

Dungeon012820 - Dungeon Level 1

Room # 1

Court - 35ft. long x 15ft. wide x 5ft. tall

jar; pan; roar(ing); still, warm (or hot)

Iris Door (seals as a spiral) leading to a hallway 10ft. long x 15ft. wide x 10ft. tall

Sample Names: Nebulon the kewl Flying Quasar (Shuttle); Turantharaxus the irresistible Bionic Paladin (Rainbow)

Contact Holy Water Trap; DL 1; Search DC 11 (2 Int damage, DC 11 Spell save to negate), (multiple targets)

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

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

163gp

box

a Battered-Up Shield, +7 AC, 993gp

Potion of Giant Control *, 7550gp

Ring of Clumsiness, 6350gp

DL I Diminutive Dead-Timeline/Looporal Eelementals x(1) x[1]

AC 12, HD 2, hp 4, #Att 1, TH ÷ AC/Save DC by 2, dmg 3

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

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

Prepared effects:

[Psi54 minor] Gadgetry: 1M, 1/d: Build a TechL=SL Psi8 item

Combat effects:

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

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Room # 2

Barracks / Quarters - 30ft. long x 45ft. wide x 20ft. tall

chains; curtain/tapestry; jingling; sobbing

Loop Door (goes to another timeline) leading to a hallway 45ft. long x 25ft. wide x 15ft. tall

Sample Names: Nimro the annoying Brother Foursome (Chakram); Nystrum the deviant Terra- Robot (Chain)

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

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

[x1] Gas in room: Cml (all in room get -1 to that stat while in room)

90gp

barrel

an imperial war banner, +1 AC, 144gp

Brownish Shield [AT+6] +3 AC/+2 Saves; 1M: Each segment, if an enemy combatant does

not attack you, he takes CL dmg (no save); CL 7; SL 1, 1630gp

Cyan Stone [1d10] +5 Th/+5 dmg 17+/x4; 1Z: TK up/down only; w

= ln(weight in lbs.); S = ln(speed in "); CL 5; SL 1, 1970gp

DL I Fine Star-Trek-Loop Plants x(6) x[2]

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

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

Has captain spells, Immune critical hits, poison, sleep, paralysis, stunning.

Prepared effects:

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

Combat effects:

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

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Room # 3

Hall, Great - 20ft. long x 50ft. wide x 40ft. tall

whips; stand; whispering; rattling

Energy/Elemental Door leading to a hallway 45ft. long x 20ft. wide x 20ft. tall

Sample Names: Bergwulf the self-righteous Brain Ghost (Curse); Lanolin the scowling Cosmic Champion (Mind)

Chromatic Orb Trap; DL 1; Search DC 11 (Wizard CL 2, DC 11 RSW save to negate)

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

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

463gp

straw

a bottle of perfume, 500gp

Blue Hanger: Free Runner Kit: +1V action; 1 Endurance

slot; +3" movement rate, Free bonus Running proficiency, 1490gp

Potion of Delusion *, 4510gp

DL I Small Technological Mutants x(4) x[2]

AC 11, HD 2, hp 16, #Att 1, TH ÷ AC/Save DC by 2, dmg 3

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

Has Psi 8/16/24 items, Immune radiation

Prepared effects:

[Wiz SL1] Radiation Resistance: RR 60+CL*5% [duration 1 hour]

Combat effects:

[Psi27 minor] Innocents: You cannot physically attack this segment. You are healed LVL^2 hp.

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Room # 4

Workshop - 35ft. long x 30ft. wide x 35ft. tall

Bridge, Wood; mosaic; wind, strong, moaning; chirping

Archway (open) leading to a hallway 25ft. long x 15ft. wide x 20ft. tall

Sample Names: Valygar the philosophical Spider Warrior (Scooter); Darielle the noxious Red Wight (Bird)

Injected Quicksand Trap; DL 1; Search DC 11 (10 damage, DC 11 PP save for half)

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

[x1] Summoning spells function at zero effect

413gp

gong

a feather wand, 'fly', 100gp

Maroon Hair tie: +100 PSP's, 2050gp

Prismatic Eyes [1d20] +4 Th/+1 dmg 20+/x2; 1P: Target heals 25% of damage taken; CL 7; SL 1, 1870gp

DL I Tiny Inner-Planar Illusionarys x(2) x[2]

AC 12, HD 2, hp 8, RR 45% #Att 1, TH ÷ AC/Save DC by 2, dmg 5

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

Immune 1 element., Incorporeal

Prepared effects:

[Psi6N minor] Thief Abilities, LVL 4: Get thief abilities of level 4 (max = your level)

Combat effects:

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

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Room # 5

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

hourglass; condlestick; footsteps (side); chiming

Locked Door, Mechanical leading to a hallway 50ft. long x 15ft. wide x 5ft. tall

Sample Names: Ottar the Cat the clever Sun Irregular (Ship); Mondasso the majestic Yellow Rebel (Magic)

Flooding Floor Trap; DL 1; Search DC 11 (4 damage, DC 11 Reflex save for half)

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

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

675gp

iron bar, bent, rusted

a copper hammer, mace, 3d5 (9), 75gp

Flesh Glasses: +100 PSP's, 1840gp

Chestnut Staff [1d10] +2 Th/+0 dmg 19+ /x4; 1M: Target saves or is suggested for 1 round; CL 5; SL 1, 587gp

DL I Diminutive Island Eelementals x(1) x[1]

AC 12, HD 2, hp 4, #Att 1, TH ÷ AC/Save DC by 2, dmg 5

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

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

Prepared effects:

[Psi7 minor] (no name): Pick a stat. Whenever you touch someone, they take (CL+1)/2 ability damage to that stat (PPD save)

Combat effects:

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

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Room # 6

Game Room - 25ft. long x 10ft. wide x 40ft. tall

mirror; balcony; urine smell; breeze, slight, damp

Ice Door (transparent) leading to a hallway 5ft. long x 20ft. wide x 5ft. tall

Sample Names: Grastian the cold-blooded Digi-- Conglomerate (Chronal); Anshurr the awful Wing Fly (Suction Cup)

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

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

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

944gp

robes

a brilliant red tailfeather, staff, 11d8 (49), 345gp

Lavender Flowers: +100 Rogue Points, 1850gp

Drab Medallion [AT+9] +1 AC/+2 Saves; 1Z: Immune to XP/Stat Drain; Immune Aging; CL 6; SL 1, 2060gp

DL I Tiny Sigil/Maelstrom Mutants x(7) x[2]

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

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

Immune Maze effects, Immune radiation

Prepared effects:

[Psi81 minor] Damage Reduction, Energy, 25%: Take x0.75 damage from energy

Combat effects:

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

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Room # 7

Priest's Chamber/Lab - 25ft. long x 35ft. wide x 50ft. tall

weapon rack; Floors of Insects; hissing; bong

Plane Shift Door (other side is on another plane) leading to a hallway 30ft. long x 10ft. wide x 5ft. tall

Sample Names: Amael the bothersome Armadillo Jack (Home study course); Adalwulf the indescribable Morphin' Man (Dragon)

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

Fountain that (causes/has/or is) Releases - Gem/Jewelry

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

812gp

offertory cont.

a splint mail vest, +2 AC, 210gp

Rusty Clamp: Free Heavy Armor Optimization Feat: With bulky (or heavier) armor, get +1 AC., 1360gp

Peacock blue Weapon Gemlet [1d8] +0 Th/+2 dmg 17+/x3; 1M: CH

Energy Pellets, 1d4 dmg ea. (no save); CL 7; SL 1, 620gp

DL I Fine NPC Golems x(3) x[3]

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

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

Has Fighter, Wizard, Priest, Rogue, Psi classed members w/sometimes Cus and Mon, Immune crits, ability dmg, energy drain, po

Prepared effects:

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

Combat effects:

[Psi54 minor] Acid: CL*(SL+2) acid dmg to one target (no save)

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Room # 8

Kitchen - 10ft. long x 50ft. wide x 35ft. tall

fireplace & wood; box; groaning; humming

Mimic (the monster) leading to a hallway 45ft. long x 20ft. wide x 25ft. tall

Sample Names: Marek the insane Pubescent Skier (Rifle); Ari the Axe the foul Valiant Speedster (Chair)

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

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

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

59gp

funnel

the Rod of Neutrality, 115gp

Bag of Holding 1: Up to 250 lbs. feels like 15 lbs. Volume limit of 30 cubic feet., 6610gp

Bag of Transmuting, 3520gp

DL I Tiny Outer-TN Giants x(3) x[1]

AC 11, HD 2, hp 8, #Att 1, TH ÷ AC/Save DC by 2, dmg 5

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

Immune mind-affecting, positive energy, and negative energy. Resist cold, fire, and acid, Minimum size category Large.

Prepared effects:

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

Combat effects:

[Psi54 minor] Animate Image: Summon a DL=SL creature based on an picture/painting you have (the image is consumed)

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Room # 9

Gas Chamber - 35ft. long x 40ft. wide x 25ft. tall

ladle; tweezers; steamy near floor; wind, strong, gusting

Locked Door, Mechanical leading to a hallway 20ft. long x 5ft. wide x 25ft. tall

Sample Names: Cathera the demonic Fantastic Alien (Inertron); Finn Moonring the tasteless Ice Dervish (Vibro-)

Inhaled Vibranium Trap; DL 1; Search DC 11 (2 Str damage, DC 11 PP save to negate)

Altar that (causes/has/or is) Shoots

[x1] Distance Distortion: Everyone in the room is in the same "group"; "Hole in the Middle" does not function

168gp

brass dust

a huge mithril mace, mace, 15d20 (157), 196gp

Umber Chalk: All your Warrior classes use the "set XP table"(3kxp

at 2nd, doubles til 9th,600kxp at 10th,+300kxp per level afterward)., 1760gp

Paints of Blackmoor, 8230gp

DL I Tiny Water Cthulhoid-Horrors x(4) x[2]

AC 11, HD 2, hp 8, #Att 1, TH ÷ AC/Save DC by 2, dmg 3

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

Resist cold. Double dmg from fire., Has a bizarre anatomy, strange abilities, an alien mindset, or any combination of the three.

Prepared effects:

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

Combat effects:

[Wiz SL1] Darkness: Magical darkness; can blind if targetted (save) {1 group}

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Room # 10

Robing Room - 35ft. long x 20ft. wide x 30ft. tall

furnace; bell(s); giggling (faint); gong

Revolving/Swinging Door leading to a hallway 40ft. long x 5ft. wide x 10ft. tall

Sample Names: Yvain the atrocious Composite Pharaoh (Rifle); Baeron the smelly Cosmic Person (Unicorn)

Well-Camouflaged Blades Trap; DL 1; Search DC 11 (Attack +4 ranged, 2d2 damage)

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

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

290gp

wooden bench

the corpse of Artema, Ogp

Russet Toothbrush: +1hQM Action(s), 1190gp

Bottle green Coasters: Free Improved Two-Weapon Fight. Feat: +1 attack with off-hand weapon (max 2), 1990gp

DL I Diminutive Internet Familiars x(1) x[1]

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

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

Psilink, Immune Web, Familiar Immunity

Prepared effects:

[Psi7 minor] (no name): Pick a stat. Whenever you touch someone, they take (CL+1)/2 ability damage to that stat (PPD save)

Combat effects:

[Wiz SL1] Nahal's Reckless Dweomer: L% desired spell you know; else Wild Surge

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Room # 11

Well - 45ft. long x 10ft. wide x 5ft. tall

spatula; paintings/frescoes; rattling; steamy near floor

Undead Door (has a trapped spirit/ghost) leading to a hallway 35ft. long x 20ft. wide x 20ft. tall

Sample Names: Olukon the sepulchral Platinum Battalion (Flute); Zorratha the sepulchral Atomic Bullet (Force)

Mind Control Trap; DL 1; Search DC 11 (Psionicist CL 2, DC 11 Reflex save to negate), (multiple targets)

Force Field that (causes/has/or is) Flesh To Stone

[x1] Gas in room: Dex (all in room get -21 to that stat while in room)

907gp

rags

a sparkling sceptre, exotic, 10d12 (65), 850gp

Amulet of Aberrant Empathy: (Neck) The wearer may use Handle Animal checks in place of Diplomacy checks when trying to influence the attitude of an Aberration with an Intelligence of up to 9., 4540gp

Potion of Clairaudience, 6750gp

DL I Diminutive Space Elf/Avalons x(3) x[1]

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

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

Immune hostile environments, Immune sleep.

Prepared effects:

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

Combat effects:

[Psi29 minor] Drain Magic Item Charges:

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Room # 12

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

wood billets (shelf beds); mosaic; knocking; still, warm (or hot)

Loop Door (goes to another timeline) leading to a hallway 20ft. long x 20ft. wide x 25ft. tall

Sample Names: Broton the awful Wild Inferno (Bubble); Elyas the immoral Prince Skier (Pig)

Built-to-Collapse Chute Trap; DL 1; Search DC 11 (4 damage, DC 11 Breath Weapon save for half)

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

[x1] Distance Distortion: Everyone in the room is in the same "group"; "Hole in the Middle" does not function

586gp

funnel

a sparkling wine cooler, 'cure poison' 'cure blindness' 'remove curse' 'refresh', 5gp

Red Fork: +1 Level(s) in a Monster Group Class, 1490gp

Potion of Bug Repellant (Resist Bugs), 8150gp

DL I Tiny Wizard-classes Elf/Avalons x(3) x[3]

AC 11, HD 2, hp 8, #Att 1, TH ÷ AC/Save DC by 2, dmg 3

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

Knows Wizard spells, Immune sleep.

Prepared effects:

[Psi2 minor] Magnify: Mult. power (Max=level/5+1); M+1, no extra cost

Combat effects:

[Psi72 minor] Neutralize: An effect loses PL-1 SL's, if it is reduced below 0 SL, it is dispelled

Dungeon012820 - Dungeon Level 2

Room # 1

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

Walls of Glass; screen; dusty; bang, slam

Locked Door, Out of Phase leading to a hallway 5ft. long x 20ft. wide x 5ft. tall

Sample Names: Palmys the valiant Wild Ninja (Wind); Vence the grim Time Hitman (Dirigible)

Cure Moderate Wounds (3) Trap; DL 2; Search DC 22 (Wizard CL 4, DC 21 RSW save to negate)

Well that (causes/has/or is) Gravity - Greater

[x1] DSZ (Dispel Spell Zone) - Spell effects get countered; existing spell effects have SL% of being dispelled/Half Segment
2,913gp

drum

a truncheon, mace, 14d8 (63), 200gp

Carnelian Axe, throwing [1d4] +3 Th/+5 dmg 16+/x2; 1P: Hack (gain control)

of a technological object with TechL<=CL (monsters get save); CL 14; SL 2, 3347gp

Ivory Cube [2d6] +3 Th/+3 dmg 18+/x2; 1M: Astral destruct fights for you.; CL 14; SL 2, 2804gp

DL II Tiny Ultraplantar/Annihilation Animals x(7) x[2]

AC 42, HD 4, hp 40, #Att 1, TH ÷ AC/Save DC by 6, dmg 26

Str 13, Dex 17, Con 21, Int 21, Wis 23, Chr 24, 0.05kxp

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

Prepared effects:

[Psi24 minor] Caster Level Increase 2: +2 Caster Level (this can be taken multiple times)

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

Combat effects:

[Psi-12C minor] Wild Invocation II: Random 2nd (60%) or 3rd (40%) SL Wizard Invocation spell

[Psi9 minor] Laser Vision: [see in dark] Laser Beam CHd8 dmg (save)

Dungeon012820 - Dungeon Level 2

Room # 2

Aviary - 20ft. long x 30ft. wide x 50ft. tall

Walls of Insects; sideboard (china closet); foggy near ceiling; buzzing

Locked Door, Magic/Psi leading to a hallway 30ft. long x 20ft. wide x 15ft. tall

Sample Names: Tanner the awesome Crime Dancer (Paranormal); Kari Sunstaff the sublime Light Eyeball (Net)

Inhaled Holy Water Trap; DL 2; Search DC 22 (2 Con damage, DC 21 Breath Weapon save to negate)

Monster that (causes/has/or is) Gate (to random plane) in room (can be dispelled, or closed by a x1 or higher being passing through from this side)

[x1] Gravity high 12 G's (-44 Str, /move rate by 13, falling dmg x13, Z actions reduced by 12/s)

142gp

spike, rusted

a chair, 40gp

Aquamarine Leg warmers: +200 PSP's, 4150gp

Cyan Weapon Gemlet [2d10] +15 Th/+4 dmg 19+/x4; 1M: You heal 1d8 hp, +1 to next PP save, or restore 1 negative level.; CL 8; SL 2, 4340gp

DL II Tiny Custom-classes Weirds x(14) x[1]

AC 42, HD 2, hp 48, #Att 2, TH ÷ AC/Save DC by 6, dmg 17

Str 20, Dex 21, Con 24, Int 19, Wis 20, Chr 24, 0.05kxp

Has Custom abilities, Immune critical hits, poison, sleep, paralysis, stunning. Has no soul.

Prepared effects:

[Psi45 minor] Electrical Control: SL/2 (round down) instances of Resist lightning; +SL*10% damage with lightning effects

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

Combat effects:

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

[Psi10 minor] Suggest: Suggestion (save)

Dungeon012820 - Dungeon Level 2

Room # 3

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

barrel; spatula; jingling; sneezing

Golem Door (it's a Golem creature) leading to a hallway 20ft. long x 5ft. wide x 10ft. tall

Sample Names: Flydian the intangible Dragon -iac (Ring); Izmur the idiotic Spider Dude (Flaming)

Lock transforms into Elemental Holy Water Trap; DL 2; Search DC 21 (16 Dex damage/s, DC 22 Reflex save for half), (multiple tar;

Force Field that (causes/has/or is) One-Way

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

417gp

rivulet

a spiked bracer, +3 AC, 1400gp

Jewel of Flawlessness, 3230gp

Orangey Talisman [AT+10] +5 AC/+1 Saves; 1P: You look like a cthulhoid

beast, gaze to fear (save vs. Will); CL 10; SL 2, 3140gp

DL II Medium Ultraplanar/Annihilation Aliens x(3) x[1]

AC 41, HD 6, hp 80, RR 218% #Att 2, TH ÷ AC/Save DC by 6, dmg 9

Str 24, Dex 19, Con 19, Int 13, Wis 17, Chr 19, 0.05kxp

Immune disintegration and annihilation, Does not breathe. Has Psi 8.

Prepared effects:

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

[Psi1 minor] Automaton: Animate Object (as spell)

Combat effects:

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

[Psi-6G minor] Brimstone: Three 35' radius areas: CL^2 holy fire dmg (no save)

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Room # 4

Map Room / Cartography - 10ft. long x 50ft. wide x 40ft. tall

arras (coin container); oil (barrel of); "Bleah!" (off in the distance); creaking

Plane Shift Door (other side is on another plane) leading to a hallway 10ft. long x 15ft. wide x 25ft. tall

Sample Names: Hacathra the mad Tomorrow Genie (Foam); Beljuril the superlative Mighty Three (Rollerblades)

Hail of Jaws Trap; DL 2; Search DC 21 (Attack +16 melee, 4d2 Str damage)

Door, Secret that (causes/has/or is) Gravity - Lesser

[x1] Abjuration spells function at triple effect

3,462gp

mysterious stain

a gold trimmed topaz stone, 100gp

Blue Bracers [AT+6] +3 AC/+8 Saves; 1M: SL/2 instances of Resist Cold/Ice; CL 7; SL 2, 2600gp

Cyan Clothes: +1 Level(s) in a Psionicist Group Class, 4220gp

DL II Medium Jungle Familiars x(7) x[1]

AC 42, HD 6, hp 192, RR 236% #Att 4, TH ÷ AC/Save DC by 3, dmg 18

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

Has mtg G spells, Familiar Immunity

Prepared effects:

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

[Psi45 minor] Fire Control: SL/2 (round down) instances of Resist fire; +SL*10% damage with fire effects

Combat effects:

[Psi6E minor] Cause Critical Wounds: Does 5d8+6 damage by touch (no save)

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

Dungeon012820 - Dungeon Level 2

Room # 5

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

butt (large borrel); furnace; groaning; jingling

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

Sample Names: Akmir the charming Sovereign Avenger (Home study course); Jeriele the beautiful Screaming Hillbilly (Invisi--)

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

Vegetation that (causes/has/or is) Points

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

3,977gp

ppot

Grey Leather Gloves, +2 AC, 95gp

Flesh Chapter book: +1 Familiar Slots, 4680gp

Greenish Clamp: +1 Level(s) in a Warrior Group Class, 4260gp

DL II Diminutive Rakshasa-World Cthulhoid-Horrors x(6) x[1]

AC 43, HD 4, hp 20, #Att 2, TH ÷ AC/Save DC by 3, dmg 9

Str 20, Dex 21, Con 21, Int 21, Wis 14, Chr 15, 0.05kxp

Immune slain, Resist Slain, Vulnerable enchanted items., Has a bizarre anatomy, strange abilities, an alien mindset, or any combi

Prepared effects:

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

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

Combat effects:

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

[Pri SL2] Hold Person/Monster 2: Hold 4 person or 2 monster targets (save)

Dungeon012820 - Dungeon Level 2

Room # 6

Gallery - 10ft. long x 50ft. wide x 35ft. tall

Walls of Souls; dung heap; foggy near floor; sobbing

Locked Door, Magic/Psi leading to a hallway 5ft. long x 25ft. wide x 15ft. tall

Sample Names: Nelvine the demonic Metal Corp (Wrench); Harith the magnificent Gold Mouse (Rapier)

Scything Arrows Trap; DL 2; Search DC 21 (Attack +34 ranged, 2d4 damage)

Idol that (causes/has/or is) Sliding

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

443gp

armchair

a bougainvillea flower, 200gp

Chrome Scarab [AT+20] +3 AC/+4 Saves; 1P: Cannot be teleported; CL 8; SL 2, 3725gp

Azur Chair: +2slowQC Action(s), 4490gp

DL II Small Mind-Flayer-World Spirit-of-the-Lands x(2) x[1]

AC 41, HD 4, hp 48, #Att 2, TH ÷ AC/Save DC by 6, dmg 25

Str 19, Dex 21, Con 19, Int 20, Wis 17, Chr 23, 0.05kxp

Has tentacles. Usually psionic., Incorporeal

Prepared effects:

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

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

Combat effects:

[Psi-9 minor] You'll Shoot Your Eye Out!: Target loses 1 eye (no save)

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

Dungeon012820 - Dungeon Level 2

Room # 7

Animal Pens - 35ft. long x 5ft. wide x 50ft. tall

magic circle; candelabra; still, very chill; slithering

Plane Shift Door (other side is on another plane) leading to a hallway 25ft. long x 25ft. wide x 20ft. tall

Sample Names: Dagmir the hideous Whirl Nine (Thingamabob); Hukra the vengeful Voodoo Racer (Spiritual)

Flooding Trapdoor Trap; DL 2; Search DC 21 (8 Str damage, DC 21 PP save to negate)

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

[x1] Turning Undead is at -8 CL and -9 to the 1d20 turn roll (these are fixed amounts, rolled once)

1,229gp

candle

a key to the altar hall, 10gp

Rusty Flail [2d8] +16 Th/+3 dmg 20+/x2; 1M: Creates astral construct to fight for you.; CL 8; SL 2, 4210gp

Chestnut Rope [1d10] +1 Th/+4 dmg 16+/x4; 1V: You encapsulate a foe so it can't move.; CL 12; SL 2, 2554gp

DL II Medium Tarrasque-World Artifacts x(1) x[2]

AC 42, HD 6, hp 160, #Att 1, TH ÷ AC/Save DC by 3, dmg 18

Str 16, Dex 13, Con 24, Int 15, Wis 18, Chr 15, 0.05kxp

Mreflection DL *10%, Ego Score, Can dominate things.

Prepared effects:

[Psi6G minor] Mage's Staff of Light: Dispel Evil 1/r

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

Combat effects:

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

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

Dungeon012820 - Dungeon Level 2

Room # 8

Bedroom/Boudior - 35ft. long x 50ft. wide x 45ft. tall

pot (huge); table, low; still, warm (or hot); wind, strong, gusting

Secret Door, roll again for type leading to a hallway 5ft. long x 10ft. wide x 10ft. tall

Sample Names: Aloin Silktouch the irritating Senora Carrot (Missiles); Haroistem the amoral Crime Flea (Mystic)

Ceiling transforms into Elemental Alcohol Trap; DL 2; Search DC 22 (16 Cml damage/s, DC 21 Spell save for half)

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

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

3,079gp

low table

a Fish Sculpture, 0gp

Potion of Clairvoyance, 6810gp

loun Stone, Normal, 0 action, use once: Cureall, 4520gp

DL II Tiny Outer-LE Outers x(10) x[1]

AC 42, HD 2, hp 24, #Att 4, TH ÷ AC/Save DC by 3, dmg 26

Str 24, Dex 23, Con 20, Int 23, Wis 21, Chr 18, 0.05kxp

Dark vision, Telepathy, immune fire and poison, resist acid and cold, Can summon other Outer LE, No soul. Dark vision.

Prepared effects:

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

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

Combat effects:

[Psi45 minor] Mind Blast: SL*CL Mental damage (1 group, no save)

[Psi45 minor] Mind Blast: SL*CL Mental damage (1 group, no save)

Dungeon012820 - Dungeon Level 2

Room # 9

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

crate; evil symbol; footsteps (approaching); misted

Unusual Material Door, roll on [E5] leading to a hallway 15ft. long x 20ft. wide x 25ft. tall

Sample Names: Grigori of Vasilsursk the courageous Time Sisterhood (Chariot); Mileria the sepulchral Spider Gorilla (Blunderbus

Catfall Trap; DL 2; Search DC 21 (Psionist CL 4, DC 22 Reflex save to negate)

Furnishings that (causes/has/or is) pressure-plate trigger

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

629gp

rotten egg

a dark black cape, +1 AC, 10gp

Claret Helm [AT+10] +9 AC/+3 Saves; 1M: +4 saves; Weapons have 25% chance

to shatter when hitting you; 1M: Feign Death; CL 12; SL 2, 3610gp

Translucent Cat: Free Ride-By Attack Feat: While charging, can move again past target (max move = speed x2), 5000gp

DL II Tiny Jungle Cthulhoid-Horrors x(3) x[1]

AC 41, HD 6, hp 40, #Att 3, TH ÷ AC/Save DC by 3, dmg 10

Str 17, Dex 16, Con 23, Int 18, Wis 17, Chr 22, 0.05kxp

Has mtg G spells, Has a bizarre anatomy, strange abilities, an alien mindset, or any combination of the three.

Prepared effects:

[Psi7 minor] (no name): Pick a stat. Whenever you touch someone, they take (CL+1)/2 ability damage to that stat (PPD save)

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

Combat effects:

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

[Psi54 minor] Psychic Will: Wall of Force

Dungeon012820 - Dungeon Level 2

Room # 10

Smithy/Forge - 50ft. long x 15ft. wide x 45ft. tall

stool, high; dish; clicking; smoky

Archway (open) leading to a hallway 15ft. long x 20ft. wide x 15ft. tall

Sample Names: Sandrine the loony Vector Bird (Llama); Sarlic Broganson the irritating Rainbow Guy (Flaming)

Poisoned Caltrops Trap; DL 2; Search DC 22 (Attack +12 ranged, 4d2 damage)

Force Field that (causes/has/or is) Poison

[x1] Psi 0.01 powers function at double effect

871gp

hammer head, cracked

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

Alabaster Stone [2d12] +2 Th/+8 dmg 17+/x3; 1Z: Astral stunning; CL 10; SL 2, 2954gp

Copper Greataxe [2d6] +9 Th/+5 dmg 20+/x3; 1M: Switch places with anyone you see (unwilling gets save); CL 8; SL 2, 2957gp

DL II Tiny Tarrasque-World Leeches x(7) x[2]

AC 42, HD 4, hp 20, #Att 3, TH ÷ AC/Save DC by 3, dmg 25

Str 19, Dex 22, Con 16, Int 18, Wis 17, Chr 15, 0.05kxp

Mreflection 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

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

Combat effects:

[Psi-12T minor] Bring Animals I: Summon CL Animals using ML I chart, you pick the result

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

Dungeon012820 - Dungeon Level 2

Room # 11

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

divan; buffet; whining; rattling

Time Door (goes to another time) leading to a hallway 45ft. long x 15ft. wide x 25ft. tall

Sample Names: Nalcaum the insidious Blonde Alliance (Cable); Garinda the horrible Lion Killer (Foam)

Ingested Diamond Trap; DL 2; Search DC 22 (10 damage, DC 21 Fortitude save for half)

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

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

1,326gp

bandages

Nordic Fury's Assassination Dagger, dagger, 1d1 (1), 400gp

Navy Sand paper: All your Priest classes use the "set XP

table"(3kxp at 2nd, doubles til 9th,600kxp at 10th,+300kxp per level afterward)., 4340gp

Onyx Button: All your Priest classes use the "set XP table"(3kxp

at 2nd, doubles til 9th,600kxp at 10th,+300kxp per level afterward)., 5020gp

DL II Large Rogue-classes Lycanthropes x(2) x[1]

AC 41, HD 20, hp 320, RR 148% #Att 2, TH ÷ AC/Save DC by 6, dmg 9

Str 23, Dex 15, Con 14, Int 16, Wis 22, Chr 14, 0.05kxp

Has Rogue abilities, Can polymorph to alternate form.

Prepared effects:

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

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

Combat effects:

[Pri SL1] Entangle (1): Need plants to use; Slow (no save); Stop (save) {1 group}

[Psi3½ minor] Energy Stun: Deal 1d6 damage and stun target if it fails both saves.

Dungeon012820 - Dungeon Level 2

Room # 12

Cistern (holds water) - 45ft. long x 25ft. wide x 20ft. tall

crucible; hooks; whispering; poor oxygen

Glass Door (transparent) (shatters if opened) leading to a hallway 5ft. long x 25ft. wide x 20ft. tall

Sample Names: Mormhaor the warped Gorilla Shark (-O-matic); Mazdak the valorous Speed Guy (Hook)

Turn (Command) Golems Trap; DL 2; Search DC 22 (Psionist CL 4, DC 21 PPD save to negate)

Door, Secret that (causes/has/or is) Flesh To Stone

[x1] Dimensional Mine Generator (one mine per year, hits a random player or monster, takes 1d4 dmg and is Blind)

3,003gp

dust

an adamantite stiletto, dagger, 12d7 (48), 470gp

Fuchsia Ring: +100 Rogue Points, 4470gp

Chartreuse Photo album: Free Creator Mage Feat: One of your spell effects is permanent (one instance only), 4190gp

DL II Medium Outer-CG Weirds x(7) x[1]

AC 43, HD 6, hp 192, #Att 1, TH ÷ AC/Save DC by 3, dmg 9

Str 17, Dex 22, Con 23, Int 15, Wis 18, Chr 14, 0.05kxp

Immune acid, cold, petrification. Resist electricity and fire. Protection from evil continuous. Tongues at will., Immune critical hits

Prepared effects:

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

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

Combat effects:

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

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

Dungeon012820 - Dungeon Level 3

Room # 1

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

evil symbol; holy/unholy symbol(s); dank, mouldy smell; hissing

Void Door (cannot see through doorway) leading to a hallway 15ft. long x 5ft. wide x 10ft. tall

Sample Names: Carrague the crazy Doom Bug (Energy); Rheged Macethrasher the charming Dare- Vampire (Car)

Cure Wounds 3 Trap; DL 3; Search DC 31 (Cleric CL 6, DC 31 PPD save to negate)

Painting that (causes/has/or is) Magical Pool/Throne: Adjusts a random ability score permanently, roll

1d6: (1-2) +1d4, (3-4) -1d4, (5-6) +1d4 to one and -1d4 to another

[x1] Dimensional Mine Generator (one mine per half segment, hits a random player or monster, takes 1d8 dmg and is Berserk)

8,303gp

sheet

the Adamantite Breastplate, +4 AC, 150gp

Pinky Cup: +2 Summon Slots, 9860gp

Psi3 Drain Compensator (-1Drain perm), 4920gp

DL III Medium Time/Temporal Viruss x(16) x[1]

AC 96, HD 7, hp 576, RR 82% #Att 3, TH ÷ AC/Save DC by 4, dmg 20

Str 23, Dex 15, Con 25, Int 14, Wis 28, Chr 29, 0.1kxp

Time/Reality stable., Can infect things. Immune mind-affecting, crits, gazes, illusions, poison, sleep, paralysis, polymorph, stunnii

Prepared effects:

[Wiz SL3] Globe of Invulnerability 3: Immune to spells with SL=0 to 2

[Psi16 Major] Golem Form: Glass: Improved Invis.; 1M: Prismatic Spray your group (hole in the middle)

[Psi4 Major] Saves *1.5: Multiply your save rolls by 1.5, you automake saves on natural 21-1.5 or better (Minor is 19).

Combat effects:

[Psi18 minor] Telekinesis: Lift & Move: 100*LVL lbs.; object moves at 10*LVL"

[Psi1 Major] Energy Control: Max.=level in HD damage, must be energy attack

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

Dungeon012820 - Dungeon Level 3

Room # 2

Priest's Chamber/Lab - 30ft. long x 45ft. wide x 5ft. tall

closet (wardrobe); furnace; "Bleah!" (off in the distance); dank, mouldy smell

Undead Door (has a trapped spirit/ghost) leading to a hallway 20ft. long x 10ft. wide x 15ft. tall

Sample Names: Zhelluk the crazy Albino Shrike (Flame); Brynda the foul Injustice Android (Kite)

Secret Floor Trap; DL 3; Search DC 31 (8 Str damage, DC 32 Fortitude save to negate)

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

[x1] Psi 14 powers function at zero effect

1,607gp

cloak

a pink pair of pig wings, +2 AC, 225gp

Aqua Ioun Stone: Free Academician Kit: +3 NPC reactions; +level Int

checks; +level Wis checks; -1 TH penalty, Free bonus Spellcraft proficiency, 9670gp

Crystalline Tissue box: Free Academician Kit: +3 NPC reactions; +level Int

checks; +level Wis checks; -1 TH penalty, Free bonus Spellcraft proficiency, 9540gp

DL III Small Inner-Planar Illusionarys x(22) x[2]

AC 91, HD 4, hp 80, #Att 1, TH ÷ AC/Save DC by 4, dmg 39

Str 31, Dex 19, Con 24, Int 19, Wis 31, Chr 17, 0.1kxp

Immune 1 element., Incorporeal

Prepared effects:

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

[Psi45 Major] Invisibility: Improved Invis.

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

Combat effects:

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

[Psi45 Major] Domination: Dominate all actions (SL/5 saves)

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

Dungeon012820 - Dungeon Level 3

Room # 3

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

knives; box (large); steamy; squealing

Water Lock Door (holds back a lot of water) leading to a hallway 40ft. long x 20ft. wide x 15ft. tall

Sample Names: Bedwyr the egotistical Doctor Lady (Spores); Alakabon the violent Bat Entity (Chair)

Razor-Wire Chute Trap; DL 3; Search DC 33 (36 Str damage, DC 32 Fortitude save to negate)

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

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

6,485gp

spike

a vial of water from the Fountain of Y, 'heal' 'cure light' 'cure critical' ", 1000gp

Carmine Weapon Gemlet [2d8] +16 Th/+5 dmg 18+/x2; 1M: Sleep (SL/2 saves); CL 14; SL 3, 5394gp

Inky Bracers [AT+13] +6 AC/+4 Saves; 1Z: Your psionic powers appear to be a

different form of energy (magic, innate, etc.) to Detection effects; CL 18; SL 3, 4605gp

DL III Diminutive Swamp Eelementals x(2) x[4]

AC 94, HD 2, hp 24, #Att 2, TH ÷ AC/Save DC by 4, dmg 56

Str 16, Dex 22, Con 26, Int 15, Wis 17, Chr 22, 0.1kxp

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

Prepared effects:

[Wiz SL3] Blink (DM): 0, 1/r: Blink; The location is not random (caster has control). If you blink away after meleeing with a creat

[Wiz SL2] Blur (3): 20% WR vs. creatures without True Sight {self only}

[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

Combat effects:

[Pri SL2] Treat Moderate Wounds: Cure 20% of max hp {Touch, 1 creature}

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

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

Dungeon012820 - Dungeon Level 3

Room # 4

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

chandelier; Bridge, Wood; rotting vegetation smell; murmuring

Flesh Door leading to a hallway 25ft. long x 10ft. wide x 10ft. tall

Sample Names: Thilik the grim Dawn Hitmen (Hook); Seritram the insidious Brain Guardian (Horse)

Swinging Pit Trap; DL 3; Search DC 32 (24 Dex damage, DC 33 Will save to negate)

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

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

7,909gp

single bed

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

Onyx Gauntlets [AT+11] +2 AC/+5 Saves; 1M: Polymorph Self, max

difference in weight = PL^2 lbs.; CL 12; SL 3, 3100gp

loun Stone, Normal, Levitation for 1M action at will, 4520gp

DL III Small Space Humanoids x(7) x[1]

AC 92, HD 5, hp 96, #Att 3, TH ÷ AC/Save DC by 4, dmg 39

Str 29, Dex 28, Con 26, Int 18, Wis 31, Chr 18, 0.1kxp

Immune hostile environments, Has 2 arms, 2 legs, and 1 head.

Prepared effects:

[Psi45 Major] Magic Control: +SL/2 (round down) to SL of next Psi45 power

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

[Psi72 minor] Shapeshift: Polymorph Self, max difference in weight = PL^2 lbs.

Combat effects:

[Pri SL1] Blade Barrier 1: 3d3 dmg wall (shards)

[Psi29 Major] Rust Metal:

[Psi16 minor] Repair Golem Damage: Cures $10 \cdot CL$ hp (CL Hull points) to a Golem

Dungeon012820 - Dungeon Level 3

Room # 5

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

dais (raised platform); hole (blasted); laughter; stale, fetid smell

Trapped Door, Mechanical, roll on [D4.1] leading to a hallway 10ft. long x 5ft. wide x 25ft. tall

Sample Names: Hicetaon the evil Raccoon Crew (Meditation); Serria the \$6 million Winged Detective (Rickshaw)

Injected Anti-Psionic Trap; DL 3; Search DC 32 (10 damage, DC 32 Reflex save for half)

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

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

2,174gp

hair/fur bits

a dwarven helmet, +2 AC, 145gp

Hazel Armor Gemlet [AT+13] +5 AC/+5 Saves; 1M: +2 arms (new group of limbs), but all your arms get -10/-10 TH/dmg; CL 21; SL 3, 4790gp

Cinnamon Crossbow, hand [2d4] +25 Th/+4 dmg 16+/x2; 1M: Cures 10

hp (1 Hull point) to a technological item; CL 14; SL 3, 6917gp

DL III Tiny Outer-CN Giants x(13) x[1]

AC 94, HD 15, hp 40, #Att 6, TH ÷ AC/Save DC by 4, dmg 56

Str 24, Dex 24, Con 19, Int 17, Wis 31, Chr 17, 0.1kxp

Dark vision, Immune high frequency sampling, chaos effects, Resist law, Minimum size category Large.

Prepared effects:

[Wiz SL3] Armor 3: +CL*6 current hp

[Psi3 Major] Power Resistance: You gain power resistance.

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

Combat effects:

[Psi2 minor] Aging: (level)d4 years aged; (level)d10 years

[Psi2 minor] Aging: (level)d4 years aged; (level)d10 years

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

Dungeon012820 - Dungeon Level 3

Room # 6

Closet - 45ft. long x 30ft. wide x 45ft. tall

skin; tube (piping); groaning; dusty

Water Lock Door (holds back a lot of water) leading to a hallway 5ft. long x 20ft. wide x 25ft. tall

Sample Names: Eldoard the homicidal Steel Squad (Teleporter); Essembra the loathsome Nuclear Zero (Suction Cup)

Poisoned Pendulums Trap; DL 3; Search DC 31 (Attack +3 ranged, 4d2 Int damage)

Tapestry that (causes/has/or is) Animated

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

1,179gp

clamps

a brocaded couch, 0gp

Aquamarine Medallion [AT+11] +6 AC/+6 Saves; 1M: Immune to spell level 0 to

SL-2 effects; -(SL-1) per physical attack; ER 5*SL%; CL 14; SL 3, 4615gp

Orange Staff [3d12] +6 Th/+2 dmg 20+/x3; 1V: Entangle; CL 16; SL 3, 3890gp

DL III Large Underdark Giants x(2) x[1]

AC 93, HD 14, hp 352, #Att 4, TH ÷ AC/Save DC by 4, dmg 57

Str 22, Dex 24, Con 22, Int 29, Wis 18, Chr 28, 0.1kxp

Light Sensitivity, Minimum size category Large.

Prepared effects:

[Psi12T Major] Damage Resistance: -1/die damage (from any source)

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

[Psi6E minor] Immunity II: Immune to fire or cold, +1 weapon to hit

Combat effects:

[Psi-9 Major] Trirestoration: Fix 1 effect that was dispelled within last r

[Psi5 Major] Disjoin Magic: Mordenkainen's Disjunction (as spell)

[Psi1 Major] Dispel Exhaustion: Mental Surgery (1) but all in psi link affected

Dungeon012820 - Dungeon Level 3

Room # 7

Elevator Room - 20ft. long x 35ft. wide x 20ft. tall

Floors of Plants; chest; giggling (faint); smoky

Double Door, roll again for type leading to a hallway 15ft. long x 25ft. wide x 5ft. tall

Sample Names: Erobia the wingless All-Star Flash (Air); Ragnar the attractive Tomorrow Three (Zebra)

Ingested Chaos, Law Trap; DL 3; Search DC 33 (20 damage, DC 33 Will save for half)

Fireplace that (causes/has/or is) Illusionary wall concealing a chamber with monster and treasure

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

7,281gp

candle snuffer

an engraved ivory seal, 0gp

Cobalt Gloves [AT+40] +17 AC/+16 Saves; 1M: Multiply hp by 1.25; CL 12; SL 3, 9955gp

Fuchsia Chocolate: +3 Henchmen Slots, 9970gp

DL III Tiny Mind-Flayer-World Faeries x(5) x[1]

AC 91, HD 15, hp 40, #Att 6, TH ÷ AC/Save DC by 4, dmg 75

Str 23, Dex 16, Con 14, Int 24, Wis 16, Chr 22, 0.1kxp

Has tentacles. Usually psionic., Overwrite AC to |AC|, Flys, No target.

Prepared effects:

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

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

[Psi-15 minor] Add Breath Weapon [2nd]: Breath weapon is once per 3 rounds. Choose a normal (EE=1) element. Breath = (CL

Combat effects:

[Psi6N Major] Dismiss Elemental, E=3-4: N=1 for normal, 2 for para, 3 for quasi, 4 for semi

[Wiz SL3] Summon Monster III : Calls outsider (DL 3) to fight for you.

[Pri SL1] Summon Nature's Ally I: Summons a DL 1 animal to fight for you {1 creature}

Dungeon012820 - Dungeon Level 3

Room # 8

Chantry (Shrine) - 40ft. long x 5ft. wide x 5ft. tall

statue (toppled); altar; hissing; clear

Zombie Door (made of zombies) leading to a hallway 40ft. long x 20ft. wide x 10ft. tall

Sample Names: Ellador the artistic Extra-terrestrial Tyrant (Jet Pack); Grulka the jolly Spider Speedster (Trident)

Remove Paralysis (2) Trap; DL 3; Search DC 32 (Cleric CL 6, DC 31 Breath Weapon save to negate)

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

[x1] Gas in room: Dex (all in room get +18 to that stat while in room)

4,828gp

rag

a antique couch, 0gp

Dove-grey Shield [AT+10] +26 AC/+16 Saves; 1M: Create a "Power" type item (see next page) of TechL=CL, each TechL takes 1S action; CL 15; SL 3, 7845gp

Bucknard's Everfull Purse, 13410gp

DL III Large Mountain Avian/Birds x(17) x[1]

AC 96, HD 13, hp 1152, #Att 2, TH ÷ AC/Save DC by 4, dmg 73

Str 28, Dex 29, Con 14, Int 18, Wis 19, Chr 30, 0.1kxp

Has mtg R spells, Flys. Has 2 Wings, 2 talons, and a beak.

Prepared effects:

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

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

[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:

[Psi2 minor] Deflect: Deflect a missile; --

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

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

Dungeon012820 - Dungeon Level 3

Room # 9

Hall, Great - 50ft. long x 30ft. wide x 50ft. tall

table, small; sunken area; acrid smell; chirping

Trapped Door, Out of Phase, roll on [D4.3] leading to a hallway 50ft. long x 20ft. wide x 5ft. tall

Sample Names: Arandur the tone-deaf Slug Raccoon (Staff); Dolor the naughty Dare- Avenger (Axe)

Hail of Pendulums Trap; DL 3; Search DC 32 (Attack +3 melee, 2d6 damage)

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

[x1] Psi 10 powers function at triple effect

2,162gp

food scraps

a bronze key, 0gp

Clear Weapon Gemlet [1d8] +35 Th/+8 dmg 17+/x5; 1M: Control all P,V actions; CL 16; SL 3, 9794gp

Glassy Blouse: Free Barbarian (3) Kit: 1V: Intimidate (fear) one

enemy (Chr contest, you're at +3), Free bonus Endurance proficiency, 9800gp

DL III Small Water Beholders x(3) x[1]

AC 95, HD 6, hp 264, #Att 4, TH ÷ AC/Save DC by 4, dmg 57

Str 25, Dex 19, Con 28, Int 27, Wis 31, Chr 23, 0.1kxp

Resist cold. Double dmg from fire., Has eye stalks, 1 mouth, and 1 central anti-magic eye. Flys

Prepared effects:

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

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

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

Combat effects:

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

[Pri SL2] Hold Person/Monster 2: Hold 4 person or 2 monster targets (save)

[Psi-1 Major] Energy Amplification: Add dice to a damaging effect which is resolving (Max = level) only on 1 target

Dungeon012820 - Dungeon Level 3

Room # 10

Kitchen - 25ft. long x 40ft. wide x 35ft. tall

votive light/candle; branding irons; grunting; sneezing

Flesh Door leading to a hallway 35ft. long x 15ft. wide x 20ft. tall

Sample Names: Kern the unholy Aristocratic Nimbus (Moped); Messalo the perplexing Cosmic Terrorist (Saw)

Paralyzation Trap; DL 3; Search DC 32 (Wizard CL 6, DC 33 Reflex save to negate)

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

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

3,809gp

mercury

an old scroll, 'create food' " " ", 40gp

Carmine Gloves [AT+12] +5 AC/+5 Saves; 1M: Very smelly, sickening cloud; CL 15; SL 3, 4535gp

Crystal Ball, 13230gp

DL III Fine Rakshasa-World Undeads x(11) x[1]

AC 95, HD 9, hp 36, #Att 2, TH ÷ AC/Save DC by 12, dmg 39

Str 25, Dex 24, Con 15, Int 20, Wis 26, Chr 24, 0.1kxp

Immune slain, Resist Slain, Vulnerable enchanted items., No CON. Immune crits, ability dmg/drain, poison, sleep, paralysis, stun

Prepared effects:

[Pri SL1] Protection from Lightning 1: Stop the next CL*2 lightning dmg

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

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

Combat effects:

[Psi45 Major] Mind Blast: SL*CL Mental damage (1 group, no save)

[Psi45 Major] Mind Blast: SL*CL Mental damage (1 group, no save)

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

Dungeon012820 - Dungeon Level 3

Room # 11

Dressing Room - 45ft. long x 45ft. wide x 40ft. tall

barrel; table; metallic smell; chanting

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

Sample Names: Shark Edricsson the acrobatic Platinum Vision (Gravi-); Lamar the mischievous Forgotten Hive (Vibro-)

Air in room transforms into Elemental Tempest Trap; DL 3; Search DC 31 (12 Con damage/s, DC 32 Fortitude save for half)

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

[x1] Distance Distortion: Everyone in the room is in the same "group"; "Hole in the Middle" does function

6,196gp

single bed

a white lab coat, +4 AC, 340gp

Staff of Slinging, 11530gp

Nut-brown Longsword [1d6] +37 Th/+37 dmg 16+/x2; 1Z: Command (Will save), hits 2+CL/9 groups; CL 12; SL 3, 13984gp

DL III Large Warrior-classes Leeches x(12) x[4]

AC 94, HD 42, hp 352, #Att 2, TH ÷ AC/Save DC by 4, dmg 37

Str 23, Dex 16, Con 25, Int 28, Wis 25, Chr 21, 0.1kxp

Has warrior picks, 0, 1/half segment: Remove a SEL=DL status effect.

Prepared effects:

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

[Psi45 Major] Force Field: Immune to spell level 0 to SL-2 effects; -(SL-1) per physical attack; ER 5*SL%

[Wiz SL2] Mirror Image (3): Creates 1d4+L/3 images of yourself {self only}

Combat effects:

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

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

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

Dungeon012820 - Dungeon Level 3

Room # 12

Fountain/Pool Room - 20ft. long x 30ft. wide x 20ft. tall

altar; dung heap; roar(ing); still

Undead Door (has a trapped spirit/ghost) leading to a hallway 20ft. long x 25ft. wide x 15ft. tall

Sample Names: Baleth the happy Wind Cavalier (Hammer); Heregan the hypocritical Hate Droid (Musket)

Air in room transforms into Elemental Adamantite Trap; DL 3; Search DC 31 (12 Str damage/s, DC 32 Reflex save for half), (multi;

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

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

2,572gp

dung

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

Rusty Girdle [AT+8] +3 AC/+6 Saves; 1M: Target is immune to sleep & exhaustion; CL 12; SL 3, 3015gp

Charcoal Pick, light [1d10] +36 Th/+4 dmg 18+/x4; 1M: Create a LVL*10'

Wall of Stone with random orientation in the room; CL 21; SL 3, 10147gp

DL III Tiny Rogue-classes Beholders x(5) x[1]

AC 91, HD 3, hp 132, #Att 4, TH ÷ AC/Save DC by 4, dmg 57

Str 15, Dex 17, Con 31, Int 21, Wis 23, Chr 17, 0.1kxp

Has Rogue abilities, Has eye stalks, 1 mouth, and 1 central anti-magic eye. Flys

Prepared effects:

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

[Psi1 minor] Automaton: Animate Object (as spell)

[Psi7 Major] (no name): Whenever you touch someone, they are energy drained (CL+3)/6 levels (no save)

Combat effects:

[Psi5 Major] Disbelieve Death: (absolute 0 action, can do mult.) CL% chance: Not dead

[Wiz SL3] Fireball 3: CLd6 fire dmg to a group (save:½)

[Psi54 Major] Bio-Energy Blast: CL*(SL+2) force dmg to one target (no save)

Dungeon012820 - Dungeon Level 4

Room # 1

Pantry - 5ft. long x 30ft. wide x 35ft. tall

condlestick; Walls of Fire; dank, mouldy smell; hazy

Sliding Door (slides left/right into wall) leading to a hallway 30ft. long x 10ft. wide x 10ft. tall

Sample Names: Zel'va the wild Phantom Paladin (Train); Cariendar the sepulchral Royal Panther (Van)

Spiked Container Trap; DL 4; Search DC 42 (16 Chr damage, DC 42 Reflex save to negate)

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

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

9,164gp

mink pelt

some blackberries, 0gp

Charcoal Necklace [AT+11] +6 AC/+6 Saves; 1M: Regenerate SL hp/s; CL 18; SL 4, 4585gp

Obsidian Scarab [AT+11] +7 AC/+64 Saves; 1Z: Decrease gravity in room

or object/person by SL G's (x1 Special); CL 14; SL 4, 11210gp

DL IV Gargantuan Water Reptiles x(3) x[3]

AC 167, HD 68, hp 10240, #Att 7, TH ÷ AC/Save DC by 5, dmg 36

Str 34, Dex 23, Con 30, Int 24, Wis 21, Chr 35, 0.25kxp

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

Prepared effects:

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

[Psi--2 Major] Energy Command: Pick an element, you resist it; You double resist it

[Psi45 Major] Vibration Control: SL/2 (round down) instances of Resist vibration; +SL*10% damage with vibration effects

[Psi3½ Major] Exhalation of the Black Dragon: Your acid breath deals 3d6 damage to a close target.

Combat effects:

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

[Psi-6G Major] Angelic Favor †: 1bM: Summon a DL IV Angel/Deva, lasts until destroyed

[Wiz SL4] Confusion : Confuses targets, who can wander away, attack friend or do nothing

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

Dungeon012820 - Dungeon Level 4

Room # 2

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

bed; Bridge, Chain; footsteps (receding); splashing

Double Door, roll again for type leading to a hallway 25ft. long x 5ft. wide x 15ft. tall

Sample Names: Ferund the immoral Wombat Tornado (Omni-); Taragarth the revolting Armadillo Alliance (Car)

Insanity Ray Trap; DL 4; Search DC 43 (Psionist CL 8, DC 43 Breath Weapon save to negate)

Fireplace that (causes/has/or is) pressure-plate trigger

[x1] Distance Distortion: Everyone in the room is in the same "group"; "Hole in the Middle" does function

1,380gp

spoon

very muddy branch, mace, 5d5 (15), 30gp

Ring of Delusion *, 6450gp

Red Turban of Efreeti Summoning, 11540gp

DL IV Fine Internet Immortals x(18) x[1]

AC 165, HD 3, hp 17, #Att 2, TH ÷ AC/Save DC by 5, dmg 35

Str 27, Dex 26, Con 23, Int 27, Wis 18, Chr 20, 0.25kxp

Psilink, Immune Web, Unageing

Prepared effects:

[Psi-6G Major] Deflect: iRMaMPaPIWR 3*N%; iXR 2*N%; iGR N%; cannot move while using; max N = 30

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

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

[Wiz SL2] Blur (3): 20% WR vs. creatures without True Sight {self only}

Combat effects:

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

[Wiz SL1] Darkness: Magical darkness; can blind if targetted (save) {1 group}

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

[Psi2 minor] Deflect: Deflect a missile; --

Dungeon012820 - Dungeon Level 4

Room # 3

Well - 15ft. long x 30ft. wide x 10ft. tall

columns/pillars; crystal ball; tapping; tinkling

Bone Door (shrieks loudly if opened) leading to a hallway 10ft. long x 25ft. wide x 10ft. tall

Sample Names: Qeteb the savage Admiral Panther (Biplane); Lar Lancethruster the dewy-eyed Doctor Elf (Symbiosis)

Air in room transforms into Elemental Conduit Trap; DL 4; Search DC 41 (12 Chr damage/s, DC 44 Breath Weapon save for half)

Painting that (causes/has/or is) passwall

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

1,672gp

ladle

a wide leather belt, +2 AC, 100gp

Indigo Sand paper: Free Runner Kit: +1V action; 1

Endurance slot; +3" movement rate, Free bonus Running proficiency, 16670gp

Chrome Staff [1d10] +6 Th/+7 dmg 17+/x2; 1M: Disintegrate up to 100*CH lbs. (save); CL 23; SL 4, 5210gp

DL IV Large Psionicist-classes Dragons x(13) x[1]

AC 168, HD 76, hp 576, #Att 5, TH ÷ AC/Save DC by 20, dmg 129

Str 16, Dex 20, Con 31, Int 25, Wis 27, Chr 36, 0.25kxp

Know a Psi frequency, Breath weapon, dark vision, immune sleep and paralysis.

Prepared effects:

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

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

[Psi45 Major] Magic Control: +SL/2 (round down) to SL of next Psi45 power

[Psi45 Major] Invisibility: Improved Invis.

Combat effects:

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

[Psi6E Major] Rotting Limb: One limb useless, degenerate 1 hp/r

[Psi6E Major] Rotting Limb: One limb useless, degenerate 1 hp/r

[Pri SL3] Death's Door: Puts target (at negative hp) to 0 hp (1 hp if material comp.)

Dungeon012820 - Dungeon Level 4

Room # 4

Crypt / Burial Chamber - 30ft. long x 30ft. wide x 30ft. tall

chest, large; alcove; horn/trumpet sounding; manure smell

Void Door (cannot see through doorway) leading to a hallway 45ft. long x 15ft. wide x 5ft. tall

Sample Names: Cirdan the philanthropic Silver Cephalopod (Knife); Savvis the deceitful Mutant Dancer (Sai)

Charm True Creature Trap; DL 4; Search DC 41 (Psionicist CL 8, DC 43 Spell save to negate)

Fireplace that (causes/has/or is) Symbiotic

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

14,299gp

rope, rotten

a pack of marked cards, +1 AC, 200gp

Ruddy Staff [2d12] +8 Th/+8 dmg 20+/x3; 1P: Control target's V actions (save); CL 20; SL 4, 5640gp

Ice blue Scarab [AT+12] +7 AC/+4 Saves; 1P: Gain 5 temporary hit points.; CL 20; SL 4, 4875gp

DL IV Small Kara-Tur Immortals x(9) x[1]

AC 162, HD 6, hp 640, #Att 3, TH ÷ AC/Save DC by 5, dmg 35

Str 35, Dex 31, Con 37, Int 33, Wis 38, Chr 22, 0.25kxp

Has Martial Arts, Unageing

Prepared effects:

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

[Wiz SL3] Displacement : WR 50%

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

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

Combat effects:

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

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

[Psi15 Major] Color Spray: Color Spray

[Psi3½ Major] Psionic Blast: Stun creatures in 30-ft. cone for 1 round.

Dungeon012820 - Dungeon Level 4

Room # 5

Priest's Chamber/Lab - 50ft. long x 15ft. wide x 50ft. tall

font; peephole; still, warm (or hot); still, warm (or hot)

Bone Door (shrieks loudly if opened) leading to a hallway 35ft. long x 5ft. wide x 5ft. tall

Sample Names: Berooz of the Many Evils the indescribable All-Star Blaze (Zeppelin); Selise the vengeful Yellow Fire (Zeppelin)

Air in room transforms into Elemental Fog Trap; DL 4; Search DC 44 (8 Int damage/s, DC 41 RSW save for half)

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

[x1] Plant spells function at double effect

6,099gp

common fungi

a simple ivory veil with tiny diamond, +1 AC, 10gp

Alabaster Money: Free Accelerate Weapon Feat: +1/4 to #Att with one weapon (does stack with Spec. / Martial Arts), can take this more than once, 16710gp

Hazel Bracers [AT+54] +7 AC/+7 Saves; 1P: SL/2 (round down) instances of Resist plasma; +SL*10% damage with plasma effects; CL 16; SL 4, 10170gp

DL IV Huge Psionic Oozes x(16) x[1]

AC 161, HD 33, hp 1280, #Att 4, TH ÷ AC/Save DC by 20, dmg 67

Str 16, Dex 30, Con 28, Int 32, Wis 33, Chr 23, 0.25kxp

Has a psionic frequency, No INT. Immune mind-affecting, crits, gazes, illusions, poison, sleep, paralysis, polymorph, and stunning

Prepared effects:

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

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

[Psi4 minor] Money *1.25: How much money you get in dungeon is multiplied by 1.25 (only affects you, not whole party)

[Pri SL3] Goodberry 3: Creates 12 goodberries

Combat effects:

[Psi-6G minor] Avenge: Choose a target, you deal double weapon damage to that target this combat

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

[Psi54 Major] Heat Vision: 1M to start: Every segment for 1 round, as a 0 action, deal SL heat dmg to one target (no save)

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

Dungeon012820 - Dungeon Level 4

Room # 6

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

clamps; bell(s); earthy smell; updraft, strong

Unusual Material Door, roll on [E5] leading to a hallway 15ft. long x 20ft. wide x 5ft. tall

Sample Names: Mochan the extraordinary Scarab Tarantula (Omni-); Baragu the carnivorous Miss Dancer (Fungal)

Stairs transforms into Elemental Aexus Trap; DL 4; Search DC 42 (48 Wis damage/s, DC 43 PPD save for half)

Arch that (causes/has/or is) Changes - Sex

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

1,629gp

mercury

a golden altar, 0gp

Bag of Holding (10000 lbs.), 13150gp

Yellowy Robe [AT+12] +35 AC/+4 Saves; 1M: Your new AC = (old AC - 10) * 1.5 + 10; CL 24; SL 4, 9305gp

DL IV Huge Outer-NG Mutants x(10) x[2]

AC 166, HD 33, hp 4352, #Att 2, TH ÷ AC/Save DC by 5, dmg 161

Str 25, Dex 31, Con 36, Int 26, Wis 18, Chr 20, 0.25kxp

Immune acid, cold, petrification. Resist electricity and fire. Protection from evil continuous. Tongues at will., Immune radiation

Prepared effects:

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

[Psi-12T minor] Stay Conscious: You stay conscious up to -10-CLxCL hp (defensive acts only)

[Psi-12T minor] Stay Conscious: You stay conscious up to -10-CLxCL hp (defensive acts only)

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

Combat effects:

[Psi10 minor] Dispel Exhaustion: Target heals 25% of damage taken

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

[Psi10 minor] Dispel Exhaustion: Target heals 25% of damage taken

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

Dungeon012820 - Dungeon Level 4

Room # 7

Gas Chamber - 35ft. long x 40ft. wide x 30ft. tall

chest, large; urn; chlorine smell; footsteps (side)

Automatic Door (opens if anyone approaches) leading to a hallway 10ft. long x 5ft. wide x 25ft. tall

Sample Names: Zacharia the jovial Raccoon League (Seahorse); Anteus the savage Sky Tiger (Slime)

Container transforms into Elemental Diamond Trap; DL 4; Search DC 42 (48 Cml damage/s, DC 43 Reflex save for half)

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

[x1] Nothing in the room can be affected by Avoid Tricks, Weird, Avoid Specials

14,043gp

dipping water

green hair, +2 AC, 10gp

Crystalline Weapon Gemlet [1d20] +15 Th/+26 dmg 17+/x4; 1P: Wall of Ice; CL 16; SL 4, 8740gp

Browny Mop: All your Rogue classes use the "set XP table"(3kxp

at 2nd, doubles til 9th,600kxp at 10th,+300kxp per level afterward),. 16300gp

DL IV Tiny Synnibarr Insects x(15) x[1]

AC 161, HD 3, hp 76, #Att 3, TH ÷ AC/Save DC by 20, dmg 100

Str 27, Dex 16, Con 21, Int 18, Wis 22, Chr 34, 0.25kxp

+10^DL (DL tenths!) to dmg, No INT. Dark vision.

Prepared effects:

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

[Psi-12T minor] Polymorph Self: Polymorph Self; lasts CL turns

[Pri SL4] Goodberry 4: Creates 16 goodberries

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

Combat effects:

[Pri SL3] Remove Disease : Cures all diseases affecting subject.

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

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

[Psi54 minor] Magic Blast: CL*SL force dmg to one group (no save)

Dungeon012820 - Dungeon Level 4

Room # 8

Fountain/Pool Room - 50ft. long x 10ft. wide x 5ft. tall

Chute, Sand/Quicksand; altar; cold current; clicking

Plane Shift Door (other side is on another plane) leading to a hallway 25ft. long x 15ft. wide x 15ft. tall

Sample Names: Sythaeryn the secretive Miracle Fly (Spores); Azhure the attractive Albino Fox (Tentacles)

Fusillade of Javelins Trap; DL 4; Search DC 41 (Attack +44 ranged, 8d4 Chr damage)

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

[x1] Gas in room: Chr (all in room get +8 to that stat while in room)

380gp

alum

a dwarven golden ring, 46gp

Staff of the Magi, 30230gp

Popper of Spell, 1st (choose a 1st level spell when bought. 1V, use once:

A CL 3 effect of that spell resolves once a segment for 10 s), 1620gp

DL IV Diminutive Far-Realm/Ultrablack Immortals x(9) x[2]

AC 161, HD 4, hp 40, PR 136% #Att 8, TH ÷ AC/Save DC by 20, dmg 100

Str 25, Dex 31, Con 22, Int 22, Wis 16, Chr 15, 0.25kxp

Can damage non-hp totals/scores., Unageing

Prepared effects:

[Wiz SL3] Armor 3: +CL*6 current hp

[Pri SL2] Goodberry 2: Creates 8 goodberries

[Wiz SL3] Displacement : WR 50%

[Psi45 Major] Fire Control: SL/2 (round down) instances of Resist fire; +SL*10% damage with fire effects

Combat effects:

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

[Pri SL1] Blade Barrier 1: 3d3 dmg wall (shards)

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

[Psi2 minor] Double Pain: All dmg phantom x2 for 1t; SS or unc. each hit

Dungeon012820 - Dungeon Level 4

Room # 9

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

mosaic; chime(s); smoky smell; snapping

Water Lock Door (holds back a lot of water) leading to a hallway 20ft. long x 25ft. wide x 10ft. tall

Sample Names: Alodia the odious Martian Lackey (Bombs); Ekkaia the conspiratorial Micro- Kid (Unicycle)

Dropping Block Trap; DL 4; Search DC 42 (36 damage, DC 41 PP save for half)

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

[x1] Distance Distortion: Everyone in the room is in the same "group"; "Hole in the Middle" does function

6,336gp

paste

a box, 3gp

Rusty Talisman [AT+11] +5 AC/+36 Saves; 1M: Change your body to be of an TechL=SL chemical; CL 24; SL 4, 9540gp

Iridescent Shield [AT+69] +9 AC/+5 Saves; 1M: Sword of Force; attacks

by itself, does 1d10 vs. evil /r; CL 20; SL 4, 12425gp

DL IV Diminutive Outer-LE Elementals x(18) x[3]

AC 163, HD 4, hp 136, #Att 7, TH ÷ AC/Save DC by 5, dmg 34

Str 18, Dex 35, Con 29, Int 22, Wis 27, Chr 21, 0.25kxp

Dark vision, Telepathy, immune fire and poison, resist acid and cold, Can summon other Outer LE, Immune critical hits, poison, s

Prepared effects:

[Psi45 minor] Resist: Emotion: SL/2 (round down) instances of Resist enchantment/charm

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

[Wiz SL4] Improved Invisibility : As invisibility, but subject can attack and stay invisible.

[Pri SL4] Goodberry 4: Creates 16 goodberries

Combat effects:

[Pri SL3] Flame Strike 3: CLd4 holy fire dmg (save:½)

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

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

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

Dungeon012820 - Dungeon Level 4

Room # 10

Garbage Room - 10ft. long x 35ft. wide x 40ft. tall

workbench; whistle; rustling; splashing

Plane Shift Door (other side is on another plane) leading to a hallway 5ft. long x 10ft. wide x 10ft. tall

Sample Names: Senlis the mesmerizing Stone Child (Lycanthropy); Meronia the perplexing Samurai Beetle (Surfboard)

Deeper Floor Trap; DL 4; Search DC 42 (16 Wis damage, DC 41 Fortitude save to negate)

Pool that (causes/has/or is) Talks - Nonsense

[x1] Distance Distortion: Everyone in the room is in the same "group"; "Hole in the Middle" does not function

8,496gp

mink pelt

a Big Skin of Elvish Wine, 56gp

Pearly Longbow, composite [4d10] +7 Th/+16 dmg 17+/x3; 1Z: Death Ray; CL 16; SL 4, 6000gp

Iron-grey Hair tie: +1 Level(s) in a Warrior Group Class, 17000gp

DL IV Medium Joke Hounds x(3) x[3]

AC 165, HD 11, hp 320, RR 51% #Att 8, TH ÷ AC/Save DC by 20, dmg 161

Str 36, Dex 36, Con 27, Int 38, Wis 16, Chr 15, 0.25kxp

Has Punomancy, Has 4 legs, and at least 1 head

Prepared effects:

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

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

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

[Psi45 Major] Electrical Control: SL/2 (round down) instances of Resist lightning; +SL*10% damage with lightning effects

Combat effects:

[Psi6G minor] Self-Sacrifice: All others can Escape but deva is left behind

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

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

[Psi6E minor] Larva Life: Consume 1 larva to Cureall (incl. DPPs)

Dungeon012820 - Dungeon Level 4

Room # 11

Refectory (Monetary Dining Room) - 15ft. long x 50ft. wide x 50ft. tall

rail; well; creaking; clear

(Stone Door, Normal) leading to a hallway 25ft. long x 15ft. wide x 20ft. tall

Sample Names: Credia the warped Bronze Empire (Net); Gunov the irresistible Platinum Alien (Gravi-)

Scything Pendulums Trap; DL 4; Search DC 41 (Attack +68 melee, 4d8 damage)

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

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

9,072gp

rope, rotten

a suit of granite platemail, +2 AC, 360gp

Bag of Holding 4: Up to 1,500 lbs. feels like 60 lbs. Volume limit of 250 cubic feet., 14530gp

Chocolate Scarab [AT+54] +48 AC/+9 Saves; 1P: Reverse Wards (no one can leave); CL 14; SL 4, 15135gp

DL IV Diminutive Joke Hounds x(20) x[2]

AC 161, HD 12, hp 36, #Att 4, TH ÷ AC/Save DC by 5, dmg 33

Str 22, Dex 30, Con 19, Int 15, Wis 21, Chr 33, 0.25kxp

Has Punomancy, Has 4 legs, and at least 1 head

Prepared effects:

[Pri SL4] Dimensional Anchor : Bars extradimensional movement.

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

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

[Psi45 Major] Force Field vs. Emotion: Immune to spell level 0 to SL-1 enchantment/charm effects

Combat effects:

[Psi3½ minor] Strength of My Enemy: Siphon away your enemy's strength and grow stronger.

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

[Psi-6G Major] Insist Power †: 1bM: Counter an effect which counters one of your effects

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

Dungeon012820 - Dungeon Level 4

Room # 12

Harem/Seraglio - 50ft. long x 40ft. wide x 50ft. tall

Floors of Ice; thongs; downdraft, strong; jingling

(Stone Door, Normal) leading to a hallway 40ft. long x 25ft. wide x 20ft. tall

Sample Names: Terrymont the loony Ring League (Slime); Laitannen the crazy Raccoon Twosome (Nanotechnology)

Cure Wounds 4 Trap; DL 4; Search DC 42 (Wizard CL 8, DC 43 Spell save to negate)

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

[x1] DPZ (Dispel Psionic Zone) - Psionic effects get countered; existing psionic effects have SL% of being dispelled/Year
3,769gp

helmet dented

elegant Gucci shoes, +2 AC, 1500gp

Red Turban of Efreeti Summoning, 12330gp

Charcoal Plate: Free My Little Pony Familiar, 16260gp

DL IV Diminutive Outer-LG Spirit-of-the-Lands x(16) x[2]

AC 163, HD 12, hp 40, RR 129% #Att 8, TH ÷ AC/Save DC by 5, dmg 34

Str 24, Dex 18, Con 31, Int 21, Wis 30, Chr 18, 0.25kxp

Immune acid, cold, petrification. Resist electricity and fire. Protection from evil continuous. Tongues at will., Incorporeal

Prepared effects:

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

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

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

[Wiz SL3] Displacement : WR 50%

Combat effects:

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

[Psi-1 Major] Imp. Cell Rearrangement: As Cell Rearrangement but range=10*level'; Max N = level*10

[Wiz SL4] Confusion : Confuses targets, who can wander away, attack friend or do nothing

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

Dungeon012820 - Dungeon Level 5

Room # 1

Antechamber (Entry room into larger room) - 50ft. long x 15ft. wide x 10ft. tall

peephole; curtain; steamy near floor; thumping

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

Sample Names: Fanette the merciless Doc Beast (Dark); Mirelidia the groovilicious Bat Warlord (Shuttle)

Air in room transforms into Elemental Rainbow Trap; DL 5; Search DC 51 (18 Wis damage/s, DC 55 Breath Weapon save for half)

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

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

5,118gp

markings

blood shot eye, 'flamestrike', 240gp

Bronze Weapon Gemlet [5d6] +6 Th/++3 dmg 18+/x2; 1M: As the 4th level Wizard spell; CL 22; SL 5, 5297gp

Ring of Vampiric Regeneration, 30550gp

DL V Small Henchmen Avian/Birds x(14) x[2]

AC 260, HD 10, hp 216, RR 149% #Att 5, TH ÷ AC/Save DC by 30, dmg 204

Str 19, Dex 26, Con 22, Int 22, Wis 38, Chr 19, 0.75kxp

Has henchmen spells, Flys. Has 2 Wings, 2 talons, and a beak.

Prepared effects:

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

[Pri SL5] Spell Resistance : Subject gains +12 +1/level SR.

[Psi6N Major] Druid Spells, LVL 7: Get a druid progression of level 7 (max = your level)

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

[Psi3½ Major] Immovability: You are almost impossible to move and gain DR 15/-.

Combat effects:

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

[Pri SL1] Summon Nature's Ally I: Summons a DL 1 animal to fight for you {1 creature}

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

[Psi45 Major] Zombie Animation: Animate a dead body as a Zombie with DL=SL

[Pri SL3] Creeping Doom 3: 40 insect dmg

Dungeon012820 - Dungeon Level 5

Room # 2

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

cask; chains; drumming; gong

Plant Door (as the spell) leading to a hallway 30ft. long x 20ft. wide x 25ft. tall

Sample Names: Tarithi the bewildering Brain Six (Bird); Senas the revolting Poison Chimp (Vibro-)

Vent transforms into Elemental Rainbow Silver Trap; DL 5; Search DC 55 (32 Cml damage/s, DC 55 PP save for half)

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

[x1] Nothing in the room can be affected by Immune Gravity, Silent Image, Planar Displaced

3,313gp

ropes

a shimmering portal, Ogp

Indigo Stone [2d6] +6 Th/+100 dmg 19+/x6; 1M: Light blast inflicts 9d4 damage in 20' radius.; CL 30; SL 5, 21797gp

Mercury's Boots (Water Walking; x2 movement rate; 1V: Jump 30'), 31520gp

DL V Tiny Outer-TN Beholders x(20) x[2]

AC 255, HD 8, hp 116, IR 117% #Att 1, TH ÷ AC/Save DC by 30, dmg 52

Str 41, Dex 30, Con 45, Int 24, Wis 25, Chr 27, 0.75kxp

Immune mind-affecting, positive energy, and negative energy. Resist cold, fire, and acid, Has eye stalks, 1 mouth, and 1 central a

Prepared effects:

[Pri SL5] Spell Resistance : Subject gains +12 +1/level SR.

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

[Pri SL5] Protection from Lightning 5: Stop the next CL*16 lightning dmg

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

[Psi72 Major] Alternate Form - Energy: Nonsolid (still take damage normally); Cannot attack; Fly PL"; Immune to one form of ene

Combat effects:

[Psi45 Grand] Electrical Generation: SL*CL Lightning damage (1 group, no save)

[Pri SL3] Remove Disease : Cures all diseases affecting subject.

[Wiz SL5] Wacky Ball 5 / Normal / ½: Ld10, save: ½

[Psi-9 Major] Trirestoration: Fix 1 effect that was dispelled within last r

[Psi6N Major] Reverse Psionics: Casts reverse of psi, N=SL of effect (max = your level/2)

Dungeon012820 - Dungeon Level 5

Room # 3

Court - 35ft. long x 30ft. wide x 5ft. tall

kiln; barrel; updraft, strong; urine smell

Teleport Door (other side is far away) leading to a hallway 45ft. long x 10ft. wide x 15ft. tall

Sample Names: Akordia the famous Giant Machine (Seahorse); Olica the despicable Wolf Hornet (Super-goobers)

Treat Deadly Wounds Trap; DL 5; Search DC 53 (Cleric CL 10, DC 54 PPD save to negate)

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

[x1] DIZ (Dispel Innate Zone) - Innate effects get countered; existing innate effects have SL% of being dispelled/Month
6,609gp

pipes (musical)

the robes of an assassin, +4 AC, 120gp

loun Stone, Don, 0 action, use once: All enemies Set, 13410gp

Maroon Armor, Light [AT+54] +8 AC/+99 Saves; 1M: +1 Memorization Level (this is next level of picks for rogues); CL 30; SL 5, 23415gp

DL V Colossal Shangri-La Spirit-of-the-Lands x(3) x[1]

AC 257, HD 805, hullp 6912, #Att 9, TH ÷ AC/Save DC by 30, dmg 303

Str 37, Dex 21, Con 39, Int 35, Wis 44, Chr 21, 0.75kxp

Has no truenname, Immune Lost, Incorporeal

Prepared effects:

[Wiz SL3] Globe of Invulnerability 3: Immune to spells with SL=0 to 2

[Pri SL5] Spell Resistance : Subject gains +12 +1/level SR.

[Psi9 Grand] Gravity Kin.: Shield: Stops 4*CH hp per physical attack

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

[Psi2 minor] Strength of the Land: +25 hp,+3 TH,+3 dmg,25% MR; Lasts 5r after maint.

Combat effects:

[Psi54 Grand] Telekinesis: Telekinesis CL*SL*10 lbs.

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

[Wiz SL3] Time Stop 3: Stops time for 1d2 segments

[Wiz SL3] Prismatic Wall 3: 3 Prismatic colors or 1 MultiPrismatic colors (may repeat colors in either mode)

[Wiz SL3] Prismatic Wall 3: 3 Prismatic colors or 1 MultiPrismatic colors (may repeat colors in either mode)

Dungeon012820 - Dungeon Level 5

Room # 4

Treasure Room - 45ft. long x 40ft. wide x 30ft. tall

coal; Floors of Water; footsteps (approaching); still, warm (or hot)

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

Sample Names: Deveny the uncanny Mademoiselle -ion (Stilts); Faervian the noxious Poison Super-Heroe (Harpoon)

Control Trap; DL 5; Search DC 52 (Psionicist CL 10, DC 53 Will save to negate)

Vegetation that (causes/has/or is) Gaseous

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

6,442gp

paste

a townguard crest, +1 AC, 1090gp

Indigo Mop: All your Priest classes use the "set XP table"(3kxp

at 2nd, doubles til 9th,600kxp at 10th,+300kxp per level afterward)., 25370gp

Pearl Potion: +1 Level(s) in a Wizard Group Class, 25300gp

DL V Fine Monster-classes Elf/Avalons x(5) x[2]

AC 258, HD 6, hp 28, RR 142% #Att 4, TH ÷ AC/Save DC by 30, dmg 303

Str 18, Dex 45, Con 42, Int 26, Wis 30, Chr 25, 0.75kxp

Has Master Monster picks, Immune sleep.

Prepared effects:

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

[Psi19 Major] Cloud Judgment: You cannot be detected/located using psionics, magic, or innates (incl. anti-versions)

[Psi54 Major] Aura of Fear: Fear by sight (SL saves)

[Psi60 Major] Anti-Missile Barrier: Ranged: +LVL/2 AC, -LVL dmg per hit/succ

[Psi45 minor] Resist: Magic: SL/4 (round down) instances of Resist magic

Combat effects:

[Pri SL3] Summon Insects: Summons DL 3 insects

[Pri SL5] Limited Cureall: Cureall, target must Fort save vs. # hp down (+10 per other effect)

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

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

[Psi29 minor] Drain Magic Item Charges:

Dungeon012820 - Dungeon Level 5

Room # 5

Antechamber (Entry room into larger room) - 50ft. long x 30ft. wide x 25ft. tall

iron bars; forge; still, warm (or hot); bong

Automatic Door (opens if anyone approaches) leading to a hallway 15ft. long x 10ft. wide x 15ft. tall

Sample Names: Atze of the Cold Shore the evil Major Squad (Bow); Gimra the carnivorous Iron Scarab (Folding Chair)

Injected Smoke Trap; DL 5; Search DC 55 (32 Con damage, DC 55 Reflex save to negate), (multiple targets)

Door that (causes/has/or is) Suggests

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

14,682gp

mica

a crystal ball, 5gp

Admundfort Ring of Leadership, 20420gp

Charm of Pro. from Theft, 9550gp

DL V Colossal Custom-classes Golems x(9) x[2]

AC 256, HD 163, hullp 6656, MR 126% #Att 6, TH ÷ AC/Save DC by 30, dmg 55

Str 23, Dex 23, Con 27, Int 37, Wis 28, Chr 20, 0.75kxp

Has Custom abilities, Immune crits, ability dmg, energy drain, poison, sleep, paralysis, stunning, disease, mind-affecting effects.

Prepared effects:

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

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

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

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

[Pri SL5] Troll-like Regeneration: You Troll-like Regenerate at CL hp per round

Combat effects:

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

[Psi-12T Major] Feeblemind Blast: One group is feebleminded (Will save)

[Pri SL3] Cure Disease: Cures Disease

[Pri SL5] MultiCure Critical Wounds: Cure Critical (3 targets) (r=sight)

[Psi29 minor] Fear:

Dungeon012820 - Dungeon Level 5

Room # 6

Refectory (Monestary Dining Room) - 35ft. long x 5ft. wide x 30ft. tall

quilt; staff, normal; music; humming

Undead Door (has a trapped spirit/ghost) leading to a hallway 40ft. long x 5ft. wide x 25ft. tall

Sample Names: Soraya the devious Doc Paladin (Blowgun); Prydwen the violent Emerald Specter (Burro)

Air in room transforms into Elemental Vibranium Trap; DL 5; Search DC 54 (32 Chr damage/s, DC 55 Fortitude save for half)

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

[x1] Wards spells function at double effect

22,981gp

talc

a pair of boat shoes, 500gp

Pale Sandal: +1 Level(s) in a Priest Group Class, 25170gp

Clear Lotion: +1 Level(s) in a Priest Group Class, 25760gp

DL V Small Swamp Viruss x(8) x[3]

AC 254, HD 7, hp 216, #Att 8, TH ÷ AC/Save DC by 6, dmg 252

Str 35, Dex 30, Con 32, Int 27, Wis 23, Chr 18, 0.75kxp

Has mtg B spells, Can infect things. Immune mind-affecting, crits, gazes, illusions, poison, sleep, paralysis, polymorph, stunning.

Prepared effects:

[Pri SL5] Immune [E=2 element]: Pick an E=2 element, you are immune to it for 1 hour. (This immunity does not "spread" into ot

[Pri SL5] Immune [E=2 element]: Pick an E=2 element, you are immune to it for 1 hour. (This immunity does not "spread" into ot

[Wiz SL1] Radiation Resistance: RR 60+CL*5% [duration 1 hour]

[Psi14 Grand] (no name): Your gaze causes Charm (no save, IR)

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

Combat effects:

[Psi6N Major] Dismiss Elemental, E=3-4: N=1 for normal, 2 for para, 3 for quasi, 4 for semi

[Wiz SL5] Magic Missile 5: (CL+1)*5/2 missiles, each does 1d4+1 force dmg (no save)

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

[Psi10 Major] Fire Missiles: Shoot (CL-2)/2 fire missiles, each does 1d4+1 fire dmg

[Psi72 minor] Deflection: Take -PL^2 dmg on one physical attack

Dungeon012820 - Dungeon Level 5

Room # 7

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

stool, high; fresco (painting); footsteps (approaching); grating

Automatic Door (opens if anyone approaches) leading to a hallway 15ft. long x 20ft. wide x 15ft. tall

Sample Names: Tasien the secretive Whirl Freak (Doohickey); Leuko the astounding Patchwork Platoon (Strobe)

Contact Thorns/Thicket Trap; DL 5; Search DC 51 (150 damage, DC 52 Fortitude save for half)

Vegetation that (causes/has/or is) Symbiotic

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

13,356gp

hacksaw

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

Electric blue Staff [5d10] +99 Th/+80 dmg 18+/x3; 1F: CLd10 mental dmg (one target, no save); CL 30; SL 5, 33964gp

Broom of Flying: Overland Flight spell up to 9 hours per day. Can fly at 40' (average manuv.). The owner can send the broom to a destination as long as he/she know the route. The owner can summon the broom verbally if it is within 300'., 19330

DL V Colossal Outer-CE Cthulhoid-Horrors x(26) x[3]

AC 257, HD 805, hp 7424, CR 600% #Att 7, TH ÷ AC/Save DC by 6, dmg 305

Str 40, Dex 37, Con 37, Int 24, Wis 27, Chr 41, 0.75kxp

Telepathy, immune electricity and poison, Resist acid, cold, and fire, Can summon other Outer CE, Has a bizarre anatomy, strang

Prepared effects:

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

[Psi-12L Major] See Through: See through Dust of Disappearance & Mirage Arcana effects

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

[Psi6E minor] Immunity II: Immune to fire or cold, +1 weapon to hit

[Pri SL5] Extra Group +1: The next spell you cast will affect +1 groups of monsters

Combat effects:

[Pri SL4] Creeping Doom 4: 160 insect dmg

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

[Pri SL4] Creeping Doom 4: 160 insect dmg

[Psi5 Major] Dispel Psionics: Destroy maintained psionics (all freq.)

[Wiz SL4] Dispel Magic 4: Dispel 2 magic effects

Dungeon012820 - Dungeon Level 5

Room # 8

Office - 50ft. long x 45ft. wide x 35ft. tall

bed; carafe (decanter); coughing; tapping

Secret Door, roll again for type leading to a hallway 20ft. long x 15ft. wide x 25ft. tall

Sample Names: Hobarth the homicidal Crimson Turtle (Water); Alhulak the mordant Shining Ghost (Torpedos)

Injected Lightning Trap; DL 5; Search DC 53 (20 damage, DC 55 PPD save for half)

Door, Secret that (causes/has/or is) One-Way

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

14,460gp

loin cloth

loose change, 0gp

Staff of Mordenkainen's Disjunction, 32320gp

Fuchsia Necklace [AT+14] +48 AC/+7 Saves; 1P: Breath weapon is 3/d. Choose a normal (EE=1) element. Breath = 50% of current hp total.; CL 30; SL 5, 11985gp

DL V Fine Internet Kobolds x(11) x[1]

AC 254, HD 3, hp 29, #Att 3, TH ÷ AC/Save DC by 30, dmg 103

Str 37, Dex 28, Con 19, Int 31, Wis 22, Chr 18, 0.75kxp

Psilink, Immune Web, Can overbear in numbers.

Prepared effects:

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

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

[Psi45 Major] Power Simulation: The next Psi45 power you use will be resisted using MR instead of PR

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

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

Combat effects:

[Psi8 Major] Repair Serious Damage: Cures 80 hp (8 Hull points) to a technological item, fixes minor malfunctions

[Wiz SL5] Wall of Iron : 30 hp/four levels; can topple onto foes.

[Wiz SL5] Wall of Iron : 30 hp/four levels; can topple onto foes.

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

[Psi18 Grand] Scty: Metamorph Blockade: [permanent] Force Shapechange, no polymorph

Dungeon012820 - Dungeon Level 5

Room # 9

Wardrobe - 45ft. long x 35ft. wide x 45ft. tall

phial; paintings/frescoes; ozone smell; breeze, slight, damp

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

Sample Names: Arlin the frigid Lightning Brotherhood (Magic); Thummim the rabid Flaming Enigma (Divine intervention)

Summoning Trap; DL 5; Search DC 54 (Psionicist CL 10, DC 55 PP save to negate)

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

[x1] Psi 5 powers function at zero effect

17,970gp

goblet

a crabshell, +1 AC, 1gp

Saffron Armor Gemlet [AT+14] +82 AC/+63 Saves; 1V: CL*SL*3 hp ablative Force Field

(vs. physical or energy attacks, only one enemy /s); CL 30; SL 5, 23155gp

Carnelian Checkbook: +1 Level(s) in a Psionicist Group Class, 26030gp

DL V Large Arctic Artifacts x(12) x[2]

AC 256, HD 22, hullp 928, #Att 2, TH ÷ AC/Save DC by 6, dmg 202

Str 44, Dex 34, Con 24, Int 29, Wis 21, Chr 30, 0.75kxp

Immune cold. Double dmg from fire., Ego Score, Can dominate things.

Prepared effects:

[Wiz SL5] Fire Shield 5: Anyone who melees with you takes 100% dmg back

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

[Psi24 Major] HD type: Add +1d+0: Add 1 to number of HD per level

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

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

Combat effects:

[Psi-6E Major] Multi-Twist N: ½M, -16 current hp: Twist (dispel) CL effects

[Psi-6E Major] Multi-Twist N: ½M, -16 current hp: Twist (dispel) CL effects

[Psi29 Grand] Cureall/Causeall:

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

[Psi2 minor] Control Body: Control all P,V actions; Auto. win Contest

Dungeon012820 - Dungeon Level 5

Room # 10

Chantry (Shrine) - 35ft. long x 25ft. wide x 15ft. tall

blanket; knives; hissing; breeze, slight, damp

Plant Door (as the spell) leading to a hallway 35ft. long x 25ft. wide x 5ft. tall

Sample Names: Hassan Aziz the arrogant Dog Dervish (Abnormal brain function); Vidonia the belligerent Mind Guard (Shooter)

Secret Container Trap; DL 5; Search DC 54 (100 damage, DC 52 Spell save for half)

Pit that (causes/has/or is) Gravity - Varying

[x1] Enchantment spells function at triple effect

24,876gp

nails

a snake headed whip, whip, 14d5 (42), 153gp

Burgundy Shield [AT+14] +6 AC/+80 Saves; 1P: +12" move rate; 1V,

charging: 10d10 dmg to one target; CL 25; SL 5, 15455gp

Nut-brown Necklace [AT++6] +4 AC/++8 Saves; 1V: Resist Vacuum and High Pressure; CL 22; SL 5, 14385gp

DL V Medium Henchmen Goblin/Orcs x(2) x[2]

AC 254, HD 14, hp 2160, PR 51% #Att 9, TH ÷ AC/Save DC by 30, dmg 302

Str 33, Dex 40, Con 42, Int 31, Wis 45, Chr 44, 0.75kxp

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

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.

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

[Psi7 Major] (no name): Immunity to ability drain

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

[Pri SL4] Death Ward : Grants immunity to death spells and effects.

Combat effects:

[Psi3 Major] Cone of Sound: Sonic energy inflicts 5d4 sonic damage.

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

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

[Psi3½ minor] Cloud Mind: You erase knowledge of your presence from target's mind.

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

Dungeon012820 - Dungeon Level 5

Room # 11

Meeting Room - 10ft. long x 20ft. wide x 15ft. tall

carafe (decanter); couch; downdraft, slight; rustling

False Door, roll again for type leading to a hallway 35ft. long x 10ft. wide x 5ft. tall

Sample Names: Mellifleur the sophisticated Spider Dervish (Anti-matter); Amana the philanthropic Dare- Shrike (Blade)

Mass Confusion Trap; DL 5; Search DC 53 (Psionicist CL 10, DC 52 PPD save to negate)

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

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

24,571gp

armoire

a brandy bottle, 10gp

Rosy Tomato: +3 level(s) of exceptional Con, 25980gp

Cloak of Elvenkind, 13150gp

DL V Diminutive Mind-Flayer-World Lycanthropes x(9) x[2]

AC 259, HD 3, hp 56, IR 715% #Att 2, TH ÷ AC/Save DC by 6, dmg 303

Str 41, Dex 21, Con 39, Int 29, Wis 45, Chr 26, 0.75kxp

Has tentacles. Usually psionic., Can polymorph to alternate form.

Prepared effects:

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

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

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

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

[Psi3 Grand] Ablating: You are buffered from one Negate Psionics effect.

Combat effects:

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

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

[Psi1 minor] Hypnosis: Level>10 or Int16=save; Max.HD=ä(level)

[Psi72 minor] Energy Field: Damaging shield, PL energy dmg for 1 turn

[Psi45 Major] Combustion: An object explodes (item save), the person carrying it takes CL*SL/2 damage (save)

Dungeon012820 - Dungeon Level 5

Room # 12

Elevator Room - 25ft. long x 15ft. wide x 50ft. tall

winch and pulley; quill; rotting vegetation smell; stale, fetid smell

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

Sample Names: Vidonia the stupendous Compu- Raiders (Mystic); Formerio of the White Face the kewl Samurai Wolf (Strobe)

Ingested Splinters Trap; DL 5; Search DC 55 (8 Cml damage, DC 52 Will save to negate)

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

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

1,491gp

furnace

a cloak of darkness, +2 AC, 0gp

Dull Scarab [AT+104] +9 AC/+81 Saves; 1M: -CL dmg /energy attack; gain

that amount in next damaging energy attack; CL 35; SL 5, 28145gp

Charcoal Stone [5d20] +5 Th/+36 dmg 18+/x6; 1M: Deal 1d10 damage.; CL 22; SL 5, 10390gp

DL V Small Outer-NG Goblin/Orcs x(25) x[1]

AC 258, HD 7, hp 216, #Att 10, TH ÷ AC/Save DC by 30, dmg 154

Str 28, Dex 32, Con 27, Int 16, Wis 26, Chr 41, 0.75kxp

Immune acid, cold, petrification. Resist electricity and fire. Protection from evil continuous. Tongues at will., Dark Vision, Stay co

Prepared effects:

[Psi1 minor] Automaton: Animate Object (as spell)

[Pri SL5] Improved Free Action: Immune Capital S Stun, Stop, Hold, Paralysis, Summoning Sickness; Hold P,V actions

[Wiz SL2] Spectral Hand: Can use 1 touch at range per round (roll TH+2). The hand can be re-used, but it must return to the cast

[Wiz SL3] Third Arm Growth: Grow an extra arm or leg [lose spell slot while running]

[Psi9 Major] Stone Eyes: Gaze: Petrification (save)

Combat effects:

[Wiz SL5] Time Stop 5: Stops time for 1d10 segments

[Wiz SL4] Prismatic Wall 4: 4 Prismatic colors or 2 MultiPrismatic colors (may repeat colors in either mode)

[Psi3½ Grand] Divert Teleport: Choose destination for another's teleport.

[Wiz SL4] Prismatic Wall 4: 4 Prismatic colors or 2 MultiPrismatic colors (may repeat colors in either mode)

[Psi45 Major] Mind Blast: SL*CL Mental damage (1 group, no save)

Dungeon012820 - Dungeon Level 6

Room # 1

Study - 10ft. long x 10ft. wide x 50ft. tall

bastinadoes; Bridge, Force (magical); grating; creaking

Plant Door (as the spell) leading to a hallway 50ft. long x 15ft. wide x 5ft. tall

Sample Names: Janvel the valorous Meteor Intruder (Hydrofoil); Jacinth the brazen Blind Armadillo (Giga-)

Collapsing Trapdoor Trap; DL 6; Search DC 62 (8 damage, DC 62 Will save for half)

Container (Barrel, Jar, Vase, etc.) that (causes/has/or is) Releases - Gem/Jewelry

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Year
5,560gp

discarded weapons

The Knights Sword, sword, 1d1 (1), 600gp

Pitch-black Rope [1d20] +145 Th/+7 dmg 15+/x3; 1P: -3 Int, -4 Wis, -3 saves,
-3 TH, -3 dmg, can't use magic/psi, slow (save each); CL 36; SL 6, 30654gp

Mistletoe leaf of x3 hp, 25010gp

DL VI Fine Superhero Illusionarys x(23) x[3]

AC 372, HD 36, hp 37, PR 810% #Att 7, TH ÷ AC/Save DC by 7, dmg 292

Str 17, Dex 39, Con 48, Int 20, Wis 42, Chr 50, 1.5kxp

Has sidekick spells, Incorporeal

Prepared effects:

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

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

[Psi3½ Grand] Null Psionics Field: Create a field where psionic power does not function.

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

[Psi3 Grand] Ablating: You are buffered from one Negate Psionics effect.

[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.

Combat effects:

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

[Pri SL2] Treat Moderate Wounds: Cure 20% of max hp {Touch, 1 creature}

[Psi18 Grand] Mass Telekinesis: LVL tons, each lb. can do 1 dmg

[Pri SL6] Dispel Evil 6: Dispel 2 evil targets (can target the same thing more than once) (save)

[Wiz SL4] Prismatic Wall 4: 4 Prismatic colors or 2 MultiPrismatic colors (may repeat colors in either mode)

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

Dungeon012820 - Dungeon Level 6

Room # 2

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

thongs; flask; clashing; tinkling

Trapped Door, Out of Phase, roll on [D4.3] leading to a hallway 20ft. long x 5ft. wide x 10ft. tall

Sample Names: Syroth the arrogant Random Reaper (Ionizer); Movis the insidious Spider Defender (Machine Gun)

Air in room transforms into Elemental Harming Trap; DL 6; Search DC 62 (30 Chr damage/s, DC 62 Reflex save for half)

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

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Reset
31,985gp

flour

Mutton, 20gp

Leaden Deck: Free Whirlwind Attack Feat: Can replace all attacks with 1 attack on all opponents within 5', 36390gp

Clear Staff [4d4] +9 Th/++11 dmg 16+/x2; 1M: Astral construct fights for you.; CL 36; SL 6, 27697gp

DL VI Medium Tarrasque-World Aliens x(6) x[3]

|AC| 370, HD 15, hp 592, #Att 2, TH ÷ AC/Save DC by 7, dmg 294

Str 21, Dex 48, Con 34, Int 19, Wis 19, Chr 42, 1.5kxp

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

Prepared effects:

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

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

[Psi-1 Major] Inverse Magic Jar: Another being can use your body

[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

[Psi24 minor] Level: early 4: Get a "Level:" ability in your class 4 levels early (this can be taken multiple times)

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

Combat effects:

[Psi-6N Major] Force of Nature III: Summon a Root Elemental: AC 60, hp 180, #Att 3/1, TH +50, dmg 50

[Pri SL4] Summon Monster IV : Summons a DL IV monster (1 turn)

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

[Psi10 minor] Feather Fall *: Feather Fall

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

[Wiz SL2] Lightning Bolt 2: CLd4 lightning dmg to a group (save:½)

Dungeon012820 - Dungeon Level 6

Room # 3

Cistern (holds water) - 40ft. long x 15ft. wide x 30ft. tall

bastinadoes; Stalagmites; clashing; still

(Stone Door, Normal) leading to a hallway 50ft. long x 5ft. wide x 5ft. tall

Sample Names: Salino the homicidal Blue Sailor (Lasso); Amra the smelly Orange Hornet (Blade)

Poisoned Jaws Trap; DL 6; Search DC 63 (Attack +48 ranged, 6d2 Con damage)

Door, Secret that (causes/has/or is) Magical Thrones: There are two

thrones; If a person sits in each one: they magic jar

[x2] Ultraplanoar beings cannot smell, see, or sense into this room unless they are actually there; Divine Intervention fails

15,392gp

dipper

staff of Spirit Way, 'sanctuary', 650gp

Amulet of Extension, 7430gp

Amethyst Bracers [AT+13] +9 AC/+37 Saves; 1M: Cloak of

Darkness: Imp.Invis., Immune to Detection/Location; CL 32; SL 6, 10555gp

DL VI Medium Outer-LN Elementals x(18) x[1]

AC 369, HD 14, hullp 672, #Att 2, TH ÷ AC/Save DC by 7, dmg 365

Str 42, Dex 45, Con 42, Int 19, Wis 18, Chr 22, 1.5kxp

Dark vision, immune mine-affecting, resist acid and cold., Immune critical hits, poison, sleep, paralysis, stunning. Has no soul. Im

Prepared effects:

[Psi100 Grand] Psionic Disruption: No psi powers (any freq.) can be used in 50'r

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

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

[Wiz SL6] Tenser's Transformation 6: +100% of max hp to current hp, +2 TH melee

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

[Pri SL4] Death Ward : Grants immunity to death spells and effects.

Combat effects:

[Psi15 minor] Blink: Blink

[Pri SL5] Flame Strike 5: CLd8 holy fire dmg (save:½)

[Psi6E minor] Suggestion: As the 3rd level Wizard spell

[Psi12L Grand] Order Reality: Alter Reality, but effect must be Lawful intent

[Wiz SL1] Magic Missile : Ball of energy causing 1d4+1 hp damage, you can cast one per every other level you have

[Psi15 minor] Blink: Blink

Dungeon012820 - Dungeon Level 6

Room # 4

Entry/Vestibule - 25ft. long x 5ft. wide x 20ft. tall

partially collapsed ceiling; desk; still; clanking

Teleport Door (other side is far away) leading to a hallway 15ft. long x 25ft. wide x 15ft. tall

Sample Names: Thirza the intangible Senora Marvel (Neutralizer); Druuth the wondrous Scarab Maximus (Motorcycle)

Block transforms into Elemental Rainbow Trap; DL 6; Search DC 66 (144 Wis damage/s, DC 65 PPD save for half)

Idol that (causes/has/or is) Symbiotic

[x2] Room is permanently/continuously Alley Effected, only creatures immune or bubbled against it can function here.

5,838gp

chains

some fishing sandals, +1 AC, 10gp

Nut-brown Bolts (10) [6d20] +81 Th/+9 dmg 14+/x4; 1P: Magic Missile; CL 27; SL 6, 19490gp

Nut-brown Bottle cap: +500 PSP's, 36280gp

DL VI Titanic Far-Realm/Ultrablack Artifacts x(3) x[3]

|AC| 367, HD 388, hp 116736, PR 68% #Att 6, TH ÷ AC/Save DC by 7, dmg 436

Str 22, Dex 26, Con 25, Int 41, Wis 24, Chr 22, 1.5kxp

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

Prepared effects:

[Psi3½ Major] Teleport Trigger: Predetermined event triggers teleport.

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

[Psi100 Major] Mind Bar: Ench/Charm, Magic Jar, Domination, Invis. can't be used in room (x1 Special)

[Pri SL5] Ironskin: Does not stop falling damage. Does not leak like Stoneskin. Any attack (hit or miss) knocks off an Ironskin, unl

[Psi15 minor] Polymorph Self: Polymorph Self

[Psi-3 Grand] Rebound: MPaPReflection CL*15%

Combat effects:

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

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

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

[Psi1 Grand] Grand Domination: Save at penalty equal to level; no HD limit

[Psi-12T minor] Dispel Anti-Magic: Dispels one anti-Magic effect (or) Halve ER (no ER or save)

[Psi0 Major] Lightning Stroke: Each time you miss this round you may reroll (you are actually making new 2nd attacks)

Dungeon012820 - Dungeon Level 6

Room # 5

Refectory (Monestary Dining Room) - 50ft. long x 50ft. wide x 5ft. tall

pews; arch; creaking; squealing

Automatic Door (opens if anyone approaches) leading to a hallway 50ft. long x 5ft. wide x 25ft. tall

Sample Names: Murith the noxious Flaming Sadists (Shooter); Soraya the unloved Hour -ion (Stilts)

Portcullis transforms into Elemental Heat / Warmth Trap; DL 6; Search DC 65 (32 Int damage/s, DC 64 PPD save for half), (multip Idol that (causes/has/or is) side-sliding

[x2] Room is permanently/continuously Alley Effected, only creatures immune or bubbled against it can function here.

28,155gp

candelabra

A Statue of the Goddess of Dawn, 1gp

Bracers of Armor +4: (Wrists) +4 AC., 19350gp

Ice blue Medallion [AT+13] +11 AC/++12 Saves; 1V: Immune to SL 2-4 (all types), Resist SL 1 & 3 (all types); CL 30; SL 6, 21560gp

DL VI Gargantuan Joke Humanoids x(27) x[1]

AC 365, HD 588, hp 5248, WR 71% #Att 6, TH ÷ AC/Save DC by 42, dmg 73

Str 35, Dex 44, Con 27, Int 28, Wis 49, Chr 30, 1.5kxp

Has Punomancy, Has 2 arms, 2 legs, and 1 head.

Prepared effects:

[Psi-9 Major] Self-Transformer: Polymorph Self

[Psi-12T minor] Effects Preservation: +5*CL% AntiMR; +2*CL% ER

[Pri SL5] Summon Nature's Ally V : Summons a DL V animal (maintained)

[Wiz SL3] Blink (DM): 0, 1/r: Blink; The location is not random (caster has control). If you blink away after meeleing with a creat

[Wiz SL4] Armor 4: +CL*8 current hp

[Psi30 Major] Animate: Animate Object (as spell)

Combat effects:

[Psi54 Grand] Earth Animation: Summon a DL=SL Earth Elemental

[Psi3½ Grand] Banishment, Psionic: Banishes extraplanar creatures.

[Pri SL6] Death's Door 6: Target (currently at negative hp) goes to 4 hp (can't go above max)

[Psi2 minor] Control Body: Control all P,V actions; Auto. win Contest

[Psi12T Major] Dispel Magic: Dispel Magic (as spell)

[Pri SL5] MultiCure Critical Wounds: Cure Critical (3 targets) (r=sight)

Dungeon012820 - Dungeon Level 6

Room # 6

Heating Room (for warmth) - 40ft. long x 10ft. wide x 50ft. tall

vial; Bridge, Wood; laughter; grating

Sliding Door (slides left/right into wall) leading to a hallway 40ft. long x 15ft. wide x 15ft. tall

Sample Names: Voleta the maniacal Suicide Ninja (Ionizer); Dreyth the caustic Hour Centurion (Trident)

Crushing Passage Trap; DL 6; Search DC 61 (16 damage, DC 66 Reflex save for half)

Tapestry that (causes/has/or is) Points

[x2] Room is permanently/continuously Berserked, only creatures immune or bubbled against it can function here.

20,997gp

furnace

a pair of ((-*-)) leggings, +3 AC, 1200gp

Blackened Helm [AT+149] ++8 AC/+10 Saves; 1V: Set up or remove a Forbiddance zone; CL 27; SL 6, 28770gp

Iron Stone, Normal, +1 all saves, 8240gp

DL VI Gargantuan Superhero Lycanthropes x(24) x[1]

AC 363, HD 101, hp 4992, #Att 2, TH ÷ AC/Save DC by 42, dmg 221

Str 26, Dex 30, Con 37, Int 39, Wis 45, Chr 29, 1.5kxp

Has sidekick spells, Can polymorph to alternate form.

Prepared effects:

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

[Psi-6E minor] Ashes: Half of your weapon dmg is vile dmg (perm hp)

[Psi23 minor] Obscuring Cloud: Blocks all forms of vision (inf,ult,x-r)

[Psi-6G Grand] Armageddon †: 1bM: Can use +1M/s this round; Immune Cold; Immune Shadow

[Psi-6E minor] Ashes: Half of your weapon dmg is vile dmg (perm hp)

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

Combat effects:

[Pri SL1] Summon Nature's Ally I: Summons a DL 1 animal to fight for you {1 creature}

[Wiz SL4] Confusion : Confuses targets, who can wander away, attack friend or do nothing

[Psi-6E Major] Darkcone N: ½M, -9 current hp: 60' cone takes CLd8 darkness dmg (no save) and stun 3 segments (Para save at -C)

[Wiz SL6] Wacky Ball 6 / Normal / ½: Ld12, save: ½

[Pri SL3] Summon Insects: Summons DL 3 insects

[Pri SL3] Cure Disease: Cures Disease

Dungeon012820 - Dungeon Level 6

Room # 7

Aviary - 30ft. long x 35ft. wide x 25ft. tall

Floors of Souls; waterclock; footsteps (receding); sobbing

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

Sample Names: Ispa the radioactive Ice Bee (Sled); Zaliosta the impolite Terrible Syndicate (Gun)

Injected Conduit Trap; DL 6; Search DC 62 (20 Chr damage, DC 64 Reflex save to negate)

Wall that (causes/has/or is) Sloping

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Half Segment
26,974gp

curtains

a snake headed whip, whip, 14d5 (42), 153gp

Azur Weapon Gemlet [5d4] +9 Th/+11 dmg 18+/x3; 1M: As Cell

Rearrangement but range=10*level'; Max N = level*10; CL 42; SL 6, 10234gp

Alabaster Staff [3d4] +143 Th/+10 dmg 18+/x6; 1F: <=8 HD Stun 2d6 r; >8 HD Dazed 1d3 r; CL 42; SL 6, 32150gp

DL VI Colossal Tarrasque-World Elf/Avalons x(21) x[1]

AC 370, HD 196, hp 9984, CR 109% #Att 1, TH ÷ AC/Save DC by 42, dmg 290

Str 44, Dex 27, Con 28, Int 17, Wis 35, Chr 52, 1.5kxp

Mreflection DL*10%, Immune sleep.

Prepared effects:

[Psi14 Grand] (no name): Remove a vulnerability on yourself (reduce Severe Allergy -> Vulnerable)

[Psi-5 Major] Immune to Poison: Target is immune to poison & disease

[Psi54 Grand] Systematic Antidote: SL/2 instances of Resist Poison/Drugs

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

[Pri SL6] Resist Fire/Resist Cold 6: Take -70% dmg vs. fire or cold

[Psi14 Grand] (no name): Remove a vulnerability on yourself (reduce Severe Allergy -> Vulnerable)

Combat effects:

[Wiz SL4] Dispel Psionics: Dispels Psionics

[Pri SL1] Command 1: Target makes 1 save, each missed save allows 1 word for a command to be given

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

[Psi7 Grand] (no name): Summon a DL VII Undead

[Pri SL5] Blade Barrier 5: 7d7 dmg wall (shards)

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

Dungeon012820 - Dungeon Level 6

Room # 8

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

hourglass; mat; moaning; snapping

Trapped Door, Out of Phase, roll on [D4.3] leading to a hallway 45ft. long x 20ft. wide x 20ft. tall

Sample Names: Aart Pikewielder the wingless Meteor Punisher (Venom); Genthore the socio-pathic Steel Terror (Plasma)

Tripping Blades Trap; DL 6; Search DC 62 (Attack +84 ranged, 2d8 Wis damage)

Illusion that (causes/has/or is) stuck

[x2] Immortals cannot hear, smell, or sense into this room unless they are actually there; Divine Intervention fails

31,435gp

tupbe

an ashtray, Ogp

Flesh Toothbrush: +100 PSP's, 36740gp

Potion of Extra Psychic Power (x2 PSPs, +2 Int, +2 Wis for 1 turn), 4120gp

DL VI Huge Psionic Unlives x(8) x[2]

|AC| 368, HD 49, hp 2560, PR 121% #Att 9, TH ÷ AC/Save DC by 7, dmg 294

Str 38, Dex 49, Con 33, Int 34, Wis 35, Chr 30, 1.5kxp

Has a psionic frequency, No CON. Immune to crits, ability dmg or drain, poison, sleep effects, paralysis, stunning, disease, death

Prepared effects:

[Wiz SL6] Tenser's Transformation 6: +100% of max hp to current hp, +2 TH melee

[Psi16 Grand] Golem Form: Mithral: Immune innates; +1Q0 action /r

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

[Psi10 Major] Memory Protection *: Immune to Memory stealing, mind reading, Capital E Extract

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

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

Combat effects:

[Pri SL4] Limited Heal: Heal, target must Fort save vs. # hp down (+10 per other effect)

[Pri SL3] Death's Door: Puts target (at negative hp) to 0 hp (1 hp if material comp.)

[Pri SL3] Bestow Curse : -6 to an ability; -4 on TH/saves/checks; or 50% lose action

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

[Pri SL5] Neutralize Poison 5: Cure 2 poison effects (reverse causes that many, save for each)

[Psi12T Grand] Summon True Creature: Gate (as spell) for True creature or for a Time Elemental

Dungeon012820 - Dungeon Level 6

Room # 9

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

iron bars; painting; laughter; smoky

Double Door, roll again for type leading to a hallway 20ft. long x 5ft. wide x 10ft. tall

Sample Names: Soma the despicable Chimp Jet (Knife); Damek the conspiratorial Whirl Demon (Lance)

Air in room transforms into Elemental Venderant Nelaborong Trap; DL 6; Search DC 61 (30 Wis damage/s, DC 63 Spell save for h:

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

[x2] Room is permanently/continuously Blinded, only creatures immune or bubbled against it can function here.

12,838gp

tongs

Ring of Chaos, 100gp

Cobalt Armor, Heavy [AT+127] +6 AC/++13 Saves; 1P: Pro.Evil&Scrying,

no one can enter, break=150pts; CL 24; SL 6, 37100gp

Chartreuse Cube [6d8] +9 Th/+11 dmg 14+/x5; 1P: Animate a dead body as a Zombie with DL=SL; CL 24; SL 6, 6534gp

DL VI Medium Kara-Tur Viruss x(9) x[3]

|AC| 369, HD 13, hp 592, IR 113% #Att 5, TH ÷ AC/Save DC by 42, dmg 292

Str 21, Dex 47, Con 44, Int 32, Wis 34, Chr 37, 1.5kxp

Has Martial Arts, Can infect things. Immune mind-affecting, crits, gazes, illusions, poison, sleep, paralysis, polymorph, stunning.

Prepared effects:

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

[Psi100 Grand] Suppression: Cannot use or be affected by psionics, all psi effects drop

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

[Psi54 Major] Acrobatics: Any Acrobat SL-1 pick; 5*CL Rogue points in it

[Wiz SL5] Animate Dead : Creates undead skeletons and zombies.

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

Combat effects:

[Psi45 Grand] Duplication: 1bM: Fork an effect (caster makes SL/3 saves)

[Wiz SL5] Enslave Monster: As Charm Monster, except the effect cannot be thrown off by being damaged, and there is no daily s

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

[Pri SL4] Summon Nature's Ally IV : Summons a DL IV animal (maintained)

[Wiz SL6] DNA Scamble Blast: Area DNA Scamble (PP save)

[Psi45 Grand] Duplication: 1bM: Fork an effect (caster makes SL/3 saves)

Dungeon012820 - Dungeon Level 6

Room # 10

Chapel - 10ft. long x 45ft. wide x 15ft. tall

chime(s); tub; updraft, slight; smoky smell

Concealed (Hidden) Door, roll again for type leading to a hallway 25ft. long x 5ft. wide x 5ft. tall

Sample Names: Mourngrym the caustic Terra- Witch (Atomic); Ebrin the noxious Prince Spider (Mind)

Room transforms into Elemental Ice / Snow Trap; DL 6; Search DC 62 (20 Con damage/s, DC 63 PPD save for half)

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

[x2] Mortals cannot feel, taste, or sense into this room unless they are actually there; Divine Intervention fails

25,843gp

ladder

corn on the cob, 30gp

Leaden Stone [1d20] +100 Th/+10 dmg 17+/x6; 1M: Dispel Magic; CL 36; SL 6, 24424gp

Aqua Oil: Free Wyrmslayer Kit: +4 TH and x+1 dmg

vs. Dragons and Dragon-kin, Free bonus Dragon Lore proficiency, 36600gp

DL VI Gargantuan Time/Temporal Outers x(4) x[1]

|AC| 371, HD 102, hp 4864, WR 120% #Att 1, TH ÷ AC/Save DC by 42, dmg 78

Str 25, Dex 43, Con 36, Int 22, Wis 20, Chr 51, 1.5kxp

Time/Reality stable., No soul. Dark vision.

Prepared effects:

[Psi24 Grand] Memorization Level Increase 3: +1 Memorization Level (this is next level of picks for rogues)

[Pri SL6] Spell Immunity 6: Be immune to 3 spells by name

[Pri SL5] Double Resist [E=4 element]: Pick an E=4 element, you double resist it (1/4 dmg, 1/10 if make save) for 1 hour.

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

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

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

Combat effects:

[Wiz SL4] Wall of Fire : Passing through wall deals 2d6+CL dmg fire

[Psi45 Grand] Light Emission: SL*CL/2 Light damage (no save) and SL/2 instances of blindness (save)

[Wiz SL4] Wall of Ice : Passing through wall deals 2*CL or 3d10 dmg ice

[Wiz SL4] Wall of Ice : Passing through wall deals 2*CL or 3d10 dmg ice

[Wiz SL5] Ray of Enfeeblement 5: -25 physical stat points (randomly distributed in packets of 5) (save per packet)

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

Dungeon012820 - Dungeon Level 6

Room # 11

Animal Pens - 20ft. long x 30ft. wide x 5ft. tall

oven; statue (toppled); scuttling; rustling

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

Sample Names: Dranzorg the awesome Hour Beast (Omni-); Deveny the atrocious Mutant Apostle (Gravi-)

Fusillade of Blades Trap; DL 6; Search DC 66 (Attack +42 melee, 8d10 damage)

Fountain that (causes/has/or is) Poison

[x2] Immortals cannot taste, see, or sense into this room unless they are actually there; Divine Intervention fails

17,085gp

keg

the bed, 0gp

Flesh-coloured Mirror: +2 Mount Slots, 36110gp

Bag of Transmuting, 4310gp

DL VI Gargantuan Black-Ice Illusionarys x(19) x[2]

AC 361, HD 102, hp 5120, #Att 7, TH ÷ AC/Save DC by 42, dmg 78

Str 27, Dex 30, Con 36, Int 51, Wis 37, Chr 29, 1.5kxp

Knows Bug spells, Incorporeal

Prepared effects:

[Psi23 Major] Swirling Cloud: Damages and confuses those in area

[Psi81 minor] Damage Reduction, Energy, 25%: Take x0.75 damage from energy

[Psi100 Major] Psionic Cage: Reverse Wards (no one can leave)

[Psi16 Grand] Golem Form: Magic: MArmoring LVL*10; Disenchant any magical effect you touch; 1M: Wild Surge

[Wiz SL3] Displacement : WR 50%

[Psi6G Major] Warden Lore: Abilites for warnings, advice, prophecy (undefined until a Warden class is written)

Combat effects:

[Wiz SL4] Phantasmal Killer : Fearsome illusion kills subject or deals 3d6 damage.

[Pri SL6] Summon Monster VI : Calls outsider to fight for you.

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

[Pri SL6] Summon Monster VI : Calls outsider to fight for you.

[Psi1 Major] Energy Control: Max.=level in HD damage, must be energy attack

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

Dungeon012820 - Dungeon Level 6

Room # 12

Wafer Closet/Toilet - 50ft. long x 25ft. wide x 30ft. tall

coal; quill; hooting; earthy smell

Specialed Door, roll on [D6] leading to a hallway 5ft. long x 15ft. wide x 10ft. tall

Sample Names: Elodan the secretive Mighty Doom (Technology); Mirdle the antagonistic Do-Gooder Sisterhood (Horse)

Hold Person/Monster 6 Trap; DL 6; Search DC 62 (Wizard CL 12, DC 62 PP save to negate)

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

[x2] Ultraplanar beings cannot feel, smell, or sense into this room unless they are actually there; Divine Intervention fails
5,165gp

fungi, common

a golden harp, 'call lightning', 270gp

Wand of Defoliation, 9240gp

Iridescent Armor, Heavy [AT+11] +12 AC/+9 Saves; 1P: MPaPReflection CL*15%; CL 21; SL 6, 6265gp

DL VI Diminutive Kara-Tur Golems x(16) x[1]

AC 366, HD 7, hp 74, MR 636% #Att 10, TH ÷ AC/Save DC by 7, dmg 363

Str 37, Dex 51, Con 24, Int 25, Wis 47, Chr 51, 1.5kxp

Has Martial Arts, Immune crits, ability dmg, energy drain, poison, sleep, paralysis, stunning, disease, mind-affecting effects.

Prepared effects:

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

[Psi9 minor] Extra Limbs: [+1d4 limbs] Can use them normally

[Pri SL6] Antilife Shell : 10-ft. field hedges out living creatures.

[Psi0 Grand] Yoga Flame: Breathe Fire (as per dragon)

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

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

Combat effects:

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

[Pri SL6] Treat Harmful Wounds: Cure 60% of max hp

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

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

[Psi54 Grand] Lightning: CL*SL lightning dmg to one group (no save)

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

Dungeon012820 - Dungeon Level 7

Room # 1

Hall, Great - 25ft. long x 50ft. wide x 35ft. tall

quill; Bridge, Swinging (like a swing); giggling (faint); grating

Flesh Door leading to a hallway 30ft. long x 5ft. wide x 15ft. tall

Sample Names: Suldanessellar the invulnerable Electra- Vampire (Catamaran); Sessibi the astonishing Orange Legion (Elephant)

Injected Tempest Trap; DL 7; Search DC 72 (30 damage, DC 74 RSW save for half)

Fire that (causes/has/or is) Sloping

[x2] Immortals cannot see, hear, or sense into this room unless they are actually there; Divine Intervention fails

23,194gp

glass cone

a silver helmet, +2 AC, 65gp

Aquamarine Crossbow, hand [6d4] +11 Th/+196 dmg 20+/x3; 1P: Astral stunning; CL 26; SL 7, 38214gp

Charcoal Watch: +600 PSP's, 49930gp

DL VII Fine Water Insects x(47) x[2]

Stun AC 504, HD 5, hp 55, #Att 6, TH ÷ AC/Save DC by 56, dmg 984

Str 46, Dex 18, Con 59, Int 43, Wis 28, Chr 21, 3.5kxp

Resist cold. Double dmg from fire., No INT. Dark vision.

Prepared effects:

[Pri SL6] Forbiddance : Denies area to creatures of another alignment.

[Psi12T Super] Psionic Turning: Spell Turning but affects Psionic effects

[Wiz SL6] Anti-Magic Shell 6: Anti-Magic of SL 0 to 5

[Psi19 Grand] Assassin Lore: Abilities as per an Assassin of half level (round up)

[Psi16 minor] Golem Form: Wood: Immune Wood; 1M: Transmute Metal to Wood (owner PP saves)

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

[Psi45 Grand] Hyper-Invention: (12-SL)M: Create a TechL=SL*2-3 object (see [Q8], can have at most LVL of these objects)

Combat effects:

[Psi45 Grand] Domination: Dominate all actions (SL/5 saves)

[Psi-3 Major] Blackice: Deals 5d4 black ice damage in 20 ft. radius.

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

[Psi45 Grand] Self-Revival: 0, (SL-1)/d: Heal self

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

[Psi3½ Super] Assimilate: Incorporate creature into your own body.

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

Dungeon012820 - Dungeon Level 7

Room # 2

Gardens - 25ft. long x 5ft. wide x 30ft. tall

bladder; tube (piping); misted; howling

Intelligent Door, see [E7], might have ego score leading to a hallway 30ft. long x 10ft. wide x 10ft. tall

Sample Names: Ancasta the invincible Night Felon (Shooter); Gwillon the uncaring Living Plague (Zebra)

Vent transforms into Elemental Helliron Trap; DL 7; Search DC 77 (20 Wis damage/s, DC 77 Fortitude save for half), (multiple targets)

Fire that (causes/has/or is) Gaseous

[x2] Gods cannot taste, see, or sense into this room unless they are actually there; Divine Intervention fails

18,737gp

food scraps

chemicals, 0gp

Flesh Shoe lace: Free Wyrmslayer Kit: +4 TH and x+1

dmg vs. Dragons and Dragon-kin, Free bonus Dragon Lore proficiency, 49960gp

Ruddy Scarab [AT+86] +49 AC/+99 Saves; 1M: Tail does 1d(CL*2) damage; CL 34; SL 7, 32830gp

DL VII Huge Forest Illusionarys x(19) x[3]

Stun AC 493, HD 420, hp 3584, #Att 10, TH ÷ AC/Save DC by 8, dmg 103

Str 25, Dex 48, Con 26, Int 37, Wis 55, Chr 29, 3.5kxp

Has mtg G spells, Incorporeal

Prepared effects:

[Psi6G Grand] Strength of Soul: Immune to Misguidance, Alignment or Persona change; Immune to Truename spell

[Pri SL7] Immune [E=4 element]: Pick an E=4 element, you are immune to it for 1 hour. (This immunity does not "spread" into other elements)

[Wiz SL6] Anti-Magic Shell 6: Anti-Magic of SL 0 to 5

[Psi1 Major] Pass-Way: Can pass through any material or Wall spell (no harm)

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

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

[Pri SL5] Double Resist [E=4 element]: Pick an E=4 element, you double resist it (1/4 dmg, 1/10 if make save) for 1 hour.

Combat effects:

[Psi-5 minor] Aging: Target is aged CL*CL years (no save)

[Wiz SL6] Summon Monster VI : Calls outsider to fight for you.

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

[Psi30 Major] Treat Moderate Wounds: Heals 30% max hp (2 succ)

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

[Wiz SL5] Fireball 5: CLd10 fire dmg to a group (save:½)

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

Dungeon012820 - Dungeon Level 7

Room # 3

Garbage Room - 5ft. long x 10ft. wide x 40ft. tall

buffet; collapsed wall; whining; tapping

Dimension Door (as the spell) leading to a hallway 35ft. long x 25ft. wide x 10ft. tall

Sample Names: Pania the super-intelligent Pubescent Crystal (Broom); Mirniman the lucky Dragon Apostle (Spear)

Inhaled Earth Trap; DL 7; Search DC 71 (32 Dex damage, DC 73 Will save to negate)

Idol that (causes/has/or is) Illusionary wall concealing a chamber with monster and treasure

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Turn 70gp

arrow, broken

a neon pink potion, " 'invisibility' 'detect hidden' ", 500gp

Amethyst Longbow, composite [7d20] +80 Th/+48 dmg 20+/x4; 1P:

Many targets subject to your will.; CL 49; SL 7, 29200gp

Pale Longbow, composite [2d12] +8 Th/+10 dmg 14+/x7; 1M: Flesh to Stone, Con resists; CL 38; SL 7, 8634gp

DL VII Tiny Outer-LG Giants x(23) x[3]

|AC| 498, HD 5, hp 216, IR 103% #Att 1, TH ÷ AC/Save DC by 56, dmg 981

Str 37, Dex 18, Con 20, Int 52, Wis 30, Chr 28, 3.5kxp

Immune acid, cold, petrification. Resist electricity and fire. Protection from evil continuous. Tongues at will., Minimum size category

Prepared effects:

[Pri SL5] Improved Free Action: Immune Capital S Stun, Stop, Hold, Paralysis, Summoning Sickness; Hold P,V actions

[Wiz SL5] Fire Shield 5: Anyone who melees with you takes 100% dmg back

[Psi12C Super] Grand Chaos: All die rolls by all creatures within 240' of caster become either minimum (50%) or maximum (50%)

[Wiz SL3] Third Arm Growth: Grow an extra arm or leg [lose spell slot while running]

[Psi29 minor] Gaze Reflection:

[Psi10 Major] Resistance Shift *: Your psionic powers are resisted using a different resistance (MR, IR, etc., but not anti's or GR/)

[Psi6E Super] Permanency: Makes a Demon psi power permanent

Combat effects:

[Psi29 Grand] Meteor Swarm:

[Pri SL6] Feeblemind:

[Pri SL7] Blade Barrier 7: 9d9 dmg wall (shards)

[Psi-6G minor] Brimstone: Three 35' radius areas: CL^2 holy fire dmg (no save)

[Psi6E Super] Hell Pit: 2 saves:fail 1=goto hell, fail 2=impris

[Wiz SL6] Summon Monster VI : Calls outsider to fight for you.

[Psi12L Super] Enslave: Target creature's AL switches to L, all of it's actions under control of caster (no save)

Dungeon012820 - Dungeon Level 7

Room # 4

Audience - 40ft. long x 50ft. wide x 30ft. tall

stocks; bladder; squealing; foggy

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

Sample Names: Mador the subterranean Brother Carrot (Catamaran); Daedeline the merciless Machine Dervish (Thorns)

Injected Metal Trap; DL 7; Search DC 76 (18 Int damage, DC 75 PPD save to negate)

Tapestry that (causes/has/or is) Treasure hidden in secret compartment in container

[x2] Ultraplanar beings cannot hear, smell, or sense into this room unless they are actually there; Divine Intervention fails

43,861gp

skull

a huge mace named "Dawnbringer", mace, 11d21 (121), 320gp

Iron Bands of Bilarro, 8520gp

Manual of Golems, 31350gp

DL VII Gargantuan Swamp Viruss x(66) x[1]

Stun AC 491, HD 117, hullp 7040, MR 72% #Att 11, TH ÷ AC/Save DC by 56, dmg 101

Str 37, Dex 30, Con 58, Int 53, Wis 41, Chr 31, 3.5kxp

Has mtg B spells, Can infect things. Immune mind-affecting, crits, gazes, illusions, poison, sleep, paralysis, polymorph, stunning.

Prepared effects:

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

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

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

[Psi-6N Major] Gaea's Embrace ~: 1P or 1M: Target gains +3 AC/saves/TH/dmg and Troll-like regen CL hp/r

[Psi-12C Super] Anti-Commotion Resist.: +CL*5% aaAllR (Anti-Anti R vs. everything)

[Psi-15 Grand] Add Global Resistance: Resist all EE=1 elements, this can be taken twice for EE=2 (doesn't include EE=1), thrice for EE=3

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

Combat effects:

[Pri SL2] Hold Person/Monster 2: Hold 4 person or 2 monster targets (save)

[Psi60 minor] Stun Touch: LVL*5 dmg + stun (save)

[Psi6E Super] Steal Soul III: Transforms unwilling target to a larva

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

[Psi45 Grand] Hypnotic Control: Hypnosis (SL/2 saves)

[Pri SL1] Command 1: Target makes 1 save, each missed save allows 1 word for a command to be given

[Psi3½ minor] Charm, Psionic: Makes one person your friend.

Dungeon012820 - Dungeon Level 7

Room # 5

Gardens - 5ft. long x 50ft. wide x 30ft. tall

pentacle; lens (concave, convex, etc.); sobbing; tapping

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

Sample Names: Kronar the frigid Ring Surfer (Gas); Alatus the righteous Extra-terrestrial Ray (Lance)

Contact Magma / Lava Trap; DL 7; Search DC 73 (70 damage, DC 77 Will save for half)

Room (Floor) that (causes/has/or is) Gravity - Lesser

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Weel
10,543gp

bottle

black bun, 'faerie fire' 'fireball' 'teleport' ", 82gp

Amethyst Scarab [AT+148] +7 AC/+144 Saves; 1V: Double Resist edged weapons; Resist

cold, fire, lightning; Halve your move rate; CL 44; SL 7, 42645gp

Amulet of InnateR (per 5%), 54510gp

DL VII Diminutive Collectiverse/Gooneyverse/etc. Illusionarys x(9) x[1]

AC 497, HD 5, hp 110, TR 917% #Att 9, TH ÷ AC/Save DC by 56, dmg 984

Str 34, Dex 50, Con 42, Int 31, Wis 29, Chr 33, 3.5kxp

Immune disintegration and annihilation, Incorporeal

Prepared effects:

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

[Psi19 minor] Control Disease: Immune to disease

[Psi6G Grand] Self-Control: Immune to next Ego / Domination / Command-like effect

[Psi1 Major] Wards: Pro.Evil&Scrying, no one can enter, break=150pts

[Wiz SL6] Anti-Magic Shell 6: Anti-Magic of SL 0 to 5

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

[Wiz SL5] Fire Shield 5: Anyone who melees with you takes 100% dmg back

Combat effects:

[Psi-12L Major] Domination Blast: One group is dominated (Will save), *does* affect undead etc.

[Psi6E Super] Know Truename: As the 9th level Diviner spell

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

[Psi45 Grand] Missile Creation: Do SL missile attacks, must roll to hit, each hit does 10 dmg (no save) and a stun (save)

[Wiz SL1] Nahal's Reckless Dweomer: L% desired spell you know; else Wild Surge

[Pri SL1] Summon Nature's Ally I: Summons a DL 1 animal to fight for you {1 creature}

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

Dungeon012820 - Dungeon Level 7

Room # 6

Wizard's Chamber/Lab - 35ft. long x 35ft. wide x 30ft. tall

Bridge, Rope; thumb screws; breeze, gusting; scuttling

Locked Door, Magic/Psi leading to a hallway 40ft. long x 5ft. wide x 10ft. tall

Sample Names: Gallu the subterranean Spider Flight (Spiritual); Pelinshae the famous White -lock (Air)

Scything Pendulums Trap; DL 7; Search DC 72 (Attack +35 melee, 8d2 Wis damage)

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

[x2] Gods cannot smell, see, or sense into this room unless they are actually there; Divine Intervention fails

7,757gp

nutshells

a sapphire mace, mace, 7d9 (35), 50gp

Violet Axe, throwing [3d8] +12 Th/++4 dmg 15+/x6; 1F:

Choose destination for another's Teleport.; CL 32; SL 7, 8470gp

Potion of Super-Heroism, 8630gp

DL VII Large Arctic Avian/Birds x(9) x[1]

|AC| 503, HD 31, stunp 1728, IR 93% #Att 2, TH ÷ AC/Save DC by 56, dmg 496

Str 26, Dex 30, Con 57, Int 43, Wis 53, Chr 38, 3.5kxp

Immune cold. Double dmg from fire., Flys. Has 2 Wings, 2 talons, and a beak.

Prepared effects:

[Psi18 Major] Telepathy: Psych. Shield: -LVL CL,+LVL saves on Psi effects vs.you; +LVL Wis: Willpower

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

[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 SL7] Symbol : Triggered runes have array of effects.

[Psi12T Super] Psionic Turning: Spell Turning but affects Psionic effects

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

Combat effects:

[Pri SL7] Death's Door 7: Target (currently at negative hp) goes to 8 hp (can't go above max)

[Psi8 minor] Mend: As spell

[Wiz SL7] Ray of Enfeeblement 7: -35 physical stat points (randomly distributed in packets of 5) (save per packet)

[Psi-3 Super] Astral Destruct IX: Astral destruct fights for you.

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

[Psi-3 Super] Astral Destruct IX: Astral destruct fights for you.

[Wiz SL5] Immediate Monster Summoning V: Summons a DL III monster without summoning sickness

Dungeon012820 - Dungeon Level 7

Room # 7

Psionicist's Chamber/Lab - 45ft. long x 30ft. wide x 25ft. tall

Bridge, Swinging (like a swing); thumb screws; jingling; knocking

Intelligent Door, see [E7], might have ego score leading to a hallway 15ft. long x 25ft. wide x 10ft. tall

Sample Names: Yattara the impolite Silent Paladin (Mythological god(ess)); Sarisa the cut-throat Major Carrot (Psycho-)

Fusillade of Javelins Trap; DL 7; Search DC 73 (Attack +49 melee, 10d6 Str damage)

Tapestry that (causes/has/or is) Wall 10' behind slides across passage blocking it for from 40-60 turns.

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Round 16,695gp

cobwebs

a shimmering crucifix, sword, 8d8 (36), 100gp

Amethyst Greatsword [1d4] ++11 Th/+12 dmg 15+/x3; 1P: Sonic

energy inflicts 5d4 sonic damage.; CL 34; SL 7, 23640gp

Brilliant Necklace [AT+17] +101 AC/+100 Saves; 1M: Resist getting your senses blinded; CL 42; SL 7, 31800gp

DL VII Macro-Fine Outer-NE Lycanthropes x(2) x[1]

AC 492, HD 898, hp 5.7E+4, #Att 10, TH ÷ AC/Save DC by 56, dmg 984

Str 46, Dex 25, Con 53, Int 51, Wis 37, Chr 26, 3.5kxp

Telepathy, immune acid and poison, resist cold, electricity, and fire., Can polymorph to alternate form.

Prepared effects:

[Psi6E Grand] Immunity III: Immune:lightning/acid, +2 weapon to hit

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

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

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

[Psi3 Super] Affinity Field: Effects that affect you also affect others.

[Psi-12L Super] Spirit Resistance: +5*CL% XR

[Wiz SL4] Anti-Magic Shell 4: Anti-Magic of SL 0 to 3

Combat effects:

[Psi-12T Super] Crapulence Aura: Enemies in sight takes CL*3 crapulence dmg /s (no resistance)

[Psi3½ Super] Apopsi: You delete target's psionic powers.

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

[Psi1 Major] Energy Control: Max.=level in HD damage, must be energy attack

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

[Pri SL5] Fire Storm 5: (CL+2)d2 holy fire dmg, hits 1 group (no save)

[Pri SL4] Dispel Psionics: Cancels psionic effects

Dungeon012820 - Dungeon Level 7

Room # 8

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

stool, normal; Priest/Religious Furnishings; hazy; chanting

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

Sample Names: Jamsheed Jamsheed the subterranean Bored Comet (Jet Pack); Nydos the loony Orange Armadillo (Plasma)

Spiked Chute Trap; DL 7; Search DC 76 (84 damage, DC 71 PP save for half)

Dome that (causes/has/or is) Points

[x2] Room is permanently/continuously *Cursed*ed, only creatures immune or bubbled against it can function here.

24,708gp

keg

a set of platemail, +23 AC, 5000gp

Staff/Withering (Age target by 10 yrs), 35230gp

Iridescent Bottle cap: +400 Rogue Points, 50040gp

DL VII Huge Star-Wars-Loop Immortals x(14) x[1]

AC 499, HD 61, hp 22848, IR 1029% #Att 11, TH ÷ AC/Save DC by 56, dmg 982

Str 39, Dex 29, Con 58, Int 47, Wis 36, Chr 41, 3.5kxp

Has force powers, Unageing

Prepared effects:

[Psi3 Super] Shapechange: You become any creature, change one/round.

[Psi18 Major] Psi: Amplification: x2 effect on next Psi (any freq.) power

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

[Wiz SL4] Original Stoneskin 4: Block the next 1 P action of attacks

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

[Psi4 Grand] Multiplier *2: Add 2-1 to your multiplier (see [X]). Using a Minor does nothing. Using a Major: +1 mult. in offense c

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

Combat effects:

[Pri SL3] Bestow Curse : -6 to an ability; -4 on TH/saves/checks; or 50% lose action

[Psi10 Major] Agony: -3 Int, -4 Wis, -3 saves, -3 TH, -3 dmg, can't use magic/psi, slow (save each)

[Wiz SL3] Hold Undead: Holds up to 3 undead

[Psi0 Major] Shockwave: Earthquake KiL' r (as spell)

[Wiz SL7] Ray of Enfeeblement 7: -35 physical stat points (randomly distributed in packets of 5) (save per packet)

[Psi10 Major] Agony: -3 Int, -4 Wis, -3 saves, -3 TH, -3 dmg, can't use magic/psi, slow (save each)

[Wiz SL3] Summon Monster III : Calls outsider (DL 3) to fight for you.

Dungeon012820 - Dungeon Level 7

Room # 9

Animal Pens - 45ft. long x 15ft. wide x 10ft. tall

vial; pit (shallow); music; smoky

Plant Door (as the spell) leading to a hallway 35ft. long x 5ft. wide x 15ft. tall

Sample Names: Artha the battling Fighting America (Sled); Theodolite the jocular Moon Pain (Analyzer)

Lock transforms into Elemental Gravity Trap; DL 7; Search DC 73 (72 Wis damage/s, DC 76 Will save for half)

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

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Year
5,345gp

paste

a silver dagger, dagger, 6d21 (66), 97gp

Pinkish Clay pot: +1 Level(s) in a Monster Group Class, 49610gp

Multi-prismatic Lotion: +2 Familiar Slots, 49720gp

DL VII Medium Superhero Humanoids x(26) x[2]

AC 493, HD 147, hullp 864, CR 134% #Att 9, TH ÷ AC/Save DC by 8, dmg 198

Str 34, Dex 31, Con 57, Int 27, Wis 37, Chr 55, 3.5kxp

Has sidekick spells, Has 2 arms, 2 legs, and 1 head.

Prepared effects:

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

[Psi24 minor] Rogue points 10: This class gives an extra +10 Rogue points per level.

[Wiz SL3] Blink (DM): 0, 1/r: Blink; The location is not random (caster has control). If you blink away after meeleing with a creat

[Psi3½ Super] Affinity Field: Effects that affect you also affect others.

[Psi24 minor] Rogue points 10: This class gives an extra +10 Rogue points per level.

[Psi3 Super] Affinity Field: Effects that affect you also affect others.

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

Combat effects:

[Wiz SL7] Crap: Target is crapped (Will save)

[Psi-12C Major] Wild Invocation IV: Random 6th (80%) or 7th (20%) SL Wizard Invocation spell

[Psi3 Super] Dissolution: You Disintegrate really large objects or creatures.

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

[Pri SL5] Hold Person/Monster 5: Hold 7 person or 5 monster targets (save)

[Psi6G Super] MassTelepathicCommand: Suggestion (no save) up to CL targets

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

Dungeon012820 - Dungeon Level 7

Room # 10

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

pulpit; wall basin and font; drumming; grunting

Plant Door (a door made of plants) leading to a hallway 45ft. long x 25ft. wide x 20ft. tall

Sample Names: Aothar the invincible Bored Hammer (Needles); Enim the cold-blooded Evil Bat (Lucky Rabbit's Foot)

Crushing Spring Trap; DL 7; Search DC 74 (20 Dex damage, DC 77 PP save to negate)

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

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Round 10,601gp

slimy coating, floor

the silver leggings of the Titans, +1 AC, 796gp

Bracelet of Empathy (Psi10 item; Any Psi10 power used on someone in your psionic link is x0.5 cost), 24430gp

Browny Wand [4d20] +9 Th/+15 dmg 19+/x4; 1P: Similar to wizard spell "Feeblemind"; CL 34; SL 7, 8907gp

DL VII Macro-Fine Outer-CN Immortals x(34) x[1]

Stun AC 503, HD 902, hp 51200, #Att 8, TH ÷ AC/Save DC by 8, dmg 1477

Str 28, Dex 28, Con 19, Int 45, Wis 57, Chr 35, 3.5kxp

Dark vision, Immune high frequency sampling, chaos effects, Resist law, Unageing

Prepared effects:

[Psi16 minor] Golem Form: Scarecrow: 1M, gaze: Fascinate (1 target, Will save); Punches are Fascinate branded

[Pri SL5] Protection from Lightning 5: Stop the next CL*16 lightning dmg

[Psi10 minor] Pain Erase: Target heals 25% of damage taken; Take only 75% of damage received

[Psi29 Grand] Duplicate Mechanism (x1):

[Psi29 Grand] Duplicate Mechanism (x1):

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

[Psi29 Grand] Duplicate Mechanism (x1):

Combat effects:

[Psi9 Grand] Temporal: Stop Time: CH*3' radius Time Stop

[Wiz SL5] Hold Monster : 1d4 creature Paralyzes creatures unless save is made

[Psi12T Super] Aura of Non-Sentience: All creatures within 120' of caster (incl. the caster) lose all levels of experience, have a coi

[Psi3 Grand] Mass Domination: Many targets subject to your will.

[Wiz SL5] Summon Monster V : Calls outsider to fight for you.

[Wiz SL1] Chromatic Orb: 1=Pearly (1d4; light in area; save or blinded for L r or until leaves area), 2=Ruby (1d6, save or -1 Str and

[Wiz SL3] Prismatic Wall 3: 3 Prismatic colors or 1 MultiPrismatic colors (may repeat colors in either mode)

Dungeon012820 - Dungeon Level 7

Room # 11

Barracks / Quarters - 25ft. long x 30ft. wide x 45ft. tall

box; chandelier; downdraft, strong; twanging

Bronze Door, Normal leading to a hallway 15ft. long x 20ft. wide x 25ft. tall

Sample Names: Kura the devious Sarge Prince (Bow); Zaranda the ignoble Commodore Fury (Divine intervention)

Contact Adamantite Trap; DL 7; Search DC 75 (80 damage, DC 72 PPD save for half)

Pool that (causes/has/or is) Attacks

[x2] Immortals cannot hear, see, or sense into this room unless they are actually there; Divine Intervention fails
1,314gp

powdered carrot

platinum boots, +1 AC, 410gp

Inky Gauntlets [AT+14] +13 AC/+13 Saves; 1P: Level*5% MR; CL 26; SL 7, 7730gp

Bronze Staff [6d20] +9 Th/+10 dmg 14+/x5; 1M: 2 saves:fail 1=insan., fail 2=ultrablast; CL 38; SL 7, 9030gp

DL VII Macro-Fine Jungle Goblin/Orcs x(28) x[2]

AC 494, HD 900, hp 5.3E+4, PR 152% #Att 13, TH ÷ AC/Save DC by 56, dmg 592

Str 58, Dex 29, Con 27, Int 51, Wis 41, Chr 59, 3.5kxp

Has mtg G spells, Dark Vision, Stay conscious past Ohp. Light Sensitivity

Prepared effects:

[Wiz SL7] Fire Shield 7: Anyone who melees with you takes 150% dmg back

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

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

[Pri SL7] Protection from Fire 7: Stop the next CL*24 fire dmg

[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

[Psi6E Grand] Shape Change: As the 9th level Wizard spell

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

Combat effects:

[Psi0 Grand] Improved Fireball: KiLd8 dmg, KiL' radius (fire damage) (save:½, if made save again for 0)

[Psi29 Major] Control Body (Psi2):

[Psi6N Major] Dispel Magic: Dispel one magic effect

[Psi-2 Grand] Grand Acidify: CLd20 acid damage; Use d30's

[Pri SL7] Blade Barrier 7: 9d9 dmg wall (shards)

[Psi-2 Major] Degenerate: Degenerate (LVL /s); 2*LVL /s

[Psi8 Major] Repair Serious Damage: Cures 80 hp (8 Hull points) to a technological item, fixes minor malfunctions

Dungeon012820 - Dungeon Level 7

Room # 12

Meditation - 25ft. long x 50ft. wide x 15ft. tall

pedestal; balcony; squeaking; dank, mouldy smell

Locked Door, Out of Phase leading to a hallway 30ft. long x 25ft. wide x 5ft. tall

Sample Names: Orbakh the maniacal Global Flower (Raised by animals); Fyren the battling Machine -oid (Dragon)

Air in room transforms into Elemental Vacuum Trap; DL 7; Search DC 74 (40 Dex damage/s, DC 76 RSW save for half)

Fountain that (causes/has/or is) Magical Throne: Has an Ego score of 1d100,

gives person +1d10 Chr and +1QM action while sitting in the chair

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Week

46,041gp

offertory cont.

Armguards of the Goblin God, +2 AC, 1100gp

Emerald Horn: Free Wild Talent Wizard Kit: See progression below; it is not channelling and there is no stat bonus. If you take this kit twice (Int 18), it is channelling., Free bonus Spellcraft proficiency, 49850gp

Hazel Medallion [AT+20] +7 AC/++7 Saves; 1P: Create 1 Mirror Image (max = PL); CL 32; SL 7, 13590gp

DL VII Huge Tarrasque-World Reptiles x(8) x[1]

AC 498, HD 58, hp 3200, CR 153% #Att 1, TH ÷ AC/Save DC by 56, dmg 981

Str 37, Dex 35, Con 33, Int 55, Wis 45, Chr 56, 3.5kxp

Mreflection DL*10%, Half AC from AT. Resist Heat. Usually has a tail and claws

Prepared effects:

[Psi2 Grand] Ultrashield [X]: Cannot attack / be attacked w/ Psi; Can still attack

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

[Psi3½ Super] Affinity Field: Effects that affect you also affect others.

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

[Wiz SL5] Armor 5: +CL*10 current hp

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

[Psi6G Super] Reduplication: Duplicates one (non-magical, non-psionic) item; max TechL = CL

Combat effects:

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

[Psi18 Grand] Worm: 1 target: Mental & Physical Domination (save)

[Wiz SL6] Immediate Monster Summoning VI: Summons a DL IV monster without summoning sickness

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

[Psi-3 Super] Pawn: Pawn someone (gets a Will and a Spell save, making either is a make)

[Psi54 Major] Ice Control: Wall of Ice

[Psi29 minor] Chromatic Orb:

Dungeon012820 - Dungeon Level 8

Room # 1

Animal Pens - 40ft. long x 20ft. wide x 20ft. tall

statue; lamp; splintering; footsteps (behind)

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

Sample Names: Zaghnal the attractive Senora Razor (Air); Faradun the idiotic Supreme Tornado (Bullets)

Lock transforms into Elemental Splinters Trap; DL 8; Search DC 83 (80 Chr damage/s, DC 86 Reflex save for half)

Fireplace that (causes/has/or is) Intelligent

[x2] Gods cannot hear, taste, or sense into this room unless they are actually there; Divine Intervention fails

36,901gp

iron symbol

The Dagger of Bloodwolf, dagger, 11d16 (93), 1000gp

Ward (Psi10 item; 1M, 1/d: Kinetic Dome (Psi10, SL=5, CL=15) for 6h), 53430gp

Ring: Lower Resistance -30%, 32550gp

DL VIII Macro-Fine Star-Trek-Loop Outers x(4) x[3]

|AC| 655, HD 1030, hp 72704, #Att 3, TH ÷ AC/Save DC by 72, dmg 1921

Str 47, Dex 21, Con 48, Int 26, Wis 51, Chr 37, 7.5kxp

Has captain spells, No soul. Dark vision.

Prepared effects:

[Psi81 Major] Invisibility: Improved Invisibility

[Psi18 minor] Ego Shield: Immune to Mental Attacks; Undetect. Lie

[Pri SL7] Repulsion : Creatures can't approach you.

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

[Wiz SL5] Armor 5: +CL*10 current hp

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

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

[Psi-3 Major] Dimensional Enhancer: Can teleport or dim door away during combat (x1 Special)

Combat effects:

[Wiz SL4] Dispel Psionics: Dispels Psionics

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

[Psi12T Super] Mass Feeblemind: Feeblemind (as spell) in 90'r area

[Wiz SL6] Prismatic Wall 6: 6 Prismatic colors or 4 MultiPrismatic colors (may repeat colors in either mode)

[Wiz SL4] Lightning Bolt 4: CLd8 lightning dmg to a group (save:½)

[Psi-3 Major] Hold Monster: Hold Monster

[Psi-3 Major] Hold Monster: Hold Monster

[Psi27 Grand] Ritual of Assimilation: Touch: Target loses all of his current hp's, you are healed that amount (no save)

Dungeon012820 - Dungeon Level 8

Room # 2

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

platform; hooks; grating; hooting

Water Lock Door (holds back a lot of water) leading to a hallway 25ft. long x 20ft. wide x 15ft. tall

Sample Names: Abrasax the satanic Terrible Rebel (Mace); Catyr the rebellious Iron Reaper (Knife)

Magic Missile 8 Trap; DL 8; Search DC 83 (Cleric CL 16, DC 88 RSW save to negate)

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

[x2] Ultraplanar beings cannot see, feel, or sense into this room unless they are actually there; Divine Intervention fails

52,112gp

cracks, floor

an effervescent potion, 'detect evil' 'detect invis' 'detect magic' ", 26gp

Ice blue Bag: All your Custom classes use the "set XP

table"(3kxp at 2nd, doubles til 9th,600kxp at 10th,+300kxp per level afterward)., 64630gp

Ivory Perfume: Free Pale Bear Familiar, 64580gp

DL VIII Macro-Diminutive Mind-Flayer-World Lycanthropes x(12) x[2]

iAC 651, HD 2050, hp 1.1E+6, TR 172% #Att 11, TH ÷ AC/Save DC by 72, dmg 135

Str 40, Dex 54, Con 35, Int 44, Wis 25, Chr 63, 7.5kxp

Has tentacles. Usually psionic., Can polymorph to alternate form.

Prepared effects:

[Wiz SL5] Animal Growth : One animal/two levels doubles in size, HD.

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

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

[Psi--2 Grand] Endurance of the World: +9 TH; +9 dmg; IECNR +25% ; Lasts 5r after maint.

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

[Psi45 minor] Body Coating: 5*SL hp Armor spell, self only, stacks with the (Wizard) Armor spell

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

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

Combat effects:

[Psi45 Major] Zombie Animation: Animate a dead body as a Zombie with DL=SL

[Pri SL1] Blade Barrier 1: 3d3 dmg wall (shards)

[Psi18 Grand] Limited Wish: Limited Wish (as spell)

[Wiz SL1] Darkness: Magical darkness; can blind if targetted (save) {1 group}

[Pri SL6] Fire Storm 6: (CL+2)d5 holy fire dmg, hits 1+1/2 groups (no save)

[Pri SL1] Blade Barrier 1: 3d3 dmg wall (shards)

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

[Pri SL3] Creeping Doom 3: 40 insect dmg

Dungeon012820 - Dungeon Level 8

Room # 3

Nest (animal) - 45ft. long x 5ft. wide x 50ft. tall

mound of rubble; stool, high; misted; roar(ing)

Revolving/Swinging Door leading to a hallway 5ft. long x 25ft. wide x 20ft. tall

Sample Names: Inix the heroic Duke Sword (Catamaran); Yakov the Croc the intangible Mammoth Shrike (Secret Decoder)

Air in room transforms into Elemental Helliron Trap; DL 8; Search DC 86 (240 Cml damage/s, DC 85 PPD save for half)

Fire that (causes/has/or is) Treasure in a secret room nearby

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Day
48,612gp

pewter cutlery

a paper bag, 0gp

Burgundy Talisman [ATx3] +170 AC/++9 Saves; 1M: -1/die damage (from any source); CL 31; SL 8, 36845gp

Pike of Cowardice (2d5) (+12,+10) [+20]; +3 to DEX, Stealth; Slay Orc, Troll, Giant; Resist Fear,

Dark; Sustain DEX; Free Action; Hold Life; Blessed Blade; Activates for teleport level every 2 turns, 392130gp

DL VIII Gargantuan Outer-LG Intelligent-Trap/Trick/Specials x(10) x[2]

Stun AC 652, HD 136, stunp 70656, PR 1328% #Att 5, TH ÷ AC/Save DC by 72, dmg 264

Str 23, Dex 65, Con 66, Int 26, Wis 54, Chr 39, 7.5kxp

Immune acid, cold, petrification. Resist electricity and fire. Protection from evil continuous. Tongues at will., Incorporeal, Find/R

Prepared effects:

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

[Psi3½ Grand] Breath of the Black Dragon: Breathe acid for 11d6 damage.

[Wiz SL8] Clone: Clone

[Psi45 minor] Reality Alteration: + or - SL to your next die roll

[Wiz SL8] Dust of Disappearance: Dust of Disappearance for 1 turn

[Wiz SL8] Time/Reality Stability: Time/Reality Stability (duration 1 day), reverse removes it (Spell save)

[Wiz SL3] Prismatic Sphere 3: 1 Prismatic color

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

Combat effects:

[Pri SL7] Confusion:

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

[Psi9 minor] Electricity Generator: 4d10'long, CHd6 dmg (save:½)

[Pri SL6] Fire Storm 6: (CL+2)d5 holy fire dmg, hits 1+1/2 groups (no save)

[Psi6G Super] MassTelepathicCommand: Suggestion (no save) up to CL targets

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

[Psi9 minor] Electricity Generator: 4d10'long, CHd6 dmg (save:½)

[Pri SL3] Summon Monster III : Calls DL 3 outsider to fight for you.

Dungeon012820 - Dungeon Level 8

Room # 4

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

partially collapsed ceiling; idol; twanging; still

Plant Door (a door made of plants) leading to a hallway 35ft. long x 20ft. wide x 10ft. tall

Sample Names: Prisma the valiant Random Tiger (Spoon); Sener the infernal All-Star Longshoreman (Grenades)

Prismatic Wall 8 Trap; DL 8; Search DC 85 (Wizard CL 16, DC 85 Will save to negate)

Room (Floor) that (causes/has/or is) Gravity - Varying

[x2] Ultraplanar beings cannot smell, feel, or sense into this room unless they are actually there; Divine Intervention fails
20,286gp

nest (animal)

a dictionary, 100gp

Aquamarine Glasses: Free Extra Turning Feat: [Collective Ruling] +1 CL with Turn Undead, 64750gp

Iron-grey Armor, Light [AT++14] +145 AC/+145 Saves; 1P: Immune to SL 2-4 (all types), Resist SL 1 & 3 (all types); CL 37; SL 8, 62485gp

DL VIII Gargantuan Ultraplanar/Annihilation Spirit-of-the-Lands x(12) x[1]

Stun AC 655, HD 132, hp 8448, #Att 15, TH ÷ AC/Save DC by 72, dmg 257

Str 56, Dex 48, Con 36, Int 41, Wis 32, Chr 24, 7.5kxp

Immune disintegration and annihilation, Incorporeal

Prepared effects:

[Psi6N Super] Create/Destroy Conduit: Creates or Destroys 1 Conduit, Wormhole, Gate, Color Pool

[Wiz SL4] Polymorph Self : You assume a new form (no innate abilities)

[Wiz SL7] First Level Magic-User Spells (DM2): Can cast one 1st Level Wizard spell per round as Z action

[Wiz SL4] Prismatic Sphere 4: 2 Prismatic colors

[Psi12C Super] Grand Chaos: All die rolls by all creatures within 240' of caster become either minimum (50%) or maximum (50%)

[Wiz SL7] First Level Magic-User Spells (DM2): Can cast one 1st Level Wizard spell per round as Z action

[Pri SL4] Resist [E=4 element]: Pick an E=4 element, you resist it for 1 hour.

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

Combat effects:

[Pri SL8] Wolf Spirits: Summon 2*lvl6 wolf spirits (AC-18, hp76, +2 wpn to hit, undead)

[Psi6E Super] Bodily Restoration IV: Troll-like Regeneration - of max hp/r

[Pri SL5] Blade Barrier 5: 7d7 dmg wall (shards)

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

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

[Psi29 Grand] Resurrection/Destruction:

[Psi29 Grand] Air Bolt LVLd12:

[Psi45 minor] Disintegration: Major: Disintegrate (save)

Dungeon012820 - Dungeon Level 8

Room # 5

Meeting Room - 35ft. long x 50ft. wide x 45ft. tall

quilt; Walls of Webs; splintering; bang, slam

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

Sample Names: Faertala the discourteous Manga Chameleon (Caustic); Asmiak the adjectiveless Countess Glory (Tentacles)

Basic Spears Trap; DL 8; Search DC 82 (Attack +112 melee, 6d30 Int damage)

Altar that (causes/has/or is) passwall

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Round 9,554gp

belt

the heap of carnage, Ogp

Red Weapon Gemlet [8d4] +10 Th/+9 dmg 14+/x7; 1M: 1 target: -3d6 Int (save)& insane (save); CL 40; SL 8, 9844gp

Scroll of Pro. from Psionics, 32450gp

DL VIII Huge Desert/Arabian Artifacts x(7) x[1]

AC 644, HD 552, hp 4544, TR 114% #Att 11, TH ÷ AC/Save DC by 72, dmg 3208

Str 22, Dex 42, Con 59, Int 56, Wis 53, Chr 34, 7.5kxp

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

Prepared effects:

[Pri SL6] Protection from Lightning 6: Stop the next CL*20 lightning dmg

[Psi18 Grand] Psi: Slayer: Sword: 1V to swing: LVLd100 dmg, always hits

[Wiz SL5] Fire Shield 5: Anyone who melees with you takes 100% dmg back

[Psi10 Major] Ground *: Immune Lightning, must be touching the ground

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

[Psi3½ Major] Exhalation of the Black Dragon: Your acid breath deals 3d6 damage to a close target.

[Psi3½ Super] Metamorphosis, Greater: Assume shape of any nonunique creature or object each round.

[Pri SL6] Goodberry 6: Creates 24 goodberries

Combat effects:

[Pri SL6] Fire Storm 6: (CL+2)d5 holy fire dmg, hits 1+1/2 groups (no save)

[Psi6G Super] MassTelepathicCommand: Suggestion (no save) up to CL targets

[Wiz SL8] As You Will Be: +1 ML for 1 turn, you will Twilight at end of effect (no resistance)

[Wiz SL8] As You Will Be: +1 ML for 1 turn, you will Twilight at end of effect (no resistance)

[Pri SL6] Fire Storm 6: (CL+2)d5 holy fire dmg, hits 1+1/2 groups (no save)

[Psi6E Super] Hell Pit: 2 saves:fail 1=goto hell, fail 2=impris

[Pri SL8] Really Really Put of Misery: Target being that is Capital S Slain is removed from the timeline (no save)

[Psi54 Major] Cell Rot: Cell Adjustment (reversed) CL*SL*2 dmg (no save)

Dungeon012820 - Dungeon Level 8

Room # 6

Garbage Room - 50ft. long x 5ft. wide x 35ft. tall

Chute, Sand/Quicksand; cruet (flask); earthy smell; rattling

Phase Door (phases in/out every so often) leading to a hallway 35ft. long x 25ft. wide x 25ft. tall

Sample Names: Gelsomina the artistic Iron Warrior (Rod); Mirielle the majestic Vector Duke (Skates)

Inhaled Prismatic Trap; DL 8; Search DC 81 (300 damage, DC 81 RSW save for half)

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

[x2] Mortals cannot taste, hear, or sense into this room unless they are actually there; Divine Intervention fails

46,165gp

food scraps

a small step stool, 5gp

Dark Bracers [AT+125] +15 AC/+10 Saves; 1V: Death Master's abilities of ½ level; CL 44; SL 8, 23490gp

Teal Necklace [AT+19] +11 AC/+11 Saves; 1Z: Touch: Metal items save (no mod.) vs. acid; CL 40; SL 8, 10025gp

DL VIII Colossal Kara-Tur Avian/Birds x(4) x[3]

AC 641, HD 2112, hullp 18176, MR 150% #Att 5, TH ÷ AC/Save DC by 72, dmg 774

Str 47, Dex 55, Con 58, Int 24, Wis 37, Chr 45, 7.5kxp

Has Martial Arts, Flies. Has 2 Wings, 2 talons, and a beak.

Prepared effects:

[Psi-12T Super] Spirit Preservation: +5*CL% aXR

[Psi-12T Super] Spirit Preservation: +5*CL% aXR

[Psi3½ Super] Metamorphosis, Greater: Assume shape of any nonunique creature or object each round.

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

[Psi3½ Super] Metamorphosis, Greater: Assume shape of any nonunique creature or object each round.

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

[Pri SL8] Duplicate Monster: Duplicate a x1 monster (not incl. classes)

[Psi54 Major] Gadgetry: 1M, 1/d: Build a TechL=SL Psi8 item

Combat effects:

[Psi3 Grand] Disintegrate: One creature or object vanishes.

[Wiz SL2] Hypnotic Pattern (1): 24 HD looking at pattern are Hypnotized

[Pri SL5] Remove Curse 5: Cure 2 curse effects (reverse causes that many, save for each)

[Psi29 Major] Cloudkill:

[Pri SL6] Neutralize Poison 6: Cure 3 poison effects (reverse causes that many, save for each)

[Pri SL3] Summon Monster III : Calls DL 3 outsider to fight for you.

[Psi-9 minor] You'll Shoot Your Eye Out!: Target loses 1 eye (no save)

[Psi-12T Grand] Anti-Time Aura: Enemies in your room takes CL*2 anti-time dmg /s (no save)

Dungeon012820 - Dungeon Level 8

Room # 7

Hall, Great - 30ft. long x 15ft. wide x 25ft. tall

fallen stones; Chute, Flesh (acid damage); moaning; thumping

Phase Door (as the spell) leading to a hallway 45ft. long x 15ft. wide x 25ft. tall

Sample Names: Almor the astounding Star Fighter (Rifle); Orontes the dewy-eyed Bat Dragon (Blimp)

Death Spell 8 Trap; DL 8; Search DC 86 (Cleric CL 16, DC 84 PP save to negate)

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

[x2] Gods cannot hear, smell, or sense into this room unless they are actually there; Divine Intervention fails

5,370gp

leather boot

a red high-heeled shoe, 1gp

Azur Cork: +1 Level(s) in a Wizard Group Class, 64990gp

Shocking pink Axe, throwing [4d10] +9 Th/+15 dmg 17+/x5;

1M: 1=Dispel Exhaustion,5=Feeblemind,6=Cure Insanity; CL 32; SL 8, 8594gp

DL VIII Medium Outer-LE Spirit-of-the-Lands x(4) x[1]

iAC 642, HD 19, ihp 8832, #Att 9, TH ÷ AC/Save DC by 72, dmg 520

Str 43, Dex 52, Con 38, Int 47, Wis 63, Chr 54, 7.5kxp

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

Prepared effects:

[Psi12T Super] Psionic Turning: Spell Turning but affects Psionic effects

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

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

[Pri SL4] Goodberry 4: Creates 16 goodberries

[Pri SL8] Antimagic Field : Negates magic within 10 ft.

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

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

Combat effects:

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

[Psi54 minor] Magic Blast: CL*SL force dmg to one group (no save)

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

[Wiz SL7] Death Spell 7: Slay 7d12 HD of creatures (save)

[Wiz SL8] Mass Charm : As charm monster, but all within 30 ft.

[Psi54 minor] Magic Blast: CL*SL force dmg to one group (no save)

[Wiz SL1] Darkness: Magical darkness; can blind if targetted (save) {1 group}

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

Dungeon012820 - Dungeon Level 8

Room # 8

Bedroom/Boudior - 40ft. long x 30ft. wide x 35ft. tall

arch; quilt; twanging; clicking

Void Door (cannot see through doorway) leading to a hallway 45ft. long x 20ft. wide x 25ft. tall

Sample Names: Vanya the marvelous Sub-- Ant (Hook); Sadira the vile Sea Mist (Stellar)

Steal Soul III Trap; DL 8; Search DC 87 (Psionist CL 16, DC 83 Breath Weapon save to negate)

Tapestry that (causes/has/or is) Sliding

[x2] Mortals cannot feel, hear, or sense into this room unless they are actually there; Divine Intervention fails

40,886gp

spy glass

a Chinese book, 0gp

Beige Cube [1d6] +10 Th/+12 dmg 17+/x5; 1Z: Target dominated (Will save); takes

(CL+3)^2 dmg/s; you can't use actions while this runs; CL 51; SL 8, 11567gp

Belt of Hidden Pouches: (Waist) Wide belt with 10 concealed pockets. Each pocket has 2 pockets behind it that are only accessible non-living material that weighs no more than 5 pounds. Items placed in the pockets may be no larger than 6" in any dimension.

DL VIII Small Star-Wars-Loop Intelligent-Trap/Trick/Specials x(40) x[2]

AC 641, HD 14, stunp 544, MR 936% #Att 2, TH ÷ AC/Save DC by 9, dmg 264

Str 42, Dex 50, Con 23, Int 57, Wis 29, Chr 44, 7.5kxp

Has force powers, Incorporeal, Find/Remove Trap/Trick/Special halves hp

Prepared effects:

[Psi18 Grand] Scty: Peripheral Defender: -7*LVL dmg on all physical & energy attacks

[Psi12L Super] Clone/Simulacrum: Clone (or) Simulacrum (as the MU spells)

[Pri SL6] Anti-Animal Shell:

[Wiz SL8] Globe of Invulnerability 8: Immune to spells with SL=0 to 7

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

[Psi15 minor] Increase Breath Damage: +10% of current hp total to breath dmg [or (+1)d(+2) breath dmg if using set breath dice

[Psi45 Grand] Resist: Power Manipulation: SL/3 (round down) instances of Resist disenchantment

[Psi45 Major] Light Control: SL/2 (round down) instances of Resist light; +SL*10% damage with light effects

Combat effects:

[Wiz SL8] Maze : Victim trapped inside some maze, getting out depends on intelligence

[Psi6N Grand] Freedom: [0 action to use] Reverse Imprisonment

[Pri SL7] Summon Monster VII : Calls outsider to fight for you.

[Psi2 minor] Sensory Suppression: Blindness and Deafness; Loses all 5 senses

[Pri SL7] Conjure/Dismiss Quasi Elemental: Summons or dismisses a Quasi Elemental

[Wiz SL7] Steal Enchantment : Transfer the enchantment of one spell to another

[Wiz SL5] Lower Resistance : Lowers one's magic resistance

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

Dungeon012820 - Dungeon Level 8

Room # 9

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

forge; pit (shallow); music; steamy near ceiling

Ice Door (transparent) leading to a hallway 15ft. long x 25ft. wide x 25ft. tall

Sample Names: Wirddan the double-talking Meteor Widow (Arrows); Samira the dreadful Micro- Bird (Astral)

Injected Gravity Trap; DL 8; Search DC 82 (32 Chr damage, DC 87 Reflex save to negate)

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

[x2] Room is permanently/continuously Alley Effected, only creatures immune or bubbled against it can function here.

2,378gp

sack, torn

a gold anklet with a tiny jade bell, +2 AC, 30gp

Brownish Cloak [AT++11] +122 AC/+8 Saves; 1M: Can see

through any x1 illusion/disappearance/etc.; CL 44; SL 8, 34480gp

Crimson Gem: +500 Rogue Points, 64180gp

DL VIII Gargantuan Outer-NG Illusionarys x(65) x[1]

AC 649, HD 131, stunp 8960, CR 149% #Att 12, TH ÷ AC/Save DC by 72, dmg 772

Str 40, Dex 57, Con 33, Int 42, Wis 38, Chr 19, 7.5kxp

Immune acid, cold, petrification. Resist electricity and fire. Protection from evil continuous. Tongues at will., Incorporeal

Prepared effects:

[Psi3 Major] Energy Barrier: You convert energy attacks to harmless light.

[Psi3½ Super] Metamorphosis, Greater: Assume shape of any nonunique creature or object each round.

[Pri SL7] Symbol : Triggered runes have array of effects.

[Psi-12L Super] Spirit Resistance: +5*CL% XR

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

[Psi-12C Super] Anti-Commotion Resist.: +CL*5% aaAllR (Anti-Anti R vs. everything)

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

[Pri SL5] Summon Nature's Ally V : Summons a DL V animal (maintained)

Combat effects:

[Pri SL7] Confusion:

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

[Psi6E Grand] Unholy Word: As the 7th level Priest spell (doubled)

[Pri SL4] Lesser Planar Ally : Summons a DL IV outer-planar (payment determines duration)

[Pri SL2] Hold Person/Monster 2: Hold 4 person or 2 monster targets (save)

[Psi45 Major] Radiowave Generation: SL*CL/2 Radiowave damage (1 group, no save, the effect can go through a SL' wall)

[Pri SL7] Raise Dead Fully: What you get is the full character at full hit points, but with no spells or psionic points. He loses 1 Con

[Psi6E Grand] Unholy Word: As the 7th level Priest spell (doubled)

Dungeon012820 - Dungeon Level 8

Room # 10

Dining / Feast Hall - 20ft. long x 10ft. wide x 30ft. tall

Bridge, Wood; pliers; scuttling; drumming

Revolving/Swinging Door leading to a hallway 25ft. long x 15ft. wide x 5ft. tall

Sample Names: Anhaga Mongoosehunter the uncaring Valiant Mariner (Cow); Jurith the self-righteous Animal Chimp (Glue)

Secret Vent Trap; DL 8; Search DC 87 (240 damage, DC 82 PPD save for half)

Container (Barrel, Jar, Vase, etc.) that (causes/has/or is) Anti-Magic

[x2] Room is permanently/continuously *Cursed*ed, only creatures immune or bubbled against it can function here.

4,839gp

wood pieces

a willow branch, 'heat metal', 260gp

Onyx Wand [6d6] +257 Th/+17 dmg 19+/x7; 1M: Fear II (Horror):

Target saves or loses all P/M actions; CL 40; SL 8, 51994gp

Battle Rattle: all allies within 30' gain a +1 Morale bonus on a skill check or attack roll made within one round. Usable once per combat. If someone with Bardic Music uses the Battle Rattle as part of his/her Inspire Courage ability, the bonus to Inspire Cour

DL VIII Medium Rakshasa-World Undeads x(35) x[1]

Stun AC 652, HD 22, hp 1072, #Att 8, TH ÷ AC/Save DC by 72, dmg 3201

Str 22, Dex 28, Con 65, Int 40, Wis 35, Chr 29, 7.5kxp

Immune slain, Resist Slain, Vulnerable enchanted items., No CON. Immune crits, ability dmg/drain, poison, sleep, paralysis, stun

Prepared effects:

[Psi4 minor] Move Rate *1.25: Multiply Move Rate by 1.25

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

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

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

[Pri SL6] Resist [E=6 element]: Pick an E=6 element, you resist it for 1 hour.

[Pri SL5] Spell Immunity 5: Be immune to 2 spells by name

[Psi-9 Grand] Energy Kinetic: Amplify: Add 3*CH dice to your next energy attack

[Psi8 minor] Technological Shield: DR (CL*2)/(+CL/2) (or) WR 10*CL% (or) Others need a +CL-1 weapon to hit you

Combat effects:

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

[Psi1 Grand] Death Stare: Save-6; Death; Stun 2d4r if over 2*level HD

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

[Wiz SL7] Prismatic Wall 7: 7 Prismatic colors or 5 MultiPrismatic colors (may repeat colors in either mode)

[Psi54 Major] Matter Manipulation: CL*(SL+2) explosion dmg to one target (no save)

[Wiz SL2] Lightning Bolt 2: CLd4 lightning dmg to a group (save:½)

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

[Psi60 minor] Cure Light Wounds: Cure 1d8+LVL hp

Dungeon012820 - Dungeon Level 8

Room # 11

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

cruet (flask); wardrobe; chiming; cold current

Phase Door (as the spell) leading to a hallway 50ft. long x 10ft. wide x 5ft. tall

Sample Names: Grawen the wretched Monsieur Blood (Super-goobers); Hiatel the homicidal Aristocratic Weirdo (Tractor)

Wide-Mouth Chute Trap; DL 8; Search DC 81 (320 Chr damage, DC 81 Reflex save to negate)

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

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Segment 56,868gp

large rug

The bracer of the dead, +4 AC, 0gp

Green Medallion [AT+12] +10 AC/+121 Saves; 1M: Resist all EE=1 elements, this can be taken twice for EE=2 (doesn't include EE=1), thrice for EE=3, etc.; CL 41; SL 8, 22120gp

Crimson Glass: Free Thug Kit: +1 dmg; 0, -level TH

this segment: +level dmg this segment, Free bonus Gaming proficiency, 64320gp

DL VIII Huge Cloud Elf/Avalons x(11) x[2]

AC 656, HD 69, hp 4416, MR 176% #Att 14, TH ÷ AC/Save DC by 72, dmg 258

Str 39, Dex 62, Con 60, Int 22, Wis 47, Chr 44, 7.5kxp

Flys with perfect maneuverability., Immune sleep.

Prepared effects:

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

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

[Psi45 minor] Vibration Control: SL/2 (round down) instances of Resist vibration; +SL*10% damage with vibration effects

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

[Wiz SL8] Prismatic Sphere 8: 6 Prismatic colors or 4 MultiPrismatic colors (may repeat colors in either mode)

[Psi12L Super] Clone/Simulacrum: Clone (or) Simulacrum (as the MU spells)

[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 SL4] Armor 4: +CL*8 current hp

Combat effects:

[Pri SL8] Create Greater Undead : Mummies, spectres, vampires, or ghosts.

[Psi54 Major] Telekinesis: Telekinesis CL*SL*10 lbs.

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

[Psi81 minor] Drain: Target loses -CL to a stat

[Psi12L Super] Enslave: Target creature's AL switches to L, all of it's actions under control of caster (no save)

[Psi3½ Super] Apospsi: You delete target's psionic powers.

[Pri SL7] Creeping Doom 7: (1d4+6)*100 insect dmg

[Wiz SL8] Maze : Victim trapped inside some maze, getting out depends on intelligence

Dungeon012820 - Dungeon Level 8

Room # 12

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

mound of rubble; iron bars; chanting; foggy near ceiling

Trapped Door, Magic/Psi, roll on [D4.2] leading to a hallway 30ft. long x 25ft. wide x 5ft. tall

Sample Names: Vence the criminal Star Fox (Tractor); Sahin the terrible Armadillo Whatsit (Carbine)

Burning Portcullis Trap; DL 8; Search DC 84 (24 Wis damage, DC 81 Breath Weapon save to negate)

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

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Segment
8,307gp

hug

a small table with a vase of white roses, 0gp

Prismatic Staff [4d6] +64 Th/+13 dmg 17+/x5; 1P: Your target repeats his last action.; CL 36; SL 8, 18784gp

Girdle of Quickness (can make 1 attack first each round; +3 initiative), 25130gp

DL VIII Tiny Psionicist-classes Wurms x(19) x[1]

AC 654, HD 11, |hp| 260, #Att 4, TH ÷ AC/Save DC by 72, dmg 131

Str 22, Dex 41, Con 38, Int 35, Wis 20, Chr 34, 7.5kxp

Know a Psi frequency, Has no appendages.

Prepared effects:

[Pri SL4] Dimensional Anchor : Bars extradimensional movement.

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

[Wiz SL5] Armor 5: +CL*10 current hp

[Pri SL4] Dimensional Anchor : Bars extradimensional movement.

[Wiz SL8] Armor 8: +CL*16 current hp

[Psi19 minor] Control Disease: Immune to disease

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

[Wiz SL8] Armor 8: +CL*16 current hp

Combat effects:

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

[Psi6G Grand] Fourth Level Priest Spell: Cast one 4th level Priest spell at CL = 60

[Psi54 Grand] Bomb: CL*SL explosion dmg to your group (no save, hole in the middle)

[Pri SL7] Wish: Duplicate any Wizard or Priest spell of levels 0-6.

[Psi54 Grand] Bomb: CL*SL explosion dmg to your group (no save, hole in the middle)

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

[Psi15 Super] Hypnotism: Hypnotism, up to CL targets

[Wiz SL6] Cone of Cold 6: CLd12+CL cold dmg to a group (save:½)

Dungeon012820 - Dungeon Level 9

Room # 1

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

pipes (musical); mosaic; howling; ozone smell

Unusual Material Door, roll on [E5] leading to a hallway 10ft. long x 25ft. wide x 15ft. tall

Sample Names: Selwyn Govannonson the mind-numbing Mind Sidekick (Griffon); Temarkhos the charismatic Gaseous Condor (Ic

Compacting Trapdoor Trap; DL 9; Search DC 91 (280 idamage, DC 97 Reflex save for half)

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

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Month

58,647gp

mold-common

a vial of cure thirst, 'create spring' 'create spring' 'create spring' ", 5gp

Green Robe [AT+23] +224 AC/++16 Saves; 1M: Assassin's abilities of ½ level; CL 48; SL 9, 68640gp

Beanie: [x1] Can use +1M action per segment., 154230gp

DL IX Medium Kara-Tur Immortals x(49) x[2]

||AC|| 822, HD 26, hp 1360, IR 125% #Att 6, TH ÷ AC/Save DC by 90, dmg 168

Str 59, Dex 40, Con 44, Int 50, Wis 67, Chr 35, 12kxp

Has Martial Arts, Unageing

Prepared effects:

[Wiz SL8] Second Level Magic-User Spells (DM2): Can cast one 2nd Level Wizard spell per round as Z action

[Wiz SL6] Tenser's Transformation 6: +100% of max hp to current hp, +2 TH melee

[Psi6E Super] Lich Lore: Lich powers of ½ level

[Psi45 Major] Plasma Control: SL/2 (round down) instances of Resist plasma; +SL*10% damage with plasma effects

[Psi6G Major] Paralysis Immunity: Immunity to paralysis, stun, and hold

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

[Wiz SL7] Original Stoneskin 7: Block the next 4 P actions of attacks

[Psi4 Ultra] Spell *2.5: One spell that you know has it's effect multiplied by 2.5, or costs only 1/(2.5*2-1) of a spell slot

[Psi15 Grand] Add Global Resistance: Resist all E=1 elements, this can be taken twice for E=2 (doesn't include E=1), thrice for E=3

Combat effects:

[Psi-2 minor] Weakness of the Land: 25 dmg, -3 TH, -3 dmg, -25% MR; Lasts 5r after maint.

[Pri SL5] Call Lightning 5: (CL+2)d12 lightning dmg (save:½) (halve the die type if not outside)

[Psi29 Major] Boneshatter (2d6/r + broken limb):

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

[Psi3½ minor] Energy Missile: Deal 3d6 energy damage to up to five subjects.

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

[Pri SL8] Conjure/Dismiss Semi Elemental: Summons or dismisses a Semi Elemental

[Psi3 Super] True Telekinesis: Lift or move 500 lb./level at long range.

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

Dungeon012820 - Dungeon Level 9

Room # 2

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

recess; altar; bong; wind, strong

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

Sample Names: Baridrel the monstrous Cyber- Collector (Thorns); Kezaf the bizarre Ice Duke (Kite)

Temporal Stasis Trap; DL 9; Search DC 99 (Cleric CL 18, DC 98 Will save to negate)

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

[x2] Room is permanently/continuously Alley Effected, only creatures immune or bubbled against it can function here.

20,307gp

dagger

a black outfit, +3 AC, 10gp

Ring of Regeneration, 52240gp

Chocolate Chalk: Free Weapon Master Kit: +1 to #Att with one weapon in

one hand (or double rate, whichever is lower), Free bonus Wpn Mastery proficiency, 81720gp

DL IX Macro-Diminutive Custom-classes Viruss x(11) x[2]

|AC| 827, HD 2305, hp 1.7E+5, PR 837% #Att 16, TH ÷ AC/Save DC by 90, dmg 491

Str 36, Dex 23, Con 64, Int 32, Wis 71, Chr 71, 12kxp

Has Custom abilities, Can infect things. Immune mind-affecting, crits, gazes, illusions, poison, sleep, paralysis, polymorph, stunni

Prepared effects:

[Psi5 minor] Invisibility Realm: Improved Invis., can see other Invis.

[Psi-12L Major] Effect Immunity: Pick any spell or power. You are immune to that effect.

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

[Wiz SL9] Globe of Invulnerability 9: Immune to spells with SL=0 to 8

[Psi45 Grand] Force Field vs. Emotion: Immune to spell level 0 to SL-1 enchantment/charm effects

[Wiz SL7] Globe of Invulnerability 7: Immune to spells with SL=0 to 6

[Pri SL8] Robe Of Healing: Get 20 1d4+4 healing effects (self or other) every round for 1h

[Psi6E Super] Immunity IV: Globe/Invuln., Immune:1st-2nd Dominions

[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:

[Psi45 Ultra] Summoning: Summon a DL=SL Outer

[Wiz SL3] Hold Undead: Holds up to 3 undead

[Psi54 Major] Darkness: Darkness (can blind a person, make SL saves)

[Psi6G minor] Repair: Repairs an object (as per Mend spell); works on devices up to TechL = CL

[Psi54 Grand] Cell Rot: Cell Adjustment (reversed) CL*SL*2 dmg (no save)

[Pri SL5] Neutralize Poison 5: Cure 2 poison effects (reverse causes that many, save for each)

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

[Psi-12C Super] Cthulhoid Swarm VIII: Summon CL*9 Monsters using ML VIII "Weird" chart (random)

[Wiz SL5] Magic Missile 5: (CL+1)*5/2 missiles, each does 1d4+1 force dmg (no save)

Dungeon012820 - Dungeon Level 9

Room # 3

Wardrobe - 45ft. long x 40ft. wide x 40ft. tall

desk; cresset (torch on a pole); foggy; footsteps (receding)

Mimic (the monster) leading to a hallway 40ft. long x 25ft. wide x 10ft. tall

Sample Names: Ainsley the marvelous Sister -oid (Stilts); Loriell the beautiful Arduous Viking (Extra-dimensional)

Lock transforms into Elemental Acid Trap; DL 9; Search DC 92 (8 Dex damage/s, DC 93 RSW save for half)

Force Field that (causes/has/or is) Rising/Sinking

[x2] Gods cannot see, hear, or sense into this room unless they are actually there; Divine Intervention fails

49,427gp

cage

leg plates with golden scales, +3 AC, 2900gp

Azur Amulet: +1 Summon Slots, 81390gp

Straw-coloured Weapon Gemlet [6d8] +10 Th/++13 dmg 14+/x5; 1P: Choose 1

target; he removes/drops 1 item /s (no save); CL 58; SL 9, 38964gp

DL IX Macro-Tiny Psionic Kobolds x(23) x[1]

iAC 824, HD 4610, |hp| 3.1E+6, #Att 10, TH ÷ AC/Save DC by 90, dmg 814

Str 53, Dex 35, Con 22, Int 63, Wis 73, Chr 53, 12kxp

Has a psionic frequency, Can overbear in numbers.

Prepared effects:

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

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

[Wiz SL4] Prismatic Sphere 4: 2 Prismatic colors

[Psi9 Ultra] Thought: No Body: You no longer have/need a physical body

[Wiz SL3] Third Arm Growth: Grow an extra arm or leg [lose spell slot while running]

[Psi12L Super] Clone/Simulacrum: Clone (or) Simulacrum (as the MU spells)

[Psi23 Grand] Shadow Cloud: Causes weakness, fear, ability loss

[Pri SL3] Animate Dead : Creates undead skeletons and zombies.

[Psi-12L Super] Spirit Resistance: +5*CL% XR

Combat effects:

[Psi-6E minor] Circle of Nausea: 30' r: -CL TH, saves, prof/stat checks for 1t (no save), lose 1 random action (Petrif save)

[Wiz SL9] Heal:

[Pri SL8] Implosion/Inversion: Each round for 1t, caster can implode 1 target (save -4)

[Psi3 Super] Thrall: Target is your slave forever.

[Psi3 Super] Thrall: Target is your slave forever.

[Psi54 Ultra] Lightning: CL*SL lightning dmg to one group (no save)

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

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

[Psi2 minor] Ballistic Attack: Roll TH; (level)d4 damage; (level)d8 damage

Dungeon012820 - Dungeon Level 9

Room # 4

Training/Exercise/Practice - 45ft. long x 25ft. wide x 15ft. tall

bed; armoire; jingling; tinkling

Intelligent Door, see [E7], might have ego score leading to a hallway 15ft. long x 10ft. wide x 10ft. tall

Sample Names: Calathra the ignoble War Star (Stilts); Neira the excessive Albino Boy (Vibro-)

Hail of Caltrops Trap; DL 9; Search DC 92 (Attack +108 melee, 8d8 idamage)

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

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Segment
19,827gp

iron boots

a small lake, 0gp

Flesh Stone [2d12] ++17 Th/++4 dmg 13+/x5; 1P: Produces fire or frost (6 dmg, save:½); CL 39; SL 9, 56347gp

Amethyst Sketch pad: +5 level(s) of exceptional Int, 81110gp

DL IX Gargantuan Sea-of-Dust/Colorless Animals x(8) x[4]

AC 813, HD 146, stunp 10496, PR 120% #Att 10, TH ÷ AC/Save DC by 90, dmg 650

Str 41, Dex 45, Con 39, Int 21, Wis 71, Chr 43, 12kxp

Immune alignment based/color based effects, Low-light Vision, overwrite INT score to 1 or 2. Usually have arms, legs, a head, a t

Prepared effects:

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

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

[Pri SL8] Protection from Fire 8: Stop the next CL*28 fire dmg

[Psi6E Super] Immunity IV: Globe/Invuln., Immune:1st-2nd Dominions

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

[Psi100 minor] Telekinetic Blade: Base damage 1dCL, considered +CL/3 weapon, mental weapon, hits whole group

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

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

[Pri SL6] Protection from Fire 6: Stop the next CL*20 fire dmg

Combat effects:

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

[Pri SL9] Heal 9: Cure to 175% of max hp (max Heal 9 can cure at once = 1750 hp)

[Psi54 minor] Cell Rot: Cell Adjustment (reversed) CL*SL*2 dmg (no save)

[Psi29 minor] Charm Person:

[Pri SL6] Fire Storm 6: (CL+2)d5 holy fire dmg, hits 1+1/2 groups (no save)

[Wiz SL4] Enervation : Subject gains CL/4 negative levels.

[Psi14 Ultra] (no name): 1V, while attacking: Your natural attacks Cascade Rams one group

[Psi-1 Ultra] Limitation: 1 target: -CL/9 to max # of classes or # psi.freq. (no resistance)

[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

Dungeon012820 - Dungeon Level 9

Room # 5

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

pail; font; drumming; tinkling

Golem Door (it's a Golem creature) leading to a hallway 50ft. long x 10ft. wide x 5ft. tall

Sample Names: Revianne the handsome Scarlet Shadow (Kinetic); Ardon Mateen the mad Grey Platypus (Train)

Spiked Drawer Trap; DL 9; Search DC 96 (180 Con damage, DC 99 Spell save to negate)

Pedestal that (causes/has/or is) Gaseous

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Half Segment
53,875gp

foodstuffs (edible)

a ring of the lynx, +2 AC, 1000gp

Snow-white Staff [6d12] +17 Th/+16 dmg 15+/x4; 1Z: Improved Phantasmal Killer:

As the 4th level Wizard spell (no save); CL 36; SL 9, 11070gp

Magenta Medallion [AT+18] +224 AC/+144 Saves; 1M: Take -N dmg per
physical attack (max N = level); CL 42; SL 9, 53490gp

DL IX Fine Megaverse-Project Unlives x(40) x[2]

AC 820, HD 54, hp 90, PR 171% #Att 3, TH ÷ AC/Save DC by 90, dmg 974

Str 67, Dex 31, Con 41, Int 55, Wis 20, Chr 22, 12kxp

StunR DL*10%, No CON. Immune to crits, ability dmg or drain, poison, sleep effects, paralysis, stunning, disease, death effects.

Prepared effects:

[Wiz SL5] Prismatic Sphere 5: 3 Prismatic colors or 1 MultiPrismatic colors (may repeat colors in either mode)

[Psi6N Ultra] Bard or Sage Abilities, LVL 12: Get bard or sage abilities of level 11 (max = your level)

[Wiz SL6] Anti-Magic Shell 6: Anti-Magic of SL 0 to 5

[Psi6E Super] Astral Form Blockade Field: Stops Astral Psi./Proj., Dim.Doors

[Pri SL6] Anti-Animal Shell:

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

[Psi23 minor] Obscuring Cloud: Blocks all forms of vision (inf,ult,x-r)

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

[Pri SL5] Improved Free Action: Immune Capital S Stun, Stop, Hold, Paralysis, Summoning Sickness; Hold P,V actions

Combat effects:

[Psi-12C Super] Wild Invocation VI: Random 10 (95%) or 2m4+10 (5%) SL Wizard Invocation spell

[Pri SL8] Hold Person/Monster 8: Hold 10 person or 8 monster targets (save)

[Psi54 Ultra] Magic Blast: CL*SL force dmg to one group (no save)

[Wiz SL6] Disintegrate : Disintegrates a single victim

[Psi19 Grand] Energy Absorption: 1bM: Absorb up to CL HD of an energy attack, affects everyone in your group

[Psi14 Major] (no name): [0 action to use] Change form immediately

[Pri SL4] Remove Curse 4: Cure 1 curse effect (reverse causes that many, save)

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

[Wiz SL5] Confusion No Save: Confusion one target (no save)

Dungeon012820 - Dungeon Level 9

Room # 6

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

iron maiden; mosaic; misted; sobbing

Membrane Portal (Module Q1 Web Level 4) leading to a hallway 25ft. long x 10ft. wide x 5ft. tall

Sample Names: Peleus the mischievous Extreme Child (Ice); Sidonia the bombastic Dog Disaster (Hatchet)

Drawer transforms into Elemental Nexus Trap; DL 9; Search DC 94 (160 Cml damage/s, DC 97 Will save for half)

Door, Secret that (causes/has/or is) Changes - Attribute

[x2] Room is permanently/continuously *Cursed*ed, only creatures immune or bubbled against it can function here.

49,621gp

loin cloth

a comfortable couch, 0gp

Mauve Sword, bastard [4d12] +256 Th/+17 dmg 18+/x5; 1M: Lose one

instance of "Q" on all action types; CL 36; SL 9, 50710gp

Dark Sandal: +700 PSP's, 81440gp

DL IX Gargantuan Mirror-Universe Unlives x(1) x[2]

AC 815, HD 145, |hp| 11264, BlahR 93% #Att 6, TH ÷ AC/Save DC by 90, dmg 977

Str 20, Dex 65, Con 62, Int 64, Wis 40, Chr 22, 12kxp

May have slight tweaks on other abilities., No CON. Immune to crits, ability dmg or drain, poison, sleep effects, paralysis, stunnir

Prepared effects:

[Psi54 Grand] Magic Shield: Stops SL/2 magical attacks on you

[Pri SL6] Antilife Shell : 10-ft. field hedges out living creatures.

[Pri SL5] Improved Free Action: Immune Capital S Stun, Stop, Hold, Paralysis, Summoning Sickness; Hold P,V actions

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

[Pri SL6] No Save: The next spell you cast does not have a saving throw

[Psi8 Major] Construct Weapon Item 2: Create a "Weapon" type item (see next page) of TechL=CL, each 2 TechL takes 1S action

[Psi8 Major] Construct Weapon Item 2: Create a "Weapon" type item (see next page) of TechL=CL, each 2 TechL takes 1S action

[Pri SL7] Immune [E=4 element]: Pick an E=4 element, you are immune to it for 1 hour. (This immunity does not "spread" into o)

[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).

Combat effects:

[Pri SL8] Spiral Of Degeneration: All x1 items within 50' turn off, all lose 1 spell/r, 1h

[Wiz SL7] Death Spell 7: Slay 7d12 HD of creatures (save)

[Psi3 Super] Astral Construct IX: Astral construct fights for you.

[Psi54 Ultra] Ice Animation: Summon a DL=SL Ice Elemental

[Psi29 Grand] Instantaneous (reverse Permanency):

[Psi10 minor] Beam of Light: Line of Blindness (all in area save vs. spell or blinded)

[Pri SL7] Holy Word: Double the Hit Dice brackets. A creature does not have to "hear" the spell in order for it to take effect.

[Wiz SL5] Lightning Bolt 5: CLd10 lightning dmg to a group (save:½)

[Wiz SL8] Feeblemind 8: -40 mental stat points (randomly distributed in packets of 5) (save per packet)

Dungeon012820 - Dungeon Level 9

Room # 7

Training/Exercise/Practice - 25ft. long x 35ft. wide x 40ft. tall

cabinet; hamper; scratching/scrabbling; footsteps (behind)

Water Lock Door (holds back a lot of water) leading to a hallway 40ft. long x 15ft. wide x 20ft. tall

Sample Names: Kern the illustrious Tiger Crusader (Magno-); Abria the acrobatic Commander Mouse (Flight Ring)

Scything Jaws Trap; DL 9; Search DC 94 (Attack +126 ranged, 8d20 idamage)

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

[x2] Mortals cannot taste, hear, or sense into this room unless they are actually there; Divine Intervention fails

43,742gp

animal hoof

Chaos Mind, 200gp

Alabaster Fake flowers: +700 Rogue Points, 81960gp

Orangey Toilet: +1 Level(s) in a Monster Group Class, 81830gp

DL IX Small Mirror-Universe Viruss x(15) x[2]

Stun AC 811, HD 17, hp 712, IR 102% #Att 2, TH ÷ AC/Save DC by 10, dmg 491

Str 41, Dex 49, Con 23, Int 58, Wis 49, Chr 31, 12kxp

May have slight tweaks on other abilities., Can infect things. Immune mind-affecting, crits, gazes, illusions, poison, sleep, paralyz

Prepared effects:

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

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

[Psi8 Ultra] Construct Power/Defensive Item 8: Create a "Power" type item (see next page) of TechL=CL, each 8 TechL takes 1S a

[Psi9 Major] Invulnerability: +CH AC, +CH saves, 3*CH% MR,RR,PsiR

[Wiz SL6] Planar Displace: Planar Displacement for 1 turn

[Wiz SL2] Blur (3): 20% WR vs. creatures without True Sight {self only}

[Wiz SL2] Blur (3): 20% WR vs. creatures without True Sight {self only}

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

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

Combat effects:

[Psi54 Major] Animate Image: Summon a DL=SL creature based on an picture/painting you have (the image is consumed)

[Psi54 Ultra] Psychic Will: Wall of Force

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

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

[Psi54 Grand] Matter Manipulation: CL*(SL+2) explosion dmg to one target (no save)

[Psi0 Major] Death Touch: One attack: Death (save vs. PPD)

[Pri SL6] Dispel Evil 6: Dispel 2 evil targets (can target the same thing more than once) (save)

[Pri SL7] Treat Caused Wounds: Cure 70% of max hp

[Wiz SL6] Wacky Ball 6 / Normal / ½: Ld12, save: ½

Dungeon012820 - Dungeon Level 9

Room # 8

Wizard's Chamber/Lab - 35ft. long x 45ft. wide x 35ft. tall

statue(s); Chasm, Natural; scuttling; drumming

Mobile Door (door moves around in dungeon) leading to a hallway 50ft. long x 15ft. wide x 5ft. tall

Sample Names: Biago the satanic Gamma Aardvark (Cart); Arten the dewy-eyed Forgotten Jack (Kayak)

Dropping Vent Trap; DL 9; Search DC 95 (24 Str damage, DC 99 Fortitude save to negate)

Room (Floor) that (causes/has/or is) Gate (to random plane) in room (can be

dispelled, or closed by a x1 or higher being passing through from this side)

[x2] Room is permanently/continuously Berserked, only creatures immune or bubbled against it can function here.

66,232gp

dried blood

some fine riding gloves, +2 AC, 100gp

Clothing B3 (Aids to Movement) (+0/+8 pro.; 0,1/t: Word of Recall; 0,1/t: Remove Abj), 133530gp

Primrose Cloak [AT+173] +10 AC/x3 Saves; 1Z: Avenger Lore:

Anti-Paladin's abilities of ½ level; CL 54; SL 9, 30205gp

DL IX Fine Buffyverse Plants x(43) x[1]

Stun AC 818, HD 8, stunp 84, TR 158% #Att 17, TH ÷ AC/Save DC by 10, dmg 8109

Str 56, Dex 33, Con 40, Int 31, Wis 28, Chr 47, 12kxp

Has 50th Edition abilities, Immune critical hits, poison, sleep, paralysis, stunning.

Prepared effects:

[Wiz SL8] Fire Shield 8: Anyone who melees with you takes 175% dmg back

[Pri SL7] Protection from Fire 7: Stop the next CL*24 fire dmg

[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

[Pri SL4] Spell Immunity : Subject is immune to one spell per four levels

[Pri SL9] Shapechange : Transforms you into any creature, and change forms once per round.

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

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

[Pri SL5] Double Resist [E=2 eelement]: Pick an EE=2 eelement, you double resist it (1/4 dmg, 1/10 if make save) for 1 hour.

[Psi4 Ultra] Move Rate *2.5: Multiply Move Rate by 2.5

Combat effects:

[Pri SL7] Resurrection: What you get is the full character at 1 hit point, with the spells and psionic points he had when killed. He

[Psi8 Ultra] Steal Attunement: Allow another to have & use one of the technological objects *anyone* made using Psi8

[Psi3 Super] Astral Construct IX: Astral construct fights for you.

[Wiz SL9] Temporal Stasis: Puts subject into suspended animation.

[Psi72 minor] Regeneration: Regenerate PL hp/r

[Wiz SL5] Prismatic Bolt: Prismatic Spray on one target

[Wiz SL7] Delayed Blast Fireball : A fireball with +1 bonus to any dice, and can be delayed for up to 5 rounds

[Psi30 Grand] Mob Scene: Control Actions Blast

[Wiz SL1] Prismatic Wall 1: 1 Prismatic color

Dungeon012820 - Dungeon Level 9

Room # 9

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

Bridge, Chain; Floors of Bone; earthy smell; clashing

Specialed Door, roll on [D6] leading to a hallway 20ft. long x 25ft. wide x 10ft. tall

Sample Names: Tallstag the stupendous Element Longshoreman (Shield); Halandar the mighty Justice Cat (Bombs)

Ingested Rust Trap; DL 9; Search DC 93 (180 idamage, DC 91 RSW save for half)

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

[x2] Ultraplanar beings cannot taste, see, or sense into this room unless they are actually there; Divine Intervention fails
46,693gp

iron maiden

a potion of divine protection, 'sanctuary' 'stone skin' 'armor' ', 180gp

Dulcimer of Deceit (Emotion), 14140gp

Maroon Gloves [AT+150] +257 AC/++5 Saves; 1F: Immune to Ench/Cha,Magic Jar,Domination,Invis.; CL 48; SL 9, 58700gp

DL IX Tiny Megaverse-Project Goblin/Orcs x(10) x[1]

AC 811, HD 10, hp 356, PR 114% #Att 6, TH ÷ AC/Save DC by 90, dmg 490

Str 54, Dex 65, Con 57, Int 29, Wis 67, Chr 72, 12kxp

StunR DL*10%, Dark Vision, Stay conscious past 0hp. Light Sensitivity

Prepared effects:

[Pri SL6] Resist Fire/Resist Cold 6: Take -70% dmg vs. fire or cold

[Psi6E Super] Lich Lore: Lich powers of ½ level

[Pri SL7] Regenerate 7: Regenerates 1 hp /s

[Psi-3 Major] Dimensional Enhancer: Can teleport or dim door away during combat (x1 Special)

[Pri SL7] Spell Immunity 7: Be immune to 4 spells by name

[Pri SL4] Spell Immunity : Subject is immune to one spell per four levels

[Psi6E Super] Permanency: Makes a Demon psi power permanent

[Wiz SL7] Fire Shield 7: Anyone who melees with you takes 150% dmg back

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

Combat effects:

[Psi45 Ultra] Focus: Do SL instances of another Psi45 power you know; you are Spent and Harmed at the end of effect

[Wiz SL9] Feeblemind 9: -45 mental stat points (randomly distributed in packets of 5) (save per packet)

[Psi-1 Ultra] Insist: [0 action] Counters a counterspell; that same type of counterspell can't be used again

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

[Wiz SL5] Time Stop 5: Stops time for 1d10 segments

[Psi30 Ultra] Death Blast: Necromantic damage

[Pri SL1] Entangle (1): Need plants to use; Slow (no save); Stop (save) {1 group}

[Psi-12T Super] Bring Animals VIII: Summon CL*5 Animals using ML VIII chart, you pick the result

[Wiz SL3] Dispel Illusion : Dispels illusions in area

Dungeon012820 - Dungeon Level 9

Room # 10

Chapel - 15ft. long x 10ft. wide x 35ft. tall

strappado; pedestal; drumming; tapping

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

Sample Names: Penrith Jaguarslayer the rancorous Underground Rage (Scissors); Famulus the brave Bronze Weirdo (Cannon)

Ingested Adamantite Trap; DL 9; Search DC 97 (8 Cml damage, DC 92 PP save to negate)

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

[x2] Room is permanently/continuously Charmed, only creatures immune or bubbled against it can function here.

68,306gp

dress

black scum, 0gp

Leaden Necklace [AT++10] +121 AC/+14 Saves; 1P: Stops SL/2 magical attacks on you; CL 39; SL 9, 32515gp

Iridescent Armor Gemlet [AT+86] +256 AC/+81 Saves; 1F: Pick one action type (M, P, V).

Your number of actions of that type is multiplied by 1.5; CL 63; SL 9, 60070gp

DL IX Macro-Fine Post-Apocalyptic/Cybernetic Oozes x(29) x[1]

Stun AC 812, HD 1159, ihp 92160, PR 121% #Att 9, TH ÷ AC/Save DC by 90, dmg 817

Str 23, Dex 56, Con 43, Int 62, Wis 44, Chr 64, 12kxp

Class VI Esper Blind, No INT. Immune mind-affecting, crits, gazes, illusions, poison, sleep, paralysis, polymorph, and stunning.

Prepared effects:

[Pri SL6] Resist Fire/Resist Cold 6: Take -70% dmg vs. fire or cold

[Wiz SL6] Planar Displace: Planar Displacement for 1 turn

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

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

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

[Wiz SL7] First Level Magic-User Spells (DM1): Cast any four 1st level Wizard spells simultaneously when it is cast.

[Pri SL8] Protection from Fire 8: Stop the next CL*28 fire dmg

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

[Wiz SL9] Elemental Aura : Element Protect from one element, it's plane, and it's creatures

Combat effects:

[Psi3½ minor] Energy Missile: Deal 3d6 energy damage to up to five subjects.

[Psi54 Ultra] Ice Animation: Summon a DL=SL Ice Elemental

[Pri SL5] Animate Dead Monsters: Animates CL dead monsters

[Psi6E minor] Temptation: Target saves or is suggested for 1 round

[Psi9 Grand] Transferer: Steal one power from target (save)

[Psi54 Ultra] Mind Blast: SL Int dmg to one target (no save)

[Pri SL5] Remove Coma: Removes the Coma effect

[Pri SL7] Heal 7: Cure to 125% of max hp (max Heal 7 can cure at once = 1250 hp)

[Pri SL3] Call Lightning 3: (CL+2)d8 lightning dmg (save:½) (halve the die type if not outside)

Dungeon012820 - Dungeon Level 9

Room # 11

Nest (animal) - 20ft. long x 30ft. wide x 15ft. tall

balcony; bunks; steamy near floor; squealing

Teleport Door (other side is far away) leading to a hallway 45ft. long x 15ft. wide x 5ft. tall

Sample Names: Zinder the monstrous Wonder Patrol (Anti-matter); Banwell the avaricious Random Worm (Boomerang)

Decrease Strength Trap; DL 9; Search DC 91 (Psionicist CL 18, DC 99 PPD save to negate)

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

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Turn
42,820gp

hair/fur bits

a pirate's dirk, dagger, 5d5 (15), 20gp

Puce Age Cat. 7 Diamond (Star) Dragon Armor [AT+23] ++9 AC/+100 Saves; 1Z:

Bodily Restoration II: Regeneration 3 hp/round, replace limbs; CL 39; SL 9, 29765gp

Flesh Weapon Gemlet [7d10] +226 Th/+11 dmg 15+/x8; 1M: Pick a 350' radius area, next segment, all in area take CL^3 vile dmg (no resistance); CL 45; SL 9, 46620gp

DL IX Medium Random(ite) Intelligent-Trap/Trick/Specials x(11) x[2]

||AC|| 828, HD 21, hullp 1392, #Att 15, TH ÷ AC/Save DC by 90, dmg 8108

Str 65, Dex 47, Con 53, Int 45, Wis 60, Chr 21, 12kxp

Has high frequency sampling, Incorporeal, Find/Remove Trap/Trick/Special halves hp

Prepared effects:

[Wiz SL6] Tenser's Transformation 6: +100% of max hp to current hp, +2 TH melee

[Psi10 Major] Memory Protection *: Immune to Memory stealing, mind reading, Capital E Extract

[Psi10 minor] Pain Erase: Target heals 25% of damage taken; Take only 75% of damage received

[Psi81 Grand] Density Increase 8: x256 mass; +8 Str; -8/attack (physical or energy)

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

[Psi45 Major] Plasma Control: SL/2 (round down) instances of Resist plasma; +SL*10% damage with plasma effects

[Psi45 Ultra] Light Control: SL/2 (round down) instances of Resist light; +SL*10% damage with light effects

[Psi29 minor] Animate Dead:

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

Combat effects:

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

[Wiz SL6] Really Put of Misery: Target being that is slain is Capital S Slain (no save)

[Psi6E Super] Know Truename: As the 9th level Diviner spell

[Pri SL6] Blade Barrier 6: 8d8 dmg wall (shards)

[Pri SL6] Summon Monster VI : Calls outsider to fight for you.

[Pri SL3] Remove Disease : Cures all diseases affecting subject.

[Wiz SL7] Insanity : Subject suffers continuous confusion.

[Psi100 Grand] Energy Cancel: Max.=CL/2 in HD damage, cancels whole effect, you don't need to be in that group

[Psi54 Grand] Earth Animation: Summon a DL=SL Earth Elemental

Dungeon012820 - Dungeon Level 9

Room # 12

Wardrobe - 50ft. long x 40ft. wide x 5ft. tall

thumb screws; fallen stones; clicking; chiming

Dimension Door (as the spell) leading to a hallway 40ft. long x 10ft. wide x 10ft. tall

Sample Names: Izotz of the Bright Mesa the malevolent Sister Prowler (Hatchet); Goldenshield the dreadful Miss Glory (Hubcap)

Super Domination Trap; DL 9; Search DC 96 (Psionicist CL 18, DC 97 RSW save to negate)

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

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Round
54,852gp

corroded chain

some ((+*+)) armbands, +2 AC, 1100gp

Aqua Stone [7d12] +121 Th/+289 dmg 20+/x8; 1P: Control Gravity; CL 53; SL 9, 77087gp

Set of Gauntlets of Corwin [2,+15]; +4 to CON; Resist Cold;

Sustain CON; Regeneration; Activates for frost bolt (8d8) every 7+d7 turns, 103230gp

DL IX Gargantuan Priest-classes Hounds x(46) x[3]

AC 817, HD 149, hp 10752, IR 175% #Att 8, TH ÷ AC/Save DC by 90, dmg 326

Str 31, Dex 49, Con 28, Int 66, Wis 70, Chr 36, 12kxp

Knows Priest spells, Has 4 legs, and at least 1 head

Prepared effects:

[Psi6E Super] Astral Form Blockade Field: Stops Astral Psi./Proj., Dim.Doors

[Wiz SL8] Second Level Magic-User Spells (DM2): Can cast one 2nd Level Wizard spell per round as Z action

[Psi45 minor] Cosmic Awareness: Grand: Cosmic Awareness

[Psi2 Ultra] Spirit in the Sky: No physical body, can use 2 M /s; Can use 3 M /s

[Psi3 Major] Energy Barrier: You convert energy attacks to harmless light.

[Psi45 Grand] Hard Radiation Control: SL/2 (round down) instances of Resist radiation damage; +SL*10% damage with radiation

[Psi4 Grand] Damage *2: Damage with one physical weapon is multiplied by 2

[Wiz SL8] Second Level Magic-User Spells (DM2): Can cast one 2nd Level Wizard spell per round as Z action

[Psi16 Grand] Golem Form: Doll: Resist fire; Mend spell acts as a Heal on you; Bite is Tasha's Laughter branded

Combat effects:

[Psi27 Grand] Ritual of Assimilation: Touch: Target loses all of his current hp's, you are healed that amount (no save)

[Psi72 minor] Neutralize: An effect loses PL-1 SL's, if it is reduced below 0 SL, it is dispelled

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

[Wiz SL5] Cone of Cold 5: CLd10+CL cold dmg to a group (save:½)

[Psi-12L Super] Law Quintuple Beam: CLxCLx3 mental dmg in 5 lines (no save); C-align x4 dmg

[Pri SL3] Flame Strike 3: CLd4 holy fire dmg (save:½)

[Pri SL3] Flame Strike 3: CLd4 holy fire dmg (save:½)

[Wiz SL6] Flesh to Stone : Makes living thing to become stone

[Psi54 minor] Bio-Energy Blast: CL*(SL+2) force dmg to one target (no save)

Dungeon012820 - Dungeon Level 10

Room # 1

Museum - 15ft. long x 5ft. wide x 10ft. tall

urn; Walls of Plants; roar(ing); twanging

Membrane Portal (Module Q1 Web Level 4) leading to a hallway 35ft. long x 10ft. wide x 10ft. tall

Sample Names: Vanada the antagonistic Wolf Super-Villain (Technology); Malgreant the naughty Supreme Detective (Dagger)

Banish Dweomer Trap; DL 10; Search DC 105 (Wizard CL 20, DC 109 RSW save to negate)

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

[x2] Room is permanently/continuously *Cursed*ed, only creatures immune or bubbled against it can function here.

55,213gp

candle

the amulet, 55gp

Transparent Robe [AT+295] +13 AC/+17 Saves; 1M: Shield vs. physical/energy 1000*LVL hp; CL 50; SL 10, 46565gp

Book of Chaining Insanities, 5540gp

DL X Fine Swamp Plants x(38) x[1]

AC 1005, HD 5, hp 109, AIIR 115% #Att 19, TH ÷ AC/Save DC by 110, dmg 205

Str 22, Dex 26, Con 54, Int 53, Wis 76, Chr 61, 20kxp

Has mtg B spells, Immune critical hits, poison, sleep, paralysis, stunning.

Prepared effects:

[Wiz SL5] Fire Shield 5: Anyone who melees with you takes 100% dmg back

[Psi3½ Grand] Null Psionics Field: Create a field where psionic power does not function.

[Psi-6N Major] Gaea's Embrace ~: 1P or 1M: Target gains +3 AC/saves/TH/dmg and Troll-like regen CL hp/r

[Wiz SL6] Contingency: Each creature can only have 1 Contingency spell on him. If the contingency spell is dispelled, the effect is

[Psi12C Super] Grand Chaos: All die rolls by all creatures within 240' of caster become either minimum (50%) or maximum (50%)

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

[Psi8 Major] Techskin: Get TechL "Techskins", each absorbs one technological attack (can't use with Stoneskin)

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

[Psi8 Major] Techskin: Get TechL "Techskins", each absorbs one technological attack (can't use with Stoneskin)

[Pri SL5] Immune [E=2 element]: Pick an E=2 element, you are immune to it for 1 hour. (This immunity does not "spread" into other

Combat effects:

[Pri SL5] Limited Wish: 5th level spell: will duplicate any Wizard spell of levels 0-3 or Priest spell of levels 0-4.

[Psi0 Grand] Fireball: KiLd6 dmg, KiL' radius (fire damage) (save:½, if made save again for 0)

[Psi-12L minor] Suggestion Blast: One group is suggested (Will save), all use same suggestion

[Wiz SL7] Prismatic Spray : Seven multicolored ray flash from the caster hand, each causing different damage and other effects

[Psi45 Major] Chemical Touch: Chemical effect of TechL=SL*2 or less (range touch)

[Psi12T Grand] Mass Suggestion: Suggestion (as spell) in 90'r area, but all commands must be the same

[Psi27 Ultra] People's Army: Mass Charm Person up to LVL^3 people (no save)

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[Psi3 Super] True Telekinesis: Lift or move 500 lb./level at long range.

[Pri SL6] Flame Strike 6: CLd10 holy fire dmg (save:½)

Dungeon012820 - Dungeon Level 10

Room # 2

Armory - 35ft. long x 5ft. wide x 10ft. tall

overhang; side chair(s); scratching/scrabbling; moaning

Concealed (Hidden) Door, roll again for type leading to a hallway 10ft. long x 5ft. wide x 15ft. tall

Sample Names: Ganelon the evil Grey Atom (Dragon); Faradun the furious Shatter Entity (Evolved artificially)

Collapsing Passage Trap; DL 10; Search DC 109 (112 idamage, DC 105 Will save for half)

Machine that (causes/has/or is) Enrages

[x2] Room is permanently/continuously Alley Effected, only creatures immune or bubbled against it can function here.

76,182gp

equipment (broken)

a golden necklace, 50gp

Obsidian Armor, Medium [AT+367] +401 AC/+145 Saves; 1M: Add 1 to number of

HD and 2 to the HD type per level; CL 60; SL 10, 120935gp

Indigo Thread: +5 level(s) of exceptional Int, 100950gp

DL X Medium Forest Hounds x(28) x[2]

Stun AC 1018, HD 29, hp 1616, BlahR 1250% #Att 17, TH ÷ AC/Save DC by 110, dmg 203

Str 48, Dex 65, Con 40, Int 67, Wis 40, Chr 73, 20kxp

Has mtg G spells, Has 4 legs, and at least 1 head

Prepared effects:

[Wiz SL8] Clone: Clone

[Psi45 minor] Energy Body: Major: You are made of energy; cannot use P actions; resist physical damage

[Pri SL5] Spell Immunity 5: Be immune to 2 spells by name

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

[Pri SL9] Goodberry 9: Creates 36 goodberries

[Psi6G Super] Reduplication: Duplicates one (non-magical, non-psionic) item; max TechL = CL

[Psi18 Grand] Scty: Flight Blockade: [permanent] No flying in area

[Pri SL3] Animate Dead : Creates undead skeletons and zombies.

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

[Pri SL8] Goodberry 8: Creates 32 goodberries

Combat effects:

[Psi3 Grand] True Domination: Dominated subjects less likely to defy your will.

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

[Psi6E Major] Howling Thunder: Randomly summons 6d20 abyssal spirits

[Wiz SL4] Cone of Cold 4: CLd8+CL cold dmg to a group (save:½)

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

[Psi3½ Super] Apopsi: You delete target's psionic powers.

[Psi3½ Major] Second Chance: Gain a reroll.

[Psi54 Ultra] Flame Animation: Summon a DL=SL Fire Elemental

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

[Psi29 Grand] Lightning Bolt LVLd10:

Dungeon012820 - Dungeon Level 10

Room # 3

Meeting Room - 20ft. long x 15ft. wide x 15ft. tall

tank (container); arras (coin container); slithering; foggy near ceiling

Bronze Door, Normal leading to a hallway 50ft. long x 10ft. wide x 20ft. tall

Sample Names: Mellina the zealous Moon Raiders (Solar); Meriam the insidious Thunder -jack (Motorcycle)

Air in room transforms into Elemental Harming Trap; DL 10; Search DC 102 (60 Cml damage/s, DC 104 RSW save for half)

Fire that (causes/has/or is) Magical Pool/Throne: Adjusts a random ability score permanently, roll

1d6: (1-2) +1d4, (3-4) -1d4, (5-6) +1d4 to one and -1d4 to another

[x2] Room is permanently/continuously Berserked, only creatures immune or bubbled against it can function here.

57,487gp

quilt

a stooky gland, 'cure disease' 'cure poison' 'heal' 'cure blindness', 1000gp

Red Greatsword [7d4] +224 Th/+13 dmg 20+/x6; 1M: CLd6 normal ele. dmg (group, save:½); CL 50; SL 10, 47754gp

Brilliant Amulet: +10hhhJQQQC Action(s), 100910gp

DL X Huge Star-Trek-Loop Animals x(34) x[2]

AC 1009, HD 860, hp 6912, BlahR 104% #Att 17, TH ÷ AC/Save DC by 110, dmg 406

Str 31, Dex 28, Con 68, Int 77, Wis 47, Chr 42, 20kxp

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

Prepared effects:

[Wiz SL8] Prismatic Sphere 8: 6 Prismatic colors or 4 MultiPrismatic colors (may repeat colors in either mode)

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

[Pri SL2] Goodberry 2: Creates 8 goodberries

[Psi15 Super] Luckscale: (Must have scales to use) Luckstone effect for 1 day

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

[Psi6E Super] Immunity IV: Globe/Invuln., Immune:1st-2nd Dominions

[Wiz SL6] Armor 6: +CL*12 current hp

[Pri SL6] Protection from Fire 6: Stop the next CL*20 fire dmg

[Psi6N Super] Create/Destroy Conduit: Creates or Destroys 1 Conduit, Wormhole, Gate, Color Pool

[Pri SL3] Goodberry 3: Creates 12 goodberries

Combat effects:

[Psi0 Grand] Chi Kung Healing: Cure X*KiL hp to one target

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

[Psi27 Major] Drake: You can breathe an Inner Element once this round equal to your hp in dmg.

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

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

[Pri SL8] Really Really Put of Misery: Target being that is Capital S Slain is removed from the timeline (no save)

[Wiz SL10] Fire Maze: maze spell on lvl creatures, each takes 10 fire dmg/r

[Wiz SL8] Monster Swarm Summoning VIII: Summons CL*1 DL VII monsters

[Wiz SL8] Monster Swarm Summoning VIII: Summons CL*1 DL VII monsters

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

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Room # 4

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

Bridge, Rope; kiln; chirping; howling

Secret Door, roll again for type leading to a hallway 25ft. long x 15ft. wide x 20ft. tall

Sample Names: Grimlight the ever-loving, blue-eyed Count Avenger (Nuclear); Andreana the rebellious Compu- Dude (Pillow)

Change Reality Trap; DL 10; Search DC 104 (Wizard CL 20, DC 104 Fortitude save to negate)

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

[x2] Mortals cannot smell, feel, or sense into this room unless they are actually there; Divine Intervention fails

89,133gp

rushes

a forest green cloak, +8 AC, 6000gp

Obsidian Necklace [AT++5] +19 AC/+256 Saves; 1V: You can use any element

with EE factor less than your normal breath.; CL 56; SL 10, 43695gp

Carnelian Toe ring: +10bJQ∞A Action(s), 100670gp

DL X Fine Cloud Spirit-of-the-Lands x(25) x[1]

Stun AC 1003, HD 7, stunp 106, BlahR 125% #Att 8, TH ÷ AC/Save DC by 110, dmg 1201

Str 34, Dex 75, Con 69, Int 48, Wis 65, Chr 72, 20kxp

Flys with perfect maneuverability., Incorporeal

Prepared effects:

[Pri SL7] Immune [E=4 element]: Pick an E=4 element, you are immune to it for 1 hour. (This immunity does not "spread" into other elements)

[Psi45 Major] Chemical Mimicry: Change your body to be of an TechL=SL chemical

[Psi4 Major] To Hit *1.5: Multiply your to hit rolls by 1.5, you autohit on natural 21-1.5 or better (Minor is 19).

[Pri SL4] Goodberry 4: Creates 16 goodberries

[Psi18 Grand] Psi: Web: 100'r, any flying creature is Imprisoned

[Psi54 Ultra] Thief: Any Thief SL-1 pick; 5*CL Rogue points in it

[Psi3 Super] Affinity Field: Effects that affect you also affect others.

[Psi8 minor] Technological Armor: +CL AC, +CL*2 current hp (like an Armor spell), can stack w/ Armor spell

[Psi6E Super] Astral Form Blockade Field: Stops Astral Psi./Proj., Dim.Doors

[Psi15 Super] Luckscale: (Must have scales to use) Luckstone effect for 1 day

Combat effects:

[Pri SL8] Blade Barrier 8: 10d10 dmg wall (shards)

[Psi29 Ultra] Nightmare: Removal Beam (Psi 9): -CH/6 to being's multiplier (save:½):

[Pri SL4] Limited Heal: Heal, target must Fort save vs. # hp down (+10 per other effect)

[Psi29 Grand] Prismatic Beam (Spray):

[Wiz SL5] Cone of Cold 5: CLd10+CL cold dmg to a group (save:½)

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

[Pri SL8] Animal Horde: Summon your choice of 10*level HD of animals

[Psi29 Grand] Imprisonment:

[Psi30 Major] Death Touch: Necromantic damage

[Psi-12L Super] Law Quintuple Beam: CLxCLx3 mental dmg in 5 lines (no save); C-align x4 dmg

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Room # 5

Garbage Room - 20ft. long x 45ft. wide x 30ft. tall

steps; bookcase; salty, wet smell; rotting vegetation smell

Archway (open) leading to a hallway 45ft. long x 5ft. wide x 25ft. tall

Sample Names: Samira the noble Battle Shrike (Chronal); Andara the wonderful Gold Yak (Slingshot)

Portcullis transforms into Elemental Silence Trap; DL 10; Search DC 107 (800 Chr damage/s, DC 101 Spell save for half)

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

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Day
87,612gp

leaves (dry) & twigs

a deep pit, 190gp

Boots of the Winterlands: (Feet) Move through snow at normal speed without leaving tracks. Travel across ice at full speed. Endure Elements against cold, always on., 4950gp

Cinnamon Clamp: +5 level(s) of exceptional Con, 100330gp

DL X Macro-Fine City/Town Animals x(9) x[1]

Stun AC 1006, HD 1283, hp 1.1E+6, CR 140% #Att 12, TH ÷ AC/Save DC by 110, dmg 3004

Str 32, Dex 33, Con 68, Int 51, Wis 74, Chr 53, 20kxp

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

Prepared effects:

[Wiz SL9] Extra Group +2: The next spell you cast will affect +2 groups of monsters

[Psi29 Ultra] Anti-Godly Ray:

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

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

[Psi45 Major] Resist: Physical: SL/4 (round down) instances of Resist physical attacks

[Psi16 Ultra] Golem Form: Brain: +1QM action; 1M: Psi1 Psionic Blast; iPR +70%

[Psi29 Ultra] Anti-Godly Ray:

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

[Psi9 Grand] Energy Kinetic: Shield: Stops CH dice per Energy attack

[Psi6E Super] Permanency: Makes a Demon psi power permanent

Combat effects:

[Pri SL5] Remove Curse 5: Cure 2 curse effects (reverse causes that many, save for each)

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

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

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

[Wiz SL10] Eridor's Ebony Bolt: 4 perm. hp loss/lvl, no MR, cannot be resisted

[Wiz SL9] Lightning Bolt 9: CLd18 lightning dmg to a group (save:½)

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

[Pri SL9] Death's Door 9: Target (currently at negative hp) goes to 32 hp (can't go above max)

[Psi30 Grand] Air Bolt: Ele.Air damage, Dex resists

[Psi6E Super] Dark Storm: 6 Dark Thunderbolts (pay DPP cost once)

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Room # 6

Waiting Room - 35ft. long x 5ft. wide x 25ft. tall

table, large; blanket; giggling (faint); footsteps (approaching)

Tricked Door, roll on [D5] leading to a hallway 10ft. long x 5ft. wide x 5ft. tall

Sample Names: Demtra the uncanny Warrior Specter (Zip-line); Sahin the annoying Grey Disaster (Chair)

Statue transforms into Elemental Cold Trap; DL 10; Search DC 109 (144 Wis damage/s, DC 110 RSW save for half)

Stairway that (causes/has/or is) Geas/Quest

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Half 5
60,400gp

padded bench

a silver bow, exotic, 15d11 (90), 1030gp

Inky Longbow, composite [10d20] +122 Th/+101 dmg 19+/x3; 1M:

Summons a Phoenix (see Monstrous Compendium); CL 48; SL 10, 45247gp

Rod C1 (Creation/Summoning) ((10/10 ch.) 1V, X ch: Create Any DL X Monster), 102250gp

DL X Medium Henchmen Outers x(42) x[3]

AC 1019, HD 30, |hp| 1712, RR 199% #Att 10, TH ÷ AC/Save DC by 110, dmg 5002

Str 62, Dex 55, Con 35, Int 27, Wis 27, Chr 52, 20kxp

Has henchmen spells, No soul. Dark vision.

Prepared effects:

[Psi-12L Major] Globe of Low Resistance: Immune to SL 0-2 (all types), Resist SL 3-4 (all types)

[Psi3½ Super] Metamorphosis, Greater: Assume shape of any nonunique creature or object each round.

[Wiz SL7] Fire Shield 7: Anyone who melees with you takes 150% dmg back

[Psi3½ Super] Metamorphosis, Greater: Assume shape of any nonunique creature or object each round.

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

[Psi-12C Super] Anti-Commotion Resist.: +CL*5% aaAllR (Anti-Anti R vs. everything)

[Wiz SL9] Anti-Magic Shell 9: Anti-Magic of SL 0 to 8

[Psi18 Major] Telepathy: Psych. Lockpick: -LVL*10% reducible PsiR, +LVL Chr:Presence

[Psi15 Super] Luckscale: (Must have scales to use) Luckstone effect for 1 day

[Wiz SL10] Anti-Magic Shell 10: Anti-Magic of SL 0 to 9

Combat effects:

[Psi45 Major] Plague Carrier: Disease (SL saves)

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

[Psi-12L Grand] Choose Summoning VI: Monster Summoning using ML VI chart, you pick the result

[Pri SL8] Blade Barrier 8: 10d10 dmg wall (shards)

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

[Psi30 Ultra] Control Thoughts: Caster controls ½M action/succ

[Wiz SL6] Prismatic Wall 6: 6 Prismatic colors or 4 MultiPrismatic colors (may repeat colors in either mode)

[Pri SL3] Remove Disease : Cures all diseases affecting subject.

[Psi30 Grand] Bind: Stopped & -½ Str/succ

[Pri SL8] Blade Barrier 8: 10d10 dmg wall (shards)

Dungeon012820 - Dungeon Level 10

Room # 7

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

cresset (torch on a pole); fresco (painting); music; acrid smell

Locked Door, Mechanical leading to a hallway 35ft. long x 20ft. wide x 5ft. tall

Sample Names: Laethis the mad Baroness Queen (Symbiosis); Thesal the mischievous Shatter Samurai (Crowbar)

Dropping Chute Trap; DL 10; Search DC 106 (500 idamage, DC 104 Spell save for half)

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

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Day

84,919gp

bees wax

the pit of the Werewolf Clan, 0gp

Magenta Age Cat. 8 Silver Dragon Armor [AT+19] +257 AC/+18 Saves; 1V: Polymorph

Self, max difference in weight = PL^2 lbs.; CL 44; SL 10, 41950gp

Chartreuse Armor, Heavy [AT+24] +224 AC/+18 Saves; 1M: +CL*10 Rogue points;

Any Level=CL/2 (or less) Rogue pick; CL 60; SL 10, 40200gp

DL X Fine Sigil/Maelstrom Intelligent-Trap/Trick/Specials x(78) x[1]

|AC| 1006, HD 8, hp 102, AIIR 187% #Att 10, TH ÷ AC/Save DC by 110, dmg 206

Str 60, Dex 65, Con 41, Int 58, Wis 43, Chr 22, 20kxp

Immune Maze effects, Incorporeal, Find/Remove Trap/Trick/Special halves hp

Prepared effects:

[Wiz SL8] Second Level Magic-User Spells (DM1): Cast any four 2nd level Wizard spells simultaneously when it is cast.

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

[Pri SL8] Sphere Of Security: Friends get +2 AC,+2 saves, +50% MR, 4 Pro.scroll effects 1h

[Psi45 Ultra] Energy Doppelganger: Mirror Image (1 image), it has SL^3 hp; it flies at SL^3 "; you can cast Psi45 effects through it

[Pri SL5] Ironskin: Does not stop falling damage. Does not leak like Stoneskin. Any attack (hit or miss) knocks off an Ironskin, unl

[Psi3½ Major] Inertial Barrier: Gain DR 5/-.

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

[Wiz SL7] Fire Shield 7: Anyone who melees with you takes 150% dmg back

[Wiz SL6] Fire Shield 6: Anyone who melees with you takes 125% dmg back

[Wiz SL10] Prismatic Solid: Add a "Special" to entire room of Prismatic-ness (1 prismatic effect per person per segment)

Combat effects:

[Pri SL10] Creeping Doom 10: $(1d7+11)*160$ insect dmg

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

[Wiz SL9] Wail of the Banshee: Kills one creature/level.

[Wiz SL5] Ray of Enfeeblement 5: -25 physical stat points (randomly distributed in packets of 5) (save per packet)

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

[Pri SL3] Remove Disease : Cures all diseases affecting subject.

[Pri SL9] Unlimited Wish: Duplicate any Wizard or Priest spell of levels 0-8.

[Psi10 Major] Hypnotism: Hypnosis (make CL saves)

[Pri SL4] Restoration (3): Restores level and ability score drains.

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

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Room # 8

Wizard's Chamber/Lab - 10ft. long x 50ft. wide x 15ft. tall

blanket; armchair; still; splashing

Mobile Door (door moves around in dungeon) leading to a hallway 15ft. long x 10ft. wide x 25ft. tall

Sample Names: Faran Saberthraasher the spiteful Poison Dervish (Kryptonite); Beremundo the Laughing Wizard the intangible Mi

Spiked Pit Trap; DL 10; Search DC 110 (160 idamage, DC 107 Spell save for half)

Ceiling that (causes/has/or is) Gaseous

[x2] Room is permanently/continuously Blinded, only creatures immune or bubbled against it can function here.

13,078gp

dry leaves/twigs

a woven chair, 0gp

Rosy Gloves [AT+17] +224 AC/+14 Saves; 1Z: Fear by sight (SL saves); CL 52; SL 10, 37645gp

Sphere of Annihilation, Pulsate, 43230gp

DL X Diminutive Superhero Weirds x(35) x[3]

Stun AC 1007, HD 50, ihp 216, WR 119% #Att 20, TH ÷ AC/Save DC by 110, dmg 5001

Str 45, Dex 36, Con 37, Int 77, Wis 37, Chr 43, 20kxp

Has sidekick spells, Immune critical hits, poison, sleep, paralysis, stunning. Has no soul.

Prepared effects:

[Psi12T Super] Psionic Turning: Spell Turning but affects Psionic effects

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

[Psi12T Grand] Spell Turning: Spell Turning (as spell)

[Psi18 Major] Pyrokinetic: Heat Field: Fire Shield (as spell), +LVL Con:Health

[Psi23 Grand] Snow Cloud: Multicolored snow (can damage/heal)

[Psi15 Super] Luckscale: (Must have scales to use) Luckstone effect for 1 day

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

[Pri SL8] Regenerate 8: Regenerates 2 hp /s

[Pri SL8] Forever Minions: All dead in area raise as zombies in 1r; spell is permanent

[Pri SL3] Goodberry 3: Creates 12 goodberries

Combat effects:

[Psi45 Ultra] Missile Creation: Do SL missile attacks, must roll to hit, each hit does 10 dmg (no save) and a stun (save)

[Psi9 Grand] Possession: Magic Jar (as spell)

[Pri SL9] Down a Hole: Target is put Down a Hole (no save)

[Psi-3 Grand] Astral Destruct VI: Astral destruct fights for you.

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

[Psi45 minor] Absorption Power: bM: Absorb energy, gain 100/(12-SL)% of it in temporary hp

[Wiz SL7] Ray of Enfeeblement 7: -35 physical stat points (randomly distributed in packets of 5) (save per packet)

[Wiz SL7] Immediate Monster Summoning VII: Summons a DL V monster without summoning sickness

[Pri SL5] Dispel Magic 5: Dispel 3 magic effects

[Psi29 Ultra] Holy/Eldritch/Unholy Bolt:

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Room # 9

Gas Chamber - 10ft. long x 15ft. wide x 10ft. tall

book; sack; giggling (faint); foggy near floor

Mobile Door (door moves around in dungeon) leading to a hallway 5ft. long x 5ft. wide x 15ft. tall

Sample Names: Korr the caustic Senorita Sentinel (Spatula); Palitane the subterranean General Worm (Scooter)

Built-to-Collapse Pit Trap; DL 10; Search DC 106 (200 Cml damage, DC 109 Reflex save to negate)

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

[x2] Gods cannot feel, smell, or sense into this room unless they are actually there; Divine Intervention fails

74,187gp

metal rod

a bronze helm, +4 AC, 190gp

Glassy Necklace [AT+174] +256 AC/+12 Saves; 1M: +1 arm, +1 tail, +2 legs, or +2 tentacles; CL 65; SL 10, 62725gp

Elixir of Youth, 7150gp

DL X Colossal Arctic Reptiles x(54) x[1]

AC 1004, HD 324, hullp 26112, IR 180% #Att 9, TH ÷ AC/Save DC by 110, dmg 3003

Str 60, Dex 61, Con 79, Int 76, Wis 35, Chr 45, 20kxp

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

Prepared effects:

[Wiz SL10] Fire Shield 10: Anyone who melees with you takes 225% dmg back

[Psi--2 Ultra] Z Acceleration: +CL Q^{∞}0 actions /r (self); Cast Psi using 0 actions

[Psi15 minor] Increase Breath Damage: +10% of current hp total to breath dmg [or (+1)d(+2) breath dmg if using set breath dice

[Pri SL1] Protection from Lightning 1: Stop the next CL*2 lightning dmg

[Psi6N minor] Thief Abilities, LVL 4: Get thief abilities of level 4 (max = your level)

[Psi3½ Super] Metamorphosis, Greater: Assume shape of any nonunique creature or object each round.

[Psi100 Major] Controlled Blinking: Blink CL' each segment

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

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

[Psi2 minor] Displacement: As per Displacer Beast; AC bonus is +4

Combat effects:

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

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

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

[Pri SL1] Summon Nature's Ally I: Summons a DL 1 animal to fight for you {1 creature}

[Wiz SL5] Confusion No Save: Confusion one target (no save)

[Psi54 minor] Animate Image: Summon a DL=SL creature based on an picture/painting you have (the image is consumed)

[Psi1 minor] Command: Command (as spell)

[Psi54 Grand] Matter Manipulation: CL*(SL+2) explosion dmg to one target (no save)

[Psi54 Grand] Heat Vision: 1M to start: Every segment for 1 round, as a 0 action, deal SL heat dmg to one target (no save)

[Wiz SL7] Prismatic Spray : Seven multicolored ray flash from the caster hand, each causing different damage and other effects

Dungeon012820 - Dungeon Level 10

Room # 10

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

tun; alcove; acrid smell; poor oxygen

Plant Door (as the spell) leading to a hallway 10ft. long x 15ft. wide x 15ft. tall

Sample Names: Raskin the grim Caped Infantry (Wheel); Mochan the boisterous Gaseous Witch (Nuclear)

Injected Thunder Trap; DL 10; Search DC 109 (160 idamage, DC 108 Reflex save for half)

Pool that (causes/has/or is) Suspends Animation

[x2] Immortals cannot see, smell, or sense into this room unless they are actually there; Divine Intervention fails

47,574gp

table

a shiny, silver key, 5gp

Blue Eyes [8d12] +11 Th/+20 dmg 12+/x5; 1M: Remotely "wake up"

or alert a friendly group on same DL; CL 48; SL 10, 12887gp

Fire Wand of Suloise (1M, X ch.: Eldritch Ash 5

dmg area, ignores blahR, lasts for X segments) (74/100 ch.), 351430gp

DL X Titanic City/Town Leeches x(44) x[1]

AC 1019, HD 646, lifep 51712, WR 104% #Att 16, TH ÷ AC/Save DC by 110, dmg 1004

Str 21, Dex 55, Con 56, Int 25, Wis 74, Chr 67, 20kxp

Has hirelings, 0, 1/half segment: Remove a SEL=DL status effect.

Prepared effects:

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

[Pri SL6] Protection from Lightning 6: Stop the next CL*20 lightning dmg

[Pri SL7] Symbol : Triggered runes have array of effects.

[Psi16 Grand] Golem Form: Emerald: Immune acid; iNR 50%; 1M: Lightning Bolt

[Psi12C Super] Grand Chaos: All die rolls by all creatures within 240' of caster become either minimum (50%) or maximum (50%)

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

[Pri SL9] Shapechange : Transforms you into any creature, and change forms once per round.

[Psi3 minor] Vigor: You gain 3 temporary hit points.

[Wiz SL5] Improved Free Action: Immune Capital S Stun, Stop, Hold, Paralysis, Summoning Sickness; Hold P,V actions

[Psi6E Grand] Forbiddance: As the 6th level Priest spell

Combat effects:

[Wiz SL5] Wall of Iron : 30 hp/four levels; can topple onto foes.

[Psi9 Ultra] Photon Kin.: Phaser Beam: 100*(CHd20) Light damage (no save/PsiR)

[Psi45 minor] Control: 1bM: Redirect an effect (caster makes SL/4 saves)

[Psi54 Grand] Bomb: CL*SL explosion dmg to your group (no save, hole in the middle)

[Psi5 minor] Modify Reality (least): Duplicate 1st-3rd level Alteration spell

[Psi9 Major] Heal/Cause Pain: Target healed or harmed CH*10 hp (save)

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

[Psi-3 Super] Astral Destruct IX: Astral destruct fights for you.

[Psi72 Major] Energy Blast - Explosive: One group takes PL energy dmg (no save)

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

Dungeon012820 - Dungeon Level 10

Room # 11

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

mortar & pestle; Walls of Insects; metallic smell; whistling

Membrane Portal (Module Q1 Web Level 4) leading to a hallway 25ft. long x 15ft. wide x 15ft. tall

Sample Names: Golarin the devilish Quick Wonder (Ship); Al'lyrr the frigid Radioactive Octopus (Pillow)

Rolling Jaws Trap; DL 10; Search DC 110 (Attack +120 ranged, 16d12 Wis damage)

Pit that (causes/has/or is) push-brick trigger

[x2] Ultraplanar beings cannot see, hear, or sense into this room unless they are actually there; Divine Intervention fails
47,098gp

holy symbol

a couple of beer cans, 0gp

Chocolate Eyes [9d8] +360 Th/+15 dmg 15+/x3; 1M: CLxCL mental dmg

in 3 lines (Reflex:½); C-align x2 dmg; CL 35; SL 10, 67754gp

Ruby Rope [2d4] +19 Th/+19 dmg 16+/x3; 1P: Reconstruct up to three

effects which were dispelled/twisted within the last turn; CL 38; SL 10, 11987gp

DL X Colossal Mind-Flayer-World Elementals x(38) x[1]

AC 1011, HD 322, hp 27904, PR 171% #Att 7, TH ÷ AC/Save DC by 110, dmg 803

Str 68, Dex 52, Con 47, Int 74, Wis 62, Chr 69, 20kxp

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

Prepared effects:

[Wiz SL8] Fire Shield 8: Anyone who melees with you takes 175% dmg back

[Wiz SL6] Prismatic Sphere 6: 4 Prismatic colors or 2 MultiPrismatic colors (may repeat colors in either mode)

[Pri SL6] Resist Fire/Resist Cold 6: Take -70% dmg vs. fire or cold

[Psi16 Grand] Golem Form: Doll: Resist fire; Mend spell acts as a Heal on you; Bite is Tasha's Laughter branded

[Wiz SL10] Nazzar's Nullification: Creates a DMZ (Dispel Magic Zone)

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

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

[Wiz SL9] Chain Contingency : Like the contingency, but holds more spell

[Psi6G Ultra] Expanded Spectrum: You are affected by up to CL Priest or Wizard Divination spells of spell level 1-7

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

Combat effects:

[Psi-12L Super] Law Quintruple Beam: CLxCLx3 mental dmg in 5 lines (no save); C-align x4 dmg

[Psi-1 Grand] Energy Solidity: As per Energy Amplification but entire effect is amplified

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

[Wiz SL9] Immediate Monster Summoning IX: Summons a DL VII monster without summoning sickness

[Psi45 Grand] Gestalt: Major: 1M: Do 2 Minor powers that you know; Grand: 1M: Do 2 Major powers that you know; etc.

[Psi45 minor] Heat: Target takes SL*CL Fire damage per segment for 1 round (no save)

[Wiz SL4] Prismatic Wall 4: 4 Prismatic colors or 2 MultiPrismatic colors (may repeat colors in either mode)

[Psi6E minor] Sticks to Snakes: As the 4th level Priest spell

[Psi29 Ultra] Annihilation Bolt LVLd20:

[Pri SL9] Command 9: Target makes 9 saves, each missed save allows 1 word for a command to be given

Dungeon012820 - Dungeon Level 10

Room # 12

Divination - 40ft. long x 30ft. wide x 50ft. tall

Floors of Flesh; wire; clear; whispering

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

Sample Names: Celon the anarchic Emerald Work (Cycle); Fiera the despicable Invisible Mask (Laser)

Control Trap; DL 10; Search DC 110 (Psionist CL 20, DC 103 RSW save to negate)

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

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Day
41,500gp

backpack

The Crown of Xanth, +3 AC, 10gp

Ebony Cloak [AT+261] +13 AC/+400 Saves; 1P: Spell delayed 1 s if hitting you; CL 41; SL 10, 89475gp

Copper Talisman [AT++5] +15 AC/+18 Saves; 1Z: Stops Astral Psi./Proj., Dim.Doors; CL 40; SL 10, 10895gp

DL X Huge Wizard-classes Goblin/Orcs x(34) x[1]

Stun AC 1011, HD 82, hp 7040, BlahR 150% #Att 4, TH ÷ AC/Save DC by 110, dmg 602

Str 45, Dex 29, Con 24, Int 69, Wis 77, Chr 77, 20kxp

Knows Wizard spells, Dark Vision, Stay conscious past Ohp. Light Sensitivity

Prepared effects:

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

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

[Wiz SL3] Armor 3: +CL*6 current hp

[Psi-12C Super] Anti-Commotion Resist.: +CL*5% aaAllR (Anti-Anti R vs. everything)

[Psi0 Grand] Acid Breath: Breathe Acid (as per dragon)

[Pri SL6] Protection from Lightning 6: Stop the next CL*20 lightning dmg

[Wiz SL5] Fire Shield 5: Anyone who melees with you takes 100% dmg back

[Pri SL5] Protection from Lightning 5: Stop the next CL*16 lightning dmg

[Psi3½ Major] Evade Burst: You take no damage from a burst on a successful Reflex save.

[Psi-12C Super] Anti-Commotion Resist.: +CL*5% aaAllR (Anti-Anti R vs. everything)

Combat effects:

[Wiz SL2] Monster Swarm Summoning II: Summons CL*4 DL I monsters

[Psi10 minor] Distract: Target cannot cast spells (save vs. spell)

[Psi12T Super] Mass Feeblemind: Feeblemind (as spell) in 90'r area

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

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

[Psi45 Major] Kinetic Bolt: SL*CL/2 Telekinesis dmg and knock back SL*10' (1 target, no save, Str-SL*2 check to avoid knock back

[Wiz SL9] Wacky Ball 9 / Normal / ½: Ld100, save: ½

[Psi54 minor] Animate Image: Summon a DL=SL creature based on an picture/painting you have (the image is consumed)

[Psi45 Major] Kinetic Bolt: SL*CL/2 Telekinesis dmg and knock back SL*10' (1 target, no save, Str-SL*2 check to avoid knock back

[Psi2 minor] Phase Object: Object out of phase; May disintegrate