Desk, 1gp

Tawny Gauntlets [AT+6] +1 AC/+243 Saves; 1M: Breath weapon is 3/d. Choose a normal (EE=1) element. Breath = 50% of current

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

DL III Large Lost-Planes/Anguinum-Synod Elf/Avalons x(1) x[2]

AC 95, HD 45, hp 1056, #Att 3, TH ÷ AC/Save DC by 12, dmg 20

Str 31, Dex 30, Con 21, Int 30, Wis 28, Chr 17, 0.1kxp

Has Miniclass picks, Immune sleep.

Prepared effects:

[Pri SL3] Goodberry 3: Creates 12 goodberries

[Psi45 minor] Body Transformation: Change your body to be of an E=SL/2 element

[Wiz SL3] Tenser's Transformation 3: +25% of max hp to current hp, -1 TH melee

Combat effects:

[Wiz SL3] Put Out of Misery: Target being at negative hp that would die if unattended is slain (no save)

[Psi10 minor] Suggest: Suggestion (save)

Dungeon012320 - Dungeon Level 3

Room # 12

Harem/Seraglio

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

screen; ledge

Glass Door (transparent) (shatters if opened) leading to a hallway 10ft. long x 10ft. wide x 15ft. tall

buzzing; rustling

Ginesa the nefarious Miracle Vandal (Zeppelin); Sulward the irritating Fantastic Wight (Zamboni)

Injected Rot Trap; DL 3; Search DC 31 (18 Chr damage, DC 33 Fortitude save to negate)

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

[x1] Proof against Detection and Location (includes scrying, crystal balls, etc.; nothing sees into or out of without looking)

3,664gp

dried blood

blade of corruption, sword, 10d16 (85), 0gp

Golden Robe [AT+32] +4 AC/+8 Saves; 1P: Assume shape of creature or object.; CL 14; SL 3, 45760gp

Amulet of Mental Protection (Psi10 item; +3 Will and Mental saves), 4910gp

DL III Medium Star-Trek-Loop Viruss x(1) x[1]

AC 92, HD 9, hp 192, #Att 4, TH ÷ AC/Save DC by 4, dmg 73

Str 28, Dex 23, Con 20, Int 16, Wis 31, Chr 14, 0.1kxp

Has captain spells, Can infect things. Immune mind-affecting, critical hits, gaze attacks, illusions, poison, sleep, paralysis, polymo

Prepared effects:

[Wiz SL2] Armor 2: +CL*4 current hp

[Psi0 Major] Focus: Stay Conscious: Stay Conscious at negative hp; X = -(current hp)/2, round up

[Psi0 Major] Focus: Stay Conscious: Stay Conscious at negative hp; X = -(current hp)/2, round up

Combat effects:

[Psi1 minor] Telekinetic Blade: Base damage CLdCL, considered +CL/3 weapon, mental weapon

[Psi45 Major] Energy Conversion: 0, SL/t: Convert an element in an effect to another element (max E factor = SL/2, round down)

Dungeon012320 - Dungeon Level 4

Room # 1

Hall

15ft. long x 10ft. wide x 15ft. tall

stuffed animal; recess

Dimension Door (as the spell) leading to a hallway 5ft. long x 25ft. wide x 10ft. tall

grunting; wind, strong

Kilasa the perplexing Teenage Rage (-tron); Kivan the spectacular Arch- Lass (Neutralizer)

Inhaled Anti-Radioactive Trap; DL 4; Search DC 43 (8 Chr damage, DC 42 Reflex save to negate)

Ceiling that (causes/has/or is) Monster Generator: Giant (summons a Giant every segment)

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

12,380gp

hammer

a bronze chest, 10gp

Cobalt Weapon Gemlet [1d8] +1 Th/+243 dmg 20+/x4; 1M: Creature saves: if made it takes caster's level in damage, if missed A

Ochre Bullets, sling (10) [2d6] +4 Th/+2 dmg 16+/x3; 1V: 1bM: Fork an effect (caster makes SL/3 saves); CL 17; SL 4, 80700gp

DL IV Tiny Time/Temporal Eelements x(21) x[2]

AC 164, HD 4, hp 72, #Att 3, TH ÷ AC/Save DC by 20, dmg 132

Str 30, Dex 18, Con 16, Int 24, Wis 35, Chr 23, 0.25kxp

Time/Reality stable., Immune critical hits, poison, sleep, paralysis, stunning. Has no soul. Immune to its own element.

Prepared effects:

[Wiz SL1] Fire Shield 1: Anyone who melees with you takes 10% dmg back

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

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

[Wiz SL4] Tenser's Transformation 4: +50% of max hp to current hp

Combat effects:

[Psi7 Major] (no name): Wither limbs (like a Sharpness effect) (CL-3 PP saves, each missed save is one lost limb)

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

[Wiz SL4] Wacky Ball 4 / Normal / ½ : Ld8 dmg normal element (area) (save: ½)

[Wiz SL4] Wacky Ball 4 / Normal / ½ : Ld8 dmg normal element (area) (save: ½)

Dungeon012320 - Dungeon Level 4

Room # 2

Entry/Vestibule

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

Bridge, with car and pulley system; Bridge, with car and pulley system

Unusual Material Door, roll on [E5] leading to a hallway 35ft. long x 5ft. wide x 15ft. tall

squealing; hooting

Mawon the ugly Injustice Shrike (Demonic); Soris the caustic Captain Two (Unknown)

Collapsing Drawer Trap; DL 4; Search DC 43 (48 damage, DC 44 RSW save for half)

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

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

261gp

paint

a steel breast plate, +5 AC, 210gp

Goblin Shield of the Pomarj, 13630gp

Copper Wand [2d20] +1 Th/+4 dmg 15+/x3; 1P: SL Int dmg to one target (no save); CL 16; SL 4, 80580gp

DL IV Small Collectiverse/Gooneyverse/etc. Animals x(1) x[2]

AC 168, HD 5, hp 544, #Att 7, TH ÷ AC/Save DC by 20, dmg 163

Str 25, Dex 26, Con 20, Int 35, Wis 35, Chr 17, 0.25kxp

Immune disintegration and annihilation, Low-light Vision, overwrite INT score to 1 or 2. Usually have arms, legs, a head, a tail, ar

Prepared effects:

[Psi16 minor] Golem Form: Caryatid Column: +4 saves; Weapons have 25% chance to shatter when hitting you; 1M: Feign Death

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

[Wiz SL4] Prismatic Sphere 4: 2 Prismatic colors

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

Combat effects:

[Pri SL3] Remove Paralysis (2): Removes paralysis. This spell will also remove stun and summoning sickness effects. This spell al

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

[Psi19 Major] Waves of Darkness: 30' radius, make 2 saves vs. Will, one miss = Confusion CL r., two misses = Fear

[Psi19 Major] Waves of Darkness: 30' radius, make 2 saves vs. Will, one miss = Confusion CL r., two misses = Fear

Dungeon012320 - Dungeon Level 4

Room # 3

Solar

20ft. long x 10ft. wide x 40ft. tall

pedestal; chair with straps

Double Door, roll again for type leading to a hallway 30ft. long x 15ft. wide x 10ft. tall

thumping; grunting

Segori the atrocious Time Lightning (Rattan Cane); Satna the courageous Injustice Hamster (Dirigible)

Poisoned Blades Trap; DL 4; Search DC 43 (Attack +72 ranged, 8d6 damage)

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

[x1] DBZ (Dispel Blah Zone) - Blah effects get countered; existing blah effects have SL% chance of being dispelled per segment
4,082gp

dishes

The Diamond Sutra, 'dispel magic', 2gp

Electric blue Armor, Heavy [AT+86] +32 AC/+64 Saves; 1P: Animate Object (hp=PL*4, #Att=1, TH +PL, dmg PLd2); CL 18; SL 4, 810

Navy Gloves [AT+6] +32 AC/+64 Saves; 1M: Turn into Ghost incl. Aging touch; CL 14; SL 4, 80910gp

DL IV Gargantuan Concordant-classes Giants x(8) x[1]

AC 162, HD 68, hp 10240, MR 46% #Att 4, TH ÷ AC/Save DC by 5, dmg 163

Str 31, Dex 17, Con 27, Int 34, Wis 19, Chr 30, 0.25kxp

Knows Concordant spells, Minimum size category Large.

Prepared effects:

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

[Psi54 minor] Mind Over Matter: Stay conscious (and offensive) for up to SL segments after being reduced below -10 hp

[Psi-2 minor] Replacement: Ignore displacement; Ignore mirror images

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

Combat effects:

[Psi1 minor] Telekinetic Blade: Base damage CLdCL, considered +CL/3 weapon, mental weapon

[Psi-12L minor] Blind/Unblind: Cure or Cause Blindness (RSW save)

[Psi81 minor] Flash: Blind a sense (Spell save)

[Psi81 minor] Flash: Blind a sense (Spell save)

Dungeon012320 - Dungeon Level 4

Room # 4

Salon

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

bunks; skin

False Door, roll again for type leading to a hallway 50ft. long x 20ft. wide x 5ft. tall

"Bleah!" (off in the distance); drumming

Harith the merciless Lightning Trio (Surfboard); Jhesail the superlative Elasti- Shadow (Spoon)

Contact Magnetism Trap; DL 4; Search DC 42 (8 Int damage, DC 43 RSW save to negate)

Monster that (causes/has/or is) Magical Pool/Throne: Adjusts a random ability score permanently, roll 1d6: (1-2) +1d4, (3-4) -1d

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

11,985gp

bloodstain

a digital watch, +2 AC, 200gp

Gem of Truth (like Ring), 13330gp

Olive Armor, Medium [AT+9] +1024 AC/+1024 Saves; 1M: Create a Psi16 item (see next page) of TechL=CL, each TechL takes 1S a

DL IV Large Outer-TN Dragons x(26) x[2]

AC 161, HD 19, hp 576, #Att 1, TH ÷ AC/Save DC by 20, dmg 132

Str 27, Dex 23, Con 24, Int 30, Wis 18, Chr 33, 0.25kxp

Immune mind-affecting, positive energy, and negative energy. Resist cold, fire, and acid, Breath weapon, dark vision, immune sl

Prepared effects:

[Psi-9 Major] Become Brain-independent: Can use 2M /s, immune ment.attack

[Pri SL4] Rusting Grasp : Your touch corrodes iron and alloys.

[Psi4 Major] hp *1.5: Multiply hp by 1.5

[Psi9 minor] Damage Protection: +CH AC, -½CH dmg per attack

Combat effects:

[Psi2 Major] Banishment: Target in pocket;returns @ end; Cannot gate/teleport

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

[Wiz SL4] Dispel Exhaustion 4: Restore 50% of dmg taken, get an Original Haste 4 for 1 round

[Wiz SL4] Dispel Exhaustion 4: Restore 50% of dmg taken, get an Original Haste 4 for 1 round

Dungeon012320 - Dungeon Level 4

Room # 5

Shrine

25ft. long x 20ft. wide x 35ft. tall

prism; hossock (ottoman)

Iron Door, Normal leading to a hallway 5ft. long x 15ft. wide x 25ft. tall

footsteps (receding); tapping

Eloysia the loathsome Major Agent (Crowbar); Nadan the acerbic Squirrel Machine (Cart)

Command 4 Trap; DL 4; Search DC 41 (Wizard CL 8, DC 41 RSW save to negate)

Fire that (causes/has/or is) Monster Generator: Giant (summons a Giant every segment)

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

10,826gp

loom

sword StarFlare, exotic, 5d8 (22), 100gp

Scroll of Pro. from Water, 19130gp

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

DL IV Fine Underdark Eelements x(8) x[1]

AC 167, HD 4, hp 18, MR 240% #Att 2, TH ÷ AC/Save DC by 20, dmg 66

Str 38, Dex 15, Con 31, Int 33, Wis 35, Chr 19, 0.25kxp

Light Sensitivity, Immune critical hits, poison, sleep, paralysis, stunning. Has no soul. Immune to its own element.

Prepared effects:

[Psi3½ Major] Power Resistance: Grant PR equal to 12 + level.

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

[Psi15 Major] Dial-a-Breath Element (<): You can use any element with E factor less than your normal breath.

[Psi81 minor] Missile Deflection: Deflect 1 missile per P attack

Combat effects:

[Wiz SL1] Fireball 1: CLd2 fire dmg to a group (save:½)

[Psi27 Major] Liturgy of Despair: 30' radius: Insanity (save) and all must make Morale rolls (even if save made)

[Psi27 Major] Liturgy of Despair: 30' radius: Insanity (save) and all must make Morale rolls (even if save made)

[Psi27 Major] Liturgy of Despair: 30' radius: Insanity (save) and all must make Morale rolls (even if save made)

Dungeon012320 - Dungeon Level 4

Room # 6

Bestiary

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

tun; book

Dimension Door (as the spell) leading to a hallway 30ft. long x 10ft. wide x 10ft. tall

clanking; whistling

Driend the scowling Shining Eyeball (Unexplained); Ungulisar the clueless Admiral Sadists (BBs)

Tripping Javelins Trap; DL 4; Search DC 41 (Attack +24 ranged, 6d8 damage)

Tapestry that (causes/has/or is) Shifting

[x1] Psi 27 powers function at zero effect

1,368gp

keg

an enchanted leather bracer, +1 AC, 69gp

Russet Scimitar [1d6] +256 Th/+32 dmg 16+/x5; 1M: Modify Reality (least): Duplicate 1st-3rd level Alteration spell; CL 17; SL 4, 8

Cobalt Girdle [AT+6] +81 AC/+2 Saves; 1M: Move normally despite impediments.; CL 28; SL 4, 81030gp

DL IV Fine Kara-Tur Familiars x(8) x[1]

AC 165, HD 4, hp 17, CR 119% #Att 5, TH ÷ AC/Save DC by 5, dmg 99

Str 19, Dex 31, Con 32, Int 31, Wis 30, Chr 26, 0.25kxp

Has Martial Arts, Familiar Immunity

Prepared effects:

[Psi54 Major] Stretching: Can melee up to SL people per round that aren't in your group

[Psi54 minor] Absorption Field: Stops SL/2 mental attacks or mental-affecting powers on you

[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.

[Psi10 Major] Pain Block: Target heals 50% of damage taken; Take only 50% of damage received

Combat effects:

[Wiz SL1] Shock Bolt {reverse: Grave Bolt}: CLd4 lightning {grave} damage, area 30' line, no save

[Pri SL2] Dust Devil: Dust Devil: AC 4, HD 2, hp 16, Mv 18, dmg 1d4 {1 creature}

[Psi9 Major] Disintegration Beam: Disintegrate up to 100*CH lbs. (save)

[Psi9 Major] Disintegration Beam: Disintegrate up to 100*CH lbs. (save)

Dungeon012320 - Dungeon Level 4

Room # 7

Lounge

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

peephole; firkin (small barrel)

Specialed Door, roll on [D6] leading to a hallway 10ft. long x 20ft. wide x 5ft. tall

dank, mouldy smell; downdraft, slight

Jurrolos the subterranean Ruby Prodigy (Staff); Galogan the horrible Professor Prince (Slide)

Injected Bark Trap; DL 4; Search DC 41 (16 Int damage, DC 43 Reflex save to negate)

Tapestry that (causes/has/or is) rotating wall

[x1] Necromancy spells function at zero effect

10,718gp

dried peas

a banana, 0gp

Dull Gauntlets [AT+21] +9 AC/+4 Saves; 1P: Turn into Ghost incl. Aging touch; CL 23; SL 4, 80800gp

Spruce Armor, Heavy [AT+6] +16 AC/+256 Saves; 1P: SL/2 (round down) instances of Resist fire; +SL*10% damage with fire effect

DL IV Huge Outer-LG Oozes x(2) x[1]

AC 167, HD 36, hp 1216, #Att 5, TH ÷ AC/Save DC by 20, dmg 161

Str 15, Dex 26, Con 21, Int 15, Wis 24, Chr 16, 0.25kxp

Dark vision, immune acid, cold, and petrification. Resist electricity and fire. Protection from evil continuous. Tongues at will., No

Prepared effects:

[Wiz SL2] Protection from Paralysis: Immune to paralysis, slow, hold {Touch, 1 creature}

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

[Psi15 minor] Add Tail: Tail does 1d(CL*2) damage

[Psi8 minor] Create Technological Monster I: Create a DL I Technological Monster (AC=4*CL, hp=8*CL, Str=2*CL)

Combat effects:

[Psi2 Major] Summon Planar Creature: Choice of plane but not exact; Creature not angry

[Psi3½ Major] Time Hop: Subject hops forward in time 1 round/level.

[Psi27 minor] Grace: Target stops fighting and will not attack again unless attacked (save)

[Psi27 minor] Grace: Target stops fighting and will not attack again unless attacked (save)

Dungeon012320 - Dungeon Level 4

Room # 8

Game Room

45ft. long x 40ft. wide x 10ft. tall

rug; rod, mixing/stirring

Void Door (cannot see through doorway) leading to a hallway 40ft. long x 20ft. wide x 10ft. tall

footsteps (behind); breeze, slight, damp

Ulsan the immoral Sovereign Inferno (Celestial); Tarithi the vengeful Time-traveling Eyeball (Vortex)

Camouflaged Jaws Trap; DL 4; Search DC 43 (Attack +80 melee, 8d6 damage)

Fireplace that (causes/has/or is) Sliding

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

3,999gp

pick handle

a Passage to Kamirno Isle, 1gp

Pinkish Armor, Medium [AT+37] +256 AC/+64 Saves; 1P: Create a random potion (roll 1 Artificer effect) (use within LVL r or wast

Dull Eyes [3d4] +8 Th/+1 dmg 16+/x2; 1V: Summon a DL=SL Ice Elemental; CL 28; SL 4, 80880gp

DL IV Fine Cloud Animals x(4) x[1]

AC 165, HD 4, hp 76, PR 44% #Att 5, TH ÷ AC/Save DC by 5, dmg 99

Str 32, Dex 16, Con 26, Int 20, Wis 29, Chr 22, 0.25kxp

Fly with perfect maneuverability., Low-light Vision, overwrite INT score to 1 or 2. Usually have arms, legs, a head, a tail, and/or

Prepared effects:

[Psi54 minor] Truesight: Minor: Detect Invis./Illusion; Major: True Seeing; Grand: Cosmic Awareness

[Wiz SL2] Armor 2: +CL*4 current hp

[Psi54 minor] Truesight: Minor: Detect Invis./Illusion; Major: True Seeing; Grand: Cosmic Awareness

[Pri SL2] Goodberry 2: Creates 8 goodberries

Combat effects:

[Psi10 minor] Suggest: Suggestion (save)

[Wiz SL4] Time Stop 4: Stops time for 1d5 segments

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

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

Dungeon012320 - Dungeon Level 4

Room # 9

Bestiary

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

well; fire pit

Revolving/Swinging Door leading to a hallway 30ft. long x 15ft. wide x 20ft. tall

steamy near floor; drumming

Erian Eldergrove the annoying Arduous Warrior (BBs); Stoneshield the bothersome Animal Quartet (Bombs)

Flooding Lock Trap; DL 4; Search DC 44 (64 damage, DC 41 Will save for half), (multiple targets)

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

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

9,303gp

foodstuffs (spoiled)

a ((+*+)) crest, +4 AC, 1000gp

Plummy Gauntlets [AT+6] +1 AC/+1 Saves; 1P: How much money you get in dungeon is multiplied by 1.5 (only affects you, not w

Eyes of Minute Seeing, 11210gp

DL IV Tiny Arctic Eelementals x(13) x[4]

AC 162, HD 6, hp 80, PR 139% #Att 6, TH ÷ AC/Save DC by 20, dmg 33

Str 24, Dex 23, Con 15, Int 28, Wis 22, Chr 32, 0.25kxp

Immune cold. Double dmg from fire., Immune critical hits, poison, sleep, paralysis, stunning. Has no soul. Immune to its own eel

Prepared effects:

[Pri SL1] Resist Fire/Resist Cold 1: Take -45% dmg vs. fire or cold

[Wiz SL3] Tenser's Transformation 3: +25% of max hp to current hp, -1 TH melee

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

[Psi-5 minor] Immune to Charm: Target is immune to charm & hypnosis

Combat effects:

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

[Psi54 Major] Sonic Beam: CL*(SL+2) sound dmg to one target (no save)

[Psi54 minor] Mimic: 1bM: Fork a spell level 0 to SL effect

[Psi54 minor] Mimic: 1bM: Fork a spell level 0 to SL effect

Dungeon012320 - Dungeon Level 4

Room # 10

Map Room / Cartography

5ft. long x 10ft. wide x 20ft. tall

cask; pipes (musical)

Membrane Portal (Module Q1 Web Level 4) leading to a hallway 15ft. long x 10ft. wide x 15ft. tall

rotting vegetation smell; still

Tabal the artistic Omega Eight (Derringer); Ilba the spectacular Jade Wasp (Cybernetics)

Lowering Chute Trap; DL 4; Search DC 44 (48 Cml damage, DC 41 Reflex save to negate)

Arch that (causes/has/or is) Shoots

[x1] Dimensional Mine Generator (one mine per month, hits a random player or monster, takes 1d10 dmg and is Charm)

931gp

common fungi

a fountain of Milk, 0gp

Clear Armor, Heavy [AT+21] +243 AC/+1 Saves; 1M: +CL*10 Rogue points; Any Level=CL/2 (or less) Rogue pick; CL 17; SL 4, 80620gp

Cobalt Weapon Gemlet [3d10] +16 Th/+1 dmg 19+/x3; 1M: Wall of Water / Part Water / Lower Water; CL 28; SL 4, 80450gp

DL IV Gargantuan Far Realm/Ultrablack Intelligent-Trap/Trick/Specials x(23) x[4]

AC 167, HD 65, hp 2432, #Att 1, TH ÷ AC/Save DC by 5, dmg 129

Str 34, Dex 19, Con 20, Int 21, Wis 38, Chr 30, 0.25kxp

#N/A

Prepared effects:

[Psi54 minor] Stretching: Can melee up to SL people per round that aren't in your group

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

[Psi18 minor] Innate Shield: 20*CL hp shield vs. Innate abilities

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

Combat effects:

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

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

[Wiz SL3] Hold Person: Holds up to 4 people

[Wiz SL3] Hold Person: Holds up to 4 people

Dungeon012320 - Dungeon Level 4

Room # 11

Trophy Room

10ft. long x 50ft. wide x 15ft. tall

shrine; Floors of Plants

Phase Door (phases in/out every so often) leading to a hallway 15ft. long x 25ft. wide x 15ft. tall

scuttling; clear

Bergwulf the antagonistic Manga Corp (Analyzer); Yakov of Bleve the devious New Liberator (Broom)

Insist Power † Trap; DL 4; Search DC 44 (Psionicist CL 8, DC 44 Will save to negate)

Statue that (causes/has/or is) Resisting - Specific

[x1] Roll 1d50+1 times on the x1 Special table; duplicated results are doubled/tripled/quadrupled/etc.

7,140gp

pulley

a helm of dragon kind, +2 AC, 410gp

Rusty Rope [1d12] +8 Th/+8 dmg 15+/x2; 1M: Polymorph Any Object to Ashes (6d10 Hp); CL 20; SL 4, 80330gp

Brownny Armor, Light [AT+86] +81 AC/+16 Saves; 1P: Animate Object (hp=PL*4, #Att=1, TH +PL, dmg PLd2); CL 28; SL 4, 80120gp

DL IV Tiny Black-Ice Elf/Avalons x(6) x[2]

AC 167, HD 3, hp 68, RR 416% #Att 6, TH ÷ AC/Save DC by 5, dmg 99

Str 38, Dex 25, Con 20, Int 19, Wis 18, Chr 38, 0.25kxp

Knows Bug spells, Immune sleep.

Prepared effects:

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

[Pri SL2] Protection from Fire 2: Stop the next CL*4 fire dmg

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

[Psi27 minor] People's Bless: One die roll within 1 round is adjusted as you wish (max of ±LVL%).

Combat effects:

[Psi-6G minor] Pentecost: 35' radius: All targets make Will save (extra -CL-N*3 penalty) or Confused CL rounds

[Pri SL4] Treat Critical Wounds: Cure 40% of max

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

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

Dungeon012320 - Dungeon Level 4

Room # 12

Salon

20ft. long x 30ft. wide x 40ft. tall

tripod; sconce

Secret Door, roll again for type leading to a hallway 30ft. long x 20ft. wide x 5ft. tall

tinkling; foggy near ceiling

Jonsa the tasteless Bat -ion (Symbiosis); Yanil the aggressive Commodore Raccoon (Unicorn)

Contact Steam Trap; DL 4; Search DC 43 (80 damage, DC 42 Breath Weapon save for half)

Room (Floor) that (causes/has/or is) Shoots

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

7,297gp

mud

the magical frozen aura, +4 AC, 750gp

Transparent Scarab [AT+6] +243 AC/+8 Saves; 1M: SL/2 (round down) instances of Resist radiation damage; +SL*10% damage wi

Sky-blue Coasters: Free Humanoid [pick a humanoid] Familiar, 80430gp

DL IV Diminutive Desert/Arabian Viruss x(7) x[2]

AC 168, HD 5, hp 36, RR 468% #Att 3, TH ÷ AC/Save DC by 5, dmg 131

Str 28, Dex 34, Con 30, Int 36, Wis 21, Chr 27, 0.25kxp

Has mtg C spells, Can infect things. Immune mind-affecting, critical hits, gaze attacks, illusions, poison, sleep, paralysis, polymor

Prepared effects:

[Psi45 minor] Body Transformation: Change your body to be of an E=SL/2 element

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

[Pri SL2] Goodberry 2: Creates 8 goodberries

[Psi54 minor] Gravity Decrease: Increase gravity in room or object/person by SL G's (x1 Special)

Combat effects:

[Wiz SL2] Charming II: Charms up to 2 monsters, gets a new save every turn

[Psi-2 minor] Taste Less: Cannot taste, drink potions, eat pills (save); Target cannot smell

[Psi6N Major] Dispel Psionic: Dispel one psionic effect

[Psi6N Major] Dispel Psionic: Dispel one psionic effect

Dungeon012320 - Dungeon Level 5

Room # 1

Chapel

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

Priest/Religious Furnishings; blanket

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

drumming; rattling

Runolf the Club the weird Pubescent Comet (Magic); Shanya the courteous Meteor Flare (Llama)

Moving Trapdoor Trap; DL 5; Search DC 51 (32 Chr damage, DC 52 Fortitude save to negate)

Fireplace that (causes/has/or is) Gravity - Lesser

[x1] Gravity low 1/6 of a G (-4 Dex, move rate divided by 3, falling dmg = 0, Z actions reduced to 1/s, -1 Con/week)

2,725gp

helmet dented

a silk ring pillow, 5gp

Amulet of the Cairn Hills, 21130gp

Flute (Emotion), 13420gp

DL V Gargantuan Outer-CG Unlives x(6) x[2]

AC 259, HD 83, hullp 3840, IR 119% #Att 9, TH ÷ AC/Save DC by 30, dmg 301

Str 42, Dex 27, Con 29, Int 38, Wis 44, Chr 25, 0.75kxp

Dark vision, immune acid, cold, and petrification. Resist electricity and fire. Protection from evil continuous. Tongues at will., No

Prepared effects:

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

[Wiz SL4] Globe of Invulnerability 4: Immune to spells with SL=0 to 3

[Pri SL4] Protection from Lightning 4: Stop the next CL*12 lightning dmg

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

[Psi6G Major] Persistence Worm: Does a 1st Dominion power over and over (1 time per segment)

[Wiz SL5] Cloudkill : Kills 3 HD or less; 4-6 HD save or die.

[Psi6G Grand] White Hurricane: All Evil in sight Gated to their home (no save)

[Pri SL2] Summon Monster II: 1 DL 2 or 1d3 DL 1 creatures to fight for you {1 creature}

[Psi29 Major] Control Gravity:

[Pri SL2] Summon Monster II: 1 DL 2 or 1d3 DL 1 creatures to fight for you {1 creature}

[Psi29 Major] Control Gravity:

[Psi6G Grand] White Hurricane: All Evil in sight Gated to their home (no save)

Dungeon012320 - Dungeon Level 5

Room # 2

Kennel

10ft. long x 40ft. wide x 5ft. tall

pincers; Bridge, Conjured (magical)

Tricked Door, roll on [D5] leading to a hallway 35ft. long x 20ft. wide x 15ft. tall

footsteps (receding); earthy smell

Hegoi of the Evening Spirit the strange Electra- Phantom (Harpoon); Thessalon the happy Gaseous Gang (Balloon)

Inhaled Earth Trap; DL 5; Search DC 51 (90 damage, DC 52 RSW save for half)

Dome that (causes/has/or is) passwall

[x1] Gas in room: *Cursed* (must save every turn)

23,652gp

flail

shadowhawk talons, +3 AC, 843gp

Silvery Talisman [AT+69] +4 AC/+64 Saves; 1F: Grant PR equal to 12 + level.; CL 25; SL 5, 125530gp

Holy Medallion of Almor, 14120gp

DL V Tiny Technological Unlives x(4) x[3]

AC 254, HD 7, hp 116, PR 115% #Att 7, TH ÷ AC/Save DC by 6, dmg 101

Str 17, Dex 21, Con 34, Int 41, Wis 36, Chr 42, 0.75kxp

Has Psi 8/16/24 items, No CON score. Immune to critical hits, ability damage or drain, poison, sleep effects, paralysis, stunning, c

Prepared effects:

[Psi45 Grand] Force Field vs. Physical: -SL per physical attack

[Psi54 minor] Flame Being: Fire Shield (SL*10% damage back to attacker); Deal +SL fire dmg with melee attacks

[Psi45 Grand] Resist: Mental: SL/2 (round down) instances of Resist mental attacks

[Psi45 Grand] Resist: Mental: SL/2 (round down) instances of Resist mental attacks

[Wiz SL5] Globe of Invulnerability 5: Immune to spells with SL=0 to 4

[Pri SL3] Cure Disease: Cures Disease

[Wiz SL5] Prismatic Wall 5: 5 Prismatic colors or 3 MultiPrismatic colors (may repeat colors in either mode)

[Wiz SL2] Wacky Ball 2 / Normal / ½ : Ld4 dmg normal element (save: ½) {1 group}

[Wiz SL4] Alley Summoning IV: Summons a DL VIII alley monster, under your control, 4% chance per segment of losing control

[Wiz SL2] Wacky Ball 2 / Normal / ½ : Ld4 dmg normal element (save: ½) {1 group}

[Wiz SL4] Alley Summoning IV: Summons a DL VIII alley monster, under your control, 4% chance per segment of losing control

[Wiz SL2] Wacky Ball 2 / Normal / ½ : Ld4 dmg normal element (save: ½) {1 group}

Dungeon012320 - Dungeon Level 5

Room # 3

Salon

25ft. long x 10ft. wide x 50ft. tall

Walls of Flesh; barrel

Iris Door (seals as a spiral) leading to a hallway 40ft. long x 10ft. wide x 25ft. tall

foggy near ceiling; still, warm (or hot)

Tverny the amoral Beta Crustacean (Darts); Sakkrad the miserly Terrible Tiger (Derringer)

Injected Plasma Trap; DL 5; Search DC 54 (160 damage, DC 54 PP save for half)

Monster that (causes/has/or is) False

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

3,692gp

pail

brass leggings, +1 AC, 128gp

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

Scroll of Shelter (1 M, 1/d: Rope Trick), 8540gp

DL V Large Custom-classes Kobolds x(17) x[1]

AC 258, HD 21, hp 832, RR 375% #Att 9, TH ÷ AC/Save DC by 6, dmg 102

Str 23, Dex 43, Con 41, Int 26, Wis 40, Chr 38, 0.75kxp

Has Custom abilities, Can overbear in numbers.

Prepared effects:

[Wiz SL3] Third Arm Growth: Grow an extra arm or leg [lose spell slot while running]

[Psi16 Grand] Golem Form: Phantom Flyer: Fly 24" (C); Immune darkness; Darkvision; +2 tentacles (2d8 dmg each)

[Pri SL2] Resist Elements: -12 dmg/r from 1 of: acid/cold/lightning/fire/sound {Touch, 1 creature}

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

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

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

[Psi54 Major] Ice Production: CL*(SL+2) ice dmg to one target (no save)

[Psi45 minor] Zombie Animation: Animate a dead body as a Zombie with DL=SL

[Psi5 Grand] Destroy Matter: Disintegrate (save), if save made takes half max hp

[Psi45 minor] Zombie Animation: Animate a dead body as a Zombie with DL=SL

[Psi5 Grand] Destroy Matter: Disintegrate (save), if save made takes half max hp

[Wiz SL4] Dispel Psionics: Dispels Psionics

Dungeon012320 - Dungeon Level 5

Room # 4

Observatory

50ft. long x 40ft. wide x 25ft. tall

Walls of Souls; firkin (small barrel)

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

snapping; chirping

Gildas the Foundryman the wretched Danger Conqueror (-O-matic); Xippus the belligerent Shatter Reaper (Force)

Possession Trap; DL 5; Search DC 51 (Psionicist CL 10, DC 51 PP save to negate), (multiple targets)

Ceiling that (causes/has/or is) Magical Pool/Throne: Teleports (roll 1d4): (1) Back to surface, (2) Elsewhere on this DL, (3) 1 DL dc

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

3,678gp

cards (playing cards)

Heidi's Key, 25gp

Electric blue Medallion [AT+6] +64 AC/+2 Saves; 1P: Deva can use other object as body; CL 35; SL 5, 126100gp

Pea green Wand [1d20] +25 Th/+9 dmg 18+/x3; 1P: Animate Dead: Similar to priest spell "Animate Dead"; CL 26; SL 5, 125270gp

DL V Tiny Water Leeches x(14) x[1]

AC 252, HD 6, hp 112, #Att 4, TH ÷ AC/Save DC by 30, dmg 104

Str 24, Dex 32, Con 31, Int 27, Wis 20, Chr 24, 0.75kxp

Resist cold. Double dmg from fire., 0, 1/half segment: Remove a SEL=DL status effect.

Prepared effects:

[Wiz SL5] Fire Shield 5: Anyone who melees with you takes 100% dmg back

[Psi29 minor] Gaze Reflection:

[Wiz SL5] Extra Group +1: The next spell you cast will affect +1 groups of monsters

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

[Psi9 Major] Bio Force: Invulnerability: +CH AC, -½CH dmg per attack (incl.spells)

[Wiz SL5] Dispel Exhaustion 5: Restore 75% of dmg taken, get an Original Haste 5 for 1 round

[Pri SL1] Blade Barrier 1: 3d3 dmg wall (shards)

[Psi2 Major] Telekinesis: Object move rate 6; Can move 2nd object

[Psi54 minor] Darkness: Darkness (can blind a person, make SL saves)

[Psi2 Major] Telekinesis: Object move rate 6; Can move 2nd object

[Psi54 minor] Darkness: Darkness (can blind a person, make SL saves)

[Psi2 Major] Telekinesis: Object move rate 6; Can move 2nd object

Dungeon012320 - Dungeon Level 5

Room # 5

Chapel

15ft. long x 40ft. wide x 30ft. tall

herbs; tank (container)

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

clanking; hissing

Yavil the secretive Astro- -lock (Supernatural); Karafan the fearless Sergeant Hamster (Spines)

Limited Wish Trap; DL 5; Search DC 54 (Cleric CL 10, DC 51 Reflex save to negate)

Force Field that (causes/has/or is) Treasure in a secret room nearby

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

3,088gp

iron maiden

The Ring of the Lensman, +2 AC, 100gp

Gem of Seeing, 23550gp

Peacock blue Necklace [AT+32] +256 AC/+25 Saves; 1M: Target is immune to poison & disease; CL 30; SL 5, 125340gp

DL V Diminutive Custom-classes Golems x(27) x[2]

AC 251, HD 4, hp 58, #Att 6, TH ÷ AC/Save DC by 30, dmg 102

Str 24, Dex 33, Con 41, Int 21, Wis 18, Chr 22, 0.75kxp

Has Custom abilities, Immune critical hits, nonlethal damage, ability damage, ability drain, fatigue, exhaustion, energy drain, poi:

Prepared effects:

[Psi1 Grand] Suppression: Cannot use or be affected by psionics, all psi effects drop

[Psi54 Grand] Invulnerability: -CL*SL/2 dmg per attack

[Pri SL2] Resist Elements: -12 dmg/r from 1 of: acid/cold/lightning/fire/sound {Touch, 1 creature}

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

[Psi12T Major] Psionic Resistance: Level*5% PsiR

[Pri SL2] Blade Barrier 2: 4d4 dmg wall (shards)

[Pri SL1] Faerie Fire (3): Dispels darkness/blur/displacement/invisibility {1 group}

[Wiz SL1] Nahal's Reckless Dweomer: L% desired spell you know; else Wild Surge

[Psi10 Major] Kinetic Dome: Kinetic Wall (see above) but is a hemisphere

[Wiz SL1] Nahal's Reckless Dweomer: L% desired spell you know; else Wild Surge

[Psi10 Major] Kinetic Dome: Kinetic Wall (see above) but is a hemisphere

[Psi1 Grand] Death Stare: Save-6; Death; Stun 2d4r if over 2*level HD

Dungeon012320 - Dungeon Level 5

Room # 6

Treasure Room

30ft. long x 25ft. wide x 35ft. tall

shrine; bottle

Plant Door (a door made of plants) leading to a hallway 40ft. long x 20ft. wide x 10ft. tall

shuffling; slithering

Chermosk the conspiratorial Fighting Plunderer (Paddleboat); Raidamos the acerbic Bionic Razor (Training)

Injected The Nothing Trap; DL 5; Search DC 54 (200 damage, DC 53 Reflex save for half)

Container (Barrel, Jar, Vase, etc.) that (causes/has/or is) Asks

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

23,510gp

anvil

arthur's scabbard, +2 AC, 800gp

Silvery Newspaper: +3 level(s) of exceptional Int, 125210gp

Horn of Bubbles, 6420gp

DL V Medium Outer-TN Familiars x(27) x[3]

AC 253, HD 55, hp 2400, IR 550% #Att 9, TH ÷ AC/Save DC by 6, dmg 151

Str 40, Dex 37, Con 31, Int 23, Wis 22, Chr 37, 0.75kxp

Immune mind-affecting, positive energy, and negative energy. Resist cold, fire, and acid, Familiar Immunity

Prepared effects:

[Pri SL5] Extra Group +1: The next spell you cast will affect +1 groups of monsters

[Psi16 minor] Create Golem I: Create a DL I Golem (AC=3*CL, hp=10*CL, Str=2*CL)

[Psi7 Grand] (no name): Immunity to any effect that requires a Fortitude save (unless the effect also works on objects)

[Pri SL1] Resist Fire/Resist Cold 1: Take -45% dmg vs. fire or cold

[Wiz SL3] Protection from Normal Missiles: Duration CL turns

[Pri SL5] Command 5: Target makes 5 saves, each missed save allows 1 word for a command to be given

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

[Psi45 Major] Control: 1bM: Redirect an effect (caster makes SL/4 saves)

[Pri SL5] Limited Wish: 5th level spell: will duplicate any Wizard spell of levels 0-3 or Priest spell of levels 0-4.

[Psi45 Major] Control: 1bM: Redirect an effect (caster makes SL/4 saves)

[Pri SL5] Limited Wish: 5th level spell: will duplicate any Wizard spell of levels 0-3 or Priest spell of levels 0-4.

[Psi-12L Major] Chain Question Mark: Remotely "wake up" or alert a friendly group on same DL

Dungeon012320 - Dungeon Level 5

Room # 7

Armory

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

Floors of Fire; Chasm, Constructed (purposely built)

Mimic (the monster) leading to a hallway 35ft. long x 10ft. wide x 5ft. tall

sneezing; hooting

Salep the damnable Cat Savage (Starship); Gidronnell the iridescent Shining Woman (Thingamabob)

Injected Ice / Snow Trap; DL 5; Search DC 51 (8 Con damage, DC 51 Fortitude save to negate)

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

[x1] Roll 1d2+1 times on the x1 Special table; duplicated results are doubled/tripled/quadrupled/etc.

812gp

bitumen

the silver girth, +1 AC, 240gp

Dull Potion: Free Geomancer Kit: Legend Lore (other crystal spheres) 10*level%, (alternate primes) 5*level%, Free bonus Planetc

Sandy Wand [3d4] +1024 Th/+1024 dmg 17+/x2; 1M: White fog 20' r; evil that enters are Blinded (save /s) and Numbed (save /s)

DL V Gargantuan Outer-NE Humanoids x(22) x[2]

AC 254, HD 82, hp 3712, IR 64% #Att 7, TH ÷ AC/Save DC by 6, dmg 54

Str 29, Dex 26, Con 32, Int 16, Wis 40, Chr 41, 0.75kxp

Telepathy, immune acid and poison, resist cold, electricity, and fire., Has 2 arms, 2 legs, and 1 head.

Prepared effects:

[Wiz SL4] Improved Invisibility : As invisibility, but subject can attack and stay invisible.

[Wiz SL2] Resist Elements: -12 dmg/r from 1 of: acid/cold/lightning/fire/sound {Touch, 1 creature}

[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

[Wiz SL2] Mirror Image (3): Creates 1d4+L/3 images of yourself {self only}

[Wiz SL2] Resist Elements: -12 dmg/r from 1 of: acid/cold/lightning/fire/sound {Touch, 1 creature}

[Pri SL2] Hold Person/Monster 2: Hold 4 person or 2 monster targets (save)

[Psi60 Grand] Cure Serious Wounds: Cure 6d8+6*LVL hp

[Wiz SL5] Wall of Force: The wall only stops spell effects, hurled objects, and breath weapons. People and psionic effects can pa

[Psi-2 Major] Endorphin Drain: 6 Int,Wis,or Chr dmg; 6 to all three

[Wiz SL5] Wall of Force: The wall only stops spell effects, hurled objects, and breath weapons. People and psionic effects can pa

[Psi-2 Major] Endorphin Drain: 6 Int,Wis,or Chr dmg; 6 to all three

[Wiz SL3] Hold Person: Holds up to 4 people

Dungeon012320 - Dungeon Level 5

Room # 8

Banquet

45ft. long x 10ft. wide x 40ft. tall

Caved-in/Collapsed Area; idol

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

buzzing; salty, wet smell

Ritiik the insidious Femme Rider (Catamaran); Ired the frigid Sarge Vision (Solar)

Inhaled Radiance Trap; DL 5; Search DC 54 (24 Int damage, DC 54 RSW save to negate)

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

[x1] Gravity high 19 G's (-72 Str, /move rate by 20, falling dmg x20, Z actions reduced by 19/s)

9,747gp

teeth

mahogany coffin, 1gp

Teal Bracers [AT+37] +4 AC/+4 Saves; 1P: Detect Life; Detect Invisibility; Detect Dust of Disappearance; CL 25; SL 5, 125770gp

Lily-white Bag: +4 Feat Slots, 125140gp

DL V Small Mind-Flayer-World Humanoids x(37) x[2]

AC 254, HD 9, hp 216, MR 134% #Att 6, TH ÷ AC/Save DC by 6, dmg 203

Str 36, Dex 32, Con 18, Int 23, Wis 21, Chr 39, 0.75kxp

Has tentacles. Usually psionic., Has 2 arms, 2 legs, and 1 head.

Prepared effects:

[Psi29 Grand] Spell Reflection:

[Psi2 Major] Suppress Magic: Anti-Magic Shell (SL=X) 60' r; Dispel-Magic Zone

[Pri SL3] Goodberry 3: Creates 12 goodberries

[Psi100 Grand] Preservation: 1=Preserve,2=Trap Soul,5=Permanency,7=Stasis; affects 2+CL/9 groups

[Pri SL5] Spell Resistance : Subject gains +12 +1/level SR.

[Psi12T Grand] Magic Jar: Magic Jar (as spell)

[Psi54 minor] Phobia: Fear (SL saves)

[Pri SL5] Greater Command : As command, but affects one subject/level.

[Pri SL3] Call Lightning 3: (CL+2)d8 lightning dmg (save:½) (halve the die type if not outside)

[Pri SL5] Greater Command : As command, but affects one subject/level.

[Pri SL3] Call Lightning 3: (CL+2)d8 lightning dmg (save:½) (halve the die type if not outside)

[Psi54 minor] Phobia: Fear (SL saves)

Dungeon012320 - Dungeon Level 5

Room # 9

Empty (completely clean)

10ft. long x 30ft. wide x 5ft. tall

pedestal; candlesticks

Tricked Door, roll on [D5] leading to a hallway 50ft. long x 20ft. wide x 25ft. tall

thud; scratching/scrabbling

Samhuth the hostile Time Eye (Gun); Berinna the jocular Adolescent Specter (Dagger)

Water-Filled Spring Trap; DL 5; Search DC 53 (48 damage, DC 53 Will save for half)

Arch that (causes/has/or is) False

[x1] Gas in room: Int (all in room get -45 to that stat while in room)

3,656gp

candelabra

an iron key, 1gp

Greenish Clothes: +1 Mount Slots, 125330gp

Ultramarine Armor, Light [AT+261] +16 AC/+5 Saves; 1M: Pick one action type (M, P, V). Your number of actions of that type is n

DL V Huge Outer-NG Insects x(18) x[1]

AC 259, HD 220, hullp 1728, PR 72% #Att 9, TH ÷ AC/Save DC by 30, dmg 105

Str 19, Dex 45, Con 38, Int 37, Wis 18, Chr 37, 0.75kxp

Dark vision, immune acid, cold, and petrification. Resist electricity and fire. Protection from evil continuous. Tongues at will., No

Prepared effects:

[Psi6G Grand] Astral Eyes: Can see through alterations/illusions/possession; Astral Perception

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

[Pri SL5] Resist Fire/Resist Cold 5: Take -65% dmg vs. fire or cold

[Psi45 minor] Regeneration: Regenerate SL hp/s

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

[Wiz SL5] Cloudkill : Kills 3 HD or less; 4-6 HD save or die.

[Psi60 minor] Stun Touch: LVL*5 dmg + stun (save)

[Psi6E Major] Howling Thunder: Randomly summons 6d20 abyssal spirits

[Psi30 Grand] Bind: Stopped & -½ Str/succ

[Psi6E Major] Howling Thunder: Randomly summons 6d20 abyssal spirits

[Psi30 Grand] Bind: Stopped & -½ Str/succ

[Psi3½ Major] Psionic Blast: Stun creatures in 30-ft. cone for 1 round.

Dungeon012320 - Dungeon Level 5

Room # 10

Elevator Room

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

Bridge, Log; loose masonry

Teleport Door (other side is far away) leading to a hallway 15ft. long x 10ft. wide x 25ft. tall

metallic smell; rustling

Kimora the spiteful Machine Soarer (Carbine); Nerian Cedarson the attractive Sergeant Sword (Wings)

Injected Sound Trap; DL 5; Search DC 54 (20 Wis damage, DC 54 Spell save to negate)

Door, Secret that (causes/has/or is) side-sliding

[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)

5,691gp

sea shell

a suit of amber scales, +4 AC, 100gp

Cordovan Talisman [AT+6] +8 AC/+5 Saves; 1M: SR 10+2*CL; CL 22; SL 5, 125820gp

loun Stone, Normal, +1 Max # of Psi.Freq., 4130gp

DL V Fine Monster-classes Wurms x(3) x[1]

AC 252, HD 25, hp 28, #Att 3, TH ÷ AC/Save DC by 30, dmg 304

Str 16, Dex 17, Con 26, Int 28, Wis 26, Chr 31, 0.75kxp

Has Master Monster picks, Has no appendages.

Prepared effects:

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

[Wiz SL5] Prismatic Sphere 5: 3 Prismatic colors or 1 MultiPrismatic colors (may repeat colors in either mode)

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

[Pri SL5] Improved Free Action: Immune Capital S Stun, Stop, Hold, Paralysis, Summoning Sickness; Hold P,V actions

[Wiz SL3] Displacement : WR 50%

[Psi54 Grand] Phobia: Fear (SL saves)

[Psi18 minor] Telekinesis: Lift & Move: 100*LVL lbs.; object moves at 10*LVL"

[Psi6N minor] Force Shapechange: +20 CPPs to also Wrench the target

[Psi10 Major] Kinetic Wall: Immobile wall that blocks missile and melee weapons; must spend 1V to pass

[Psi6N minor] Force Shapechange: +20 CPPs to also Wrench the target

[Psi10 Major] Kinetic Wall: Immobile wall that blocks missile and melee weapons; must spend 1V to pass

[Psi6N minor] Force Shapechange: +20 CPPs to also Wrench the target

Dungeon012320 - Dungeon Level 5

Room # 11

Music Room

25ft. long x 40ft. wide x 10ft. tall

font; casket

Bone Door (shrieks loudly if opened) leading to a hallway 40ft. long x 15ft. wide x 25ft. tall

roar(ing); foggy near ceiling

Lavinia the miserly Machine Enigma (Chair); Plemena the egotistical Sister Hitman (Training)

Hail of Javelins Trap; DL 5; Search DC 55 (Attack +65 ranged, 8d6 Str damage)

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

[x1] DTZ (Dispel Tech Zone) - Tech effects get countered; existing tech effects have SL% chance of being dispelled per segment

1,333gp

charcoal

a small key, 0gp

Peacock blue Gauntlets [AT+7] +2 AC/+1 Saves; 1Z: Heal half of your claw's base damage.; CL 30; SL 5, 125290gp

Sooty Scarab [AT+6] +1024 AC/+1 Saves; 1M: True Seeing; CL 25; SL 5, 125300gp

DL V Small Dead-Timeline/Looporal Weirds x(40) x[2]

AC 256, HD 40, hullp 216, #Att 8, TH ÷ AC/Save DC by 30, dmg 301

Str 33, Dex 32, Con 44, Int 28, Wis 26, Chr 27, 0.75kxp

Reality/Loop stable., Immune critical hits, poison, sleep, paralysis, stunning. Has no soul.

Prepared effects:

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

[Wiz SL2] Globe of Invulnerability 2: Immune to spells with SL=0 to 1

[Psi-2 Grand] Elemental Composition: Can be any Normal/Para/Quasi Eele ; Can be Semi Eele

[Psi-6G minor] Trumpet: Each segment, if an enemy combatant does *not* attack you, he takes CL dmg (no save)

[Psi-2 Grand] Elemental Composition: Can be any Normal/Para/Quasi Eele ; Can be Semi Eele

[Wiz SL5] Hold Monster : 1d4 creature Paralyzes creatures unless save is made

[Pri SL4] Heal 4: Cure to 50% of max hp (max Heal 4 can cure at once = 500 hp)

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

[Psi10 minor] Light: Light

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

[Psi10 minor] Light: Light

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

Dungeon012320 - Dungeon Level 5

Room # 12

Throne Room

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

tube (piping); relief

Glass Door (transparent) (shatters if opened) leading to a hallway 35ft. long x 25ft. wide x 5ft. tall
steamy near ceiling; stale, fetid smell

Deogol Deogolsson the heartless Caped Scout (Arrows); Traian the caustic Teenage Scavenger (Vibro-)

Lower Resistance Trap; DL 5; Search DC 55 (Wizard CL 10, DC 53 Reflex save to negate)

Machine that (causes/has/or is) behind tapestry

[x1] DMZ (Dispel Magic Zone) - Magic effects get countered; existing magic effects have SL% chance of being dispelled per segment
3,009gp

large table

a shiny war trophy, 1gp

Ebony Coasters: +3scrQOE Action(s), 125430gp

Lily-white Cinder block: +200 Skill Points, 125430gp

DL V Small Star-Trek-Loop Cthulhoid-Horrors x(5) x[4]

AC 258, HD 45, hullp 216, #Att 1, TH ÷ AC/Save DC by 30, dmg 154

Str 29, Dex 25, Con 24, Int 19, Wis 16, Chr 19, 0.75kxp

Has captain spells, Has a bizarre anatomy, strange abilities, an alien mindset, or any combination of the three.

Prepared effects:

[Psi10 Major] Pain Block: Target heals 50% of damage taken; Take only 50% of damage received

[Psi--2 minor] Biosaveback: -2 dmg/energy att; +CL/3 saves; +CL saves instead

[Pri SL2] Protection from Fire 2: Stop the next CL*4 fire dmg

[Wiz SL2] Armor 2: +CL*4 current hp

[Pri SL3] Protection From Fire: Immune normal fire; Absorb 12*CL dmg fire (or) Resist Fire

[Pri SL1] Summon Monster I: Summons a DL 1 creature to fight for you {1 creature}

[Pri SL5] Creeping Doom 5: (1d2+4)*60 insect dmg

[Wiz SL2] Monster Swarm Summoning II: Summons CL*4 DL I monsters

[Wiz SL2] Lightning Bolt 2: CLd4 lightning dmg to a group (save:½)

[Wiz SL2] Monster Swarm Summoning II: Summons CL*4 DL I monsters

[Wiz SL2] Lightning Bolt 2: CLd4 lightning dmg to a group (save:½)

[Pri SL1] Cause Fear: Fear (save), max 6 HD {1 creature}

Dungeon012320 - Dungeon Level 6

Room # 1

Lounge

25ft. long x 15ft. wide x 30ft. tall

fountain; offertory container

Automatic Door (opens if anyone approaches) leading to a hallway 5ft. long x 25ft. wide x 10ft. tall

whining; bang, slam

Ashmedai the daring Thunder Devil (Stallion); Nolith the altruistic Screaming Hitman (Gadgets)

Injected Splinters Trap; DL 6; Search DC 64 (80 damage, DC 65 Breath Weapon save for half)

Fire that (causes/has/or is) Gravity - Nil

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing godly effects have SL% chance of being dispelled per segment
34,160gp

knives

a sword of Set, sword, 4d5 (12), 10gp

Flesh-coloured Bottle: +200 PSP's, 180240gp

Olive drab Girdle [AT+21] +1 AC/+8 Saves; 1V: Create a "Power" type item (see next page) of TechL=CL, each TechL takes 1S action

DL VI Fine Outer-TN Viruss x(24) x[2]

[AC] 370, HD 3, hp 37, IR 139% #Att 6, TH ÷ AC/Save DC by 7, dmg 362

Str 23, Dex 31, Con 37, Int 27, Wis 27, Chr 18, 1.5kxp

Immune mind-affecting, positive energy, and negative energy. Resist cold, fire, and acid, Can infect things. Immune mind-affecting

Prepared effects:

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

[Psi-9 minor] Specific Reduction: takes -1d4 dmg/m on contact w/ substance

[Wiz SL6] Fire Shield 6: Anyone who melees with you takes 125% dmg back

[Psi-17 Major] (no name): Confusion shield (whoever hits you saves or is Confused)

[Psi9 minor] Poison Fangs: CHd6 damage poison in mouth (save)

Combat effects:

[Wiz SL6] Semi-Imprisonment: Target is Imprisoned for CL segments (no save)

[Pri SL6] Creeping Doom 6: (1d3+5)*80 insect dmg

[Psi6N Grand] Mental Ball 8: 80'r; take 8*level*(# of freq.) damage; no save

[Pri SL6] Creeping Doom 6: (1d3+5)*80 insect dmg

[Psi6N Grand] Mental Ball 8: 80'r; take 8*level*(# of freq.) damage; no save

[Pri SL6] Hold Person/Monster 6: Hold 8 person or 6 monster targets (save)

[Wiz SL2] Monster Swarm Summoning II: Summons CL*4 DL I monsters

[Psi5 minor] Reroll: (Z action) Reroll any die roll (yourself or other)

Dungeon012320 - Dungeon Level 6

Room # 2

Salon

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

portcullis; table (small)

Plane Shift Door (other side is on another plane) leading to a hallway 40ft. long x 5ft. wide x 25ft. tall

poor oxygen; whining

Aerad the philanthropic Sand Rebel (Lunar); Andor the raving Mutant Lass (Barge)

Injected Dust Trap; DL 6; Search DC 63 (90 damage, DC 66 RSW save for half)

Pool that (causes/has/or is) Gate (to random plane) in room (can be dispelled, or closed by a x1 or higher being passing through [x2] *Cursed* - Room is permanently and continuously *Cursed*ed, only creatures with an immunity or a personal bubble again 2,022gp

tweezers

some dry rations, 3gp

Leaden Gloves [AT+6] +2 AC/+2 Saves; 1M: Level*5% PsiR; CL 24; SL 6, 181020gp

loun Stone, Don, Store 100 PSPs, see [Q11U] to convert, 12520gp

DL VI Gargantuan Outer-LG Humanoids x(26) x[2]

AC 369, HD 98, hp 28416, #Att 12, TH ÷ AC/Save DC by 42, dmg 363

Str 23, Dex 22, Con 33, Int 17, Wis 26, Chr 25, 1.5kxp

Dark vision, immune acid, cold, and petrification. Resist electricity and fire. Protection from evil continuous. Tongues at will., Ha

Prepared effects:

[Psi29 minor] Animate Dead:

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

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

[Psi27 minor] Winery: Create a random potion (roll 1 Artificer effect) (use within LVL r or wasted)

[Psi54 Grand] Mind Over Matter: Stay conscious (and offensive) for up to SL segments after being reduced below -10 hp

Combat effects:

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

[Pri SL2] Summon Monster II: 1 DL 2 or 1d3 DL 1 creatures to fight for you {1 creature}

[Pri SL1] Summon Monster I: Summons a DL 1 creature to fight for you {1 creature}

[Pri SL2] Summon Monster II: 1 DL 2 or 1d3 DL 1 creatures to fight for you {1 creature}

[Pri SL1] Summon Monster I: Summons a DL 1 creature to fight for you {1 creature}

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

[Pri SL1] Summon Nature's Ally I: Summons a DL 1 animal to fight for you {1 creature}

[Psi54 minor] Ice Control: Wall of Ice

Dungeon012320 - Dungeon Level 6

Room # 3

Gas Chamber

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

dome; Floors of Ice

(Wood Door, Normal) leading to a hallway 45ft. long x 5ft. wide x 20ft. tall

jingling; bong

Vagn Jaguarfoot the gelatinous Living Threesome (Wind); Efnisien the smelly Jet Lass (Doohickey)

Flame Strike 6 Trap; DL 6; Search DC 64 (Cleric CL 12, DC 62 PP save to negate), (multiple targets)

Illusion that (causes/has/or is) Gravity - Nil

[x2] Charm - Room is permanently and continuously Charmed, only creatures with an immunity or a personal bubble against it c

25,667gp

dung

A blade of shadows, sword, 12d30 (186), 0gp

Censer Cont. Air Elementals, 24510gp

Yellowish Javelin [6d4] +9 Th/+243 dmg 14+/x3; 1M: Blink; CL 24; SL 6, 180160gp

DL VI Gargantuan Star-Trek-Loop Cthulhoid-Horrors x(17) x[2]

AC 369, HD 99, hp 30720, #Att 4, TH ÷ AC/Save DC by 7, dmg 217

Str 48, Dex 23, Con 43, Int 29, Wis 25, Chr 43, 1.5kxp

Has captain spells, Has a bizarre anatomy, strange abilities, an alien mindset, or any combination of the three.

Prepared effects:

[Psi54 minor] Molecular Chameleon: Polymorph your body into an unusual material that you're touching (max S factor = SL)

[Psi54 Grand] Mind Over Matter: Stay conscious (and offensive) for up to SL segments after being reduced below -10 hp

[Pri SL5] Extra Group +1: The next spell you cast will affect +1 groups of monsters

[Psi54 minor] Acrobatics: Any Acrobat SL-1 pick; 5*CL Rogue points in it

[Psi7 Grand] (no name): Immunity to death or slay effects

Combat effects:

[Psi29 Grand] Escape:

[Wiz SL1] Summon Monster I: Summons a DL 1 creature to fight for you {1 creature}

[Psi2 Major] Summon Planar Creature: Choice of plane but not exact; Creature not angry

[Wiz SL1] Summon Monster I: Summons a DL 1 creature to fight for you {1 creature}

[Psi2 Major] Summon Planar Creature: Choice of plane but not exact; Creature not angry

[Pri SL6] Dispel Evil 6: Dispel 2 evil targets (can target the same thing more than once) (save)

[Psi-2 minor] Cause Disease: Cause Disease; Cause 2 diseases

[Psi29 minor] Chromatic Orb:

Dungeon012320 - Dungeon Level 6

Room # 4

Conjuring

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

chest, medium; pan

Sliding Door (slides left/right into wall) leading to a hallway 15ft. long x 10ft. wide x 5ft. tall

clicking; dank, mouldy smell

Druena the foul Bee Dragon (Donkey); Thelonn the hideous Gamma Necromancer (Net)

Contact Radioactive {extra +1} Trap; DL 6; Search DC 64 (18 Int damage, DC 64 PP save to negate)

Monster that (causes/has/or is) down-sliding

[x2] Disjunct (effect) - Room is permanently and continuously Disjunct (effect)ed, only creatures with an immunity or a personal
1,988gp

tweezers

a dragon's tooth knife, dagger, 5d5 (15), 320gp

Sea-green Staff [2d6] +125 Th/+27 dmg 17+/x5; 1V: 1=Dispel Exhaustion,5=Feeblemind,6=Cure Insanity; CL 24; SL 6, 180750gp

Puce Chair: Free Warrior Guild Kit: Access to "All Warrior" abilities. Access to [E41] Warrior magic item store., Free bonus WR Ev

DL VI Diminutive Far Realm/Ultrablack Golems x(22) x[1]

AC 365, HD 36, hp 74, CR 372% #Att 9, TH ÷ AC/Save DC by 7, dmg 145

Str 33, Dex 36, Con 26, Int 24, Wis 41, Chr 44, 1.5kxp

#N/A

Prepared effects:

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

[Psi54 Major] Poison Touch: Your next attack is poisonous (Death or (SL-1)*10 dmg if they make the save)

[Psi2 Major] Suppress Magic: Anti-Magic Shell (SL=X) 60' r; Dispel-Magic Zone

[Wiz SL4] Dimensional Anchor : Bars extradimensional movement.

[Psi-1 minor] Steadiness: Immune Telekinesis, Falling Damage, Teleport Away, Gates/DimDoors

Combat effects:

[Wiz SL2] Summon Monster II: 1 DL 2 or 1d3 DL 1 creatures to fight for you {1 creature}

[Wiz SL2] Hypnotic Pattern (1): 24 HD looking at pattern are Hypnotized

[Psi54 Grand] Animate Image: Summon a DL=SL creature based on an picture/painting you have (the image is consumed)

[Wiz SL2] Hypnotic Pattern (1): 24 HD looking at pattern are Hypnotized

[Psi54 Grand] Animate Image: Summon a DL=SL creature based on an picture/painting you have (the image is consumed)

[Wiz SL6] Death Spell 6: Slay 6d12 HD of creatures (save)

[Psi72 minor] Regeneration: Regenerate PL hp/r

[Wiz SL6] Power Word Kill 6: Kills a creature if current hp < 30 (no save)

Dungeon012320 - Dungeon Level 6

Room # 5

Treasure Room

15ft. long x 5ft. wide x 20ft. tall

cask; skull

Secret Door, roll again for type leading to a hallway 5ft. long x 25ft. wide x 15ft. tall

knocking; laughter

Fadilah the amazing Shark Tornado (Invisi--); Nonnach the zealous Pubescent Emperor (Doohickey)

Tripping Arrows Trap; DL 6; Search DC 64 (Attack +72 melee, 4d6 Dex damage)

Dome that (causes/has/or is) stuck

[x2] Immortals cannot see, smell, or sense into this room unless they are actually there; Divine Intervention fails

610gp

tupbe

a shock club, mace, 8d24 (100), 300gp

Ashworm Pellet: Becomes an Ashworm 1 round after pellet thrown on ground. If pellet disintegrated or dealt 50 hp damage, the

Lime-green Bolts, crossbow (10) [4d10] +6 Th/+16 dmg 16+/x3; 1M: Cure N hp to one target (max N = 5+CL^2); CL 21; SL 6, 1805

DL VI Tiny Shangri-La Wurms x(6) x[2]

AC 361, HD 5, hp 168, WR 135% #Att 4, TH ÷ AC/Save DC by 42, dmg 222

Str 29, Dex 24, Con 37, Int 46, Wis 34, Chr 32, 1.5kxp

Has no truename, Immune Lost, Has no appendages.

Prepared effects:

[Psi9 minor] Metal Corrosion: Touch: Metal items save (no mod.) vs. acid

[Wiz SL3] Fire Shield 3: Anyone who melees with you takes 50% dmg back

[Psi81 minor] Regeneration: Regenerate CL hp/s

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

[Psi23 minor] Acid Cloud: 1 point acid damage per round in area

Combat effects:

[Psi-6N minor] Gaea's Blessing: Reconstruct up to three effects which were dispelled/twisted within the last turn

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

[Psi6N minor] Force Shapechange: +20 CPPs to also Wrench the target

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

[Psi6N minor] Force Shapechange: +20 CPPs to also Wrench the target

[Pri SL6] Blade Barrier 6: 8d8 dmg wall (shards)

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

[Pri SL5] Dispel Evil: Unsummons evil creatures (Outer-planar/summoned no save). If cast against 1 creature of the appropriate

Dungeon012320 - Dungeon Level 6

Room # 6

Library

40ft. long x 20ft. wide x 50ft. tall

tube (piping); staff, normal

Tricked Door, roll on [D5] leading to a hallway 35ft. long x 5ft. wide x 15ft. tall

whispering; updraft, strong

Geraint the Cowherd the wretched Shining Protector (Motorhome); Norena the crazy Whirl Monger (-mobile)

Rolling Pendulums Trap; DL 6; Search DC 65 (Attack +96 melee, 6d12 damage)

Altar that (causes/has/or is) Poison

[x2] Berserk - Room is permanently and continuously Berserked, only creatures with an immunity or a personal bubble against it
10,544gp

globes

The Diamond Sutra, 'dispel magic', 2gp

Hazel Weapon Gemlet [6d6] +5 Th/+2 dmg 17+/x3; 1M: Repairs an object (as per Mend spell); works on devices up to TechL = C

Orchid Helm [AT+9] +4 AC/+256 Saves; 1M: Multiply hp by 1.5; CL 27; SL 6, 180540gp

DL VI Small Time/Temporal Giants x(14) x[1]

AC 372, HD 11, hp 296, WR 852% #Att 5, TH ÷ AC/Save DC by 42, dmg 364

Str 35, Dex 18, Con 38, Int 36, Wis 44, Chr 30, 1.5kxp

Time/Reality stable., Minimum size category Large.

Prepared effects:

[Psi60 Major] Anti-Missile Barrier: Ranged: +LVL/2 AC, -LVL dmg per hit/succ

[Psi--2 Grand] Endurance of the World: +9 TH; +9 dmg; IECNR +25% ; Lasts 5r after maint.

[Wiz SL2] Mirror Image (3): Creates 1d4+L/3 images of yourself {self only}

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

[Pri SL5] Resist Vulnerability: Target gains a Resist to something which can only be used to counter a Vulnerability (Duration 1 hr)

Combat effects:

[Psi12T Grand] Magic Jar: Magic Jar (as spell)

[Wiz SL1] Nahal's Reckless Dweomer: L% desired spell you know; else Wild Surge

[Psi27 Grand] Death: Target is slain (save)

[Wiz SL1] Nahal's Reckless Dweomer: L% desired spell you know; else Wild Surge

[Psi27 Grand] Death: Target is slain (save)

[Psi29 Major] Control Gravity:

[Pri SL4] Cure Wounds 4: Cures 10d8 hp (can take offer of 6 per die -> 60 hp)

[Psi12T Grand] Magic Jar: Magic Jar (as spell)

Dungeon012320 - Dungeon Level 6

Room # 7

Temple

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

chalk; skull

Bone Door (shrieks loudly if opened) leading to a hallway 10ft. long x 25ft. wide x 25ft. tall

putrid smell; grunting

Egor Yurikovich the insane Underground Disaster (Mathematics); Soretyo the acrobatic Aristocratic Dwarf (Griffon)

Cell Rot Trap; DL 6; Search DC 64 (Psionicist CL 12, DC 64 Fortitude save to negate)

Door that (causes/has/or is) Suggests

[x2] Mortals cannot hear, taste, or sense into this room unless they are actually there; Divine Intervention fails

16,921gp

ear spoon

a heap of nuts, Ogp

Sepia Bolts, crossbow (10) [5d8] +1 Th/+5 dmg 18+/x5; 1Z: (borrow 1M from future to use) Redirect an effect targetting you to c

Garnet Bag: Free Barbarian Kit: -2 NPC reactions; Gain Exceptional Str and Con, Free bonus Endurance proficiency, 180320gp

DL VI Large Sigil/Maelstrom Lycanthropes x(21) x[1]

AC 367, HD 150, hp 1216, #Att 11, TH ÷ AC/Save DC by 42, dmg 722

Str 30, Dex 31, Con 34, Int 43, Wis 47, Chr 49, 1.5kxp

Immune Maze effects, Can polymorph to alternate form.

Prepared effects:

[Psi16 Grand] Construct Psi16 Item 4: Create a Psi16 item (see next page) of TechL=CL, each 4 TechL takes 1S action

[Pri SL6] Resist [E=6 element]: Pick an E=6 element, you resist it for 1 hour.

[Psi45 minor] Cosmic Awareness: Grand: Cosmic Awareness

[Pri SL5] Resist Fire/Resist Cold 5: Take -65% dmg vs. fire or cold

[Psi81 minor] Stretching: Can attack (CL+3)/4 groups per segment without actually entering them

Combat effects:

[Wiz SL1] Death Spell 1: Slay 1d12 HD of creatures (save)

[Pri SL5] Remove Coma: Removes the Coma effect

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

[Pri SL5] Remove Coma: Removes the Coma effect

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

[Psi-3 Major] Darkness Blast: Darkness blast inflicts 9d4 damage in 20' radius.

[Psi45 minor] Magic Domination: Control M Actions (SL/2 saves)

[Wiz SL6] Death Spell 6: Slay 6d12 HD of creatures (save)

Dungeon012320 - Dungeon Level 6

Room # 8

Waiting Room

25ft. long x 40ft. wide x 50ft. tall

dung heap; Floors of Souls

Unusual Material Door, roll on [E5] leading to a hallway 50ft. long x 10ft. wide x 20ft. tall

thud; footsteps (receding)

Shilah the incredible Blood Horror (Staff); Esma the tone-deaf New Wizard (Pony)

Box transforms into Elemental Alcohol Trap; DL 6; Search DC 61 (12 Con damage/s, DC 65 RSW save for half)

Passage that (causes/has/or is) Teleports

[x2] Disjunct (effect) - Room is permanently and continuously Disjunct (effect)ed, only creatures with an immunity or a personal 35,641gp

knives

a shimmering gate, Ogp

Onyx Wand [4d12] +3 Th/+243 dmg 14+/x4; 1M: [Pick an element] CLd10 dmg of that element (one group, no save); CL 37; SL 6

Chartreuse Sand paper: All your Priest classes use the "set XP table"(3kxp at 2nd, doubles til 9th,600kxp at 10th,+300kxp per lev

DL VI Small Rogue-classes Kobolds x(18) x[2]

AC 371, HD 9, hp 296, #Att 6, TH ÷ AC/Save DC by 7, dmg 724

Str 50, Dex 44, Con 51, Int 36, Wis 47, Chr 23, 1.5kxp

Has Rogue abilities, Can overbear in numbers.

Prepared effects:

[Psi29 Grand] Spell Reflection:

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

[Psi29 Grand] Spell Reflection:

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

[Psi-6E minor] Demonfire: Spend the Q points from non-Psi(-6) frequencies. Your next attack is at +Q to hit.

Combat effects:

[Psi6G minor] Repair: Repairs an object (as per Mend spell); works on devices up to TechL = CL

[Psi6N Major] Dispel Non-Balance: Dispel Evil but vs. non-Neutral creatures

[Pri SL4] Call Lightning 4: (CL+2)d10 lightning dmg (save:½) (halve the die type if not outside)

[Psi6N Major] Dispel Non-Balance: Dispel Evil but vs. non-Neutral creatures

[Pri SL4] Call Lightning 4: (CL+2)d10 lightning dmg (save:½) (halve the die type if not outside)

[Pri SL2] Hold Person/Monster 2: Hold 4 person or 2 monster targets (save)

[Pri SL4] Death's Door 4: Target (currently at negative hp) goes to 1 hp

[Pri SL2] Lesser Restoration: Restores temporary lowering of 1 ability score {Touch, 1 creature}

Dungeon012320 - Dungeon Level 6

Room # 9

Meditation

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

Bridge, Stone; gong

Energy/Elemental Door leading to a hallway 30ft. long x 10ft. wide x 5ft. tall

draft, strong; rotting vegetation smell

Rhyn the clever Miss Prowler (Lycanthropy); Ired the rancorous Baron Defender (Taxi)

Fusillade of Arrows Trap; DL 6; Search DC 65 (Attack +30 melee, 8d10 Con damage)

Container (Barrel, Jar, Vase, etc.) that (causes/has/or is) behind tapestry

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing concordant effects have SL% chance of being dispelled

14,952gp

cracked flask

sword of honor, sword, 10d14 (75), 0gp

Rod of Self-Absorption, 2130gp

Inky Armor, Heavy [AT+248] +6 AC/+5 Saves; 1Z: +PL current hp; CL 27; SL 6, 180990gp

DL VI Tiny Collectiverse/Gooveyverse/etc. Spirit-of-the-Lands x(17) x[1]

[AC] 367, HD 42, hp 164, RR 137% #Att 4, TH ÷ AC/Save DC by 7, dmg 221

Str 19, Dex 17, Con 45, Int 51, Wis 19, Chr 46, 1.5kxp

Immune disintegration and annihilation, Incorporeal

Prepared effects:

[Wiz SL4] Original Stoneskin 4: Block the next 1 P action of attacks

[Pri SL5] Golem: Makes a golem (you need raw materials)

[Psi-6G Grand] Armageddon †: 1bM: Can use +1M/s this round; Immune Cold; Immune Shadow

[Psi27 minor] Night Company: Improved Invis.; +LVL% Rogue abilities; +4/-4 pro.; vulnerable to Light and Fire

[Psi4 Grand] Ability Score *2: Choose one ability score. New score = (old score - 10) * 2 + 10

Combat effects:

[Wiz SL5] Magic Jar : Life force change between the caster and someone else

[Wiz SL4] Confusion : Confuses targets, who can wander away, attack friend or do nothing

[Pri SL5] Rainbow: Creates a rainbow bridge (or) CL bolts d8 dmg 1 target each

[Wiz SL4] Confusion : Confuses targets, who can wander away, attack friend or do nothing

[Pri SL5] Rainbow: Creates a rainbow bridge (or) CL bolts d8 dmg 1 target each

[Pri SL3] Cure Disease: Cures Disease

[Wiz SL3] Prismatic Wall 3: 3 Prismatic colors or 1 MultiPrismatic colors (may repeat colors in either mode)

[Pri SL2] Dust Devil: Dust Devil: AC 4, HD 2, hp 16, Mv 18, dmg 1d4 {1 creature}

Dungeon012320 - Dungeon Level 6

Room # 10

Temple

15ft. long x 30ft. wide x 40ft. tall

table, large; oven

Glass Door (transparent) (shatters if opened) leading to a hallway 35ft. long x 5ft. wide x 10ft. tall
tapping; splintering

Vanada the holy Armadillo Savage (Invisi--); Chelan the gelatinous Golden Men (Vibranium)

Tripping Spears Trap; DL 6; Search DC 64 (Attack +102 melee, 8d8 damage)

Door, Secret that (causes/has/or is) push-brick trigger

[x2] Ultraplanar beings cannot see, feel, or sense into this room unless they are actually there; Divine Intervention fails
31,559gp

fungus

a belt pouch, 5gp

Smoky Shoes: Free Unique Psionic Power Feat: DM rolls a High-Frequency sample, you can request a school/sphere, you know it

Hazel Armor, Medium [AT+221] +27 AC/+216 Saves; 1M: 1M, 1/d: Build a Tech=SL Psi8 item; CL 24; SL 6, 180480gp

DL VI Large Internet Cthulhoid-Horrors x(20) x[3]

AC 362, HD 26, hullp 1344, #Att 4, TH ÷ AC/Save DC by 7, dmg 74

Str 27, Dex 47, Con 45, Int 31, Wis 41, Chr 19, 1.5kxp

Psilink, Immune Web, Has a bizarre anatomy, strange abilities, an alien mindset, or any combination of the three.

Prepared effects:

[Psi54 Major] Molecular Chameleon: Polymorph your body into an unusual material that you're touching (max S factor = SL)

[Wiz SL4] Anti-Magic Shell 4: Anti-Magic of SL 0 to 3

[Psi4 Grand] Ability Score *2: Choose one ability score. New score = (old score - 10) * 2 + 10

[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.

[Pri SL6] Antilife Shell : 10-ft. field hedges out living creatures.

Combat effects:

[Wiz SL3] Dispel Illusion : Dispels illusions in area

[Psi-2 Major] Endorphin Drain: 6 Int,Wis,or Chr dmg; 6 to all three

[Pri SL2] Remove Degeneration/Wounded: Removes a Degeneration or Wounded effect

[Psi-2 Major] Endorphin Drain: 6 Int,Wis,or Chr dmg; 6 to all three

[Pri SL2] Remove Degeneration/Wounded: Removes a Degeneration or Wounded effect

[Psi45 Grand] Energy Conversion: 0, SL/t: Convert an element in an effect to another element (max E factor = SL/2, round down)

[Psi29 minor] Cause Serious Wounds:

[Psi-12T minor] Bring Animals II: Summon CL Animals using ML II chart, you pick the result

Dungeon012320 - Dungeon Level 6

Room # 11

Priest's Chamber/Lab

15ft. long x 40ft. wide x 20ft. tall

knives; bed

Sliding Door (slides left/right into wall) leading to a hallway 35ft. long x 20ft. wide x 25ft. tall

misted; hissing

Ahrahl the weird Pubescent Shogun (Extra-terrestrial); Volute the groovilicious Scarab Avenger (Kite)

Hail of Deathblades Trap; DL 6; Search DC 63 (Attack +84 ranged, 2d12 damage)

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

[x2] Gods cannot smell, feel, or sense into this room unless they are actually there; Divine Intervention fails

18,312gp

scroll case (empty)

some chained gauntlets, +2 AC, 859gp

Onyx Armor Gemlet [AT+32] +1 AC/+9 Saves; 1Z: Get a "Level:" ability in your class 4 levels early (this can be taken multiple times)

Gloves of Missile Snaring, 10110gp

DL VI Tiny Internet Goblin/Orcs x(11) x[3]

AC 371, HD 4, |hp| 156, PR 75% #Att 2, TH ÷ AC/Save DC by 42, dmg 221

Str 46, Dex 42, Con 28, Int 20, Wis 36, Chr 49, 1.5kxp

Psilink, Immune Web, Dark Vision, Stay conscious past 0hp. Light Sensitivity

Prepared effects:

[Wiz SL5] Tenser's Transformation 5: +75% of max hp to current hp, +1 TH melee

[Psi7 Major] (no name): Immunity to critical hits

[Wiz SL5] Tenser's Transformation 5: +75% of max hp to current hp, +1 TH melee

[Psi2 minor] Awe: Won't attack caster (save); No save

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

Combat effects:

[Psi12L minor] Hold Person: Hold Person, +45 LPPs gives Hold Monster

[Pri SL1] Summon Monster I: Summons a DL 1 creature to fight for you {1 creature}

[Psi12L minor] Hold Person: Hold Person, +45 LPPs gives Hold Monster

[Pri SL1] Summon Monster I: Summons a DL 1 creature to fight for you {1 creature}

[Psi12L minor] Hold Person: Hold Person, +45 LPPs gives Hold Monster

[Psi30 Grand] Ram Bolt: 1 hull point damage/succ

[Psi3½ Major] Psionic Blast: Stun creatures in 30-ft. cone for 1 round.

[Psi0 minor] Disarm: One attack: Target is disarmed (no save)

Dungeon012320 - Dungeon Level 6

Room # 12

Storage

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

divan; charcoal

Loop Door (goes to another timeline) leading to a hallway 35ft. long x 5ft. wide x 15ft. tall

manure smell; clear

Ashald the foul Sea Titan (Rattan Cane); Grigor the demented Platinum Wonder (Psi--)

Flooding Box Trap; DL 6; Search DC 62 (48 damage, DC 63 RSW save for half)

Altar that (causes/has/or is) Resisting - General

[x2] Immortals cannot see, hear, or sense into this room unless they are actually there; Divine Intervention fails

11,664gp

rug

platinum gauntlets, +1 AC, 430gp

loun Stone, Normal, +3 in a single save category, 8330gp

Charcoal Girdle [AT+7] +36 AC/+243 Saves; 1M: You have an enslaved Priest: You gain his Priest memorization for the day.; CL 24

DL VI Titanic Outer-LG Leechs x(37) x[1]

AC 367, HD 385, hp 129024, PR 888% #Att 2, TH ÷ AC/Save DC by 42, dmg 293

Str 22, Dex 43, Con 37, Int 39, Wis 38, Chr 26, 1.5kxp

Dark vision, immune acid, cold, and petrification. Resist electricity and fire. Protection from evil continuous. Tongues at will., 0, 1

Prepared effects:

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

[Wiz SL5] Animal Growth : One animal/two levels doubles in size, HD.

[Psi--2 Major] Energy Command: Pick an element, you resist it; You double resist it

[Psi7 Grand] (no name): Immunity to death or slay effects

[Pri SL2] Aid: Bless; +2d8 (choose 1 die) hp (can above max) {Touch, 1 creature}

Combat effects:

[Psi-6E minor] Drain Life N: ½M, -1 current hp: Target takes N unholy negative vile grave dmg (no save); gain N hp (can go above

[Wiz SL6] Ray of Enfeeblement 6: -30 physical stat points (randomly distributed in packets of 5) (save per packet)

[Psi29 Grand] Escape:

[Wiz SL6] Ray of Enfeeblement 6: -30 physical stat points (randomly distributed in packets of 5) (save per packet)

[Psi29 Grand] Escape:

[Psi6G Grand] Suneagle: Summons a Phoenix (see Monstrous Compendium)

[Pri SL6] Dispel Evil 6: Dispel 2 evil targets (can target the same thing more than once) (save)

[Psi54 minor] Telekinesis: Telekinesis CL*SL*10 lbs.

Dungeon012320 - Dungeon Level 7

Room # 1

Cell

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

kiln; pot

Automatic Door (opens if anyone approaches) leading to a hallway 30ft. long x 20ft. wide x 25ft. tall

hissing; wind, strong, gusting

Zevenaar the noxious Techni- Ninjas (Bubble); Jovar the wild Cobalt Hive (Flaming)

Drawer transforms into Elemental Tempest Trap; DL 7; Search DC 76 (120 Cml damage/s, DC 71 Reflex save for half)

Furnishings that (causes/has/or is) Anti-Magic

[x2] Ultraplanar beings cannot taste, hear, or sense into this room unless they are actually there; Divine Intervention fails

44,198gp

straw mattress

the holy light of priestly gratitude, exotic, 11d12 (71), 580gp

Rose-coloured Armor Gemlet [AT+54] +625 AC/+8 Saves; 1P: SL/3 (round down) instances of Resist necromancy, energy and stat

Orangy Bullets, sling (10) [6d8] +5 Th/+3 dmg 19+/x7; 1M: Escape; CL 26; SL 7, 245580gp

DL VII Small Megaverse-Project Elf/Avalons x(34) x[2]

AC 501, HD 11, hullp 3136, RR 130% #Att 1, TH ÷ AC/Save DC by 56, dmg 1471

Str 23, Dex 39, Con 21, Int 32, Wis 51, Chr 33, 3.5kxp

StunR DL*10%, Immune sleep.

Prepared effects:

[Psi81 minor] Force Field: -CL*2 dmg distributed among /energy or /physical attacks

[Psi6E Grand] Forbiddance: As the 6th level Priest spell

[Psi3½ Super] Metamorphosis, Greater: Assume shape of any nonunique creature or object each round.

[Psi54 Grand] Flame Being: Fire Shield (SL*10% damage back to attacker); Deal +SL fire dmg with melee attacks

[Psi-6N minor] Adaptation ~: 1P or 1M: NaNR +CL*10%; Immune to Hostile Environment; Need not breathe

[Pri SL6] Protection from Fire 6: Stop the next CL*20 fire dmg

Combat effects:

[Psi3 Super] Dissolution: You Disintegrate really large objects or creatures.

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

[Psi3 Super] Dissolution: You Disintegrate really large objects or creatures.

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

[Psi6G Super] Wish: Wish (as spell), CL = 35

[Pri SL1] Command 1: Target makes 1 save, each missed save allows 1 word for a command to be given

[Wiz SL7] Dispel Magic 7: Dispel 5 magic effects

[Psi5 Major] Alter Reality (lesser): Duplicate 1st-5th level Alt, Ele, Hea

[Wiz SL7] Lightning Bolt 7: CLd14 lightning dmg to a group (save:½)

Dungeon012320 - Dungeon Level 7

Room # 2

Harem/Seraglio

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

Walls of Air; forge

Specialed Door, roll on [D6] leading to a hallway 35ft. long x 15ft. wide x 10ft. tall

ozone smell; clicking

Roscic the amazing Flying Gladiator (Zamboni); Hallomen the groovilicious She-- Ninjas (Rickshaw)

Ceiling transforms into Elemental Firestorm Trap; DL 7; Search DC 76 (16 Con damage/s, DC 73 Fortitude save for half)

Door, Secret that (causes/has/or is) Treasure hidden in secret space under container

[x2] Blind - Room is permanently and continuously Blinded, only creatures with an immunity or a personal bubble against it can

798gp

pottery shard

a blue star sapphire collar, +4 AC, 3000gp

Potion of Shadow Stealer (Animates your shadow as a Shadow (the creature); has half your hp and THAC0), 7130gp

Potion of Plant Control, 4850gp

DL VII Macro-Fine Monster-classes Unlives x(26) x[1]

[AC] 497, HD 900, hp 57344, MR 104% #Att 9, TH ÷ AC/Save DC by 8, dmg 399

Str 40, Dex 34, Con 35, Int 19, Wis 54, Chr 25, 3.5kxp

Has Master Monster picks, No CON score. Immune to critical hits, ability damage or drain, poison, sleep effects, paralysis, stunn

Prepared effects:

[Psi6E minor] Polymorph Self: As the 4th level Wizard spell

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

[Psi-12L Super] Spirit Resistance: +5*CL% XR

[Psi9 minor] Metal Corrosion: Touch: Metal items save (no mod.) vs. acid

[Psi3½ Super] Affinity Field: Effects that affect you also affect others.

[Pri SL5] Improved Free Action: Immune Capital S Stun, Stop, Hold, Paralysis, Summoning Sickness; Hold P,V actions

Combat effects:

[Psi6E Super] Fear VI (Fear Contagion): As the Quest level Priest spell

[Wiz SL4] Dispel Magic 4: Dispel 2 magic effects

[Psi6E Super] Fear VI (Fear Contagion): As the Quest level Priest spell

[Wiz SL4] Dispel Magic 4: Dispel 2 magic effects

[Psi6N Grand] Freedom: [0 action to use] Reverse Imprisonment

[Pri SL1] Summon Monster I: Summons a DL 1 creature to fight for you {1 creature}

[Psi45 Grand] Missile Creation: Do SL missile attacks, must roll to hit, each hit does 10 dmg (no save) and a stun (save)

[Psi45 Grand] Missile Creation: Do SL missile attacks, must roll to hit, each hit does 10 dmg (no save) and a stun (save)

[Wiz SL4] Cone of Cold 4: CLd8+CL cold dmg to a group (save:½)

Dungeon012320 - Dungeon Level 7

Room # 3

Wine Cellar

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

Walls of Ice; table (small)

Locked Door, Out of Phase leading to a hallway 30ft. long x 5ft. wide x 15ft. tall

hazy; chanting

Dulsaer the wondrous Digi-- Doomsday (Cannon); Sythsillis the fantastic Forgotten Hammer (Bulldozer)

Poisoned Deathblades Trap; DL 7; Search DC 77 (Attack +35 melee, 10d10 damage)

Furnishings that (causes/has/or is) Resisting - General

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing godly effects have SL% chance of being dispelled per segment
8,177gp

pillows

a red potion, 'armor' 'fly' 'create spring' ", 190gp

Reddish Tweezers: +4 level(s) of exceptional Str, 245720gp

Cordovan Armor, Medium [AT+11] +7 AC/+1 Saves; 1M: Resist Lightning; CL 44; SL 7, 245480gp

DL VII Small Water Giants x(4) x[4]

|AC| 504, HD 9, |hp| 424, MR 129% #Att 3, TH ÷ AC/Save DC by 8, dmg 494

Str 40, Dex 38, Con 59, Int 39, Wis 56, Chr 34, 3.5kxp

Resist cold. Double dmg from fire., Minimum size category Large.

Prepared effects:

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

[Wiz SL2] Blur (3): 20% WR vs. creatures without True Sight {self only}

[Psi29 minor] Missile Deflection:

[Pri SL5] Summon Monster V : Summons a DL V monster (1 turn)

[Wiz SL7] Globe of Invulnerability 7: Immune to spells with SL=0 to 6

[Psi54 Grand] Animate Objects: Animate Objects as if they were a DL=SL Golem summon

Combat effects:

[Psi3 Super] Astral Construct IX: Astral construct fights for you.

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

[Psi3 Super] Astral Construct IX: Astral construct fights for you.

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

[Psi15 Super] Hypnotism: Hypnotism, up to CL targets

[Psi45 minor] Hypnotic Control: Hypnosis (SL/2 saves)

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

[Psi3½ minor] Charm, Psionic: Makes one person your friend.

[Psi54 Grand] Super Breath: CL*SL air dmg to one group (no save)

Dungeon012320 - Dungeon Level 7

Room # 4

Animal Pens

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

paintings/frescoes; steps

Golem Door (it's a Golem creature) leading to a hallway 15ft. long x 5ft. wide x 20ft. tall

hazy; roar(ing)

Aethelred the Laborer the rebellious Beta Savage (Hubcap); Jamila the deceitful Vibro Lion (Dinosaur)

Call Lightning 7 Trap; DL 7; Search DC 72 (Wizard CL 14, DC 77 RSW save to negate), (multiple targets)

Statue that (causes/has/or is) Polymorphing

[x2] Mortals cannot taste, see, or sense into this room unless they are actually there; Divine Intervention fails

36,165gp

double bed

a grey key, 0gp

Pearl Longbow [2d10] +81 Th/+243 dmg 20+/x4; 1Z: Disintegrate 1 target (save); CL 35; SL 7, 245990gp

Yellow Potion: +100 Rogue Points, 245750gp

DL VII Medium Lost-Planes/Anguinium-Synod Humanoids x(15) x[2]

[AC] 499, HD 17, stunp 5936, TR 875% #Att 10, TH ÷ AC/Save DC by 56, dmg 396

Str 33, Dex 56, Con 22, Int 18, Wis 40, Chr 26, 3.5kxp

Has Miniclass picks, Has 2 arms, 2 legs, and 1 head.

Prepared effects:

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

[Wiz SL7] Anti-Psionic Shell:

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

[Pri SL5] Protection from Fire 5: Stop the next CL*16 fire dmg

[Pri SL3] Protection From Fire: Immune normal fire; Absorb 12*CL dmg fire (or) Resist Fire

[Psi3½ Major] Intellect Fortress: Those inside fortress take only half damage from all powers and psi-like abilities until your next

Combat effects:

[Psi16 Major] Dispel Golem: Dispels a Golem (it is "turned off" for 1 turn) (no save)

[Pri SL2] Treat Moderate Wounds: Cure 20% of max hp {Touch, 1 creature}

[Psi16 Major] Dispel Golem: Dispels a Golem (it is "turned off" for 1 turn) (no save)

[Pri SL2] Treat Moderate Wounds: Cure 20% of max hp {Touch, 1 creature}

[Psi6G Super] Wish: Wish (as spell), CL = 35

[Psi14 Grand] (no name): Alter your Lycanthrope form, DM rolls on LVL/2 Lycanthrope or Animal table

[Psi2 minor] Sensory Suppression: Blindness and Deafness; Loses all 5 senses

[Wiz SL3] Put Out of Misery: Target being at negative hp that would die if unattended is slain (no save)

[Pri SL2] Remove Degeneration/Wounded: Removes a Degeneration or Wounded effect

Dungeon012320 - Dungeon Level 7

Room # 5

Kennel

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

butt (large borrel); carafe (decanter)

Iron Door, Normal leading to a hallway 30ft. long x 15ft. wide x 20ft. tall

steamy; downdraft, slight

Korek the jocular Omega -stroke (Terra); Thammuz the polite Alpha -teer (Golden)

Air in room transforms into Elemental Sugar Trap; DL 7; Search DC 74 (48 Wis damage/s, DC 71 Fortitude save for half)

Force Field that (causes/has/or is) magic word trigger

[x2] Immortals cannot hear, feel, or sense into this room unless they are actually there; Divine Intervention fails

45,437gp

nest (animal)

Body Armor, +9 AC, 90gp

Drab Necklace [AT+6] +64 AC/+1024 Saves; 1M: Your next attack is poisonous (Death or (SL-1)*10 dmg if they make the save); Cl

Book of +4 weapon prof., 22110gp

DL VII Tiny Rakshasa-World Beholders x(27) x[3]

AC 492, HD 10, hp 224, PR 145% #Att 2, TH ÷ AC/Save DC by 56, dmg 203

Str 42, Dex 50, Con 51, Int 41, Wis 55, Chr 36, 3.5kxp

Immune slain, Resist Slain, Vulnerable enchanted items., Has eye stalks, 1 mouth, and 1 central anti-magic eye. Flys

Prepared effects:

[Psi6G Grand] Astral Eyes: Can see through alterations/illusions/possession; Astral Perception

[Psi6G Super] Reduplication: Duplicates one (non-magical, non-psionic) item; max TechL = CL

[Psi4 minor] Damage *1.25: Damage with one physical weapon is multiplied by 1.25

[Psi0 Grand] Yoga Flame: Breathe Fire (as per dragon)

[Psi45 minor] Power Simulation: The next Psi45 power you use will be resisted using MR instead of PR

[Psi0 Grand] Yoga Flame: Breathe Fire (as per dragon)

Combat effects:

[Psi-12C Super] Cthulhoid Swarm VIII: Summon CL*9 Monsters using ML VIII "Weird" chart (random)

[Pri SL4] Limited Heal: Heal, target must Fort save vs. # hp down (+10 per other effect)

[Psi-12C Super] Cthulhoid Swarm VIII: Summon CL*9 Monsters using ML VIII "Weird" chart (random)

[Pri SL4] Limited Heal: Heal, target must Fort save vs. # hp down (+10 per other effect)

[Pri SL2] Blade Barrier 2: 4d4 dmg wall (shards)

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

[Wiz SL1] Taunt: One or more creatures of 1 type taunted (save) {1 group}

[Psi6G Super] Wish: Wish (as spell), CL = 35

[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

Dungeon012320 - Dungeon Level 7

Room # 6

Animal Pens

25ft. long x 40ft. wide x 50ft. tall

waterclock; firkin (small barrel)

Concealed (Hidden) Door, roll again for type leading to a hallway 20ft. long x 10ft. wide x 10ft. tall

steamy near ceiling; moaning

Zabrze the immoral Wolf Hamster (Plane); Mikhail Jashaski the fearless Magnetic Prodigy (Gel)

Water-Filled Stairs Trap; DL 7; Search DC 71 (200 damage, DC 72 Will save for half)

Machine that (causes/has/or is) behind rubbish

[x2] Immortals cannot see, hear, or sense into this room unless they are actually there; Divine Intervention fails

19,480gp

pellets

an ethereal blade, exotic, 4d22 (46), 320gp

Ivory Bolts, crossbow (10) [6d20] +36 Th/+4 dmg 19+/x4; 1F: SL choking dmg to a group per segment (can leave the area); CL 34

Chrome Rusty nail: +600 Rogue Points, 245540gp

DL VII Huge Collectiverse/Gooneyverse/etc. Elf/Avalons x(2) x[1]

AC 496, HD 62, hullp 3392, #Att 12, TH ÷ AC/Save DC by 56, dmg 981

Str 34, Dex 20, Con 35, Int 40, Wis 40, Chr 36, 3.5kxp

Immune disintegration and annihilation, Immune sleep.

Prepared effects:

[Psi3 Grand] Contingency: Sets trigger condition for another power.

[Wiz SL5] Anti-Radioactive Shell:

[Wiz SL6] Prismatic Sphere 6: 4 Prismatic colors or 2 MultiPrismatic colors (may repeat colors in either mode)

[Psi5 minor] Withdraw: Withdraw, can use non-offensive Mentals

[Wiz SL6] Tenser's Transformation 6: +100% of max hp to current hp, +2 TH melee

[Psi54 minor] Animate Objects: Animate Objects as if they were a DL=SL Golem summon

Combat effects:

[Psi--2 Major] Demolish: CLd6 normal ele. dmg (group, save:½); (2*CL)d6 instead

[Psi3 Super] Monster Domination: Dominates any creature for less time.

[Psi--2 Major] Demolish: CLd6 normal ele. dmg (group, save:½); (2*CL)d6 instead

[Psi3 Super] Monster Domination: Dominates any creature for less time.

[Pri SL5] Cure Wounds 5: Cures 15d8 hp (can take offer of 6 per die -> 90 hp)

[Psi-1 minor] Reverse ESP: 0, 1/r: Target hears your thoughts and must save or insane.

[Psi6N Major] Dismiss Elemental, E=3-4: N=1 for normal, 2 for para, 3 for quasi, 4 for semi

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

[Psi10 Major] Automaton: Control target's V actions (save)

Dungeon012320 - Dungeon Level 7

Room # 7

Fountain/Pool Room

10ft. long x 20ft. wide x 50ft. tall

chair with straps; dais (raised platform)

Tricked Door, roll on [D5] leading to a hallway 25ft. long x 10ft. wide x 5ft. tall

downdraft, strong; roar(ing)

Dongail the smelly Vector Six (Meditation); Pellene the radioactive Wild Shrike (Stilts)

Inhaled Bone Trap; DL 7; Search DC 74 (80 damage, DC 76 Breath Weapon save for half), (multiple targets)

Pillar or Column that (causes/has/or is) Gravity - Nil

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing concordant effects have SL% chance of being dis

43,977gp

lectern

a red high-heeled shoe, 1gp

Crystal Ball with Clairaudience, Clairnasience, ESP, 63250gp

Umber Clothes: Free Noble Kit: +2 NPC reactions; 1F: Bluff (save); 1 Language slot, Free bonus Etiquette proficiency, 245250gp

DL VII Gargantuan Concordant-classes Insects x(10) x[4]

[AC] 500, HD 116, hp 6528, IR 152% #Att 8, TH ÷ AC/Save DC by 56, dmg 397

Str 56, Dex 53, Con 19, Int 42, Wis 35, Chr 55, 3.5kxp

Knows Concordant spells, No INT score. Dark vision.

Prepared effects:

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

[Wiz SL5] Anti-Magic Shell 5: Anti-Magic of SL 0 to 4

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

[Pri SL7] Protection from Lightning 7: Stop the next CL*24 lightning dmg

[Pri SL5] Troll-like Regeneration: You Troll-like Regenerate at CL hp per round

[Psi3½ Super] Metamorphosis, Greater: Assume shape of any nonunique creature or object each round.

Combat effects:

[Pri SL5] Limited Wish: 5th level spell: will duplicate any Wizard spell of levels 0-3 or Priest spell of levels 0-4.

[Psi-3 Super] Armageddon: Destroy a demiplane (will probably get Objected to unless it's empty)

[Pri SL5] Limited Wish: 5th level spell: will duplicate any Wizard spell of levels 0-3 or Priest spell of levels 0-4.

[Psi-3 Super] Armageddon: Destroy a demiplane (will probably get Objected to unless it's empty)

[Psi-6G Major] To Salt: Petrify one target (save vs. petrif at extra -CL), if save take CL^2 holy salt dmg

[Wiz SL5] Lower Resistance : Lowers one's magic resistance

[Wiz SL7] Plane Shift : Up to eight subjects travel to another plane.

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

[Psi10 Grand] Disintegrate: Disintegrate (save)

Dungeon012320 - Dungeon Level 7

Room # 8

Waiting Room

10ft. long x 5ft. wide x 15ft. tall

statue (toppled); tweezers

Archway (open) leading to a hallway 20ft. long x 5ft. wide x 10ft. tall

steamy near ceiling; gong

Kilimur the courteous Shrinking Dozen (Ornithopter); Malchor the cold-blooded Valiant Ricochet (Balloon)

Poisoned Blades Trap; DL 7; Search DC 77 (Attack +49 ranged, 10d2 damage)

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

[x2] Immortals cannot see, smell, or sense into this room unless they are actually there; Divine Intervention fails

10,296gp

pole, broken (5')

a figurine of a blue dragon, 'lightning breath', 184gp

Green Shoe lace: +4 level(s) of exceptional Int, 245540gp

Iridescent Arrows (20) [7d20] +4 Th/+7 dmg 17+/x7; 1M: SL*CL/2 Radiowave damage (1 group, no save, the effect can go through

DL VII Medium Swamp Weirds x(36) x[1]

AC 497, HD 19, stunp 800, PR 149% #Att 9, TH ÷ AC/Save DC by 8, dmg 987

Str 23, Dex 54, Con 33, Int 35, Wis 45, Chr 38, 3.5kxp

Has mtg B spells, Immune critical hits, poison, sleep, paralysis, stunning. Has no soul.

Prepared effects:

[Psi81 minor] Knockback Resistance: Take -10*CL' less from TK/Push effects

[Wiz SL1] Fire Shield 1: Anyone who melees with you takes 10% dmg back

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

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

[Pri SL1] Protection from Lightning 1: Stop the next CL*2 lightning dmg

[Psi3½ Grand] Reddopsi: Powers targeting you rebound on manifester.

Combat effects:

[Psi-12C Super] Wild Invocation VI: Random 10 (95%) or 2m4+10 (5%) SL Wizard Invocation spell

[Psi3½ Super] Apopsi: You delete target's psionic powers.

[Psi-12C Super] Wild Invocation VI: Random 10 (95%) or 2m4+10 (5%) SL Wizard Invocation spell

[Psi3½ Super] Apopsi: You delete target's psionic powers.

[Psi45 minor] Radiowave Generation: SL*CL/2 Radiowave damage (1 group, no save, the effect can go through a SL' wall)

[Psi45 minor] Radiowave Generation: SL*CL/2 Radiowave damage (1 group, no save, the effect can go through a SL' wall)

[Pri SL5] Neutralize Poison 5: Cure 2 poison effects (reverse causes that many, save for each)

[Wiz SL5] Ray of Enfeeblement 5: -25 physical stat points (randomly distributed in packets of 5) (save per packet)

[Pri SL2] Command 2: Target makes 2 saves, each missed save allows 1 word for a command to be given

Dungeon012320 - Dungeon Level 7

Room # 9

Closet

10ft. long x 45ft. wide x 15ft. tall

weapon rack; Bridge, Bone

Secret Door, roll again for type leading to a hallway 35ft. long x 15ft. wide x 15ft. tall

foggy; footsteps (ahead)

Milez the annoying Patchwork Syndicate (Stationwagon); Fanaxan the polite Underground Nimbus (Wings)

Treat Caused Wounds Trap; DL 7; Search DC 76 (Cleric CL 14, DC 75 PPD save to negate)

Monster that (causes/has/or is) Wish Fulfillment

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing concordant effects have SL% chance of being dispelled
7,420gp

boots

elemental wand of lightning, 'lightning bolt', 142gp

Opaque Bookmark: +1 Level(s) in a Wizard Group Class, 245170gp

Reddish Gloves [AT+21] +243 AC/+16807 Saves; 1Z: Create a "Weapon" type item (see next page) of TechL=CL, each TechL takes DL VII Small NPC Elementals x(45) x[2]

[AC] 498, HD 11, hp 3024, TR 931% #Att 3, TH ÷ AC/Save DC by 8, dmg 986

Str 26, Dex 59, Con 49, Int 47, Wis 43, Chr 38, 3.5kxp

Has Fighter, Wizard, Priest, Rogue, Psi classed members w/sometimes Cus and Mon, Immune critical hits, poison, sleep, paralysis

Prepared effects:

[Pri SL4] Spell Immunity : Subject is immune to one spell per four levels

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

[Psi-6G Major] Warp Time †: 1bM: Double AC vs. missiles; Resist breath weapons and area effects

[Pri SL6] Protection from Lightning 6: Stop the next CL*20 lightning dmg

[Pri SL6] Antilife Shell : 10-ft. field hedges out living creatures.

[Pri SL7] Protection from Death: Immune to slain and Slain

Combat effects:

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

[Psi6E Super] Dark Storm: 6 Dark Thunderbolts (pay DPP cost once)

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

[Psi6E Super] Dark Storm: 6 Dark Thunderbolts (pay DPP cost once)

[Psi29 minor] Fear:

[Pri SL2] Treat Moderate Wounds: Cure 20% of max hp {Touch, 1 creature}

[Psi45 minor] Light Emission: SL*CL/2 Light damage (no save) and SL/2 instances of blindness (save)

[Wiz SL3] Hold Person: Holds up to 4 people

[Pri SL3] Bestow Curse : -6 to an ability; -4 on TH/saves/checks; or 50% lose action

Dungeon012320 - Dungeon Level 7

Room # 10

Garbage Room

10ft. long x 40ft. wide x 5ft. tall

idol (largish); coat rack

Dimension Door (as the spell) leading to a hallway 40ft. long x 10ft. wide x 20ft. tall

poor oxygen; coughing

Halvena the mordant Laser Whatsit (Mutagen); Jelaba the spiteful Count Liberator (Unicorn)

Basic Pendulums Trap; DL 7; Search DC 77 (Attack +14 melee, 10d4 Wis damage)

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

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing godly effects have SL% chance of being dispelled per segment
17,207gp

iron bar, bent, rusted

a savage broadsword, sword, 5d8 (22), 50gp

Turquoise Ring: Free Rider Kit: +1 normal familiar (must be some sort of mount), Free bonus AnimalTraining proficiency, 245540

Taupe Sandal: +200 Rogue Points, 245510gp

DL VII Small Demi-Planes Cthulhoid-Horrors x(44) x[1]

AC 496, HD 12, hp 448, PR 84% #Att 6, TH ÷ AC/Save DC by 56, dmg 198

Str 41, Dex 31, Con 41, Int 20, Wis 21, Chr 46, 3.5kxp

Immune hostile environments, Bars extradimensional travel, Has a bizarre anatomy, strange abilities, an alien mindset, or any cc

Prepared effects:

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

[Pri SL6] Protection from Fire 6: Stop the next CL*20 fire dmg

[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 other elements)

[Psi6E Super] Immunity IV: Globe/Invuln., Immune:1st-2nd Dominions

[Wiz SL3] Tenser's Transformation 3: +25% of max hp to current hp, -1 TH melee

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

Combat effects:

[Psi6G Super] MassTelepathicCommand: Suggestion (no save) up to CL targets

[Psi10 Major] Burn: Target takes (4+CL/3)d6 fire dmg (save:½)

[Psi6G Super] MassTelepathicCommand: Suggestion (no save) up to CL targets

[Psi10 Major] Burn: Target takes (4+CL/3)d6 fire dmg (save:½)

[Pri SL7] Dispel Evil 7: Dispel 3 evil targets (can target the same thing more than once) (save)

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

[Psi-12C Major] Cthulhoid Swarm IV: Summon CL Monsters using ML IV "Weird" chart (random)

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

[Pri SL1] Hold Person/Monster 1: Hold 3 person or 1 monster targets (save)

Dungeon012320 - Dungeon Level 7

Room # 11

Wizard's Chamber/Lab

40ft. long x 25ft. wide x 50ft. tall

table, round; mound of rubble

Iris Door (seals as a spiral) leading to a hallway 35ft. long x 5ft. wide x 10ft. tall

creaking; metallic smell

Mindirae the clueless Admiral Machine (Genetic engineering); Epona the ugly Baron Horror (Moped)

Air in room transforms into Elemental Firestorm Trap; DL 7; Search DC 77 (100 Str damage/s, DC 77 PP save for half)

Door, Secret that (causes/has/or is) Talks - Nonsense

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing concordant effects have SL% chance of being dispelled
22,645gp

sofa

Arbiter Donation Pit, Ogp

Reddish Gloves [AT+69] +3125 AC/+36 Saves; 1V: Double your healing and hp regeneration rates; CL 35; SL 7, 245960gp

Ochre Staff [7d4] +1 Th/+4 dmg 16+/x7; 1M: Control Gravity; CL 29; SL 7, 245740gp

DL VII Diminutive Rogue-classes Artifacts x(65) x[3]

Stun AC 491, HD 7, hp 100, CR 126% #Att 2, TH ÷ AC/Save DC by 8, dmg 985

Str 34, Dex 37, Con 22, Int 25, Wis 48, Chr 23, 3.5kxp

Has Rogue abilities, Ego Score, Can dominate things.

Prepared effects:

[Psi12T Super] Psionic Turning: Spell Turning but affects Psionic effects

[Pri SL6] Protection from Lightning 6: Stop the next CL*20 lightning dmg

[Wiz SL6] Fire Shield 6: Anyone who melees with you takes 125% dmg back

[Psi54 Grand] Gravity Decrease: Increase gravity in room or object/person by SL G's (x1 Special)

[Psi12T Super] Psionic Turning: Spell Turning but affects Psionic effects

[Wiz SL7] Prismatic Sphere 7: 5 Prismatic colors or 3 MultiPrismatic colors (may repeat colors in either mode)

Combat effects:

[Wiz SL7] Fireball 7: CLd14 fire dmg to a group (save:½)

[Pri SL4] Limited Heal: Heal, target must Fort save vs. # hp down (+10 per other effect)

[Wiz SL7] Fireball 7: CLd14 fire dmg to a group (save:½)

[Pri SL4] Limited Heal: Heal, target must Fort save vs. # hp down (+10 per other effect)

[Pri SL1] Entangle (1): Need plants to use; Slow (no save); Stop (save) {1 group}

[Psi6N minor] Sleep Bolt: +20 CPPs to give no save; affects one target

[Psi3½ Major] Eradicate Invisibility: Negate invisibility in 50-ft. burst.

[Psi45 Grand] Disruption: Minor: Target takes CL*SL disruption damage (no save); Grand: The damage given plus a Disintegrate effect

[Wiz SL7] Plane Shift : Up to eight subjects travel to another plane.

Dungeon012320 - Dungeon Level 7

Room # 12

Storage

50ft. long x 20ft. wide x 30ft. tall

hossack (ottoman); crucible

Water Lock Door (holds back a lot of water) leading to a hallway 15ft. long x 25ft. wide x 10ft. tall

drumming; splintering

Chalcie the radioactive Vibro Bat (Armor); Viana the wretched Gorilla Imp (Mutant)

Air in room transforms into Elemental Silt Trap; DL 7; Search DC 76 (16 Str damage/s, DC 75 PPD save for half), (multiple targets)

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

[x2] Gods cannot see, hear, or sense into this room unless they are actually there; Divine Intervention fails

38,249gp

morning star

a portal to drakyri isle., Ogp

Garnet Horn: +6 Magic Item Slots, 245570gp

Scroll of Spell Catching, 34440gp

DL VII Gargantuan Demi-Planes Elf/Avalons x(32) x[1]

AC 492, HD 117, hp 6912, RR 163% #Att 10, TH ÷ AC/Save DC by 56, dmg 399

Str 35, Dex 56, Con 20, Int 43, Wis 31, Chr 54, 3.5kxp

Immune hostile environments, Bars extradimensional travel, Immune sleep.

Prepared effects:

[Psi4 Grand] To Hit *2: Multiply your to hit rolls by 2, you autohit on natural 21-2 or better (Minor is 19).

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

[Pri SL4] Goodberry 4: Creates 16 goodberries

[Psi-9 minor] Resistance to Anti-Psionics: CH*5% aPR (adj.@12th)

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

[Psi23 Grand] Chaos Cloud: Does random effects every round

Combat effects:

[Psi-6N Major] Call of the Wild: Summon any real-world animal (your choice), you get CL/ML of them (round up)

[Psi1 minor] Telekinetic Blade: Base damage CLdCL, considered +CL/3 weapon, mental weapon

[Psi-6N Major] Call of the Wild: Summon any real-world animal (your choice), you get CL/ML of them (round up)

[Psi1 minor] Telekinetic Blade: Base damage CLdCL, considered +CL/3 weapon, mental weapon

[Pri SL6] Hold Person/Monster 6: Hold 8 person or 6 monster targets (save)

[Pri SL2] Call Lightning 2: (CL+2)d6 lightning dmg (save:½) (halve the die type if not outside)

[Psi12C Super] Chaos Storm: All in 120'r area are affected by Weird, Maze, and Chaos (as spells) every round

[Pri SL7] Wish: Duplicate any Wizard or Priest spell of levels 0-6.

[Pri SL2] Blade Barrier 2: 4d4 dmg wall (shards)

Dungeon012320 - Dungeon Level 8

Room # 1

Dining / Feast Hall

25ft. long x 40ft. wide x 10ft. tall

sconce, wall; stall or pen

Energy/Elemental Door leading to a hallway 25ft. long x 15ft. wide x 5ft. tall

laughter; twanging

Fyren Bluesaber the uncanny Whirl Disaster (Gyro-); Narsel the grotesque Wing Jet (Flight Ring)

Cure Wounds 8 Trap; DL 8; Search DC 81 (Cleric CL 16, DC 88 Breath Weapon save to negate)

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

[x2] *Cursed* - Room is permanently and continuously *Cursed*ed, only creatures with an immunity or a personal bubble again

14,350gp

cold spot

a pinwheel cookie, 'giant strength' 'bless' 'refresh' 'none', 5gp

Cloak (18 Str; 1M: Project to Astral, Ethereal, Shadow, or any basic elemental plane), 45530gp

Leaden Scythe [3d8] +1296 Th/+512 dmg 19+ /x6; 1M: Target in cocoon (save), no M actions; CL 46; SL 8, 320360gp

DL VIII Macro-Diminutive Outer-CE Mutants x(76) x[2]

iAC 649, HD 2056, hullp 1.4E+5, PR 92% #Att 6, TH ÷ AC/Save DC by 9, dmg 516

Str 57, Dex 26, Con 57, Int 39, Wis 40, Chr 24, 7.5kxp

Telepathy, immune electricity and poison, Resist acid, cold, and fire, Can summon other Outer CE, Immune radiation

Prepared effects:

[Psi--2 minor] Inertial Wall: Melee: -CL dmg/att; Missile: Delay 1s; Another Melee -CL/att

[Wiz SL8] Prismatic Sphere 8: 6 Prismatic colors or 4 MultiPrismatic colors (may repeat colors in either mode)

[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 other elements)

[Psi54 Grand] Invulnerability: -CL*SL/2 dmg per attack

[Psi54 minor] Invulnerability: -CL*SL/2 dmg per attack

[Psi8 Major] Techskin: Get TechL "Techskins", each absorbs one technological attack (can't use with Stoneskin)

[Psi54 minor] Flame Being: Fire Shield (SL*10% damage back to attacker); Deal +SL fire dmg with melee attacks

Combat effects:

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

Combat effects:

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

[Wiz SL8] Cone of Cold 8: CLd16+CL cold dmg to a group (save:½)

[Pri SL3] Cure Disease: Cures Disease

[Wiz SL8] Solid Wall of Force: Stops spell effects, hurled objects, breath weapons, people, and psionic effects.

[Psi6G Super] Fifth Level Priest Spell: Cast one 5th level Priest spell at CL = 70

[Psi45 Major] Undead Control: Turn Undead at CL=(SL-2)*2

[Psi45 minor] Absorption Power: bM: Absorb energy, gain 100/(12-SL)% of it in temporary hp

[Psi29 minor] Chromatic Orb:

Dungeon012320 - Dungeon Level 8

Room # 2

Lounge

30ft. long x 35ft. wide x 5ft. tall

lectern; strappado

Double Door, roll again for type leading to a hallway 10ft. long x 10ft. wide x 5ft. tall

humming; moaning

Sethor the wicked Spider Vermin (Stilts); Folcoerr the raving Extreme Super-Heroe (Cow)

Burning Trapdoor Trap; DL 8; Search DC 88 (120 Chr damage, DC 83 Breath Weapon save to negate)

Pillar or Column that (causes/has/or is) Gate (to random plane) in room (can be dispelled, or closed by a x1 or higher being passi
[x2] Mortals cannot smell, feel, or sense into this room unless they are actually there; Divine Intervention fails

24,901gp

foodstuffs (edible)

Assassins Icepick of DeaTH, sword, 1d1 (1), 600gp

Iridescent Scarab [AT+11] +8 AC/+9 Saves; 1M: SL/2 (round down) instances of Resist lightning; +SL*10% damage with lightning

Amulet of PsiR (per 5%), 31340gp

DL VIII Titanic Collectiverse/Gooneyverse/etc. Aliens x(22) x[3]

AC 645, HD 515, hp 290816, RR 166% #Att 5, TH ÷ AC/Save DC by 72, dmg 775

Str 61, Dex 51, Con 34, Int 45, Wis 47, Chr 24, 7.5kxp

Immune disintegration and annihilation, Does not breathe. Has Psi 8.

Prepared effects:

[Psi15 Super] Luckscale: (Must have scales to use) Luckstone effect for 1 day

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

[Psi23 Grand] Chaos Cloud: Does random effects every round

[Psi15 Super] Luckscale: (Must have scales to use) Luckstone effect for 1 day

[Wiz SL2] Mirror Image (3): Creates 1d4+L/3 images of yourself {self only}

[Psi0 Grand] Cobra Charm: Gaze, target must save vs. RSW or he cannot use any actions next segment, maintain 1M

[Psi6E Super] Astral Form Blockade Field: Stops Astral Psi./Proj., Dim.Doors

Combat effects:

[Psi0 Grand] Iceblast: KiLd4 dmg in a KiL*5' line (ice damage) (save:½)

Combat effects:

[Psi0 Grand] Iceblast: KiLd4 dmg in a KiL*5' line (ice damage) (save:½)

[Wiz SL7] Time Stop 7: Stops time for 1d2 rounds

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

[Psi0 minor] Choke: One attack: Each round target makes Con check or unconscious, maintain by using 1V

[Psi54 Grand] Magic Blast: CL*SL force dmg to one group (no save)

[Pri SL2] Dispel Radiation: Dispels Radiation (1 target = auto success) {1 group}

[Pri SL6] Mass Remove Curse: Remove Curse on 6 targets or 1 group

[Psi12C Super] Chaos Storm: All in 120'r area are affected by Weird, Maze, and Chaos (as spells) every round

Dungeon012320 - Dungeon Level 8

Room # 3

Bestiary

40ft. long x 5ft. wide x 20ft. tall

sunken area; knives

Tricked Door, roll on [D5] leading to a hallway 45ft. long x 15ft. wide x 5ft. tall

groaning; splintering

Araekor the evil Power Person (Saucer); Kiath the jocular Lieutenant Sorcerer (Surfboard)

Ingested Imprisonment Trap; DL 8; Search DC 81 (8 Str damage, DC 87 Spell save to negate)

Altar that (causes/has/or is) illusory wall

[x2] *Cursed* - Room is permanently and continuously *Cursed*ed, only creatures with an immunity or a personal bubble again

46,978gp

sack

a milky white potion, " " " ", 135gp

Multi-prismatic Scarab [AT+10] +1 AC/+1 Saves; 1P: +CL to CL on your next damaging power; CL 34; SL 8, 320590gp

Hazel Lace: Free Cavalier (2) Kit: +1+LVL/6 TH; immune fear; +4 mental saves; +1 horse mount (it has 10+LVL*5 hp), Free bonus f

DL VIII Macro-Diminutive Outer-LE Viruss x(11) x[1]

AC 655, HD 16400, |hp| 1.1E+6, RR 92% #Att 9, TH ÷ AC/Save DC by 72, dmg 386

Str 30, Dex 27, Con 37, Int 63, Wis 44, Chr 31, 7.5kxp

Dark vision, Telepathy, immune fire and poison, resist acid and cold, Can summon other Outer LE, Can infect things. Immune mi

Prepared effects:

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

[Psi12C Super] Grand Chaos: All die rolls by all creatures within 240' of caster become either minimum (50%) or maximum (50%)

[Wiz SL6] Anti-Magic Shell 6: Anti-Magic of SL 0 to 5

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

[Psi15 Super] Luckscale: (Must have scales to use) Luckstone effect for 1 day

[Psi6E Super] Lich Lore: Lich powers of ½ level

[Wiz SL4] Original Stoneskin 4: Block the next 1 P action of attacks

Combat effects:

[Psi45 minor] Mind Transferral: Minor: Empathy (save); Major: Magic Jar (SL/3 saves)

Combat effects:

[Psi45 minor] Mind Transferral: Minor: Empathy (save); Major: Magic Jar (SL/3 saves)

[Psi18 minor] Psi: Bolt: 1 target: LVLd10 telekinetic dmg(save:½)

[Psi29 Grand] Resurrection/Destruction:

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

[Psi45 Major] Energy Conversion: 0, SL/t: Convert an element in an effect to another element (max E factor = SL/2, round down)

[Psi12T Super] Mass Energy Drain: Energy Drain (as spell) in 90'r area

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

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

Dungeon012320 - Dungeon Level 8

Room # 4

Hallway

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

forge; hourglass

Unusual Material Door, roll on [E5] leading to a hallway 35ft. long x 10ft. wide x 25ft. tall

jingling; manure smell

Zywick the intangible Snow Champion (Warhorse); Westan the sensational Manga Victory (Spitballs)

Air in room transforms into Elemental Helliron Trap; DL 8; Search DC 86 (72 Con damage/s, DC 81 Reflex save for half)

Machine that (causes/has/or is) Magical Pool: Effect of a randomly determined potion (will repeat same potion effect as last drink)
[x2] Berserk - Room is permanently and continuously Berserked, only creatures with an immunity or a personal bubble against it
31,005gp

ink

the Amulet of Ra, 490gp

Weed of the Witch, 15320gp

Cursed Ring/Great Kingdom, 3130gp

DL VIII Gargantuan Random(ite) Virus x(57) x[1]

AC 641, HD 135, stunp 9216, #Att 10, TH ÷ AC/Save DC by 72, dmg 773

Str 30, Dex 28, Con 56, Int 55, Wis 53, Chr 58, 7.5kxp

Has high frequency sampling, Can infect things. Immune mind-affecting, critical hits, gaze attacks, illusions, poison, sleep, paraly:

Prepared effects:

[Wiz SL6] Planar Displace: Planar Displacement for 1 turn

[Psi6E Super] Permanency: Makes a Demon psi power permanent

[Psi3 Super] Affinity Field: Effects that affect you also affect others.

[Psi-12L Super] Spirit Resistance: +5*CL% XR

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

[Psi4 minor] Item *1.25: How many of an item exists is multiplied by 1.25 (you need a Grand to duplicate a x2 item)

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

Combat effects:

[Psi54 minor] Telekinesis: Telekinesis CL*SL*10 lbs.

Combat effects:

[Psi54 minor] Telekinesis: Telekinesis CL*SL*10 lbs.

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

[Psi-12T Super] Bring Animals VIII: Summon CL*5 Animals using ML VIII chart, you pick the result

[Wiz SL6] Lightning Bolt 6: CLd12 lightning dmg to a group (save:½)

[Pri SL7] Wish: Duplicate any Wizard or Priest spell of levels 0-6.

[Pri SL1] Panic: Target is Panicked (50% flee, 50% taunted towards you) (Will save)

[Pri SL6] Treat Harmful Wounds: Cure 60% of max hp

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

Dungeon012320 - Dungeon Level 8

Room # 5

Heating Room (for warmth)

35ft. long x 40ft. wide x 25ft. tall

hamper; pipes (musical)

Golem Door (it's a Golem creature) leading to a hallway 50ft. long x 15ft. wide x 20ft. tall

ozone smell; footsteps (behind)

Holgen the merciless Dog Doom (Analyzer); Betharra the acerbic Yak Valkyrie (Tube)

Secret Block Trap; DL 8; Search DC 84 (48 damage, DC 81 Will save for half), (multiple targets)

Stairway that (causes/has/or is) Treasure in a secret room nearby

[x2] Immortals cannot feel, see, or sense into this room unless they are actually there; Divine Intervention fails

41,581gp

pipes (musical)

a crimson steel visor, +4 AC, 195gp

Orangey Rope [4d8] +4096 Th/+1 dmg 15+/x5; 1M: CL*(SL+2) force dmg to one target (no save); CL 44; SL 8, 320240gp

Snow-white Rubber duck: +400 PSP's, 320120gp

DL VIII Colossal NPC Avian/Birds x(26) x[1]

AC 648, HD 263, ihp 17920, RR 86% #Att 2, TH ÷ AC/Save DC by 72, dmg 1286

Str 35, Dex 32, Con 23, Int 61, Wis 22, Chr 64, 7.5kxp

Has Fighter, Wizard, Priest, Rogue, Psi classed members w/sometimes Cus and Mon, Flys. Has 2 Wings, 2 talons, and a beak.

Prepared effects:

[Pri SL8] Sphere Of Security: Friends get +2 AC,+2 saves, +50% MR, 4 Pro.scroll effects 1h

[Psi3½ Grand] True Metabolism: You regenerate 10 hit points/round.

[Wiz SL5] Armor 5: +CL*10 current hp

[Wiz SL1] Radiation Resistance: RR 60+CL*5% [duration 1 hour]

[Pri SL8] Antimagical Field : Negates magic within 10 ft.

[Pri SL6] Goodberry 6: Creates 24 goodberries

[Psi4 Major] Ability Score *1.5: Choose one ability score. New score = (old score - 10) * 1.5 + 10

Combat effects:

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

Combat effects:

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

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

[Psi-6G minor] Blinding Light: Target is blinded (RSW save), halves his AC (Spell save), loses next P action (BW save)

[Psi-6G Major] To Salt: Petrify one target (save vs. petrif at extra -CL), if save take CL^2 holy salt dmg

[Pri SL5] Limited Cureall: Cureall, target must Fort save vs. # hp down (+10 per other effect)

[Psi6G Super] Destroy Evil Spirit: Evil creature loses N stat points and N^2 permanent hp (no resistance, can use GR)

[Psi29 Grand] Resurrection/Destruction:

[Pri SL3] Creeping Doom 3: 40 insect dmg

Dungeon012320 - Dungeon Level 8

Room # 6

Conjuring

50ft. long x 35ft. wide x 5ft. tall

brazier; platform

Locked Door, Mechanical leading to a hallway 15ft. long x 20ft. wide x 10ft. tall

sobbing; splashing

Lushka the winsome Pubescent Cult (Stilts); Trymman Wreganson the omnivorous Lion Boy (Forklift)

Injected Minerals Trap; DL 8; Search DC 87 (30 Wis damage, DC 84 Breath Weapon save to negate)

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

[x2] *Cursed* - Room is permanently and continuously *Cursed*ed, only creatures with an immunity or a personal bubble again
35,327gp

book (blank)

a hole, 954gp

Claret Siangham [6d20] +1 Th/+25 dmg 18+/x3; 1Z: TK up/down only; w = ln(weight in lbs.); S = ln(speed in "); CL 31; SL 8, 32054

Shocking pink Cube [7d4] +16 Th/+3 dmg 17+/x6; 1P: Black Bonds that hold up to Str 38; CL 40; SL 8, 320150gp

DL VIII Colossal Star-Trek-Loop Unlives x(21) x[1]

Stun AC 647, HD 258, hp 16896, TR 106% #Att 14, TH ÷ AC/Save DC by 72, dmg 3201

Str 33, Dex 45, Con 32, Int 39, Wis 54, Chr 62, 7.5kxp

Has captain spells, No CON score. Immune to critical hits, ability damage or drain, poison, sleep effects, paralysis, stunning, disease

Prepared effects:

[Wiz SL2] Resist Elements: -12 dmg/r from 1 of: acid/cold/lightning/fire/sound {Touch, 1 creature}

[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.

[Psi6G Super] Reduplication: Duplicates one (non-magical, non-psionic) item; max TechL = CL

[Wiz SL8] Armor 8: +CL*16 current hp

[Wiz SL7] First Level Magic-User Spells (DM1): Cast any four 1st level Wizard spells simultaneously when it is cast.

[Psi6E minor] Polymorph Self: As the 4th level Wizard spell

[Psi-6G Major] Platinum Angel: Immune to slay and Capital S Slay; do not die at any negative hp total (still unconscious)

Combat effects:

[Psi3 Super] Thrall: Target is your slave forever.

Combat effects:

[Psi3 Super] Thrall: Target is your slave forever.

[Psi72 minor] Energy Field: Damaging shield, PL energy dmg for 1 turn

[Psi3 Super] Apopsi: You delete the psionic power of another.

[Pri SL3] Cure Wounds 3: Cures 6d8 hp (can take offer of 6 per die -> 36 hp)

[Psi3 Super] Thrall: Target is your slave forever.

[Psi-6G minor] Renewal †: 1bM: One target at negative hp is cured to 0 hp

[Pri SL4] Treat Critical Wounds: Cure 40% of max

[Pri SL3] Call Lightning 3: (CL+2)d8 lightning dmg (save:½) (halve the die type if not outside)

Dungeon012320 - Dungeon Level 8

Room # 7

Crypt / Burial Chamber

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

Walls of Ooze; chime(s)

Plane Shift Door (other side is on another plane) leading to a hallway 20ft. long x 15ft. wide x 5ft. tall

clear; hazy

Ganelon Slightthoughts the rancorous Millennium Hamster (Mathematics); Beless the unbeatable Senora Ranger (Bow)

Contact Shards Trap; DL 8; Search DC 84 (6 Cml damage, DC 87 RSW save to negate)

Pool that (causes/has/or is) Magical Pool/Throne: Teleports (roll 1d4): (1) Back to surface, (2) Elsewhere on this DL, (3) 1 DL down
[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing concordant effects have SL% chance of being dispelled
48,690gp

dice

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

Turquoise Greatsword [6d4] +8 Th/+1024 dmg 13+/x4; 1M: Eridor's Ebony Bolt: 4 perm. hp loss/lvl, no MR, cannot be resisted; (

Sandy Gloves [AT+11] +512 AC/+5 Saves; 1V: CL*SL*3 hp ablative Force Field (vs. physical or energy attacks, only one enemy /s);

DL VIII Macro-Diminutive Arctic Insects x(22) x[2]

AC 652, HD 2053, hp 1.1E+6, MR 174% #Att 3, TH ÷ AC/Save DC by 72, dmg 3204

Str 20, Dex 30, Con 51, Int 41, Wis 59, Chr 63, 7.5kxp

Immune cold. Double dmg from fire., No INT score. Dark vision.

Prepared effects:

[Psi6N minor] Null Field 10: All spells of SL 10 or higher don't work in 100'r

[Wiz SL4] Original Stoneskin 4: Block the next 1 P action of attacks

[Psi2 minor] Iron Will: Can fully act up to -10 hp; Can act up to -15 hp

[Psi6G Grand] Aid Deva: You lose 1 multiplier, target gains 1 multiplier

[Pri SL1] Resist Fire/Resist Cold 1: Take -45% dmg vs. fire or cold

[Psi3 minor] Biocurrent: Continuous bioelectrical current deals 1d4 electrical dmg/r to up to 2 cr.

[Pri SL4] Double Resist [E=3 element]: Pick an E=3 element, you double resist it (1/4 dmg, 1/10 if make save) for 1 hour.

Combat effects:

[Pri SL5] Dispel Magic 5: Dispel 3 magic effects

Combat effects:

[Pri SL5] Dispel Magic 5: Dispel 3 magic effects

[Pri SL8] Shooting Stars: All enemies within 120' take 6d10+192 (no save) (fire+lightning)

[Pri SL8] Circle Of Sunmotes: All friends get leveled6 hp,+1/+1 TH/dmg; enemies get reverse

[Wiz SL5] Immediate Monster Summoning V: Summons a DL III monster without summoning sickness

[Psi12L Major] Charm Lawful Creature: Charm (no save) only vs. Lawful creatures

[Psi-12L Super] Law Quintuple Beam: CLxCLx3 mental dmg in 5 lines (no save); C-align x4 dmg

[Pri SL2] Lesser Restoration: Restores temporary lowering of 1 ability score {Touch, 1 creature}

[Pri SL6] Dispel Evil 6: Dispel 2 evil targets (can target the same thing more than once) (save)

Dungeon012320 - Dungeon Level 8

Room # 8

Gas Chamber

40ft. long x 10ft. wide x 5ft. tall

mortar & pestle; trough

Locked Door, Out of Phase leading to a hallway 30ft. long x 20ft. wide x 5ft. tall

laughter; ozone smell

Alakabon the immoral Gold Villain (Bullets); Aleria the obscene Machine Ape (Mutagen)

Fear Contagion Trap; DL 8; Search DC 84 (Cleric CL 16, DC 84 Spell save to negate)

Door that (causes/has/or is) Gravity - Varying

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing concordant effects have SL% chance of being dispelled
48,925gp

bottle

long, black stick, Ogp

Helm of Opposite Alignment, 6430gp

Ruddy Rope [1d10] +1 Th/+3 dmg 20+/x5; 1M: As the wizard spell "Continual Darkness"; CL 56; SL 8, 320460gp

DL VIII Medium Lost-Planes/Anguinum-Synod Avian/Birds x(8) x[1]

[AC] 656, HD 22, hp 1056, RR 118% #Att 12, TH ÷ AC/Save DC by 9, dmg 258

Str 26, Dex 42, Con 47, Int 26, Wis 26, Chr 35, 7.5kxp

Has Miniclass picks, Flies. Has 2 Wings, 2 talons, and a beak.

Prepared effects:

[Psi15 minor] Versatile Breath Element: You can alternatively use a second element, with E factor equal or less than your normal.

[Psi54 Major] Stretching: Can melee up to SL people per round that aren't in your group

[Psi6E Super] Astral Form Blockade Field: Stops Astral Psi./Proj., Dim.Doors

[Psi45 minor] Reflection: MPIWReflection 5*SL%

[Psi45 Major] Energy Sheath: SL² hp Armor spell, self only, stacks with the (Wizard) Armor spell

[Psi15 minor] Versatile Breath Element: You can alternatively use a second element, with E factor equal or less than your normal.

[Psi54 minor] Stretching: Can melee up to SL people per round that aren't in your group

Combat effects:

[Psi3 Grand] True Domination: Dominated subjects less likely to defy your will.

Combat effects:

[Psi3 Grand] True Domination: Dominated subjects less likely to defy your will.

[Psi12C Major] Random Telekinetics: All objects in 60' radius area randomly telekinetically moved around, creatures in area take 1d6*1d10 dmg/round

[Wiz SL6] Disintegrate : Disintegrates a single victim

[Pri SL5] Dispel Evil: Unsummons evil creatures (Outer-planar/summoned no save). If cast against 1 creature of the appropriate type

[Pri SL4] Treat Critical Wounds: Cure 40% of max

[Psi45 Grand] Duplication: 1bM: Fork an effect (caster makes SL/3 saves)

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

[Psi3 Grand] Recall Death: Foe vividly recalls its future death, and dies.

Dungeon012320 - Dungeon Level 8

Room # 9

Shrine

40ft. long x 15ft. wide x 20ft. tall

stuffed beast; trunk

Glass Door (transparent) (shatters if opened) leading to a hallway 35ft. long x 5ft. wide x 10ft. tall

whispering; twanging

Klytal the astonishing Doom Crew (Spinach); Thila the magnificent Crime Warrior (Willpower)

Trapdoor transforms into Elemental Blizzard Trap; DL 8; Search DC 81 (280 Dex damage/s, DC 82 Will save for half)

Container (Barrel, Jar, Vase, etc.) that (causes/has/or is) Polymorphing

[x2] Mortals cannot smell, hear, or sense into this room unless they are actually there; Divine Intervention fails

61,494gp

round table

a pair of white socks, +1 AC, 1gp

Taupe Bolts, crossbow (10) [5d8] +625 Th/+16 dmg 17+/x4; 1M: 1M to start: Every segment for 1 round, as a 0 action, deal SL hp

Dove-grey Stone [2d8] +7 Th/+512 dmg 20+/x2; 1M: ½M, -9 current hp: 60' cone takes CLd8 darkness dmg (no save) and stun 3

DL VIII Medium Outer-LG Hounds x(14) x[1]

iAC 655, HD 20, hp 9216, CR 103% #Att 4, TH ÷ AC/Save DC by 72, dmg 387

Str 34, Dex 31, Con 54, Int 38, Wis 47, Chr 53, 7.5kxp

Dark vision, immune acid, cold, and petrification. Resist electricity and fire. Protection from evil continuous. Tongues at will., Ha

Prepared effects:

[Psi6E Major] Sinuous Horrors: Transforms arms to poisonous/acid snakes

[Psi72 minor] Force Field: +PL current hp

[Pri SL6] Forbiddance : Denies area to creatures of another alignment.

[Psi3½ Major] Empathic Feedback: When you are hit in melee, your attacker takes damage.

[Psi45 Grand] Resist: Emotion: SL/2 (round down) instances of Resist enchantment/charm

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

[Psi3 Super] Shapechange: You become any creature, change one/round.

Combat effects:

[Pri SL1] Command 1: Target makes 1 save, each missed save allows 1 word for a command to be given

Combat effects:

[Pri SL1] Command 1: Target makes 1 save, each missed save allows 1 word for a command to be given

[Wiz SL6] Disintegrate : Disintegrates a single victim

[Psi0 minor] Medicine I: Choose one: Cure KiL hp; Cure Wounding; Repair disabled limb

[Psi12T Super] Mass Energy Drain: Energy Drain (as spell) in 90'r area

[Wiz SL5] Cloudkill : Kills 3 HD or less; 4-6 HD save or die.

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

[Psi-6G minor] Glimmer †: 1bM: Target can't be directly targetted; effects on him (including this) can still be targetted

[Psi12T Super] Mass Energy Drain: Energy Drain (as spell) in 90'r area

Dungeon012320 - Dungeon Level 8

Room # 10

Divination

40ft. long x 25ft. wide x 50ft. tall

sofa; votive light/candle

Mimic (the monster) leading to a hallway 30ft. long x 10ft. wide x 20ft. tall

ozone smell; jingling

Fish Yrreson the fantastic Quin- Duke (Battleaxe); Kaveri the uncaring Mademoiselle Ricochet (-copter)

Crushing Brick Trap; DL 8; Search DC 84 (48 Int damage, DC 81 PP save to negate)

Statue that (causes/has/or is) Sloping

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing concordant effects have SL% chance of being dispelled
14,605gp

dust

the City Key, 10gp

Sea-green Clamp: +400 Skill Points, 320650gp

Staff/Element (Resist 1 Ele; Summ.8 HD Ele; 16d6 Ele ball), 75110gp

DL VIII Tiny Buffyverse Elf/Avalons x(1) x[1]

iAC 652, HD 9, hp 272, PR 133% #Att 1, TH ÷ AC/Save DC by 72, dmg 3203

Str 27, Dex 19, Con 30, Int 22, Wis 35, Chr 63, 7.5kxp

Has 50th Edition abilities, Immune sleep.

Prepared effects:

[Wiz SL5] Anti-Radioactive Shell:

[Psi12L Super] Clone/Simulacrum: Clone (or) Simulacrum (as the MU spells)

[Pri SL6] Antilife Shell : 10-ft. field hedges out living creatures.

[Psi6E Super] Permanency: Makes a Demon psi power permanent

[Psi45 Grand] Force Field vs. Power Manipulation: ER 10*SL%

[Pri SL7] Repulsion : Creatures can't approach you.

[Psi6E Super] Permanency: Makes a Demon psi power permanent

Combat effects:

[Psi6E Super] Fear VI (Fear Contagion): As the Quest level Priest spell

Combat effects:

[Psi6E Super] Fear VI (Fear Contagion): As the Quest level Priest spell

[Wiz SL4] Wall of Ice : Passing through wall deals 2*CL or 3d10 dmg ice

[Psi-3 Super] Pawn: Pawn someone (gets a Will and a Spell save, making either is a make)

[Pri SL5] Limited Wish: 5th level spell: will duplicate any Wizard spell of levels 0-3 or Priest spell of levels 0-4.

[Psi0 Grand] Chi Kung Healing: Cure X*KiL hp to one target

[Pri SL8] Hold Person/Monster 8: Hold 10 person or 8 monster targets (save)

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

[Psi45 minor] Mechanical Creation: Summon a DL=SL-2 Golem or Technological monster

Dungeon012320 - Dungeon Level 8

Room # 11

Storage

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

box (large); table, low

Double Door, roll again for type leading to a hallway 30ft. long x 10ft. wide x 25ft. tall

chirping; groaning

Salep the awesome Silver Fighter (Sonic); Jelline the happy Dog -tech (Saber)

Aura of Non-Sentience Trap; DL 8; Search DC 83 (Psionicist CL 16, DC 87 Reflex save to negate)

Door that (causes/has/or is) gesture trigger

[x2] Mortals cannot smell, see, or sense into this room unless they are actually there; Divine Intervention fails

338gp

tub

a broken wine bottle, 126gp

Green Staff [1d4] +25 Th/+8 dmg 14+/x6; 1M: One attack: One limb cannot be used by target for 1t (no save); CL 46; SL 8, 32052

Cloak of Protection (per half+), 10510gp

DL VIII Gargantuan Mountain Familiars x(24) x[1]

AC 646, HD 131, hp 8448, RR 171% #Att 7, TH ÷ AC/Save DC by 72, dmg 259

Str 40, Dex 46, Con 22, Int 60, Wis 25, Chr 30, 7.5kxp

Has mtg R spells, Familiar Immunity

Prepared effects:

[Psi4 Grand] Multiplier *2: Add 2-1 to your multiplier (see [X]). Using a Minor does nothing. Using a Major: +1 mult. in offense c

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

[Psi6N Major] Null Field 7: All spells of SL 7 or higher don't work in 100'r

[Wiz SL3] Fire Shield 3: Anyone who melees with you takes 50% dmg back

[Wiz SL2] Armor 2: +CL*4 current hp

[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] Prismatic Sphere 3: 1 Prismatic color

Combat effects:

[Psi-12L Grand] Choose Summoning VI: Monster Summoning using ML VI chart, you pick the result

Combat effects:

[Psi-12L Grand] Choose Summoning VI: Monster Summoning using ML VI chart, you pick the result

[Pri SL1] Command 1: Target makes 1 save, each missed save allows 1 word for a command to be given

[Psi3 Super] Monster Domination: Dominates any creature for less time.

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

[Wiz SL2] Prismatic Wall 2: 2 Prismatic colors

[Psi3 Super] Thrall: Target is your slave forever.

[Wiz SL6] Prismatic Wall 6: 6 Prismatic colors or 4 MultiPrismatic colors (may repeat colors in either mode)

[Pri SL1] Entropic Shield: Any missile has a 20% chance to miss you {self only}

Dungeon012320 - Dungeon Level 8

Room # 12

Barracks / Quarters

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

pentagram; tun

False Door, roll again for type leading to a hallway 5ft. long x 20ft. wide x 15ft. tall

roar(ing); breeze, gusting

Zvolen the repulsive Lieutenant Detective (Nanotechnology); Regnalias the radioactive Magnetic Slug (Horse)

Fusillade of Caltrops Trap; DL 8; Search DC 83 (Attack +120 melee, 14d8 damage)

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

[x2] Immortals cannot taste, see, or sense into this room unless they are actually there; Divine Intervention fails

37,769gp

carved horn

a pair of leggings, +1 AC, 100gp

loun Stone, Don, +1/+1 TH/dmg, considered +1 more weapon, 15540gp

Ring of Controlled Blinking, 9710gp

DL VIII Tiny Technological Kobolds x(15) x[1]

AC 652, HD 5, ihp 272, IR 156% #Att 8, TH ÷ AC/Save DC by 9, dmg 770

Str 53, Dex 25, Con 29, Int 35, Wis 61, Chr 61, 7.5kxp

Has Psi 8/16/24 items, Can overbear in numbers.

Prepared effects:

[Pri SL4] Resist [E=4 element]: Pick an E=4 element, you resist it for 1 hour.

[Psi3 Major] Power Resistance: You gain power resistance.

[Psi-9 minor] Electricity Suppressor: Resist Lightning

[Psi100 Grand] Psionic Amplification: Multiplies a power; Max.=level/4+1

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

[Psi45 minor] Invisibility: Improved Invis.

[Psi3 Super] Affinity Field: Effects that affect you also affect others.

Combat effects:

[Psi12T Grand] Mass Suggestion: Suggestion (as spell) in 90'r area, but all commands must be the same

Combat effects:

[Psi12T Grand] Mass Suggestion: Suggestion (as spell) in 90'r area, but all commands must be the same

[Pri SL5] Creeping Doom 5: (1d2+4)*60 insect dmg

[Psi-12C minor] Wild Invocation II: Random 2nd (60%) or 3rd (40%) SL Wizard Invocation spell

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

[Wiz SL5] Wacky Ball 5 / Normal / ½: Ld10, save: ½

[Psi-12C minor] Wild Invocation II: Random 2nd (60%) or 3rd (40%) SL Wizard Invocation spell

[Wiz SL8] Ray of Enfeeblement 8: -40 physical stat points (randomly distributed in packets of 5) (save per packet)

[Pri SL6] Remove *Curse*: Removes *Curse*, Capital C Curse (but not Ancient Foul Curse)

Dungeon012320 - Dungeon Level 9

Room # 1

Smithy/Forge

40ft. long x 10ft. wide x 20ft. tall

idol (largish); parchment

Plant Door (a door made of plants) leading to a hallway 10ft. long x 5ft. wide x 15ft. tall

urine smell; salty, wet smell

Vilmalla the homicidal Fatal Alliance (Kryptonite); Varlo the atrocious Hyper- Hawk (Throwing Stars)

Death Spell 9 Trap; DL 9; Search DC 95 (Wizard CL 18, DC 92 RSW save to negate)

Statue that (causes/has/or is) Spinning

[x2] Immortals cannot smell, feel, or sense into this room unless they are actually there; Divine Intervention fails

20,693gp

puddle (water)

a pinwheel cookie, 'giant strength' 'bless' 'refresh' 'none', 5gp

loun Stone, Normal, Store 10 PSPs, see [Q11U] to convert, 4520gp

Obsidian Cube [9d8] +1296 Th/+81 dmg 16+/x5; 1V: Cure 3d8+3*LVL hp; CL 42; SL 9, 405200gp

DL IX Huge Outer-CN Intelligent-Trap/Trick/Specials x(11) x[1]

AC 825, HD 77, hp 5440, TR 99% #Att 13, TH ÷ AC/Save DC by 90, dmg 491

Str 23, Dex 59, Con 30, Int 32, Wis 21, Chr 40, 12kxp

Dark vision, Immune high frequency sampling, chaos effects, Resist law, Incorporeal, Find/Remove Trap/Trick/Special halves hp

Prepared effects:

[Psi19 Major] Cloud Judgment: You cannot be detected/located using psionics, magic, or innates (incl. anti-versions)

[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

[Pri SL7] Regenerate 7: Regenerates 1 hp /s

[Wiz SL3] Blink (DM): 0, 1/r: Blink; The location is not random (caster has control). If you blink away after meeleing with a creat

[Wiz SL3] Tenser's Transformation 3: +25% of max hp to current hp, -1 TH melee

[Psi45 Grand] Force Field vs. Emotion: Immune to spell level 0 to SL-1 enchantment/charm effects

[Pri SL5] Improved Free Action: Immune Capital S Stun, Stop, Hold, Paralysis, Summoning Sickness; Hold P,V actions

[Psi54 Grand] Mind Over Matter: Stay conscious (and offensive) for up to SL segments after being reduced below -10 hp

Combat effects:

[Psi54 Grand] Mind Over Matter: Stay conscious (and offensive) for up to SL segments after being reduced below -10 hp

Combat effects:

[Psi45 Ultra] Mind Control: Minor: Command (save); Major: Domination (SL/3 saves)

[Pri SL8] UltraCureAll: As Cureall but full set of phantom hit points.

[Wiz SL7] Plane Shift : Up to eight subjects travel to another plane.

[Wiz SL8] Trap the Soul : Imprisons subject within gem.

[Pri SL5] Conjure/Dismiss Normal Elemental: Summons or dismisses a Normal Elemental

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

[Psi-6N minor] Earth Bolt: Deal Nd10 Eldritch Earth dmg to one target (no save); max N=CL

[Wiz SL9] Meteor Swarm: 80d4 Eldritch Earth and Fire (no save, 4 groups)

[Psi12L Super] Enslave: Target creature's AL switches to L, all of it's actions under control of caster (no save)

Dungeon012320 - Dungeon Level 9

Room # 2

Laboratory

50ft. long x 5ft. wide x 35ft. tall

oil (barrel of); votive light/candle

Brass Door, Normal leading to a hallway 40ft. long x 20ft. wide x 20ft. tall

still, very chill; humming

Ioniva the unethical Sister Flash (Boat); Giralduus the belligerent Blackbelt Sword (Catamaran)

Air in room transforms into Elemental Magic Trap; DL 9; Search DC 93 (240 Chr damage/s, DC 94 Breath Weapon save for half)

Statue that (causes/has/or is) stuck

[x2] Charm - Room is permanently and continuously Charmed, only creatures with an immunity or a personal bubble against it c

53,139gp

wax blob

a stone club, mace, 2d8 (9), 73gp

Rust Bottle cap: +9bbIQQP Action(s), 405150gp

Ring of Regeneration (Troll-like regen 1 hp/r), 11410gp

DL IX Tiny City/Town Animals x(16) x[1]

[AC] 823, HD 14, hp 328, PR 108% #Att 17, TH ÷ AC/Save DC by 90, dmg 656

Str 38, Dex 32, Con 46, Int 56, Wis 51, Chr 28, 12kxp

Has hirelings, Low-light Vision, overwrite INT score to 1 or 2. Usually have arms, legs, a head, a tail, and/or wings.

Prepared effects:

[Wiz SL4] Armor 4: +CL*8 current hp

[Pri SL5] Spell Immunity 5: Be immune to 2 spells by name

[Psi45 Ultra] Force Field: Immune to spell level 0 to SL-2 effects; -(SL-1) per physical attack; ER 5*SL%

[Psi6E Super] Permanency: Makes a Demon psi power permanent

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

[Psi6E Super] Permanency: Makes a Demon psi power permanent

[Psi-12T minor] Touch Reflection: Touch effects are reflected back to opponent

[Psi6E Major] Sinuous Horrors: Transforms arms to poisonous/acid snakes

Combat effects:

[Psi6E Major] Sinuous Horrors: Transforms arms to poisonous/acid snakes

Combat effects:

[Psi3½ Super] Tornado Blast: Vortex of air subjects your foes to 17d6 damage and moves them.

[Psi45 Ultra] Geoforce: 1bM: Stop or Create an Earthquake, Landslide, etc. Damage would be CL*SL Earth to a group (save for 0)

[Pri SL6] Blade Barrier : Blades encircling you deal 1d6 damage/level.

[Wiz SL4] Phantasmal Killer : Fearsome illusion kills subject or deals 3d6 damage.

[Pri SL4] Remove Capital S Stun: Removes Capital S Stun

[Wiz SL2] Summon Monster II: 1 DL 2 or 1d3 DL 1 creatures to fight for you {1 creature}

[Psi3½ Super] Tornado Blast: Vortex of air subjects your foes to 17d6 damage and moves them.

[Wiz SL3] Monster Swarm Summoning III: Summons CL*3.5 (round down) DL II monsters

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

Dungeon012320 - Dungeon Level 9

Room # 3

Aviary

50ft. long x 35ft. wide x 45ft. tall

sanctuary; Floors of Ice

Dimension Door (as the spell) leading to a hallway 20ft. long x 15ft. wide x 20ft. tall

drumming; jingling

Blopono the perplexing Magna- Emperor (Club); Cailynn the warped Astro- Arrow (Mist)

Basic Spears Trap; DL 9; Search DC 93 (Attack +27 melee, 14d30 idamage), (multiple targets)

Fire that (causes/has/or is) Magical Throne: Has an Ego score of 1d100, gives person +1d10 Chr and +1QM action while sitting in [x2] Immortals cannot see, hear, or sense into this room unless they are actually there; Divine Intervention fails

79,934gp

common fungi

a bed of reeds, 0gp

Off-white Robe [AT+86] +1 AC/+3 Saves; 1Z: Shield vs. Energy/Physical, 100*LVL hp; CL 36; SL 9, 405850gp

Sienna Bookmark: Free Mobility Feat: +4 AC vs. parting attacks, 405890gp

DL IX Macro-Tiny Random(ite) Immortals x(24) x[3]

AC 811, HD 41517, hullp 3.4E+5, CR 111% #Att 15, TH ÷ AC/Save DC by 90, dmg 8108

Str 44, Dex 27, Con 31, Int 26, Wis 30, Chr 67, 12kxp

Has high frequency sampling, Unageing

Prepared effects:

[Psi27 Grand] The Call: Choose a creature type: summons (LVL-DL)^2 of them. (DL is creature's DL).

[Pri SL9] Rift: all undead within 360 yards have x10 hp; duration 3 d

[Pri SL4] Rusting Grasp : Your touch corrodes iron and alloys.

[Psi54 minor] Systematic Antidote: SL/2 instances of Resist Poison/Drugs

[Wiz SL4] Polymorph Self : You assume a new form (no innate abilities)

[Pri SL9] Regenerate 9: Regenerates 4 hp /s

[Pri SL5] Spell Resistance : Subject gains +12 +1/level SR.

[Psi12L Super] Clone/Simulacrum: Clone (or) Simulacrum (as the MU spells)

Combat effects:

[Psi12L Super] Clone/Simulacrum: Clone (or) Simulacrum (as the MU spells)

Combat effects:

[Psi72 minor] Energy Field: Damaging shield, PL energy dmg for 1 turn

[Psi30 Grand] Ram Beam /Wrecker: 1 hull point damage/succ

[Pri SL7] Gate: Connects two planes for travel or summoning.

[Psi6E Super] Hell Pit: 2 saves:fail 1=goto hell, fail 2=impris

[Wiz SL4] Dispel Exhaustion 4: Restore 50% of dmg taken, get an Original Haste 4 for 1 round

[Wiz SL9] Energy Drain: Subject gains 2d4 negative levels.

[Wiz SL2] Dispel Radiation: Dispels Radiation (1 target = auto success) {1 group}

[Psi30 Grand] Ram Beam /Wrecker: 1 hull point damage/succ

[Wiz SL1] Charming I: Charms a monster, gets a new save every round

Dungeon012320 - Dungeon Level 9

Room # 4

Observatory

20ft. long x 50ft. wide x 45ft. tall

Walls of Air; bucket

Zombie Door (made of zombies) leading to a hallway 25ft. long x 10ft. wide x 5ft. tall

twanging; murmuring

Zywick the unloved Tomorrow Marauder (Wind); Jelita the enigmatic Blue Dazzler (Adamantium)

Inhaled Salt Trap; DL 9; Search DC 95 (60 idamage, DC 98 Spell save for half)

Stairway that (causes/has/or is) false wall

[x2] Charm - Room is permanently and continuously Charmed, only creatures with an immunity or a personal bubble against it c

37,460gp

lamp

a Pair of White Shoes, +2 AC, 425gp

Brownish Stone [3d10] +125 Th/+7 dmg 17+/x2; 1M: Roll TH (+succ), dmg=ä(succ), can hit nonliving; CL 36; SL 9, 405660gp

Ebony Flag: +5 level(s) of exceptional Str, 405360gp

DL IX Gargantuan Forest Spirit-of-the-Lands x(48) x[3]

Stun AC 827, HD 145, hullp 11008, TR 140% #Att 17, TH ÷ AC/Save DC by 90, dmg 167

Str 69, Dex 55, Con 51, Int 37, Wis 44, Chr 36, 12kxp

Has mtg G spells, Incorporeal

Prepared effects:

[Pri SL5] Resist Vulnerability: Target gains a Resist to something which can only be used to counter a Vulnerability (Duration 1 hr

[Psi15 Super] Luckscale: (Must have scales to use) Luckstone effect for 1 day

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

[Psi6N Ultra] Null Field 1: All spells of SL 1 or higher don't work in 100'r

[Wiz SL6] No Save: The next spell you cast does not have a saving throw

[Psi2 Major] Suppress Magic: Anti-Magic Shell (SL=X) 60' r; Dispel-Magic Zone

[Pri SL6] No Save: The next spell you cast does not have a saving throw

[Pri SL7] Goodberry 7: Creates 28 goodberries

Combat effects:

[Pri SL7] Goodberry 7: Creates 28 goodberries

Combat effects:

[Psi54 Grand] Personality Transfer: Magic Jar (SL/2 saves)

[Wiz SL4] Magic Missile 4: (CL+1)*2 missiles, each does 1d4+1 force dmg (no save)

[Wiz SL9] Fireball 9: CLd18 fire dmg to a group (save:½)

[Psi54 Major] Acid: CL*(SL+2) acid dmg to one target (no save)

[Psi12L Super] Enslave: Target creature's AL switches to L, all of it's actions under control of caster (no save)

[Wiz SL7] Immediate Monster Summoning VII: Summons a DL V monster without summoning sickness

[Wiz SL3] Hold Person: Holds up to 4 people

[Pri SL5] Heal 5: Cure to 75% of max hp (max Heal 5 can cure at once = 750 hp)

[Pri SL4] Dismissal : Forces a creature to return to native plane. (save)

Dungeon012320 - Dungeon Level 9

Room # 5

Warrior's Chamber/Lab

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

Bridge, Wood; Chimney, Fire (for fireplace)

Water Lock Door (holds back a lot of water) leading to a hallway 40ft. long x 20ft. wide x 5ft. tall

misted; coughing

Radisson the non-politically correct Metal Zombie (Yak); Myristyl the hypocritical Terrible Ranger (Magic)

Injected Creation Trap; DL 9; Search DC 98 (750 idamage, DC 95 PP save for half)

Illusion that (causes/has/or is) Talks - Nonsense

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing godly effects have SL% chance of being dispelled per segmer
13,246gp

javelin head, blunt

sword of the heretic, sword, 10d16 (85), 0gp

Roseate Fork: +1 Level(s) in a Rogue Group Class, 405650gp

Robe of Blending, 20330gp

DL IX Medium Jungle Reptiles x(11) x[2]

iAC 816, HD 23, hp 1344, WR 110% #Att 3, TH ÷ AC/Save DC by 90, dmg 8103

Str 33, Dex 64, Con 51, Int 49, Wis 73, Chr 22, 12kxp

Has mtg G spells, Half AC from AT. Resist Heat. Usually has a tail and claws

Prepared effects:

[Wiz SL2] Blur (3): 20% WR vs. creatures without True Sight {self only}

[Psi6N Ultra] Thief Abilities, LVL 12: Get thief abilities of level 12 (max = your level)

[Psi54 Grand] Animate Objects: Animate Objects as if they were a DL=SL Golem summon

[Psi27 Grand] The Sorting: Shapechange, but can merge and assume qualities of LVL creature types.

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

[Wiz SL9] Prismatic Sphere 9: 7 Prismatic colors or 5 MultiPrismatic colors (may repeat colors in either mode)

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

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

Combat effects:

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

Combat effects:

[Psi45 minor] Cold Generation: SL*CL Cold damage (1 group, no save)

[Wiz SL8] Fireball 8: CLd16 fire dmg to a group (save:½)

[Pri SL9] Creeping Doom 9: (1d6+8)*140 insect dmg

[Wiz SL9] Death Spell 9: Slay 9d12 HD of creatures (save)

[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

[Wiz SL1] Prismatic Wall 1: 1 Prismatic color

[Pri SL4] Heal 4: Cure to 50% of max hp (max Heal 4 can cure at once = 500 hp)

[Wiz SL7] Insanity : Subject suffers continuous confusion.

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

Dungeon012320 - Dungeon Level 9

Room # 6

Gallery

25ft. long x 50ft. wide x 15ft. tall

skull; knives

Brass Door, Normal leading to a hallway 15ft. long x 15ft. wide x 15ft. tall

steamy; rotting vegetation smell

Alokair the repulsive Night Glory (ATV); Klaven the fantastic Sea Surfer (Solar)

Flame Strike 9 Trap; DL 9; Search DC 98 (Cleric CL 18, DC 91 Spell save to negate), (multiple targets)

Pool that (causes/has/or is) Distorted - Width/Length

[x2] Gods cannot hear, smell, or sense into this room unless they are actually there; Divine Intervention fails

941gp

fungi, common

some blackberries, Ogp

Emerald Cube [4d6] +4096 Th/+64 dmg 20+/x5; 1M: Save; Psionic gets control of all actions; CL 53; SL 9, 405130gp

Boots of Striding and Springing: (Feet) Increases the wearer's land speed by +10'. +5 Jump checks., 7750gp

DL IX Tiny Outer-CG Outers x(16) x[4]

AC 823, HD 6, hp 356, TR 190% #Att 6, TH ÷ AC/Save DC by 90, dmg 8103

Str 31, Dex 23, Con 32, Int 63, Wis 34, Chr 42, 12kxp

Dark vision, immune acid, cold, and petrification. Resist electricity and fire. Protection from evil continuous. Tongues at will., No

Prepared effects:

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

[Pri SL8] Protection from Lightning 8: Stop the next CL*28 lightning dmg

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

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

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

[Psi6E Super] Permanency: Makes a Demon psi power permanent

[Pri SL5] Resist Vulnerability: Target gains a Resist to something which can only be used to counter a Vulnerability (Duration 1 hr)

[Psi45 Major] Light Control: SL/2 (round down) instances of Resist light; +SL*10% damage with light effects

Combat effects:

[Psi45 Major] Light Control: SL/2 (round down) instances of Resist light; +SL*10% damage with light effects

Combat effects:

[Psi3½ Grand] Co-opt Concentration: Take control of foe's concentration power.

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

[Pri SL6] Conjure/Dismiss Para Elemental: Summons or dismisses a Para Elemental

[Pri SL1] Summon Monster I: Summons a DL 1 creature to fight for you {1 creature}

[Psi12C Super] Chaos Storm: All in 120'r area are affected by Weird, Maze, and Chaos (as spells) every round

[Psi54 Ultra] Animal Summoning: Summon a DL=SL-1 Animal

[Psi54 Ultra] Animate Image: Summon a DL=SL creature based on an picture/painting you have (the image is consumed)

[Wiz SL1] Taunt: One or more creatures of 1 type taunted (save) {1 group}

[Psi30 Grand] Confusion: Confusion (as spell)

Dungeon012320 - Dungeon Level 9

Room # 7

Dormitory

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

hossock (ottoman); platform

Energy/Elemental Door leading to a hallway 40ft. long x 25ft. wide x 5ft. tall

gong; breeze, slight

Mayana the lazy Cyber- Storm (Chronal); Maneira the deceitful Poison Claw (Symbiosis)

Injected Radiance Trap; DL 9; Search DC 96 (1750 idamage, DC 94 PPD save for half)

Door, Secret that (causes/has/or is) Talks - Intelligently/Normally

[x2] Immortals cannot see, smell, or sense into this room unless they are actually there; Divine Intervention fails

43,290gp

clothing

a spellbook, 'blindness' 'weaken' 'plague' 'curse', 2500gp

Maroon Cube [3d8] +1 Th/+8 dmg 20+/x2; 1M: Confusion (as spell); CL 63; SL 9, 405250gp

Sienna Robe [AT+348] +5 AC/+7776 Saves; 1M: SL^2 hp Armor spell, self only, stacks with the (Wizard) Armor spell; CL 63; SL 9, 4

DL IX Macro-Diminutive Psionicist-classes Insects x(15) x[2]

iAC 813, HD 2310, ihp 1.7E+5, PR 187% #Att 17, TH ÷ AC/Save DC by 10, dmg 330

Str 28, Dex 53, Con 61, Int 31, Wis 59, Chr 58, 12kxp

Know a Psi frequency, No INT score. Dark vision.

Prepared effects:

[Psi45 Grand] Body Coating: 5*SL hp Armor spell, self only, stacks with the (Wizard) Armor spell

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

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

[Wiz SL4] Armor 4: +CL*8 current hp

[Psi12T Major] Damage Resistance: -1/die damage (from any source)

[Wiz SL2] Globe of Invulnerability 2: Immune to spells with SL=0 to 1

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

[Pri SL1] Protection from Lightning 1: Stop the next CL*2 lightning dmg

Combat effects:

[Pri SL1] Protection from Lightning 1: Stop the next CL*2 lightning dmg

Combat effects:

[Psi30 minor] Treat Light Wounds: Heals 10% max hp (1 succ)

[Pri SL9] Death's Door 9: Target (currently at negative hp) goes to 32 hp (can't go above max)

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

[Psi3½ Major] Second Chance: Gain a reroll.

[Psi12C Super] Chaos Storm: All in 120'r area are affected by Weird, Maze, and Chaos (as spells) every round

[Pri SL3] Remove Disease : Cures all diseases affecting subject.

[Psi29 minor] Double Pain (Psi2):

[Psi-2 Grand] Weakness of the World: -9/-9 AC/saves, -25% RR/MR/PsiR; Lasts 5r after maint.

[Psi12T Grand] Summon True Creature: Gate (as spell) for True creature or for a Time Elemental

Dungeon012320 - Dungeon Level 9

Room # 8

Library

45ft. long x 25ft. wide x 15ft. tall

Chute, Flesh (acid damage); bucket

Phase Door (as the spell) leading to a hallway 15ft. long x 5ft. wide x 10ft. tall

humming; rotting vegetation smell

Citrine the incredible Gamma Dog (Mortar); Ethennian the amazing White League (Extra-dimensional)

Death's Door 9 Trap; DL 9; Search DC 98 (Wizard CL 18, DC 93 Reflex save to negate)

Pit that (causes/has/or is) Takes/Steals

[x2] Gods cannot hear, smell, or sense into this room unless they are actually there; Divine Intervention fails

13,589gp

drum

the head of %s, 0gp

Amulet of Protection from Gaze Attacks, Symbols, Glyphs, 32450gp

Cobalt Age Cat. 7 Dread Dragon Armor [AT+7781] +81 AC/+216 Saves; 1M: Anti-Anti-Magic Ray; CL 46; SL 9, 405530gp

DL IX Huge Concordant-classes Dragons x(37) x[2]

AC 823, HD 702, hp 48960, MR 187% #Att 9, TH ÷ AC/Save DC by 90, dmg 978

Str 41, Dex 50, Con 57, Int 50, Wis 65, Chr 25, 12kxp

Knows Concordant spells, Breath weapon, dark vision, immune sleep and paralysis.

Prepared effects:

[Psi18 Grand] Scty: Invisible Defender: Shield vs. physical/energy 1000*LVL hp

[Psi8 Major] Construct Control Item 2: Create a "Control" type item (see next page) of TechL=CL, each 2 TechL takes 1S action

[Psi7 Grand] (no name): Immunity to Turn Undead

[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.

[Wiz SL8] Armor 8: +CL*16 current hp

[Psi6G Ultra] Expanded Spectrum: You are affected by up to CL Priest or Wizard Divination spells of spell level 1-7

[Wiz SL5] Original Stoneskin 5: Block the next 2 P actions of attacks

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

Combat effects:

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

Combat effects:

[Psi-6G minor] Possess: Target dominated (Will save); takes (CL+3)^2 dmg/s; you can't use actions while this runs

[Pri SL3] Remove Disease : Cures all diseases affecting subject.

[Pri SL3] Remove Disease : Cures all diseases affecting subject.

[Psi-2 Major] Acidify: (level)d6 acid dmg (save:½); (2*level)d6 acid damage

[Pri SL3] Put Out of Misery: Target being at negative hp that would die if unattended is slain (no save)

[Wiz SL9] Power Word Kill 9: Kills a creature if current hp < 120 (no save)

[Psi3 Super] Thrall: Target is your slave forever.

[Wiz SL2] Summon Monster II: 1 DL 2 or 1d3 DL 1 creatures to fight for you {1 creature}

[Psi19 Grand] Lightning: 1M: Shoots lightning from fingertips, LVLd10 dmg (no save, no PsiR, no immune psi)

Dungeon012320 - Dungeon Level 9

Room # 9

Nest (animal)

5ft. long x 50ft. wide x 20ft. tall

carving; clamps

Mimic (the monster) leading to a hallway 30ft. long x 10ft. wide x 15ft. tall

rattling; dank, mouldy smell

Yurik the Wayfarer the courageous Pubescent -strike (Hatchet); Arkhosia the hypocritical Mother Crustacean (Barge)

Contact Alcohol Trap; DL 9; Search DC 98 (100 idamage, DC 93 Fortitude save for half)

Well that (causes/has/or is) Monster Generator: Outer (summons an Outer every segment)

[x2] Capital F Folded - Room is permanently and continuously Capital F Folded, only creatures with an immunity or a personal 68,412gp

urn

a Crystalized Ring of the Golem, +2 AC, 0gp

Jet-black Newspaper: All your Monster classes use the "set XP table"(3kxp at 2nd, doubles til 9th,600kxp at 10th,+300kxp per lev

Rose-coloured Bracers [AT+86] +5 AC/+32768 Saves; 1M: You Reincarnate upon death, inactive and Feign Death for the rest of tl

DL IX Titanic Star-Wars-Loop Weirds x(19) x[4]

AC 828, HD 582, stunp 400896, IR 155% #Att 17, TH ÷ AC/Save DC by 90, dmg 164

Str 34, Dex 25, Con 25, Int 30, Wis 30, Chr 61, 12kxp

Has force powers, Immune critical hits, poison, sleep, paralysis, stunning. Has no soul.

Prepared effects:

[Psi29 Major] Anti-Psionic Ray:

[Pri SL5] Resist [E=5 element]: Pick an E=5 element, you resist it for 1 hour.

[Psi8 minor] Construct Power/Defensive Item 1: Create a "Power" type item (see next page) of TechL=CL, each TechL takes 1S ac

[Psi12L Super] Clone/Simulacrum: Clone (or) Simulacrum (as the MU spells)

[Pri SL6] Immune [E=3 element]: Pick an E=3 element, you are immune to it for 1 hour. (This immunity does not "spread" into ot

[Wiz SL9] Third Level Magic-User Spells (DM1): Cast any four 3rd level Wizard spells simultaneously when it is cast.

[Wiz SL9] Third Level Magic-User Spells (DM1): Cast any four 3rd level Wizard spells simultaneously when it is cast.

[Psi12L Super] Clone/Simulacrum: Clone (or) Simulacrum (as the MU spells)

Combat effects:

[Psi12L Super] Clone/Simulacrum: Clone (or) Simulacrum (as the MU spells)

Combat effects:

[Pri SL7] Escape: You Escape from current situation

[Psi-12T minor] Dust Aura: Enemies in your group takes CL dust dmg /s (no save)

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

[Psi54 minor] Damage Transference: Cell Adjustment CL*SL*2 hp

[Pri SL2] Command 2: Target makes 2 saves, each missed save allows 1 word for a command to be given

[Psi-12L minor] Choose Summoning II: Monster Summoning using ML II chart, you pick the result

[Wiz SL8] Magic Missile 8: (CL+1)*4 missiles, each does 1d4+1 force dmg (no save)

[Psi2 Major] Energy Containment: Absorb max 1 die/lvl;glow:-2AC; 0 dmg from energy

[Pri SL5] Remove Coma: Removes the Coma effect

Dungeon012320 - Dungeon Level 9

Room # 10

Workroom

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

oven; staff, normal

Concealed (Hidden) Door, roll again for type leading to a hallway 40ft. long x 10ft. wide x 10ft. tall

clashing; giggling (faint)

Lion Odonson the greedy Emerald Corp (Hyper-); Thilik the stupendous Duke Flight (Force)

Electrified Statue Trap; DL 9; Search DC 91 (400 idamage, DC 96 PP save for half)

Door that (causes/has/or is) Wish Fulfillment

[x2] Gods cannot smell, feel, or sense into this room unless they are actually there; Divine Intervention fails

20,000gp

jar

a crumpled paper cup, +2 AC, 1gp

Fuchsia Shoes: +7 Race Slots, 405110gp

Leaden Eyes [4d12] +1 Th/+32 dmg 14+/x7; 1F: 1bM: Counter an effect which counters one of your effects; CL 38; SL 9, 405820g

DL IX Macro-Tiny Dead-Timeline/Looporal Familiars x(8) x[2]

Stun AC 819, HD 4616, |hp| 3.6E+5, PR 170% #Att 4, TH ÷ AC/Save DC by 90, dmg 328

Str 63, Dex 70, Con 42, Int 44, Wis 50, Chr 64, 12kxp

Reality/Loop stable., Familiar Immunity

Prepared effects:

[Wiz SL1] Radiation Resistance: RR 60+CL*5% [duration 1 hour]

[Wiz SL6] Fire Shield 6: Anyone who melees with you takes 125% dmg back

[Psi45 Ultra] Force Field: Immune to spell level 0 to SL-2 effects; -(SL-1) per physical attack; ER 5*SL%

[Psi3½ Super] Affinity Field: Effects that affect you also affect others.

[Psi81 Major] Density Increase 5: x32 mass; +5 Str; -5/attack (physical or energy)

[Psi10 minor] Resistance to Sleep: Immune Sleep

[Wiz SL9] Chain Contingency : Like the contingency, but holds more spell

[Psi8 Grand] Cron Job: Contingency or Delayed Blast for one Psi8 power

Combat effects:

[Psi8 Grand] Cron Job: Contingency or Delayed Blast for one Psi8 power

Combat effects:

[Psi-2 minor] Adrenalin Drain: 6 Str,Dex,or Con dmg; 6 to all three

[Psi12T Super] Aura of Non-Sentience: All creatures within 120' of caster (incl. the caster) lose all levels of experience, have a con

[Psi3½ Grand] Crystallize: Turn subject permanently to crystal.

[Psi45 minor] Disruption: Minor: Target takes CL*SL disruption damage (no save); Grand: The damage given plus a Disintegrate e

[Psi12T Super] Aura of Non-Sentience: All creatures within 120' of caster (incl. the caster) lose all levels of experience, have a con

[Pri SL1] Faerie Fire (3): Dispels darkness/blur/displacement/invisibility {1 group}

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

[Psi15 Grand] Melf's Minute Meteors: Melf's Minute Meteors

[Psi-2 minor] Decelerate: Target loses next action (save); next 2 actions

Dungeon012320 - Dungeon Level 9

Room # 11

Aviary

30ft. long x 25ft. wide x 50ft. tall

bowl; staff, normal

Void Door (cannot see through doorway) leading to a hallway 40ft. long x 10ft. wide x 20ft. tall

breeze, slight, damp; horn/trumpet sounding

Norward the charismatic Sarge -strike (Nano-); Wace the wingless Lightning Child (Talons)

Box transforms into Elemental Plasma Trap; DL 9; Search DC 94 (120 Str damage/s, DC 99 Reflex save for half)

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

[x2] Gods cannot see, smell, or sense into this room unless they are actually there; Divine Intervention fails

5,565gp

urn

a crowbar, sword, 6d15 (48), 125gp

Opaque Cube [9d12] +625 Th/+16 dmg 17+/x6; 1F: Create astral destruct to fight for you.; CL 43; SL 9, 405470gp

loun Stone, Normal, Alter Self for 1V action (1/d), 8230gp

DL IX Large Custom-classes Dragons x(53) x[1]

Stun AC 822, HD 45, hp 2784, CR 97% #Att 17, TH ÷ AC/Save DC by 90, dmg 490

Str 30, Dex 37, Con 29, Int 44, Wis 50, Chr 22, 12kxp

Has Custom abilities, Breath weapon, dark vision, immune sleep and paralysis.

Prepared effects:

[Psi45 Grand] Force Field vs. Emotion: Immune to spell level 0 to SL-1 enchantment/charm effects

[Wiz SL6] Armor 6: +CL*12 current hp

[Psi54 minor] Aura of Fear: Fear by sight (SL saves)

[Pri SL4] Resist [E=4 element]: Pick an E=4 element, you resist it for 1 hour.

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

[Pri SL5] Protection from Fire 5: Stop the next CL*16 fire dmg

[Pri SL1] Protection from Lightning 1: Stop the next CL*2 lightning dmg

[Pri SL8] Spell Immunity 8: Be immune to 5 spells by name

Combat effects:

[Pri SL8] Spell Immunity 8: Be immune to 5 spells by name

Combat effects:

[Psi81 Grand] Mind Control: Control M actions (Will save)

[Psi30 Ultra] Mob Mind: Control Thoughts Blast (yuck!)

[Pri SL9] Unlimited Wish: Duplicate any Wizard or Priest spell of levels 0-8.

[Wiz SL7] Prismatic Beam: One target is hit by all 7 colors of Prismatic Spray

[Psi0 Major] Death Touch: One attack: Death (save vs. PPD)

[Psi3 Super] Apopsi: You delete the psionic power of another.

[Pri SL5] Conjure/Dismiss Normal Elemental: Summons or dismisses a Normal Elemental

[Psi10 minor] Light: Light

[Psi10 minor] Light: Light

Dungeon012320 - Dungeon Level 9

Room # 12

Library

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

chair; weapon rack

Double Door, roll again for type leading to a hallway 40ft. long x 15ft. wide x 15ft. tall

breeze, gusting; laughter

Calaudra the fearless Speed Platoon (Sonic); Aethelred the Laborer the avaricious Spider Vampire (Crossbow)

Injected Nexus Trap; DL 9; Search DC 96 (200 idamage, DC 97 RSW save for half)

Pedestal that (causes/has/or is) Symbiotic

[x2] Immortals cannot taste, see, or sense into this room unless they are actually there; Divine Intervention fails

71,591gp

wax blob

a signpost, 0gp

Electric blue Bag: +700 PSP's, 405390gp

Sienna Weapon Gemlet [7d20] +1024 Th/+16807 dmg 18+/x2; 1P: Disintegrate 8 cu.' (save); CL 39; SL 9, 405750gp

DL IX Macro-Tiny Joke Viruss x(1) x[4]

iAC 821, HD 4610, hp 3.6E+5, TR 98% #Att 18, TH ÷ AC/Save DC by 90, dmg 171

Str 32, Dex 64, Con 21, Int 51, Wis 72, Chr 22, 12kxp

Has Punomancy, Can infect things. Immune mind-affecting, critical hits, gaze attacks, illusions, poison, sleep, paralysis, polymorp

Prepared effects:

[Pri SL4] Dimensional Anchor : Bars extradimensional movement.

[Psi7 Grand] (no name): Immunity to death or slay effects

[Pri SL5] Summon Monster V : Summons a DL V monster (1 turn)

[Pri SL6] Antilife Shell : 10-ft. field hedges out living creatures.

[Psi45 minor] Force Field: Immune to spell level 0 to SL-2 effects; -(SL-1) per physical attack; ER 5*SL%

[Pri SL6] Antilife Shell : 10-ft. field hedges out living creatures.

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

[Wiz SL8] Globe of Invulnerability 8: Immune to spells with SL=0 to 7

Combat effects:

[Wiz SL8] Globe of Invulnerability 8: Immune to spells with SL=0 to 7

Combat effects:

[Pri SL9] Energy Drain : Subject gains 2d4 negative levels.

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

[Pri SL9] Unlimited Wish: Duplicate any Wizard or Priest spell of levels 0-8.

[Psi12T Super] Mass Energy Drain: Energy Drain (as spell) in 90'r area

[Wiz SL9] Heal:

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

[Psi19 Grand] Lightning: 1M: Shoots lightning from fingertips, LVLd10 dmg (no save, no PsiR, no immune psi)

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

[Wiz SL4] Prismatic Wall 4: 4 Prismatic colors or 2 MultiPrismatic colors (may repeat colors in either mode)

Dungeon012320 - Dungeon Level 10

Room # 1

Crypt / Burial Chamber

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

carpet; firkin (small barrel)

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

tapping; splintering

Jolus the despicable Lion Torch (Warhorse); Thalion the cowardly Sand Skier (Ancient lore)

Container transforms into Elemental Helliron Trap; DL 10; Search DC 108 (100 Con damage/s, DC 110 RSW save for half)

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

[x2] Annihilated - Room is permanently and continuously Annihilated, only creatures with an immunity or a personal bubble a 2,810gp

rope

a table laden with food, 0gp

Greenish Balloon: All your Wizard classes use the "set XP table"(3kxp at 2nd, doubles til 9th,600kxp at 10th,+300kxp per level af

Opaque Gloves [AT+100005] +343 AC/+59049 Saves; 1M: Target is immune to hold & stop; CL 41; SL 10, 500440gp

DL X Tiny Wizard-classes Familiars x(70) x[2]

Stun AC 1005, HD 14, hp 440, CR 200% #Att 17, TH ÷ AC/Save DC by 110, dmg 1203

Str 63, Dex 55, Con 32, Int 26, Wis 38, Chr 74, 20kxp

Knows Wizard spells, Familiar Immunity

Prepared effects:

[Psi16 Grand] Golem Form: Spiderstone: Resist magic; Mouth's P: Web (1 group); FRT LVL*10%

[Psi45 Grand] Force Field vs. Vampirism: aNR 10*SL% (including energy and stat drains)

[Wiz SL5] Globe of Invulnerability 5: Immune to spells with SL=0 to 4

[Psi45 Grand] Force Field vs. Vampirism: aNR 10*SL% (including energy and stat drains)

[Psi30 Grand] Luck: Gains +1(+5%)/succ on 1 action

[Pri SL5] Spell Resistance : Subject gains +12 +1/level SR.

[Wiz SL10] Nazzar's Nullification: Creates a DMZ (Dispel Magic Zone)

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

[Wiz SL10] Fire Shield 10: Anyone who melees with you takes 225% dmg back

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

[Wiz SL10] Fire Shield 10: Anyone who melees with you takes 225% dmg back

Combat effects:

[Pri SL1] Summon Nature's Ally I: Summons a DL 1 animal to fight for you {1 creature}

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

[Wiz SL1] Darkness: Magical darkness; can blind if targetted (save) {1 group}

[Pri SL7] Raise Dead Fully: What you get is the full character at full hit points, but with no spells or psionic points. He loses 1 Con

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

[Psi-3 Major] Wall of Element: Pick an element, it's a wall of it. Damage = CLd4 if you pass through.

[Psi29 Grand] Summon Planar Creature:

[Psi29 Grand] Fire Bolt LVLd12:

[Psi-1 Grand] Energy Solidity: As per Energy Amplification but entire effect is amplified

[Psi-1 Grand] Energy Solidity: As per Energy Amplification but entire effect is amplified

Dungeon012320 - Dungeon Level 10

Room # 2

Wardrobe

40ft. long x 20ft. wide x 35ft. tall

hamper; table (large)

Tricked Door, roll on [D5] leading to a hallway 25ft. long x 5ft. wide x 20ft. tall

chanting; still, warm (or hot)

Jalter the repugnant Tiger Alliance (Hammer); Hrypa the Baker the omnivorous Mind Blood (Musket)

Lock transforms into Elemental Slag / Tar Trap; DL 10; Search DC 105 (24 Con damage/s, DC 107 Fortitude save for half)

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

[x2] *Cursed* - Room is permanently and continuously *Cursed*ed, only creatures with an immunity or a personal bubble again
67,737gp

double bed

A seemingly worthless scrap of paper, Ogp

Staff of Slinging, 12420gp

Chrome Sand paper: Free Squirrel [2] Familiar, 500720gp

DL X Macro-Fine Desert/Arabian Golems x(23) x[2]

iAC 1011, HD 1290, lifep 1.1E+5, RR 117% #Att 9, TH ÷ AC/Save DC by 110, dmg 1206

Str 25, Dex 54, Con 66, Int 60, Wis 35, Chr 54, 20kxp

Has mtg C spells, Immune critical hits, nonlethal damage, ability damage, ability drain, fatigue, exhaustion, energy drain, poison,

Prepared effects:

[Psi9 Ultra] Reflector: As Spell Turning, also Innates and Psi

[Wiz SL4] Stoneskin (2): 4+CL/2 stonelines; they "leak"

[Wiz SL2] Blur (3): 20% WR vs. creatures without True Sight {self only}

[Psi12T Super] Psionic Turning: Spell Turning but affects Psionic effects

[Pri SL5] Protection from Fire 5: Stop the next CL*16 fire dmg

[Psi6G Super] Reduplication: Duplicates one (non-magical, non-psionic) item; max TechL = CL

[Psi45 Ultra] Body Transformation: Change your body to be of an E=SL/2 element

[Pri SL7] Spell Immunity 7: Be immune to 4 spells by name

[Wiz SL1] Blink Wounding: Caster "blinks" randomly if struck by weapon

[Pri SL7] Spell Immunity 7: Be immune to 4 spells by name

[Wiz SL1] Blink Wounding: Caster "blinks" randomly if struck by weapon

Combat effects:

[Psi18 Major] Telepathic: Control: LVL/3 targets: Domination (save)

[Pri SL8] Dispel Magic 8: Dispel 6 magic effects

[Psi--2 Ultra] Planetary Demolish: 1 idmg in any E=CL/6 element; 2 idmg; CL/3 instead

[Pri SL4] Lesser Planar Ally : Summons a DL IV outer-planar (payment determines duration)

[Pri SL7] Cureall: Cure all dmg + remove all non-divine ailments

[Pri SL8] Command 8: Target makes 8 saves, each missed save allows 1 word for a command to be given

[Wiz SL9] Monster Swarm Summoning IX: Summons CL/2 (round down) DL VIII monsters

[Pri SL8] Command 8: Target makes 8 saves, each missed save allows 1 word for a command to be given

[Pri SL2] Summon Monster II: 1 DL 2 or 1d3 DL 1 creatures to fight for you {1 creature}

[Psi-9 Ultra] DeShielder: DeShield: 1000 dmg

Dungeon012320 - Dungeon Level 10

Room # 3

Sitting Room

20ft. long x 45ft. wide x 40ft. tall

Chute, Flesh (acid damage); pentacle

Plane Shift Door (other side is on another plane) leading to a hallway 20ft. long x 20ft. wide x 10ft. tall

howling; bang, slam

Imoen the chivalrous Blue Flare (Psycho-); Thera the stupendous Vector Mistress (Canoe)

Rolling Caltrops Trap; DL 10; Search DC 109 (Attack +10 ranged, 20d8 idamage)

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

[x2] Mortals cannot see, taste, or sense into this room unless they are actually there; Divine Intervention fails

13,945gp

pint of grog

fresh baked bread, 3gp

Rounded Pebble 'Travak' (3d6) (+8,+5); Acid Brand; Lightning Brand; Flame Tongue; Frost Brand; Poisoned; It provides light (radi

Elixir of Stone to Flesh, 9420gp

DL X Titanic Outer-NE Reptiles x(20) x[2]

AC 1006, HD 641, hp 54784, BlahR 143% #Att 15, TH ÷ AC/Save DC by 110, dmg 1007

Str 34, Dex 36, Con 51, Int 22, Wis 60, Chr 27, 20kxp

Telepathy, immune acid and poison, resist cold, electricity, and fire., Half AC from AT. Resist Heat. Usually has a tail and claws

Prepared effects:

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

[Psi100 Major] Mind Bar: Ench/Charm, Magic Jar, Domination, Invis. can't be used in room (x1 Special)

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

[Psi45 Ultra] Body Coating: 5*SL hp Armor spell, self only, stacks with the (Wizard) Armor spell

[Psi3 Major] Dimensional Anchor: Bars extradimensional movement.

[Psi12C Super] Grand Chaos: All die rolls by all creatures within 240' of caster become either minimum (50%) or maximum (50%)

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

[Psi--2 Ultra] Psi Inertial Improver: Psi gives no save in your group; --

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

[Psi--2 Ultra] Psi Inertial Improver: Psi gives no save in your group; --

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

Combat effects:

[Psi-12T Super] Bring Animals VIII: Summon CL*5 Animals using ML VIII chart, you pick the result

[Psi6G Super] Destroy Evil Spirit: Evil creature loses N stat points and N^2 permanent hp (no resistance, can use GR)

[Pri SL3] Creeping Doom 3: 40 insect dmg

[Psi3 Major] Dismissal: Forces a creature to return to a native plane.

[Psi45 Grand] Summoning: Summon a DL=SL Outer

[Wiz SL6] Ray of Enfeeblement 6: -30 physical stat points (randomly distributed in packets of 5) (save per packet)

[Wiz SL10] Death Spell 10: Slay 10d12 HD of creatures (save)

[Psi10 minor] Beam of Light: Line of Blindness (all in area save vs. spell or blinded)

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

[Psi6G Super] Destroy Evil Spirit: Evil creature loses N stat points and N^2 permanent hp (no resistance, can use GR)

Dungeon012320 - Dungeon Level 10

Room # 4

Laboratory

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

fire pit; sconce, wall

Secret Door, roll again for type leading to a hallway 30ft. long x 15ft. wide x 25ft. tall

rattling; scratching/scrabbling

Martek the wild Cosmic Guard (Phone Booth); Urag the altruistic Metal Devil (Sceptre)

Fusillade of Javelins Trap; DL 10; Search DC 103 (Attack +20 melee, 14d6 Cml damage)

Illusion that (causes/has/or is) Points

[x2] Blind - Room is permanently and continuously Blinded, only creatures with an immunity or a personal bubble against it can
78,882gp

chain, corroded

a shard of a fractured mirror, dagger, 12d12 (78), 110gp

Vermilion Gloves [AT+15] +32 AC/+9 Saves; 1P: You are two beings (two places at once); it costs 3 actions to have each body do

Prismatic Armor, Light [AT+32] +512 AC/+32 Saves; 1P: +10% of current hp total to breath dmg [or (+1)d(+2) breath dmg if using

DL X Large Lost-Planes/Anginum-Synod Humanoids x(39) x[2]

iAC 1014, HD 48, ihp 3520, IR 184% #Att 17, TH ÷ AC/Save DC by 110, dmg 406

Str 60, Dex 76, Con 70, Int 26, Wis 79, Chr 80, 20kxp

Has Miniclass picks, Has 2 arms, 2 legs, and 1 head.

Prepared effects:

[Psi7 Grand] (no name): Immunity to Turn Undead

[Psi8 Grand] Anti-Technological Shell: Reduce all technological objects within 30' by -CL TechL (min TechL=0)

[Psi45 Ultra] Power Simulation: The next Psi45 power you use will be resisted using MR instead of PR

[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)

[Wiz SL3] Protection from Normal Missiles: Duration CL turns

[Psi8 minor] Create Technological Monster I: Create a DL I Technological Monster (AC=4*CL, hp=8*CL, Str=2*CL)

[Psi3½ Major] Dimensional Anchor, Psionic: Bars extra dimensional movement.

[Pri SL10] Protection from Lightning 10: Stop the next CL*36 lightning dmg

[Wiz SL3] Protection from Normal Missiles: Duration CL turns

[Pri SL10] Protection from Lightning 10: Stop the next CL*36 lightning dmg

[Wiz SL3] Protection from Normal Missiles: Duration CL turns

Combat effects:

[Psi27 Grand] Ritual of Assimilation: Touch: Target loses all of his current hp's, you are healed that amount (no save)

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

[Psi6E minor] Hypnotic Pattern: As the 2nd level Wizard spell

[Psi30 Ultra] Mana Blast: Astral damage

[Wiz SL10] Mass Magic Jar: You Magic Jar into a whole group of targets (Magic Jar save), can use P/V actions through all of them

[Wiz SL6] Power Word Kill 6: Kills a creature if current hp < 30 (no save)

[Psi6E minor] Hypnotic Pattern: As the 2nd level Wizard spell

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

[Psi18 Major] Binding: Forcecage (as spell)

[Psi27 Grand] Ritual of Assimilation: Touch: Target loses all of his current hp's, you are healed that amount (no save)

Dungeon012320 - Dungeon Level 10

Room # 5

Closet

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

mound of rubble; Bridge, Rope

Trapped Door, Magic/Psi, roll on [D4.2] leading to a hallway 40ft. long x 20ft. wide x 10ft. tall

steamy near ceiling; acrid smell

Driander the irresistible Screaming Slayer (Lucky Rabbit's Foot); Rheged Macethrasher the hostile Fire -noid (Adamantium)

Secret Pit Trap; DL 10; Search DC 108 (200 Str damage, DC 107 RSW save to negate)

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

[x2] Berserk - Room is permanently and continuously Berserked, only creatures with an immunity or a personal bubble against it

73,107gp

hourglass

the safe, 0gp

Olive Stone [9d20] +32 Th/+4 dmg 15+/x3; 1M: Hypnosis (SL/2 saves); CL 44; SL 10, 500650gp

Carmine Cork: +1 Player Pick Slots, 500710gp

DL X Fine Star-Trek-Loop Animals x(2) x[2]

iAC 1003, HD 4, hp 106, CR 200% #Att 1, TH ÷ AC/Save DC by 110, dmg 1010

Str 40, Dex 30, Con 33, Int 21, Wis 31, Chr 47, 20kxp

Has captain spells, Low-light Vision, overwrite INT score to 1 or 2. Usually have arms, legs, a head, a tail, and/or wings.

Prepared effects:

[Wiz SL9] Chain Contingency : Like the contingency, but holds more spell

[Pri SL8] Antimagic Field : Negates magic within 10 ft.

[Psi60 Grand] Luck: Gains +1(+5%)*LVL on 1 action

[Psi60 Grand] Luck: Gains +1(+5%)*LVL on 1 action

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

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

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

[Psi54 Major] Acrobatics: Any Acrobat SL-1 pick; 5*CL Rogue points in it

[Psi-12T Super] Spirit Preservation: +5*CL% aXR

[Psi54 Major] Acrobatics: Any Acrobat SL-1 pick; 5*CL Rogue points in it

[Psi-12T Super] Spirit Preservation: +5*CL% aXR

Combat effects:

[Pri SL3] Neutralize Poison: Detoxifies venom in or on subject.

[Psi18 Major] Magnetic Ctrl: Disruption: Blast: Unconscious (save),no electronics

[Psi60 Grand] Nether Bolt: LVL*10 dmg Nether, vile damage

[Psi6E Super] Bodily Restoration IV: Troll-like Regeneration ~ of max hp/r

[Wiz SL7] Cone of Cold 7: CLd14+CL cold dmg to a group (save:½)

[Psi45 Ultra] Missile Creation: Do SL missile attacks, must roll to hit, each hit does 10 dmg (no save) and a stun (save)

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

[Pri SL4] Limited Heal: Heal, target must Fort save vs. # hp down (+10 per other effect)

[Psi100 Major] Telekinesis: Telekinesis CL*10' falling dmg (assuming size M); affects 2+CL/9 groups

[Psi100 Major] Telekinesis: Telekinesis CL*10' falling dmg (assuming size M); affects 2+CL/9 groups

Dungeon012320 - Dungeon Level 10

Room # 6

Storage

15ft. long x 5ft. wide x 10ft. tall

vestry (clothing); U rack

Energy/Elemental Door leading to a hallway 50ft. long x 10ft. wide x 5ft. tall

chirping; ozone smell

Tardisite the tasteless Sister Storm (Rapier); Olphaunt the base Shark Canary (Portal)

Well-Camouflaged Caltrops Trap; DL 10; Search DC 107 (Attack +150 ranged, 8d12 idamage)

Room (Floor) that (causes/has/or is) rotating wall

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing godly effects have SL% chance of being dispelled per segmer
70,055gp

wooden bookcase

a T'cchallan Mace, mace, 1d2 (1), 14gp

Snow-white Gauntlet, spiked [1d10] +1000 Th/+125 dmg 16+/x3; 1M: Con-CH check or CHd12 damage; CL 44; SL 10, 500430gp

Cordovan Rope [5d4] +100000 Th/+243 dmg 15+/x7; 1P: bM: SL*10% chance to absorb an entire energy attack; CL 60; SL 10, 50
DL X Diminutive Outer-CN Weirds x(18) x[3]

iAC 1011, HD 6, hp 206, WR 1920% #Att 18, TH ÷ AC/Save DC by 110, dmg 5010

Str 65, Dex 44, Con 27, Int 63, Wis 58, Chr 26, 20kxp

Dark vision, Immune high frequency sampling, chaos effects, Resist law, Immune critical hits, poison, sleep, paralysis, stunning. f

Prepared effects:

[Psi3 Major] Freedom of Movement: Move normally despite impediments.

[Psi8 minor] Technological Armor: +CL AC, +CL*2 current hp (like an Armor spell), can stack w/ Armor spell

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

[Pri SL9] Goodberry 9: Creates 36 goodberries

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

[Psi-9 minor] Blister-healer: [+1 TH, -1 dmg/att]

[Psi14 Grand] (no name): Your gaze causes Charm (no save, IR)

[Psi6E Major] Psi-Trap: Holds one power in area for triggering

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

[Psi6E Major] Psi-Trap: Holds one power in area for triggering

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

Combat effects:

[Psi54 Ultra] Personality Transfer: Magic Jar (SL/2 saves)

[Psi1 Major] Mass Domination: Save-4; Max.=5 creatures of level HD

[Wiz SL3] Monster Swarm Summoning III: Summons CL*3.5 (round down) DL II monsters

[Psi10 minor] Distract: Target cannot cast spells (save vs. spell)

[Psi29 Grand] Wild Surge:

[Psi30 Ultra] Lightning Blast: Lightning damage, Dex resists

[Wiz SL2] Dispel Radiation: Dispel Radiation (1 target = auto success) {1 group}

[Pri SL3] Put Out of Misery: Target being at negative hp that would die if unattended is slain (no save)

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

[Psi12L Major] Discipline: Creature saves: if made it takes caster's level in damage, if missed AL shifts one towards L

Dungeon012320 - Dungeon Level 10

Room # 7

Heating Room (for warmth)

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

offertory container; bastinadoes

Phase Door (phases in/out every so often) leading to a hallway 50ft. long x 25ft. wide x 10ft. tall

"Bleah!" (off in the distance); metallic smell

Shoon the diabolical Wild Valkyrie (Blowgun); Senja the terrible October Goliath (Vampirism)

Inhaled Time / Temporal Trap; DL 10; Search DC 106 (270 idamage, DC 108 Breath Weapon save for half)

Fireplace that (causes/has/or is) down-sliding

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing concordant effects have SL% chance of being dispelled
75,818gp

whistle

the Juggernaut's Helmet, +3 AC, 10gp

Turquoise Cyber/Bio-ware: +5hiQ ∞ A' Action(s), 500210gp

Snow-white Bracers [AT+6566] +729 AC/+9 Saves; 1F: SL/4 (round down) instances of Resist physical attacks; CL 70; SL 10, 50096
DL X Diminutive Time/Temporal Aliens x(19) x[1]

AC 1001, HD 12, hp 2140, AllR 138% #Att 16, TH \div AC/Save DC by 110, dmg 1010

Str 58, Dex 66, Con 47, Int 54, Wis 32, Chr 42, 20kxp

Time/Reality stable., Does not breathe. Has Psi 8.

Prepared effects:

[Pri SL8] Protection from Lightning 8: Stop the next CL*28 lightning dmg

[Psi81 Ultra] Magic Defense: Resist magic

[Wiz SL8] Anti-Magic Shell 8: Anti-Magic of SL 0 to 7

[Psi12T Super] Psionic Turning: Spell Turning but affects Psionic effects

[Psi9 Ultra] Amplification: xCH on next Psi9 power's effect

[Psi45 Ultra] Body Coating: 5*SL hp Armor spell, self only, stacks with the (Wizard) Armor spell

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

[Psi3½ Major] Truevenom Weapon: Your weapon is horribly poisonous.

[Psi24 Ultra] HD type: Add +2d+2: Add 2 to number of HD and 2 to the HD type per level

[Psi3½ Major] Truevenom Weapon: Your weapon is horribly poisonous.

[Psi24 Ultra] HD type: Add +2d+2: Add 2 to number of HD and 2 to the HD type per level

Combat effects:

[Pri SL8] Remove Curse 8: Cure 5 curse effects (reverse causes that many, save for each)

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

[Wiz SL10] Mordenkainen's Disjunction 10: Disjunct 2 effects (any type)

[Psi45 minor] Focus: Do SL instances of another Psi45 power you know; you are Spent and Harmed at the end of effect

[Psi30 Grand] Death Beam: Necromantic damage

[Psi-2 minor] Adrenalin Drain: 6 Str,Dex,or Con dmg; 6 to all three

[Psi45 Ultra] Disruption: Minor: Target takes CL*SL disruption damage (no save); Grand: The damage given plus a Disintegrate effect

[Psi45 Grand] Disruption: Minor: Target takes CL*SL disruption damage (no save); Grand: The damage given plus a Disintegrate effect

[Pri SL9] Summon Monster IX : Calls outsider to fight for you.

[Wiz SL1] Magic Missile : Ball of energy causing 1d4+1 hp damage, you can cast one per every other level you have

Dungeon012320 - Dungeon Level 10

Room # 8

Hall, Great

50ft. long x 10ft. wide x 40ft. tall

table (large); vial

Water Lock Door (holds back a lot of water) leading to a hallway 45ft. long x 25ft. wide x 20ft. tall

updraft, slight; tinkling

Harith the amazing First Mummy (Nuclear); Tavia the \$6 million Sky Dog (Club)

Banish Dweomer Trap; DL 10; Search DC 106 (Cleric CL 20, DC 109 PPD save to negate)

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

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing concordant effects have SL% chance of being dis

53,833gp

cracks

a scroll, 'cure critical' " " ", 66gp

Crystalline Cloak [AT+10] +7776 AC/+7 Saves; 1V: Polymorph Self; CL 50; SL 10, 500170gp

Russet Medallion [AT+6566] +2401 AC/+1 Saves; 1M: Can be any Normal/Para/Quasi Eeee; CL 45; SL 10, 500200gp

DL X Titanic Superhero Wurms x(53) x[1]

AC 1008, HD 642, hullp 54272, AllR 125% #Att 6, TH ÷ AC/Save DC by 110, dmg 205

Str 39, Dex 71, Con 31, Int 46, Wis 38, Chr 72, 20kxp

Has sidekick spells, Has no appendages.

Prepared effects:

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

[Wiz SL10] Anti-Dispel Magic Shell: your effects are non-dispellable (inc.shell)

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

[Psi12C Super] Grand Chaos: All die rolls by all creatures within 240' of caster become either minimum (50%) or maximum (50%)

[Psi-12C Super] Anti-Commotion Resist.: +CL*5% aaAllR (Anti-Anti R vs. everything)

[Wiz SL6] Prismatic Sphere 6: 4 Prismatic colors or 2 MultiPrismatic colors (may repeat colors in either mode)

[Psi3½ Major] Inertial Barrier: Gain DR 5/-.

[Wiz SL3] Globe of Invulnerability 3: Immune to spells with SL=0 to 2

[Psi-15 Major] Dial-a-Breath Element (<): You can use any element with EE factor less than your normal breath.

[Wiz SL3] Globe of Invulnerability 3: Immune to spells with SL=0 to 2

[Psi-15 Major] Dial-a-Breath Element (<): You can use any element with EE factor less than your normal breath.

Combat effects:

[Psi54 Ultra] Personality Transfer: Magic Jar (SL/2 saves)

[Psi-12C Super] Wild Invocation VI: Random 10 (95%) or 2m4+10 (5%) SL Wizard Invocation spell

[Wiz SL7] Reverse Gravity : Objects and creatures fall upward.

[Psi29 minor] Darkness:

[Wiz SL5] Hold Monster : 1d4 creature Paralyzes creatures unless save is made

[Psi29 Major] Rust Metal:

[Psi12T Super] Aura of Non-Sentience: All creatures within 120' of caster (incl. the caster) lose all levels of experience, have a coi

[Psi-6G Grand] Holy Beam: Holy Bolt (1 group)

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

[Psi9 Ultra] Polycancellation: Tricancellation CH targets

Dungeon012320 - Dungeon Level 10

Room # 9

Sitting Room

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

closet (wardrobe); chime(s)

Locked Door, Out of Phase leading to a hallway 40ft. long x 20ft. wide x 5ft. tall

drumming; "Bleah!" (off in the distance)

Moglas the puerile Hyper- People (Shooter); Sytheus the raving Compu- Midget (Psi--)

Deeper Wall Trap; DL 10; Search DC 110 (300 Dex damage, DC 106 Spell save to negate)

Tapestry that (causes/has/or is) Illusionary wall concealing a pit above

[x2] Ultraplanar beings cannot taste, see, or sense into this room unless they are actually there; Divine Intervention fails

98,943gp

cinders

a goblet of wine, 200gp

Brownish Lotion: Free Nexus Hound Familiar, 500740gp

Vermilion Deck: +500 Skill Points, 500560gp

DL X Diminutive Monster-classes Humanoids x(68) x[2]

||AC|| 1009, HD 12, hp 220, WR 180% #Att 5, TH ÷ AC/Save DC by 110, dmg 1206

Str 78, Dex 21, Con 44, Int 47, Wis 80, Chr 21, 20kxp

Has Master Monster picks, Has 2 arms, 2 legs, and 1 head.

Prepared effects:

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

[Wiz SL2] Fire Shield 2: Anyone who melees with you takes 25% dmg back

[Psi6E Super] Lich Lore: Lich powers of ½ level

[Psi4 Ultra] Damage *2.5: Damage with one physical weapon is multiplied by 2.5

[Wiz SL4] Tenser's Transformation 4: +50% of max hp to current hp

[Psi16 Ultra] Golem Form: Drolem: [Pick an E=1 to E=3 element] Immune to that element; Mouth's P, 1/3r: Breathe that element

[Psi15 Super] Luckscale: (Must have scales to use) Luckstone effect for 1 day

[Psi4 Ultra] Damage *2.5: Damage with one physical weapon is multiplied by 2.5

[Wiz SL9] Tenser's Transformation 9: +175% of max hp to current hp, +5 TH melee

[Psi4 Ultra] Damage *2.5: Damage with one physical weapon is multiplied by 2.5

[Wiz SL9] Tenser's Transformation 9: +175% of max hp to current hp, +5 TH melee

Combat effects:

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

[Wiz SL8] Mass Charm : As charm monster, but all within 30 ft.

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

[Psi-9 Major] AntiBio Force: Super Slow: -½CH Dex, -1P action, ÷CH move rate

[Psi54 minor] Starbolt: CL*(SL+2) plasma dmg to one target (no save)

[Pri SL9] True Resurrection : As resurrection, plus remains aren't needed.

[Wiz SL5] Dispel Exhaustion 5: Restore 75% of dmg taken, get an Original Haste 5 for 1 round

[Psi6N minor] Remove Alteration: Dispels one Alteration, Polymorph, or Tranmutation effect

[Psi-6G Grand] Holy Beam: Holy Bolt (1 group)

[Pri SL1] Summon Monster I: Summons a DL 1 creature to fight for you {1 creature}

Dungeon012320 - Dungeon Level 10

Room # 10

Meditation

35ft. long x 25ft. wide x 20ft. tall

Floors of Ice; dais (raised platform)

Plane Shift Door (other side is on another plane) leading to a hallway 25ft. long x 20ft. wide x 25ft. tall

footsteps (behind); updraft, strong

Theon the sophisticated Millennium Ranger (Hubcap); Ramir the spiteful Freedom -jack (Sword)

Burning Passage Trap; DL 10; Search DC 101 (20 idamage, DC 109 Reflex save for half)

Fire that (causes/has/or is) Symbiotic

[x2] Blind - Room is permanently and continuously Blinded, only creatures with an immunity or a personal bubble against it can
13,314gp

slimy coating, wall

a comfortable couch, 0gp

Olive Cork: +2 Level(s) in a Warrior Group Class, 500160gp

Yellow Armor, Light [AT+14] +6 AC/+100 Saves; 1M: Mirror Image (1 image), it has SL^3 hp; it flies at SL*3"; you can cast Psi45 et
DL X Macro-Fine Technological Goblin/Orcs x(1) x[1]

iAC 1018, HD 1285, lifep 1.1E+5, MR 147% #Att 18, TH ÷ AC/Save DC by 110, dmg 1009

Str 47, Dex 58, Con 80, Int 30, Wis 50, Chr 36, 20kxp

Has Psi 8/16/24 items, Dark Vision, Stay conscious past 0hp. Light Sensitivity

Prepared effects:

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

[Psi3 Super] Shapechange: You become any creature, change one/round.

[Psi6E Super] Immunity IV: Globe/Invuln., Immune:1st-2nd Dominions

[Psi4 Grand] To Hit *2: Multiply your to hit rolls by 2, you autohit on natural 21-2 or better (Minor is 19).

[Pri SL5] Improved Free Action: Immune Capital S Stun, Stop, Hold, Paralysis, Summoning Sickness; Hold P,V actions

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

[Psi--2 Ultra] Z Acceleration: +CL Q^{∞}0 actions /r (self); Cast Psi using 0 actions

[Wiz SL3] Tenser's Transformation 3: +25% of max hp to current hp, -1 TH melee

[Pri SL5] Spell Immunity 5: Be immune to 2 spells by name

[Wiz SL3] Tenser's Transformation 3: +25% of max hp to current hp, -1 TH melee

[Pri SL5] Spell Immunity 5: Be immune to 2 spells by name

Combat effects:

[Wiz SL8] Mass Charm : As charm monster, but all within 30 ft.

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

[Psi6E Major] Blackfire: Polymorph Any Object to Ashes (6d10 Hp)

[Psi-12L Super] Choose Summoning VIII: Monster Summoning using ML VIII chart, you pick the result

[Wiz SL6] Disintegrate : Disintegrates a single victim

[Psi9 minor] Hypnosis: One creature hypnotized (save)

[Pri SL1] Summon Monster I: Summons a DL 1 creature to fight for you {1 creature}

[Wiz SL3] Immediate Monster Summoning III: Summons a DL I monster without summoning sickness

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

[Psi-3 Super] Armageddon: Destroy a demiplane (will probably get Objected to unless it's empty)

Dungeon012320 - Dungeon Level 10

Room # 11

Conjuring

45ft. long x 10ft. wide x 50ft. tall

trash (pile); wheel

Specialed Door, roll on [D6] leading to a hallway 10ft. long x 20ft. wide x 15ft. tall

humming; manure smell

Daereth the jolly Martian Princess (Cow); Kolbein Liontrainer the unlucky Scarab Cavalier (Unicorn)

Cone of Cold 10 Trap; DL 10; Search DC 108 (Cleric CL 20, DC 110 Will save to negate)

Pillar or Column that (causes/has/or is) passwall

[x2] *Cursed* - Room is permanently and continuously *Cursed*ed, only creatures with an immunity or a personal bubble again
20,651gp

rock salt

laerkai stealth, +3 AC, 5000gp

Ioun Stone, Normal, Absorb 40 levels up to SL 4, 4410gp

Mauve Wand [2d6] +16807 Th/+512 dmg 20+/x2; 1V: Break an object (item save); S = Str score desired (max = Int); CL 60; SL 10,
DL X Small Dead-Timeline/Looporal Cthulhoid-Horrors x(43) x[1]

AC 1008, HD 18, stunp 832, BlahR 196% #Att 16, TH ÷ AC/Save DC by 110, dmg 5003

Str 43, Dex 63, Con 23, Int 34, Wis 34, Chr 55, 20kxp

Reality/Loop stable., Has a bizarre anatomy, strange abilities, an alien mindset, or any combination of the three.

Prepared effects:

[Psi18 Major] Pyrokinetic: Heat Field: Fire Shield (as spell), +LVL Con:Health

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

[Pri SL4] Spell Immunity : Subject is immune to one spell per four levels

[Psi45 Grand] Reality Alteration: + or - SL to your next die roll

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

[Psi6N Super] Create/Destroy Conduit: Creates or Destroys 1 Conduit, Wormhole, Gate, Color Pool

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

[Psi45 Ultra] Power Simulation: The next Psi45 power you use will be resisted using MR instead of PR

[Psi9 minor] Resistance to Poison: CH*5% Poison Resistance (non-adj.)

[Psi45 Ultra] Power Simulation: The next Psi45 power you use will be resisted using MR instead of PR

[Psi9 minor] Resistance to Poison: CH*5% Poison Resistance (non-adj.)

Combat effects:

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

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

[Psi5 Grand] Change Reality (lesser): 1st-7th level Alt,Cnj,Cre,Ele,Hea,Sum

[Psi12C Super] Chaos Storm: All in 120'r area are affected by Weird, Maze, and Chaos (as spells) every round

[Pri SL7] Dispel Magic 7: Dispel 5 magic effects

[Psi2 Ultra] Change Reality: Change Reality or Psi1 grand; Double CL effect

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

[Psi45 Major] Absorption Power: bM: Absorb energy, gain 100/(12-SL)% of it in temporary hp

[Psi29 Grand] Photon Kinetic: Laser Beam (Psi 9): 10*(CHd8) Light damage (save):

[Wiz SL3] Dispel Illusion : Dispels illusions in area

Dungeon012320 - Dungeon Level 10

Room # 12

Pool

10ft. long x 30ft. wide x 15ft. tall

cupboard; firkin (small barrel)

False Door, roll again for type leading to a hallway 45ft. long x 15ft. wide x 10ft. tall

hazy; still

Loriell the byzantine Metal Torpedo (-wing); Ganelon the philosophical Doctor Trio (Vibranium)

Whirling Balls Trap; DL 10; Search DC 104 (Attack +140 ranged, 6d50 idamage), (multiple targets)

Dome that (causes/has/or is) Gate (to random plane) in room (can be dispelled, or closed by a x1 or higher being passing through)
[x2] Alley Effect (summon DL=CL/2 Alley vs. you) - Room is permanently and continuously Alley Effect (summon DL=CL/2 Alley vs 86,705gp

twine

a heavy laser cannon, exotic, 14d10 (77), 30gp

White Bracers [AT+1301] +4 AC/+1 Saves; 1Z: Create/Destroy Conduit; CL 48; SL 10, 500700gp

Royal blue Scimitar [1d10] +6 Th/+16 dmg 19+/x8; 1M: Blindness (save); CL 41; SL 10, 500820gp

DL X Macro-Small Warrior-classes Faeries x(15) x[3]

AC 1005, HD 10241, hullp 8.4E+5, ER 182% #Att 18, TH ÷ AC/Save DC by 110, dmg 1201

Str 32, Dex 24, Con 78, Int 47, Wis 80, Chr 65, 20kxp

Has warrior picks, Overwrite AC to |AC|, Flys, No target.

Prepared effects:

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

[Psi27 Grand] People's Area: Forbiddance, Guards and Wards, Proof vs. Teleportation/Scrying LVL*10' radius

[Wiz SL9] Third Level Magic-User Spells (DM1): Cast any four 3rd level Wizard spells simultaneously when it is cast.

[Psi18 minor] Telekinesis: Shield: 10*LVL hp shield vs. physical,energy,TK

[Wiz SL6] Contingency: Each creature can only have 1 Contingency spell on him. If the contingency spell is dispelled, the effect is

[Pri SL8] Robe Of Healing: Get 20 1d4+4 healing effects (self or other) every round for 1h

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

[Psi6E Super] Permanency: Makes a Demon psi power permanent

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

[Psi6E Super] Permanency: Makes a Demon psi power permanent

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

Combat effects:

[Psi12L Grand] Summon Lawful Creature: Gate (as spell) for Lawful creature or for a Water or Air Elemental

[Psi54 minor] Damage Transference: Cell Adjustment CL*SL*2 hp

[Wiz SL10] Banish Dweomer: Sends target to its home plane (no save, half MR/iMR)

[Pri SL8] Treat Terrible Wounds: Cure 80% of max hp

[Pri SL5] Insect Plague : Insect horde limits vision, inflicts damage, creatures flee.

[Psi-6G minor] Brimstone: Three 35' radius areas: CL^2 holy fire dmg (no save)

[Psi45 Ultra] Sleep-Induced: Sleep (SL/2 saves)

[Psi3 Super] True Telekinesis: Lift or move 500 lb./level at long range.

[Pri SL10] Hold Person/Monster 10: Hold 12 person or 10 monster targets (save)

[Pri SL3] Cure Disease: Cures Disease

