

Dungeon012420 - Dungeon Level 1

Room # 1

Elevator Room

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

kiln; kettle

Intelligent Door, see [E7], might have ego score leading to a hallway 20ft. long x 10ft. wide x 5ft. tall

bellow (ing); smoky

Ruehar the wild Freedom Assassin (Rifle); Ametz of the Burning Face the socio-pathic Detective Tribe (Pistol)

Camouflaged Balls Trap; DL 1; Search DC 11 (Attack +6 melee, 2d2 damage), (multiple targets)

Fountain that (causes/has/or is) Points

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

764gp

iron boots

the bush and appear unscathed the othe, 0gp

Green Shield [AT+7] +1 AC/+2 Saves; 1P: Pick one action type (M, P, V). Your number of actions of that type is multiplied by 1.25

Rosy Armor, Light [AT+8] +3 AC/+0 Saves; 1M: Create a Trap (x1 Psionic) for SL/2 Psi45 powers; CL 6; SL 1, 1255gp

DL I Small Buffyverse Spirit-of-the-Lands x(7) x[4]

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

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

Has 50th Edition abilities, Incorporeal

Prepared effects:

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

Combat effects:

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

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Room # 2

Smithy/Forge

25ft. long x 40ft. wide x 45ft. tall

stuffed animal; weapon rack

Undead Door (has a trapped spirit/ghost) leading to a hallway 20ft. long x 5ft. wide x 20ft. tall

chirping; smoky

Arlogh the sublime Senor Infantry (Griffon); lavunabus the gelatinous Aqua- Spear (Zebra)

Poisoned Balls Trap; DL 1; Search DC 11 (Attack +2 melee, 2d2 Con damage)

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

[x1] DAZ (Dispel All Zone) - All effects get countered; existing all effects have SL% chance of being dispelled per segment

335gp

box

(no short description), 0gp

Fuchsia Wallet: +1 Henchmen Slots, 1260gp

Tawny Shuriken (5) [1d10] +3 Th/+2 dmg 20+/x3; 1P: You heal 1d8 hp, +1 to next poison/disease save, or heal 1 ability point.; CI

DL I Small Ultraplanar/Annihilation Intelligent-Trap/Trick/Specials x(1) x[1]

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

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

Immune disintegration and annihilation, Incorporeal, Find/Remove Trap/Trick/Special halves hp

Prepared effects:

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

Combat effects:

[Psi6G minor] Silver Spears: Shoot CL missiles, each auto hits and does 1d6+1 dmg holy wood (no save)

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Room # 3

Hallway

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

butt (large barrel); Bridge, Conjured (magical)

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

slithering; tinkling

Jargon the astounding Grey Victory (Chemical); Klytal the friendly, neighborhood Father Emperor (Cow)

Well-Camouflaged Deathblades Trap; DL 1; Search DC 11 (Attack +8 ranged, 2d2 damage)

Furnishings that (causes/has/or is) Magical Pool/Throne: Grants a wish, but pool has an alignment (rolled randomly)

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

643gp

key

a cluster of impatiens, 'haste', 500gp

Rose-coloured Bolas [1d10] +2 Th/+3 dmg 19+/x4; 1Z: Three 35' radius areas: CL^2 holy fire dmg (no save); CL 7; SL 1, 1710gp

Keoghtom's Ointment, 4040gp

DL I Small Rakshasa-World Artifacts x(1) x[1]

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

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

Immune slain, Resist Slain, Vulnerable enchanted items., Ego Score, Can dominate things.

Prepared effects:

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

Combat effects:

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

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Room # 4

Empty (completely clean)

5ft. long x 15ft. wide x 20ft. tall

stool, high; brazier

(Wood Door, Normal) leading to a hallway 45ft. long x 5ft. wide x 15ft. tall

thud; clashing

Byrtwold Grimbaldson the winsome Mud League (Dagger); Kern the devious Purple Jack (Staff)

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

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

[x1] DNZ (Dispel Natural Zone) - Natural effects get countered; existing natural effects have SL% chance of being dispelled per se  
664gp

dust

an electrum sword, sword, 4d3 (8), 93gp

loun Stone, Normal, +5 segments of Psi1 attacks/r (Psi1), 8410gp

Iron-grey Weapon Gemlet [1d6] +0 Th/+4 dmg 18+/x2; 1M: All others can Escape but deva is left behind; CL 6; SL 1, 1277gp

DL I Diminutive Superhero Outers x(3) x[1]

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

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

Has sidekick spells, No soul. Dark vision.

Prepared effects:

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

Combat effects:

[Psi6E minor] Fear I (Scare): Target saves or loses 1 physical+mental

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Room # 5

Treasure Room

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

table, small; horn

Bronze Door, Normal leading to a hallway 5ft. long x 25ft. wide x 10ft. tall

gong; giggling (faint)

Manarr the famous Killer Menace (Doohickey); Nanith the imbecilic Warrior Android (Vortex)

Inhaled Bone Trap; DL 1; Search DC 11 (10 damage, DC 11 Will save for half)

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

[x1] Psi 11 powers function at triple effect

265gp

vinigar

a golden altar, 0gp

Green Blouse: +1bQA Action(s), 1430gp

Necklace of Missiles (/1d6), 5640gp

DL I Fine Buffyverse Wurms x(3) x[3]

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

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

Has 50th Edition abilities, Has no appendages.

Prepared effects:

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

Combat effects:

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

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Room # 6

Crematorium

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

pot (huge); pool

Zombie Door (made of zombies) leading to a hallway 45ft. long x 10ft. wide x 25ft. tall

squealing; rotting vegetation smell

Jala the omnivorous Fighting Five (Nag); Hoardebreaker the ignoble Fire Aardvark (Flight Ring)

Basic Balls Trap; DL 1; Search DC 11 (Attack +13 ranged, 2d2 damage)

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

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

720gp

musical instrument

The Gap Dragon's Tooth, +2 AC, 20gp

Silvery Eyes [1d10] +0 Th/+1 dmg 18+/x2; 1M: Restores N hp to target (range touch); CL 7; SL 1, 594gp

Carnelian Teddy bear: +1 Level(s) in a Rogue Group Class, 2080gp

DL I Small Outer-CE Weirds x(1) x[2]

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

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

Telepathy, immune electricity and poison, Resist acid, cold, and fire, Can summon other Outer CE, Immune critical hits, poison, s

Prepared effects:

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

Combat effects:

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

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Room # 7

Elevator Room

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

phial; balance & weights

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

whistling; clashing

Nelur the unpleasant Air Sentinel (Golden); Halvard Greenbird the diseased Rainbow Duke (Cannon)

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

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

[x1] Radiation (Psi9) of RS=47 (doesn't fluctuate)

993gp

bedroll

Abuse, 30gp

Roseate Cube [1d12] +0 Th/+0 dmg 18+/x4; 1V: Deflect a melee attack; CL 6; SL 1, 770gp

Chrome Dust: +3 Revive Slots, 1610gp

DL I Fine Jungle Mutants x(2) x[3]

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

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

Has mtg G spells, Immune radiation

Prepared effects:

[Psi7 minor] (no name): Immunity to cold

Combat effects:

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

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Room # 8

Workshop

35ft. long x 40ft. wide x 20ft. tall

tongs; whips

Golem Door (it's a Golem creature) leading to a hallway 15ft. long x 10ft. wide x 15ft. tall

metallic smell; breeze, slight

Herve the abusive Brunette Hitman (Giraffe); Amblecrown the marvelous Delta Empire (Bird)

Summon Monster I Trap; DL 1; Search DC 11 (Wizard CL 2, DC 11 Fortitude save to negate)

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

[x1] Turning Undead is at -2 CL and -7 to the 1d20 turn roll (these are fixed amounts, rolled once)

25gp

pot

some iron rations, 5gp

Pearly Longsword [1d8] +2 Th/+1 dmg 20+/x3; 1M: Turn Undead at CL=(SL-2)\*2; CL 6; SL 1, 890gp

Cordovan Bracers [AT+7] +4 AC/+0 Saves; 1M: Breath weapon is once per 3 rounds. Choose a normal (E=1) element. Breath = (CL

DL I Small Superhero Giants x(4) x[3]

AC 11, HD 2, hp 16, #Att 1, TH ÷ AC/Save DC by 2, dmg 5

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

Has sidekick spells, Minimum size category Large.

Prepared effects:

[Psi54 minor] Poison Touch: Your next attack is poisonous (Death or (SL-1)\*10 dmg if they make the save)

Combat effects:

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



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Room # 9

Office

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

furniture (broken); Floors of Magma

Void Door (cannot see through doorway) leading to a hallway 30ft. long x 5ft. wide x 5ft. tall

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

Bolide the odious Wombat Octopus (Willpower); Ellund the charismatic Sister Pharaoh (Unexplained)

Swinging Stairs Trap; DL 1; Search DC 11 (4 Con damage, DC 11 PP save to negate)

Painting that (causes/has/or is) Gate (to random plane) in room (cannot be dispelled unless a x2 or higher being steps through fr  
[x1] Gravity high 18 G's (-68 Str, /move rate by 19, falling dmg x19, Z actions reduced by 18/s)

312gp

utensils

some wet purple leaves, 'cure disease' 'shield' 'refresh' 'reserved', 1gp

Leaden Helm [AT+7] +1 AC/+1 Saves; 1M: Your next attack is poisonous (Death or (SL-1)\*10 dmg if they make the save); CL 7; SL

loun Stone, Normal, +5' reach with all weapons, 4120gp

DL I Diminutive Wizard-classes Wurms x(2) x[2]

AC 11, HD 2, hp 4, #Att 2, TH ÷ AC/Save DC by 2, dmg 5

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

Knows Wizard spells, Has no appendages.

Prepared effects:

[Psi-5 minor] Immune to Hold: Target is immune to hold & stop

Combat effects:

[Psi-2 minor] Sound Less: Deafness (save); Blindness (save)

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Room # 10

Pantry

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

chandelier; hourglass

Special Door, roll on [D6] leading to a hallway 30ft. long x 15ft. wide x 20ft. tall

creaking; horn/trumpet sounding

Moros the diabolical He-- Eyeball (Seahorse); Erlend Greenknife the diseased Supreme -naut (Wings)

Contact Magnetism Trap; DL 1; Search DC 11 (2 Chr damage, DC 11 PP save to negate)

Vegetation that (causes/has/or is) Talks - Singing

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

365gp

desk

a paper bag, 0gp

Primrose Cube [1d20] +4 Th/+2 dmg 17+/x2; 1P: Cell Adjustment CL\*SL\*2 hp; CL 5; SL 1, 1044gp

Sky-blue Eyes [1d4] +3 Th/+1 dmg 20+/x3; 1M: Summon a DL=SL Fire Elemental; CL 7; SL 1, 1634gp

DL I Fine Outer-CE Elementals x(2) x[3]

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

Str 14, Dex 16, Con 17, Int 13, Wis 15, Chr 12, 0.01kxp

Telepathy, immune electricity and poison, Resist acid, cold, and fire, Can summon other Outer CE, Immune critical hits, poison, s

Prepared effects:

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

Combat effects:

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

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Room # 11

Crematorium

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

knives; prism

Water Lock Door (holds back a lot of water) leading to a hallway 5ft. long x 5ft. wide x 20ft. tall

updraft, strong; misted

Membricus the savage Millennium Dervish (Evolved artificially); Suldanessellar the egotistical Machine Monster (Star)

Scything Arrows Trap; DL 1; Search DC 11 (Attack +3 melee, 2d2 Cml damage)

Room (Floor) that (causes/has/or is) Gate (to random plane) in room (cannot be dispelled unless a x2 or higher being steps through) Saving Throws cannot be made in the room except on a natural 20 (with no adjustments or die setting effects whatsoever).

136gp

pewter plate

a Rubber Ducky, +2 AC, 0gp

Snowy Armor, Heavy [AT+6] +1 AC/+2 Saves; 1M: SL^2 hp Armor spell, self only, stacks with the (Wizard) Armor spell; CL 5; SL 1,

Pinkish Doll: +1 level(s) of exceptional Chr, 2070gp

DL I Fine Time/Temporal Familiars x(1) x[1]

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

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

Time/Reality stable., Familiar Immunity

Prepared effects:

[Psi2 minor] Time/Space Anchor: Cannot be teleported; --

Combat effects:

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

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Room # 12

Robing Room

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

Floors of Fire; ledge

Intelligent Door, see [E7], might have ego score leading to a hallway 40ft. long x 5ft. wide x 20ft. tall  
whining; metallic smell

Vunoon the unloved Femme Monger (Sceptre); Tovag the brazen Spider Foursome (Plasma)

Poisoned Jaws Trap; DL 1; Search DC 11 (Attack +20 melee, 2d2 Str damage)

Statue that (causes/has/or is) Polymorphing

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

702gp

scorch marks

a cloak of nightmares, +4 AC, 1000gp

Ice blue Armor, Medium [AT+6] +0 AC/+1 Saves; 1Z: Polymorph Self (as spell); CL 7; SL 1, 1400gp

Chartreuse Armor, Heavy [AT+9] +5 AC/+2 Saves; 1M: SL/2 (round down) instances of Resist light; +SL\*10% damage with light ef

DL I Diminutive Ultraplanar/Annihilation Spirit-of-the-Lands x(1) x[1]

AC 11, HD 2, hp 4, #Att 1, TH ÷ AC/Save DC by 2, dmg 3

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

Immune disintegration and annihilation, Incorporeal

Prepared effects:

[Psi4 minor] Actions \*1.25: Pick one action type (M, P, V). Your number of actions of that type is multiplied by 1.25

Combat effects:

[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

Dungeon012420 - Dungeon Level 2

Room # 1

Closet

45ft. long x 20ft. wide x 30ft. tall

fireplace with mantle; table, low

Plant Door (a door made of plants) leading to a hallway 20ft. long x 15ft. wide x 10ft. tall

grunting; urine smell

Zutho the wingless Doctor Men (Hydro-); Branwen the clever Zoo Whatsit (Meditation)

Scything Arrows Trap; DL 2; Search DC 21 (Attack +2 ranged, 2d2 Chr damage)

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

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

657gp

thongs

a dictionary, 100gp

Charcoal Staff [1d10] +3 Th/+2 dmg 20+/x2; 1Z: Create astral destruct to fight for you.; CL 7; SL 2, 2000gp

Straw-coloured Checkbook: +100 Skill Points, 4330gp

DL II Medium Sigil/Maelstrom Faeries x(9) x[1]

AC 42, HD 5, hp 96, #Att 4, TH ÷ AC/Save DC by 3, dmg 9

Str 20, Dex 17, Con 14, Int 23, Wis 22, Chr 13, 0.05kxp

Immune Maze effects, Overwrite AC to |AC|, Flys, No target.

Prepared effects:

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

[Psi2 minor] Time/Space Anchor: Cannot be teleported; --

Combat effects:

[Psi5 minor] Reroll: (Z action) Reroll any die roll (yourself or other)

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

Dungeon012420 - Dungeon Level 2

Room # 2

Training/Exercise/Practice

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

vestments; torches

(Wood Door, Normal) leading to a hallway 45ft. long x 25ft. wide x 10ft. tall

snapping; stale, fetid smell

Gau the Emerald Sorcerer the attractive Adolescent Necromancer (Mutagen); Patrice the anarchic Voodoo Disaster (Slide)

Inhaled Rust Trap; DL 2; Search DC 22 (4 Int damage, DC 21 PPD save to negate)

Monster that (causes/has/or is) False

[x1] Roll 1d10+1 times on the x1 Special table; duplicated results are doubled/tripled/quadrupled/etc.

3,961gp

dragon blood

white hat, +2 AC, 51gp

Cinnamon Robe [AT+7] +3 AC/+10 Saves; 1P: Double resist radiation (1/4, save for 1/10), Ignore gaining Psi9/18/27 powers due to

Steely Talisman [AT+10] +1 AC/+10 Saves; 1V: SL/3 (round down) instances of Resist necromancy, energy and stat drains; CL 9; S

DL II Diminutive Outer-CG Wurms x(18) x[1]

AC 41, HD 4, hp 20, #Att 2, TH ÷ AC/Save DC by 6, dmg 10

Str 18, Dex 16, Con 14, Int 23, Wis 24, Chr 21, 0.05kxp

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

Prepared effects:

[Psi6N minor] True Seeing: As spell

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

Combat effects:

[Wiz SL2] Dispel Radiation: Dispel Radiation (1 target = auto success) {1 group}

[Pri SL1] Entwine: As Entangle, 1 target, -4 to save

Dungeon012420 - Dungeon Level 2

Room # 3

Wafer Closet/Toilet

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

Chasm, Constructed (purposely built); armoire

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

metallic smell; downdraft, strong

Martek the unloved Vector Miracle (Van); Esolva the homicidal Gold Fire (Doohickey)

Built-to-Collapse Wall Trap; DL 2; Search DC 21 (8 Int damage, DC 21 PP save to negate)

Fountain that (causes/has/or is) Intelligent

[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)

1,204gp

large rug

a frog, 0gp

Rust Cube [2d6] +3 Th/+4 dmg 18+/x2; 1M: As the 4th level Wizard spell; CL 9; SL 2, 2297gp

Lily-white Cup: +1 level(s) of exceptional Str, 4590gp

DL II Diminutive Post-Apocalyptic/Cybernetic Insects x(12) x[1]

AC 43, HD 3, hp 24, CR 119% #Att 3, TH ÷ AC/Save DC by 3, dmg 17

Str 14, Dex 15, Con 21, Int 13, Wis 21, Chr 13, 0.05kxp

Class VI Esper Blind, No INT score. Dark vision.

Prepared effects:

[Psi27 minor] Graver Company: Negative Plane Protection; Immune to Str/Dex/Con loss; vulnerable to Holy

[Psi27 minor] Graver Company: Negative Plane Protection; Immune to Str/Dex/Con loss; vulnerable to Holy

Combat effects:

[Psi-6N minor] Naturalize: Dispel one non-natural effect (or) Turn off one non-natural item for 1 turn

[Psi-6N minor] Naturalize: Dispel one non-natural effect (or) Turn off one non-natural item for 1 turn

Dungeon012420 - Dungeon Level 2

Room # 4

Bath / Bathing Room

35ft. long x 40ft. wide x 20ft. tall

chest, medium; alembic (alchemical still)

Phase Door (as the spell) leading to a hallway 45ft. long x 25ft. wide x 5ft. tall

rustling; chanting

Genubath the rancorous Professor Plague (Llama); Iubadan the zealous Voodoo Mane (Mutant)

Poisoned Pendulums Trap; DL 2; Search DC 22 (Attack +26 ranged, 4d4 damage)

Pit that (causes/has/or is) Magical Pool/Throne: Adjusts a random ability score permanently, roll 1d6: (1-2) +1d4, (3-4) -1d4, (5-6) [x1] Enchantment spells function at zero effect

3,637gp

metal file

BBQ Sandwich, 5gp

Lily-white Eyes [1d4] +1 Th/+16 dmg 20+/x3; 1M: SL choking dmg to a group per segment (can leave the area); CL 14; SL 2, 4537

Straw-coloured Tree: All your Psionicist classes use the "set XP table"(3kxp at 2nd, doubles til 9th,600kxp at 10th,+300kxp per le

DL II Large Megaverse-Project Familiars x(6) x[2]

AC 42, HD 18, hp 160, #Att 2, TH ÷ AC/Save DC by 6, dmg 17

Str 19, Dex 20, Con 18, Int 23, Wis 13, Chr 15, 0.05kxp

StunR DL\*10%, Familiar Immunity

Prepared effects:

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

[Psi7 minor] (no name): Doesn't cost an additional action to use, just your eye's P or M action: Gaze to Charm (save)

Combat effects:

[Pri SL1] Panic: Target is Panicked (50% flee, 50% taunted towards you) (Will save)

[Psi15 minor] Blink: Blink



Dungeon012420 - Dungeon Level 2

Room # 5

Reception

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

pit (shallow); skin

Phase Door (as the spell) leading to a hallway 25ft. long x 15ft. wide x 25ft. tall

poor oxygen; whispering

Halissta the insidious Bronze Justice (Bombs); Mesi the altruistic Wombat Scavenger (Cloud)

Tripping Javelins Trap; DL 2; Search DC 21 (Attack +32 ranged, 2d4 damage), (multiple targets)

Vegetation that (causes/has/or is) Aging

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

2,599gp

chain, corroded

a wooden crate, 20gp

Dull Shoe lace: +2slowQC Action(s), 4410gp

Multi-prismatic Cube [2d8] +4 Th/+15 dmg 16+/x2; 1Z: Light; CL 9; SL 2, 4257gp

DL II Fine Henchmen Intelligent-Trap/Trick/Specials x(2) x[1]

AC 44, HD 2, hp 6, #Att 1, TH ÷ AC/Save DC by 3, dmg 9

Str 13, Dex 24, Con 21, Int 15, Wis 17, Chr 17, 0.05kxp

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

Prepared effects:

[Pri SL2] Resist Elements: -12 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

Combat effects:

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

[Psi15 minor] Charm Person: Charm Person

Dungeon012420 - Dungeon Level 2

Room # 6

Bath / Bathing Room

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

lectern; firepit

Tricked Door, roll on [D5] leading to a hallway 25ft. long x 10ft. wide x 15ft. tall

squealing; roar(ing)

Azam the jolly Shambling Family (Cosmic); Inix the majestic Terrible Avenger (Hubcap)

Air in room transforms into Elemental Earth Trap; DL 2; Search DC 22 (8 Con damage/s, DC 22 Spell save for half)

Passage that (causes/has/or is) behind rubbish

[x1] Turning Undead is at -3 CL and -8 to the 1d20 turn roll (these are fixed amounts, rolled once)

2,866gp

bone shards

a pair of standard issue sleeves, +1 AC, 45gp

Bag of Tricks – Tan: Summon up to 10 creatures per week, chosen randomly from brown bear, lion, warhorse, tiger, & rhinocero

Purplish Stone [2d12] +3 Th/+3 dmg 19+/x3; 1V: Target stops fighting and will not attack again unless attacked (save); CL 12; SL

DL II Large Cloud Elf/Avalons x(10) x[2]

AC 44, HD 10, hp 160, #Att 1, TH ÷ AC/Save DC by 3, dmg 10

Str 19, Dex 19, Con 20, Int 13, Wis 15, Chr 17, 0.05kxp

Flys with perfect maneuverability., Immune sleep.

Prepared effects:

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

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

Combat effects:

[Psi6G minor] Dispel Phantasm: Phantasms (non-corporeal undead of all types) are destroyed (no save)

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

Dungeon012420 - Dungeon Level 2

Room # 7

Solar

40ft. long x 10ft. wide x 35ft. tall

box; screen

Zombie Door (made of zombies) leading to a hallway 35ft. long x 20ft. wide x 5ft. tall

whining; salty, wet smell

Ndura the philanthropic Slime Spider (Seahorse); Pargus the unlucky Freedom Shield (Rifle)

Statue transforms into Elemental Vacid / Umbra Trap; DL 2; Search DC 21 (8 Con damage/s, DC 21 Reflex save for half), (multiple

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

[x1] Gas in room: Dex (all in room get -93 to that stat while in room)

3,090gp

loom

a large chest, 0gp

Multi-prismatic Talisman [AT+6] +4 AC/+3 Saves; 1Z: Gain PR 13 against mind-affecting powers.; CL 10; SL 2, 2385gp

Egg of Reason, 5110gp

DL II Fine Warrior-classes Animals x(4) x[2]

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

Str 17, Dex 23, Con 21, Int 15, Wis 13, Chr 19, 0.05kxp

Has warrior picks, 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] Fire Shield 2: Anyone who melees with you takes 25% dmg back

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

Combat effects:

[Psi-1 minor] Object Writing: Item must make item saving throw or destroyed

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

Dungeon012420 - Dungeon Level 2

Room # 8

Laboratory

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

Stalactites (some might fall); candelabrum

Tricked Door, roll on [D5] leading to a hallway 25ft. long x 20ft. wide x 10ft. tall  
manure smell; tinkling

Mirriad the scowling Mutant Star (Star); Valachan the cowardly Comet Dancer (Wheel)

Poisoned Arrows Trap; DL 2; Search DC 21 (Attack +24 ranged, 2d2 Con damage)

Ceiling that (causes/has/or is) false wall

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

3,035gp

wax blob

a white headband with the letter "L", +1 AC, 780gp

Rug of Smothering, 3240gp

Sepia Helm [AT+6] +8 AC/+3 Saves; 1M: SR SL\*CL; CL 14; SL 2, 3265gp

DL II Medium Shangri-La Weirds x(1) x[2]

AC 42, HD 10, hp 96, #Att 1, TH ÷ AC/Save DC by 3, dmg 18

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

Has no truenname, Immune Lost, Immune critical hits, poison, sleep, paralysis, stunning. Has no soul.

Prepared effects:

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

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

Combat effects:

[Psi10 minor] Confuse: Confusion (save)

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

Dungeon012420 - Dungeon Level 2

Room # 9

Class

50ft. long x 40ft. wide x 15ft. tall

magic circle; tongs

Locked Door, Out of Phase leading to a hallway 50ft. long x 10ft. wide x 25ft. tall

downdraft, strong; rotting vegetation smell

Sircyn the caustic Dark Infantry (Trick); Halandar the grim Beta Wight (Nullifier)

Inhaled Rust Trap; DL 2; Search DC 21 (20 damage, DC 22 PPD save for half)

Idol that (causes/has/or is) Polymorphing

[x1] Radiation (Psi9) of RS=6 (fluctuates each Round)

974gp

prism

kitchen Knife, dagger, 5d11 (30), 160gp

Drab Stone [2d12] +5 Th/+9 dmg 18+/x4; 1M: Three 35' radius areas: CL^2 holy fire dmg (no save); CL 7; SL 2, 3430gp

Rose-coloured Helm [AT+8] +4 AC/+10 Saves; 1P: Each segment, if an enemy combatant does \*not\* attack you, he takes CL dmg

DL II Tiny Outer-LG Intelligent-Trap/Trick/Specials x(5) x[2]

AC 42, HD 2, hp 20, #Att 3, TH ÷ AC/Save DC by 3, dmg 9

Str 16, Dex 23, Con 20, Int 22, Wis 18, Chr 13, 0.05kxp

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

Prepared effects:

[Psi-3 minor] Tail of the Rat: Gain a tail; your base tail attack does 1d4 damage.

[Psi-3 minor] Tail of the Rat: Gain a tail; your base tail attack does 1d4 damage.

Combat effects:

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

[Psi-12C minor] High-Frequency Sample: Generate a High-Frequency Sampler minor effect

Dungeon012420 - Dungeon Level 2

Room # 10

Barracks / Quarters

40ft. long x 30ft. wide x 15ft. tall

catwalk; bell(s)

Glass Door (transparent) (shatters if opened) leading to a hallway 35ft. long x 5ft. wide x 5ft. tall  
still; splashing

Assaracus the homicidal Wombat Photon (Chemical); Warrick the maleficent Yellow Crystal (Nunchucks)

Chute transforms into Elemental Aether Trap; DL 2; Search DC 21 (4 Int damage/s, DC 22 Will save for half)

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

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

1,815gp

spider web

a pair of sub issue leggings, +1 AC, 8gp

Crystalline Bracers [AT+22] +2 AC/+16 Saves; 1P: Contingency for 1 psi power (still need points); CL 14; SL 2, 6070gp

Claret Gloves [AT+9] +5 AC/+1 Saves; 1M: Mult. power (Max=level/5+1); CL 7; SL 2, 2310gp

DL II Fine Megaverse-Project Leeches x(11) x[3]

AC 41, HD 2, hp 5, #Att 1, TH ÷ AC/Save DC by 3, dmg 25

Str 21, Dex 15, Con 14, Int 14, Wis 16, Chr 15, 0.05kxp

StunR DL\*10%, 0, 1/half segment: Remove a SEL=DL status effect.

Prepared effects:

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

[Psi3½ minor] Thought Shield: Gain PR 13 against mind-affecting powers.

Combat effects:

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

[Psi72 minor] Disintegration: Disintegrate one nonliving object

Dungeon012420 - Dungeon Level 2

Room # 11

Barracks / Quarters

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

cressets; fresco (painting)

Trapped Door, Mechanical, roll on [D4.1] leading to a hallway 30ft. long x 10ft. wide x 25ft. tall

whining; music

Zentul the dreadful Karate Wombat (Chariot); Rat Aldhelmson the fantastic Flying Photon (Slime)

Hail of Blades Trap; DL 2; Search DC 21 (Attack +6 ranged, 2d4 damage)

Fountain that (causes/has/or is) behind rubbish

[x1] Roll 1d6+1 times on the x1 Special table; duplicated results are doubled/tripled/quadrupled/etc.

90gp

wallet

a crusty old patch, 100gp

Smoky Water bottle: +2bQV Action(s), 4770gp

Clear Crossbow, heavy [2d6] +16 Th/+4 dmg 16+/x4; 1P: Control target's P actions (save); Caster cannot use M actions; CL 7; SL :

DL II Tiny Desert/Arabian Artifacts x(3) x[3]

AC 41, HD 4, hp 48, #Att 1, TH ÷ AC/Save DC by 3, dmg 17

Str 13, Dex 22, Con 18, Int 22, Wis 15, Chr 18, 0.05kxp

Has mtg C spells, Ego Score, Can dominate things.

Prepared effects:

[Wiz SL2] Fire Shield 2: Anyone who melees with you takes 25% dmg back

[Psi24 minor] HD type: Add +0d+2: Add 2 to HD type per level

Combat effects:

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

[Wiz SL2] Cone of Eldritch Shards {Acid}: CLd6 eldritch shards {acid} damage, area 40' cone, no save

Dungeon012420 - Dungeon Level 2

Room # 12

Gallery

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

furniture (broken); pillow

Archway (open) leading to a hallway 25ft. long x 20ft. wide x 20ft. tall

breeze, slight, damp; thud

Darota the awesome Ice Cephalopod (Stallion); Orbi the unethical Golden Virtuoso (Raised by animals)

Injected Diamond Trap; DL 2; Search DC 21 (4 Chr damage, DC 22 Will save to negate)

Dome that (causes/has/or is) Enrages

[x1] Nothing in the room can be affected by Avoid Traps, Floor no target, Major Image

2,104gp

acorns

wendy's sword, sword, 5d20 (52), 80gp

Dove-grey Cinder block: +200 PSP's, 4120gp

Azur Glasses: +1 level(s) of exceptional Chr, 4330gp

DL II Diminutive Sigil/Maelstrom Undeads x(6) x[3]

AC 43, HD 4, hp 20, RR 31% #Att 3, TH ÷ AC/Save DC by 3, dmg 18

Str 19, Dex 20, Con 16, Int 20, Wis 24, Chr 19, 0.05kxp

Immune Maze effects, No CON score. Immune to critical hits, ability damage or drain, poison, sleep effects, paralysis, stunning, c

Prepared effects:

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

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

Combat effects:

[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

[Psi14 minor] (no name): Summon CL Animals of the type that you are the Lycanthrope of, DL=LVL



Dungeon012420 - Dungeon Level 3

Room # 1

Priest's Chamber/Lab

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

kettle; chute

Glass Door (transparent) (shatters if opened) leading to a hallway 5ft. long x 5ft. wide x 20ft. tall

murmuring; bong

lavunabus the illustrious Lieutenant Thing (Burro); Andalusia the caustic Violet Sadists (Bird)

Well-Camouflaged Pendulums Trap; DL 3; Search DC 32 (Attack +3 ranged, 6d2 Wis damage)

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

[x1] Gravity low 1/26 of a G (-4 Dex, move rate divided by 3, falling dmg = 0, Z actions reduced to 1/s, -1 Con/week)

3,499gp

dust

a circular saw, axe, +1 AC, 6d24 (75), 730gp

Scarlet Armor Gemlet [AT+22] +5 AC/+6 Saves; 1F: 0,1/r: Roll dice ahead of time before action, can choose not to; CL 15; SL 3, 57

Multi-prismatic Scarab [AT+10] +15 AC/+6 Saves; 1M: Mirror Image (SL images); CL 16; SL 3, 5325gp

DL III Fine Outer-LN Oozes x(5) x[2]

AC 96, HD 3, hp 12, #Att 3, TH ÷ AC/Save DC by 4, dmg 37

Str 23, Dex 19, Con 21, Int 20, Wis 22, Chr 16, 0.1kxp

Dark vision, immune mine-affecting, resist acid and cold., No INT score. Immune mind-affecting, critical hits, gaze attacks, illusion

Prepared effects:

[Psi9 minor] Minormorph: Polymorph Self (as spell)

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

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

Combat effects:

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

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

Dungeon012420 - Dungeon Level 3

Room # 2

Observatory

40ft. long x 45ft. wide x 5ft. tall

skull; idol (largish)

Time Door (goes to another time) leading to a hallway 35ft. long x 15ft. wide x 5ft. tall

breeze, gusting; chirping

Belfarg the amoral Winged Albino (Raised by animals); Zordral the handsome Jet Alliance (Bombs)

Well-Camouflaged Balls Trap; DL 3; Search DC 33 (Attack +6 melee, 2d2 Dex damage)

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

[x1] DEZ (Dispel Effects Zone) - Effects effects get countered; existing effects effects have SL% chance of being dispelled per segment  
5,276gp

wood billets

a big pile of coins, 0gp

Cyan Eyes [3d8] +4 Th/+26 dmg 18+/x3; 1P: Paralyze one target (PPD save); CL 12; SL 3, 6870gp

Amber Sand paper: +2hQQB' Action(s), 9270gp

DL III Diminutive Underdark Plants x(1) x[1]

AC 95, HD 6, hp 60, #Att 3, TH ÷ AC/Save DC by 4, dmg 38

Str 31, Dex 25, Con 29, Int 14, Wis 31, Chr 17, 0.1kxp

Light Sensitivity, Immune critical hits, poison, sleep, paralysis, stunning.

Prepared effects:

[Psi2 minor] Prolong: Range & area of powers +50%; Range & area +100%

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

[Psi2 Major] Superior Invisibility: No sound,smell; attack breaks; Improved Invisibility

Combat effects:

[Psi6E minor] Fear I (Scare): Target saves or loses 1 physical+mental

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

Dungeon012420 - Dungeon Level 3

Room # 3

Antechamber (Entry room into larger room)

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

fountain; tube (piping)

Glass Door (transparent) (shatters if opened) leading to a hallway 20ft. long x 5ft. wide x 5ft. tall

draft, slight; chiming

Thandra the cut-throat Flying Punisher (Pencil); Yardos the carnivorous Aristocratic King (Flaming)

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

Statue that (causes/has/or is) Collapsing

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

6,037gp

drapes

a Potion of Restoration, 'heal' 'cure critical' " " ", 950gp

Maroon Sai [1d4] +16 Th/+5 dmg 16+/x5; 1F: Transform a larva into an imp or quasit; CL 18; SL 3, 6250gp

Fuchsia Crossbow, repeating heavy [1d10] +3 Th/+4 dmg 19+/x2; 1P: Target dominated (Will save); takes (CL+3)^2 dmg/s; you c

DL III Large Alley Immortals x(1) x[1]

AC 91, HD 14, hp 352, #Att 4, TH ÷ AC/Save DC by 4, dmg 74

Str 25, Dex 18, Con 14, Int 25, Wis 21, Chr 25, 0.1kxp

Attacks as x2 DL., Unageing

Prepared effects:

[Wiz SL2] Fire Shield 2: Anyone who melees with you takes 25% dmg back

[Psi-3 minor] Tail of the Rat: Gain a tail; your base tail attack does 1d4 damage.

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

Combat effects:

[Wiz SL1] Cause Fear: Fear (save) {1 creature}

[Psi6E minor] Hypnotic Pattern: As the 2nd level Wizard spell

Dungeon012420 - Dungeon Level 3

Room # 4

Antechamber (Entry room into larger room)

35ft. long x 50ft. wide x 25ft. tall

side chair(s); wire

Concealed (Hidden) Door, roll again for type leading to a hallway 40ft. long x 15ft. wide x 25ft. tall  
shuffling; buzzing

Othreier the hideous Azure Shark (Blowgun); Danel the Blood Sorcerer the daring Count Men (Canoe)

Enslave Person Trap; DL 3; Search DC 31 (Wizard CL 6, DC 33 PPD save to negate)

Wall that (causes/has/or is) gesture trigger

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

4,190gp

nutshells

skaters helmet, +4 AC, 10gp

Lily-white Weapon Gemlet [2d6] +35 Th/+16 dmg 19+/x3; 1P: Create wall of your chosen energy type.; CL 14; SL 3, 9974gp

Slate Robe [AT+15] +25 AC/+5 Saves; 1M: Tentacle does 1d(CL\*2) damage; CL 12; SL 3, 7055gp

DL III Medium Psionic Immortals x(3) x[1]

AC 95, HD 27, hp 576, #Att 3, TH ÷ AC/Save DC by 12, dmg 38

Str 14, Dex 30, Con 18, Int 26, Wis 28, Chr 28, 0.1kxp

Has a psionic frequency, Unageing

Prepared effects:

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

[Pri SL3] Goodberry 3: Creates 12 goodberries

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

Combat effects:

[Pri SL3] Creeping Doom 3: 40 insect dmg

[Pri SL2] Blade Barrier 2: 4d4 dmg wall (shards)

Dungeon012420 - Dungeon Level 3

Room # 5

Wizard's Chamber/Lab

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

altar; bench

Secret Door, roll again for type leading to a hallway 40ft. long x 20ft. wide x 20ft. tall

scratching/scrabbling; shuffling

Layla the amazing Extreme Death (Police Box); Narga the wingless Quin- Yak (Mist)

Collapsing Container Trap; DL 3; Search DC 32 (24 damage, DC 32 Fortitude save for half)

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

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

5,350gp

sack

a wooden chest, 10gp

Orangey Bottle: +6 Kit Slots, 9490gp

Bracers/Blinding Strike AC 4, 13230gp

DL III Medium Megaverse-Project Aliens x(1) x[2]

AC 92, HD 24, hp 160, CR 63% #Att 4, TH ÷ AC/Save DC by 4, dmg 55

Str 22, Dex 30, Con 25, Int 17, Wis 23, Chr 15, 0.1kxp

StunR DL\*10%, Does not breathe. Has Psi 8.

Prepared effects:

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

[Psi4 Major] Damage \*1.5: Damage with one physical weapon is multiplied by 1.5

[Psi54 minor] Molecular Chameleon: Polymorph your body into an unusual material that you're touching (max S factor = SL)

Combat effects:

[Wiz SL1] Charming I: Charms a monster, gets a new save every round

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

Dungeon012420 - Dungeon Level 3

Room # 6

Gardens

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

mat; spinning wheel

Plant Door (a door made of plants) leading to a hallway 25ft. long x 15ft. wide x 20ft. tall

thumping; wind, strong, gusting

Savuri the wonderful Time-traveling Blur (Psi--); Yattara the tasteless Obsidian Guy (Flute)

Contact Minerals Trap; DL 3; Search DC 32 (60 damage, DC 32 Spell save for half)

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

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

305gp

slime

a rune-covered knife, dagger, 2d4 (5), 42gp

Crimson Medallion [AT+42] +5 AC/+7 Saves; 1M: +1 size; +2 Str; +2\*CL max hp; CL 21; SL 3, 8485gp

Plummy Wand [1d20] +36 Th/+5 dmg 19+/x4; 1M: Wall of Ice: As the 4th level Wizard spell; CL 21; SL 3, 9464gp

DL III Huge Priest-classes Wurms x(10) x[1]

AC 95, HD 75, hp 1920, #Att 6, TH ÷ AC/Save DC by 12, dmg 75

Str 16, Dex 23, Con 29, Int 14, Wis 19, Chr 29, 0.1kxp

Knows Priest spells, Has no appendages.

Prepared effects:

[Psi9 Major] Bio Force: Invulnerability: +CH AC, -½CH dmg per attack (incl.spells)

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

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

Combat effects:

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

[Psi72 Major] Suffocate: Suffocate one target (no save, takes 1 cumulative dmg per segment)

Dungeon012420 - Dungeon Level 3

Room # 7

Crematorium

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

knives; ladder

Concealed (Hidden) Door, roll again for type leading to a hallway 50ft. long x 5ft. wide x 15ft. tall

gong; sneezing

Thelle the arrogant Soviet Death (Blimp); Valdis the loony Electra- Slug (Flight Ring)

Dropping Statue Trap; DL 3; Search DC 31 (24 damage, DC 33 Breath Weapon save for half)

Altar that (causes/has/or is) Directs

[x1] Elemental spells function at double effect

6,766gp

trident

a bag of green berries, " " " 'reserved', 620gp

Blackened Sketch pad: +200 Skill Points, 9810gp

Azur Javelin [2d8] +10 Th/+2 dmg 19+/x3; 1P: You create a protective barrier.; CL 16; SL 3, 4437gp

DL III Medium Post-Apocalyptic/Cybernetic Faeries x(6) x[1]

AC 92, HD 9, hp 192, #Att 5, TH ÷ AC/Save DC by 4, dmg 75

Str 30, Dex 25, Con 18, Int 23, Wis 14, Chr 30, 0.1kxp

Class VI Esper Blind, Overwrite AC to |AC|, Flys, No target.

Prepared effects:

[Psi54 minor] Flame Immunity: SL/2 instances of Resist Fire

[Psi3 Major] Polymorph Self: You assume a new form.

[Psi23 minor] Acid Cloud: 1 point acid damage per round in area

Combat effects:

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

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

Dungeon012420 - Dungeon Level 3

Room # 8

Dining / Feast Hall

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

fire pit; chandelier

False Door, roll again for type leading to a hallway 25ft. long x 10ft. wide x 20ft. tall

twanging; bong

Betharra the acrobatic Living Mariner (Wrench); Haeron the lucky Sir Viking (Cycle)

Smite Trap; DL 3; Search DC 32 (Psionicist CL 6, DC 31 Spell save to negate)

Fire that (causes/has/or is) down-sliding

[x1] Psi 6 powers function at zero effect

1,578gp

hourglass

a long flowing robe, +2 AC, 1756gp

Plummy Eyes [3d4] +17 Th/+6 dmg 19+/x4; 1V: ½M, -1 current hp: Target takes N unholy negative vile grave dmg (no save); gain

Dream Cap of Veluna, 19230gp

DL III Fine Jungle Kobolds x(8) x[1]

AC 93, HD 4, hp 36, #Att 2, TH ÷ AC/Save DC by 4, dmg 20

Str 16, Dex 29, Con 16, Int 19, Wis 21, Chr 20, 0.1kxp

Has mtg G spells, Can overbear in numbers.

Prepared effects:

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

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

[Psi29 Major] Displacement:

Combat effects:

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

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



Dungeon012420 - Dungeon Level 3

Room # 9

Throne Room

30ft. long x 35ft. wide x 45ft. tall

herbs; iron bars

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

creaking; horn/trumpet sounding

Elenda the odious Violet Arrow (Truncheon); Karbos the fearless Snow Sailor (Strobe)

Cure Wounds 3 Trap; DL 3; Search DC 32 (Cleric CL 6, DC 33 PPD save to negate)

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

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

4,901gp

drapes

a sorcerer's scroll, 'weaken' 'curse' 'poison' ", 50gp

Off-white Cube [3d6] +4 Th/+10 dmg 18+/x4; 1P: All others can Escape but deva is left behind; CL 14; SL 3, 3807gp

Carmine Chocolate: Free Snake Familiar, 9620gp

DL III Diminutive Island Kobolds x(4) x[1]

AC 93, HD 3, hp 24, #Att 2, TH ÷ AC/Save DC by 4, dmg 39

Str 14, Dex 17, Con 24, Int 14, Wis 22, Chr 14, 0.1kxp

Has mtg U spells, Can overbear in numbers.

Prepared effects:

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

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

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

Combat effects:

[Psi-6G Major] Locusts: Creeping doom with CL^3 insects (each having 1 hp and doing 1 dmg)

[Psi-6G Major] Locusts: Creeping doom with CL^3 insects (each having 1 hp and doing 1 dmg)

Dungeon012420 - Dungeon Level 3

Room # 10

Class

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

cresset (torch on a pole); table (small)

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

grating; tinkling

Archveult the satanic Random Crustacean (Anti-matter); Ibalida the polite Fantastic -iac (Rifle)

Magic Missile 3 Trap; DL 3; Search DC 31 (Wizard CL 6, DC 31 Spell save to negate)

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

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

4,922gp

coin, copper (bent)

a green potion, 'gas breath' " " ", 300gp

Aqua Shield [AT+22] +4 AC/+8 Saves; 1M: Multiply hp by 1.25; CL 18; SL 3, 6260gp

Rose Wand [2d8] +7 Th/+2 dmg 18+/x4; 1P: Domination one target (SL/2 saves); CL 18; SL 3, 4500gp

DL III Small Arctic Reptiles x(1) x[2]

AC 96, HD 6, hp 80, #Att 1, TH ÷ AC/Save DC by 4, dmg 73

Str 25, Dex 20, Con 31, Int 27, Wis 27, Chr 19, 0.1kxp

Immune cold. Double dmg from fire., Half AC from AT. Resist Heat. Usually has a tail and claws

Prepared effects:

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

[Psi6E Major] Avenger Lore: Anti-Paladin's abilities of ½ level

[Psi7 Major] (no name): Immunity to critical hits

Combat effects:

[Psi-3 Major] Dimension Trade: Switch places with anyone you see (unwilling gets save)

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

Dungeon012420 - Dungeon Level 3

Room # 11

Fountain/Pool Room

10ft. long x 35ft. wide x 45ft. tall

fountain; manacles

Phase Door (as the spell) leading to a hallway 5ft. long x 5ft. wide x 15ft. tall

clashing; scream(ing)

Aethylla the gallant Doc Person (Spike); Mauncrah the invulnerable Wonder Enigma (Trick)

Flooding Chute Trap; DL 3; Search DC 31 (8 damage, DC 33 Reflex save for half), (multiple targets)

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

[x1] Tempus Fugit (time within the room flows at 15x rate compared to outside the room)

1,794gp

std rations

a slice of cinnamon raisin bread, 25gp

Chrome Bolts (10) [3d20] +7 Th/+4 dmg 17+/x4; 1M: Restores N hp to Deva; CL 12; SL 3, 3084gp

Pitch-black Bolts (10) [1d12] +5 Th/+17 dmg 19+/x5; 1M: Psionic Protection: (Z action) Power must make Casting Level check on

DL III Diminutive Outer-CG Hounds x(5) x[2]

AC 95, HD 4, hp 20, RR 43% #Att 6, TH ÷ AC/Save DC by 4, dmg 21

Str 19, Dex 15, Con 19, Int 29, Wis 21, Chr 27, 0.1kxp

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

Prepared effects:

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

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

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

Combat effects:

[Psi6E minor] Animate Dead: Similar to priest spell "Animate Dead"

[Wiz SL3] Dispel Illusion : Dispels illusions in area

Dungeon012420 - Dungeon Level 3

Room # 12

Wizard's Chamber/Lab

10ft. long x 35ft. wide x 40ft. tall

shaft; butt (large barrel)

Mobile Door (door moves around in dungeon) leading to a hallway 5ft. long x 10ft. wide x 25ft. tall

splintering; whining

Noanar the uncaring Professor Agent (Blaster); Baladi the furious Elasti- Hitman (Carbine)

Inhaled Pyre Trap; DL 3; Search DC 31 (60 damage, DC 33 Will save for half)

Arch that (causes/has/or is) Teleports

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

5,185gp

cloth

a splint mail skirt, +1 AC, 145gp

Sienna Staff [2d20] +2 Th/+9 dmg 20+/x4; 1P: ½M, -1 current hp: Target takes N unholy negative vile grave dmg (no save); gain I

Shocking pink Water bottle: +300 PSP's, 9650gp

DL III Small Time/Temporal Cthulhoid-Horrors x(3) x[1]

AC 91, HD 4, hp 88, MR 45% #Att 3, TH ÷ AC/Save DC by 4, dmg 56

Str 14, Dex 21, Con 25, Int 28, Wis 31, Chr 22, 0.1kxp

Time/Reality stable., Has a bizarre anatomy, strange abilities, an alien mindset, or any combination of the three.

Prepared effects:

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

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

[Psi-6N Major] Everhome: Your home plane is every plane; when this effect ends, your home plane = current plane

Combat effects:

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

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

Dungeon012420 - Dungeon Level 4

Room # 1

Observatory

15ft. long x 25ft. wide x 45ft. tall

buffet; hooks

Phase Door (phases in/out every so often) leading to a hallway 5ft. long x 5ft. wide x 15ft. tall

foggy near ceiling; wind, strong, gusting

Ulzana the egotistical Gamma Tyrant (Ring); Gilila the vengeful Forgotten Sadists (Horse)

Whirling Deathblades Trap; DL 4; Search DC 41 (Attack +68 melee, 8d8 damage)

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

[x1] Gas in room: Berserk (must save every reset)

13,565gp

spices

a water skin, 40gp

Brownish Spring: +1 Level(s) in a Warrior Group Class, 16350gp

Shimmering Armor, Heavy [AT+41] +24 AC/+25 Saves; 1M: Take -10\*CL' less from TK/Push effects; CL 20; SL 4, 13460gp

DL IV Large Post-Apocalyptic/Cybernetic Reptiles x(19) x[3]

AC 167, HD 19, hp 2560, #Att 3, TH ÷ AC/Save DC by 20, dmg 131

Str 27, Dex 17, Con 21, Int 37, Wis 34, Chr 25, 0.25kxp

Class VI Esper Blind, Half AC from AT. Resist Heat. Usually has a tail and claws

Prepared effects:

[Psi-1 Major] Effects Resistance: +level\*5% ER; others you target -level\*5% ER; no selective targeting penalties

[Psi16 minor] Golem Form: Skeletal: +2 arms (new group of limbs), but all your arms get -10/-10 TH/dmg

[Psi-3 Major] Plasmic Form: Plasma damaging shield (50% damage back)

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

Combat effects:

[Wiz SL4] Magic Missile 4: (CL+1)\*2 missiles, each does 1d4+1 force dmg (no save)

[Pri SL3] Remove Curse : Frees object or person from curse.

[Wiz SL3] Suggestion: Compels subject to follow stated course of action.

Dungeon012420 - Dungeon Level 4

Room # 2

Wizard's Chamber/Lab

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

pillory; Chute, Sand/Quicksand

Revolving/Swinging Door leading to a hallway 10ft. long x 5ft. wide x 20ft. tall

rotting vegetation smell; still, very chill

Uhashnak the unbeatable Fighting Monkey (4x4); Akedine the deceitful Raccoon Harrier (Gravity)

Block transforms into Elemental Sand Trap; DL 4; Search DC 41 (32 Int damage/s, DC 43 Spell save for half)

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

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

477gp

crystal rod

a house key, 0gp

Sapphire Weapon Gemlet [3d10] +4 Th/+5 dmg 18+/x5; 1F: Stun; CL 20; SL 4, 4054gp

Belt of the Camel: (Waist) Endure Elements (extreme heat only). Wearer does not need to drink as long as the belt is worn., 514

DL IV Large Dead-Timeline/Looporal Cthulhoid-Horrors x(7) x[2]

AC 164, HD 19, hp 2176, PR 116% #Att 3, TH ÷ AC/Save DC by 5, dmg 99

Str 18, Dex 36, Con 19, Int 15, Wis 23, Chr 31, 0.25kxp

Reality/Loop stable., Has a bizarre anatomy, strange abilities, an alien mindset, or any combination of the three.

Prepared effects:

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

[Psi-15 minor] Add Resistance: Resist one normal (EE=1) element, this can be taken twice for an EE=2, thrice for an EE=3, etc.

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

[Psi14 minor] (no name): 0, when biting: Cause Lycanthropy (PPD save, if they fail, they are your slave)

Combat effects:

[Pri SL1] Cause Fear: Fear (save), max 6 HD {1 creature}

[Psi29 Major] Death Ray:

[Pri SL2] Dispel Radiation: Dispel Radiation (1 target = auto success) {1 group}

Dungeon012420 - Dungeon Level 4

Room # 3

Corridor

10ft. long x 45ft. wide x 25ft. tall

manger; Floors of Magma

Ice Door (transparent) leading to a hallway 30ft. long x 20ft. wide x 10ft. tall

hissing; whistling

Snorri Macethruster the illustrious Magna- Entity (Flight Ring); Darghin the spectacular Robo- Blood (Machine Gun)

Crushing Container Trap; DL 4; Search DC 43 (24 damage, DC 42 Spell save for half)

Arch that (causes/has/or is) Monster Generator: Animal (summons an Animal 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)

1,854gp

rock salt

the lapis statue, 0gp

Snow-white Stone [3d20] +15 Th/+26 dmg 18+/x3; 1M: Mental Surgery (1) but all in psi link affected; CL 14; SL 4, 8627gp

Orangey Weapon Gemlet [2d8] +26 Th/+5 dmg 17+/x2; 1M: CL\*SL force dmg to one group (no save); CL 20; SL 4, 8010gp

DL IV Fine Shangri-La Golems x(4) x[2]

AC 163, HD 3, hp 18, PR 106% #Att 2, TH ÷ AC/Save DC by 5, dmg 161

Str 23, Dex 31, Con 34, Int 26, Wis 29, Chr 37, 0.25kxp

Has no truename, Immune Lost, Immune critical hits, nonlethal damage, ability damage, ability drain, fatigue, exhaustion, energ

Prepared effects:

[Psi29 minor] Anti-Radiation Ray:

[Psi14 minor] (no name): 0, when biting: Cause Lycanthropy (PPD save, if they fail, they are your slave)

[Psi29 minor] Anti-Radiation Ray:

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

Combat effects:

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

[Psi29 minor] Charm Person:

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

Dungeon012420 - Dungeon Level 4

Room # 4

Aviary

35ft. long x 5ft. wide x 50ft. tall

clamps; scroll tube

Zombie Door (made of zombies) leading to a hallway 30ft. long x 15ft. wide x 25ft. tall

chirping; earthy smell

Tabal the atrocious Vibro Android (Metahuman); Lenkra the disgusting Gaseous -ion (Paranormal)

Camouflaged Spears Trap; DL 4; Search DC 42 (Attack +64 melee, 8d8 damage)

Stairway that (causes/has/or is) Gravity - Nil

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

8,117gp

glass rod

a trendy suit, +5 AC, 778gp

Dark Robe [AT+21] +35 AC/+36 Saves; 1P: Grant PR equal to 12 + level.; CL 20; SL 4, 13670gp

Dove-grey Bracers [AT+30] +4 AC/+4 Saves; 1M: Your shards touch deals 7d6 acid damage.; CL 14; SL 4, 6480gp

DL IV Tiny Sigil/Maelstrom Artifacts x(8) x[1]

AC 168, HD 24, hp 80, #Att 3, TH ÷ AC/Save DC by 5, dmg 164

Str 28, Dex 33, Con 31, Int 15, Wis 38, Chr 33, 0.25kxp

Immune Maze effects, Ego Score, Can dominate things.

Prepared effects:

[Psi81 Major] Damage Reduction, Physical, 50%: Take x0.5 damage from physical attacks

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

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

[Pri SL4] Dimensional Anchor : Bars extradimensional movement.

Combat effects:

[Pri SL4] Flame Strike 4: CLd6 holy fire dmg (save:½)

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

[Psi--2 Major] Immediate Healing: Heal, can have no more Heals this day; this hour instead



Dungeon012420 - Dungeon Level 4

Room # 5

Privy/Secret

30ft. long x 40ft. wide x 25ft. tall

Chasm, Constructed (purposely built); chair, podded, arm

Undead Door (has a trapped spirit/ghost) leading to a hallway 35ft. long x 15ft. wide x 15ft. tall

bang, slam; roar(ing)

Della the secretive Beta Nine (Blowgun); Enetz the Delirious Wizard the noble Rocket Seven (Garrote)

Injected Venderant Nelaborong Trap; DL 4; Search DC 41 (20 damage, DC 42 Breath Weapon save for half)

Ceiling that (causes/has/or is) magic word trigger

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

3,835gp

grinder

some decaying bodyparts, 0gp

Peacock blue Rope [2d6] +50 Th/+37 dmg 16+/x5; 1P: Take 3/4 damage from every energy attack; CL 28; SL 4, 18657gp

Beige Bottle: Free Owl [2] Familiar, 16120gp

DL IV Medium Far-Realm/Ultrablack Artifacts x(19) x[1]

AC 162, HD 12, hp 1088, #Att 3, TH ÷ AC/Save DC by 5, dmg 163

Str 22, Dex 23, Con 30, Int 22, Wis 21, Chr 19, 0.25kxp

Can damage non-hp totals/scores., Ego Score, Can dominate things.

Prepared effects:

[Wiz SL4] Stoneskin (2): 4+CL/2 stoneskins; they "leak"

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

[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.

[Psi9 minor] Minormorph: Polymorph Self (as spell)

Combat effects:

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

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

[Psi0 minor] Throw: Make one attack, if successful, throw target level\*10' in one direction, he takes falling dmg

Dungeon012420 - Dungeon Level 4

Room # 6

Game Room

40ft. long x 15ft. wide x 10ft. tall

Floors of Flesh; candelabra

Phase Door (phases in/out every so often) leading to a hallway 40ft. long x 10ft. wide x 5ft. tall

grating; still, warm (or hot)

Ulrica the vile Professor Hurricane (Meditation); Hjalti Godsblade the acrobatic Hate Pachyderm (Fork)

Air in room transforms into Elemental Storm Trap; DL 4; Search DC 43 (6 Cml damage/s, DC 44 PP save for half)

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

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

13,878gp

dice

picture frame, dagger, 10d11 (60), 550gp

Dust of Disappearance, 25150gp

Ruddy Talisman [AT+11] +65 AC/+35 Saves; 1M: Immune to SL 4-6 (all types), Resist SL 2-3 (all types); CL 17; SL 4, 15870gp

DL IV Huge Outer-LE Hounds x(12) x[3]

AC 163, HD 35, hp 1152, RR 396% #Att 5, TH ÷ AC/Save DC by 5, dmg 34

Str 17, Dex 38, Con 24, Int 31, Wis 36, Chr 27, 0.25kxp

Dark vision, Telepathy, immune fire and poison, resist acid and cold, Can summon other Outer LE, Has 4 legs, and at least 1 head

Prepared effects:

[Psi81 minor] Flash Defense: Resist getting your senses blinded

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

[Psi29 Major] Displacement:

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

Combat effects:

[Pri SL4] Command 4: Target makes 4 saves, each missed save allows 1 word for a command to be given

[Wiz SL4] Sharp: Target is Sharped (loses a limb at random) (PP save)

[Psi72 minor] Disintegration: Disintegrate one nonliving object

Dungeon012420 - Dungeon Level 4

Room # 7

Chapel

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

scroll; table

Secret Door, roll again for type leading to a hallway 25ft. long x 10ft. wide x 5ft. tall  
footsteps (behind); clicking

Dinoryn the amoral Quick Finger (Car); Zajimarn the illustrious Sister Wave (Gyro-)

Basic Javelins Trap; DL 4; Search DC 42 (Attack +48 ranged, 8d8 damage)

Door, Secret that (causes/has/or is) Treasure disguised to appear as something else

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

7,347gp

dagger

a long chain mail skirt, +1 AC, 66gp

Scroll of Seeing (1V, 1/d: Detect Life (type & number) 100'r), 16220gp

Tan Stone [3d4] +8 Th/+5 dmg 20+/x5; 1M: Return the dead to life before the psyche leaves the corpse.; CL 24; SL 4, 5757gp

DL IV Gargantuan Cloud Golems x(33) x[3]

AC 162, HD 264, hp 10240, #Att 1, TH ÷ AC/Save DC by 20, dmg 99

Str 34, Dex 17, Con 35, Int 17, Wis 28, Chr 15, 0.25kxp

Fly with perfect maneuverability., Immune critical hits, nonlethal damage, ability damage, ability drain, fatigue, exhaustion, ene

Prepared effects:

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

[Wiz SL3] Fire Shield 3: Anyone who melees with you takes 50% dmg back

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

[Psi7 Major] (no name): Immunity to all mind-affecting effects

Combat effects:

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

[Pri SL4] Blade Barrier 4: 6d6 dmg wall (shards)

[Psi3 minor] Ecto Puppet: You directly control an astral construct.

Dungeon012420 - Dungeon Level 4

Room # 8

Audience

40ft. long x 50ft. wide x 25ft. tall

stuffed beast; candles

Bone Door (shrieks loudly if opened) leading to a hallway 50ft. long x 15ft. wide x 15ft. tall

sobbing; footsteps (approaching)

Larala the radioactive Battle Musketeer (Ring); Garafena the repulsive Ant Slayer (Scythe)

Summon Monster IV Trap; DL 4; Search DC 43 (Wizard CL 8, DC 42 PPD save to negate)

Machine that (causes/has/or is) Intelligent

[x1] Illusion spells function at zero effect

15,807gp

mandolin

gauntlets of bravery, +2 AC, 600gp

Chestnut Armor, Medium [AT+20] +8 AC/+3 Saves; 1M: Immunity I: Immune to poison, non-silver weapons; CL 17; SL 4, 5900gp

Pitch-black Robe [AT+10] +24 AC/+7 Saves; 1P: KiL\*5% MR for 1r; CL 17; SL 4, 6770gp

DL IV Diminutive Henchmen Mutants x(9) x[2]

AC 161, HD 2, hp 144, MR 102% #Att 6, TH ÷ AC/Save DC by 5, dmg 33

Str 19, Dex 36, Con 37, Int 21, Wis 16, Chr 34, 0.25kxp

Has henchmen spells, Immune radiation

Prepared effects:

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

[Pri SL2] Goodberry 2: Creates 8 goodberries

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

[Wiz SL3] Prismatic Sphere 3: 1 Prismatic color

Combat effects:

[Pri SL4] Death's Door 4: Target (currently at negative hp) goes to 1 hp

[Pri SL3] Treat Serious Wounds: Cure 30% of max

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

Dungeon012420 - Dungeon Level 4

Room # 9

Museum

20ft. long x 35ft. wide x 5ft. tall

pail; pews

Concealed (Hidden) Door, roll again for type leading to a hallway 50ft. long x 10ft. wide x 5ft. tall

poor oxygen; still, warm (or hot)

Loxar the unbeatable Omega Imp (Thingamabob); Arien the arrogant Sovereign Dazzler (Cable)

Air in room transforms into Elemental Abyssal Water Trap; DL 4; Search DC 42 (4 Int damage/s, DC 43 Fortitude save for half)

Stairway that (causes/has/or is) Teleports

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

9,838gp

teeth/fangs, scattered

a golden belt with black linings, +3 AC, 1324gp

Drab Shoes: +1 Level(s) in a Custom Group Class, 16280gp

Mage School Robe, 28350gp

DL IV Small Cloud Weirds x(3) x[3]

AC 161, HD 8, hp 640, CR 133% #Att 1, TH ÷ AC/Save DC by 20, dmg 129

Str 32, Dex 21, Con 33, Int 33, Wis 17, Chr 29, 0.25kxp

Fly with perfect maneuverability., Immune critical hits, poison, sleep, paralysis, stunning. Has no soul.

Prepared effects:

[Psi6E Major] Sinuous Horrors: Transforms arms to poisonous/acid snakes

[Wiz SL4] Stoneskin (2): 4+CL/2 stonelines; they "leak"

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

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

Combat effects:

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

[Pri SL3] Hold Person/Monster 3: Hold 5 person or 3 monster targets (save)

[Pri SL3] Command 3: Target makes 3 saves, each missed save allows 1 word for a command to be given

Dungeon012420 - Dungeon Level 4

Room # 10

Audience

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

coat rack; Floors of Webs

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

salty, wet smell; bong

Tulen the crazy Do-Gooder Empire (Spines); Arcen the lazy Millennium Wonder (Saucer)

Tripping Pendulums Trap; DL 4; Search DC 42 (Attack +32 ranged, 4d6 Con damage)

Tapestry that (causes/has/or is) Treasure hidden inside ordinary item in plain view

[x1] Roll 1d2+1 times on the x1 Special table; duplicated results are doubled/tripled/quadrupled/etc.

2,391gp

towel

Ping-Pong paddle, mace, 7d10 (38), 200gp

Sandy Armor Gemlet [AT+10] +15 AC/+24 Saves; 1M: Pick one action type (M, P, V). Your number of actions of that type is multi

Silvery Staff [3d8] +49 Th/+7 dmg 19+/x4; 1M: As the wizard spell "Continual Darkness"; CL 18; SL 4, 12414gp

DL IV Medium Outer-CE Unlives x(5) x[3]

AC 163, HD 44, hp 288, PR 136% #Att 7, TH ÷ AC/Save DC by 20, dmg 131

Str 17, Dex 36, Con 38, Int 21, Wis 38, Chr 27, 0.25kxp

Telepathy, immune electricity and poison, Resist acid, cold, and fire, Can summon other Outer CE, No CON score. Immune to crit

Prepared effects:

[Wiz SL2] Fire Shield 2: Anyone who melees with you takes 25% dmg back

[Psi54 Major] Energy Absorption: CL\*SL\*3 hp ablative Force Field (vs. energy attacks)

[Psi-12L minor] Hold Life: Immune to XP/Stat Drain; Immune Aging

[Psi-2 Major] Energy Release: +CL to CL on your next damaging power; --

Combat effects:

[Pri SL4] Remove Capital S Stun: Removes Capital S Stun

[Psi3½ minor] Daze, Psionic: Humanoid creature of 4 HD or less loses next action.

[Pri SL1] Faerie Fire (3): Dispels darkness/blur/displacement/invisibility {1 group}

Dungeon012420 - Dungeon Level 4

Room # 11

Antechamber (Entry room into larger room)

45ft. long x 30ft. wide x 5ft. tall

alembic (alchemical still); sconce, wall

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

salty, wet smell; whining

Xult the satanic Extreme Death (Cloud); Orgoth the merciless Jet Blaze (Unicorn)

Air in room transforms into Elemental Slag / Tar Trap; DL 4; Search DC 41 (24 Int damage/s, DC 42 Breath Weapon save for half)

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

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

6,710gp

vampire dust

a broken watch, 1gp

Straw-coloured Sandal: +400 Skill Points, 17070gp

Brilliant Girdle [AT+12] +7 AC/+7 Saves; 1M: Resist Vacuum and High Pressure; CL 20; SL 4, 5150gp

DL IV Large Time/Temporal Lycanthropes x(11) x[1]

AC 162, HD 17, hp 640, #Att 4, TH ÷ AC/Save DC by 5, dmg 164

Str 38, Dex 29, Con 20, Int 25, Wis 35, Chr 21, 0.25kxp

Time/Reality stable., Can polymorph to alternate form.

Prepared effects:

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

[Psi-6G minor] Angelfire: Spend Q psi points from non-Psi(-6) pools you have: Your next attack does +Q dmg

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

[Psi45 Major] Reflection: MPIWReflection 5\*SL%

Combat effects:

[Psi1 Major] Mass Domination: Save-4; Max.=5 creatures of level HD

[Psi-17 minor] (no name): Create a LVL\*10' Wall of Stone with random orientation in the room

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

Dungeon012420 - Dungeon Level 4

Room # 12

Salon

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

buffet; Floors of Fire

Locked Door, Mechanical leading to a hallway 25ft. long x 20ft. wide x 25ft. tall

thud; steamy near ceiling

Thundaril the unpleasant Jet Pharaoh (Metahuman); Erridon the majestic Quick Samurai (Skis)

Air in room transforms into Elemental Smoke Trap; DL 4; Search DC 43 (4 Int damage/s, DC 44 RSW save for half)

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

[x1] Gas in room: Con (all in room get +19 to that stat while in room)

942gp

spiders

an imp's bone dagger, dagger, 13d10 (71), 100gp

Chestnut Teddy bear: Free Outlaw Kit: You have a hidden location secret to everyone else, Free bonus Set Snares proficiency, 16

Bluish Gloves [AT+8] +6 AC/+24 Saves; 1M: SR SL\*CL; CL 14; SL 4, 6520gp

DL IV Medium Ultraplanar/Annihilation Avian/Birds x(31) x[2]

AC 161, HD 48, hp 288, CR 56% #Att 4, TH ÷ AC/Save DC by 5, dmg 33

Str 22, Dex 15, Con 38, Int 18, Wis 38, Chr 18, 0.25kxp

Immune disintegration and annihilation, Flys. Has 2 Wings, 2 talons, and a beak.

Prepared effects:

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

[Wiz SL3] Fire Shield 3: Anyone who melees with you takes 50% dmg back

[Pri SL4] Immune [E=1 element]: Pick an E=1 element, you are immune to it for 1 hour. (This immunity does not "spread" into other elements)

[Psi54 Major] Animate Objects: Animate Objects as if they were a DL=SL Golem summon

Combat effects:

[Psi-6G minor] Bloodboil: Target takes CL holy blood dmg (no save) per segment

[Psi-12L minor] Charm Blast: One group is charmed (Will save), doesn't affect undead etc.

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



Dungeon012420 - Dungeon Level 5

Room # 1

Harem/Seraglio

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

Walls of Water; alcove

Double Door, roll again for type leading to a hallway 50ft. long x 5ft. wide x 25ft. tall  
clear; still, very chill

Cernus the sarcastic Scarlet Quasar (Phone Booth); Gavril of Korsun-na-Rosi the quarrelsome Squirrel Vision (Unexplained)

Injected Sugar Trap; DL 5; Search DC 55 (40 damage, DC 52 Fortitude save for half)

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

[x1] Psi 0.01 powers function at triple effect

13,763gp

slimy coating, floor

an onyx ring, +3 AC, 1486gp

Rust Armor, Medium [AT++4] +35 AC/++8 Saves; 1P: Won't attack caster (save); CL 19; SL 5, 15655gp

Copper Fake flowers: +3 Henchmen Slots, 25210gp

DL V Fine Mind-Flayer-World Elementals x(37) x[1]

AC 255, HD 2, hp 30, #Att 4, TH ÷ AC/Save DC by 30, dmg 101

Str 33, Dex 18, Con 31, Int 39, Wis 43, Chr 42, 0.75kxp

Has tentacles. Usually psionic., Immune critical hits, poison, sleep, paralysis, stunning. Has no soul. Immune to its own element.

Prepared effects:

[Psi27 minor] Graver Company: Negative Plane Protection; Immune to Str/Dex/Con loss; vulnerable to Holy

[Psi30 Grand] Luck: Gains +1(+5%)/succ on 1 action

[Pri SL5] Resist Vulnerability: Target gains a Resist to something which can only be used to counter a Vulnerability (Duration 1 hr)

[Psi16 Grand] Golem Form: Shaboath: Immune water; 1P: Drown a group; 1M: Wall of Ice

[Psi45 minor] Warding: Create a Trap (x1 Psionic) for SL/2 Psi45 powers

[Psi-12L minor] Phantasmal Killer: Phantasmal Killer

[Psi54 minor] Damage Transference: Cell Adjustment CL\*SL\*2 hp

[Psi14 Major] (no name): Force Shapechange or Wrench

[Wiz SL2] Cone of Eldritch Shards {Acid}: CLd6 eldritch shards {acid} damage, area 40' cone, no save

[Wiz SL3] Wacky Ball 3 / Normal / ½ : Area CLd6 dmg normal element (save: ½)

Dungeon012420 - Dungeon Level 5

Room # 2

Library

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

charcoal bin; vestments

Bronze Door, Normal leading to a hallway 45ft. long x 20ft. wide x 5ft. tall

poor oxygen; scratching/scrabbling

Maungra the wingless Warrior Tiger (Spiritual); Orphrat the mischievous Lurking Women (Catamaran)

Dark Thunderbolt Trap; DL 5; Search DC 51 (Psionicist CL 10, DC 52 Will save to negate)

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

[x1] DBZ (Dispel Blah Zone) - Blah effects get countered; existing blah effects have SL% chance of being dispelled per segment  
2,732gp

large box

Mark of Ykres, +2 AC, 830gp

Peacock blue Rope [2d20] +37 Th/+35 dmg 16+/x5; 1P: LVL/3 targets: Domination (save); CL 25; SL 5, 15657gp

Nut-brown Oil: +6 Magic Item Slots, 25770gp

DL V Huge Tarrasque-World Hounds x(11) x[1]

AC 259, HD 45, hullp 1728, #Att 8, TH ÷ AC/Save DC by 30, dmg 54

Str 34, Dex 36, Con 29, Int 20, Wis 44, Chr 35, 0.75kxp

Mreflection DL\*10%, Has 4 legs, and at least 1 head

Prepared effects:

[Pri SL4] Free Action: Immune stun, hold, paralysis, summoning sickness

[Psi6G Major] Aid Mortals: Super bless effect (+8 saves,+40% MR/CR) on target

[Psi16 minor] Create Golem I: Create a DL I Golem (AC=3\*CL, hp=10\*CL, Str=2\*CL)

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

[Psi72 minor] Duplication: Create 1 Mirror Image (max = PL)

[Pri SL4] Heal 4: Cure to 50% of max hp (max Heal 4 can cure at once = 500 hp)

[Pri SL3] Neutralize Poison: Detoxifies venom in or on subject.

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

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

[Wiz SL4] Immediate Monster Summoning IV: Summons a DL II monster without summoning sickness

Dungeon012420 - Dungeon Level 5

Room # 3

Robing Room

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

candelabrum; Priest/Religious Furnishings

Flesh Door leading to a hallway 30ft. long x 5ft. wide x 20ft. tall

roar(ing); scream(ing)

Falean the happy Quick Dinosaur (Skateboard); Methena the artistic Machine Blood (Discs)

Inhaled Salt Trap; DL 5; Search DC 54 (10 damage, DC 53 Fortitude save for half)

Tapestry that (causes/has/or is) down-sliding

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

5,332gp

rotten egg

an ogre war club, mace, 7d8 (31), 88gp

Staff of Stunning, 11350gp

Mirror of Foresight (1/d), 22240gp

DL V Colossal NPC Intelligent-Trap/Trick/Specials x(14) x[4]

AC 254, HD 165, hullp 7424, #Att 5, TH ÷ AC/Save DC by 6, dmg 105

Str 38, Dex 44, Con 22, Int 38, Wis 45, Chr 24, 0.75kxp

Has Fighter, Wizard, Priest, Rogue, Psi classed members w/sometimes Cus and Mon, Incorporeal, Find/Remove Trap/Trick/Speci

Prepared effects:

[Wiz SL3] Fire Shield 3: Anyone who melees with you takes 50% dmg back

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

[Psi6N Grand] Bard or Sage Abilities, LVL 9: Get bard or sage abilities of level 9 (max = your level)

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

[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)

[Psi3½ Major] Wall of Ectoplasm: You create a protective barrier.

[Psi6G Major] Whispy Stuff: White fog 20' r; evil that enters are Blinded (save /s) and Numbed (save /s)

[Pri SL1] Panic: Target is Panicked (50% flee, 50% taunted towards you) (Will save)

[Psi9 Grand] Energy Kinetic: L.Blast: 8\*CH' rad, CHd10 Energy dmg (save:½)

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

Dungeon012420 - Dungeon Level 5

Room # 4

Fountain/Pool Room

10ft. long x 5ft. wide x 45ft. tall

chandelier; chair with straps

Phase Door (as the spell) leading to a hallway 35ft. long x 10ft. wide x 20ft. tall

shuffling; ozone smell

Raele the beautiful Count Prince (Soul sold to Devil); Barevont the insane Jet Baby (Ether)

Injected Diamond Trap; DL 5; Search DC 52 (40 Int damage, DC 54 RSW save to negate)

Furnishings that (causes/has/or is) Resisting - General

[x1] Radiation (Psi9) of RS=15 (doesn't fluctuate)

21,606gp

corpse (monster)

a Pair of Rawhide Boots, +1 AC, 235gp

Rosy Necklace [AT+40] +81 AC/+9 Saves; 1M: Polymorph Self (as spell); CL 19; SL 5, 18115gp

Drab Longbow [1d20] +4 Th/+4 dmg 20+/x4; 1M: Stinking Cloud/Vampiric Mist/others?; CL 35; SL 5, 6877gp

DL V Small Cloud Insects x(14) x[2]

AC 256, HD 40, hullp 216, MR 137% #Att 8, TH ÷ AC/Save DC by 6, dmg 55

Str 34, Dex 20, Con 25, Int 17, Wis 39, Chr 42, 0.75kxp

Flys with perfect maneuverability., No INT score. Dark vision.

Prepared effects:

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

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

[Psi6G Grand] Aid Deva: You lose 1 multiplier, target gains 1 multiplier

[Psi-12C Major] Mirror Mislead: Does a Mislead spell, a Mirror Image, and a Displacement

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

[Psi45 Grand] Hypnotic Control: Hypnosis (SL/2 saves)

[Wiz SL5] Twilight: Target is Twilighted for CL segments (Will save)

[Wiz SL1] Darkness: Magical darkness; can blind if targetted (save) {1 group}

[Psi45 Grand] Hypnotic Control: Hypnosis (SL/2 saves)

[Pri SL1] Cure Light Wounds (3): Cure 2d8+L (choose 1 die), reverse has save:½ {Touch, 1 creature}

Dungeon012420 - Dungeon Level 5

Room # 5

Observatory

10ft. long x 35ft. wide x 30ft. tall

prayer rug; hamper

Iris Door (seals as a spiral) leading to a hallway 30ft. long x 10ft. wide x 15ft. tall

stale, fetid smell; smoky

Arlin the mordant Caped Yak (Carbine); Darad the enigmatic Fighting Gorilla (ATV)

Dispel Exhaustion 5 Trap; DL 5; Search DC 55 (Wizard CL 10, DC 53 Fortitude save to negate)

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

[x1] Guardian spells function at zero effect

10,561gp

wool

a dinner fork, sword, 11d12 (71), 580gp

Aqua Flag: +500 Skill Points, 25650gp

Potion of Swing Actions (+2) (1 t), 7410gp

DL V Medium Desert/Arabian Goblin/Orcs x(2) x[3]

AC 256, HD 14, hp 464, #Att 1, TH ÷ AC/Save DC by 30, dmg 202

Str 20, Dex 28, Con 42, Int 26, Wis 37, Chr 28, 0.75kxp

Has mtg C spells, Dark Vision, Stay conscious past 0hp. Light Sensitivity

Prepared effects:

[Wiz SL4] Original Stoneskin 4: Block the next 1 P action of attacks

[Psi4 minor] Move Rate \*1.25: Multiply Move Rate by 1.25

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

[Wiz SL2] Mirror Image (3): Creates 1d4+L/3 images of yourself {self only}

[Psi81 Major] Damage Reduction, Energy, 50%: Take x0.5 damage from energy

[Psi54 Grand] Ice Animation: Summon a DL=SL Ice Elemental

[Psi54 Grand] Ice Animation: Summon a DL=SL Ice Elemental

[Wiz SL5] Fireball 5: CLd10 fire dmg to a group (save:½)

[Pri SL1] Blade Barrier 1: 3d3 dmg wall (shards)

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

Dungeon012420 - Dungeon Level 5

Room # 6

Lounge

25ft. long x 20ft. wide x 10ft. tall

skin; Stalactites (some might fall)

Secret Door, roll again for type leading to a hallway 45ft. long x 20ft. wide x 20ft. tall

murmuring; clanking

Vagn Jaguarfoot the arrogant Dream Wave (Cloud); Sulanok the belligerent Senor Lord (Thiotimoline)

Ceiling transforms into Elemental Mithril Trap; DL 5; Search DC 55 (16 Dex damage/s, DC 52 RSW save for half)

Container (Barrel, Jar, Vase, etc.) that (causes/has/or is) Collapsing

[x1] Radiation (Psi9) of RS=5 (doesn't fluctuate)

17,510gp

crow bar

a fire scroll, 'fire breath' 'flamestrike' 'fireball' 'fire breath', 110gp

Pinky Rope [4d12] +9 Th/+81 dmg 16+/x6; 1M: Break an object (item save); S = Str score desired (max = Int); CL 30; SL 5, 19540g

Cordovan Eyes [2d4] +26 Th/+65 dmg 17+/x4; 1M: Summon a Wood Elemental: AC 40, hp 80, #Att 2/1, TH +30, dmg 30; CL 35; S

DL V Fine Synnibarr Spirit-of-the-Lands x(7) x[2]

AC 254, HD 3, hp 28, #Att 1, TH ÷ AC/Save DC by 6, dmg 105

Str 25, Dex 21, Con 17, Int 45, Wis 19, Chr 19, 0.75kxp

+10^DL (DL tenths!) to dmg, Incorporeal

Prepared effects:

[Psi16 Grand] Golem Form: Doll: Resist fire; Mend spell acts as a Heal on you; Bite is Tasha's Laughter branded

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

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

[Psi3 Major] Dimensional Anchor: Bars extradimensional movement.

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

[Psi54 Major] Acid: CL\*(SL+2) acid dmg to one target (no save)

[Psi30 Grand] Power Beam: Astral damage

[Psi54 Major] Acid: CL\*(SL+2) acid dmg to one target (no save)

[Pri SL2] Treat Moderate Wounds: Cure 20% of max hp {Touch, 1 creature}

[Psi54 Major] Acid: CL\*(SL+2) acid dmg to one target (no save)

Dungeon012420 - Dungeon Level 5

Room # 7

Closet

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

Bridge, Swinging (like a swing); hay (pile)

Locked Door, Mechanical leading to a hallway 35ft. long x 15ft. wide x 20ft. tall

foggy; breeze, gusting

Khendar the heroic Cosmic Giant (Unicycle); Bull Torrsson the charming Sea Eyeball (Van)

Electrified Portcullis Trap; DL 5; Search DC 54 (16 damage, DC 52 Will save for half)

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

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

10,834gp

ropes

some purplish herbs, " " 'change sex' ", 25gp

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

Cordovan Clamp: Free Rogue Ability Focus Feat: Get +15 rogue points (or +5 to skill check) on one rogue ability, 25190gp

DL V Huge Joke Reptiles x(11) x[1]

AC 253, HD 44, hp 1856, #Att 9, TH ÷ AC/Save DC by 30, dmg 255

Str 19, Dex 36, Con 17, Int 44, Wis 25, Chr 34, 0.75kxp

Has Punomancy, Half AC from AT. Resist Heat. Usually has a tail and claws

Prepared effects:

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

[Pri SL3] Animate Dead : Creates undead skeletons and zombies.

[Psi45 Major] Plasma Control: SL/2 (round down) instances of Resist plasma; +SL\*10% damage with plasma effects

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

[Psi-15 Grand] Dial-a-Breath Element ( $\leq$ ): You can use any element with E factor equal to or less than your normal breath.

[Psi45 minor] Magic Domination: Control M Actions (SL/2 saves)

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

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

[Psi45 minor] Weakness Creation: Add SL/2 instances of a Vulnerability to something (medium scale: a school, an element, etc.)

[Pri SL5] Neutralize Poison 5: Cure 2 poison effects (reverse causes that many, save for each)

Dungeon012420 - Dungeon Level 5

Room # 8

Museum

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

votive light/candle; cloth (altar)

Golem Door (it's a Golem creature) leading to a hallway 25ft. long x 20ft. wide x 5ft. tall

humming; whispering

Azlaer the vicious Metal Squad (Shooter); Tellan Yellowfish the jocular Earth Monster (Ornithopter)

MultiCure Critical Wounds Trap; DL 5; Search DC 54 (Wizard CL 10, DC 51 Will save to negate)

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

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

97gp

jar

the head of %s, 0gp

Green Armor, Medium [AT+53] +9 AC/+24 Saves; 1P: Pick one action type (M, P, V). Your number of actions of that type is multipl

Jet-black Rope [2d8] +48 Th/++5 dmg 15+/x4; 1M: For each recently-dead (within last turn) body around, add 1 Psi(-6)E PSP & c

DL V Small Dead-Timeline/Looporal Humanoids x(32) x[1]

AC 260, HD 8, hullp 216, #Att 2, TH ÷ AC/Save DC by 6, dmg 151

Str 36, Dex 38, Con 38, Int 30, Wis 23, Chr 40, 0.75kxp

Reality/Loop stable., Has 2 arms, 2 legs, and 1 head.

Prepared effects:

[Psi-6G Grand] Worship: Immune Opposition (as in Mirror), Truename Erased, Annihilation

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

[Psi6G minor] Mage's Staff of Light: Dispel Evil 1/r

[Pri SL3] Animate Dead : Creates undead skeletons and zombies.

[Psi45 Major] Reflection: MPIWReflection 5\*SL%

[Psi-5 Major] Zombify: Target gets -CL each to Int, Wis, and Chr (save for each point)

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

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

[Psi54 Grand] Bio-Energy Blast: CL\*(SL+2) force dmg to one target (no save)

[Psi--2 minor] Double [C]: Doubles a harmful [C] section effect; Becomes capital lettered



Dungeon012420 - Dungeon Level 5

Room # 9

Museum

40ft. long x 15ft. wide x 50ft. tall

condlestick; prism

Mobile Door (door moves around in dungeon) leading to a hallway 35ft. long x 15ft. wide x 5ft. tall

roar(ing); chirping

Azden the scowling Brunette Tornado (Lasso); Salino the polite Yellow Seven (Laser)

Air in room transforms into Elemental Napalm Trap; DL 5; Search DC 52 (10 Wis damage/s, DC 55 Fortitude save for half)

Pit that (causes/has/or is) Treasure hidden under a loose stone in the floor

[x1] Necromancy spells function at double effect

7,691gp

chair w/straps

a lump of shiny metal, Ogp

Prismatic Cube [1d8] +10 Th/+82 dmg 16+/x3; 1P: Random 8 (90%) or 1d4+8 (10%) SL Wizard Invocation spell; CL 19; SL 5, 1823

Beige Bracers [AT+55] +8 AC/+100 Saves; 1M: Holy Fire Shield (half damage back in melee); +CL\*20% RaRR; Ultravision; CL 25; SL DL V Colossal Desert/Arabian Immortals x(4) x[2]

AC 258, HD 165, hp 7680, IR 355% #Att 5, TH ÷ AC/Save DC by 30, dmg 55

Str 39, Dex 42, Con 26, Int 35, Wis 42, Chr 32, 0.75kxp

Has mtg C spells, Unageing

Prepared effects:

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

[Pri SL4] Spell Immunity : Subject is immune to one spell per four levels

[Psi4 Major] AC \*1.5: Your new AC = (old AC - 10) \* 1.5 + 10

[Pri SL5] Protection from Fire 5: Stop the next CL\*16 fire dmg

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

[Psi54 Major] Acid: CL\*(SL+2) acid dmg to one target (no save)

[Psi-9 Major] AntiBio Force: Super Slow: -½CH Dex, -1P action, ÷CH move rate

[Pri SL3] Treat Serious Wounds: Cure 30% of max

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

[Pri SL5] Limited Cureall: Cureall, target must Fort save vs. # hp down (+10 per other effect)

Dungeon012420 - Dungeon Level 5

Room # 10

Corridor

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

tub; idol

Iron Door, Normal leading to a hallway 45ft. long x 10ft. wide x 25ft. tall

moaning; chanting

Zyra the noxious Bat Tribe (Hang Glider); Dergin the groovilicious Air Sorcerer (Flight Ring)

Hail of Spears Trap; DL 5; Search DC 54 (Attack +60 melee, 8d8 Dex damage)

Painting that (causes/has/or is) Monster Generator: Outer (summons an Outer every segment)

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

9,077gp

cobwebs

a pair of sub issue sleeves, +1 AC, 8gp

Chestnut Tomato: +3bQQC' Action(s), 25930gp

Pinkish Talisman [AT+12] +50 AC/+4 Saves; 1M: The next Psi45 power you use will be resisted using MR instead of PR; CL 30; SL 5

DL V Small Forest Beholders x(1) x[1]

AC 256, HD 9, hp 232, CR 134% #Att 2, TH ÷ AC/Save DC by 6, dmg 52

Str 37, Dex 23, Con 21, Int 40, Wis 22, Chr 31, 0.75kxp

Has mtg G spells, Has eye stalks, 1 mouth, and 1 central anti-magic eye. Flys

Prepared effects:

[Wiz SL5] Tenser's Transformation 5: +75% of max hp to current hp, +1 TH melee

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

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

[Psi72 minor] Reincarnate: You Reincarnate upon death, inactive and Feign Death for the rest of this combat

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

[Pri SL5] Heal 5: Cure to 75% of max hp (max Heal 5 can cure at once = 750 hp)

[Psi10 minor] Feather Fall \*: Feather Fall

[Psi29 Major] Control Gravity:

[Psi15 Major] Hypnotism: Hypnotism

[Psi29 Major] Control Gravity:

Dungeon012420 - Dungeon Level 5

Room # 11

Entry/Vestibule

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

carpet; Floors of Flesh

Flesh Door leading to a hallway 40ft. long x 5ft. wide x 5ft. tall

hazy; whining

Alurius the carnivorous Fire Avenger (Folding Chair); Yesgard the immoral Lion Princess (Pitchfork)

Basic Caltrops Trap; DL 5; Search DC 53 (Attack +35 ranged, 2d8 Chr damage)

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

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

6,342gp

wall scratchings

ashen robes, +7 AC, 100gp

Brownny Robe [AT+29] +80 AC/+48 Saves; 1P: SL instances of Resist distributed as you like (medium categories: a school, an elem

Olive Sandal: +3 level(s) of exceptional Str, 25930gp

DL V Large Inner-Planar Weirds x(27) x[1]

AC 254, HD 110, hp 960, PR 132% #Att 1, TH ÷ AC/Save DC by 30, dmg 255

Str 35, Dex 37, Con 30, Int 33, Wis 21, Chr 40, 0.75kxp

Immune 1 element., Immune critical hits, poison, sleep, paralysis, stunning. Has no soul.

Prepared effects:

[Pri SL5] Protection from Fire 5: Stop the next CL\*16 fire dmg

[Psi45 Grand] Reality Alteration: + or - SL to your next die roll

[Psi6G minor] Mage's Staff of Light: Dispel Evil 1/r

[Psi7 Major] (no name): Immunity to ability drain

[Wiz SL4] Anti-Magic Shell 4: Anti-Magic of SL 0 to 3

[Psi45 Grand] Duplication: 1bM: Fork an effect (caster makes SL/3 saves)

[Wiz SL5] Hold Monster : 1d4 creature Paralyzes creatures unless save is made

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

[Psi3 Major] Cone of Sound: Sonic energy inflicts 5d4 sonic damage.

[Pri SL5] Fire Storm 5: (CL+2)d2 holy fire dmg, hits 1 group (no save)

Dungeon012420 - Dungeon Level 5

Room # 12

Chantry (Shrine)

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

quilt; Caved-in/Collapsed Area

Revolving/Swinging Door leading to a hallway 10ft. long x 5ft. wide x 5ft. tall

dusty; scratching/scrabbling

Ghorak the violent Chimp Comet (Shooter); Tiaret the tone-deaf Morphin' Wind (Dark)

Death Bolt Trap; DL 5; Search DC 52 (Psionicist CL 10, DC 54 PPD save to negate)

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

[x1] Necromancy spells function at zero effect

12,607gp

helmet, badly dented

a black nose ring, +5 AC, 1435gp

Ice blue Club [2d4] +99 Th/+8 dmg 18+/x3; 1P: Control Body (Psi2); CL 19; SL 5, 20930gp

Navy Coasters: +3slowQC' Action(s), 25630gp

DL V Fine Tarrasque-World Wurms x(9) x[1]

AC 260, HD 3, hp 27, #Att 1, TH ÷ AC/Save DC by 6, dmg 254

Str 28, Dex 18, Con 20, Int 32, Wis 31, Chr 26, 0.75kxp

Mreflection DL\*10%, Has no appendages.

Prepared effects:

[Psi3½ Major] Teleport Trigger: Predetermined event triggers teleport.

[Psi6N minor] Bard or Sage Abilities, LVL 4: Get bard or sage abilities of level 4 (max = your level)

[Psi-3 minor] Tail of the Rat: Gain a tail; your base tail attack does 1d4 damage.

[Psi16 Grand] Golem Form: S=6,7,8: Unusual Material of S=6,7,8 (cannot exceed real S number)

[Psi45 Major] Vibration Control: SL/2 (round down) instances of Resist vibration; +SL\*10% damage with vibration effects

[Psi10 Major] Static Charge: Target takes (2+CL/3)d4 lightning dmg, this effect can be Delayed Blasted

[Wiz SL5] Cone of Cold 5: CLd10+CL cold dmg to a group (save:½)

[Wiz SL5] Monster Swarm Summoning V: Summons CL\*2.5 (round down) DL IV monsters

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

[Pri SL4] Dismissal : Forces a creature to return to native plane. (save)

Dungeon012420 - Dungeon Level 6

Room # 1

Game Room

45ft. long x 15ft. wide x 10ft. tall

peephole; winch and pulley

Mobile Door (door moves around in dungeon) leading to a hallway 25ft. long x 15ft. wide x 20ft. tall

scream(ing); dusty

Zahra the demonic Tomorrow Platypus (Wheel); Bolide the mordant Meteor Falcon (Scythe)

Air in room transforms into Elemental Magic Trap; DL 6; Search DC 61 (12 Cml damage/s, DC 64 PPD save for half)

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

[x2] Disjunct (effect) - Room is permanently and continuously Disjunct (effect)ed, only creatures with an immunity or a personal

26,262gp

coat

a cyan stone, +1 AC, 500gp

Fuchsia Cloak [AT+105] ++11 AC/+6 Saves; 1M: You are immune to scrying and mental effects.; CL 30; SL 6, 31950gp

Iridescent Robe [AT+149] +143 AC/+35 Saves; 1P: Immune Sleep; CL 21; SL 6, 42910gp

DL VI Colossal Star-Wars-Loop Avian/Birds x(47) x[1]

AC 361, HD 196, |hp| 10240, IR 143% #Att 4, TH ÷ AC/Save DC by 42, dmg 222

Str 44, Dex 28, Con 51, Int 50, Wis 20, Chr 29, 1.5kxp

Has force powers, Flys. Has 2 Wings, 2 talons, and a beak.

Prepared effects:

[Wiz SL4] Improved Invisibility : As invisibility, but subject can attack and stay invisible.

[Psi12T Major] Favorable Die Rolls: All your non-permanent die rolls of NdS instead are rolled as (2\*N)dS, choose N best dice

[Psi-3 Grand] Metal Body: AC +CL, saves +CL, unarmed dmg +CL, DR CL/-

[Psi12T Major] Favorable Die Rolls: All your non-permanent die rolls of NdS instead are rolled as (2\*N)dS, choose N best dice

[Pri SL4] Resist [E=4 element]: Pick an E=4 element, you resist it for 1 hour.

Combat effects:

[Psi45 minor] Magic Domination: Control M Actions (SL/2 saves)

[Pri SL4] Remove Curse 4: Cure 1 curse effect (reverse causes that many, save)

[Wiz SL6] Lightning Bolt 6: CLd12 lightning dmg to a group (save:½)

[Wiz SL5] Prismatic Bolt: Prismatic Spray on one target

[Psi10 Major] Hold: Hold Monster (save)

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

Dungeon012420 - Dungeon Level 6

Room # 2

Laboratory

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

jar; lamp

Teleport Door (other side is far away) leading to a hallway 20ft. long x 15ft. wide x 25ft. tall

hazy; splashing

Aarlen the amoral Aqua- Bird (Derringer); Vinuh the heartless Freedom Valkyrie (Psychic)

Water-Filled Pit Trap; DL 6; Search DC 65 (4 damage, DC 61 PP save for half)

Door, Secret that (causes/has/or is) Treasure hidden in secret space under container

[x2] Immortals cannot see, hear, or sense into this room unless they are actually there; Divine Intervention fails

9,581gp

hamper

a matador's costume, +4 AC, 125gp

Cordovan Helm [AT+16] +10 AC/+9 Saves; 1P: You take no damage from a burst on a successful Reflex save.; CL 27; SL 6, 7080gp

Brownny Toilet: +6scrlQQQC Action(s), 36800gp

DL VI Huge Tarrasque-World Humanoids x(24) x[3]

[AC] 365, HD 51, hp 16128, CR 95% #Att 6, TH ÷ AC/Save DC by 7, dmg 292

Str 22, Dex 30, Con 48, Int 47, Wis 43, Chr 42, 1.5kxp

Mreflection DL\*10%, Has 2 arms, 2 legs, and 1 head.

Prepared effects:

[Wiz SL3] Fire Shield 3: Anyone who melees with you takes 50% dmg back

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

[Psi10 minor] Pain Erase: Target heals 25% of damage taken; Take only 75% of damage received

[Psi3½ Grand] Form of Doom: You transform into a frightening tentacled beast.

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

Combat effects:

[Psi45 Grand] Domination: Dominate all actions (SL/5 saves)

[Psi3 minor] Astral Construct I: Creates astral construct to fight for you.

[Wiz SL6] Power Word Kill 6: Kills a creature if current hp &lt; 30 (no save)

[Psi2 minor] Splice: Do combined powers as 1 Mental; +2 checks when used

[Psi45 Grand] Mind Control: Minor: Command (save); Major: Domination (SL/3 saves)

[Psi6G Major] First Level Priest Spells: Cast one 1st level Priest spell at CL = 30

Dungeon012420 - Dungeon Level 6

Room # 3

Class

45ft. long x 30ft. wide x 15ft. tall

bookcase; wire

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

music; wind, strong, gusting

Vence the \$6 million Future Avenger (Turbo); Gilila the perverted Techni- Sailor (Police Box)

Injected Cold Trap; DL 6; Search DC 61 (60 damage, DC 66 PP save for half)

Ceiling that (causes/has/or is) Enrages

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing godly effects have SL% chance of being dispelled per segment  
9,556gp

wax blob

a cup of cinnamon coffee, 2gp

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

Green Shield [AT++7] +50 AC/++3 Saves; 1M: Touch to drain 1d4 from an ability score; CL 30; SL 6, 15310gp

DL VI Medium Megaverse-Project Lycanthropes x(15) x[1]

AC 365, HD 17, hullp 624, #Att 12, TH ÷ AC/Save DC by 7, dmg 220

Str 17, Dex 20, Con 45, Int 44, Wis 39, Chr 39, 1.5kxp

StunR DL\*10%, Can polymorph to alternate form.

Prepared effects:

[Pri SL4] Immune [E=1 element]: Pick an E=1 element, you are immune to it for 1 hour. (This immunity does not "spread" into other elements)  
[Psi45 Major] Force Field vs. Mental: Immune to spell level 0 to SL-1 mental attacks

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

[Pri SL6] Antilife Shell : 10-ft. field hedges out living creatures.

[Psi2 minor] Time/Space Anchor: Cannot be teleported; --

Combat effects:

[Psi45 Grand] Mechanical Creation: Summon a DL=SL-2 Golem or Technological monster

[Wiz SL4] Enervation : Subject gains CL/4 negative levels.

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

[Pri SL6] Remove \*Curse\*: Removes \*Curse\*, Capital C Curse (but not Ancient Foul Curse)

[Wiz SL4] Lightning Bolt 4: CLd8 lightning dmg to a group (save:½)

[Wiz SL4] Enervation : Subject gains CL/4 negative levels.

Dungeon012420 - Dungeon Level 6

Room # 4

Harem/Seraglio

5ft. long x 50ft. wide x 20ft. tall

coal; fireplace with mantle

Revolving/Swinging Door leading to a hallway 10ft. long x 5ft. wide x 15ft. tall

wind, strong, gusting; whining

Melza the dreadful Machine Shrike (Tractor); Gregoric the kewl Master Network (Bow)

Spring transforms into Elemental Shadow Trap; DL 6; Search DC 62 (24 Wis damage/s, DC 64 Spell save for half)

Statue that (causes/has/or is) False

[x2] Gods cannot feel, see, or sense into this room unless they are actually there; Divine Intervention fails

7,988gp

blanket

City Guard Amulet, +1 AC, 50gp

Cobalt Wand [3d4] +8 Th/+64 dmg 15+/x6; 1M: Each segment, all non-E creatures within sight take CL unholy grave dmg (no save)

Dove-grey Gem: Free Aphid Familiar, 36260gp

DL VI Gargantuan Lost-Planes/Anguinum-Synod Undeads x(9) x[1]

AC 370, HD 101, hp 4864, IR 75% #Att 1, TH ÷ AC/Save DC by 7, dmg 726

Str 40, Dex 36, Con 24, Int 24, Wis 35, Chr 26, 1.5kxp

Has Miniclass picks, No CON score. Immune to critical hits, ability damage or drain, poison, sleep effects, paralysis, stunning, dis

Prepared effects:

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

[Psi27 Grand] The Sorting: Shapechange, but can merge and assume qualities of LVL creature types.

[Psi2 minor] Strength of the Land: +25 hp,+3 TH,+3 dmg,25% MR; Lasts 5r after maint.

[Psi3 Major] Claws of the Vampire: Your base unarmed attack does 1d8 damage. You heal the same amount.

[Psi16 Major] Create Golem II: Create a DL IV Golem (AC=6\*CL, hp=10\*(CL^2), Str=4\*CL)

Combat effects:

[Psi3 Grand] True Domination: Dominated subjects less likely to defy your will.

[Wiz SL1] Nahal's Reckless Dweomer: L% desired spell you know; else Wild Surge

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

[Pri SL4] Blade Barrier 4: 6d6 dmg wall (shards)

[Wiz SL2] Hypnotic Pattern (1): 24 HD looking at pattern are Hypnotized

[Psi3½ Grand] Recall Death: Subject dies or takes 5d6 damage.



Dungeon012420 - Dungeon Level 6

Room # 5

Pool

25ft. long x 45ft. wide x 40ft. tall

wardrobe; bag

(Wood Door, Normal) leading to a hallway 5ft. long x 25ft. wide x 20ft. tall

splashing; foggy

Crius the charismatic Violet Emperor (Technology); Jumala the wicked Senorita Sidekick (Sonic)

Burning Brick Trap; DL 6; Search DC 63 (4 Str damage, DC 61 PPD save to negate)

Vegetation that (causes/has/or is) Rising/Sinking

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing godly effects have SL% chance of being dispelled per segment  
28,306gp

flail

a tight fitting green dragon scale shi, +12 AC, 1780gp

Brilliant Bookmark: Free Priest Feat: Gain a GGL pick treating your effective level as LVL/4 (round down), 37020gp

Charcoal Cinder block: +1 Level(s) in a Warrior Group Class, 36920gp

DL VI Medium Ultraplanar/Annihilation Oozes x(6) x[1]

[AC] 364, HD 17, hp 640, #Att 1, TH ÷ AC/Save DC by 42, dmg 217

Str 21, Dex 31, Con 29, Int 35, Wis 42, Chr 48, 1.5kxp

Immune disintegration and annihilation, No INT score. Immune mind-affecting, critical hits, gaze attacks, illusions, poison, sleep,

Prepared effects:

[Wiz SL2] Spectral Hand: Can use 1 touch at range per round (roll TH+2). The hand can be re-used, but it must return to the cast

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

[Psi45 Grand] Resist: Energy: SL/3 (round down) instances of Resist energy attacks

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

[Psi10 minor] Fire Protection \*: Resist Fire

Combat effects:

[Psi5 Major] Dispel Psionics: Destroy maintained psionics (all freq.)

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

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

[Psi54 minor] Telekinesis: Telekinesis CL\*SL\*10 lbs.

[Psi5 Major] Dispel Psionics: Destroy maintained psionics (all freq.)

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

Dungeon012420 - Dungeon Level 6

Room # 6

Antechamber (Entry room into larger room)

20ft. long x 5ft. wide x 35ft. tall

tapestry; whips

Dimension Door (as the spell) leading to a hallway 25ft. long x 20ft. wide x 10ft. tall

thud; salty, wet smell

Betharra the rancorous Mind Eye (Bike); Lenodus the disgusting Sir Dervish (Armor)

DNA Scamble Blast Trap; DL 6; Search DC 66 (Cleric CL 12, DC 61 PP save to negate), (multiple targets)

Statue that (causes/has/or is) Suspends Animation

[x2] Ultraplanar beings cannot feel, see, or sense into this room unless they are actually there; Divine Intervention fails

158gp

markings

a bunch of stakes, 2gp

Ring of Third Arm Growth, 34450gp

Rose Shield [AT+15] ++13 AC/+12 Saves; 1M: Class VI/Esper-blind to all frequencies non-divisible by 8; CL 24; SL 6, 24520gp

DL VI Titanic Black-Ice Intelligent-Trap/Trick/Specials x(28) x[1]

AC 368, HD 388, hp 2.2E+4, WR 156% #Att 4, TH ÷ AC/Save DC by 42, dmg 220

Str 24, Dex 43, Con 44, Int 20, Wis 26, Chr 36, 1.5kxp

Knows Bug spells, Incorporeal, Find/Remove Trap/Trick/Special halves hp

Prepared effects:

[Wiz SL5] Armor 5: +CL\*10 current hp

[Psi1 minor] Automaton: Animate Object (as spell)

[Psi45 Grand] Vibration Control: SL/2 (round down) instances of Resist vibration; +SL\*10% damage with vibration effects

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

[Psi14 minor] (no name): 0, when biting: Cause Lycanthropy (PPD save, if they fail, they are your slave)

Combat effects:

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

[Psi6E minor] Larva Life: Consume 1 larva to Cureall (incl. DPPs)

[Pri SL4] Heal 4: Cure to 50% of max hp (max Heal 4 can cure at once = 500 hp)

[Psi-3 minor] Biodust: 1d4 dust dmg/r to up to 2 cr.

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

[Wiz SL6] Prismatic Wall 6: 6 Prismatic colors or 4 MultiPrismatic colors (may repeat colors in either mode)

Dungeon012420 - Dungeon Level 6

Room # 7

Hall, Great

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

rack; Floors of Glass

Bronze Door, Normal leading to a hallway 45ft. long x 10ft. wide x 20ft. tall

ozone smell; thud

Durhan the magnificent Android Vermin (Hyper-); Talara the byzantine Suicide Giant (Gas)

Lowering Spring Trap; DL 6; Search DC 65 (20 Str damage, DC 62 Spell save to negate)

Pit that (causes/has/or is) Invisible

[x2] Charm - Room is permanently and continuously Charmed, only creatures with an immunity or a personal bubble against it c

30,974gp

drum

the guardian's key, Ogp

Flesh-coloured Armor, Heavy [AT+53] +8 AC/+121 Saves; 1M: Take -N/2 dmg per physical or energy attack (max N = level); CL 37

Wand of Ice Storms, 15350gp

DL VI Medium Outer-TN Viruss x(14) x[3]

AC 365, HD 16, hp 592, IR 87% #Att 9, TH ÷ AC/Save DC by 42, dmg 150

Str 35, Dex 35, Con 30, Int 40, Wis 45, Chr 41, 1.5kxp

Immune mind-affecting, positive energy, and negative energy. Resist cold, fire, and acid, Can infect things. Immune mind-affecti

Prepared effects:

[Psi2 minor] Biofeedback: -2 dmg/att;+level/3 AC bonus; +level AC bonus

[Psi4 Grand] AC \*2: Your new AC = (old AC - 10) \* 2 + 10

[Psi8 Major] Techskin: Get TechL "Techskins", each absorbs one technological attack (can't use with Stoneskin)

[Pri SL2] Goodberry 2: Creates 8 goodberries

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

Combat effects:

[Wiz SL5] Dismissal : Send a creature back to it's own plane

[Wiz SL4] Death Spell 4: Slay 4d12 HD of creatures (save)

[Psi29 Grand] Air Bolt LVLd12:

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

[Pri SL4] Command 4: Target makes 4 saves, each missed save allows 1 word for a command to be given

[Psi54 minor] Ice Production: CL\*(SL+2) ice dmg to one target (no save)

Dungeon012420 - Dungeon Level 6

Room # 8

Hall

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

hooks; incense burner(s)

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

still, warm (or hot); steamy near floor

Zinnik the heartless Techni- Doomsday (Strobe); Geraint the Cowherd the cowardly Bullet Nimbus (Thiotimeline)

Wacky Ball 6 / Normal / ½ Trap; DL 6; Search DC 66 (Wizard CL 12, DC 64 Will save to negate)

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

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing concordant effects have SL% chance of being dispelled  
2,170gp

glass

a pair of comfortable shoes, +1 AC, 5gp

Ebony Sword, short [4d10] +144 Th/+10 dmg 15+/x5; 1F: Darkness blast inflicts 9d4 damage in 20' radius.; CL 21; SL 6, 28607gp

Rusty Armor, Light [AT+12] +64 AC/++4 Saves; 1M: Your acid breath deals 3d6 damage to a close target.; CL 32; SL 6, 14630gp

DL VI Diminutive Henchmen Outers x(7) x[4]

AC 363, HD 3, hp 80, CR 160% #Att 6, TH ÷ AC/Save DC by 42, dmg 364

Str 39, Dex 17, Con 52, Int 28, Wis 38, Chr 49, 1.5kxp

Has henchmen spells, No soul. Dark vision.

Prepared effects:

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

[Psi0 Grand] Shock Treatment: Immune Lightning; 1 POP, 1V: Deal KiL damage to one target (save: ½)

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

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

[Wiz SL6] Original Stoneskin 6: Block the next 3 P actions of attacks

Combat effects:

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

[Wiz SL4] Phantasmal Killer : Fearsome illusion kills subject or deals 3d6 damage.

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

[Psi-3 Major] Dimension Trade: Switch places with anyone you see (unwilling gets save)

[Pri SL1] Blade Barrier 1: 3d3 dmg wall (shards)

[Pri SL4] Lesser Planar Ally : Summons a DL IV outer-planar (payment determines duration)

Dungeon012420 - Dungeon Level 6

Room # 9

Court

30ft. long x 25ft. wide x 15ft. tall

herbs; candlesticks

Sliding Door (slides left/right into wall) leading to a hallway 45ft. long x 10ft. wide x 5ft. tall

sneezing; splintering

Zlatar the astonishing Speed Racer (Motorcycle); Nothnarg the loathsome Seniorita -streak (Pitchfork)

Camouflaged Spears Trap; DL 6; Search DC 63 (Attack +54 melee, 8d4 Int damage)

Container (Barrel, Jar, Vase, etc.) that (causes/has/or is) Wish Fulfillment

[x2] Berserk - Room is permanently and continuously Berserked, only creatures with an immunity or a personal bubble against it  
33,712gp

cloth cloak

a cinnamon teacake, 60gp

Rosy Armor Gemlet [AT+55] +49 AC/+9 Saves; 1M: Anti-Radiation Ray; CL 32; SL 6, 18025gp

Multi-prismatic Hammer, gnome hooked [4d6] +49 Th/+35 dmg 14+/x2; 1M: Summon a DL=SL Water Elemental; CL 27; SL 6, 18  
DL VI Medium Swamp Unlives x(14) x[3]

AC 370, HD 15, hp 656, WR 79% #Att 10, TH ÷ AC/Save DC by 7, dmg 148

Str 31, Dex 26, Con 34, Int 32, Wis 22, Chr 44, 1.5kxp

Has mtg B spells, No CON score. Immune to critical hits, ability damage or drain, poison, sleep effects, paralysis, stunning, diseases

Prepared effects:

[Wiz SL5] Anti-Magic Shell 5: Anti-Magic of SL 0 to 4

[Psi6N minor] Thief Abilities, LVL 4: Get thief abilities of level 4 (max = your level)

[Psi45 Grand] Hyper-Invention: (12-SL)M: Create a TechL=SL\*2-3 object (see [Q8], can have at most LVL of these objects)

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

[Pri SL4] Free Action: Immune stun, hold, paralysis, summoning sickness

Combat effects:

[Wiz SL2] Monster Swarm Summoning II: Summons CL\*4 DL I monsters

[Psi29 Grand] Grand Detonate (Psi2):

[Pri SL6] Feeblemind:

[Pri SL5] Wall of Fire : Passing through wall deals 2d6 +1/level.

[Wiz SL5] Telekinesis : Lifts or moves 25 lb./level at long range.

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

Dungeon012420 - Dungeon Level 6

Room # 10

Hallway

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

bench; manacles

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

updraft, slight; bang, slam

Eidolon the evil Tiger Imp (Undead); Sulanok the unpleasant Wombat Fighter (Donkey)

Camouflaged Caltrops Trap; DL 6; Search DC 64 (Attack +114 ranged, 8d2 Int damage)

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

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing concordant effects have SL% chance of being dispelled

5,608gp

bench

KIIS sticker, +2 AC, 150gp

Scroll: Protection from your own effects, 41150gp

Scroll of Pro. from Elementals, 19440gp

DL VI Small Black-Ice Outers x(1) x[1]

AC 364, HD 7, hp 1872, RR 70% #Att 2, TH ÷ AC/Save DC by 7, dmg 75

Str 23, Dex 33, Con 32, Int 17, Wis 28, Chr 36, 1.5kxp

Knows Bug spells, No soul. Dark vision.

Prepared effects:

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

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

[Psi6N minor] Bard or Sage Abilities, LVL 4: Get bard or sage abilities of level 4 (max = your level)

[Psi30 Grand] Resist Allergy: Remove -1 penalty/succ

[Pri SL5] Protection from Lightning 5: Stop the next CL\*16 lightning dmg

Combat effects:

[Wiz SL1] Magic Missile : Ball of energy causing 1d4+1 hp damage, you can cast one per every other level you have

[Wiz SL6] Summon Monster VI : Calls outsider to fight for you.

[Wiz SL6] Summon Monster VI : Calls outsider to fight for you.

[Wiz SL3] Hold Undead: Holds up to 3 undead

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

[Wiz SL6] Summon Monster VI : Calls outsider to fight for you.

Dungeon012420 - Dungeon Level 6

Room # 11

Hallway

5ft. long x 35ft. wide x 20ft. tall

oven; vice

Archway (open) leading to a hallway 50ft. long x 5ft. wide x 10ft. tall

bellow (ing); dusty

Onaris the bombastic Fighting Empress (Slime); Goibhnu the amphibious Super Swarm (Truck)

Block transforms into Elemental Bark Trap; DL 6; Search DC 61 (64 Str damage/s, DC 64 Fortitude save for half)

Passage that (causes/has/or is) Polymorphing

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing godly effects have SL% chance of being dispelled per segment  
21,109gp

scattered stones

a non-stick wok, 300gp

Slate Money: +1 Level(s) in a Priest Group Class, 36720gp

Cyan Bracers [AT++13] +8 AC/+48 Saves; 1M: + or - SL to your next die roll; CL 30; SL 6, 28430gp

DL VI Titanic Wizard-classes Weirds x(25) x[4]

[AC] 365, HD 2310, hp 129024, #Att 4, TH ÷ AC/Save DC by 7, dmg 434

Str 24, Dex 48, Con 22, Int 22, Wis 44, Chr 45, 1.5kxp

Knows Wizard spells, Immune critical hits, poison, sleep, paralysis, stunning. Has no soul.

Prepared effects:

[Pri SL4] Free Action: Immune stun, hold, paralysis, summoning sickness

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

[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 other elements)

[Pri SL3] Goodberry 3: Creates 12 goodberries

[Wiz SL2] Blur (3): 20% WR vs. creatures without True Sight {self only}

Combat effects:

[Wiz SL5] Conjure Elemental : Conjures a 8 HD elemental

[Psi-12C Major] Strip Down (Nude Bomb): Choose 1 target; he removes/drops 1 item /s (no save)

[Pri SL4] Lesser Planar Ally : Summons a DL IV outer-planar (payment determines duration)

[Psi-12C minor] High-Frequency Sample: Generate a High-Frequency Sampler minor effect

[Psi29 Grand] Maze:

[Psi-17 minor] (no name): Chaos Ball your group (incl. yourself) for LVLd6 dmg

Dungeon012420 - Dungeon Level 6

Room # 12

Empty (completely clean)

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

closet (wardrobe); table, small

Dimension Door (as the spell) leading to a hallway 35ft. long x 15ft. wide x 15ft. tall

sobbing; hooting

Helliana the imbecilic Water Musketeer (Psi--); Tosti the Jaguar the attractive Slug Enigma (ATV)

Basic Jaws Trap; DL 6; Search DC 63 (Attack +84 ranged, 6d4 Con damage)

Pedestal that (causes/has/or is) Gate (to random plane) in room (can be dispelled, or closed by a x1 or higher being passing thro

[x2] Blind - Room is permanently and continuously Blinded, only creatures with an immunity or a personal bubble against it can

31,447gp

pole

some bird feed, 'create food' 'giant strength' 'shield' 'stone skin', 24gp

Rose Tree: Free Swashbuckler Kit: +2 AC; +2 NPC reactions; Ambidextrous, Free bonus Tumbling proficiency, 36690gp

Pinky Mirror: Free Improved Critical Mult. Feat: +1 to crit multiplier with weapon, 36950gp

DL VI Large Inner-Planar Hounds x(19) x[4]

AC 366, HD 174, hp 1216, #Att 11, TH ÷ AC/Save DC by 42, dmg 75

Str 52, Dex 27, Con 45, Int 32, Wis 23, Chr 19, 1.5kxp

Immune 1 element., Has 4 legs, and at least 1 head

Prepared effects:

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

[Pri SL5] Summon Monster V : Summons a DL V monster (1 turn)

[Psi3 Major] Freedom of Movement: Move normally despite impediments.

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

[Wiz SL2] Spectral Hand: Can use 1 touch at range per round (roll TH+2). The hand can be re-used, but it must return to the cast

Combat effects:

[Psi-12T minor] Dust Aura: Enemies in your group takes CL dust dmg /s (no save)

[Wiz SL5] Hold Monster : 1d4 creature Paralyzes creatures unless save is made

[Psi54 Major] Damage Transference: Cell Adjustment CL\*SL\*2 hp

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

[Psi6E Major] Cause Insanity: 3 saves: each fail is 1 insanity

[Pri SL4] Neutralize Poison 4: Cure 1 poison effect (reverse causes that many, save)



Dungeon012420 - Dungeon Level 7

Room # 1

Warrior's Chamber/Lab

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

chalk; screen

Time Door (goes to another time) leading to a hallway 10ft. long x 15ft. wide x 25ft. tall

knocking; buzzing

Ysona the artistic Silver Avenger (Sword); Yonago the foul Albino -strike (Foam)

Deeper Doorknob Trap; DL 7; Search DC 77 (48 Int damage, DC 75 Breath Weapon save to negate)

Idol that (causes/has/or is) Magical Pool/Throne: Adjusts a random ability score permanently, roll 1d6: (1-2) +1d4, (3-4) -1d4, (5-6) -2d4  
[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing concordant effects have SL% chance of being dispelled  
8,292gp

waterclock

leg plates with golden scales, +3 AC, 2900gp

Mauve Spring: Free Dwarven Ancestry Feat: +Con\*2/7 bonus to PPD/RSW/Spell; +1 TH vs. "giant-class"; "giant-class" at -4 TH, 45% chance of being dispelled

Puce Staff [2d20] +10 Th/+14 dmg 19+/x2; 1M: Summon CL\*4 Monsters using ML VI "Weird" chart (random); CL 39; SL 7, 9760gp

DL VII Fine Synnibarr Illusionarys x(37) x[2]

Stun AC 500, HD 4, stunp 51, #Att 1, TH ÷ AC/Save DC by 8, dmg 1474

Str 56, Dex 18, Con 54, Int 18, Wis 36, Chr 27, 3.5kxp

+10^DL (DL tenths!) to dmg, Incorporeal

Prepared effects:

[Psi23 minor] Storm Cloud: Rain/thunder, mini 1-pt. lightning bolts

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

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

[Psi15 minor] Flame Walk: Flame Walk (self)

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

[Wiz SL2] Fire Shield 2: Anyone who melees with you takes 25% dmg back

Combat effects:

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

[Pri SL3] Summon Insects: Summons DL 3 insects

[Pri SL4] Remove Capital S Stun: Removes Capital S Stun

[Psi12L Super] Enslave: Target creature's AL switches to L, all of it's actions under control of caster (no save)

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

[Psi-17 minor] (no name): Create a random trap (only enemies trigger it)

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

Dungeon012420 - Dungeon Level 7

Room # 2

Museum

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

hourglass; hogshead (large cask of liquid)

Brass Door, Normal leading to a hallway 20ft. long x 5ft. wide x 5ft. tall

splashing; breeze, slight, damp

Jamila the sublime Sarge Emperor (Crowbar); Duma the noble Machine Mask (Phone Booth)

Air in room transforms into Elemental Firestorm Trap; DL 7; Search DC 73 (40 Wis damage/s, DC 75 Spell save for half)

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

[x2] Disjunct (effect) - Room is permanently and continuously Disjunct (effect)ed, only creatures with an immunity or a personal

37,945gp

single bed

a small pair of bat wings, Ogp

Amulet: Dead Psionics (Class VI/Esper-Blind), 15340gp

Leaden Armor, Medium [AT+14] +15 AC/+100 Saves; 1P: Fear by sight (SL saves); CL 30; SL 7, 19085gp

DL VII Fine Mirror-Universe Kobolds x(27) x[2]

AC 497, HD 7, hp 50, IR 139% #Att 13, TH ÷ AC/Save DC by 56, dmg 300

Str 47, Dex 23, Con 52, Int 53, Wis 51, Chr 40, 3.5kxp

May have slight tweaks on other abilities., Can overbear in numbers.

Prepared effects:

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

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

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

[Pri SL7] Protection from Death: Immune to slain and Slain

[Psi9 Grand] Null Void: Null Field: Caster immune to and cannot use magic

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

Combat effects:

[Wiz SL7] Magic Missile 7: (CL+1)\*7/2 missiles, each does 1d4+1 force dmg (no save)

[Psi45 Grand] Summoning: Summon a DL=SL Outer

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

[Wiz SL3] Dispel Illusion : Dispels illusions in area

[Psi3½ Grand] Retrieve: Teleport to your hand an item you can see.

[Pri SL3] Remove Curse : Frees object or person from curse.

[Pri SL6] Dispel Evil 6: Dispel 2 evil targets (can target the same thing more than once) (save)

Dungeon012420 - Dungeon Level 7

Room # 3

Reception

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

Walls of Ice; jug

Time Door (goes to another time) leading to a hallway 35ft. long x 5ft. wide x 20ft. tall

scream(ing); thumping

Voleta the naughty Wild Blaster (Droid); Yardos the gelatinous Laser Thirteen (Chariot)

Contact Aether Trap; DL 7; Search DC 72 (40 damage, DC 76 Spell save for half)

Pillar or Column that (causes/has/or is) Directs

[x2] \*Cursed\* - Room is permanently and continuously \*Cursed\*ed, only creatures with an immunity or a personal bubble again

40,745gp

shrine

a standard issue cloak, +1 AC, 51gp

Crystalline Tweezers: +4 level(s) of exceptional Str, 49590gp

Crystalline Bolts (10) [7d10] +65 Th/+49 dmg 16+/x6; 1M: Target is slain (save); CL 32; SL 7, 24154gp

DL VII Diminutive Alternate-Universe Beholders x(15) x[2]

AC 499, HD 6, stunp 102, #Att 12, TH ÷ AC/Save DC by 56, dmg 100

Str 42, Dex 59, Con 53, Int 20, Wis 54, Chr 38, 3.5kxp

Can affect Bosses and Big Bad's., Has eye stalks, 1 mouth, and 1 central anti-magic eye. Flys

Prepared effects:

[Psi6N Super] Create/Destroy Conduit: Creates or Destroys 1 Conduit, Wormhole, Gate, Color Pool

[Psi16 minor] Golem Form: Wood: Immune Wood; 1M: Transmute Metal to Wood (owner PP saves)

[Wiz SL3] Armor 3: +CL\*6 current hp

[Wiz SL7] Anti-Psionic Shell:

[Psi-12C Major] Globe of High Resistance: Immune to SL 4-6 (all types), Resist SL 2-3 (all types)

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

Combat effects:

[Psi27 Grand] Death: Target is slain (save)

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

[Psi3½ Super] Tornado Blast: Vortex of air subjects your foes to 17d6 damage and moves them.

[Psi12T Super] Mass Energy Drain: Energy Drain (as spell) in 90'r area

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

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

[Pri SL7] Wish: Duplicate any Wizard or Priest spell of levels 0-6.

Dungeon012420 - Dungeon Level 7

Room # 4

Meeting Room

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

table, low; fresco (painting)

Trapped Door, Magic/Psi, roll on [D4.2] leading to a hallway 15ft. long x 20ft. wide x 5ft. tall  
shuffling; giggling (faint)

Alene the mischievous Quick Fang (Garrote); Rauchard the stupendous Slime Champion (Metahuman)

Contact Radioactive {extra +1} Trap; DL 7; Search DC 73 (120 damage, DC 74 Spell save for half)

Ceiling that (causes/has/or is) Monster Generator: Animal (summons an Animal every segment)

[x2] \*Cursed\* - Room is permanently and continuously \*Cursed\*ed, only creatures with an immunity or a personal bubble again  
11,760gp

padded bench

a lime strappy shirt, +1 AC, 850gp

Potion: [x2/-] Robe of Healing [30 doses]; only works on self, 62550gp

Horn of Valhalla, 13340gp

DL VII Diminutive Outer-CG Artifacts x(6) x[2]

AC 497, HD 3, hp 100, MR 107% #Att 14, TH ÷ AC/Save DC by 8, dmg 393

Str 48, Dex 23, Con 47, Int 48, Wis 19, Chr 36, 3.5kxp

Dark vision, immune acid, cold, and petrification. Resist electricity and fire. Protection from evil continuous. Tongues at will., Egc  
Prepared effects:

[Psi-6E minor] Demonfire: Spend the Q points from non-Psi(-6) frequencies. Your next attack is at +Q to hit.

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

[Wiz SL7] Spell Turning (2): Turns a spell back to it's caster

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

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

[Pri SL6] Anti-Animal Shell:

Combat effects:

[Psi14 Major] (no name): [0 action to use] Change form immediately

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

[Psi-3 Grand] Recall Birth: Foe vividly recalls its birth, and gains CL negative levels (no save)

[Psi6E minor] Charm Person: Similar to wizard spell "Charm Person"

[Pri SL5] Wall of Stone : 20 hp/four levels; can be shaped.

[Psi54 minor] Water Animation: Summon a DL=SL Water Elemental

[Psi6E Super] Know Truename: As the 9th level Diviner spell

Dungeon012420 - Dungeon Level 7

Room # 5

Bestiary

20ft. long x 45ft. wide x 30ft. tall

funnel; armoire

Plane Shift Door (other side is on another plane) leading to a hallway 45ft. long x 10ft. wide x 25ft. tall

foggy near ceiling; clashing

Dorna the heartless Scarab -ette (Spear); Drakin the avaricious Gold Panther (Blowgun)

Box transforms into Elemental Steam Trap; DL 7; Search DC 72 (96 Dex damage/s, DC 72 Reflex save for half)

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

[x2] \*Cursed\* - Room is permanently and continuously \*Cursed\*ed, only creatures with an immunity or a personal bubble again

39,055gp

rotten egg

a bed frame, 0gp

Black Bolas [3d10] +12 Th/+48 dmg 15+/x2; 1M: 1 hull point damage/succ; CL 26; SL 7, 14014gp

Extended Sack (extra-dim space), 42150gp

DL VII Medium City/Town Wurms x(36) x[1]

AC 493, HD 17, hp 800, CR 108% #Att 8, TH ÷ AC/Save DC by 56, dmg 1471

Str 38, Dex 19, Con 35, Int 54, Wis 57, Chr 45, 3.5kxp

Has hirelings, Has no appendages.

Prepared effects:

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

[Wiz SL6] Contingency: Each creature can only have 1 Contingency spell on him. If the contingency spell is dispelled, the effect is

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

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

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

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

Combat effects:

[Pri SL5] MultiCure Critical Wounds: Cure Critical (3 targets) (r=sight)

[Wiz SL4] Phantasmal Killer : Fearsome illusion kills subject or deals 3d6 damage.

[Wiz SL7] Ray of Enfeeblement 7: -35 physical stat points (randomly distributed in packets of 5) (save per packet)

[Pri SL1] Entangle (1): Need plants to use; Slow (no save); Stop (save) {1 group}

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

[Pri SL6] Dispel Magic 6: Dispel 4 magic effects

[Psi6E Super] Hell Pit: 2 saves:fail 1=goto hell, fail 2=impris

Dungeon012420 - Dungeon Level 7

Room # 6

Crematorium

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

tripod; hourglass

Double Door, roll again for type leading to a hallway 30ft. long x 20ft. wide x 15ft. tall

knocking; still

Kathala the sensational Commodore Musketeer (Raised by animals); Riderich the majestic Baroness Flight (Chariot)

Deeper Stairs Trap; DL 7; Search DC 76 (32 damage, DC 71 Spell save for half)

Fire that (causes/has/or is) false wall

[x2] Ultraplanar beings cannot hear, feel, or sense into this room unless they are actually there; Divine Intervention fails

14,107gp

drum

granny's dress, +7 AC, 125gp

Wand of Darkness, 43440gp

Charm of Pro. from Disease, 5540gp

DL VII Macro-Fine Dead-Timeline/Looporal Spirit-of-the-Lands x(10) x[1]

AC 504, HD 6286, hp 387072, #Att 3, TH ÷ AC/Save DC by 56, dmg 100

Str 31, Dex 57, Con 45, Int 32, Wis 20, Chr 51, 3.5kxp

Reality/Loop stable., Incorporeal

Prepared effects:

[Psi54 Grand] Invulnerability: -CL\*SL/2 dmg per attack

[Psi24 minor] Caster Level Increase 2: +2 Caster Level (this can be taken multiple times)

[Pri SL7] Time/Reality Stability: Time/Reality Stability (duration 1 day), reverse removes it (Spell save)

[Psi-3 Major] Metaphysical Armor: Enemies need a +3 weapon to hit you.

[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.

[Pri SL5] Spell Immunity 5: Be immune to 2 spells by name

Combat effects:

[Psi3½ Major] Psionic Blast: Stun creatures in 30-ft. cone for 1 round.

[Psi5 minor] Reroll: (Z action) Reroll any die roll (yourself or other)

[Psi-12T Super] Bring Animals VIII: Summon CL\*5 Animals using ML VIII chart, you pick the result

[Pri SL7] Resist Fire/Resist Cold 7: Take -75% dmg vs. fire or cold

[Wiz SL1] Charming I: Charms a monster, gets a new save every round

[Psi29 minor] Darkness:

[Psi-12L Super] Law Quintuple Beam: CLxCLx3 mental dmg in 5 lines (no save); C-align x4 dmg

Dungeon012420 - Dungeon Level 7

Room # 7

Strongroom/Vault

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

Floors of Insects; holy/unholy symbol(s)

Teleport Door (other side is far away) leading to a hallway 25ft. long x 5ft. wide x 10ft. tall

slithering; grating

Miyeritar the heartless Dark Canary (Mathematics); Tlaco the carnivorous Azure Quartet (Home study course)

Well-Camouflaged Pendulums Trap; DL 7; Search DC 75 (Attack +21 ranged, 2d20 damage)

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

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing concordant effects have SL% chance of being dispelled  
33,574gp

fur hat

a Sacred Tattoo of War, +5 AC, 2005gp

Silvery Longspear [5d8] +63 Th/+80 dmg 15+/x4; 1M: Alter Reality or Psi-1 major; CL 42; SL 7, 30904gp

Ice blue Rope [6d6] +50 Th/+196 dmg 16+/x5; 1M: Cloudkill; CL 32; SL 7, 45814gp

DL VII Fine Post-Apocalyptic/Cybernetic Beholders x(30) x[2]

Stun AC 499, HD 6, hp 50, #Att 12, TH ÷ AC/Save DC by 56, dmg 494

Str 49, Dex 33, Con 39, Int 30, Wis 41, Chr 20, 3.5kxp

Class VI Esper Blind, Has eye stalks, 1 mouth, and 1 central anti-magic eye. Flys

Prepared effects:

[Psi-12T Super] Spirit Preservation: +5\*CL% aXR

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

[Psi18 Grand] Scty: Spell Trap: Contingency for any 1 power (Magic/Psi/Innate)

[Pri SL5] Resist Vulnerability: Target gains a Resist to something which can only be used to counter a Vulnerability (Duration 1 hour)

[Psi9 minor] Metal Corrosion: Touch: Metal items save (no mod.) vs. acid

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

Combat effects:

[Psi-3 Super] Pawn: Pawn someone (gets a Will and a Spell save, making either is a make)

[Psi-12L Super] Choose Summoning VIII: Monster Summoning using ML VIII chart, you pick the result

[Psi45 Grand] Electrical Generation: SL\*CL Lightning damage (1 group, no save)

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

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

[Pri SL1] Blade Barrier 1: 3d3 dmg wall (shards)

[Pri SL5] Limited Cureall: Cureall, target must Fort save vs. # hp down (+10 per other effect)

Dungeon012420 - Dungeon Level 7

Room # 8

Sitting Room

15ft. long x 5ft. wide x 35ft. tall

bastinadoes; wardrobe

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

sneezing; jingling

Brial the subterranean Doctor Racer (Chronal); Orlona the courageous Terra- Killer (Cable)

Ingested Bone Trap; DL 7; Search DC 73 (30 damage, DC 77 PPD save for half)

Vegetation that (causes/has/or is) Magical Pool/Throne: Adjusts a random ability score permanently, roll 1d6: (1-2) +1d4, (3-4) - [x2] Berserk - Room is permanently and continuously Berserked, only creatures with an immunity or a personal bubble against it 25,350gp

leather bracers

gloves of braw Willie, +2 AC, 1250gp

Portable Hole, 55120gp

Dull Bracers [AT+149] +121 AC/+121 Saves; 1P: + or - SL to your next die roll; CL 39; SL 7, 53570gp

DL VII Fine Outer-NG Lycanthropes x(31) x[1]

AC 503, HD 7, stunp 52, PR 749% #Att 8, TH ÷ AC/Save DC by 8, dmg 983

Str 33, Dex 56, Con 19, Int 29, Wis 29, Chr 59, 3.5kxp

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

Prepared effects:

[Psi23 Major] Swirling Cloud: Damages and confuses those in area

[Psi3 minor] Invisibility: Subject is invisible for 10 min./level or until it attacks.

[Psi45 Grand] Force Field vs. Energy: Immune to spell level 0 to SL-1 energy attacks

[Pri SL5] Summon Monster V : Summons a DL V monster (1 turn)

[Pri SL6] Protection from Lightning 6: Stop the next CL\*20 lightning dmg

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

Combat effects:

[Psi18 Major] Disintegration Beam: Disintegrate 1 target (save)

[Psi9 Major] Suspension: Temporal Stasis (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

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

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

[Pri SL7] Gate: Connects two planes for travel or summoning.

[Pri SL7] Remove Curse 7: Cure 4 curse effects (reverse causes that many, save for each)



Dungeon012420 - Dungeon Level 7

Room # 9

Lounge

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

chest; ladder

Water Lock Door (holds back a lot of water) leading to a hallway 15ft. long x 10ft. wide x 5ft. tall

clanking; rotting vegetation smell

Cardolan the caustic Phantom King (Houseboat); Thrade the sinful Steel Child (Hook)

Basic Spears Trap; DL 7; Search DC 76 (Attack +70 melee, 4d6 Con damage)

Force Field that (causes/has/or is) Monster Generator: Outer (summons an Outer every segment)

[x2] Blind - Room is permanently and continuously Blinded, only creatures with an immunity or a personal bubble against it can  
37,306gp

offertory cont.

a heart-shaped box of chocolates, 400gp

Aqua Robe [AT++9] +12 AC/+9 Saves; 1P: Breathe acid for 11d6 damage.; CL 32; SL 7, 14920gp

Amber Eyes [1d20] +50 Th/+10 dmg 16+/x7; 1M: 1=Dispel Exhaustion,5=Feeblemind,6=Cure Insanity; CL 30; SL 7, 14630gp

DL VII Gargantuan Mind-Flayer-World Insects x(20) x[1]

AC 498, HD 116, hp 6400, CR 85% #Att 14, TH ÷ AC/Save DC by 56, dmg 101

Str 55, Dex 56, Con 20, Int 56, Wis 51, Chr 44, 3.5kxp

Has tentacles. Usually psionic., No INT score. Dark vision.

Prepared effects:

[Psi45 Grand] True Invulnerability: SL instances of Resist distributed as you like (medium categories: a school, an element, etc.)

[Psi-12L Super] Spirit Resistance: +5\*CL% XR

[Psi-6E Grand] Bringer: Immune Illusions; Immune Disease; Immune Reverse Healing

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

[Psi16 Grand] Create Golem III: Create a DL VII Golem (AC=12\*CL, hp=10\*(CL^3), Str=6\*CL)

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

Combat effects:

[Pri SL5] MultiCure Critical Wounds: Cure Critical (3 targets) (r=sight)

[Psi3½ Grand] Crisis of Life: Stop subject's heart.

[Pri SL7] Resist Fire/Resist Cold 7: Take -75% dmg vs. fire or cold

[Pri SL5] MultiCure Critical Wounds: Cure Critical (3 targets) (r=sight)

[Pri SL1] Panic: Target is Panicked (50% flee, 50% taunted towards you) (Will save)

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

[Pri SL5] Ice Storm : Hail deals 5d6 damage in cylinder 40 ft. across.

Dungeon012420 - Dungeon Level 7

Room # 10

Elevator Room

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

whips; oil (barrel of)

Void Door (cannot see through doorway) leading to a hallway 50ft. long x 15ft. wide x 20ft. tall

breeze, gusting; hazy

Evithyan the fantastic Wombat Cult (Silver); Lothalia the virtuous Aqua-Jet (Super-goobers)

Fusillade of Jaws Trap; DL 7; Search DC 77 (Attack +14 ranged, 10d2 damage)

Room (Floor) that (causes/has/or is) Enlarge/reduces

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing concordant effects have SL% chance of being dispelled  
23,362gp

candle snuffer

a ((+\*+)) tunic, +6 AC, 1000gp

Wand/Negation (Dispel Magic @ 24th CL), 17510gp

Rose-coloured Bullets, sling (10) [2d4] +121 Th/+13 dmg 19+/x4; 1M: Cannot taste, drink potions, eat pills (save); CL 30; SL 7, 26

DL VII Titanic Tarrasque-World Aliens x(37) x[2]

AC 502, HD 450, hp 179200, IR 163% #Att 4, TH ÷ AC/Save DC by 56, dmg 593

Str 42, Dex 38, Con 34, Int 40, Wis 38, Chr 54, 3.5kxp

Mreflection DL\*10%, Does not breathe. Has Psi 8.

Prepared effects:

[Psi14 Grand] (no name): Your gaze causes Charm (no save, IR)

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

[Psi45 minor] Force Field vs. Power Manipulation: ER 10\*SL%

[Psi-12C Super] Anti-Commotion Resist.: +CL\*5% aaAllR (Anti-Anti R vs. everything)

[Psi54 minor] Animate Objects: Animate Objects as if they were a DL=SL Golem summon

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

Combat effects:

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

[Pri SL2] Hold Person/Monster 2: Hold 4 person or 2 monster targets (save)

[Pri SL4] Creeping Doom 4: 160 insect dmg

[Wiz SL6] Dispel Magic 6: Dispel 4 magic effects

[Psi54 Grand] Darkness: Darkness (can blind a person, make SL saves)

[Pri SL3] Blade Barrier 3: 5d5 dmg wall (shards)

[Psi0 Grand] Stunning Shout: Target must save vs. PP or stunned 1d(KiL) segments

Dungeon012420 - Dungeon Level 7

Room # 11

Wizard's Chamber/Lab

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

hogshead (large cask of liquid); rack

Phase Door (phases in/out every so often) leading to a hallway 45ft. long x 20ft. wide x 10ft. tall

wind, strong; slithering

Chadra the unkind Psychic Gladiator (Giga-); Cremnain the philanthropic Mind Widow (Van)

Razor-Wire Trapdoor Trap; DL 7; Search DC 76 (20 damage, DC 74 Reflex save for half)

Pool that (causes/has/or is) Gate (to random plane) in room (cannot be dispelled unless a x2 or higher being steps through from [x2] Ultraplanar beings cannot smell, taste, or sense into this room unless they are actually there; Divine Intervention fails 40,145gp

grain alcohol

a function key, 'cancellation' 'remove curse' 'word of recall' 'none', 10gp

Crystalline Tweezers: Free Defensive Climber Feat: When climbing, can take a -10 (-50%) penalty to keep Dex bonus to AC, 4972c

Wand of Ochalor's Eye, 38410gp

DL VII Small Island Weirds x(13) x[2]

AC 495, HD 10, hp 3024, IR 158% #Att 4, TH ÷ AC/Save DC by 56, dmg 987

Str 18, Dex 33, Con 38, Int 37, Wis 29, Chr 47, 3.5kxp

Has mtg U spells, Immune critical hits, poison, sleep, paralysis, stunning. Has no soul.

Prepared effects:

[Wiz SL7] Armor 7: +CL\*14 current hp

[Wiz SL3] Globe of Invulnerability 3: Immune to spells with SL=0 to 2

[Pri SL6] Anti-Animal Shell:

[Pri SL6] Anti-Animal Shell:

[Psi15 Super] Luckscale: (Must have scales to use) Luckstone effect for 1 day

[Psi-2 Major] Insens. to Psychic Imp.: Resist Psionics; Resist Anti-Psionics

Combat effects:

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

[Pri SL4] Dismissal : Forces a creature to return to native plane. (save)

[Psi3 Major] Astral Construct V: Astral construct fights for you.

[Psi6G minor] Self-Preservation: Restores N hp to Deva

[Psi-12L Super] Law Quintruple Beam: CLxCLx3 mental dmg in 5 lines (no save); C-align x4 dmg

[Pri SL4] Creeping Doom 4: 160 insect dmg

[Psi6N Major] Dispel Non-Balance: Dispel Evil but vs. non-Neutral creatures

Dungeon012420 - Dungeon Level 7

Room # 12

Gallery

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

pulpit; charcoal bin

Locked Door, Mechanical leading to a hallway 40ft. long x 20ft. wide x 20ft. tall

tinkling; clanking

Karglain the brave Doctor -teer (Train); Lilja the dazzling Element Cow (Gyro-)

Rolling Balls Trap; DL 7; Search DC 75 (Attack +14 melee, 14d2 damage)

Vegetation that (causes/has/or is) Talks - Singing

[x2] Mortals cannot hear, smell, or sense into this room unless they are actually there; Divine Intervention fails

6,882gp

lyre

a gleaming ((-\*-)) circlet, +4 AC, 1050gp

Emerald Shield [AT+19] +122 AC/+8 Saves; 1Z: Pick N (can be negative); get +N ML and -N\*2 CL; ML and CL must be at least 0; CL

Sooty Age Cat. 6 Sea Dragon Armor [AT+150] +++ AC/+6 Saves; 1P: +level\*5% ER; others you target -level\*5% ER; no selective ta

DL VII Tiny Outer-LN Dragons x(4) x[1]

AC 503, HD 11, hp 1400, CR 154% #Att 8, TH ÷ AC/Save DC by 56, dmg 395

Str 37, Dex 50, Con 37, Int 39, Wis 46, Chr 47, 3.5kxp

Dark vision, immune mine-affecting, resist acid and cold., Breath weapon, dark vision, immune sleep and paralysis.

Prepared effects:

[Pri SL6] Forbiddance : Denies area to creatures of another alignment.

[Pri SL7] Protection from Lightning 7: Stop the next CL\*24 lightning dmg

[Psi-2 Grand] Elemental Composition: Can be any Normal/Para/Quasi Eele ; Can be Semi Eele

[Psi12L Super] Clone/Simulacrum: Clone (or) Simulacrum (as the MU spells)

[Psi6E Super] Permanency: Makes a Demon psi power permanent

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

Combat effects:

[Psi-12L Super] Law Quintruple Beam: CLxCLx3 mental dmg in 5 lines (no save); C-align x4 dmg

[Pri SL5] Remove Coma: Removes the Coma effect

[Pri SL5] Greater Command : As command, but affects one subject/level.

[Pri SL5] Wall of Stone : 20 hp/four levels; can be shaped.

[Wiz SL6] Ray of Enfeeblement 6: -30 physical stat points (randomly distributed in packets of 5) (save per packet)

[Psi6G Super] Fifth Level Priest Spell: Cast one 5th level Priest spell at CL = 70

[Psi5 minor] Reroll: (Z action) Reroll any die roll (yourself or other)

Dungeon012420 - Dungeon Level 8

Room # 1

Smithy/Forge

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

mosaics; whips

Specialed Door, roll on [D6] leading to a hallway 35ft. long x 20ft. wide x 20ft. tall

laughter; urine smell

Fanaxan the friendly, neighborhood Terrible Platypus (Glue); Grolshar the smelly Obsidian Dancer (Jet)

Camouflaged Spears Trap; DL 8; Search DC 83 (Attack +160 ranged, 4d10 damage)

Fountain that (causes/has/or is) Magical Throne: Has an Ego score of 1d100, gives person +1d10 Chr and +1QM action while sitting  
[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing godly effects have SL% chance of being dispelled per segment

47,261gp

clay

a suit of ethereal plate, +4 AC, 550gp

Fear (5d25) (size M) +0/+0, flaming frost vorpal sharp vampiric shocking poisoned two-handed, 304530gp

Comb of Contentment (Calm Animals), 14350gp

DL VIII Macro-Fine Wizard-classes Immortals x(38) x[3]

[AC] 643, HD 1026, ihp 68608, TR 82% #Att 8, TH ÷ AC/Save DC by 72, dmg 260

Str 28, Dex 30, Con 21, Int 62, Wis 56, Chr 56, 7.5kxp

Knows Wizard spells, Unageing

Prepared effects:

[Psi27 Grand] People's Area: Forbiddance, Guards and Wards, Proof vs. Teleportation/Scrying LVL\*10' radius

[Psi-12C minor] Commotion Resistance: +CL\*5% RR; Resist own effects; Resist Wild Surges

[Wiz SL3] Protection from Normal Missiles: Duration CL turns

[Wiz SL7] Spell Turning (2): Turns a spell back to its caster

[Pri SL7] Regenerate 7: Regenerates 1 hp /s

[Psi54 Major] Animate Objects: Animate Objects as if they were a DL=SL Golem summon

[Wiz SL3] Protection from Normal Missiles: Duration CL turns

Combat effects:

[Wiz SL7] Cone of Cold 7: CLd14+CL cold dmg to a group (save:½)

[Psi54 minor] Ice Control: Wall of Ice

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

[Psi10 minor] Suggest: Suggestion (save)

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

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

[Pri SL8] Dispel Evil 8: Dispel 4 evil targets (can target the same thing more than once) (save)

[Psi6E Super] Hell Pit: 2 saves:fail 1=goto hell, fail 2=impris

Dungeon012420 - Dungeon Level 8

Room # 2

Garbage Room

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

Chasm, Natural; Bridge, Rope

Golem Door (it's a Golem creature) leading to a hallway 15ft. long x 5ft. wide x 10ft. tall

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

Waynolt the rebellious Crime Hamster (Pillow); Orphrat the greedy Crimson Hurricane (Chain)

Summon Monster VIII Trap; DL 8; Search DC 85 (Cleric CL 16, DC 88 Spell save to negate)

Painting that (causes/has/or is) Wall 10' behind slides across passage blocking it for from 40-60 turns.

[x2] Immortals cannot feel, taste, or sense into this room unless they are actually there; Divine Intervention fails

24,519gp

yarn

a cup of steaming hot tea, 70gp

Straw-coloured Knife: Free Evolved Human Familiar, 64540gp

Beige Rope [6d12] +16 Th/+170 dmg 14+/x2; 1V: Command (as spell) using LVL words, up to LVL creatures within LVL\*10' range

DL VIII Tiny Warrior-classes Wurms x(2) x[1]

AC 644, HD 7, hp 280, RR 171% #Att 16, TH ÷ AC/Save DC by 72, dmg 646

Str 40, Dex 23, Con 37, Int 20, Wis 55, Chr 62, 7.5kxp

Has warrior picks, Has no appendages.

Prepared effects:

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

[Wiz SL7] Spell Turning (2): Turns a spell back to it's caster

[Psi15 Super] Luckscale: (Must have scales to use) Luckstone effect for 1 day

[Wiz SL7] Globe of Invulnerability 7: Immune to spells with SL=0 to 6

[Wiz SL3] Displacement : WR 50%

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

[Wiz SL8] Globe of Invulnerability 8: Immune to spells with SL=0 to 7

Combat effects:

[Psi12L minor] Command: Command (as spell), except can use 2 words

[Wiz SL8] Summon Monster VIII : Calls outsider to fight for you.

[Wiz SL5] Wall of Stone : 20 hp/four levels; can be shaped.

[Psi45 Grand] Mind Blast: SL\*CL Mental damage (1 group, no save)

[Psi-6G Major] Locusts: Creeping doom with CL^3 insects (each having 1 hp and doing 1 dmg)

[Wiz SL8] Immediate Monster Summoning VIII: Summons a DL VI monster without summoning sickness

[Psi45 minor] Geoforce: 1bM: Stop or Create an Earthquake, Landslide, etc. Damage would be CL\*SL Earth to a group (save for C

[Psi45 Grand] Mind Blast: SL\*CL Mental damage (1 group, no save)

Dungeon012420 - Dungeon Level 8

Room # 3

Animal Pens

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

stocks; oven

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

urine smell; footsteps (receding)

Xolondra the furious Invisible -streak (Mystic); Uthros the wonderful Tattered Force (Anti-matter)

Contact Steam Trap; DL 8; Search DC 82 (400 damage, DC 82 Spell save for half), (multiple targets)

Stairway that (causes/has/or is) Fruit

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing concordant effects have SL% chance of being dis

41,557gp

pole

an emerald ring, 100gp

Weird Stuff A3 (Attacks to Stop/Slow) (0,1/target: Maze; 1M,1/target: Life Trapping), 175120gp

Weapon Ability: Disarming, 63140gp

DL VIII Small Space Kobolds x(57) x[1]

AC 650, HD 12, hp 568, RR 142% #Att 6, TH ÷ AC/Save DC by 72, dmg 3205

Str 42, Dex 54, Con 64, Int 37, Wis 37, Chr 27, 7.5kxp

Immune hostile environments, Can overbear in numbers.

Prepared effects:

[Wiz SL3] Fire Shield 3: Anyone who melees with you takes 50% dmg back

[Psi45 Grand] Chemical Mimicry: Change your body to be of an TechL=SL chemical

[Psi10 Major] Energy Armor \*: AT +10 source, destroy any weapon that strikes you (save vs. lightning)

[Wiz SL4] Improved Invisibility : As invisibility, but subject can attack and stay invisible.

[Pri SL4] Spell Immunity : Subject is immune to one spell per four levels

[Psi6N Major] Bard or Sage Abilities, LVL 7: Get bard or sage abilities of level 7 (max = your level)

[Psi3 Major] Displacement: Attacks miss subject 50% of the time.

Combat effects:

[Wiz SL8] Trap the Soul : Imprisons subject within gem.

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

[Psi-9 Grand] Hyperkinetic: Decr.Attacks: -CH P actions (yuck!) (no save)

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

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

[Psi10 minor] Beam of Light: Line of Blindness (all in area save vs. spell or blinded)

[Psi6E Super] Fear VI (Fear Contagion): As the Quest level Priest spell

[Wiz SL8] As You Will Be: +1 ML for 1 turn, you will Twilight at end of effect (no resistance)

## Dungeon012420 - Dungeon Level 8

Room # 4

Waiting Room

45ft. long x 5ft. wide x 30ft. tall

Floors of Fire; charcoal bin

Sliding Door (slides left/right into wall) leading to a hallway 45ft. long x 10ft. wide x 15ft. tall

footsteps (approaching); footsteps (side)

Jurith the unholy Injustice Quasar (Dinosaur); Narsel the infernal Gold Viking (Whip)

Scything Caltrops Trap; DL 8; Search DC 84 (Attack +104 melee, 4d8 Dex damage)

Fountain that (causes/has/or is) Magical Throne: Has an Ego score of 1d100, gives person +1d10 Chr and +1QM action while sitting  
[x2] Charm - Room is permanently and continuously Charmed, only creatures with an immunity or a personal bubble against it c  
12,171gp

silver symbol

a slice of Raspberry Pavlova, 3gp

Chocolate Scarab [AT+18] x6 AC/++11 Saves; 1M: Creates a ghost/shade of person who died here, half powers; CL 40; SL 8, 3936

Lily-white Scimitar [4d4] +80 Th/+17 dmg 15+/x7; 1P: Monster Summoning using ML V chart, you pick the result; CL 41; SL 8, 23

DL VIII Medium Water Immortals x(3) x[1]

Stun AC 646, HD 152, |hp| 1072, CR 171% #Att 10, TH ÷ AC/Save DC by 72, dmg 647

Str 42, Dex 47, Con 66, Int 24, Wis 36, Chr 55, 7.5kxp

Resist cold. Double dmg from fire., Unageing

Prepared effects:

[Psi18 Grand] Psi: Slayer: Sword: 1V to swing: LVLd100 dmg, always hits

[Psi45 Major] Energy Doppelganger: Mirror Image (1 image), it has SL^3 hp; it flies at SL\*3"; you can cast Psi45 effects through it

[Psi45 Major] Energy Doppelganger: Mirror Image (1 image), it has SL^3 hp; it flies at SL\*3"; you can cast Psi45 effects through it

[Wiz SL3] Fire Shield 3: Anyone who melees with you takes 50% dmg back

[Pri SL5] Antiplant Shell: Keeps out plants

[Wiz SL6] Armor 6: +CL\*12 current hp

[Pri SL7] Symbol : Triggered runes have array of effects.

Combat effects:

[Psi-3 Super] Armageddon: Destroy a demiplane (will probably get Objected to unless it's empty)

[Wiz SL2] Lightning Bolt 2: CLd4 lightning dmg to a group (save:½)

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

[Pri SL4] Death's Door 4: Target (currently at negative hp) goes to 1 hp

[Psi6G Super] MassTelepathicCommand: Suggestion (no save) up to CL targets

[Psi-3 Super] Armageddon: Destroy a demiplane (will probably get Objected to unless it's empty)

[Pri SL6] Dispel Evil 6: Dispel 2 evil targets (can target the same thing more than once) (save)

[Pri SL1] Cure Light Wounds (3): Cure 2d8+L (choose 1 die), reverse has save:½ {Touch, 1 creature}



Dungeon012420 - Dungeon Level 8

Room # 5

Kennel

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

cresset (torch on a pole); hole

Iris Door (seals as a spiral) leading to a hallway 5ft. long x 15ft. wide x 5ft. tall

wind, strong, moaning; twanging

Yiram the amphibious Mademoiselle Mummy (Chair); Penrith Oakwood the mesmerizing Sister Ricochet (Jet Pack)

Portcullis transforms into Elemental Imprisonment Trap; DL 8; Search DC 82 (48 Int damage/s, DC 85 Fortitude save for half), (m

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

[x2] Berserk - Room is permanently and continuously Berserked, only creatures with an immunity or a personal bubble against it  
37,792gp

drum

a large oaken halberd, polearm, 12d19 (120), 640gp

Amulet of Immune to 1 Psi.Freq., 15510gp

Garnet Coasters: Free Thug Kit: +1 dmg; 0, -level TH this segment: +level dmg this segment, Free bonus Gaming proficiency, 649-

DL VIII Diminutive Star-Wars-Loop Oozes x(62) x[4]

[AC] 647, HD 40, hp 136, MR 113% #Att 6, TH ÷ AC/Save DC by 9, dmg 1922

Str 36, Dex 56, Con 62, Int 49, Wis 34, Chr 25, 7.5kxp

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

Prepared effects:

[Wiz SL6] Tenser's Transformation 6: +100% of max hp to current hp, +2 TH melee

[Psi3½ Grand] Mind Blank, Psionic: Subject immune to mental/emotional effects, scrying, and remote viewing.

[Wiz SL2] Fire Shield 2: Anyone who melees with you takes 25% dmg back

[Psi4 Major] Actions \*1.5: Pick one action type (M, P, V). Your number of actions of that type is multiplied by 1.5

[Wiz SL7] First Level Magic-User Spells (DM1): Cast any four 1st level Wizard spells simultaneously when it is cast.

[Pri SL4] Immune [E=1 element]: Pick an E=1 element, you are immune to it for 1 hour. (This immunity does not "spread" into ot

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

Combat effects:

[Psi6G Super] Destroy Evil Spirit: Evil creature loses N stat points and N<sup>2</sup> permanent hp (no resistance, can use GR)

[Pri SL4] Creeping Doom 4: 160 insect dmg

[Psi6E Grand] Fear V (Vision of Weakness): Lose 1d6 levels, -6 Str/Dex/Con (save)

[Psi6E Super] Bodily Restoration IV: Troll-like Regeneration - of max hp/r

[Psi6E Major] Cause Insanity: 3 saves: each fail is 1 insanity

[Psi45 Grand] Gestalt: Major: 1M: Do 2 Minor powers that you know; Grand: 1M: Do 2 Major powers that you know; etc.

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

[Psi6E Super] Dark Storm: 6 Dark Thunderbolts (pay DPP cost once)

Dungeon012420 - Dungeon Level 8

Room # 6

Stable

20ft. long x 25ft. wide x 15ft. tall

Walls of Insects; candles

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

whispering; splintering

Krirmri the ugly Living Glider (Biotechnology); Lashela the winsome War Champion (ATV)

Air in room transforms into Elemental Anti-Loop Trap; DL 8; Search DC 88 (4 Dex damage/s, DC 85 PPD save for half)

Door that (causes/has/or is) Elevator room, descends 1 level and will not ascend for 30 turns.

[x2] Mortals cannot feel, taste, or sense into this room unless they are actually there; Divine Intervention fails

59,631gp

beaker

a fountain of Absolute, Ogp

Amber Stone [6d12] +13 Th/+12 dmg 20+/x3; 1M: Banishes extraplanar creatures.; CL 36; SL 8, 10027gp

Roseate Age Cat. 7 Pearl (Moon) Dragon Armor [AT+87] +226 AC/+225 Saves; 1M: You are two beings (two places at once); it co:

DL VIII Tiny City/Town Mutants x(64) x[1]

[AC] 653, HD 9, stunp 280, TR 113% #Att 15, TH ÷ AC/Save DC by 9, dmg 1923

Str 21, Dex 50, Con 31, Int 37, Wis 42, Chr 44, 7.5kxp

Has hirelings, Immune radiation

Prepared effects:

[Psi15 Super] Luckscale: (Must have scales to use) Luckstone effect for 1 day

[Psi6E Super] Immunity IV: Globe/Invuln., Immune:1st-2nd Dominions

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

[Wiz SL6] Contingency: Each creature can only have 1 Contingency spell on him. If the contingency spell is dispelled, the effect is

[Wiz SL5] Tenser's Transformation 5: +75% of max hp to current hp, +1 TH melee

[Psi45 Grand] Energy Body: Major: You are made of energy; cannot use P actions; resist physical damage

[Pri SL5] Resist [E=5 element]: Pick an E=5 element, you resist it for 1 hour.

Combat effects:

[Psi-3 Super] Pawn: Pawn someone (gets a Will and a Spell save, making either is a make)

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

[Psi16 minor] Repair Golem Damage: Cures 10\*CL hp (CL Hull points) to a Golem

[Pri SL6] Blade Barrier : Blades encircling you deal 1d6 damage/level.

[Psi3½ Grand] Disintegrate, Psionic: Turn one creature or object to dust.

[Wiz SL1] Darkness: Magical darkness; can blind if targetted (save) {1 group}

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

[Psi72 Major] Energy Blast - Explosive: One group takes PL energy dmg (no save)

Dungeon012420 - Dungeon Level 8

Room # 7

Conjuring

35ft. long x 5ft. wide x 15ft. tall

chute; fallen stones

Concealed (Hidden) Door, roll again for type leading to a hallway 25ft. long x 15ft. wide x 10ft. tall

murmuring; music

Morieth the electrifying Cosmic Sailor (Pillow); Rhagnoble the intangible Captain Nimbus (ATV)

Scything Jaws Trap; DL 8; Search DC 81 (Attack +16 melee, 6d10 damage)

Pool that (causes/has/or is) Randomly Acts

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing godly effects have SL% chance of being dispelled per segment  
4,929gp

toothpick

a navigator's compass, 10gp

Ring of Chameleon Power, 9340gp

Peacock blue Axe, throwing [4d10] ++4 Th/+14 dmg 15+/x3; 1P: Area effect Chromatic (50%) / Metallic (50%) Orb; CL=1d12; CL :

DL VIII Diminutive Jungle Insects x(2) x[3]

AC 646, HD 4, |hp| 138, IR 122% #Att 3, TH ÷ AC/Save DC by 72, dmg 136

Str 37, Dex 27, Con 63, Int 31, Wis 45, Chr 62, 7.5kxp

Has mtg G spells, No INT score. Dark vision.

Prepared effects:

[Wiz SL2] Spectral Hand: Can use 1 touch at range per round (roll TH+2). The hand can be re-used, but it must return to the cast

[Psi45 Grand] Plasma Control: SL/2 (round down) instances of Resist plasma; +SL\*10% damage with plasma effects

[Psi45 Major] Force Field vs. Magic: Immune to spell level 0 to SL-1 magic

[Pri SL8] Forever Minions: All dead in area raise as zombies in 1r; spell is permanent

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

[Wiz SL8] Dust of Disappearance: Dust of Disappearance for 1 turn

[Psi15 Super] Luckscale: (Must have scales to use) Luckstone effect for 1 day

Combat effects:

[Pri SL5] Heal 5: Cure to 75% of max hp (max Heal 5 can cure at once = 750 hp)

[Psi6E Major] Blackfire: Polymorph Any Object to Ashes (6d10 Hp)

[Pri SL4] Blade Barrier 4: 6d6 dmg wall (shards)

[Wiz SL6] Dispel Exhaustion 6: Restore 85% of dmg taken, get an Original Haste 6 for 1 round

[Psi12T Super] Aura of Non-Sentience: All creatures within 120' of caster (incl. the caster) lose all levels of experience, have a con

[Psi3½ minor] Energy Stun: Deal 1d6 damage and stun target if it fails both saves.

[Pri SL6] Dispel Magic 6: Dispel 4 magic effects

[Wiz SL2] Lightning Bolt 2: CLd4 lightning dmg to a group (save:½)

Dungeon012420 - Dungeon Level 8

Room # 8

Fountain/Pool Room

5ft. long x 40ft. wide x 50ft. tall

cabinet; tongs

Locked Door, Mechanical leading to a hallway 20ft. long x 20ft. wide x 15ft. tall

footsteps (behind); earthy smell

Mileth the brazen Terrible Surfer (Crowbar); Cilidarius the caustic Morphin' Hammer (Wrench)

Air in room transforms into Elemental Heaveniron Trap; DL 8; Search DC 88 (60 Dex damage/s, DC 84 Will save for half)

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

[x2] Mortals cannot see, taste, or sense into this room unless they are actually there; Divine Intervention fails

17,696gp

paint

a brass helm, +1 AC, 128gp

Teleportation Chamber, 52540gp

Navy Toilet: +100 PSP's, 64550gp

DL VIII Colossal Henchmen Cthulhoid-Horrors x(47) x[3]

AC 648, HD 264, |hp| 18176, ER 84% #Att 10, TH ÷ AC/Save DC by 72, dmg 263

Str 38, Dex 53, Con 34, Int 19, Wis 43, Chr 59, 7.5kxp

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

Prepared effects:

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

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

[Wiz SL5] Animal Growth : One animal/two levels doubles in size, HD.

[Psi7 Grand] (no name): Immunity to Turn Undead

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

[Wiz SL5] Tenser's Transformation 5: +75% of max hp to current hp, +1 TH melee

[Psi10 minor] Pain Erase: Target heals 25% of damage taken; Take only 75% of damage received

Combat effects:

[Psi12L Super] Enslave: Target creature's AL switches to L, all of it's actions under control of caster (no save)

[Wiz SL6] Dispel Exhaustion 6: Restore 85% of dmg taken, get an Original Haste 6 for 1 round

[Wiz SL3] Summon Monster III : Calls outsider (DL 3) to fight for you.

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

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

[Psi6E Super] Fear VI (Fear Contagion): As the Quest level Priest spell

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

[Psi29 Grand] Temporal Stasis:

Dungeon012420 - Dungeon Level 8

Room # 9

Throne Room

35ft. long x 40ft. wide x 25ft. tall

carpet; painting

Automatic Door (opens if anyone approaches) leading to a hallway 50ft. long x 5ft. wide x 20ft. tall

bang, slam; tapping

Fisk Graylash the extraordinary Star Ranger (Flight Ring); Zorita the jovial Sir Prowler (Hubcap)

Tripping Javelins Trap; DL 8; Search DC 85 (Attack +80 ranged, 4d12 damage)

Container (Barrel, Jar, Vase, etc.) 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  
60,321gp

iron symbol

an old, tattered map, 1gp

Bone Claw: one 1st level Lich spell, 33220gp

Carnelian Shuriken (5) [4d8] +101 Th/+195 dmg 14+/x5; 1M: CL\*SL force dmg to one group (no save); CL 36; SL 8, 55314gp

DL VIII Gargantuan Outer-NE Avian/Birds x(25) x[2]

AC 645, HD 129, hp 66560, ER 832% #Att 5, TH ÷ AC/Save DC by 9, dmg 133

Str 22, Dex 47, Con 47, Int 47, Wis 36, Chr 24, 7.5kxp

Telepathy, immune acid and poison, resist cold, electricity, and fire., Flys. Has 2 Wings, 2 talons, and a beak.

Prepared effects:

[Wiz SL5] Anti-Radioactive Shell:

[Wiz SL4] Anti-Magic Shell 4: Anti-Magic of SL 0 to 3

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

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

[Psi12T Super] Psionic Turning: Spell Turning but affects Psionic effects

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

[Wiz SL2] Blur (3): 20% WR vs. creatures without True Sight {self only}

Combat effects:

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

[Psi3½ minor] Body Adjustment: You heal 1d12 damage.

[Psi-3 Major] Drop: Target cannot fly (no save)

[Psi-12L minor] Charm Blast: One group is charmed (Will save), doesn't affect undead etc.

[Pri SL5] Creeping Doom 5: (1d2+4)\*60 insect dmg

[Wiz SL7] Death Spell 7: Slay 7d12 HD of creatures (save)

[Wiz SL7] Prismatic Spray : Seven multicolored ray flash from the caster hand, each causing different damage and other effects

[Pri SL3] Flame Strike 3: CLd4 holy fire dmg (save:½)

Dungeon012420 - Dungeon Level 8

Room # 10

Entry/Vestibule

25ft. long x 20ft. wide x 15ft. tall

scroll tube; mirror

Plane Shift Door (other side is on another plane) leading to a hallway 45ft. long x 20ft. wide x 20ft. tall

snapping; whining

Zedri the criminal Arduous Warlord (Bludgeon); Bazullarith the incredible Extreme Rebel (Rocket)

Water-Filled Block Trap; DL 8; Search DC 88 (60 Wis damage, DC 82 Breath Weapon save to negate), (multiple targets)

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

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing concordant effects have SL% chance of being dis

347gp

pellets

The Naga Crown of Nabob, +2 AC, 10gp

Bright Stone [1d10] +100 Th/+8 dmg 19+/x7; 1V: SL\*CL/2 Sound damage (no save) and SL/2 instances of deafness (save); CL 56;

Lime-green Necklace [AT+19] ++4 AC/+12 Saves; 1Z: Fire Shield (SL\*10% damage back to attacker); Deal +SL fire dmg with melee

DL VIII Colossal Outer-NG Goblin/Orcs x(13) x[1]

AC 646, HD 263, hullp 17664, WR 131% #Att 5, TH ÷ AC/Save DC by 9, dmg 518

Str 51, Dex 26, Con 36, Int 62, Wis 57, Chr 55, 7.5kxp

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

Prepared effects:

[Psi12T Major] Psionic Resistance: Level\*5% PsiR

[Psi--2 minor] Deflection: [pick R,M,P,I] Deflection CL\*5%; pick 2, or Reflection on 1

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

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

[Psi3 Super] Affinity Field: Effects that affect you also affect others.

[Psi3 Super] Affinity Field: Effects that affect you also affect others.

[Psi--2 minor] Magnify: Mult. power (Max=level/5+1); M+1, no extra cost

Combat effects:

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

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

[Psi45 Major] Zombie Animation: Animate a dead body as a Zombie with DL=SL

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

[Pri SL4] Flame Strike 4: CLd6 holy fire dmg (save:½)

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

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

[Pri SL3] Death's Door: Puts target (at negative hp) to 0 hp (1 hp if material comp.)

Dungeon012420 - Dungeon Level 8

Room # 11

Game Room

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

shaft; stand

Tricked Door, roll on [D5] leading to a hallway 25ft. long x 20ft. wide x 25ft. tall

metallic smell; moaning

Morenia the unloved Hawk Weirdo (Blowgun); Cwell the diabolical Shrinking Platypus (Stilts)

Contact Blood Trap; DL 8; Search DC 85 (300 damage, DC 85 Spell save for half)

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

[x2] Immortals cannot taste, see, or sense into this room unless they are actually there; Divine Intervention fails

19,977gp

lard

a Macintosh cat o' nines, flail, 10d12 (65), 4500gp

Pinkish Cube [6d10] ++16 Th/+170 dmg 20+/x7; 1M: Hypnotic Pattern: As the 2nd level Wizard spell; CL 48; SL 8, 78790gp

Saffron Medallion [AT+18] +168 AC/+120 Saves; 1M: Lightning shield (xSL/10 damage back); CL 34; SL 8, 41960gp

DL VIII Medium Random(ite) Kobolds x(43) x[1]

AC 648, HD 18, stunp 1088, #Att 16, TH ÷ AC/Save DC by 72, dmg 770

Str 66, Dex 25, Con 53, Int 25, Wis 30, Chr 25, 7.5kxp

Has high frequency sampling, Can overbear in numbers.

Prepared effects:

[Wiz SL3] Globe of Invulnerability 3: Immune to spells with SL=0 to 2

[Psi12C Super] Grand Chaos: All die rolls by all creatures within 240' of caster become either minimum (50%) or maximum (50%)

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

[Psi7 minor] (no name): People need a +CL weapon to hit you

[Psi100 Grand] Suppression: Cannot use or be affected by psionics, all psi effects drop

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

[Psi1 Major] Deflection: Energy (non-Physical) Reflection, max=level\*10%

Combat effects:

[Psi1 minor] Domination: Save; Psionic gets control of all actions

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

[Psi-2 Grand] Grand Acidify: CLd20 acid damage; Use d30's

[Wiz SL8] Alter Reality (DM): Will duplicate any Wizard spell of levels 0-7 or any other spell of levels 0-6.

[Psi9 Grand] Gravity Kin.: Incr.Weight: Target weight x100\*CH (save or crushed)

[Psi45 minor] Self-Revival: 0, (SL-1)/d: Heal self

[Psi54 minor] Damage Transference: Cell Adjustment CL\*SL\*2 hp

[Pri SL8] Flame Strike 8: CLd14 holy fire dmg (save:½)

Dungeon012420 - Dungeon Level 8

Room # 12

Wardrobe

15ft. long x 30ft. wide x 40ft. tall

hossock (ottoman); chair, padded

Undead Door (has a trapped spirit/ghost) leading to a hallway 30ft. long x 20ft. wide x 20ft. tall

wind, strong, moaning; steamy near floor

Faerindyl the electrifying Robo- Blaster (Stellar); Kerzit the marvelous Dynamo Gods (Thorns)

Spiked Doorknob Trap; DL 8; Search DC 86 (180 damage, DC 87 Reflex save for half)

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

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing godly effects have SL% chance of being dispelled per segmer

32,070gp

rope rotted

a vial of cure thirst, 'create spring' 'create spring' 'create spring' ", 5gp

Teal Weapon Gemlet [8d4] +15 Th/+8 dmg 14+/x2; 1P: Target takes (CL+2)d6 holy lightning dmg (save: ½); CL 44; SL 8, 11187gp

Saffron Waraxe, dwarven [1d4] +12 Th/+63 dmg 19+/x6; 1M: 30' radius, make 2 saves vs. Will, one miss = Confusion CL r., two n

DL VIII Macro-Fine Cloud Weirds x(12) x[4]

AC 647, HD 1028, hp 7.2E+4, WR 177% #Att 5, TH ÷ AC/Save DC by 72, dmg 1928

Str 53, Dex 38, Con 25, Int 51, Wis 42, Chr 40, 7.5kxp

Fly with perfect maneuverability., Immune critical hits, poison, sleep, paralysis, stunning. Has no soul.

Prepared effects:

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

[Wiz SL8] Anti-Magic Shell 8: Anti-Magic of SL 0 to 7

[Psi6E Super] Astral Form Blockade Field: Stops Astral Psi./Proj., Dim.Doors

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

[Pri SL6] Protection from Lightning 6: Stop the next CL\*20 lightning dmg

[Pri SL7] Regenerate 7: Regenerates 1 hp /s

[Wiz SL8] Time/Reality Stability: Time/Reality Stability (duration 1 day), reverse removes it (Spell save)

Combat effects:

[Psi45 Grand] Absorption Power: bM: Absorb energy, gain 100/(12-SL)% of it in temporary hp

[Pri SL3] Blade Barrier 3: 5d5 dmg wall (shards)

[Wiz SL4] Cone of Cold 4: CLd8+CL cold dmg to a group (save:½)

[Wiz SL6] Ray of Enfeeblement 6: -30 physical stat points (randomly distributed in packets of 5) (save per packet)

[Psi29 Grand] Time Stop:

[Pri SL2] Blade Barrier 2: 4d4 dmg wall (shards)

[Psi6G Super] Fifth Level Priest Spell: Cast one 5th level Priest spell at CL = 70

[Psi5 Major] Concentration Break: Target loses M Mentals (maintenance=+M/r)



Dungeon012420 - Dungeon Level 9

Room # 1

Gas Chamber

45ft. long x 10ft. wide x 50ft. tall

coal; bell(s)

Golem Door (it's a Golem creature) leading to a hallway 25ft. long x 20ft. wide x 5ft. tall

jingling; earthy smell

Thantul the abhorrent Doc Gang (Wings); Alayne the illustrious Hawk Racer (Pegasus)

Collapsing Statue Trap; DL 9; Search DC 99 (600 Chr damage, DC 97 PPD save to negate)

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

[x2] Immortals cannot smell, feel, or sense into this room unless they are actually there; Divine Intervention fails

45,862gp

jar

the earth ring, 114gp

Admiral's Bicorn: (Head) +5 bonus on Profession (sailor) checks. +5 bonus on all Charisma-based checks. Can be heard by anyone

Mauve Eyes [7d4] +19 Th/+289 dmg 17+/x6; 1M: Fear (save vs. spell at -CL/3); Fumble (save vs. spell); CL 46; SL 9, 58320gp

DL IX Colossal Water Golems x(44) x[3]

iAC 815, HD 291, hp 22016, ER 981% #Att 3, TH ÷ AC/Save DC by 90, dmg 170

Str 35, Dex 29, Con 59, Int 59, Wis 54, Chr 35, 12kxp

Resist cold. Double dmg from fire., Immune critical hits, nonlethal damage, ability damage, ability drain, fatigue, exhaustion, ene

Prepared effects:

[Psi10 Major] Power Shift \*: Your psionic powers appear to be a different form of energy (magic, innate, etc.) to Detection effect

[Wiz SL7] Armor 7: +CL\*14 current hp

[Wiz SL3] Displacement : WR 50%

[Wiz SL6] Prismatic Sphere 6: 4 Prismatic colors or 2 MultiPrismatic colors (may repeat colors in either mode)

[Wiz SL8] Clone: Clone

[Pri SL6] No Save: The next spell you cast does not have a saving throw

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

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

Combat effects:

[Psi3½ Super] Tornado Blast: Vortex of air subjects your foes to 17d6 damage and moves them.

[Psi6E Super] Steal Soul III: Transforms unwilling target to a larva

[Pri SL5] Conjure/Dismiss Normal Elemental: Summons or dismisses a Normal Elemental

[Psi29 Major] Cloudkill:

[Pri SL8] Elemental Swarm: Summons (level) 36 HD elementals of chosen type (not semi-)

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

[Pri SL4] Lesser Planar Ally : Summons a DL IV outer-planar (payment determines duration)

[Psi45 Major] Mind Transferral: Minor: Empathy (save); Major: Magic Jar (SL/3 saves)

[Psi9 Ultra] Shielder: Bolt: CHxCHd8 Force damage, ignores defenses

Dungeon012420 - Dungeon Level 9

Room # 2

Music Room

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

funnel; incense burner(s)

Ice Door (transparent) leading to a hallway 35ft. long x 5ft. wide x 20ft. tall

updraft, slight; grunting

Ankara the brave Living Dazzler (Saucer); Rhyn the maleficent Radioactive Manhunter (Energy)

Injected Void Trap; DL 9; Search DC 96 (120 Cml damage, DC 91 Reflex save to negate)

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

[x2] Blind - Room is permanently and continuously Blinded, only creatures with an immunity or a personal bubble against it can  
47,172gp

rope, rotten

a Bloody-Soaked Two-Handed Axe, axe, 8d15 (64), 0gp

Sandy Stone [9d8] +19 Th/+16 dmg 18+/x5; 1P: Cause Serious Wounds; CL 63; SL 9, 16094gp

Black Talisman [AT+18] +80 AC/+226 Saves; 1M: Immune to SL 0-2 (all types), Resist SL 3-4 (all types); CL 42; SL 9, 45370gp

DL IX Large Outer-LE Humanoids x(1) x[2]

||AC|| 827, HD 41, |hp| 2848, CR 179% #Att 16, TH ÷ AC/Save DC by 90, dmg 170

Str 59, Dex 55, Con 54, Int 39, Wis 50, Chr 38, 12kxp

Dark vision, Telepathy, immune fire and poison, resist acid and cold, Can summon other Outer LE, Has 2 arms, 2 legs, and 1 head

Prepared effects:

[Psi-12T Major] Resurrect Self: Teleport Away when killed, Resurrect Self 1 round later

[Pri SL5] Golem: Makes a golem (you need raw materials)

[Pri SL4] Immune [E=1 element]: Pick an E=1 element, you are immune to it for 1 hour. (This immunity does not "spread" into other elements)

[Psi45 Grand] Force Field vs. Energy: Immune to spell level 0 to SL-1 energy attacks

[Psi6E Super] Astral Form Blockade Field: Stops Astral Psi./Proj., Dim.Doors

[Psi6G Major] Warden Lore: Abilities for warnings, advice, prophecy (undefined until a Warden class is written)

[Psi3 Super] Affinity Field: Effects that affect you also affect others.

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

Combat effects:

[Psi30 Ultra] Spell Barrier: Wall:Dead Magic (all types)

[Pri SL7] Death's Door 7: Target (currently at negative hp) goes to 8 hp (can't go above max)

[Psi30 Ultra] Acid Blast /Toxic Wave: Acid damage, Con resists

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

[Psi--2 Major] Death Trade: You and target up to  $10 \cdot CL^3$  dmg (necro); You take half

[Psi29 Major] Drain Magic Items:

[Psi--2 Major] Death Trade: You and target up to  $10 \cdot CL^3$  dmg (necro); You take half

[Psi-1 Ultra] Cellular Cure / Cause: Up to X targets: Heal or Harm X hp; You may target someone more than once (!)

[Psi9 Ultra] Polycancellation: Tricancellation CH targets

Dungeon012420 - Dungeon Level 9

Room # 3

Observatory

15ft. long x 45ft. wide x 20ft. tall

blanket; hossock (ottoman)

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

clicking; gong

Cirelle the mighty Star Longshoreman (Silver); Faran Coolstick the acrid Teenage Squirrel (Mathematics)

Passage transforms into Elemental Anti-Magic {extra +1} Trap; DL 9; Search DC 98 (200 Dex damage/s, DC 93 Reflex save for half

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

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing concordant effects have SL% chance of being dis

73,465gp

throne

a pinwheel cookie, 'giant strength' 'bless' 'refresh' 'none', 5gp

Dwarven Dagger 'Angrist' (2d4) (+10,+15) [+5]; +4 to DEX, Speed; Slay Evil, Humanoid; Immunity to Paralysis; Resist Dark; Sustain

Golden Bracers [AT++14] ++10 AC/+324 Saves; 1V: Field CH'diam.,fly:7\*CH" rate,7\*CH% PsiR; CL 54; SL 9, 80595gp

DL IX Fine Space Golems x(31) x[3]

AC 817, HD 63, hp 82, #Att 17, TH ÷ AC/Save DC by 90, dmg 4055

Str 34, Dex 54, Con 38, Int 42, Wis 39, Chr 57, 12kxp

Immune hostile environments, Immune critical hits, nonlethal damage, ability damage, ability drain, fatigue, exhaustion, energy

Prepared effects:

[Psi19 Grand] Greater Force Shield: AT +CL\*3 source; -CL/attack (physical or energy)

[Pri SL5] Golem: Makes a golem (you need raw materials)

[Wiz SL1] Radiation Resistance: RR 60+CL\*5% [duration 1 hour]

[Psi18 Major] Psi: Amplification: x2 effect on next Psi (any freq.) power

[Pri SL5] Extra Group +1: The next spell you cast will affect +1 groups of monsters

[Wiz SL4] Dimensional Anchor : Bars extradimensional movement.

[Psi6G minor] Fortitude: Target cannot lose sanity for the day; +7 mental saves for the day

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

Combat effects:

[Psi-3 minor] Chilling Ray: Cold ray deals 3d6 damage to foe.

[Psi81 Grand] Suppress: Target cannot use a particular power (no save)

[Psi2 minor] Cell Adjustment: 20\*level hp:1r;disease=+5 PSPs; Half cost in PSPs

[Psi45 Ultra] Absorption Power: bM: Absorb energy, gain 100/(12-SL)% of it in temporary hp

[Psi1 Ultra] Physical Deceleration: Target loses next N physical actions (no save)

[Psi30 Grand] Death Bolt: Necromantic damage

[Psi30 Ultra] Ram Blast /Urban Renewal: 1 hull point damage/succ

[Pri SL5] Dispel Evil: Unsummons evil creatures (Outer-planar/summoned no save). If cast against 1 creature of the appropriate

[Psi30 Grand] Death Bolt: Necromantic damage

Dungeon012420 - Dungeon Level 9

Room # 4

Warrior's Chamber/Lab

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

Bridge, Ice; scroll

Locked Door, Out of Phase leading to a hallway 20ft. long x 20ft. wide x 10ft. tall

manure smell; footsteps (ahead)

Falean the chivalrous Father Stalker (Scythe); Shangalar the vengeful Jet Angel (Terra)

Poisoned Javelins Trap; DL 9; Search DC 98 (Attack +171 melee, 18d4 Con damage)

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

[x2] \*Cursed\* - Room is permanently and continuously \*Cursed\*ed, only creatures with an immunity or a personal bubble again  
73,933gp

slimy coating, floor

axe of decimation, axe, 10d18 (95), 590gp

Chestnut Gauntlets [AT+175] +17 AC/+11 Saves; 1V: Gain PR 13 against mind-affecting powers.; CL 53; SL 9, 31750gp

Rusty Armor, Light [AT++5] +17 AC/+169 Saves; 1Z: Assume shape of any nonunique creature or object each round.; CL 36; SL 9,

DL IX Fine Modern Avian/Birds x(2) x[3]

AC 825, HD 54, ihp 88, ER 101% #Att 8, TH ÷ AC/Save DC by 90, dmg 169

Str 32, Dex 41, Con 61, Int 40, Wis 30, Chr 53, 12kxp

Has Action points, Flies. Has 2 Wings, 2 talons, and a beak.

Prepared effects:

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

[Pri SL9] Anti-Dispel Magic Shell: your effects are non-dispellable (inc.shell)

[Psi3 Super] Shapechange: You become any creature, change one/round.

[Psi30 Grand] Flame Shield: Protection from Fire

[Psi6E Super] Lich Lore: Lich powers of ½ level

[Psi45 Ultra] Cosmic Awareness: Grand: Cosmic Awareness

[Psi6E Super] Permanency: Makes a Demon psi power permanent

[Pri SL2] Goodberry 2: Creates 8 goodberries

Combat effects:

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

[Wiz SL5] Time Stop 5: Stops time for 1d10 segments

[Psi45 minor] Absorption Power: bM: Absorb energy, gain 100/(12-SL)% of it in temporary hp

[Pri SL3] Summon Monster III : Calls DL 3 outsider to fight for you.

[Psi-6G Major] Resurrect/Destruct: Resurrection or Destruction

[Psi14 Grand] (no name): Summon a DL=VII Lycanthrope

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

[Psi45 Ultra] Geoforce: 1bM: Stop or Create an Earthquake, Landslide, etc. Damage would be CL\*SL Earth to a group (save for 0)

[Wiz SL5] Lower Resistance : Lowers one's magic resistance

Dungeon012420 - Dungeon Level 9

Room # 5

Heating Room (for warmth)

50ft. long x 45ft. wide x 20ft. tall

rail; chime(s)

Trapped Door, Mechanical, roll on [D4.1] leading to a hallway 30ft. long x 25ft. wide x 15ft. tall

wind, strong; whining

Shala the cowardly Global Nimbus (Star); Anhaga Bonepike the impolite Moon Barbarian (-mobile)

Energy Drain Trap; DL 9; Search DC 98 (Cleric CL 18, DC 95 RSW save to negate)

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

[x2] Disjunct (effect) - Room is permanently and continuously Disjunct (effect)ed, only creatures with an immunity or a personal

46,602gp

sugar

a rusty claymore, sword, 8d12 (52), 300gp

Rosy Eyes [7d4] +80 Th/+10 dmg 13+/x7; 1P: 1M: Target takes CLd6 blood dmg (no save); target must have blood to do this; CL !

Sea-green Gauntlets [AT+14] +288 AC/+11 Saves; 1Z: Immune to spell level 0 to SL-1 magic; CL 58; SL 9, 45575gp

DL IX Large Mind-Flayer-World Viruss x(61) x[3]

AC 828, HD 38, hp 2816, ER 188% #Att 4, TH ÷ AC/Save DC by 90, dmg 1629

Str 44, Dex 67, Con 41, Int 42, Wis 31, Chr 31, 12kxp

Has tentacles. Usually psionic., Can infect things. Immune mind-affecting, critical hits, gaze attacks, illusions, poison, sleep, paral

Prepared effects:

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

[Wiz SL3] Blink (DM): 0, 1/r: Blink; The location is not random (caster has control). If you blink away after meleeing with a creat

[Psi12T Super] Psionic Turning: Spell Turning but affects Psionic effects

[Pri SL6] Protection from Fire 6: Stop the next CL\*20 fire dmg

[Psi-12T minor] Touch Reflection: Touch effects are reflected back to opponent

[Wiz SL5] Anti-Radioactive Shell:

[Psi3 Super] Shapechange: You become any creature, change one/round.

[Wiz SL9] Anti-Magic Shell 9: Anti-Magic of SL 0 to 8

Combat effects:

[Pri SL3] Hold Person/Monster 3: Hold 5 person or 3 monster targets (save)

[Psi45 Ultra] Radiowave Generation: SL\*CL/2 Radiowave damage (1 group, no save, the effect can go through a SL' wall)

[Pri SL5] Command 5: Target makes 5 saves, each missed save allows 1 word for a command to be given

[Pri SL6] Summon Monster VI : Calls outsider to fight for you.

[Psi54 minor] Mind Blast: SL Int dmg to one target (no save)

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

[Psi45 Ultra] Missile Creation: Do SL missile attacks, must roll to hit, each hit does 10 dmg (no save) and a stun (save)

[Psi29 Grand] Grand Detonate (Psi2):

[Pri SL4] Cure Wounds 4: Cures 10d8 hp (can take offer of 6 per die -> 60 hp)

Dungeon012420 - Dungeon Level 9

Room # 6

Observatory

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

funnel; Bridge, Rope

Locked Door, Out of Phase leading to a hallway 20ft. long x 5ft. wide x 25ft. tall

moaning; thud

Fyren Elmhorne the tasteless Mad Ten (Crowbar); Sumarlidi Thorsteinsen the impossible Nuclear Blaze (Rod)

Poisoned Blades Trap; DL 9; Search DC 96 (Attack +18 ranged, 8d50 Dex damage)

Vegetation that (causes/has/or is) Randomly Acts

[x2] \*Cursed\* - Room is permanently and continuously \*Cursed\*ed, only creatures with an immunity or a personal bubble again  
2,182gp

shrine

a gold coin, 0gp

Blue Medallion [AT+21] +10 AC/+120 Saves; 1M: Lightning shield (xSL/10 damage back); CL 50; SL 9, 24515gp

Black Tomato: +3 Class Slots, 81370gp

DL IX Titanic Random(ite) Insects x(11) x[4]

AC 815, HD 585, hp 42496, RR 183% #Att 8, TH ÷ AC/Save DC by 10, dmg 4056

Str 54, Dex 36, Con 51, Int 72, Wis 67, Chr 37, 12kxp

Has high frequency sampling, No INT score. Dark vision.

Prepared effects:

[Pri SL4] Dimensional Anchor : Bars extradimensional movement.

[Psi2 Grand] Ultrashield [X]: Cannot attack / be attacked w/ Psi; Can still attack

[Pri SL5] Resist Vulnerability: Target gains a Resist to something which can only be used to counter a Vulnerability (Duration 1 hr)

[Psi6E Grand] Immunity III: Immune:lightning/acid, +2 weapon to hit

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

[Wiz SL2] Blur (3): 20% WR vs. creatures without True Sight {self only}

[Psi45 minor] Resist: Emotion: SL/2 (round down) instances of Resist enchantment/charm

[Psi-12L Super] Spirit Resistance: +5\*CL% XR

Combat effects:

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

[Psi54 Grand] Earth Animation: Summon a DL=SL Earth Elemental

[Psi54 Grand] Damage Transference: Cell Adjustment CL\*SL\*2 hp

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

[Pri SL8] Conjure/Dismiss Semi Elemental: Summons or dismisses a Semi Elemental

[Pri SL6] Neutralize Poison 6: Cure 3 poison effects (reverse causes that many, save for each)

[Psi3½ Grand] Ectoplasmic Cocoon, Mass: You encapsulate all foes in a 20-ft. radius.

[Pri SL9] Miracle : Requests a deity's intercession.

[Psi45 Ultra] Domination: Dominate all actions (SL/5 saves)

Dungeon012420 - Dungeon Level 9

Room # 7

Divination

10ft. long x 50ft. wide x 45ft. tall

wood billets (shelf beds); chandelier

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

clear; splintering

Thalared the socio-pathic Screaming Beast (Saxophone); Shaldrissa the merciless Meteor Atom (Catamaran)

Collapsing Block Trap; DL 9; Search DC 96 (24 Int damage, DC 92 RSW save to negate)

Monster that (causes/has/or is) Teleports

[x2] Gods cannot taste, see, or sense into this room unless they are actually there; Divine Intervention fails

11,479gp

butter

a pair of black sandals, +3 AC, 1256gp

Rose Armor, Medium [AT+230] ++5 AC/+14 Saves; 1M: Paladin's abilities of level =  $\frac{1}{2}$ \*CL; CL 63; SL 9, 40150gp

Sabre 'Grayswandir' (2d7) (+20,+12); +4 to STR, DEX, CON; Slay Evil, Undead, Demon, Dragon; Frost Brand; Resist Cold, Fear, Net

DL IX Macro-Fine Custom-classes Familiars x(6) x[1]

iAC 821, HD 1154, ihp 83968, RR 125% #Att 15, TH ÷ AC/Save DC by 90, dmg 8103

Str 71, Dex 50, Con 33, Int 47, Wis 48, Chr 41, 12kxp

Has Custom abilities, Familiar Immunity

Prepared effects:

[Psi12T Super] Psionic Turning: Spell Turning but affects Psionic effects

[Wiz SL7] First Level Magic-User Spells (DM1): Cast any four 1st level Wizard spells simultaneously when it is cast.

[Psi6E Super] Permanency: Makes a Demon psi power permanent

[Psi6E Super] Permanency: Makes a Demon psi power permanent

[Psi29 Grand] Duplicate Magic Item (x1):

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

[Wiz SL7] Prismatic Sphere 7: 5 Prismatic colors or 3 MultiPrismatic colors (may repeat colors in either mode)

[Psi6E Super] Permanency: Makes a Demon psi power permanent

Combat effects:

[Pri SL9] Remove Curse 9: Cure 6 curse effects (reverse causes that many, save for each)

[Wiz SL5] Alley Summoning V: Summons a DL X alley monster, under your control, 5% chance per segment of losing control

[Psi-6G Major] Chorus: Your summoned creatures are dispelled; gain their combined hp (can go above max)

[Psi-6G Major] Chorus: Your summoned creatures are dispelled; gain their combined hp (can go above max)

[Psi-6G Grand] Summon Angel: Summons a DL VIII Angel (good aligned Outer-planar creature)

[Wiz SL2] Cone of Eldritch Shards {Acid}: CLd6 eldritch shards {acid} damage, area 40' cone, no save

[Wiz SL3] Summon Monster III : Calls outsider (DL 3) to fight for you.

[Pri SL9] Neutralize Poison 9: Cure 6 poison effects (reverse causes that many, save for each)

[Pri SL8] Animal Horde: Summon your choice of 10\*level HD of animals

Dungeon012420 - Dungeon Level 9

Room # 8

Wafer Closet/Toilet

25ft. long x 45ft. wide x 20ft. tall

lamp(s); pit (shallow)

Automatic Door (opens if anyone approaches) leading to a hallway 15ft. long x 15ft. wide x 20ft. tall

metallic smell; grunting

Araera the invincible Electra- Yak (Belt); Dy'neer the jocular Ghost Sorcerer (Yak)

Injected Psionic / Thought Trap; DL 9; Search DC 91 (50 Con damage, DC 99 PP save to negate)

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

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing concordant effects have SL% chance of being dispelled  
16,505gp

pipe (smoking pipe)

moonbeams, 0gp

Chestnut Thread: Free Friend of Earth Feat: Earth Elementals will not attack you unless you attack them first, 81390gp

Sphere of Annihilation, Pulsate, 44220gp

DL IX Fine Rogue-classes Artifacts x(74) x[1]

iAC 824, HD 5, |hp| 89, CR 129% #Att 1, TH ÷ AC/Save DC by 90, dmg 164

Str 47, Dex 71, Con 54, Int 49, Wis 52, Chr 63, 12kxp

Has Rogue abilities, Ego Score, Can dominate things.

Prepared effects:

[Psi45 Grand] Energy Sheath: SL<sup>2</sup> hp Armor spell, self only, stacks with the (Wizard) Armor spell

[Psi7 minor] (no name): Immunity to cold

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

[Wiz SL7] Globe of Invulnerability 7: Immune to spells with SL=0 to 6

[Psi29 Grand] Symbol:

[Wiz SL8] Prismatic Sphere 8: 6 Prismatic colors or 4 MultiPrismatic colors (may repeat colors in either mode)

[Wiz SL7] Globe of Invulnerability 7: Immune to spells with SL=0 to 6

[Wiz SL5] Anti-Magic Shell 5: Anti-Magic of SL 0 to 4

Combat effects:

[Psi100 Ultra] Telekinetic Crush: X\*X\*X telekinetic damage (no save); affects 1+CL/9 groups

[Psi7 Major] (no name): Magic Jar / Possession (Will save)

[Pri SL6] Remove \*Curse\*: Removes \*Curse\*, Capital C Curse (but not Ancient Foul Curse)

[Psi54 Ultra] Darkness: Darkness (can blind a person, make SL saves)

[Pri SL4] Summon Nature's Ally IV : Summons a DL IV animal (maintained)

[Pri SL4] Summon Nature's Ally IV : Summons a DL IV animal (maintained)

[Wiz SL6] Time Stop 6: Stops time for 1 round

[Wiz SL8] Death Spell 8: Slay 8d12 HD of creatures (save)

[Psi100 Ultra] Telekinetic Crush: X\*X\*X telekinetic damage (no save); affects 1+CL/9 groups



Dungeon012420 - Dungeon Level 9

Room # 9

Trophy Room

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

Bridge, Swinging (like a swing); rail

Unusual Material Door, roll on [E5] leading to a hallway 50ft. long x 25ft. wide x 5ft. tall

buzzing; humming

Quorash the clueless Blackbelt Prime (Boomerang); Zubova the friendly, neighborhood Bee Falcon (Van)

Summon Monster IX Trap; DL 9; Search DC 95 (Cleric CL 18, DC 92 Fortitude save to negate)

Altar that (causes/has/or is) Teleports

[x2] Blind - Room is permanently and continuously Blinded, only creatures with an immunity or a personal bubble against it can

41,514gp

spoon

black bun, 'faerie fire' 'fireball' 'teleport' ", 82gp

Cordovan Toe ring: +5 level(s) of exceptional Con, 81660gp

Emerald Stone [4d4] +256 Th/++10 dmg 16+/x8; 1M: Ele.Earth damage,Con resist; CL 36; SL 9, 64417gp

DL IX Gargantuan Rakshasa-World Insects x(33) x[1]

AC 818, HD 1359, hp 11008, ER 164% #Att 17, TH ÷ AC/Save DC by 90, dmg 4056

Str 46, Dex 21, Con 54, Int 43, Wis 65, Chr 31, 12kxp

Immune slain, Resist Slain, Vulnerable enchanted items., No INT score. Dark vision.

Prepared effects:

[Psi54 minor] Acrobatics: Any Acrobat SL-1 pick; 5\*CL Rogue points in it

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

[Wiz SL7] Globe of Invulnerability 7: Immune to spells with SL=0 to 6

[Psi54 minor] Acrobatics: Any Acrobat SL-1 pick; 5\*CL Rogue points in it

[Psi4 minor] Saves \*1.25: Multiply your save rolls by 1.25, you automake saves on natural 21-1.25 or better (Minor is 19).

[Psi6N Super] Create/Destroy Conduit: Creates or Destroys 1 Conduit, Wormhole, Gate, Color Pool

[Wiz SL9] Original Stoneskin 9: Block the next 6 P actions of attacks

[Psi16 Ultra] Golem Form: Brass Minotaur: Immune Maze (and variants); Slaying +3/+3 +wounding; 1M: Trap the Soul; 1M: Maze

Combat effects:

[Psi-12C Super] Wild Invocation VI: Random 10 (95%) or 2m4+10 (5%) SL Wizard Invocation spell

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

[Psi6E Grand] Gate: As the 9th level Wizard spell

[Psi12C Super] Chaos Storm: All in 120'r area are affected by Weird, Maze, and Chaos (as spells) every round

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

[Psi7 Grand] (no name): Summon a DL VII Undead

[Pri SL7] Gate: Connects two planes for travel or summoning.

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

[Wiz SL9] Time Stop 9: Stops time for 1d4 rounds

Dungeon012420 - Dungeon Level 9

Room # 10

Office

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

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

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

music; roar(ing)

Thorbjorn Frogseeker the sepulchral Samurai Fighter (Seahorse); Chalyik the self-righteous Sun Flower (Star)

Ingested Anti-Radioactive Trap; DL 9; Search DC 97 (72 Int damage, DC 91 RSW save to negate)

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

[x2] Blind - Room is permanently and continuously Blinded, only creatures with an immunity or a personal bubble against it can  
47,099gp

wallet

a T'cchallan Spear, exotic, 1d3 (2), 19gp

Pipes of Pain, 5440gp

Blackened Girdle [AT++5] +143 AC/+325 Saves; 1M: Spend the Q points from non-Psi(-6) frequencies. Your next attack is at +Q to  
DL IX Macro-Tiny Joke Avian/Birds x(4) x[1]

AC 820, HD 4614, hp 3.4E+5, PR 177% #Att 12, TH ÷ AC/Save DC by 90, dmg 4059

Str 53, Dex 64, Con 62, Int 32, Wis 69, Chr 38, 12kxp

Has Punomancy, Flys. Has 2 Wings, 2 talons, and a beak.

Prepared effects:

[Psi-6N Major] Gaea's Liege ~: 1P or 1M: Your max hp is CL^3 (and/or) Your TH bonus is +CL^2 (no other adj. can be added)

[Wiz SL9] Fire Shield 9: Anyone who melees with you takes 200% dmg back

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

[Psi12L Super] Clone/Simulacrum: Clone (or) Simulacrum (as the MU spells)

[Pri SL6] Protection from Fire 6: Stop the next CL\*20 fire dmg

[Psi6E Super] Astral Form Blockade Field: Stops Astral Psi./Proj., Dim.Doors

[Pri SL9] Shapechange : Transforms you into any creature, and change forms once per round.

[Wiz SL9] Tenser's Transformation 9: +175% of max hp to current hp, +5 TH melee

Combat effects:

[Psi-3 Super] Pawn: Pawn someone (gets a Will and a Spell save, making either is a make)

[Pri SL4] Heal 4: Cure to 50% of max hp (max Heal 4 can cure at once = 500 hp)

[Psi54 Grand] Lightning: CL\*SL lightning dmg to one group (no save)

[Pri SL8] Dispel Evil 8: Dispel 4 evil targets (can target the same thing more than once) (save)

[Pri SL9] Call Lightning 9: (CL+2)d20 lightning dmg (save:½) (halve the die type if not outside)

[Psi54 Grand] Lightning: CL\*SL lightning dmg to one group (no save)

[Psi6E minor] Animate Dead: Similar to priest spell "Animate Dead"

[Pri SL7] Neutralize Poison 7: Cure 4 poison effects (reverse causes that many, save for each)

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

Dungeon012420 - Dungeon Level 9

Room # 11

Strongroom/Vault

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

forge; chair

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

chiming; horn/trumpet sounding

Lenkra the lazy Platinum -tech (Flail); Presho the scowling Crime Ray (Skateboard)

Ceiling transforms into Elemental Godly Trap; DL 9; Search DC 95 (96 Chr damage/s, DC 93 Reflex save for half)

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

[x2] Immortals cannot see, hear, or sense into this room unless they are actually there; Divine Intervention fails  
62,781gp

odor (unidentifiable)

a Titan grown cherry, 44gp

Amethyst Horn: +100 PSP's, 81810gp

Ebony Spiked armor [6d8] +9 Th/+13 dmg 17+/x6; 1P: ±1 V action /r per 2 successes; CL 45; SL 9, 10277gp

DL IX Titanic Black-Ice Viruss x(20) x[1]

AC 821, HD 577, hullp 4.4E+4, #Att 9, TH ÷ AC/Save DC by 90, dmg 4056

Str 52, Dex 35, Con 70, Int 26, Wis 29, Chr 30, 12kxp

Knows Bug spells, Can infect things. Immune mind-affecting, critical hits, gaze attacks, illusions, poison, sleep, paralysis, polymor

Prepared effects:

[Psi3½ Grand] Dispelling Buffer: Subject is buffered from one dispel psionics effect.

[Pri SL8] Sphere Of Security: Friends get +2 AC,+2 saves, +50% MR, 4 Pro.scroll effects 1h

[Pri SL7] Goodberry 7: Creates 28 goodberries

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

[Psi6E Super] Immunity IV: Globe/Invuln., Immune:1st-2nd Dominions

[Psi18 Ultra] Caprenium Silence: 100'r, 100% irreducible InnateR,PsiR,or MR

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

[Psi--2 Ultra] Z Acceleration: +CL Q<sup>&infin;</sup>0 actions /r (self); Cast Psi using 0 actions

Combat effects:

[Wiz SL6] Flesh to Stone : Makes living thing to become stone

[Psi6E Super] Fear VI (Fear Contagion): As the Quest level Priest spell

[Psi-9 Ultra] Hyperkinetic: Decr.Mentals: -CH Mental actions (no save)

[Psi45 Grand] Sleep-Induced: Sleep (SL/2 saves)

[Psi30 Grand] Lightning Bolt: Lightning damage, Dex resists

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

[Pri SL5] Ice Storm : Hail deals 5d6 damage in cylinder 40 ft. across.

[Psi9 Ultra] Nightmare: Mental Blast: CHxCH'r,lose CHd4 mental stats (save:½)

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

Dungeon012420 - Dungeon Level 9

Room # 12

Torture Chamber

10ft. long x 5ft. wide x 30ft. tall

bucket; Floors of Ice

Membrane Portal (Module Q1 Web Level 4) leading to a hallway 20ft. long x 5ft. wide x 25ft. tall

rotting vegetation smell; music

Elomar the repugnant Bored Inferno (Warhorse); Tomek the ugly Emerald Tarantula (Electrocution)

Contact Diamond Trap; DL 9; Search DC 93 (10 Con damage, DC 97 PPD save to negate)

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

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing concordant effects have SL% chance of being dispelled  
50,356gp

rag

a tub of LJ, special brand, chocolate, 5gp

Iron-grey Bullets, sling (10) [4d8] +15 Th/+10 dmg 16+/x4; 1M: Foe vividly recalls its future death, and dies.; CL 58; SL 9, 13604gp

Ring of F'lar; +3 to STR, INT, CON, CHR, Stealth, Searching; Immunity to Fire; See Invisible; It provides light (radius 0) when fueled  
DL IX Gargantuan Arctic Outers x(32) x[2]

AC 812, HD 145, hp 1.1E+4, IR 151% #Att 13, TH ÷ AC/Save DC by 90, dmg 2436

Str 55, Dex 21, Con 67, Int 61, Wis 21, Chr 49, 12kxp

Immune cold. Double dmg from fire., No soul. Dark vision.

Prepared effects:

[Wiz SL6] Fire Shield 6: Anyone who melees with you takes 125% dmg back

[Wiz SL5] Improved Free Action: Immune Capital S Stun, Stop, Hold, Paralysis, Summoning Sickness; Hold P,V actions

[Pri SL8] Protection from Lightning 8: Stop the next CL\*28 lightning dmg

[Psi-3 Grand] Suspend Death: It takes CL rounds for you to die due to being at negative hp

[Wiz SL6] Fire Shield 6: Anyone who melees with you takes 125% dmg back

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

[Psi45 Ultra] Invisibility: Improved Invis.

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

Combat effects:

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

[Wiz SL5] Dispel Innates:

[Psi10 Major] Impact: (CL+3)d8 telekinetic dmg; one target; no save

[Pri SL8] Hold Person/Monster 8: Hold 10 person or 8 monster targets (save)

[Pri SL1] Summon Nature's Ally I: Summons a DL 1 animal to fight for you {1 creature}

[Pri SL9] Death's Door 9: Target (currently at negative hp) goes to 32 hp (can't go above max)

[Pri SL7] Summon Nature's Ally VII : Calls creature to fight.

[Psi6E Super] Steal Soul III: Transforms unwilling target to a larva

[Psi0 minor] Medicine I: Choose one: Cure KIL hp; Cure Wounding; Repair disabled limb

Dungeon012420 - Dungeon Level 10

Room # 1

Chapel

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

table, long; stocks

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

giggling (faint); squeaking

Tane the superlative Platinum Rebel (Celestial); Vix the sensational Bionic Enigma (Scooter)

Injected Air Trap; DL 10; Search DC 108 (400 Chr damage, DC 108 Reflex save to negate)

Fountain that (causes/has/or is) Animated

[x2] Berserk - Room is permanently and continuously Berserked, only creatures with an immunity or a personal bubble against it  
30,906gp

glass

a figurine of a horse, 1180gp

Dark Shoes: +400 PSP's, 100350gp

Chrome Bracers [AT++5] x3 AC/+10 Saves; 1M: SL/2 (round down) instances of Resist plasma; +SL\*10% damage with plasma effe

DL X Macro-Diminutive Forest Plants x(49) x[1]

AC 1006, HD 2569, lifep 2.1E+5, MR 135% #Att 6, TH ÷ AC/Save DC by 110, dmg 10004

Str 31, Dex 27, Con 80, Int 29, Wis 55, Chr 44, 20kxp

Has mtg G spells, Immune critical hits, poison, sleep, paralysis, stunning.

Prepared effects:

[Wiz SL1] Radiation Resistance: RR 60+CL\*5% [duration 1 hour]

[Wiz SL8] Second Level Magic-User Spells (DM2): Can cast one 2nd Level Wizard spell per round as Z action

[Psi54 Ultra] Magic Shield: Stops SL/2 magical attacks on you

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

[Psi9 minor] Minormorph: Polymorph Self (as spell)

[Wiz SL8] Second Level Magic-User Spells (DM2): Can cast one 2nd Level Wizard spell per round as Z action

[Psi3½ minor] Thought Shield: Gain PR 13 against mind-affecting powers.

[Wiz SL10] Original Stoneskin 10: Block the next 7 P actions of attacks

[Pri SL5] Troll-like Regeneration: You Troll-like Regenerate at CL hp per round

Combat effects:

[Psi6E Major] Mass Suggestion: As the 6th level Wizard spell

[Pri SL6] MultiCure Deadly Wounds : Cure 8d8+10 or 58 to 6 different targets

[Psi30 Grand] Air Bolt: Ele.Air damage, Dex resists

[Psi3½ Major] Psychic Crush: Brutally crush subject's mental essence, reducing subject to -1 hit points.

[Psi6E minor] Phantasmal Killer: As the 4th level Wizard spell

[Psi10 Major] Insanity: Target gets Int set to 3; Insanity (save for each)

[Psi54 Grand] Damage Transference: Cell Adjustment CL\*SL\*2 hp

[Wiz SL1] Nahal's Reckless Dweomer: L% desired spell you know; else Wild Surge

[Psi6E minor] Phantasmal Killer: As the 4th level Wizard spell

[Psi5 minor] Reroll: (Z action) Reroll any die roll (yourself or other)

Dungeon012420 - Dungeon Level 10

Room # 2

Training/Exercise/Practice

45ft. long x 40ft. wide x 25ft. tall

forge; pallet

Void Door (cannot see through doorway) leading to a hallway 50ft. long x 10ft. wide x 15ft. tall

giggling (faint); downdraft, strong

Solan the chivalrous Compu- Mariner (Bulldozer); Lissaph the dumbfounding Composite Jack (Spatula)

Well-Camouflaged Arrows Trap; DL 10; Search DC 107 (Attack +30 melee, 2d12 idamage)

Altar that (causes/has/or is) Monster Generator: Animal (summons an Animal every segment)

[x2] Charm - Room is permanently and continuously Charmed, only creatures with an immunity or a personal bubble against it c

96,627gp

sword

a barbarian's ankle knife, dagger, 5d30 (77), 900gp

Gauntlets of Ogre Power, 12410gp

Obsidian Bottle: +8 Kit Slots, 100800gp

DL X Huge Internet Weirds x(25) x[3]

AC 1001, HD 90, hp 6912, IR 121% #Att 18, TH ÷ AC/Save DC by 110, dmg 1002

Str 43, Dex 34, Con 28, Int 72, Wis 25, Chr 67, 20kxp

Psilink, Immune Web, Immune critical hits, poison, sleep, paralysis, stunning. Has no soul.

Prepared effects:

[Psi3½ Major] Metamorphosis: Assume shape of creature or object.

[Psi54 Major] Systematic Antidote: SL/2 instances of Resist Poison/Drugs

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

[Pri SL6] Protection from Fire 6: Stop the next CL\*20 fire dmg

[Psi-12L Major] See Through: See through Dust of Disappearance & Mirage Arcana effects

[Psi3½ Major] Metamorphosis: Assume shape of creature or object.

[Pri SL10] Protection from Lightning 10: Stop the next CL\*36 lightning dmg

[Psi27 minor] Dark Triangle: Name 2 Wizard/Priest schools: One has double effect, the other half (30' radius)

[Psi4 Grand] Actions \*2: Pick one action type (M, P, V). Your number of actions of that type is multiplied by 2

Combat effects:

[Wiz SL5] Cone of Cold 5: CLd10+CL cold dmg to a group (save:½)

[Psi6E Major] Gaseous Discharge: Stinking Cloud/Vampiric Mist/others?

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

[Psi45 Ultra] Plague Carrier: Disease (SL saves)

[Psi29 minor] Beam (Cone) of Cold:

[Psi6E Major] Gaseous Discharge: Stinking Cloud/Vampiric Mist/others?

[Psi29 Grand] Anti-Technology Ray:

[Psi54 Major] Ice Production: CL\*(SL+2) ice dmg to one target (no save)

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

[Psi-12L Super] Choose Summoning VIII: Monster Summoning using ML VIII chart, you pick the result

Dungeon012420 - Dungeon Level 10

Room # 3

Workshop

35ft. long x 40ft. wide x 25ft. tall

robes; jar

Energy/Elemental Door leading to a hallway 20ft. long x 25ft. wide x 15ft. tall

knocking; squeaking

Arlogh the magnificent Winged Mummy (Metahuman); Kerney the raving Martian Scavenger (Net)

Wall transforms into Elemental Vacid / Umbra Trap; DL 10; Search DC 108 (84 Con damage/s, DC 108 Will save for half)

Container (Barrel, Jar, Vase, etc.) that (causes/has/or is) Gravity - Lesser

[x2] Gods cannot taste, see, or sense into this room unless they are actually there; Divine Intervention fails

52,866gp

hourglass

a garnet necklace, +1 AC, 20gp

Orange Cat: +90 Proficiency Slots, 100550gp

Indigo Eye liner: +10slowIRV Action(s), 100270gp

DL X Macro-Fine Rakshasa-World Animals x(92) x[3]

[AC] 1017, HD 1282, stunp 1.1E+5, IR 102% #Att 4, TH ÷ AC/Save DC by 110, dmg 805

Str 34, Dex 56, Con 25, Int 33, Wis 28, Chr 33, 20kxp

Immune slain, Resist Slain, Vulnerable enchanted items., Low-light Vision, overwrite INT score to 1 or 2. Usually have arms, legs,

Prepared effects:

[Psi6E Super] Immunity IV: Globe/Invuln., Immune:1st-2nd Dominions

[Wiz SL10] Reflect Dweomer: One action or effect is reflected to caster (no save)

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

[Pri SL6] Protection from Lightning 6: Stop the next CL\*20 lightning dmg

[Psi3½ Super] Affinity Field: Effects that affect you also affect others.

[Psi0 Major] Focus: Magic Resistance: KiL\*5% MR for 1r

[Wiz SL5] Animal Growth : One animal/two levels doubles in size, HD.

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

[Psi-2 Major] Energy Release: +CL to CL on your next damaging power; --

Combat effects:

[Pri SL1] Panic: Target is Panicked (50% flee, 50% taunted towards you) (Will save)

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

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

[Wiz SL10] Down a Hole: Target is put Down a Hole (no save)

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

[Pri SL6] Hold Person/Monster 6: Hold 8 person or 6 monster targets (save)

[Wiz SL3] Prismatic Wall 3: 3 Prismatic colors or 1 MultiPrismatic colors (may repeat colors in either mode)

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

[Psi29 Ultra] Reset (each target max 1/day):

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

Dungeon012420 - Dungeon Level 10

Room # 4

Antechamber (Entry room into larger room)

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

pail; pit (shallow)

Plant Door (as the spell) leading to a hallway 50ft. long x 10ft. wide x 15ft. tall

splintering; metallic smell

Dellyn the radioactive Bionic Engineer (Jambiya); Drada the contemptible Mighty Thing (Battleaxe)

Flooding Portcullis Trap; DL 10; Search DC 105 (600 idamage, DC 106 Breath Weapon save for half)

Altar that (causes/has/or is) Talks - Singing

[x2] Mortals cannot feel, taste, or sense into this room unless they are actually there; Divine Intervention fails

85,993gp

rope

a lucky rabbit's foot, +1 AC, 'bless', 20gp

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

Broad Sword 'Aranruth' (3d5) (+20,+12); +3 to WIS, DEX; Slay Evil, Undead, Demon, Dragon; Frost Brand; Resist Cold, Fear, Nethe

DL X Macro-Diminutive Random(ite) Insects x(85) x[1]

AC 1008, HD 2569, hp 2.2E+5, MR 172% #Att 7, TH ÷ AC/Save DC by 110, dmg 810

Str 24, Dex 47, Con 25, Int 38, Wis 33, Chr 66, 20kxp

Has high frequency sampling, No INT score. Dark vision.

Prepared effects:

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

[Wiz SL7] First Level Magic-User Spells (DM1): Cast any four 1st level Wizard spells simultaneously when it is cast.

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

[Psi29 Ultra] Thermal Kinetic: Plasma Beam (Psi 9): ±CHx100°, save at -CHxCH or dead:

[Pri SL8] Duplicate Monster: Duplicate a x1 monster (not incl. classes)

[Pri SL7] Protection from Fire 7: Stop the next CL\*24 fire dmg

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

[Psi3 Grand] Improved Vigor: You gain 13 temporary hit points.

[Psi3½ Major] Clairtangent Hand: Emulate far hand at a distance.

Combat effects:

[Psi6G Ultra] Avoid Fate: Avoid Fate (as spell)

[Psi54 minor] Ice Animation: Summon a DL=SL Ice Elemental

[Psi60 Grand] Cure Serious Wounds: Cure 6d8+6\*LVL hp

[Psi29 minor] Chromatic Orb:

[Psi30 Ultra] Decrease Intelligence: -1 Int/succ

[Psi7 minor] (no name): Curse (Spell save)

[Wiz SL9] Temporal Stasis: Puts subject into suspended animation.

[Pri SL4] Dispel Psionics: Cancels psionic effects

[Wiz SL9] Lightning Bolt 9: CLd18 lightning dmg to a group (save:½)

[Psi29 Grand] Temporal: Time Bolt (Psi 9): Ages target 10\*(CHd4) years (save:½):



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Room # 5

Chapel

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

statue (toppled); couch

Trapped Door, Magic/Psi, roll on [D4.2] leading to a hallway 50ft. long x 5ft. wide x 15ft. tall

whispering; roar(ing)

Shakl the superlative Morphin' Team (Doohickey); Skurp the secretive Aristocratic Crew (Rickshaw)

Contact Alcohol Trap; DL 10; Search DC 110 (20 Int damage, DC 106 Reflex save to negate)

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

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing godly effects have SL% chance of being dispelled per segment

92,279gp

mysterious stain

a red livery, +2 AC, 5gp

Saffron Staff [3d8] +256 Th/+324 dmg 13+/x3; 1M: Cause Insanity: 3 saves: each fail is 1 insanity; CL 60; SL 10, 106097gp

Fuchsia Weapon Gemlet [10d6] +14 Th/+145 dmg 16+/x5; 1P: Produce Fire/Frost: Produces fire or frost (6 dmg, save:½); CL 70;

DL X Macro-Tiny Psionicist-classes Immortals x(18) x[3]

iAC 1007, HD 5122, hp 4.3E+6, WR 120% #Att 13, TH ÷ AC/Save DC by 110, dmg 406

Str 62, Dex 42, Con 39, Int 24, Wis 76, Chr 37, 20kxp

Know a Psi frequency, Unageing

Prepared effects:

[Wiz SL10] Anti-Magic Shell 10: Anti-Magic of SL 0 to 9

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

[Wiz SL6] Fire Shield 6: Anyone who melees with you takes 125% dmg back

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

[Psi54 Grand] Aura of Fear: Fear by sight (SL saves)

[Pri SL6] Resist Fire/Resist Cold 6: Take -70% dmg vs. fire or cold

[Wiz SL10] Fire Shield 10: Anyone who melees with you takes 225% dmg back

[Psi10 Major] Mental Guard: Imm. Charm,Confusion,Fear,Feeblemind,Possession,Soul Trap,Suggestion

[Pri SL7] Goodberry 7: Creates 28 goodberries

Combat effects:

[Psi8 Major] Dispel Technology: Dispels a technological effect

[Wiz SL5] Wall of Stone : 20 hp/four levels; can be shaped.

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

[Wiz SL8] Solid Wall of Force: Stops spell effects, hurled objects, breath weapons, people, and psionic effects.

[Psi-3 Grand] Astral Destruct VII: Astral destruct fights for you.

[Pri SL5] Flame Strike 5: CLd8 holy fire dmg (save:½)

[Psi45 minor] Vibration: SL\*CL Vibration damage (1 group, no save)

[Wiz SL10] Wulf's Rectification: Sends 1d4+1 targets to home plane (no save, -20% MR/iMR)

[Psi30 Ultra] Earth Blast: Ele.Earth damage,Con resist

[Pri SL3] Summon Insects: Summons DL 3 insects

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Room # 6

Warrior's Chamber/Lab

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

straw; Stalactites (some might fall)

Ice Door (transparent) leading to a hallway 25ft. long x 20ft. wide x 15ft. tall

scuttling; chiming

Kilasa the wondrous Adolescent Brain (Thorns); Redoff the non-politically correct Obsidian Conqueror (Water)

Tripping Spears Trap; DL 10; Search DC 108 (Attack +140 ranged, 2d4 Cml damage)

Well that (causes/has/or is) Points

[x2] Immortals cannot hear, feel, or sense into this room unless they are actually there; Divine Intervention fails

37,340gp

stocks

a tasty-looking chocolate mint, 'refresh' 'heal' " " ", 99gp

Sky-blue Gloves [AT+26] +224 AC/x3 Saves; 1M: Regenerate CL hp/s; CL 50; SL 10, 39445gp

Rusty Shoes: Free Speed Burst Feat: 1V, (LVL/2)/d: Move at double movement rate, 100680gp

DL X Huge Plains Beholders x(59) x[2]

||AC|| 1015, HD 81, ihp 6784, ER 180% #Att 14, TH ÷ AC/Save DC by 110, dmg 5004

Str 56, Dex 25, Con 57, Int 66, Wis 23, Chr 32, 20kxp

Has mtg W spells, Has eye stalks, 1 mouth, and 1 central anti-magic eye. Flys

Prepared effects:

[Psi16 Ultra] Golem Form: S=9,10,11: Unusual Material of S=9,10,11 (cannot exceed real S number)

[Psi3½ Grand] Null Psionics Field: Create a field where psionic power does not function.

[Pri SL5] Extra Group +1: The next spell you cast will affect +1 groups of monsters

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

[Psi2 Grand] Ultrashield [X]: Cannot attack / be attacked w/ Psi; Can still attack

[Psi100 Ultra] Energy Dampen: Permanent Energy Cancel on self or 100'cu area

[Psi12C Super] Grand Chaos: All die rolls by all creatures within 240' of caster become either minimum (50%) or maximum (50%)

[Pri SL9] Rift: all undead within 360 yards have x10 hp; duration 3 d

[Wiz SL9] Elemental Aura : Element Protect from one element, it's plane, and it's creatures

Combat effects:

[Pri SL6] Fire Storm 6: (CL+2)d5 holy fire dmg, hits 1+1/2 groups (no save)

[Psi29 Ultra] Planetary Detonate (Psi2):

[Psi9 Grand] Transferer: Steal one power from target (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

[Psi6G Ultra] Reset: Resets one target in sight (max = 1 reset per real reset)

[Psi-12T Super] Bring Animals VIII: Summon CL\*5 Animals using ML VIII chart, you pick the result

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

[Wiz SL6] Magic Missile 6: (CL+1)\*3 missiles, each does 1d4+1 force dmg (no save)

[Psi30 Ultra] Earth Blast: Ele.Earth damage,Con resist

[Psi3 Major] Charm Monster: Makes monster believe it is your ally.

Dungeon012420 - Dungeon Level 10

Room # 7

Gas Chamber

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

armoire; charcoal

Membrane Portal (Module Q1 Web Level 4) leading to a hallway 5ft. long x 5ft. wide x 25ft. tall

chlorine smell; laughter

Faun the kewl Prince Mariner (Nullifier); Silverblade the conspiratorial First Doomsday (Vibranium)

Ingested Spirit Trap; DL 10; Search DC 104 (42 Dex damage, DC 107 Will save to negate)

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

[x2] Blind - Room is permanently and continuously Blinded, only creatures with an immunity or a personal bubble against it can

61,437gp

iron drill

a large brass key, 100gp

Multi-prismatic Sandal: Free Monastic Flumph Familiar, 100250gp

Bright Armor, Light [AT+17] +144 AC/+19 Saves; 1P: Regenerate SL hp/s; CL 70; SL 10, 31270gp

DL X Medium Far-Realm/Ultrablack Hounds x(66) x[1]

iAC 1001, HD 270, hp 1744, BlahR 122% #Att 17, TH ÷ AC/Save DC by 110, dmg 1202

Str 65, Dex 51, Con 21, Int 42, Wis 75, Chr 26, 20kxp

Can damage non-hp totals/scores., Has 4 legs, and at least 1 head

Prepared effects:

[Psi3 Super] Shapechange: You become any creature, change one/round.

[Psi-12T Super] Spirit Preservation: +5\*CL% aXR

[Psi45 Major] Fire Control: SL/2 (round down) instances of Resist fire; +SL\*10% damage with fire effects

[Wiz SL5] Armor 5: +CL\*10 current hp

[Wiz SL5] Anti-Magic Shell 5: Anti-Magic of SL 0 to 4

[Wiz SL9] Fire Shield 9: Anyone who melees with you takes 200% dmg back

[Psi45 Ultra] Invisibility: Improved Invis.

[Wiz SL10] Transform Dweomer: Shapechange permanently, to creature or object

[Psi2 Major] Suppress Magic: Anti-Magic Shell (SL=X) 60' r; Dispel-Magic Zone

Combat effects:

[Wiz SL7] Power Word Blind 7: Blinds & stuns a creature if current hp < 80 (no save)

[Psi29 Grand] Lightning Bolt LVLd10:

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

[Psi6E Major] Telekinesis: Maintenance cost=Initial/10 per round

[Wiz SL7] Prismatic Spray : Seven multicolored ray flash from the caster hand, each causing different damage and other effects

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

[Psi54 minor] Mind Blast: SL Int dmg to one target (no save)

[Psi6E Major] Telekinesis: Maintenance cost=Initial/10 per round

[Pri SL4] Restoration (3): Restores level and ability score drains.

[Psi12L Super] Imprisonment: Imprisonment (as spell)

Dungeon012420 - Dungeon Level 10

Room # 8

Divination

10ft. long x 15ft. wide x 40ft. tall

pool; Walls of Air

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

scream(ing); laughter

Yufel the antagonistic Robot Horror (-O-matic); Eandroth the amphibious Vector Warlock (Spinach)

Well-Camouflaged Blades Trap; DL 10; Search DC 105 (Attack +80 ranged, 12d100 idamage)

Dome that (causes/has/or is) Polymorphing

[x2] Annihilated - Room is permanently and continuously Annihilateded, only creatures with an immunity or a personal bubble a 8,491gp

ppot

a brightly flaming stone, +1 AC, 144gp

Bluish Knife: +7 Feat Slots, 100130gp

Coppery Stone [5d6] +290 Th/+14 dmg 15+/x5; 1P: 1 target: Paralysis 1h (save); CL 45; SL 10, 57587gp

DL X Fine Psionicist-classes Familiars x(86) x[1]

AC 1014, HD 11, ihp 104, BlahR 160% #Att 9, TH ÷ AC/Save DC by 110, dmg 804

Str 30, Dex 66, Con 32, Int 26, Wis 73, Chr 34, 20kxp

Know a Psi frequency, Familiar Immunity

Prepared effects:

[Psi81 minor] Absorption, Physical: -CL dmg /physical attack; gain that amount in next damaging physical attack

[Wiz SL10] Reflect Dweomer: One action or effect is reflected to caster (no save)

[Pri SL7] Protection from Death: Immune to slain and Slain

[Wiz SL7] First Level Magic-User Spells (DM1): Cast any four 1st level Wizard spells simultaneously when it is cast.

[Wiz SL6] Armor 6: +CL\*12 current hp

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

[Psi0 Grand] Yoga Flame: Breathe Fire (as per dragon)

[Psi9 minor] Minormorph: Polymorph Self (as spell)

[Psi54 Grand] Magic Shield: Stops SL/2 magical attacks on you

Combat effects:

[Psi3 Major] Astral Construct V: Astral construct fights for you.

[Wiz SL7] Steal Enchantment : Transfer the enchantment of one spell to an another

[Psi3 Super] Monster Domination: Dominates any creature for less time.

[Wiz SL10] Death Spell 10: Slay 10d12 HD of creatures (save)

[Pri SL7] Restoration (1): Removes all lost levels, not just one. Also restores ability score drains. Does not age caster or target.

[Wiz SL7] Steal Enchantment : Transfer the enchantment of one spell to an another

[Psi-3 Super] Pawn: Pawn someone (gets a Will and a Spell save, making either is a make)

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

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

[Psi45 minor] Chemical Touch: Chemical effect of TechL=SL\*2 or less (range touch)

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Room # 9

Wine Cellar

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

platform; loose masonry

Tricked Door, roll on [D5] leading to a hallway 40ft. long x 20ft. wide x 10ft. tall

chiming; still, very chill

Olys the majestic Doctor Battalion (Carbine); Alaunt the noxious Blue Razor (Giga-)

Poisoned Arrows Trap; DL 10; Search DC 101 (Attack +40 ranged, 8d100 Wis damage)

Painting that (causes/has/or is) Intelligent

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing godly effects have SL% chance of being dispelled per segmer

565gp

loom

the Banzai, polearm, 25d19 (250), 700gp

Beige Age Cat. 8 Mist Dragon Armor [AT++16] +290 AC/+361 Saves; 1M: Abilities as per a Paladin of half level (round up); your liq

Chestnut Longbow, composite [5d4] +12 Th/+170 dmg 16+/x7; 1M: Subject hops forward in time 1 round/level.; CL 44; SL 10, 3f

DL X Small Mirror-Universe Hounds x(13) x[2]

||AC|| 1006, HD 19, |hp| 872, CR 124% #Att 10, TH ÷ AC/Save DC by 110, dmg 2001

Str 70, Dex 36, Con 59, Int 55, Wis 48, Chr 72, 20kxp

May have slight tweaks on other abilities., Has 4 legs, and at least 1 head

Prepared effects:

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

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

[Psi16 Ultra] Golem Form: Brain: +1QM action; 1M: Psi1 Psionic Blast; iPR +70%

[Pri SL5] Summon Nature's Ally V : Summons a DL V animal (maintained)

[Psi6G Major] Physical Manifestation: Have a spare body, 0: switch from one to the other

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

[Wiz SL4] Dimensional Anchor : Bars extradimensional movement.

[Psi54 Ultra] Animate Objects: Animate Objects as if they were a DL=SL Golem summon

[Wiz SL8] Time/Reality Stability: Time/Reality Stability (duration 1 day), reverse removes it (Spell save)

Combat effects:

[Psi-12T Super] Bring Animals VIII: Summon CL\*5 Animals using ML VIII chart, you pick the result

[Pri SL6] Call Lightning 6: (CL+2)d14 lightning dmg (save:½) (halve the die type if not outside)

[Psi6G Grand] Suneagle: Summons a Phoenix (see Monstrous Compendium)

[Psi6E minor] Animate Dead: Similar to priest spell "Animate Dead"

[Psi54 Ultra] Bio-Energy Blast: CL\*(SL+2) force dmg to one target (no save)

[Wiz SL6] Feeblemind 6: -30 mental stat points (randomly distributed in packets of 5) (save per packet)

[Psi45 Grand] Focus: Do SL instances of another Psi45 power you know; you are Spent and Harmed at the end of effect

[Wiz SL6] Dispel Exhaustion 6: Restore 85% of dmg taken, get an Original Haste 6 for 1 round

[Psi9 Grand] Gravity Kin.: Incr.Weight: Target weight x100\*CH (save or crushed)

[Pri SL9] Summon Monster IX : Calls outsider to fight for you.

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Room # 10

Closet

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

stool, normal; tapestry

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

whistling; steamy near floor

Sariolen the violent Techni- Platoon (Fungal); Salasker the wondrous Masked Stalker (Catamaran)

Electrified Vent Trap; DL 10; Search DC 108 (64 idamage, DC 109 RSW save for half)

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

[x2] Immortals cannot smell, see, or sense into this room unless they are actually there; Divine Intervention fails

73,011gp

mandolin

the golden claw, exotic, 6d10 (33), 260gp

Sea-green Cloak [AT+18] +13 AC/+18 Saves; 1P: SL/2 (round down) instances of Resist plasma; +SL\*10% damage with plasma eff

Chrome Stone [2d20] +195 Th/+226 dmg 18+/x8; 1P: Target cannot cast spells (save vs. spell); CL 44; SL 10, 77010gp

DL X Diminutive Outer-CG Elf/Avalons x(35) x[2]

|iAC| 1017, HD 8, lifep 212, MR 178% #Att 13, TH ÷ AC/Save DC by 110, dmg 5005

Str 67, Dex 36, Con 53, Int 73, Wis 71, Chr 40, 20kxp

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

Prepared effects:

[Psi18 minor] Ego Shield: Immune to Mental Attacks; Undetect. Lie

[Psi-12T Super] Spirit Preservation: +5\*CL% aXR

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

[Psi81 Grand] Desolidification: You pass through objects as if they weren't there

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

[Psi81 minor] Regeneration: Regenerate CL hp/s

[Wiz SL7] Prismatic Sphere 7: 5 Prismatic colors or 3 MultiPrismatic colors (may repeat colors in either mode)

[Wiz SL3] Armor 3: +CL\*6 current hp

[Psi45 Ultra] Power Simulation: The next Psi45 power you use will be resisted using MR instead of PR

Combat effects:

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

[Psi0 Ultra] Flying Fireball: KiLd8 dmg in a KiL' radius (fire damage) (save:½)

[Psi81 Grand] Energy Blast III: [Pick an element] CLd20 dmg of that element (one group, no save)

[Pri SL6] Command 6: Target makes 6 saves, each missed save allows 1 word for a command to be given

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

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

[Psi2 Major] Summon Planar Energies: 3d12 dmg no resistance; 4d12 dmg no resist

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

[Psi6G Major] Mass Preservation: All good creatures in sight healed N hp

[Psi100 Grand] Severance: Save; stops use of any 1 ability in creature; affects 2+CL/9 groups

Dungeon012420 - Dungeon Level 10

Room # 11

Music Room

50ft. long x 30ft. wide x 5ft. tall

Chasm, Natural; workbench

Concealed (Hidden) Door, roll again for type leading to a hallway 50ft. long x 20ft. wide x 5ft. tall

whistling; thud

Patana the famous Rat Hitmen (Machine Gun); Liefand the poisonous Atomic Wonder (Bird)

Air in room transforms into Elemental Quicksand Trap; DL 10; Search DC 107 (80 Wis damage/s, DC 103 Breath Weapon save for Force Field that (causes/has/or is) magically reinforced

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing concordant effects have SL% chance of being dispelled  
45,666gp

sofa

an iron ring, +3 AC, 5gp

Prismatic Armor, Medium [AT+22] +101 AC/+20 Saves; 1P: Major: You are made of energy; cannot use P actions; resist physical (Cordovan Age Cat. 8 Green Dragon Armor [AT+262] +14 AC/+20 Saves; 1P: [Regeneration CH hp/r, Restores Memory]; CL 40; SL DL X Large Collectiverse/Gooveyverse/etc. Humanoids x(6) x[1]

|iAC| 1004, HD 46, ihp 3488, MR 147% #Att 18, TH ÷ AC/Save DC by 110, dmg 805

Str 31, Dex 73, Con 37, Int 51, Wis 36, Chr 68, 20kxp

Immune disintegration and annihilation, Has 2 arms, 2 legs, and 1 head.

Prepared effects:

[Pri SL10] Spell Immunity 10: Be immune to 7 spells by name

[Wiz SL5] Anti-Radioactive Shell:

[Psi4 Grand] Item \*2: How many of an item exists is multiplied by 2 (you need a Grand to duplicate a x2 item)

[Psi-6N Major] Gaea's Avenger ~: 1P or 1M: Immune to xN and lower artifact effects that you (or your party) do not control; max

[Wiz SL7] Prismatic Sphere 7: 5 Prismatic colors or 3 MultiPrismatic colors (may repeat colors in either mode)

[Psi-15 minor] Add Tentacle: Tentacle does 1d(CL\*2) damage

[Wiz SL4] Anti-Magic Shell 4: Anti-Magic of SL 0 to 3

[Psi18 Ultra] Null Void: Null Bolt: Targets gets 5\*LVL% offensive MR, PsiR, InnateR

[Psi81 Major] Damage Reduction, Physical, 50%: Take x0.5 damage from physical attacks

Combat effects:

[Psi12L minor] Command: Command (as spell), except can use 2 words

[Psi15 Super] Summon Insects: Summon Insects

[Psi19 minor] Telekinesis: TK, weight W\*10 lbs., max W=LVL^2, move rate=W ", throw does W dmg (roll TH)

[Pri SL9] True Resurrection : As resurrection, plus remains aren't needed.

[Pri SL9] Treat Ultra Wounds: Cure 90% of max hp

[Wiz SL4] Dispel Magic 4: Dispel 2 magic effects

[Psi72 minor] Energy Field: Damaging shield, PL energy dmg for 1 turn

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

[Psi1 Grand] Energy Jar: As Energy Control, can throw affect yourself once for 1M

[Wiz SL6] Ray of Enfeeblement 6: -30 physical stat points (randomly distributed in packets of 5) (save per packet)

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Room # 12

Trophy Room

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

buffet; balance & weights

Specialed Door, roll on [D6] leading to a hallway 25ft. long x 25ft. wide x 15ft. tall

breeze, slight; rattling

Braxious the devilish Sister Flash (Shooter); Sakeris the abusive Cat Apostle (Pellets)

Inhaled Splinters Trap; DL 10; Search DC 101 (40 Wis damage, DC 106 Fortitude save to negate)

Passage 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  
8,717gp

mat

Ring of the WildSide, +2 AC, 2000gp

Claret Gauntlets [AT+294] +12 AC/++13 Saves; 1P: You become any creature, change one/round.; CL 38; SL 10, 64100gp

Nut-brown Scarab [AT+23] +10 AC/++19 Saves; 1P: Spell Turning but affects Psionic effects; CL 35; SL 10, 53385gp

DL X Large Black-Ice Avian/Birds x(23) x[1]

AC 1015, HD 50, lifep 3360, TR 102% #Att 20, TH ÷ AC/Save DC by 110, dmg 10003

Str 54, Dex 66, Con 60, Int 68, Wis 47, Chr 22, 20kxp

Knows Bug spells, Flies. Has 2 Wings, 2 talons, and a beak.

Prepared effects:

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

[Pri SL7] Protection from Lightning 7: Stop the next CL\*24 lightning dmg

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

[Wiz SL6] Tenser's Transformation 6: +100% of max hp to current hp, +2 TH melee

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

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

[Psi16 minor] Golem Form: Skeletal: +2 arms (new group of limbs), but all your arms get -10/-10 TH/dmg

[Psi45 minor] Force Field: Immune to spell level 0 to SL-2 effects; -(SL-1) per physical attack; ER 5\*SL%

[Pri SL7] Protection from Death: Immune to slain and Slain

Combat effects:

[Wiz SL5] Feeblemind 5: -25 mental stat points (randomly distributed in packets of 5) (save per packet)

[Wiz SL8] Force Field:

[Wiz SL6] Immediate Monster Summoning VI: Summons a DL IV monster without summoning sickness

[Psi10 minor] Confuse: Confusion (save)

[Psi10 minor] Confuse: Confusion (save)

[Pri SL6] Really Put of Misery: Target being that is slain is Capital S Slain (no save)

[Psi54 Major] Animal Summoning: Summon a DL=SL-1 Animal

[Psi54 Ultra] Air Control: Gust of Wind / Wall of Air

[Wiz SL1] Magic Missile : Ball of energy causing 1d4+1 hp damage, you can cast one per every other level you have

[Pri SL8] Treat Terrible Wounds: Cure 80% of max hp