

Dungeon013020 - Dungeon Level 1

Room # 1

Hall, Great - 25ft. long x 50ft. wide x 45ft. tall

caldron; mosaic; earthy smell; updraft, slight

Undead Door (has a trapped spirit/ghost) leading to a hallway 35ft. long x 10ft. wide x 20ft. tall

Sample Names: Salar the despicable Meteor Prodigy (Dragon); Barbul the fraudulent Water Guardian (Pistol)

Trapdoor transforms into Elemental Annihilation Trap; DL 1; Search DC 11 (4 Cml damage/s, DC 11 RSW save for half)

Door that (causes/has/or is) Fruit

[x1] Psi 5 powers function at zero effect

773gp

wooden chair

a glass key, Ogp

Rian's Spinal Cord: +1 to CL; 1V: Slowed 2d4 r (no save); save or petrified; CL 7; SL 1; 1570gp

Clear Amulet [AT+8] +2 AC/+1 Saves; 1M: Your new AC = (old AC - 10) * 1.25 + 10; CL 5; SL 1; 1940gp

DL I Diminutive Outer-NG Leechs x(1) x[3]

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

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

Immune acid, cold, petrification. Resist electricity and fire. Protection from evil continuous. Tongues at will., 0, 1/half segment: F

Prepared effects:

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

Combat effects:

[Psi15 minor] Magic Missile: Magic Missile

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Room # 2

Animal Pens - 50ft. long x 20ft. wide x 35ft. tall

keg; tun; roar(ing); rattling

Glass Door (transparent) (shatters if opened) leading to a hallway 35ft. long x 5ft. wide x 15ft. tall

Sample Names: Ziven the \$6 million Teen Horror (Electrocution); Kelma the mischievous Valiant Frog (Flute)

(no name) Trap; DL 1; Search DC 11 (Psionicist CL 2, DC 11 PP save to negate)

Monster that (causes/has/or is) Anti-Magic

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

281gp

pellets

a floating orb, +1 AC, 10gp

Philter of Stammering&St., 6520gp

Maroon Necklace [AT+6] +2 AC/+1 Saves; 1P: Contingency for 2 psi powers (still need points); CL 7; SL 1; 1260gp

DL I Medium Time/Temporal Kobolds x(2) x[2]

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

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

Time/Reality stable., Can overbear in numbers.

Prepared effects:

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

Combat effects:

[Psi54 minor] Hypnotism: Hypnosis (SL saves)

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Room # 3

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

Walls of Fire; Walls of Plants; whispering; chanting

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

Sample Names: Borya of the Watch the grim Sub-- Network (Lycanthropy); Roscic the charismatic Human Scarab (Bazooka)

Ingested Firestorm Trap; DL 1; Search DC 11 (2 Str damage, DC 11 Reflex save to negate)

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

[x1] Radiation (Psi9) of RS=7 (doesn't fluctuate)

342gp

holly

a platinum tiara encrusted with diamond, +1 AC, 10gp

Hazel Model car: All your Wizard classes use the "set XP

table"(3kxp at 2nd, doubles til 9th,600kxp at 10th,+300kxp per level afterward).; 1360gp

Aqua Shuriken (5) [1d20] +1 Th/+3 dmg 17+/x4; 1M: Target dominated (Will save);

takes $(CL+3)^2$ dmg/s; you can't use actions while this runs; CL 7; SL 1, 1844gp

DL I Small Nightmare-Dimension Outers x(5) x[1]

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

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

ER DL*5%, No soul. Dark vision.

Prepared effects:

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

Combat effects:

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

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Room # 4

Empty (completely clean) - 50ft. long x 35ft. wide x 10ft. tall

Bridge, Wood; cruet (flask); buzzing; acrid smell

Phase Door (phases in/out every so often) leading to a hallway 30ft. long x 20ft. wide x 25ft. tall

Sample Names: Aloni the famous Commander Comet (Missiles); Fari the unkind Tiger Hive (Forklift)

Color Spray Trap; DL 1; Search DC 11 (Cleric CL 2, DC 11 RSW save to negate), (multiple targets)

Door that (causes/has/or is) Disintegrates

[x1] Radiation (Psi9) of RS=3 (fluctuates each Round)

916gp

bellows

a bardiche, polearm, 2d6 (7), 27gp

Charcoal Gloves [AT+8] +3 AC/+3 Saves; 1M: Very smelly, sickening cloud; CL 7; SL 1; 1865gp

Fuchsia Eyes [1d4] +0 Th/+0 dmg 18+/x3; 1M: Deafness (save); CL 6; SL 1, 250gp

DL I Small Outer-LG Aliens x(2) x[1]

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

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

Immune acid, cold, petrification. Resist electricity and fire. Protection from evil continuous. Tongues at will., Does not breathe. F

Prepared effects:

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

Combat effects:

[Pri SL1] Command 1: Target makes 1 save, each missed save allows 1 word for a command to be given

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Room # 5

Map Room / Cartography - 20ft. long x 30ft. wide x 25ft. tall

pool; Walls of Magma; squeaking; thud

(Stone Door, Normal) leading to a hallway 30ft. long x 10ft. wide x 5ft. tall

Sample Names: Qirecia the fraudulent Cat Dragon (Celestial); Dovev the cold-blooded Suicide Doom (Police Box)

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

Arch that (causes/has/or is) Polymorphing

[x1] Psi 22 powers function at triple effect

337gp

lamp

a pair of padded leather boots, +1 AC, 8gp

Potion of Invisibility, 5650gp

Iron Stone, Normal, Airy Water 30'r continuous, 7450gp

DL I Diminutive Time/Temporal Plants x(1) x[1]

AC 11, HD 2, hp 4, RR 43% #Att 1, TH ÷ AC/Save DC by 2, dmg 5

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

Time/Reality stable., Immune critical hits, poison, sleep, paralysis, stunning.

Prepared effects:

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

Combat effects:

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

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Room # 6

Game Room - 45ft. long x 45ft. wide x 50ft. tall

mound of rubble; overhang; bang, slam; misted

Undead Door (has a trapped spirit/ghost) leading to a hallway 50ft. long x 25ft. wide x 25ft. tall

Sample Names: Leir the arrogant Poison Threesome (Demonic); Thummim the immoral Bionic Bolt (Jambiya)

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

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

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

608gp

rug

a mace, mace, 2d4 (5), 39gp

Rian's Adrenal: +1 to HD; 1F: Your summons are not summoning sick ; CL 7; SL 1; 1530gp

Inky Ring: +2 Henchmen Slots; 1590gp

DL I Small Time/Temporal Leechs x(4) x[2]

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

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

Time/Reality stable., 0, 1/half segment: Remove a SEL=DL status effect.

Prepared effects:

[Psi2 minor] Invisibility: Makes someone invisible; Superior Invisibility

Combat effects:

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

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Room # 7

Bedroom/Boudior - 30ft. long x 5ft. wide x 35ft. tall

pews; table, long; scuttling; scuttling

Mimic (the monster) leading to a hallway 35ft. long x 10ft. wide x 10ft. tall

Sample Names: Cendran the unpleasant Demolition Wizard (Dragon); Zakhara the sepulchral Magna- -noid (Musket)

Air in room transforms into Elemental Venderant Nelaborong Trap; DL 1; Search DC 11 (2 Int damage/s, DC 11 Breath Weapon s;

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

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

604gp

pewter cutlery

A Glowing Mist Of Nordic Fury', 200gp

Dove-grey Amulet [AT+8] +2 AC/+3 Saves; 1V: Take x0.75 damage from physical attacks; CL 6; SL 1; 1835gp

Lily-white Eyes [1d12] +5 Th/+0 dmg 18+/x4; 1M: Phantasmal Killer:

As the 4th level Wizard spell; CL 5; SL 1, 1077gp

DL I Fine Demi-Planes Wurms x(7) x[1]

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

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

Immune hostile environments, Bars extradimensional travel, Has no appendages.

Prepared effects:

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

Combat effects:

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

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Room # 8

Antechamber (Entry room into larger room) - 20ft. long x 50ft. wide x 15ft. tall

staff, normal; crate; updraft, slight; wind, strong, gusting

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

Sample Names: Moclissy the wild Violet Comet (Claws); Luiren the aggressive Golden Assassin (Vibranium)

Built-to-Collapse Stairs Trap; DL 1; Search DC 11 (4 Con damage, DC 11 Reflex save to negate)

Stairway that (causes/has/or is) push-brick trigger

[x1] Abjuration spells function at zero effect

609gp

wolverine pelt

a Marble Fountain., 0gp

Electric blue Shuriken (5) [1d12] +2 Th/+0 dmg 18+/x4; 1M:

SL*CL Vibration damage (1 group, no save); CL 7; SL 1, 1000gp

Ivory Stone [1d20] +1 Th/+1 dmg 19+/x2; 1M: Domination (Will save), hits 2+CL/9 groups; CL 5; SL 1, 567gp

DL I Small Rogue-classes Viruss x(6) x[1]

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

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

Has Rogue abilities, Can infect things. Immune mind-affecting, crits, gazes, illusions, poison, sleep, paralysis, polymorph, stunnin

Prepared effects:

[Psi7 minor] (no name): Need not breathe

Combat effects:

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

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Room # 9

Garbage Room - 20ft. long x 30ft. wide x 20ft. tall

butt (large barrel); font; whistling; steamy near ceiling

Archway (open) leading to a hallway 10ft. long x 20ft. wide x 20ft. tall

Sample Names: Eidolon the jovial Wolf Carrot (Extra-dimensional); Urga the spellbinding Cat Bolt (Train)

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

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

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

527gp

cracks

a discarded horseshoe, +1 AC, 190gp

Rian's Heart: +2 to HD; 1P: Monster sizes are relative

to your size for your spells/psi/effects.; CL 6; SL 1; 1910gp

Blackened Scarab [AT+7] +2 AC/+4 Saves; 1P: Create a Trap (x1 Psionic) for SL/2 Psi45 powers; CL 6; SL 1; 1865gp

DL I Diminutive Psionic Leeches x(10) x[1]

AC 11, HD 2, hp 4, #Att 1, TH ÷ AC/Save DC by 2, dmg 5

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

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

Prepared effects:

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

Combat effects:

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

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Room # 10

Strongroom/Vault - 30ft. long x 10ft. wide x 35ft. tall

closet (wardrobe); vice; groaning; rustling

Tricked Door, roll on [D5] leading to a hallway 45ft. long x 25ft. wide x 10ft. tall

Sample Names: Talindurum the magnificent Albino Protector (Dragon); Acamus the mind-numbing Death Shield (Hydrofoil)

Inhaled Plasma Trap; DL 1; Search DC 11 (2 Chr damage, DC 11 Will save to negate)

Fireplace that (causes/has/or is) Disintegrates

[x1] Psi --2 powers function at double effect

177gp

trident

an ice staff, 'frost breath', 1370gp

Sandy Dagger, punching [1d4] +4 Th/+1 dmg 19+/x2; 1P: Target loses 1 eye (no save); CL 7; SL 1, 1810gp

Potion of Speed (+1 P, +1 V), 4410gp

DL I Tiny Forest Animals x(3) x[1]

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

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

Has mtg G spells, Overwrite INT score to 1 or 2. Usually have arms, legs, a head, a tail, and/or wings.

Prepared effects:

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

Combat effects:

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

Dungeon013020 - Dungeon Level 1

Room # 11

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

bell (huge); idol; chanting; whining

Membrane Portal (Module Q1 Web Level 4) leading to a hallway 20ft. long x 15ft. wide x 15ft. tall

Sample Names: Lenusya the spiteful Shrinking Slug (Trident); Avel the acrobatic Cat Sidekick (Tube)

Natural Protection Trap; DL 1; Search DC 11 (Psionist CL 2, DC 11 PPD save to negate)

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

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

706gp

fools gold

a canoe, 90gp

Bracers of Armor +1: (Wrists) +1 AC., 4240gp

Braid of Spellstrike: (Head) Cast one Divine spell of up to 3rd level that targets himself

/ herself as a Swift Action. Casting time can be no more than a Standard Action., 1850gp

DL I Fine Inner-Planar Artifacts x(5) x[1]

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

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

Immune 1 element., Ego Score, Can dominate things.

Prepared effects:

[Psi15 minor] Versatile Breath Element: You can alternatively use a second element, with E factor equal or less than your normal

Combat effects:

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

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Room # 12

Nest (animal) - 45ft. long x 45ft. wide x 50ft. tall

jar; lectern; howling; metallic smell

Golem Door (it's a Golem creature) leading to a hallway 40ft. long x 20ft. wide x 10ft. tall

Sample Names: Narsel the noble First Lightning (Secret Decoder); Rutmar the illustrious Voodoo Blaster (Light)

Built-to-Collapse Stairs Trap; DL 1; Search DC 11 (4 damage, DC 11 RSW save for half)

Dome that (causes/has/or is) Geas/Quest

[x1] Gas in room: Cml (all in room get -42 to that stat while in room)

501gp

vial

a glinting silver helmet, +1 AC, 20gp

Green Newspaper: +100 Rogue Points; 1970gp

Dull Glaive [1d20] +5 Th/+1 dmg 17+/x4; 1M: Continual Darkness:

As the wizard spell "Continual Darkness"; CL 5; SL 1, 1214gp

DL I Medium Rakshasa-World Undeads x(2) x[1]

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

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

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

Prepared effects:

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

Combat effects:

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

Dungeon013020 - Dungeon Level 2

Room # 1

Strongroom/Vault - 40ft. long x 50ft. wide x 50ft. tall

rail; platform; breeze, slight; scuttling

Void Door (cannot see through doorway) leading to a hallway 35ft. long x 15ft. wide x 20ft. tall

Sample Names: Hegane the charming Quick Pain (4x4); Selakiir the illustrious Grim Stalker (Soul sold to Devil)

Lesser Restoration Trap; DL 2; Search DC 22 (Cleric CL 4, DC 21 RSW save to negate)

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

[x1] Psi 20 powers function at zero effect

3,814gp

morning star

a mushroom, 0gp

Cobalt Crossbow, heavy [2d6] +1 Th/+2 dmg 20+/x4; 1M: Larva Life:

Consume 1 larva to Cureall (incl. DPPs); CL 10; SL 2, 1947gp

Iridescent Hair tie: +200 PSP's; 4800gp

DL II Tiny Shangri-La Reptiles x(9) x[1]

AC 43, HD 3, hp 40, #Att 4, TH ÷ AC/Save DC by 3, dmg 25

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

Has no truename, Immune Lost, Half AC from AT. Resist Heat. Usually has a tail and claws

Prepared effects:

[Psi29 minor] Animate Dead:

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

Combat effects:

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

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

Dungeon013020 - Dungeon Level 2

Room # 2

Closet - 15ft. long x 50ft. wide x 45ft. tall

sanctuary; trash (pile); footsteps (approaching); acrid smell

Trapped Door, Magic/Psi, roll on [D4.2] leading to a hallway 40ft. long x 15ft. wide x 25ft. tall

Sample Names: Nydas the famous Silent Crystal (Turbo); Ashald the insidious Winter Virtuoso (Bird)

Flooding Chute Trap; DL 2; Search DC 21 (8 damage, DC 22 Fortitude save for half)

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

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

936gp

pottery shard

a step ladder, 0gp

Clear Necklace [AT+9] +15 AC/+16 Saves; 1M: When you are hit

in melee, your attacker takes damage.; CL 14; SL 2; 6520gp

Drab Slashing Weapon [1d12] +3 Th/+4 dmg 16+/x2; 1P: 1 target: Regenerate; heal LVL*LVL hp; CL 9; SL 2, 2427gp

DL II Large Outer-NE Intelligent-Trap/Trick/Specials x(12) x[1]

AC 43, HD 9, hp 192, #Att 2, TH ÷ AC/Save DC by 3, dmg 9

Str 24, Dex 19, Con 13, Int 23, Wis 20, Chr 21, 0.05kxp

Telepathy, immune acid and poison, resist cold, electricity, and fire., Incorporeal, Find/Remove Trap/Trick/Special halves hp

Prepared effects:

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

[Pri SL2] Aid: Bless; +2d8 (choose 1 die) hp (can above max) {Touch, 1 creature}

Combat effects:

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

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

Dungeon013020 - Dungeon Level 2

Room # 3

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

jar; columns/pillars; clanking; rotting vegetation smell

Phase Door (phases in/out every so often) leading to a hallway 30ft. long x 25ft. wide x 5ft. tall

Sample Names: Lamrith the marvelous Madame Shark (Warhorse); Domeka the Lightning Sorcerer the rancorous Sovereign Qua

Falling Stairs Trap; DL 2; Search DC 21 (16 Wis damage, DC 22 Breath Weapon save to negate)

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

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

2,676gp

fibers

a light silver dagger, dagger, +1 AC, 2d4 (5), 66gp

Potion of Ultimate Solution, 6150gp

Rian's Fibula bone: +3 to HD; 1M: Do this Status Effect to one target (no save) ; CL 9; SL 2; 4670gp

DL II Large Outer-CN Leeches x(1) x[2]

AC 42, HD 18, hp 384, #Att 3, TH ÷ AC/Save DC by 3, dmg 10

Str 13, Dex 22, Con 17, Int 17, Wis 14, Chr 24, 0.05kxp

Dark vision, Immune high frequency sampling, chaos effects, Resist law, 0, 1/half segment: Remove a SEL=DL status effect.

Prepared effects:

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

[Psi-12T minor] Effects Preservation: +5*CL% AntiMR; +2*CL% ER

Combat effects:

[Psi-5 minor] Immobilize: -3xCL" move rate (no save); loses Dex bonus to saves & AC (save)

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

Dungeon013020 - Dungeon Level 2

Room # 4

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

manacles; brazier(s); still, warm (or hot); snapping

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

Sample Names: Dalarag the repulsive Teen Mistress (Atomic); Pellanistra the indescribable Colossal Harrier (Radiation)

Basic Caltrops Trap; DL 2; Search DC 22 (Attack +16 melee, 4d4 Con damage)

Furnishings that (causes/has/or is) Talks - Poetry / Rhymes

[x1] Psi 13 powers function at triple effect

1,417gp

lard

a white cross, +2 AC, 600gp

Rian's Nose: +1 to HNCL; 1M: Summon a DL III Angel that has "1M, 1/s: +1 DL".; CL 9; SL 2; 4160gp

Rian's Coracobrachialis muscle: +1 to CL; 1M: Target takes SL^2

dmg and can't take physical actions.; CL 10; SL 2; 4240gp

DL II Small Alternate-Universe Insects x(7) x[1]

AC 42, HD 6, hp 96, #Att 2, TH ÷ AC/Save DC by 3, dmg 25

Str 24, Dex 17, Con 17, Int 24, Wis 14, Chr 17, 0.05kxp

Can affect Bosses and Big Bad's., No INT. Dark vision.

Prepared effects:

[Psi45 minor] Force Field vs. Vampirism: aNR 10*SL% (including energy and stat drains)

[Psi45 minor] Force Field vs. Vampirism: aNR 10*SL% (including energy and stat drains)

Combat effects:

[Wiz SL1] Prismatic Wall 1: 1 Prismatic color

[Psi3 minor] Suggestion: Compels subject to follow suggested action.

Dungeon013020 - Dungeon Level 2

Room # 5

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

paintings/frescoes; incense burner(s); breeze, gusting; clear

Secret Door, roll again for type leading to a hallway 45ft. long x 10ft. wide x 10ft. tall

Sample Names: Nain the grim 'n' gritty Dragon Scarab (Bike); Jalar the unloved First Atom (Electro-)

Shatter Trap; DL 2; Search DC 21 (Cleric CL 4, DC 22 Spell save to negate)

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

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

3,511gp

pillows

an iron bracer, +1 AC, 102gp

Rel Astran Sword of Enmity, 8740gp

Clear Medallion [AT+13] +3 AC/+1 Saves; 1Z: 0, when changing form: Cure (1d6)*10% of damage taken; CL 14; SL 2; 3045gp

DL II Medium Black-Ice Beholders x(3) x[1]

AC 43, HD 12, hp 80, #Att 3, TH ÷ AC/Save DC by 3, dmg 18

Str 24, Dex 15, Con 21, Int 13, Wis 24, Chr 23, 0.05kxp

Knows Bug spells, Has eye stalks, 1 mouth, and 1 central anti-magic eye. Can cast through eye stalks. Flys

Prepared effects:

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

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

Combat effects:

[Psi6N minor] Sleep Bolt: +20 CPPs to give no save; affects one target

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

Dungeon013020 - Dungeon Level 2

Room # 6

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

alembic (alchemical still); fountain; still, warm (or hot); smoky smell

Glass Door (transparent) (shatters if opened) leading to a hallway 35ft. long x 25ft. wide x 5ft. tall

Sample Names: Mansur Akmal the zealous Android Fire (Spines); Dialia the demonic Karate Ant (Hyper-)

Injected Fire Trap; DL 2; Search DC 22 (10 damage, DC 21 Will save for half)

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

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

1,856gp

iron bar, bent, rusted

a map of all of Phoenix, 5000gp

Rian's Brachioradialis muscle: +5 to CL; 1M: Deal $10*(N-2)$ magic dmg to

one group, cure that amount to another target ; CL 8; SL 2; 4190gp

Black Sand paper: +200 Rogue Points; 4120gp

DL II Tiny Kara-Tur Cthulhoid-Horrors x(13) x[1]

AC 44, HD 6, hp 40, #Att 2, TH ÷ AC/Save DC by 3, dmg 17

Str 22, Dex 18, Con 20, Int 21, Wis 19, Chr 24, 0.05kxp

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

Prepared effects:

[Psi4 minor] Ability Score *1.25: Choose one ability score. New score = (old score - 10) * 1.25 + 10

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

Combat effects:

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

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

Dungeon013020 - Dungeon Level 2

Room # 7

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

pentacle; Walls of Webs; scratching/scrabbling; rustling

Archway (open) leading to a hallway 35ft. long x 20ft. wide x 10ft. tall

Sample Names: Ghorak the beautiful Jade Dusk (Seahorse); Larn the hideous Warrior Tribe (Rollerblades)

Hail of Pendulums Trap; DL 2; Search DC 21 (Attack +6 ranged, 4d2 Chr damage)

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

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

1,719gp

rope rotted

a brass decanter, 'create food' 'create food' 'create spring' ", 100gp

Russet Shuriken (5) [1d4] +9 Th/+2 dmg 19+/x4; 1V: Color Beam (Spray); CL 8; SL 2, 3007gp

Rusty Thread: Free Improved Disarm Feat: Do not draw attack of opportunity when disarming; 4740gp

DL II Diminutive Outer-CG Golems x(2) x[2]

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

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

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

Prepared effects:

[Psi81 minor] Force Field: -CL*2 dmg distributed among /energy or /physical attacks

[Pri SL2] Aid: Bless; +2d8 (choose 1 die) hp (can above max) {Touch, 1 creature}

Combat effects:

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

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

Dungeon013020 - Dungeon Level 2

Room # 8

Crypt / Burial Chamber - 5ft. long x 5ft. wide x 40ft. tall

whips; fireplace & wood; bang, slam; humming

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

Sample Names: Penrith Littlewood the heroic Sister Company (Garrote); Kathala the heroic Ultra Hawk (Amplifier)

Scything Blades Trap; DL 2; Search DC 22 (Attack +30 melee, 4d2 damage)

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

[x1] Gravity high 6 G's (-20 Str, /move rate by 7, falling dmg x7, Z actions reduced by 6/s)

1,307gp

morning star

Jester's Cape of Laughter, 150gp

Rian's Heart: +3 to CL; 1M: Stops breath weapons or Poison (Kills;

Fortitude partial for 1d6 points of Con damage instead).; CL 7; SL 2; 4730gp

Primrose Piercing Weapon [1d12] +3 Th/+3 dmg 18+/x2; 1P: Choose one:

Cure KiL hp; Cure Wounding; Repair disabled limb; CL 8; SL 2, 2054gp

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

AC 42, HD 2, hp 20, #Att 3, TH ÷ AC/Save DC by 3, dmg 18

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

Has warrior picks, Incorporeal

Prepared effects:

[Psi45 minor] Reflection: MPIWReflection 5*SL%

[Pri SL2] Aid: Bless; +2d8 (choose 1 die) hp (can above max) {Touch, 1 creature}

Combat effects:

[Psi29 minor] Cause Serious Wounds:

[Psi29 minor] Lightning Bolt:

Dungeon013020 - Dungeon Level 2

Room # 9

Solar - 10ft. long x 10ft. wide x 25ft. tall

U rack; chair, padded; smoky smell; horn/trumpet sounding

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

Sample Names: Maruk the perverted Detective Guardian (Barge); Rarik the spectacular Human Djinn (Cannon)

Camouflaged Caltrops Trap; DL 2; Search DC 21 (Attack +40 ranged, 4d2 damage)

Illusion that (causes/has/or is) Treasure disguised to appear as something else

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

2,748gp

tripod

a runed chisel, dagger, 6d21 (66), 210gp

Carmine Bullets, sling (10) [1d12] +15 Th/+9 dmg 17+/x4; 1M: Reconstruct up to three effects which were dispelled/twisted within the last turn; CL 8; SL 2, 4524gp

Charcoal Piercing Weapon [2d10] +9 Th/+17 dmg 18+/x2; 1M: Target cannot fly (no save); CL 12; SL 2, 5544gp

DL II Large Concordant-classes Avian/Birds x(2) x[1]

AC 43, HD 9, hp 160, #Att 1, TH ÷ AC/Save DC by 6, dmg 26

Str 18, Dex 17, Con 23, Int 23, Wis 22, Chr 13, 0.05kxp

Knows Concordant spells, Flies. Has 2 Wings, 2 talons, and a beak.

Prepared effects:

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

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

Combat effects:

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

[Psi54 minor] Mind Blast: SL Int dmg to one target (no save)

Dungeon013020 - Dungeon Level 2

Room # 10

Dining / Feast Hall - 45ft. long x 40ft. wide x 50ft. tall

fallen stones; tank (container); ozone smell; slithering

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

Sample Names: Urathor the naughty Wombat Super-Villain (Kite); Messalo the heroic Wonder Razor (Giga-)

Tripping Arrows Trap; DL 2; Search DC 21 (Attack +8 ranged, 2d2 Str damage)

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

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

2,334gp

shurkin

a glaive, polearm, 1d10 (5), 20gp

Rian's Triceps muscle: +3 to CL; 1M: Summon CL DL=SL-2 Dancing Potion Bottles.; CL 7; SL 2; 4600gp

Rian's Kidneys: +1 to ML; 1M: Your next crap turns undead when it goes off.; CL 7; SL 2; 4460gp

DL II Diminutive Time/Temporal Dragons x(16) x[1]

AC 43, HD 3, hp 24, #Att 4, TH ÷ AC/Save DC by 3, dmg 10

Str 14, Dex 19, Con 13, Int 18, Wis 23, Chr 18, 0.05kxp

Time/Reality stable., Flys, Breath weapon, dark vision, immune sleep and paralysis.

Prepared effects:

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

[Wiz SL2] Spectral Hand: Can use 1 touch at range per round (roll TH+2). The hand can be re-used, but it must return to the cast

Combat effects:

[Psi72 minor] Telekinesis: TK 100*PL lbs.

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

Dungeon013020 - Dungeon Level 2

Room # 11

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

trough; rod, mixing/stirring; "Bleah!" (off in the distance); gong

Teleport Door (other side is far away) leading to a hallway 25ft. long x 10ft. wide x 5ft. tall

Sample Names: Askam the sarcastic Alpha Lantern (Catamaran); Creth the sepulchral Father Duke (Barge)

Reroll Trap; DL 2; Search DC 21 (Psionicist CL 4, DC 21 RSW save to negate)

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

[x1] Gravity high 85 G's (-336 Str, /move rate by 86, falling dmg x86, Z actions reduced by 85/s)

3,304gp

fungus

an electric shaver, 200gp

Chartreuse Rope [2d4] +4 Th/+1 dmg 20+/x2; 1M: Make one attack, if successful,

throw target level*10' in one direction, he takes falling dmg; CL 14; SL 2, 2717gp

Ring of Faerie, 6410gp

DL II Tiny Star-Wars-Loop Viruss x(14) x[2]

AC 44, HD 2, hp 48, CR 228% #Att 3, TH ÷ AC/Save DC by 3, dmg 25

Str 17, Dex 16, Con 24, Int 14, Wis 21, Chr 15, 0.05kxp

Has force powers, Can infect things. Immune mind-affecting, crits, gazes, illusions, poison, sleep, paralysis, polymorph, stunning.

Prepared effects:

[Psi45 minor] Cosmic Awareness: Grand: Cosmic Awareness

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

Combat effects:

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

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

Dungeon013020 - Dungeon Level 2

Room # 12

Animal Pens - 5ft. long x 15ft. wide x 45ft. tall

arch; jar; downdraft, slight; footsteps (receding)

Flesh Door leading to a hallway 10ft. long x 25ft. wide x 5ft. tall

Sample Names: Jaroslav the acrid Mademoiselle Inferno (Bulldozer); Jerol the unbeatable Jade Reaper (Anti-matter)

Vent transforms into Elemental Anti-Loop Trap; DL 2; Search DC 21 (8 Cml damage/s, DC 22 Reflex save for half), (multiple target)

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

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

572gp

cloth cape

a function key, 'cancellation' 'remove curse' 'word of recall' 'none', 10gp

Burgundy Stone [1d10] +1 Th/+17 dmg 17+/x2; 1P: Target gets SL/2 negative levels (energy drain, no save), you gain CL*SL hp (not above max); CL 14; SL 2, 5334gp

Coppery Lotion: +1 Summon Slots; 5070gp

DL II Medium Shangri-La Faeries x(13) x[1]

AC 42, HD 6, hp 192, #Att 2, TH ÷ AC/Save DC by 6, dmg 25

Str 15, Dex 13, Con 14, Int 16, Wis 20, Chr 16, 0.05kxp

Has no truename, Immune Lost, Overwrite AC to |AC|, Flys, No target.

Prepared effects:

[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:

[Psi6G minor] Remove Demon Influence: Removes possession, domination, charm, etc.; Does not have to be evil source

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

Dungeon013020 - Dungeon Level 3

Room # 1

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

cresset (torch on a pole); Floors of Air; ozone smell; thumping

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

Sample Names: Voltruno the noble Poison Mouse (-O-matic); Atol Lucansson the happy Sergeant Mime (Submarine)

Put Out of Misery Trap; DL 3; Search DC 31 (Wizard CL 6, DC 31 PP save to negate)

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

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

4,704gp

candle snuffer

a strange coin, 1gp

Sapphire Cork: +3 Summon Slots; 9550gp

Garnet Psi Crystal: Free Psionic Power Focus Feat: Get +F to the CL of one psionic power (F=#feats); 9670gp

DL III Diminutive Joke Faeries x(10) x[1]

AC 94, HD 9, hp 72, RR 60% #Att 4, TH ÷ AC/Save DC by 4, dmg 20

Str 16, Dex 20, Con 16, Int 30, Wis 25, Chr 16, 0.1kxp

Has Punomancy, Overwrite AC to |AC|, Flys, No target.

Prepared effects:

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

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

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

Combat effects:

[Psi2 minor] Invincible Foes: Next hit drops target 1t; --

[Psi100 minor] Molecular Agitation: 1 dmg /s (1st r), 2 dmg /s (2nd r), etc.; affects 2+CL/9 groups

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

Dungeon013020 - Dungeon Level 3

Room # 2

Smithy/Forge - 10ft. long x 5ft. wide x 45ft. tall

manger; trunk; humming; steamy near ceiling

Sliding Door (slides left/right into wall) leading to a hallway 45ft. long x 20ft. wide x 15ft. tall

Sample Names: Drakin the kewl Fighting Shield (Wind); Illag the subterranean Grey Liberator (Ultralight)

Burning Ceiling Trap; DL 3; Search DC 31 (12 damage, DC 32 Reflex save for half)

Ceiling that (causes/has/or is) Gaseous

[x1] Gas in room: Int (all in room get +6 to that stat while in room)

7,715gp

silver symbol

gundy toffee, 'cure blindness' 'cure poison' 'cure critical' ", 1500gp

Sea-green Cube [1d6] +4 Th/+24 dmg 16+/x5; 1M: Magic Missile; CL 18; SL 3, 7357gp

Beige Staff [1d6] +3 Th/+35 dmg 19+/x3; 1P: You heal 3d6 dmg, bonus

to next poison/disease save, or heal 2 ability pts.; CL 16; SL 3, 8460gp

DL III Tiny Henchmen Plants x(25) x[1]

AC 96, HD 12, hp 40, RR 384% #Att 5, TH ÷ AC/Save DC by 12, dmg 38

Str 25, Dex 14, Con 16, Int 28, Wis 27, Chr 16, 0.1kxp

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

Prepared effects:

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

[Psi45 minor] Invisibility: Improved Invis.

[Psi3 minor] Steadfast Gaze: Gaze attacks hold no terror for you.

Combat effects:

[Psi54 minor] Bomb: CL*SL explosion dmg to your group (no save, hole in the middle)

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

[Psi72 minor] Telekinesis: TK 100*PL lbs.

Dungeon013020 - Dungeon Level 3

Room # 3

Bedroom/Boudior - 10ft. long x 40ft. wide x 35ft. tall

magic circle; pool; splashing; moaning

Glass Door (transparent) (shatters if opened) leading to a hallway 10ft. long x 10ft. wide x 25ft. tall

Sample Names: Al-Asfan the groovilicious Delta -meister (Hook); Stefan of Pskov the uncanny Monsieur Empress (Staff)

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

Pit that (causes/has/or is) Gaseous

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

1,382gp

havelin head

dark grey helm, +2 AC, 39gp

Aqua Wand [1d8] +37 Th/+6 dmg 18+/x5; 1P: Dispels one anti-Magic

effect (or) Halve ER (no ER or save); CL 12; SL 3, 8597gp

Gem of Truth (like Ring), 11450gp

DL III Large Outer-LG Reptiles x(4) x[2]

AC 94, HD 14, hp 1056, MR 59% #Att 1, TH ÷ AC/Save DC by 4, dmg 73

Str 26, Dex 28, Con 23, Int 23, Wis 27, Chr 22, 0.1kxp

Immune acid, cold, petrification. Resist electricity and fire. Protection from evil continuous. Tongues at will., Half AC from AT. Re

Prepared effects:

[Psi29 minor] Mirror Image:

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

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

Combat effects:

[Psi60 minor] Stun Touch: LVL*5 dmg + stun (save)

[Psi6N minor] Telekinesis: N=(weight lifted)*(move rate in inches)/100

[Psi6N minor] Telekinesis: N=(weight lifted)*(move rate in inches)/100

Dungeon013020 - Dungeon Level 3

Room # 4

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

casket; crystal ball; moaning; humming

Plant Door (a door made of plants) leading to a hallway 35ft. long x 10ft. wide x 10ft. tall

Sample Names: Gerberga the impolite Warrior Child (Thiotimoline); Ravenar the nefarious Fire Conqueror (Gravity)

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

Fountain that (causes/has/or is) Illusionary wall concealing a pit above

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

6,372gp

pipes (musical)

Archangel's Wings, +3 AC, 10gp

Charcoal Armor, Light [AT+10] +36 AC/+4 Saves; 1M: 75% vs. Ench/Cha; immune Telep.; CL 18; SL 3; 8270gp

Singing Sword, 17350gp

DL III Tiny Custom-classes Giants x(1) x[2]

AC 93, HD 4, hp 144, #Att 2, TH ÷ AC/Save DC by 4, dmg 37

Str 26, Dex 25, Con 15, Int 27, Wis 16, Chr 25, 0.1kxp

Has Custom abilities, Minimum size category Large.

Prepared effects:

[Psi72 minor] Incorporeal: Cannot harm or be harmed by physical objects for 1 turn

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

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

Combat effects:

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

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

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

Dungeon013020 - Dungeon Level 3

Room # 5

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

table, large; crate; snapping; footsteps (ahead)

Time Door (goes to another time) leading to a hallway 5ft. long x 20ft. wide x 25ft. tall

Sample Names: Desimar the tasteless Princess Turtle (Crowbar); Lambi Sigwulfsson the iridescent Vibro Sadists (Sled)

Deeper Brick Trap; DL 3; Search DC 31 (12 damage, DC 33 Breath Weapon save for half)

Room (Floor) that (causes/has/or is) Wall 10' behind slides across passage blocking it for from 40-60 turns.

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

2,421gp

rope rotted

The bracer of the dead, +4 AC, 0gp

Lily-white Dust: +200 Rogue Points; 10030gp

Mauve Gloves [AT+9] +26 AC/+5 Saves; 1P: Bars extradimensional movement.; CL 18; SL 3; 7350gp

DL III Small Mountain Reptiles x(11) x[2]

AC 96, HD 4, hp 88, #Att 5, TH ÷ AC/Save DC by 4, dmg 75

Str 23, Dex 26, Con 15, Int 22, Wis 14, Chr 19, 0.1kxp

Has mtg R spells, Half AC from AT. Resist Heat. Usually has a tail and claws

Prepared effects:

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

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

[Psi29 Major] Inertial Beam (Barrier):

Combat effects:

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

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

[Psi2 Major] Summon Planar Energies: 3d12 dmg no resistance; 4d12 dmg no resist

Dungeon013020 - Dungeon Level 3

Room # 6

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

weapon rack; cabinet; scratching/scrabbling; foggy

Trapped Door, Mechanical, roll on [D4.1] leading to a hallway 35ft. long x 15ft. wide x 15ft. tall

Sample Names: Zutha the wild Moon Felon (Atomic); Alemanni the philanthropic Dynamo Quartet (Tricycle)

Pyrokinetic: Melt& Aflame Trap; DL 3; Search DC 32 (Psionicist CL 6, DC 33 Breath Weapon save to negate), (multiple targets)

Painting that (causes/has/or is) Geas/Quest

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

2,064gp

bones

a lump of turquoise, +1 AC, 88gp

Rian's Coracobrachialis muscle: +7 to CL; 1M: Target flies at 12" (C). ; CL 14; SL 3; 9510gp

Rian's Tibia bone: +4 to HNCL; 1Z: Summon a DL IV Human Artificer, it

can group monsters together, and counter magic item abilities. ; CL 15; SL 3; 9920gp

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

AC 93, HD 15, hp 352, MR 123% #Att 2, TH ÷ AC/Save DC by 4, dmg 56

Str 18, Dex 28, Con 25, Int 17, Wis 16, Chr 19, 0.1kxp

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

Prepared effects:

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

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

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

Combat effects:

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

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

[Psi-3 Major] Astral Destruct IV: Astral destruct fights for you.

Dungeon013020 - Dungeon Level 3

Room # 7

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

barrel; lamp; shuffling; wind, strong, gusting

Membrane Portal (Module Q1 Web Level 4) leading to a hallway 45ft. long x 15ft. wide x 15ft. tall

Sample Names: Vokos the unholy Father Hammer (Grenades); Stefan of Pskov the \$6 million Space Smasher (Car)

Death's Door Trap; DL 3; Search DC 33 (Wizard CL 6, DC 32 RSW save to negate)

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

[x1] Elemental spells function at zero effect

3,386gp

butter

a wand of cancellation, 'cancellation', 600gp

Pinky Net [2d8] +25 Th/+2 dmg 18+/x3; 1P: Summon a Root Elemental: AC

60, hp 180, #Att 3/1, TH +50, dmg 50; CL 18; SL 3, 6640gp

Cobalt Cube [2d8] +15 Th/+3 dmg 17+/x2; 1M: 0, (SL-1)/d: Heal self; CL 14; SL 3, 5414gp

DL III Huge Swamp Elf/Avalons x(9) x[1]

AC 92, HD 26, hp 640, #Att 4, TH ÷ AC/Save DC by 12, dmg 38

Str 19, Dex 22, Con 31, Int 25, Wis 14, Chr 21, 0.1kxp

Has mtg B spells, Immune sleep, aging

Prepared effects:

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

[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

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

Combat effects:

[Psi3½ Major] Eradicate Invisibility: Negate invisibility in 50-ft. burst.

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

[Wiz SL2] Hypnotic Pattern (1): 24 HD looking at pattern are Hypnotized

Dungeon013020 - Dungeon Level 3

Room # 8

Cistern (holds water) - 10ft. long x 5ft. wide x 5ft. tall

Chimney; Chute, Sand/Quicksand; howling; smoky smell

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

Sample Names: Jerrin the wild Ice Men (Trident); Emeldir the mesmerizing Ant Engineer (Zip-line)

Ingested Helliron Trap; DL 3; Search DC 32 (18 Chr damage, DC 33 PP save to negate)

Dome that (causes/has/or is) Fruit

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

945gp

prayer beads

a shimmering gate, Ogp

Rose Horn: +1 Level(s) in a Custom Group Class; 9280gp

Lime-green Cloak [AT+10] +26 AC/+16 Saves; 1M: Duplicate a x0

or x1 Natural or Anti-Magical Item; CL 21; SL 3; 8405gp

DL III Large NPC Outers x(3) x[2]

AC 95, HD 15, hp 320, #Att 1, TH ÷ AC/Save DC by 12, dmg 73

Str 31, Dex 16, Con 18, Int 28, Wis 16, Chr 16, 0.1kxp

Has Fighter, Wizard, Priest, Rogue, Psi classed members w/sometimes Cus and Mon, No soul. Dark vision.

Prepared effects:

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

[Psi27 Major] Armor Ceremony: Pick Physical, Magical, Psionic, or Innate. You take 1/10 dmg from that source.

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

Combat effects:

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

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

[Psi30 Major] Ram Touch: 1 hull point damage/succ

Dungeon013020 - Dungeon Level 3

Room # 9

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

beaker; arch; chanting; chirping

Undead Door (has a trapped spirit/ghost) leading to a hallway 40ft. long x 5ft. wide x 10ft. tall

Sample Names: Vanechka Cheslavski the subterranean Teen Inferno (Holy); Kisen the subterranean Red Condor (Hang Glider)

Hail of Blades Trap; DL 3; Search DC 33 (Attack +54 melee, 2d4 Wis damage), (multiple targets)

Pedestal that (causes/has/or is) Elevator room, descends 1 level and will not ascend for 30 turns.

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

7,140gp

silver plate

vambraces with platinum scales, +3 AC, 2400gp

Rian's Heart: +2 to CL; 1F: Split a group into 2 groups.; CL 12; SL 3; 9700gp

Multi-prismatic Eyes [1d20] +10 Th/+8 dmg 16+/x5; 1Z: Astral stunning; CL 12; SL 3, 4490gp

DL III Huge Rakshasa-World Lycanthropes x(6) x[1]

AC 96, HD 75, hp 704, #Att 1, TH ÷ AC/Save DC by 4, dmg 75

Str 19, Dex 30, Con 26, Int 14, Wis 27, Chr 21, 0.1kxp

Immune slain, Resist Slain, Vulnerable enchanted items., Can polymorph to alternate form.

Prepared effects:

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

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

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

Combat effects:

[Wiz SL2] Hypnotic Pattern (1): 24 HD looking at pattern are Hypnotized

[Psi45 Major] Duplication: 1bM: Fork an effect (caster makes SL/3 saves)

[Psi--2 minor] Cell Arrangement: cures 5*N% of max hp (max N=CL*5+35); Half cost in PSPs

Dungeon013020 - Dungeon Level 3

Room # 10

Garbage Room - 15ft. long x 35ft. wide x 45ft. tall

Floors of Ice; pews; humming; scratching/scrabbling

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

Sample Names: Isen Trymmansson the invulnerable Lieutenant Thirteen (Whip); Thaviel the raving Injustice Blur (Lucky Rabbit's

Hail of Caltrops Trap; DL 3; Search DC 32 (Attack +60 ranged, 6d2 Int damage)

Room (Floor) that (causes/has/or is) Changes - Attribute

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

1,074gp

lyre

tartan sign, 0gp

Indigo Eyes [1d20] +4 Th/+4 dmg 20+/x2; 1M: Chemical effect

of TechL=SL*2 or less (range touch); CL 15; SL 3, 3934gp

Mistletoe leaf of +10 hp, 6850gp

DL III Diminutive Collectiverse/Goeyverse/etc. Leeches x(1) x[1]

AC 94, HD 9, hp 20, #Att 2, TH ÷ AC/Save DC by 12, dmg 20

Str 23, Dex 21, Con 24, Int 25, Wis 15, Chr 22, 0.1kxp

Immune disintegration and annihilation, 0, 1/half segment: Remove a SEL=DL status effect.

Prepared effects:

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

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

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

Combat effects:

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

[Psi-17 Major] (no name): Teleport Other Away

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

Dungeon013020 - Dungeon Level 3

Room # 11

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

chandelier; table; downdraft, strong; acrid smell

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

Sample Names: Rasmussen the gelatinous Moon Squadron (Hubcap); Aumanil the repulsive Gorilla -wing (Psychic)

Doorknob transforms into Elemental Diamond Trap; DL 3; Search DC 31 (8 Chr damage/s, DC 32 PPD save for half), (multiple targ

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

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

7,436gp

metal bracers

some chocolate brittle, 10gp

Chartreuse Rope [2d4] +4 Th/+2 dmg 19+/x3; 1M: Darkness CL *10' radius; CL 18; SL 3, 3400gp

Straw-coloured Tissue box: +3slowQA Action(s); 9620gp

DL III Large Superhero Artifacts x(11) x[1]

AC 91, HD 13, hp 352, #Att 3, TH ÷ AC/Save DC by 4, dmg 57

Str 15, Dex 24, Con 30, Int 25, Wis 27, Chr 25, 0.1kxp

Has sidekick spells, Ego Score, Can dominate things.

Prepared effects:

[Psi-12C Major] Globe of High Resistance: Immune to SL 4-6 (all types), Resist SL 2-3 (all types)

[Psi7 Major] (no name): Regenerate at CL-3 hp /s

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

Combat effects:

[Psi-2 minor] Adrenalin Drain: 6 Str,Dex,or Con dmg; 6 to all three

[Psi-2 minor] Adrenalin Drain: 6 Str,Dex,or Con dmg; 6 to all three

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

Dungeon013020 - Dungeon Level 3

Room # 12

Music Room - 15ft. long x 5ft. wide x 45ft. tall

lamp; Walls of Bone; "Bleah!" (off in the distance); moaning

Mimic (the monster) leading to a hallway 45ft. long x 5ft. wide x 10ft. tall

Sample Names: Nithian the heroic Laser Emperor (Magic); Romochka the Tall the excessive Caped Fury (Phone Booth)

Inhaled Poison Trap; DL 3; Search DC 31 (8 Str damage, DC 33 RSW save to negate)

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

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

4,825gp

arras

some leather sleeves, +1 AC, 14gp

Green Glasses: +100 PSP's; 9830gp

Rian's Thymus: +8 to CL; 1M: Charm a target and convert it to your religion. ; CL 15; SL 3; 9450gp

DL III Huge Outer-LN Kobolds x(13) x[1]

AC 96, HD 26, hp 704, #Att 4, TH ÷ AC/Save DC by 4, dmg 56

Str 19, Dex 24, Con 14, Int 21, Wis 25, Chr 31, 0.1kxp

Dark vision, immune mine-affecting, resist acid and cold., Can overbear in numbers.

Prepared effects:

[Psi6G minor] Knight Sword of Crushing: Sword of Force; attacks by itself, does 1d10 vs. evil /r

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

[Psi3 Major] Teleport Trigger: Predetermined event triggers teleport.

Combat effects:

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

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

[Psi9 Major] Impact Beam: Str-CH check or move CH*10' (& fall dmg)

Dungeon013020 - Dungeon Level 4

Room # 1

Nest (animal) - 20ft. long x 40ft. wide x 40ft. tall

grill; table; wind, strong, moaning; footsteps (behind)

Iris Door (seals as a spiral) leading to a hallway 40ft. long x 20ft. wide x 25ft. tall

Sample Names: Dhalmass the magnificent Voodoo Spider (Cybernetics); Zubova the bad Rat Yak (Chemical)

Hail of Arrows Trap; DL 4; Search DC 43 (Attack +48 ranged, 4d2 damage)

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

[x1] DPowZ (Dispel Power Zone) - Power effects get countered; existing power effects have SL% of being dispelled/Month

6,105gp

bottle

an easy chair, 0gp

Amber Crossbow, repeating light [1d8] +3 Th/+7 dmg 17+/x5; 1V: SL*CL/2 Telekinesis dmg and knock

back SL*10' (1 target, no save, Str-SL*2 check to avoid knock back); CL 16; SL 4, 3904gp

Boots of Elvenkind, 13110gp

DL IV Medium Rogue-classes Insects x(22) x[1]

AC 162, HD 9, hp 272, RR 78% #Att 8, TH ÷ AC/Save DC by 5, dmg 35

Str 15, Dex 32, Con 23, Int 28, Wis 34, Chr 33, 0.25kxp

Has Rogue abilities, No INT. Dark vision.

Prepared effects:

[Psi2 minor] Inertial Barrier: Melee:delay 1r;Mis.:-dice dmg; Mis.:-dice-1 dmg

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

[Pri SL3] Animate Dead : Creates undead skeletons and zombies.

[Psi7 Major] (no name): Whenever you touch someone, they are paralyzed (PP save)

Combat effects:

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

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

[Psi45 minor] 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 SL3] Monster Swarm Summoning III: Summons CL*3.5 (round down) DL II monsters

Dungeon013020 - Dungeon Level 4

Room # 2

Heating Room (for warmth) - 40ft. long x 50ft. wide x 40ft. tall

statue (toppled); Walls of Magma; ozone smell; tinkling

Plane Shift Door (other side is on another plane) leading to a hallway 20ft. long x 10ft. wide x 20ft. tall

Sample Names: Golo the frigid He-- Soarer (Paddleboat); Rutmar the heartless Wild Dragon (Javelin)

Pit transforms into Elemental Ash / Cinder Trap; DL 4; Search DC 43 (16 Dex damage/s, DC 43 RSW save for half), (multiple targets)

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

[x1] Radiation (Psi9) of RS=28 (fluctuates each Month)

12,592gp

razor

the Magical Axe of Julia, axe, 18d28 (261), 311gp

Brilliant Bracers [AT+10] +63 AC/+3 Saves; 1F: Minor: Invisibility; Major:

Improved Invisibility; Grand: Dust of Disappearance; CL 17; SL 4; 10955gp

Spruce Gauntlets [AT+10] +25 AC/+25 Saves; 1M: 1/d (automatic): If you go below 0 hp, you are Healed; CL 18; SL 4; 9300gp

DL IV Gargantuan Plains Goblin/Orcs x(5) x[1]

AC 163, HD 264, hp 2432, #Att 1, TH ÷ AC/Save DC by 5, dmg 100

Str 33, Dex 32, Con 27, Int 36, Wis 31, Chr 26, 0.25kxp

Has mtg W spells, Dark Vision, Stay conscious past 0hp. Light Sensitivity

Prepared effects:

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

[Wiz SL4] Anti-Magic Shell 4: Anti-Magic of SL 0 to 3

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

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

Combat effects:

[Psi-6E Major] Spoils of Evil: For each recently-dead (within last turn) body around, add 1 Psi(-6)E PSP & cure 1 hp

[Psi-6E Major] Spoils of Evil: For each recently-dead (within last turn) body around, add 1 Psi(-6)E PSP & cure 1 hp

[Wiz SL4] Wall of Fire : Passing through wall deals 2d6+CL dmg fire

[Pri SL3] Bestow Curse : -6 to an ability; -4 on TH/saves/checks; or 50% lose action

Dungeon013020 - Dungeon Level 4

Room # 3

Strongroom/Vault - 10ft. long x 50ft. wide x 5ft. tall

armoire; vestments; "Bleah!" (off in the distance); sneezing

Bronze Door, Normal leading to a hallway 45ft. long x 10ft. wide x 5ft. tall

Sample Names: Ulstel the nefarious Miss Liberator (Kryptonite); Attor Wildcathead the abhorrent Masked Blaze (Catamaran)

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

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

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

4,377gp

wood pieces

a fudge cake, 0gp

Goblet of the Great Kingdom, 15110gp

Flesh Cloak [AT+11] +5 AC/+5 Saves; 1M: Create a Trap (x1 Psionic) for SL/2 Psi45 powers; CL 16; SL 4; 3795gp

DL IV Medium Tarrasque-World Elementals x(9) x[1]

AC 161, HD 9, hp 1216, #Att 4, TH ÷ AC/Save DC by 5, dmg 132

Str 33, Dex 17, Con 37, Int 37, Wis 19, Chr 32, 0.25kxp

Mreflection DL *10%, Immune critical hits, poison, sleep, paralysis, stunning. Has no soul. Immune to its own element.

Prepared effects:

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

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

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

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

Combat effects:

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

[Psi-6G minor] Glimmer †: 1bM: Target can't be directly targetted; effects on him (including this) can still be targetted

[Psi45 Major] Plague Carrier: Disease (SL saves)

[Psi45 Major] Plague Carrier: Disease (SL saves)

Dungeon013020 - Dungeon Level 4

Room # 4

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

columns/pillars; stall or pen; grunting; clashing

Void Door (cannot see through doorway) leading to a hallway 40ft. long x 25ft. wide x 25ft. tall

Sample Names: Ragrath the artistic Turbo- Bat (Power); Zozzul the homicidal Supreme Mane (Pitchfork)

Dispel Psionics Trap; DL 4; Search DC 43 (Psionist CL 8, DC 41 Breath Weapon save to negate)

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

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

10,641gp

pottery shards

a Grand Piano, 5000gp

Garnet Sword, short [2d8] +5 Th/+50 dmg 19+/x3; 1M: Beam (Wall) of Force; CL 20; SL 4, 12120gp

Whitish Slashing Weapon [1d4] +7 Th/+24 dmg 19+/x5; 1M: Cell

Adjustment (reversed) CL*SL*2 dmg (no save); CL 17; SL 4, 7510gp

DL IV Huge Modern Spirit-of-the-Lands x(2) x[3]

AC 168, HD 34, hp 1216, #Att 1, TH ÷ AC/Save DC by 5, dmg 131

Str 27, Dex 34, Con 32, Int 19, Wis 32, Chr 37, 0.25kxp

Has Action points, Access to high tech items, Incorporeal

Prepared effects:

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

[Pri SL4] Resist [E=4 element]: Pick an E=4 element, you resist it for 1 hour.

[Psi6N minor] Bard or Sage Abilities, LVL 4: Get bard or sage abilities of level 4 (max = your level)

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

Combat effects:

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

[Psi2 Major] Telekinesis: Object move rate 6; Can move 2nd object

[Pri SL4] Remove Curse 4: Cure 1 curse effect (reverse causes that many, save)

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

Dungeon013020 - Dungeon Level 4

Room # 5

Antechamber (Entry room into larger room) - 40ft. long x 30ft. wide x 50ft. tall

ledge; door (broken); scream(ing); foggy near floor

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

Sample Names: Suleiman the raving Random Sadists (Nanotechnology); Argante the polite Cyber- Chimp (Pencil)

Injected Diamond Trap; DL 4; Search DC 43 (12 Str damage, DC 43 PP save to negate)

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

[x1] DDZ (Dispel Damage Zone) - Damage effects get countered; existing damage effects have SL% of being dispelled/Round 2,314gp

spoon

A carved bronze bracer, +1 AC, 82gp

Orangey Sand paper: Free Ravan's Pet Dragon Familiar; 17020gp

Rian's Phalanx bone: +4 to LVL; 1M: You and the DM each name an effect. The effects can't be used in the room.; CL 28; SL 4; 16130gp

DL IV Diminutive Water Artifacts x(10) x[1]

AC 163, HD 5, hp 40, #Att 2, TH ÷ AC/Save DC by 5, dmg 36

Str 32, Dex 18, Con 32, Int 38, Wis 30, Chr 22, 0.25kxp

Resist cold. Double dmg from fire., Ego Score, Can dominate things.

Prepared effects:

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

[Psi6N Major] Thief Abilities, LVL 7: Get thief abilities of level 7 (max = your level)

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

[Psi18 minor] Telekineses: Tactile: Can touch up to LVL*100'; incl. T spells

Combat effects:

[Psi10 Major] Burn: Target takes (4+CL/3)d6 fire dmg (save:½)

[Psi54 minor] Water Control: Wall of Water / Part Water / Lower Water

[Psi81 Major] Summon: Summon a DL V Outer planar creature

[Psi8 Major] Tech Jar: Magic Jar into a technological item

Dungeon013020 - Dungeon Level 4

Room # 6

Throne Room - 40ft. long x 5ft. wide x 15ft. tall

manger; chest, large; downdraft, strong; updraft, strong

Energy/Elemental Door leading to a hallway 10ft. long x 5ft. wide x 5ft. tall

Sample Names: Laera the boisterous Bat Trio (Trident); Garron the base Injustice Vermin (Camel)

Ingested Colorpool Trap; DL 4; Search DC 44 (30 damage, DC 42 Breath Weapon save for half), (multiple targets)

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

[x1] Turning Undead is at -15 CL and -2 to the 1d20 turn roll (these are fixed amounts, rolled once)

8,510gp

live crickets

an elegant rapier, sword, 6d10 (33), 35gp

Leaden Gloves [AT+70] +9 AC/+6 Saves; 1Z: SL/2 (round down) instances of

Resist light; +SL*10% damage with light effects; CL 14; SL 4; 11655gp

Rian's Brain: +11 to HD; 1M: 1d6 dmg, save or -1 Str and -1 Dex for 1 r; CL 17; SL 4; 16410gp

DL IV Tiny Nightmare-Dimension Golems x(6) x[1]

AC 165, HD 16, hp 76, #Att 7, TH ÷ AC/Save DC by 20, dmg 65

Str 22, Dex 35, Con 30, Int 26, Wis 19, Chr 31, 0.25kxp

ER DL*5%, Immune crits, ability dmg, energy drain, poison, sleep, paralysis, stunning, disease, mind-affecting effects.

Prepared effects:

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

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

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

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

Combat effects:

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

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

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

[Pri SL3] Cure Disease: Cures Disease

Dungeon013020 - Dungeon Level 4

Room # 7

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

ramp; Priest/Religious Furnishings; grating; urine smell

Phase Door (phases in/out every so often) leading to a hallway 10ft. long x 5ft. wide x 15ft. tall

Sample Names: Krin the awesome Tomorrow Jack (Magnetic); Sythsillis the invulnerable Onyx Guardsman (Glue)

Lowering Box Trap; DL 4; Search DC 44 (36 Cml damage, DC 44 Breath Weapon save to negate)

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

[x1] Transmutation spells function at zero effect

4,682gp

broken glass

dali's hat, +5 AC, 600gp

Claret Girdle [AT+20] +9 AC/+5 Saves; 1M: Does a Mislead spell,

a Mirror Image, and a Displacement; CL 14; SL 4; 5650gp

Potion of Extra Magic Power (+4 CL with spells, -2 saves vs. your spells), 2850gp

DL IV Gargantuan Black-Ice Unlives x(18) x[1]

AC 163, HD 65, hp 10240, PR 106% #Att 2, TH ÷ AC/Save DC by 20, dmg 132

Str 30, Dex 24, Con 23, Int 36, Wis 23, Chr 22, 0.25kxp

Knows Bug spells, No CON. Immune to crits, ability dmg or drain, poison, sleep effects, paralysis, stunning, disease, death effects

Prepared effects:

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

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

[Pri 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.

[Psi3½ Major] Immovability: You are almost impossible to move and gain DR 15/-.

Combat effects:

[Wiz SL3] Charming III: Charms up to 3 monsters, gets a new save every hour

[Psi54 minor] Personality Transfer: Magic Jar (SL/2 saves)

[Psi54 minor] Personality Transfer: Magic Jar (SL/2 saves)

[Psi-3 Major] Astral Destruct V: Astral destruct fights for you.

Dungeon013020 - Dungeon Level 4

Room # 8

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

ladder; bell (huge); thud; downdraft, strong

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

Sample Names: Jhasina the kewl Phantom -tech (Wings); Daereth the uncaring Suicide Elf (Droid)

Built-to-Collapse Lock Trap; DL 4; Search DC 42 (24 Str damage, DC 44 PP save to negate)

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

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

9,064gp

iron boots

a pair of leather sleeves, +1 AC, 8gp

Rian's Phalanx bone: +3 to HNCL; 1P: Drop a meteor on a target

for CL^3, an RS=4 hit, and Infested with aliens.; CL 20; SL 4; 16200gp

Browny Nail clippers: +2 level(s) of exceptional Con; 16840gp

DL IV Medium Underdark Leeches x(12) x[1]

AC 165, HD 12, hp 320, CR 58% #Att 3, TH ÷ AC/Save DC by 5, dmg 161

Str 32, Dex 27, Con 29, Int 19, Wis 31, Chr 38, 0.25kxp

Light Sensitivity, 0, 1/half segment: Remove a SEL=DL status effect.

Prepared effects:

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

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

[Psi8 Major] Construct Generic Item 2: Create a "Generic" type item (see next page) of TechL=CL, each 2 TechL takes 1S action

[Psi10 Major] Energy Armor *: AT +10 source, destroy any weapon that strikes you (save vs. lightning)

Combat effects:

[Wiz SL2] Prismatic Wall 2: 2 Prismatic colors

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

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

[Psi6N Major] Remove Effect: [0 action to use] Remove Curse, Charm, Paralysis, Domination

Dungeon013020 - Dungeon Level 4

Room # 9

Crypt / Burial Chamber - 50ft. long x 45ft. wide x 10ft. tall

curtain/tapestry; chasm; drumming; murmuring

Unusual Material Door, roll on [E5] leading to a hallway 30ft. long x 20ft. wide x 10ft. tall

Sample Names: Whelm the invincible Cosmic Alliance (Throwing Stars); Gaukan the groovilicious Living Fire (Hammer)

Spiritual Drain Trap; DL 4; Search DC 43 (Psionist CL 8, DC 44 RSW save to negate)

Stairway that (causes/has/or is) Treasure hidden under a loose stone in the floor

[x1] Gravity high 9 G's (-32 Str, /move rate by 10, falling dmg x10, Z actions reduced by 9/s)

8,141gp

prayer beads

a pair of light blue leggings, +1 AC, 8gp

Maroon Armor Gemlet [AT+11] +6 AC/+5 Saves; 1M: Get a "Level:" ability (your level or less) in class in any group (can take multiple times); CL 17; SL 4; 4605gp

Rian's Spinal Cord: +3 to LVL; 1P: Unsummon a summon or dispel

one effect, and cure one target 80 hp. ; CL 16; SL 4; 16800gp

DL IV Gargantuan Dead-Timeline/Looporal Plants x(19) x[1]

AC 164, HD 68, hp 2176, #Att 4, TH ÷ AC/Save DC by 5, dmg 164

Str 32, Dex 24, Con 29, Int 27, Wis 25, Chr 36, 0.25kxp

Reality/Loop stable., Immune critical hits, poison, sleep, paralysis, stunning.

Prepared effects:

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

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

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

[Psi45 Major] Mental Invisibility: Improved Invis.: it's +SL AC instead of +4

Combat effects:

[Psi14 Major] (no name): Group gets a disease (PPD save)

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

[Psi14 Major] (no name): Group gets a disease (PPD save)

[Pri SL4] Creeping Doom 4: 160 insect dmg

Dungeon013020 - Dungeon Level 4

Room # 10

Observatory - 5ft. long x 25ft. wide x 5ft. tall

catwalk; boots (iron); humming; misted

Locked Door, Out of Phase leading to a hallway 30ft. long x 20ft. wide x 25ft. tall

Sample Names: Caiphas the mischievous Do-Gooder Prowler (Mist); Phaeress the repulsive Doc Person (Fungal)

Chute transforms into Elemental Nether Trap; DL 4; Search DC 44 (16 Dex damage/s, DC 44 PPD save for half)

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

[x1] Gravity high 8 G's (-28 Str, /move rate by 9, falling dmg x9, Z actions reduced by 8/s)

10,605gp

dragon bones

The Cape of Superman, +3 AC, 1750gp

Bright Magnet: +2 level(s) of exceptional Str; 16640gp

Glassy Scroll: All your Rogue classes use the "set XP table"(3kxp

at 2nd, doubles til 9th,600kxp at 10th,+300kxp per level afterward).; 16140gp

DL IV Tiny Alternate-Universe Oozes x(4) x[1]

AC 168, HD 6, hp 76, #Att 8, TH ÷ AC/Save DC by 5, dmg 98

Str 22, Dex 36, Con 26, Int 20, Wis 16, Chr 33, 0.25kxp

Can affect Bosses and Big Bad's., No INT. Immune mind-affecting, crits, gazes, illusions, poison, sleep, paralysis, polymorph, and

Prepared effects:

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

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

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

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

Combat effects:

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

[Psi45 minor] Disintegration: Major: Disintegrate (save)

[Psi29 minor] Lightning Bolt:

[Psi10 Major] Hypnotism: Hypnosis (make CL saves)

Dungeon013020 - Dungeon Level 4

Room # 11

Treasure Room - 30ft. long x 45ft. wide x 10ft. tall

chest; oven; downdraft, strong; foggy near ceiling

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

Sample Names: Jensin the unbeatable Valiant Gal (Analyzer); Urreth the cowardly Nuclear Apostle (Evolved artificially)

Inhaled Vibration Trap; DL 4; Search DC 41 (6 Chr damage, DC 43 Reflex save to negate)

Passage that (causes/has/or is) stuck

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

10,168gp

ladle

a brass shield, +1 AC, 185gp

Ring of Chameleon Power, 6420gp

Amber Bracers [AT+12] +48 AC/+49 Saves; 1M: You can use Far Hand at any distance.; CL 23; SL 4; 16290gp

DL IV Fine Desert/Arabian Goblin/Orcs x(12) x[3]

AC 167, HD 12, hp 18, #Att 3, TH ÷ AC/Save DC by 20, dmg 35

Str 19, Dex 26, Con 28, Int 20, Wis 17, Chr 19, 0.25kxp

Resist heat, Has mtg C spells, Dark Vision, Stay conscious past 0hp. Light Sensitivity

Prepared effects:

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

[Psi14 minor] (no name): 0, when changing form: Cure (1d6)*10% of damage taken

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

[Psi14 minor] (no name): 0, when changing form: Cure (1d6)*10% of damage taken

Combat effects:

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

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

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

[Psi3½ Major] Eradicate Invisibility: Negate invisibility in 50-ft. burst.

Dungeon013020 - Dungeon Level 4

Room # 12

Kennel - 15ft. long x 30ft. wide x 15ft. tall

magic circle; rail; bang, slam; whistling

Unusual Material Door, roll on [E5] leading to a hallway 30ft. long x 5ft. wide x 5ft. tall

Sample Names: Bersk the wonderful Crimson King (Canoe); Niall the magnificent Giant -lock (Pitchfork)

Razor-Wire Statue Trap; DL 4; Search DC 44 (16 Chr damage, DC 44 Reflex save to negate)

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

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

361gp

torches

an Iron Sword, sword, 5d9 (25), 1820gp

Rian's Lungs: +4 to ML; 1P: Unsummon a summon or dispel one

effect, and cure one target 80 hp. ; CL 20; SL 4; 16700gp

Alabaster Cube [1d10] +25 Th/+16 dmg 15+/x5; 1M: Solid Wall of Force; CL 28; SL 4, 10820gp

DL IV Large Mind-Flayer-World Familiars x(2) x[3]

AC 162, HD 20, hp 640, #Att 6, TH ÷ AC/Save DC by 5, dmg 65

Str 29, Dex 29, Con 21, Int 27, Wis 15, Chr 35, 0.25kxp

Has tentacles. Usually psionic., Familiar Immunity

Prepared effects:

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

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

[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

[Psi8 Major] Construct Weapon Item 2: Create a "Weapon" type item (see next page) of TechL=CL, each 2 TechL takes 1S action

Combat effects:

[Wiz SL3] Alley Summoning III: Summons a DL VI alley monster, under your control, 3% chance per segment of losing control

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

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

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

Dungeon013020 - Dungeon Level 5

Room # 1

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

prayer rug; phial; grunting; metallic smell

Golem Door (it's a Golem creature) leading to a hallway 45ft. long x 25ft. wide x 20ft. tall

Sample Names: Drada the deceitful Blackbelt Ape (Burro); Dialia the righteous Rocket Ranger (Boat)

Magic Missile 5 Trap; DL 5; Search DC 55 (Wizard CL 10, DC 55 PP save to negate)

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

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

22,860gp

equipment (broken)

Virgin Suicide, 30gp

Olive Cloak [AT+53] +10 AC/+5 Saves; 1Z: Breath fire for 11d4 damage.; CL 30; SL 5; 11600gp

Horn of the Tritons, 11250gp

DL V Colossal Dead-Timeline/Looporal Plants x(11) x[1]

AC 253, HD 162, hp 7680, IR 140% #Att 10, TH ÷ AC/Save DC by 30, dmg 51

Str 29, Dex 40, Con 32, Int 30, Wis 35, Chr 19, 0.75kxp

Reality/Loop stable., Immune critical hits, poison, sleep, paralysis, stunning.

Prepared effects:

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

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

[Psi3½ Grand] Reddopsi: Powers targeting you rebound on manifester.

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

[Pri SL5] Protection from Lightning 5: Stop the next CL*16 lightning dmg

Combat effects:

[Wiz SL2] Prismatic Wall 2: 2 Prismatic colors

[Pri SL5] Call Lightning 5: (CL+2)d12 lightning dmg (save:½) (halve the die type if not outside)

[Psi-1 Grand] Energy Solidity: As per Energy Amplification but entire effect is amplified

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

[Wiz SL4] Monster Swarm Summoning IV: Summons CL*3 DL III monsters

Dungeon013020 - Dungeon Level 5

Room # 2

Game Room - 30ft. long x 45ft. wide x 20ft. tall

chair, padded; Floors of Flesh; wind, strong, gusting; bang, slam

Glass Door (transparent) (shatters if opened) leading to a hallway 40ft. long x 20ft. wide x 15ft. tall

Sample Names: Azla the majestic Brain Jack (Doohickey); Joal the dazzling Beta Vermin (Omni-)

Portcullis transforms into Elemental Silt Trap; DL 5; Search DC 54 (40 Con damage/s, DC 51 Breath Weapon save for half)

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

22,684gp

corpse (adventurer)

Shimmie's Sword, sword, 5d7 (20), 10gp

Iridescent Armor, Light [AT+13] +8 AC/+6 Saves; 1M: Druid Spells, LVL 7; CL 30; SL 5; 7145gp

Garnet Eyes [2d10] +101 Th/+5 dmg 17+/x4; 1M: Remove all

regeneration sources on target (no save); CL 19; SL 5, 20044gp

DL V Gargantuan Dead-Timeline/Looporal Spirit-of-the-Lands x(9) x[1]

AC 257, HD 84, hp 19200, #Att 9, TH ÷ AC/Save DC by 6, dmg 201

Str 26, Dex 33, Con 21, Int 37, Wis 30, Chr 29, 0.75kxp

Reality/Loop stable., Incorporeal

Prepared effects:

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

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

[Psi81 Major] Power Defense: Resist stat damage, Incantatrix effects, Polymorph effects

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

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

Combat effects:

[Pri SL5] Creeping Doom 5: (1d2+4)*60 insect dmg

[Psi10 minor] Light: Light

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

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

[Pri SL4] Restoration (3): Restores level and ability score drains.

Dungeon013020 - Dungeon Level 5

Room # 3

Training/Exercise/Practice - 30ft. long x 45ft. wide x 10ft. tall

beaker; carpet; footsteps (side); rattling

Tricked Door, roll on [D5] leading to a hallway 25ft. long x 5ft. wide x 15ft. tall

Sample Names: Gazra the repugnant Elasti- Eagle (Rickshaw); Kharakhan the insidious Fatal Hulk (Stellar)

Wide-Mouth Container Trap; DL 5; Search DC 54 (24 Dex damage, DC 51 PPD save to negate)

Tapestry that (causes/has/or is) Resisting - General

[x1] Turning Undead is at -20 CL and -1 to the 1d20 turn roll (these are fixed amounts, rolled once)

6,349gp

lens

a bar of silver, 50gp

Burgundy Sword, two-bladed [5d20] +8 Th/+4 dmg 17+/x5; 1M: 1bM: One effect that's hitting you is delayed for SL segments (it will still resolve even if the caster is dropped); CL 35; SL 5, 7504gp

Cobalt Eyes [2d10] +11 Th/+8 dmg 18+/x6; 1P: Max.# hp = level*5, Cure Disease=20/70; CL 19; SL 5, 5514gp

DL V Gargantuan Sea-of-Dust/Colorless Wurms x(43) x[1]

AC 256, HD 83, hullp 3840, CR 142% #Att 9, TH ÷ AC/Save DC by 30, dmg 154

Str 40, Dex 18, Con 38, Int 16, Wis 39, Chr 31, 0.75kxp

Immune alignment based/color based effects, Has no appendages.

Prepared effects:

[Psi3 Grand] Ablating: You are buffered from one Negate Psionics effect.

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

[Psi3 Grand] Ablating: You are buffered from one Negate Psionics effect.

[Psi12T Grand] Spell Turning: Spell Turning (as spell)

[Psi100 Grand] Suppression: Cannot use or be affected by psionics, all psi effects drop

Combat effects:

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

[Psi45 minor] Control: 1bM: Redirect an effect (caster makes SL/4 saves)

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

[Psi60 Grand] Cure Serious Wounds: Cure 6d8+6*LVL hp

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

Dungeon013020 - Dungeon Level 5

Room # 4

Wine Cellar - 5ft. long x 35ft. wide x 15ft. tall

Floors of Souls; bottle; murmuring; clicking

False Door, roll again for type leading to a hallway 50ft. long x 10ft. wide x 20ft. tall

Sample Names: Striv the handsome Suicide Star (Ship); Borwyn the charming Flaming Djinn (Elephant)

Contact Abyssal Water Trap; DL 5; Search DC 53 (10 Dex damage, DC 54 PPD save to negate), (multiple targets)

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

22,546gp

wood pieces, rotting

a small tub of black cherry ice-cream, 15gp

Dove-grey Armor, Heavy [AT+68] +24 AC/+26 Saves; 1M: You are two beings (two places at once);

it costs 3 actions to have each body do 1 action; CL 30; SL 5; 18170gp

Crimson Longbow, composite [3d8] +49 Th/+35 dmg 20+/x2; 1F: Hypnosis (SL/2 saves); CL 19; SL 5, 16357gp

DL V Huge Concordant-classes Leeches x(12) x[1]

AC 253, HD 41, hullp 1664, IR 605% #Att 5, TH ÷ AC/Save DC by 6, dmg 254

Str 20, Dex 37, Con 21, Int 38, Wis 16, Chr 28, 0.75kxp

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

Prepared effects:

[Wiz SL3] Protection from Normal Missiles: Duration CL turns

[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

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

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

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

Combat effects:

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

[Psi6E minor] Self-Preservation: Restores 1 hp/DPP (limit = Wis*3 /round)

[Psi10 Major] Static Charge: Target takes (2+CL/3)d4 lightning dmg, this effect can be Delayed Blasted

[Psi45 Major] Iron Will: 1bM: One effect that's hitting you is delayed for SL segments (it will still resolve even if the caster is drop

[Psi30 Grand] Mana Bolt: Astral damage

Dungeon013020 - Dungeon Level 5

Room # 5

Torture Chamber - 40ft. long x 10ft. wide x 20ft. tall

coal; decanter; foggy near ceiling; giggling (faint)

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

Sample Names: Craemmol the daring Supreme Hitman (Gateway); Brogan Aldertree the charming Stone Super-Heroe (Taxi)

Air in room transforms into Elemental Force Trap; DL 5; Search DC 55 (24 Dex damage/s, DC 51 PP save for half)

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

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

9,974gp

hourglass

wedding Chapel Key, 10000gp

Brilliant Shortbow [1d4] +81 Th/+80 dmg 20+/x2; 1M: Astral destruct fights for you.; CL 22; SL 5, 29660gp

Multi-prismatic Stone [4d12] +100 Th/+81 dmg 17+/x5; 1M: Add SL/2 instances of a Vulnerability to something (medium scale: a school, an element, etc.) on the target (no save); CL 30; SL 5, 34427gp

DL V Gargantuan Outer-LG Avian/Birds x(2) x[2]

AC 251, HD 84, hp 3584, MR 750% #Att 6, TH ÷ AC/Save DC by 6, dmg 55

Str 39, Dex 22, Con 21, Int 23, Wis 30, Chr 19, 0.75kxp

Immune acid, cold, petrification. Resist electricity and fire. Protection from evil continuous. Tongues at will., Flies. Has 2 Wings, 2

Prepared effects:

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

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

[Psi1 Grand] Psionic Disruption: No psi powers (any freq.) can be used in 50'r

[Pri SL5] Improved Free Action: Immune Capital S Stun, Stop, Hold, Paralysis, Summoning Sickness; Hold P,V actions

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

Combat effects:

[Psi2 minor] Sensory Suppression: Blindness and Deafness; Loses all 5 senses

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

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

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

[Pri SL5] Cure Wounds 5: Cures 15d8 hp (can take offer of 6 per die -> 90 hp)

Dungeon013020 - Dungeon Level 5

Room # 6

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

Floors of Magma; sanctuary; steamy near ceiling; dank, mouldy smell

Zombie Door (made of zombies) leading to a hallway 20ft. long x 25ft. wide x 25ft. tall

Sample Names: Villisca the jovial Grim Glider (Catapult); Bedal the insidious Colossal Empire (Raised by animals)

Inhaled Anti-Psionic Trap; DL 5; Search DC 55 (250 damage, DC 51 Breath Weapon save for half), (multiple targets)

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

[x1] Law spells function at zero effect

17,984gp

strong acid

garment of quetzal feathers, +2 AC, 310gp

Whip of Zeif, 9440gp

Chrome Age Cat. 5 Great Hell Wyrms Armor [AT+10] +8 AC/+9 Saves; 1V: Physical attacks that do less than SL*2 dmg to you do nothing; CL 35; SL 5; 7000gp

DL V Tiny Far-Realm/Ultrablack Faeries x(12) x[2]

AC 252, HD 6, hp 108, IR 69% #Att 6, TH ÷ AC/Save DC by 30, dmg 305

Str 21, Dex 35, Con 39, Int 41, Wis 18, Chr 32, 0.75kxp

Can damage non-hp totals/scores., Overwrite AC to |AC|, Flys, No target.

Prepared effects:

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

[Wiz SL5] Animate Dead : Creates undead skeletons and zombies.

[Psi29 Grand] Duplicate Mechanism (x1):

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

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

Combat effects:

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

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

[Psi54 minor] Psychic Will: Wall of Force

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

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

Dungeon013020 - Dungeon Level 5

Room # 7

Bedroom/Boudior - 20ft. long x 45ft. wide x 5ft. tall

pliers; columns/pillars; manure smell; breeze, slight

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

Sample Names: Cernum the greedy Giant Girl (Engine); Dugbo the boisterous Robo- Sorcerer (Darts)

Injected Loop / Looporal Trap; DL 5; Search DC 51 (24 Dex damage, DC 53 Breath Weapon save to negate)

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

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

15,652gp

cracks, wall

the dungeon key, 1gp

Dark Bottle: +6 Magic Item Slots; 25150gp

Claret Age Cat. 5 Diamond (Star) Dragon Armor [AT++8] ++3 AC/+9 Saves; 1P: Your psionic powers are resisted using a different resistance (MR, IR, etc., but not anti's or GR/XR); CL 25; SL 5; 11635gp

DL V Fine Alternate-Universe Elementals x(4) x[4]

AC 253, HD 3, hp 27, RR 57% #Att 3, TH ÷ AC/Save DC by 6, dmg 154

Str 29, Dex 17, Con 24, Int 25, Wis 39, Chr 45, 0.75kxp

Can affect Bosses and Big Bad's., Immune critical hits, poison, sleep, paralysis, stunning. Has no soul. Immune to its own element

Prepared effects:

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

[Psi100 Major] Controlled Blinking: Blink CL' each segment

[Psi45 Grand] Resist: Magic: SL/4 (round down) instances of Resist magic

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

[Psi81 minor] Force Field: -CL*2 dmg distributed among /energy or /physical attacks

Combat effects:

[Wiz SL5] Magic Missile 5: (CL+1)*5/2 missiles, each does 1d4+1 force dmg (no save)

[Psi18 Major] Telepathy: Psi Scream: 1 target: unc. (save), no psi (save)

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

[Psi9 Grand] Energy Kinetic: L.Blast: 8*CH' rad, CHd10 Energy dmg (save:½)

[Pri SL5] Wall of Fire : Passing through wall deals 2d6 +1/level.

Dungeon013020 - Dungeon Level 5

Room # 8

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

funnel; armchair; still, warm (or hot); ozone smell

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

Sample Names: Langarlia the rancorous Super Gorilla (Caustic); Iseta the odious Red Six (Shooter)

Razor-Wire Statue Trap; DL 5; Search DC 52 (60 damage, DC 51 Will save for half)

Ceiling that (causes/has/or is) magically reinforced

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

8,733gp

decanter

a pair of Levi 501's, +6 AC, 800gp

Rian's Prostate Glands: +11 to CL; 1Z: Whenever someone hits you with a melee attack, they suffer that Status Effect unless they make a save vs. Spell.; CL 35; SL 5; 25790gp

Green Sandal: +100 PSP's; 25540gp

DL V Diminutive Alternate-Universe Familiars x(26) x[1]

AC 255, HD 30, hp 60, IR 145% #Att 8, TH ÷ AC/Save DC by 6, dmg 203

Str 26, Dex 23, Con 16, Int 34, Wis 27, Chr 32, 0.75kxp

Can affect Bosses and Big Bad's., Familiar Immunity

Prepared effects:

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

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

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

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

[Wiz SL5] Anti-Magic Shell 5: Anti-Magic of SL 0 to 4

Combat effects:

[Pri SL5] Remove Coma: Removes the Coma effect

[Psi-6G minor] Lightning: Target takes (CL+2)d6 holy lightning dmg (save: ½)

[Psi6E minor] Self-Preservation: Restores 1 hp/DPP (limit = Wis*3 /round)

[Psi6E minor] Self-Preservation: Restores 1 hp/DPP (limit = Wis*3 /round)

[Psi-12C Major] Strip Down (Nude Bomb): Choose 1 target; he removes/drops 1 item /s (no save)

Dungeon013020 - Dungeon Level 5

Room # 9

Heating Room (for warmth) - 20ft. long x 25ft. wide x 20ft. tall

trunk; carafe (decanter); chanting; bong

Mobile Door (door moves around in dungeon) leading to a hallway 25ft. long x 25ft. wide x 15ft. tall

Sample Names: Pylindra the astonishing Imperial Five (Biplane); Beorn the clueless Blackbelt Dwarf (Torpedos)

Container transforms into Elemental Sand Trap; DL 5; Search DC 53 (60 Dex damage/s, DC 54 RSW save for half)

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

[x1] Radiation (Psi9) of RS=7 (doesn't fluctuate)

24,663gp

chissle

a beer mat advertising Kronenbourg 166, 0gp

Rian's Parathyroid: +2 to CL; 1M: Animates a dead monster as your summon (1 DL lower); CL 35; SL 5; 25140gp

Rian's Tibialis anterior muscle: +2 to CL; 1M: Summon a DL VI Sphinx that can restore a magic item or Artifact you owned that was destroyed this turn.; CL 22; SL 5; 25910gp

DL V Gargantuan Star-Trek-Loop Eelementsals x(1) x[1]

AC 256, HD 405, hp 3328, #Att 3, TH ÷ AC/Save DC by 30, dmg 204

Str 29, Dex 27, Con 17, Int 20, Wis 38, Chr 31, 0.75kxp

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

Prepared effects:

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

[Wiz SL5] Anti-Magic Shell 5: Anti-Magic of SL 0 to 4

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

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

[Psi6G Grand] Aid Deva: You lose 1 multiplier, target gains 1 multiplier

Combat effects:

[Psi45 Grand] Lifeform Creation: Summon a DL=SL-1 monster

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

[Psi10 Major] Mindreave: Target gets Int set to 3; Insanity; lose all spells; lose all PSPs (save for each)

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

[Psi45 Grand] Lifeform Creation: Summon a DL=SL-1 monster

Dungeon013020 - Dungeon Level 5

Room # 10

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

idol (largish); Walls of Plants; footsteps (approaching); updraft, slight

Iris Door (seals as a spiral) leading to a hallway 30ft. long x 10ft. wide x 5ft. tall

Sample Names: Hacathra the strange Wind Trio (-wing); Pergamino the wretched Super Avenger (Spoon)

Injected Thunder Trap; DL 5; Search DC 52 (10 Chr damage, DC 54 PP save to negate)

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

[x1] Enchantment spells function at triple effect

4,952gp

towel

A Bottomless Bag of Tricks, Ogp

Rian's Sternum bone: +2 to ML; 1M: Summons an Angband Monster of DL N.; CL 30; SL 5; 25570gp

Rust Stone [4d6] +25 Th/+50 dmg 18+/x6; 1V: Disintegrate (save); CL 25; SL 5, 15937gp

DL V Fine Mountain Animals x(10) x[1]

AC 260, HD 5, hp 145, #Att 3, TH ÷ AC/Save DC by 30, dmg 105

Str 42, Dex 35, Con 23, Int 24, Wis 17, Chr 19, 0.75kxp

Has mtg R spells, Overwrite INT score to 1 or 2. Usually have arms, legs, a head, a tail, and/or wings.

Prepared effects:

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

[Wiz SL5] Prismatic Sphere 5: 3 Prismatic colors or 1 MultiPrismatic colors (may repeat colors in either mode)

[Psi30 Major] Anti-Missile Barrier: Ranged:+½ AC,-1dmg per hit/succ

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

[Pri SL4] Double Resist [E=3 element]: Pick an E=3 element, you double resist it (1/4 dmg, 1/10 if make save) for 1 hour.

Combat effects:

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

[Psi10 Major] Fire Blast: One group takes (8+CL/5)d6 fire dmg (save:½)

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

[Psi10 Major] Fire Blast: One group takes (8+CL/5)d6 fire dmg (save:½)

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

Dungeon013020 - Dungeon Level 5

Room # 11

Cell - 15ft. long x 35ft. wide x 10ft. tall

platform; branding irons; thud; horn/trumpet sounding

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

Sample Names: Lamrith the sublime Iron America (Train); Isalis the crazy Slime Atom (Zip Gun)

Limited Wish Trap; DL 5; Search DC 54 (Wizard CL 10, DC 55 PP save to negate)

Furnishings that (causes/has/or is) Treasure disguised to appear as something else

[x1] Radiation (Psi9) of RS=2 (doesn't fluctuate)

23,043gp

pot

a sub issue sword, sword, 1d6 (3), 36gp

Brownish Robe [AT+11] +48 AC/+4 Saves; 1Z: Mirror Image (SL images); CL 22; SL 5; 10185gp

Carmine Gauntlets [AT+42] +99 AC/++3 Saves; 1P: Create a random potion (roll 1

Artificer effect) (use within LVL r or wasted); CL 19; SL 5; 20710gp

DL V Gargantuan Forest Oozes x(5) x[3]

AC 257, HD 81, hp 3840, #Att 7, TH ÷ AC/Save DC by 30, dmg 53

Str 26, Dex 37, Con 41, Int 16, Wis 19, Chr 34, 0.75kxp

Has mtg G spells, No INT. Immune mind-affecting, crits, gazes, illusions, poison, sleep, paralysis, polymorph, and stunning.

Prepared effects:

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

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

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

[Pri SL4] Dimensional Anchor : Bars extradimensional movement.

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

Combat effects:

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

[Wiz SL3] Alley Summoning III: Summons a DL VI alley monster, under your control, 3% chance per segment of losing control

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

[Psi2 minor] Teleport Lock: Target cannot teleport (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)

Dungeon013020 - Dungeon Level 5

Room # 12

Hallway - 15ft. long x 40ft. wide x 5ft. tall

Floors of Plants; manacles; earthy smell; squealing

Archway (open) leading to a hallway 50ft. long x 10ft. wide x 15ft. tall

Sample Names: Akallabeth the gallant Manga Crystal (Canoe); Linea the diseased Zoo Foursome (Doohickey)

Whirling Jaws Trap; DL 5; Search DC 52 (Attack +40 ranged, 2d6 damage)

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

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

21,409gp

rope

the Overseer Donation Pit, 0gp

Jet-black Cube [4d4] +80 Th/++3 dmg 17+/x3; 1V: Subject hops forward in time 3d6 rounds.; CL 22; SL 5, 17354gp

Amulet vs. Undead (9th), 7520gp

DL V Diminutive Joke Lycanthropes x(29) x[1]

AC 252, HD 7, hp 58, CR 140% #Att 4, TH ÷ AC/Save DC by 30, dmg 305

Str 39, Dex 45, Con 16, Int 16, Wis 23, Chr 40, 0.75kxp

Has Punomancy, Can polymorph to alternate form.

Prepared effects:

[Psi5 minor] Invisibility Realm: Improved Invis., can see other Invis.

[Psi3½ Major] Inertial Barrier: Gain DR 5/-.

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

[Pri SL4] Double Resist [E=3 element]: Pick an E=3 element, you double resist it (1/4 dmg, 1/10 if make save) for 1 hour.

[Wiz SL3] Protection from Normal Missiles: Duration CL turns

Combat effects:

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

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

[Pri SL5] Dispel Innates: Dispels Innates

[Pri SL5] Dispel Innates: Dispels Innates

[Psi45 minor] Undead Control: Turn Undead at CL=(SL-2)*2

Dungeon013020 - Dungeon Level 6

Room # 1

Guardroom - 25ft. long x 40ft. wide x 15ft. tall

pot (huge); wire; grating; whispering

Teleport Door (other side is far away) leading to a hallway 45ft. long x 10ft. wide x 5ft. tall

Sample Names: Celad the stupendous Screaming Empire (4x4); Beirgis the athletic Sand Conglomerate (Metahuman)

Inhaled Gravity Trap; DL 6; Search DC 65 (120 damage, DC 64 RSW save for half), (multiple targets)

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

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Year
10,077gp

razor

a Watcher's Thrusting Dagger, dagger, 5d6 (17), 310gp

Coppery Amulet [AT+85] +7 AC/+6 Saves; 1M: Immune to SL 0-2

(all types), Resist SL 3-4 (all types); CL 27; SL 6; 14855gp

Aquamarine Cinder block: +3unclQQA' Action(s); 36620gp

DL VI Titanic Random(ite) Viruss x(9) x[1]

AC 371, HD 389, hullp 20992, RR 134% #Att 2, TH ÷ AC/Save DC by 42, dmg 75

Str 31, Dex 25, Con 47, Int 30, Wis 42, Chr 42, 1.5kxp

Has high frequency sampling, Can infect things. Immune mind-affecting, crits, gazes, illusions, poison, sleep, paralysis, polymorp

Prepared effects:

[Pri SL6] Resist [E=6 element]: Pick an E=6 element, you resist it for 1 hour.

[Pri SL6] Antilife Shell : 10-ft. field hedges out living creatures.

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

[Psi45 Grand] Regeneration: Regenerate SL hp/s

[Pri SL4] Goodberry 4: Creates 16 goodberries

[Psi0 minor] Catfall: Land on feet, get a Dex check versus each die of the falling damage

Combat effects:

[Wiz SL5] Lower Resistance : Lowers one's magic resistance

[Wiz SL1] Prismatic Wall 1: 1 Prismatic color

[Psi-3 Major] Drop: Target cannot fly (no save)

[Psi72 Major] Energy Blast - Explosive: One group takes PL energy dmg (no save)

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

[Psi-1 Grand] Decay: 1=Decay (item save), 2=Freedom, 5=Instantaneous, 7=Tempus Lawfulness

Dungeon013020 - Dungeon Level 6

Room # 2

Privy/Secret - 15ft. long x 10ft. wide x 15ft. tall

mattress; box (large); humming; whispering

Trapped Door, Mechanical, roll on [D4.1] leading to a hallway 45ft. long x 15ft. wide x 20ft. tall

Sample Names: Voldar the sarcastic Tomorrow Entity (Saber); Wregan Oaktree the spiteful October Horde (Light)

Contact Composite Trap; DL 6; Search DC 64 (60 damage, DC 65 Fortitude save for half)

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

[x2] Gods cannot smell, feel, or sense into this room unless they are actually there; Divine Intervention fails

23,445gp

oil (fuel)

an Elven Necklace, +2 AC, 470gp

Obsidian Talisman [AT+148] +9 AC/+144 Saves; 1V: Any Thief SL-1 pick; 5*CL Rogue points in it; CL 30; SL 6; 41195gp

Olive drab Shoes: Free Thug Kit: +1 dmg; 0, -level TH

this segment: +level dmg this segment, Free bonus Gaming proficiency; 36560gp

DL VI Colossal Tarrasque-World Oozes x(35) x[2]

AC 366, HD 197, hullp 9728, PR 142% #Att 7, TH ÷ AC/Save DC by 42, dmg 433

Str 28, Dex 29, Con 30, Int 18, Wis 32, Chr 37, 1.5kxp

Mreflection DL*10%, No INT. Immune mind-affecting, crits, gazes, illusions, poison, sleep, paralysis, polymorph, and stunning.

Prepared effects:

[Psi9 minor] Force Field: Moveable Wall of Force (solid version)

[Wiz SL3] Protection from Normal Missiles: Duration CL turns

[Psi1 minor] Telekinetic Barrier: Take -N dmg per physical attack (max N = level)

[Psi1 minor] Telekinetic Barrier: Take -N dmg per physical attack (max N = level)

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

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

Combat effects:

[Psi-5 minor] Immobilize: -3xCL" move rate (no save); loses Dex bonus to saves & AC (save)

[Psi-6E Major] Festering Evil: Each segment, all non-E creatures within sight take CL unholy grave dmg (no save)

[Psi-12L minor] Choose Summoning I: Monster Summoning using ML I chart, you pick the result

[Pri SL5] Cure Wounds 5: Cures 15d8 hp (can take offer of 6 per die -> 90 hp)

[Pri SL4] Limited Heal: Heal, target must Fort save vs. # hp down (+10 per other effect)

[Pri SL4] Lesser Planar Ally : Summons a DL IV outer-planar (payment determines duration)

Dungeon013020 - Dungeon Level 6

Room # 3

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

Walls of Ooze; spinning wheel; snapping; twanging

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

Sample Names: Boldbeard the radioactive Radioactive Plague (Mystic); Ekialde of the Evening Eye the savage Madame Turtle (Sc

Pit transforms into Elemental Plasma Trap; DL 6; Search DC 66 (64 Con damage/s, DC 66 Fortitude save for half)

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

[x2] Ultraplanoar beings cannot hear, smell, or sense into this room unless they are actually there; Divine Intervention fails

18,248gp

buffet

a shimmering reservations book, mace, 10d8 (45), 2gp

Dull Crossbow, repeating heavy [2d10] +65 Th/+8 dmg 19+/x6; 1M: CL*(SL+2)

fire dmg to one target (no save); CL 37; SL 6, 17554gp

Rian's Ears: +18 to CL; 1P: Spend X gp: 1 target: X^2 dmg (no save); CL 42; SL 6; 36300gp

DL VI Gargantuan Custom-classes Virus x(31) x[1]

|AC| 361, HD 98, hullp 4864, IR 147% #Att 6, TH ÷ AC/Save DC by 42, dmg 434

Str 45, Dex 17, Con 39, Int 47, Wis 22, Chr 43, 1.5kxp

Has Custom abilities, Can infect things. Immune mind-affecting, crits, gazes, illusions, poison, sleep, paralysis, polymorph, stunni

Prepared effects:

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

[Psi81 minor] Stretching: Can attack (CL+3)/4 groups per segment without actually entering them

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

[Psi81 minor] Stretching: Can attack (CL+3)/4 groups per segment without actually entering them

[Psi-6G Grand] Worship: Immune Opposition (as in Mirror), Truename Erased, Annihilation

[Psi15 minor] Versatile Breath Element: You can alternatively use a second element, with E factor equal or less than your norma

Combat effects:

[Pri SL6] Blade Barrier : Blades encircling you deal 1d6 damage/level.

[Psi12C Grand] Wild Magic Surge: Generate (level) Wild Surges within 60' each round for 1h

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

[Wiz SL4] Wall of Ice : Passing through wall deals 2*CL or 3d10 dmg ice

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

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

Dungeon013020 - Dungeon Level 6

Room # 4

Hall, Great - 30ft. long x 45ft. wide x 5ft. tall

caldron; Bridge, Conjured (magical); jingling; twanging

Locked Door, Out of Phase leading to a hallway 50ft. long x 20ft. wide x 20ft. tall

Sample Names: Lukina the athletic Random Miser (Golden); Chadra the abusive Manga Bat (Amplifier)

Scything Blades Trap; DL 6; Search DC 63 (Attack +108 ranged, 8d6 damage)

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

[x2] Gods cannot smell, see, or sense into this room unless they are actually there; Divine Intervention fails

11,393gp

dish

a wicker armchair, 0gp

Purplish Bottle cap: +1 Level(s) in a Warrior Group Class; 36370gp

Gauntlets of Ogre Power (Str 18; +3 TH when unarmed), 15120gp

DL VI Colossal Henchmen Golems x(12) x[1]

AC 370, HD 1182, hp 10496, #Att 10, TH ÷ AC/Save DC by 7, dmg 150

Str 50, Dex 20, Con 17, Int 27, Wis 48, Chr 48, 1.5kxp

Has henchmen spells, Immune crits, ability dmg, energy drain, poison, sleep, paralysis, stunning, disease, mind-affecting effects.

Prepared effects:

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

[Psi54 minor] Systematic Antidote: SL/2 instances of Resist Poison/Drugs

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

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

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

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

Combat effects:

[Psi2 minor] Opposite Reaction: Missile returns at attacker; Breaks missile

[Psi30 Grand] Ram Beam /Wrecker: 1 hull point damage/succ

[Psi3 Major] Lesser Domination: Forces subject to obey your will.

[Wiz SL5] Prismatic Bolt: Prismatic Spray on one target

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

[Wiz SL3] Prismatic Wall 3: 3 Prismatic colors or 1 MultiPrismatic colors (may repeat colors in either mode)

Dungeon013020 - Dungeon Level 6

Room # 5

Elevator Room - 25ft. long x 15ft. wide x 35ft. tall

Floors of Water; chime(s); breeze, slight, damp; snapping

Revolving/Swinging Door leading to a hallway 50ft. long x 25ft. wide x 15ft. tall

Sample Names: Raumathar the ignoble Countess Hillbilly (Kite); Daeos the jovial Bee Alien (Air)

Hail of Blades Trap; DL 6; Search DC 62 (Attack +48 ranged, 6d12 damage)

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

[x2] Room is permanently/continuously Charmed, only creatures immune or bubbled against it can function here.

29,800gp

tripod

a figurine of a winged horse, 'summon', 1660gp

Drab Eyes [6d10] +9 Th/+65 dmg 18+/x6; 1P: SL*CL Vibration damage (1 group, no save); CL 42; SL 6, 19294gp

Cinnamon Rope [3d8] +50 Th/+36 dmg 18+/x2; 1M: Summon a DL=SL creature based

on an picture/painting you have (the image is consumed); CL 27; SL 6, 18244gp

DL VI Titanic NPC Kobolds x(51) x[2]

AC 365, HD 385, |hp| 21504, #Att 8, TH ÷ AC/Save DC by 42, dmg 77

Str 29, Dex 47, Con 46, Int 38, Wis 40, Chr 35, 1.5kxp

Has Fighter, Wizard, Priest, Rogue, Psi classed members w/sometimes Cus and Mon, Can overbear in numbers.

Prepared effects:

[Wiz SL5] Extra Group +1: The next spell you cast will affect +1 groups of monsters

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

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

[Pri SL2] Aid: Bless; +2d8 (choose 1 die) hp (can above max) {Touch, 1 creature}

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

[Wiz SL5] Extra Group +1: The next spell you cast will affect +1 groups of monsters

Combat effects:

[Pri SL4] Summon Nature's Ally IV : Summons a DL IV animal (maintained)

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

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

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

[Psi27 Grand] Ritual of Assimilation: Touch: Target loses all of his current hp's, you are healed that amount (no save)

[Wiz SL4] Cone of Cold 4: CLd8+CL cold dmg to a group (save:½)

Dungeon013020 - Dungeon Level 6

Room # 6

Robing Room - 25ft. long x 35ft. wide x 30ft. tall

Bridge, Wood; crate; splashing; squeaking

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

Sample Names: Dalabrac the wild Secret Eyeball (Meditation); Chilak the winsome Hate Infantry (Terra)

Feeblemind Trap; DL 6; Search DC 61 (Wizard CL 12, DC 62 PPD save to negate)

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

[x2] Room is permanently/continuously Disjunct (effect)ed, only creatures immune or bubbled against it can function here.

5,564gp

pulley

merchant's gold, 0gp

Fuchsia Lace: +100 Skill Points; 36970gp

Rian's Hamstring muscle: +6 to CL; 1P: Deal $10*(N-2)$ fire dmg among any number of targets. Those targets can't act the following segment; CL 27; SL 6; 36410gp

DL VI Fine Buffyverse Faeries x(14) x[1]

AC 368, HD 6, hp 228, CR 90% #Att 7, TH ÷ AC/Save DC by 7, dmg 364

Str 21, Dex 22, Con 24, Int 38, Wis 27, Chr 26, 1.5kxp

Has 50th Edition abilities, Overwrite AC to |AC|, Flys, No target.

Prepared effects:

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

[Pri SL5] Summon Monster V : Summons a DL V monster (1 turn)

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

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

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

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

Combat effects:

[Psi60 Grand] Insanity: Cause Insanity (save)

[Psi45 Grand] Iron Will: 1bM: One effect that's hitting you is delayed for SL segments (it will still resolve even if the caster is dropped)

[Psi-6E Major] Infernal Spawn of Evil: Summon a Demon Beast: AC 70, hp 700, #Att 7/1, TH +70, dmg 70, 1M: 10 dmg to target

[Psi54 Grand] Ice Control: Wall of Ice

[Psi29 Major] Suggestion:

[Psi100 Major] Energy Control: Max.=CL/2 in HD damage, must be energy attack, affects everyone in group

Dungeon013020 - Dungeon Level 6

Room # 7

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

fireplace; table, large; whistling; acrid smell

Energy/Elemental Door leading to a hallway 35ft. long x 5ft. wide x 15ft. tall

Sample Names: Gesholme the vicious B'Wana Light (Submarine); Keteel the acrid Slime Prince (Sceptre)

Camouflaged Balls Trap; DL 6; Search DC 61 (Attack +12 ranged, 2d4 Int damage)

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

[x2] Room is permanently/continuously Berserked, only creatures immune or bubbled against it can function here.

19,583gp

glass

glass of lemonade, 30gp

Gauntlets of Ogre Power, 14430gp

Primrose Stone [3d20] +8 Th/+144 dmg 17+/x3; 1Z: Put an object into someone's inventory (Reflex save); CL 27; SL 6, 29794gp

DL VI Fine Rakshasa-World Humanoids x(54) x[3]

AC 371, HD 6, hp 228, RR 155% #Att 6, TH ÷ AC/Save DC by 42, dmg 147

Str 28, Dex 45, Con 40, Int 34, Wis 32, Chr 31, 1.5kxp

Immune slain, Resist Slain, Vulnerable enchanted items., Has 2 arms, 2 legs, and 1 head.

Prepared effects:

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

[Psi27 Grand] People's Area: Forbiddance, Guards and Wards, Proof vs. Teleportation/Scrying LVL*10' radius

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

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

[Psi8 Grand] Construct Generic Item 4: Create a "Generic" type item (see next page) of TechL=CL, each 4 TechL takes 1S action

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

Combat effects:

[Wiz SL5] Dispel Exhaustion 5: Restore 75% of dmg taken, get an Original Haste 5 for 1 round

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

[Wiz SL4] Death Spell 4: Slay 4d12 HD of creatures (save)

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

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

[Wiz SL6] Dispel Magic 6: Dispel 4 magic effects

Dungeon013020 - Dungeon Level 6

Room # 8

Well - 35ft. long x 15ft. wide x 20ft. tall

Floors of Air; beaker; clicking; gong

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

Sample Names: Alemanni the satanic American -naut (Nuclear); Zorratha the amazing Sarge Disaster (Talons)

Fusillade of Deathblades Trap; DL 6; Search DC 63 (Attack +78 melee, 6d4 damage)

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

[x2] Immortals cannot see, feel, or sense into this room unless they are actually there; Divine Intervention fails

31,740gp

dais

a throwing knife, dagger, 5d9 (25), 10gp

Umber Oil: +1 Level(s) in a Warrior Group Class; 36930gp

Magenta Eyes [4d10] +8 Th/+7 dmg 17+/x4; 1P: Fear (Will save); CL 30; SL 6, 6710gp

DL VI Tiny Swamp Lycanthropes x(15) x[2]

AC 363, HD 6, hp 160, MR 152% #Att 1, TH ÷ AC/Save DC by 42, dmg 364

Str 29, Dex 48, Con 25, Int 37, Wis 21, Chr 33, 1.5kxp

Has mtg B spells, Can polymorph to alternate form.

Prepared effects:

[Psi4 Grand] Ability Score *2: Choose one ability score. New score = (old score - 10) * 2 + 10

[Psi3 Major] Inertial Barrier: Subject gains damage reduction (10/+5).

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

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

[Psi9 minor] Resistance to Radiation: CH*5% RR

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

Combat effects:

[Psi-2 minor] Weakness of the Land: 25 dmg, -3 TH, -3 dmg, -25% MR; Lasts 5r after maint.

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

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

[Psi18 Grand] Psi: Enhanced Spray: Casts LVL Psi: Bolts (LVLd10 telekinetic dmg) (no save)

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

[Psi--2 minor] Double [C]: Doubles a harmful [C] section effect; Becomes capital lettered

Dungeon013020 - Dungeon Level 6

Room # 9

Smithy/Forge - 45ft. long x 45ft. wide x 30ft. tall

shelf; pail; chanting; groaning

Double Door, roll again for type leading to a hallway 50ft. long x 15ft. wide x 5ft. tall

Sample Names: Kaupaer the awesome Jet Blood (Spitballs); Jaka the greedy Mind Widow (Darts)

Stairs transforms into Elemental Magma / Lava Trap; DL 6; Search DC 65 (20 Str damage/s, DC 63 RSW save for half), (multiple ta

Fire that (causes/has/or is) Magical Pool/Throne: Teleports (roll 1d4): (1) Back to surface,

(2) Elsewhere on this DL, (3) 1 DL down, (4) 100 miles away outside

[x2] Room is permanently/continuously *Cursed*ed, only creatures immune or bubbled against it can function here.

13,749gp

dragon bones

a Pair of Ice-Filled Boots, +2 AC, 386gp

Jet-black Hanger: +500 PSP's; 36970gp

Roseate Nail clippers: +3 level(s) of exceptional Str; 36480gp

DL VI Huge Post-Apocalyptic/Cybernetic Humanoids x(21) x[4]

AC 371, HD 318, hp 2624, RR 93% #Att 7, TH ÷ AC/Save DC by 42, dmg 362

Str 41, Dex 42, Con 46, Int 49, Wis 26, Chr 36, 1.5kxp

Class VI Esper Blind, Has 2 arms, 2 legs, and 1 head.

Prepared effects:

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

[Wiz SL6] Armor 6: +CL*12 current hp

[Psi29 Grand] Duplicate Mechanism (x1):

[Pri SL6] Protection from Lightning 6: Stop the next CL*20 lightning dmg

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

[Psi4 Grand] Saves *2: Multiply your save rolls by 2, you automake saves on natural 21-2 or better (Minor is 19).

Combat effects:

[Pri SL6] Feeblemind:

[Psi45 minor] Mind Control: Minor: Command (save); Major: Domination (SL/3 saves)

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

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

[Psi--2 Major] Demolish: CLd6 normal ele. dmg (group, save:½); (2*CL)d6 instead

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

Dungeon013020 - Dungeon Level 6

Room # 10

Refectory (Monetary Dining Room) - 5ft. long x 30ft. wide x 40ft. tall

cassocks (robes); sideboard (china closet); foggy near ceiling; chanting

Mobile Door (door moves around in dungeon) leading to a hallway 45ft. long x 10ft. wide x 10ft. tall

Sample Names: Dynos the annoying Teen Fang (Gravi-); Daymar the ever-loving, blue-eyed Steel Paladin (Blade)

Vent transforms into Elemental Colorpool Trap; DL 6; Search DC 61 (12 Int damage/s, DC 64 Spell save for half)

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

[x2] Room is permanently/continuously Charmed, only creatures immune or bubbled against it can function here.

3,855gp

pewter plate

a shot, 2gp

Carmine Helmet: +1 Revive Slots; 36340gp

Ochre Horn: +3 level(s) of exceptional Chr; 36770gp

DL VI Medium Mind-Flayer-World Intelligent-Trap/Trick/Specials x(29) x[1]

AC 371, HD 108, hullp 3648, MR 65% #Att 3, TH ÷ AC/Save DC by 7, dmg 76

Str 22, Dex 48, Con 52, Int 40, Wis 30, Chr 26, 1.5kxp

Has tentacles. Usually psionic., Incorporeal, Find/Remove Trap/Trick/Special halves hp

Prepared effects:

[Psi9 minor] Extra Limbs: [+1d4 limbs] Can use them normally

[Psi14 Grand] (no name): Get a Rogue chart (and 20*LVL Rogue points) up to level=LVL/2

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

[Wiz SL6] Armor 6: +CL*12 current hp

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

[Psi4 minor] Damage *1.25: Damage with one physical weapon is multiplied by 1.25

Combat effects:

[Psi15 minor] Blink: Blink

[Psi3 Grand] Improved Telekinesis: Lift or move 50 lb./level at long range.

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

[Psi3 Grand] Astral Construct VIII: Astral construct fights for you.

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

[Psi12T Grand] Mass Suggestion: Suggestion (as spell) in 90'r area, but all commands must be the same

Dungeon013020 - Dungeon Level 6

Room # 11

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

bottle; idol; wind, strong, moaning; splashing

Secret Door, roll again for type leading to a hallway 35ft. long x 20ft. wide x 20ft. tall

Sample Names: Chiru the damnable Secret Justice (Bulldozer); Valygar the poisonous Mad Ninja (Unobtainium)

Really Put of Misery Trap; DL 6; Search DC 61 (Wizard CL 12, DC 65 PP save to negate), (multiple targets)

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

[x2] Ultraplanar beings cannot see, smell, or sense into this room unless they are actually there; Divine Intervention fails
13,050gp

furnace

heavy banded mail, +2 AC, 210gp

Rian's Ears: +6 to HNCL; 1V: 1S: Throw fire at target for 1d4+LVL/2 fire dmg.; CL 36; SL 6; 36820gp

Plummy Sand paper: +300 Rogue Points; 36980gp

DL VI Medium Plains Insects x(32) x[1]

AC 366, HD 17, hullp 640, WR 86% #Att 12, TH ÷ AC/Save DC by 7, dmg 217

Str 23, Dex 44, Con 46, Int 39, Wis 20, Chr 34, 1.5kxp

Has mtg W spells, No INT. Dark vision.

Prepared effects:

[Psi15 minor] Versatile Breath Element: You can alternatively use a second element, with E factor equal or less than your norma

[Pri SL5] Improved Free Action: Immune Capital S Stun, Stop, Hold, Paralysis, Summoning Sickness; Hold P,V actions

[Pri SL5] Summon Monster V : Summons a DL V monster (1 turn)

[Pri SL6] Resist Fire/Resist Cold 6: Take -70% dmg vs. fire or cold

[Pri SL5] Spell Resistance : Subject gains +12 +1/level SR.

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

Combat effects:

[Pri SL5] Creeping Doom 5: (1d2+4)*60 insect dmg

[Pri SL6] Blade Barrier : Blades encircling you deal 1d6 damage/level.

[Wiz SL4] Wall of Fire : Passing through wall deals 2d6+CL dmg fire

[Psi-12T Major] Feeblemind Blast: One group is feebleminded (Will save)

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

[Psi-2 Grand] Grand Acidify: CLd20 acid damage; Use d30's

Dungeon013020 - Dungeon Level 6

Room # 12

Gas Chamber - 30ft. long x 15ft. wide x 10ft. tall

table, long; cask; foggy near ceiling; whining

Ice Door (transparent) leading to a hallway 15ft. long x 10ft. wide x 10ft. tall

Sample Names: Gunnar Macethruster the lucky Ant Blaze (Golden); Aubaureer the athletic Moon Lass (RV)

Hold Person/Monster 6 Trap; DL 6; Search DC 63 (Wizard CL 12, DC 63 Fortitude save to negate)

Arch that (causes/has/or is) Gravity - Varying

[x2] Gods cannot see, hear, or sense into this room unless they are actually there; Divine Intervention fails
6,477gp

ropes

a portal, Ogp

Rian's Coracobrachialis muscle: +4 to CL; 1V: Animates a dead monster
as your summon (1 DL lower) ; CL 27; SL 6; 36920gp

Wand of 12d6 fireballs, 7910gp

DL VI Small Warrior-classes Reptiles x(22) x[1]

AC 370, HD 48, hullp 296, RR 74% #Att 3, TH ÷ AC/Save DC by 42, dmg 222

Str 30, Dex 23, Con 17, Int 36, Wis 46, Chr 35, 1.5kxp

Has warrior picks, Half AC from AT. Resist Heat. Usually has a tail and claws

Prepared effects:

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

[Pri SL4] Goodberry 4: Creates 16 goodberries

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

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

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

[Psi6E minor] Polymorph Self: As the 4th level Wizard spell

Combat effects:

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

[Psi2 Major] Summon Planar Energies: 3d12 dmg no resistance; 4d12 dmg no resist

[Psi2 Major] Telekinesis: Object move rate 6; Can move 2nd object

[Pri SL4] Dispel Psionics: Cancels psionic effects

[Psi6E Grand] Improved Phantasmal Killer: As the 4th level Wizard spell (no save)

[Wiz SL6] Wacky Ball 6 / Normal / ½: Ld12, save: ½

Dungeon013020 - Dungeon Level 7

Room # 1

Music Room - 15ft. long x 35ft. wide x 50ft. tall

tun; tube (container); chlorine smell; downdraft, slight

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

Sample Names: Lisretha the happy Obsidian Dancer (Vibranium); Grulka the hostile Laser Mime (Electrocution)

Deeper Doorknob Trap; DL 7; Search DC 75 (40 Int damage, DC 76 PPD save to negate)

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

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Weel
22,932gp

razor

a glass of red wine, 2gp

Rian's Tears: +3 to CL; 1P: +2 SL in progression. ; CL 34; SL 7; 49300gp

Ring of Mind Shielding, 7230gp

DL VII Fine Post-Apocalyptic/Cybernetic Goblin/Orcs x(57) x[1]

AC 503, HD 6, hp 392, PR 110% #Att 10, TH ÷ AC/Save DC by 8, dmg 393

Str 58, Dex 30, Con 29, Int 53, Wis 37, Chr 35, 3.5kxp

Class VI Esper Blind, Dark Vision, Stay conscious past Ohp. Light Sensitivity

Prepared effects:

[Psi4 minor] Damage *1.25: Damage with one physical weapon is multiplied by 1.25

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

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

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

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

[Psi27 Grand] People's Area: Forbiddance, Guards and Wards, Proof vs. Teleportation/Scrying LVL*10' radius

[Wiz SL6] Original Stoneskin 6: Block the next 3 P actions of attacks

Combat effects:

[Pri SL5] Remove Coma: Removes the Coma effect

[Psi10 Major] Fire Strands: Web spell, everyone within takes Xd6 dmg /r, X is # sizes larger than size T

[Psi6G Super] MassTelepathicCommand: Suggestion (no save) up to CL targets

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

[Wiz SL5] Immediate Monster Summoning V: Summons a DL III monster without summoning sickness

[Psi-12C Grand] Wild Invocation V: Random 8 (90%) or 1d4+8 (10%) SL Wizard Invocation spell

[Psi3½ Super] Tornado Blast: Vortex of air subjects your foes to 17d6 damage and moves them.

Dungeon013020 - Dungeon Level 7

Room # 2

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

trough; butt (large barrel); footsteps (side); thud

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

Sample Names: Krace the insidious Brother Light (Electro-); Illag the stupendous Dragon Imp (Hyper-)

Dispel Exhaustion 7 Trap; DL 7; Search DC 72 (Wizard CL 14, DC 75 PPD save to negate), (multiple targets)

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

[x2] Ultraplanar beings cannot hear, smell, or sense into this room unless they are actually there; Divine Intervention fails

43,234gp

guano

a long, grey branch, 0gp

Robe of Repetition, 61450gp

Azur Armor, Light [AT+105] +13 AC/+197 Saves; 1M: Any Acrobat SL-1

pick; 5*CL Rogue points in it; CL 32; SL 7; 43255gp

DL VII Macro-Fine Modern Dragons x(8) x[2]

AC 502, HD 902, hp 51200, MR 95% #Att 4, TH ÷ AC/Save DC by 56, dmg 594

Str 25, Dex 50, Con 28, Int 39, Wis 40, Chr 54, 3.5kxp

Has Action points, Access to high tech items, Flies, Breath weapon, dark vision, immune sleep and paralysis.

Prepared effects:

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

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

[Psi3½ Major] Inertial Barrier: Gain DR 5/-.

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

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

[Psi6N Super] Create/Destroy Conduit: Creates or Destroys 1 Conduit, Wormhole, Gate, Color Pool

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

Combat effects:

[Psi8 minor] Mend: As spell

[Psi45 minor] Self-Revival: 0, (SL-1)/d: Heal self

[Psi-12L Super] Law Quintruple Beam: CLxCLx3 mental dmg in 5 lines (no save); C-align x4 dmg

[Pri SL6] Really Put of Misery: Target being that is slain is Capital S Slain (no save)

[Wiz SL6] Dispel Magic 6: Dispel 4 magic effects

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

[Psi8 minor] Mend: As spell

Dungeon013020 - Dungeon Level 7

Room # 3

Robing Room - 35ft. long x 30ft. wide x 15ft. tall

table, small; rug; snapping; foggy near floor

Mimic (the monster) leading to a hallway 40ft. long x 5ft. wide x 10ft. tall

Sample Names: Neimic the ignorant Grey Stalker (Skates); Ecotana the damnable Metal Dragon (Battleaxe)

Well-Camouflaged Jaws Trap; DL 7; Search DC 77 (Attack +126 melee, 8d2 damage)

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

[x2] Immortals cannot see, taste, or sense into this room unless they are actually there; Divine Intervention fails
27,684gp

ash

a minor globe of invulnerability, +5 AC, 320gp

Electric blue Scarab [AT+125] ++4 AC/+7 Saves; 1M: Resist Fire; CL 39; SL 7; 22255gp

Ice blue Armor, Light [AT+17] +81 AC/+8 Saves; 1P: 5*SL hp Armor spell,
self only, stacks with the (Wizard) Armor spell; CL 44; SL 7; 18010gp

DL VII Huge Collectiverse/Gooveyverse/etc. Artifacts x(4) x[2]

AC 503, HD 63, hp 23296, #Att 3, TH ÷ AC/Save DC by 56, dmg 985

Str 50, Dex 28, Con 58, Int 47, Wis 56, Chr 42, 3.5kxp

Immune disintegration and annihilation, Ego Score, Can dominate things.

Prepared effects:

[Psi45 Major] Regeneration: Regenerate SL hp/s

[Psi14 minor] (no name): Can turn into one additional form; DM rolls DL=LVL/3 Lycanthrope or Animal

[Wiz SL6] Tenser's Transformation 6: +100% of max hp to current hp, +2 TH melee

[Wiz SL7] Tenser's Transformation 7: +125% of max hp to current hp, +3 TH melee

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

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

[Psi30 Grand] Resist Allergy: Remove -1 penalty/succ

Combat effects:

[Psi-5 Grand] Cone of Nothing: CL*CL*CL dmg in a 30' cone (no save); they lose next Opp action (save)

[Psi30 Grand] Ram Beam /Wrecker: 1 hull point damage/succ

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

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

[Wiz SL4] Dispel Magic 4: Dispel 2 magic effects

[Psi-5 Grand] Cone of Nothing: CL*CL*CL dmg in a 30' cone (no save); they lose next Opp action (save)

[Psi29 minor] Hold Person:

Dungeon013020 - Dungeon Level 7

Room # 4

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

manger; horn; chlorine smell; thumping

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

Sample Names: Khamsa the opportunistic Copper Armadillo (Saxophone); Golo the dazzling Delta Justice (Stallion)

Hail of Balls Trap; DL 7; Search DC 71 (Attack +84 ranged, 14d20 damage)

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

[x2] Room is permanently/continuously Berserked, only creatures immune or bubbled against it can function here.

8,710gp

teeth

a Watcher Signet Ring, 457gp

Rian's Tears: +17 to HD; 1F: 1bM, Pay 2 SL's: Resummon a summons slain this rd.; CL 32; SL 7; 49570gp

Cordovan Eyes [6d12] +6 Th/+11 dmg 16+/x3; 1M: ½M, -4 current hp: 60' line takes CLd6

darkness dmg (no save) and stun 2 segments (Para save at -CL); CL 34; SL 7, 8070gp

DL VII Tiny Space Animals x(24) x[1]

|AC| 498, HD 56, hp 220, RR 100% #Att 13, TH ÷ AC/Save DC by 56, dmg 298

Str 39, Dex 30, Con 49, Int 46, Wis 21, Chr 27, 3.5kxp

Immune hostile environments, Overwrite INT score to 1 or 2. Usually have arms, legs, a head, a tail, and/or wings.

Prepared effects:

[Pri SL2] Goodberry 2: Creates 8 goodberries

[Psi24 Grand] HD type: Add +1d+2: Add 1 to number of HD and 2 to the HD type per level

[Psi3½ Super] Metamorphosis, Greater: Assume shape of any nonunique creature or object each round.

[Wiz SL4] Original Stoneskin 4: Block the next 1 P action of attacks

[Psi6E Super] Permanency: Makes a Demon psi power permanent

[Pri SL7] Goodberry 7: Creates 28 goodberries

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

Combat effects:

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

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

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

[Psi12L Super] Imprisonment: Imprisonment (as spell)

[Psi72 minor] Stun: Stun one target (Fort save)

[Psi10 Major] Fire Curtain: Circular wall of fire around caster, 3d6 dmg

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

Dungeon013020 - Dungeon Level 7

Room # 5

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

hamper; mound of rubble; grating; giggling (faint)

Mobile Door (door moves around in dungeon) leading to a hallway 50ft. long x 15ft. wide x 20ft. tall

Sample Names: Oriel the invincible Flying Condor (Boat); Doruzed the stupendous Aqua- Cephalopod (Portal)

Water-Filled Doorknob Trap; DL 7; Search DC 71 (16 damage, DC 73 Fortitude save for half)

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

[x2] Mortals cannot see, smell, or sense into this room unless they are actually there; Divine Intervention fails

35,267gp

cloth vest

a white cross, +2 AC, 600gp

Mauve Chocolate: All your Priest classes use the "set XP table"(3kxp

at 2nd, doubles til 9th,600kxp at 10th,+300kxp per level afterward).; 49560gp

Amethyst Gauntlets [AT+++4] +10 AC/+197 Saves; 1P: Inertial Beam (Barrier); CL 34; SL 7; 31480gp

DL VII Colossal Superhero Undeads x(21) x[1]

Stun AC 497, HD 226, hp 98560, MR 146% #Att 9, TH ÷ AC/Save DC by 56, dmg 1474

Str 38, Dex 43, Con 42, Int 53, Wis 33, Chr 21, 3.5kxp

Has sidekick spells, No CON. Immune crits, ability dmg/drain, poison, sleep, paralysis, stunning, disease, death effects. Heal to dr

Prepared effects:

[Psi6E Super] Lich Lore: Lich powers of ½ level

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

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

[Psi6E Super] Lich Lore: Lich powers of ½ level

[Psi2 minor] Inertial Barrier: Melee:delay 1r;Mis.:-dice dmg; Mis.:-dice-1 dmg

[Wiz SL6] No Save: The next spell you cast does not have a saving throw

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

Combat effects:

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

[Psi54 Grand] Animal Summoning: Summon a DL=SL-1 Animal

[Pri SL7] Earthquake: Intense tremor shakes 5-ft./level radius.

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

[Psi45 Grand] Gestalt: Major: 1M: Do 2 Minor powers that you know; Grand: 1M: Do 2 Major powers that you know; etc.

[Psi29 Grand] Cureall/Causeall:

[Psi54 Grand] Animal Summoning: Summon a DL=SL-1 Animal

Dungeon013020 - Dungeon Level 7

Room # 6

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

sack; hogshead (large cask of liquid); updraft, strong; horn/trumpet sounding

(Wood Door, Normal) leading to a hallway 40ft. long x 15ft. wide x 20ft. tall

Sample Names: Evin the weird Dog Irregular (Force); Aumanil the wonderful Invisible Shrike (Mist)

Air in room transforms into Elemental Venderant Nelaborong Trap; DL 7; Search DC 71 (72 Int damage/s, DC 73 PPD save for hal

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

[x2] Immortals cannot smell, hear, or sense into this room unless they are actually there; Divine Intervention fails

16,570gp

sword

a door key, 0gp

Ruby Wand [1d20] +11 Th/+48 dmg 19+/x6; 1M: Dismiss Elemental, E=1-2; CL 34; SL 7, 15210gp

Bronze Tweezers: +100 Skill Points; 49810gp

DL VII Titanic Sigil/Maelstrom Aliens x(8) x[1]

AC 491, HD 451, stunp 27648, IR 110% #Att 7, TH ÷ AC/Save DC by 8, dmg 198

Str 54, Dex 40, Con 24, Int 31, Wis 44, Chr 30, 3.5kxp

Immune Maze effects, Does not breathe. Has Psi 8.

Prepared effects:

[Psi3 Grand] Improved Vigor: You gain 13 temporary hit points.

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

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

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

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

[Pri SL5] Extra Group +1: The next spell you cast will affect +1 groups of monsters

[Psi54 minor] Thief: Any Thief SL-1 pick; 5*CL Rogue points in it

Combat effects:

[Psi45 Grand] Missile Creation: Do SL missile attacks, must roll to hit, each hit does 10 dmg (no save) and a stun (save)

[Wiz SL6] Power Word Stun 6: Stuns a creature if current hp < 80 (no save)

[Psi-12L Super] Choose Summoning VIII: Monster Summoning using ML VIII chart, you pick the result

[Psi0 minor] Disarm: One attack: Target is disarmed (no save)

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

[Wiz SL4] Dispel Magic 4: Dispel 2 magic effects

[Psi-5 Grand] Spectrify: Target gets -CL each to Str, Dex, and Con (save for each point)

Dungeon013020 - Dungeon Level 7

Room # 7

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

dung heap; Floors of Souls; clear; poor oxygen

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

Sample Names: Zorya the cold-blooded Forgotten Sword (Zip Gun); Vagn the Badger the noble Wonder Mask (Zeppelin)

Razor-Wire Ceiling Trap; DL 7; Search DC 74 (8 Str damage, DC 73 Fortitude save to negate)

Container (Barrel, Jar, Vase, etc.) that (causes/has/or is) Attributes, rearranges Stats

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Weel
25,732gp

oil (fuel)

firebreather, 80gp

Snowy Tomato: Free Still Spell Feat: Spell does not have S component. Spell has +1 SL.; 49300gp

Olive drab Cinder block: +7hhIQC Action(s); 50090gp

DL VII Fine Outer-NG Outers x(29) x[2]

|AC| 496, HD 5, hullp 51, CR 138% #Att 5, TH ÷ AC/Save DC by 8, dmg 100

Str 53, Dex 48, Con 38, Int 36, Wis 49, Chr 32, 3.5kxp

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

Prepared effects:

[Wiz SL7] Anti-Magic Shell 7: Anti-Magic of SL 0 to 6

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

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

[Psi16 Grand] Golem Form: Spiderstone: Resist magic; Mouth's P: Web (1 group); FRT LVL*10%

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

[Psi3½ Super] Affinity Field: Effects that affect you also affect others.

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

Combat effects:

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

[Pri SL5] Wall of Thorns : Thorns damage anyone who tries to pass.

[Psi12C minor] Confusion: Confusion (as spell)

[Psi45 Grand] Disintegration: Major: Disintegrate (save)

[Psi-12T Super] Bring Animals VIII: Summon CL*5 Animals using ML VIII chart, you pick the result

[Pri SL5] Remove Curse 5: Cure 2 curse effects (reverse causes that many, save for each)

[Psi12C Major] Destroy Clone: Kills a Clone, Simulacrum, or Shapechanger

Dungeon013020 - Dungeon Level 7

Room # 8

Throne Room - 50ft. long x 50ft. wide x 40ft. tall

sanctuary; jar; chlorine smell; scuttling

Time Door (goes to another time) leading to a hallway 35ft. long x 10ft. wide x 20ft. tall

Sample Names: Morcane the tone-deaf Wing Boy (Dragon); Cerdic Cedarwood the rabid Sub-- Torpedo (Cannon)

True Telekinesis Trap; DL 7; Search DC 76 (Psionicist CL 14, DC 77 Spell save to negate)

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

[x2] Immortals cannot taste, see, or sense into this room unless they are actually there; Divine Intervention fails

37,346gp

lamp

A shiny badge, +100 AC, 0gp

Rian's Large Intestine: +14 to HNCL; 1F: Your subordinates get +2 offensive DL on the top of each segment, and +2 defensive DL on the bottom of each segment. ; CL 29; SL 7; 49490gp

Plummy Hammer, light [1d20] +11 Th/+9 dmg 19+/x5; 1P: Cures 10*CL

hp (CL Hull points) to a Golem; CL 29; SL 7, 7457gp

DL VII Large Outer-CG Elementals x(6) x[1]

AC 504, HD 224, stunp 12096, TR 118% #Att 10, TH ÷ AC/Save DC by 8, dmg 497

Str 46, Dex 22, Con 58, Int 34, Wis 31, Chr 53, 3.5kxp

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

Prepared effects:

[Psi--2 minor] Endurance of the Land: +5 max hp; +3 AC; +3 saves; IR 25%; Lasts 5r after maint.

[Wiz SL5] Fire Shield 5: Anyone who melees with you takes 100% dmg back

[Pri SL6] No Save: The next spell you cast does not have a saving throw

[Psi8 Major] Construct Control Item 2: Create a "Control" type item (see next page) of TechL=CL, each 2 TechL takes 1S action

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

[Wiz SL6] Fire Shield 6: Anyone who melees with you takes 125% dmg back

[Psi4 Major] Ability Score *1.5: Choose one ability score. New score = (old score - 10) * 1.5 + 10

Combat effects:

[Psi29 Grand] Fire Bolt LVLd12:

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

[Psi1 Grand] Limited Wish: Limited Wish (as spell)

[Wiz SL7] Dispel Magic 7: Dispel 5 magic effects

[Psi45 minor] Energy Solidification: Minor: Web; Major: Iron Bands of Bilarro; Grand: Solid Wall of Force; Super: Forcecage

[Psi-3 Grand] Recall Birth: Foe vividly recalls its birth, and gains CL negative levels (no save)

[Psi1 Grand] Limited Wish: Limited Wish (as spell)

Dungeon013020 - Dungeon Level 7

Room # 9

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

chasm; crucible; steamy; stale, fetid smell

Locked Door, Out of Phase leading to a hallway 20ft. long x 15ft. wide x 10ft. tall

Sample Names: Martek the furious Extra-terrestrial Avenger (Forklift); Sandrue the brave Fighting -ette (Stinger)

Whirling Caltrops Trap; DL 7; Search DC 72 (Attack +119 ranged, 10d12 Dex damage)

Fire that (causes/has/or is) Teleports

[x2] Immortals cannot see, feel, or sense into this room unless they are actually there; Divine Intervention fails

29,129gp

dry leaves/twigs

Zomak's Plushie Doll, 10gp

Rian's Scapula bone: +12 to HNCL; 1P: No target, +1D action, and +CL or better to hit.; CL 34; SL 7; 49230gp

Rug of Smothering, 6310gp

DL VII Large Star-Wars-Loop Spirit-of-the-Lands x(3) x[2]

AC 493, HD 34, stunp 1632, MR 72% #Att 11, TH ÷ AC/Save DC by 56, dmg 497

Str 34, Dex 47, Con 24, Int 32, Wis 37, Chr 19, 3.5kxp

Has force powers, Incorporeal

Prepared effects:

[Psi54 minor] Thief: Any Thief SL-1 pick; 5*CL Rogue points in it

[Psi2 minor] Psychic Blade: Blade: 1d6/1d6 +2/+X, stun 1d6r (save); 1d10/1d10

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

[Psi3 Major] Displacement: Attacks miss subject 50% of the time.

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

[Wiz SL7] First Level Magic-User Spells (DM2): Can cast one 1st Level Wizard spell per round as Z action

[Psi-3 Grand] Spiritual Body: Planar Displaced, Immune Matter, you can't physically attack

Combat effects:

[Pri SL5] Neutralize Poison 5: Cure 2 poison effects (reverse causes that many, save for each)

[Wiz SL2] Prismatic Wall 2: 2 Prismatic colors

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

[Psi3½ Major] Psychic Crush: Brutally crush subject's mental essence, reducing subject to -1 hit points.

[Psi30 Grand] Power Bolt: Astral damage

[Pri SL4] Restoration (3): Restores level and ability score drains.

[Psi54 minor] Mind Blast: SL Int dmg to one target (no save)

Dungeon013020 - Dungeon Level 7

Room # 10

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

U rack; hole; laughter; splintering

Loop Door (goes to another timeline) leading to a hallway 45ft. long x 5ft. wide x 15ft. tall

Sample Names: Lokeren the hideous Mutant Girl (Adamantium); Shelandra the virtuous Android Panther (Power)

Pawn Trap; DL 7; Search DC 73 (Psionicist CL 14, DC 76 Spell save to negate)

Door, Secret that (causes/has/or is) Greed-Producing

[x2] Room is permanently/continuously Charmed, only creatures immune or bubbled against it can function here.

35,742gp

sundial

a KROQ ticket., 100gp

Ring of Protection (/half-plus), 10120gp

Rian's Serratus anterior muscle: +9 to HNCL; 1V: One group becomes Confused.; CL 30; SL 7; 49260gp

DL VII Titanic Star-Wars-Loop Oozes x(7) x[1]

AC 492, HD 454, hp 28160, PR 168% #Att 1, TH ÷ AC/Save DC by 56, dmg 300

Str 46, Dex 49, Con 27, Int 31, Wis 25, Chr 59, 3.5kxp

Has force powers, No INT. Immune mind-affecting, crits, gazes, illusions, poison, sleep, paralysis, polymorph, and stunning.

Prepared effects:

[Wiz SL5] Tenser's Transformation 5: +75% of max hp to current hp, +1 TH melee

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

[Psi6E Super] Permanency: Makes a Demon psi power permanent

[Wiz SL5] Improved Free Action: Immune Capital S Stun, Stop, Hold, Paralysis, Summoning Sickness; Hold P,V actions

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

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

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

Combat effects:

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

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

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

[Wiz SL5] Twilight: Target is Twilighted for CL segments (Will save)

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

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

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

Dungeon013020 - Dungeon Level 7

Room # 11

Storage - 20ft. long x 50ft. wide x 45ft. tall

fireplace & wood; chandelier; drumming; breeze, slight

Undead Door (has a trapped spirit/ghost) leading to a hallway 15ft. long x 10ft. wide x 5ft. tall

Sample Names: Enevahr the cowardly Sun Racer (Droid); Elmarin the abhorrent Blue Five (Magic)

Camouflaged Pendulums Trap; DL 7; Search DC 75 (Attack +14 melee, 10d12 damage)

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

[x2] Room is permanently/continuously Blinded, only creatures immune or bubbled against it can function here.

48,165gp

mushroom spores

a hide vest, +6 AC, 0gp

Rian's Brain: +26 to HD; 1M: A person's next spell of SL=N affects a group.; CL 35; SL 7; 49110gp

Cordovan Bolts (10) [4d12] +7 Th/+48 dmg 15+/x6; 1P: Hypnosis (SL/2 saves); CL 34; SL 7, 14564gp

DL VII Macro-Fine Mind-Flayer-World Immortals x(5) x[2]

Stun AC 497, HD 900, |hp| 5.1E+4, CR 72% #Att 7, TH ÷ AC/Save DC by 56, dmg 986

Str 56, Dex 18, Con 35, Int 47, Wis 51, Chr 32, 3.5kxp

Has tentacles. Usually psionic., Unaging

Prepared effects:

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

[Psi100 Grand] Preservation: 1=Preserve,2=Trap Soul,5=Permanency,7=Stasis; affects 2+CL/9 groups

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

[Psi16 minor] Construct Psi16 Item 1: Create a Psi16 item (see next page) of TechL=CL, each TechL takes 1S action

[Psi29 Major] Anti-Anti-Magic Ray:

[Pri SL6] Forbiddance : Denies area to creatures of another alignment.

[Psi6E Super] Permanency: Makes a Demon psi power permanent

Combat effects:

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

[Psi3 Super] Thrall: Target is your slave forever.

[Wiz SL7] Dispel Exhaustion 7: Restore 90% of dmg taken, get an Original Haste 7 for 1 round

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

[Psi3½ Super] Apospsi: You delete target's psionic powers.

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

[Psi72 minor] Dazzle: Blind one sense to everyone in one group (RSW save)

Dungeon013020 - Dungeon Level 7

Room # 12

Library - 50ft. long x 45ft. wide x 40ft. tall

pool; collapsed wall; smoky smell; tinkling

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

Sample Names: Odo the abusive Psychic Falcon (Thunder); Zsodosa the mighty Death Vision (Star)

Water-Filled Passage Trap; DL 7; Search DC 77 (140 Wis damage, DC 76 Breath Weapon save to negate), (multiple targets)

Door, Secret that (causes/has/or is) Magical Pool: Effect of a randomly determined

potion (will repeat same potion effect as last drink 75% of the time)

[x2] Room is permanently/continuously *Cursed*ed, only creatures immune or bubbled against it can function here.

5,370gp

pole, broken (5')

a sign, 0gp

Aqua Eyes [4d20] +14 Th/+10 dmg 14+/x7; 1M: Makes monster believe it is your ally.; CL 38; SL 7, 10044gp

Emerald Girdle [AT+19] +12 AC/+9 Saves; 1M: Multiply your save rolls by 1.5, you

automake saves on natural 21-1.5 or better (Minor is 19).; CL 39; SL 7; 9875gp

DL VII Large Desert/Arabian Goblin/Orcs x(28) x[1]

AC 498, HD 33, |hp| 1792, WR 143% #Att 1, TH ÷ AC/Save DC by 8, dmg 394

Str 33, Dex 50, Con 35, Int 52, Wis 35, Chr 59, 3.5kxp

Resist heat, Has mtg C spells, Dark Vision, Stay conscious past 0hp. Light Sensitivity

Prepared effects:

[Wiz SL6] Tenser's Transformation 6: +100% of max hp to current hp, +2 TH melee

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

[Pri SL4] Death Ward : Grants immunity to death spells and effects.

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

[Psi3½ Super] Metamorphosis, Greater: Assume shape of any nonunique creature or object each round.

[Psi6E Grand] Shape Change: As the 9th level Wizard spell

[Psi24 Grand] HD type: Add +1d+2: Add 1 to number of HD and 2 to the HD type per level

Combat effects:

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

[Psi10 Grand] Energy Quench: Death Spell 4d20 HD (save vs. Death Magic), works on undead and golems

[Wiz SL6] Wacky Ball 6 / Normal / ½: Ld12, save: ½

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

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

[Psi6E Super] Steal Soul III: Transforms unwilling target to a larva

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

Dungeon013020 - Dungeon Level 8

Room # 1

Shrine - 20ft. long x 25ft. wide x 15ft. tall

Stalactites (some might fall); furniture (broken); bang, slam; whispering

Water Lock Door (holds back a lot of water) leading to a hallway 45ft. long x 15ft. wide x 5ft. tall

Sample Names: Iruna the dumbfounding Doc Platypus (Mathematics); Chadra the brazen Crimson Thing (Suction Cup)

Air in room transforms into Elemental Dust Trap; DL 8; Search DC 87 (80 Chr damage/s, DC 87 PPD save for half)

Idol that (causes/has/or is) Anti-Magic

[x2] Mortals cannot feel, hear, or sense into this room unless they are actually there; Divine Intervention fails

57,200gp

pouch

a dragon's talon, exotic, 9d10 (49), 100gp

Rian's Adductor longus muscle: +8 to LVL; 1P: Slay target

creature (RSW save), or Earthquake the floor; CL 32; SL 8; 64820gp

Dark Dart [6d6] +169 Th/+63 dmg 18+/x3; 1M: Astral damage; CL 46; SL 8, 46134gp

DL VIII Gargantuan Sea-of-Dust/Colorless Lycanthropes x(63) x[2]

AC 646, HD 134, hp 9088, #Att 6, TH ÷ AC/Save DC by 72, dmg 1922

Str 29, Dex 41, Con 44, Int 63, Wis 30, Chr 50, 7.5kxp

Immune alignment based/color based effects, Can polymorph to alternate form.

Prepared effects:

[Pri SL7] Spell Immunity 7: Be immune to 4 spells by name

[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

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

[Psi6E Grand] Shape Change: As the 9th level Wizard spell

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

[Wiz SL7] Fire Shield 7: Anyone who melees with you takes 150% dmg back

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

[Psi16 Major] Golem Form: S=3,4,5: Unusual Material of S=3,4,5 (cannot exceed real S number)

Combat effects:

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

[Psi-3 Super] Pawn: Pawn someone (gets a Will and a Spell save, making either is a make)

[Psi2 Major] Energy Containment: Absorb max 1 die/lvl;glow:-2AC; 0 dmg from energy

[Wiz SL7] Delayed Blast Fireball : A fireball with +1 bonus to any dice, and can be delayed for up to 5 rounds

[Wiz SL7] Fireball 7: CLd14 fire dmg to a group (save:½)

[Psi2 Major] Energy Containment: Absorb max 1 die/lvl;glow:-2AC; 0 dmg from energy

[Wiz SL8] Trap the Soul : Imprisons subject within gem.

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

Dungeon013020 - Dungeon Level 8

Room # 2

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

Chimney, Fire (for fireplace); Flowstone (slippery); misted; wind, strong, gusting

Glass Door (transparent) (shatters if opened) leading to a hallway 45ft. long x 5ft. wide x 20ft. tall

Sample Names: Bergwulf the crazy Senora Slayer (Stationwagon); Samzinna the carnivorous Squirrel Walker (Scissors)

Well-Camouflaged Balls Trap; DL 8; Search DC 83 (Attack +16 ranged, 12d12 Cml damage)

Machine that (causes/has/or is) Polymorphing

[x2] Room is permanently/continuously Charmed, only creatures immune or bubbled against it can function here.

41,213gp

grindstone

garment of quetzal feathers, +2 AC, 310gp

Rian's Trapezius muscle: +16 to HD; 1M: You can cast 1d6

spells of SL=1d6 next segment as 1M ; CL 56; SL 8; 64380gp

Brown Book: All your Psionicist classes use the "set XP table"(3kxp

at 2nd, doubles til 9th,600kxp at 10th,+300kxp per level afterward).; 64520gp

DL VIII Small Kara-Tur Beholders x(19) x[2]

AC 647, HD 120, hp 520, IR 121% #Att 10, TH ÷ AC/Save DC by 72, dmg 1926

Str 63, Dex 42, Con 42, Int 59, Wis 62, Chr 29, 7.5kxp

Has Martial Arts, Has eye stalks, 1 mouth, and 1 central anti-magic eye. Can cast through eye stalks. Flys

Prepared effects:

[Psi12L Super] Clone/Simulacrum: Clone (or) Simulacrum (as the MU spells)

[Psi-12C Super] Anti-Commotion Resist.: +CL*5% aaAllR (Anti-Anti R vs. everything)

[Psi6G Super] Reduplication: Duplicates one (non-magical, non-psionic) item; max TechL = CL

[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 ot

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

[Psi16 Grand] Golem Form: Mithral: Immune innates; +1Q0 action /r

[Psi12L Super] Clone/Simulacrum: Clone (or) Simulacrum (as the MU spells)

[Wiz SL8] Second Level Magic-User Spells (DM1): Cast any four 2nd level Wizard spells simultaneously when it is cast.

Combat effects:

[Psi45 minor] Control: 1bM: Redirect an effect (caster makes SL/4 saves)

[Wiz SL2] Lightning Bolt 2: CLd4 lightning dmg to a group (save:½)

[Wiz SL5] Lightning Bolt 5: CLd10 lightning dmg to a group (save:½)

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

[Psi0 Grand] Storm Hammer: One attack: Target takes KiL*10' falling damage

[Psi29 Grand] Ice Bolt LVLd10:

[Psi15 Super] Hypnotism: Hypnotism, up to CL targets

[Pri SL6] Creeping Doom 6: (1d3+5)*80 insect dmg

Dungeon013020 - Dungeon Level 8

Room # 3

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

table, small; side chair(s); chiming; salty, wet smell

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

Sample Names: Khol the handsome Living Rocket (Camel); Phoe the noble Time-traveling Champion (Tricycle)

Razor-Wire Box Trap; DL 8; Search DC 88 (48 Con damage, DC 81 Reflex save to negate)

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

[x2] Mortals cannot hear, smell, or sense into this room unless they are actually there; Divine Intervention fails
19,361gp

oil (scented)

a ward major, +6 AC, 510gp

Indigo Cube [8d10] +7 Th/+144 dmg 18+/x5; 1M: Disintegrate 1 target (save); CL 48; SL 8, 33037gp

Brooch of Shades (1M,1P,1V,1/t: summon 3 Shadows), 12150gp

DL VIII Huge Desert/Arabian Avian/Birds x(1) x[4]

AC 642, HD 71, hp 4288, IR 84% #Att 6, TH ÷ AC/Save DC by 72, dmg 520

Str 38, Dex 62, Con 31, Int 21, Wis 36, Chr 66, 7.5kxp

Resist heat, Has mtg C spells, Flies. Has 2 Wings, 2 talons, and a beak.

Prepared effects:

[Wiz SL8] Dust of Disappearance: Dust of Disappearance for 1 turn

[Psi6G minor] Field of Stillness: 70' x 70' Stun field (save vs. RSW -level); lasts for 7 rounds

[Psi16 Grand] Golem Form: Mithral: Immune innates; +1Q0 action /r

[Psi6G Major] Barbarian's Club of Might: Auto roll 20 to hit and double base damage with one weapon strike per segment

[Psi-3 Major] Physical Barrier: -CL dmg per physical attack

[Wiz SL4] Original Stoneskin 4: Block the next 1 P action of attacks

[Pri SL8] Spell Immunity 8: Be immune to 5 spells by name

[Wiz SL8] Clone: Clone

Combat effects:

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

[Pri SL8] Summon Monster VIII : Calls outsider to fight for you.

[Psi15 Super] Summon Insects: Summon Insects

[Wiz SL4] Phantasmal Killer : Fearsome illusion kills subject or deals 3d6 damage.

[Wiz SL6] Monster Swarm Summoning VI: Summons CL*2 DL V monsters

[Pri SL6] Heal: Cure all dmg + disease,blind,insanity,feeblemind

[Psi29 minor] Darkness:

[Psi6E Grand] Steal Item: Target saves or demon gets 1 random item

Dungeon013020 - Dungeon Level 8

Room # 4

Animal Pens - 5ft. long x 5ft. wide x 10ft. tall

Chute, Sand/Quicksand; ledge; clanking; groaning

Specialed Door, roll on [D6] leading to a hallway 45ft. long x 10ft. wide x 10ft. tall

Sample Names: Gundron the deadly Laser Manhunter (Dirigible); Missathac the enigmatic Zoo Protector (Chakram)

Falling Stairs Trap; DL 8; Search DC 86 (32 damage, DC 86 Breath Weapon save for half)

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

[x2] Mortals cannot smell, hear, or sense into this room unless they are actually there; Divine Intervention fails

52,605gp

crow bar

mindflayer fried tentacles, 0gp

Fuchsia Wand [3d4] +16 Th/++4 dmg 19+/x3; 1M: LVL/2 targets: Hypnosis (save); CL 51; SL 8, 12980gp

Ring of Multiple Wishes, 255230gp

DL VIII Large Superhero Undeads x(27) x[2]

|AC| 646, HD 39, hp 2240, MR 86% #Att 9, TH ÷ AC/Save DC by 72, dmg 772

Str 39, Dex 43, Con 50, Int 26, Wis 40, Chr 45, 7.5kxp

Has sidekick spells, No CON. Immune crits, ability dmg/drain, poison, sleep, paralysis, stunning, disease, death effects. Heal to dr

Prepared effects:

[Wiz SL6] Planar Displace: Planar Displacement for 1 turn

[Psi3 minor] Steadfast Gaze: Gaze attacks hold no terror for you.

[Psi6G Grand] Self-Control: Immune to next Ego / Domination / Command-like effect

[Psi19 Grand] Assassin Lore: Abilities as per an Assassin of half level (round up)

[Psi54 minor] Magic Shield: Stops SL/2 magical attacks on you

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

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

[Psi54 Major] Thief: Any Thief SL-1 pick; 5*CL Rogue points in it

Combat effects:

[Psi5 Grand] Time Stop: Time Stop (as spell, maintained 3/r)

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

[Wiz SL5] Prismatic Bolt: Prismatic Spray on one target

[Psi5 Grand] Time Stop: Time Stop (as spell, maintained 3/r)

[Psi54 minor] Hypnotism: Hypnosis (SL saves)

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

[Wiz SL5] Lower Resistance : Lowers one's magic resistance

[Wiz SL5] Lower Resistance : Lowers one's magic resistance

Dungeon013020 - Dungeon Level 8

Room # 5

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

Bridge, Conjured (magical); pillory; thud; foggy near floor

Bone Door (shrieks loudly if opened) leading to a hallway 5ft. long x 20ft. wide x 25ft. tall

Sample Names: Dog Rhegedsson the enigmatic Prince Bug (Police Box); Marou the \$6 million Magnetic Werewolf (Moped)

Block transforms into Elemental Darkness, Light Trap; DL 8; Search DC 82 (20 Con damage/s, DC 84 PP save for half)

Fireplace that (causes/has/or is) magically reinforced

[x2] Immortals cannot taste, hear, or sense into this room unless they are actually there; Divine Intervention fails

43,505gp

mold (common)

a golden dragonhelm, +2 AC, 280gp

Pike 'Arondan' (1d11) (+15,+16) [6,+0]; +3 to INT; Resist Confusion, 177440gp

Multi-colored Carrots: Free Wanderer Kit: Don't generate "?"

in the wilderness, Free bonus Hiking proficiency; 65100gp

DL VIII Small Random(ite) Animals x(43) x[1]

AC 644, HD 11, stunp 520, RR 118% #Att 6, TH ÷ AC/Save DC by 72, dmg 1286

Str 65, Dex 39, Con 55, Int 48, Wis 33, Chr 20, 7.5kxp

Has high frequency sampling, Overwrite INT score to 1 or 2. Usually have arms, legs, a head, a tail, and/or wings.

Prepared effects:

[Pri SL7] Protection from Lightning 7: Stop the next CL*24 lightning dmg

[Pri SL8] Sphere Of Security: Friends get +2 AC,+2 saves, +50% MR, 4 Pro.scroll effects 1h

[Psi29 minor] Gaze Reflection:

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

[Psi24 Major] Level: other out of group: Get a "Level:" ability (your level or less) in class in any group (can take multiple times)

[Psi6E Super] Astral Form Blockade Field: Stops Astral Psi./Proj., Dim.Doors

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

[Wiz SL6] Prismatic Sphere 6: 4 Prismatic colors or 2 MultiPrismatic colors (may repeat colors in either mode)

Combat effects:

[Psi54 Grand] Darkness: Darkness (can blind a person, make SL saves)

[Wiz SL6] Prismatic Wall 6: 6 Prismatic colors or 4 MultiPrismatic colors (may repeat colors in either mode)

[Wiz SL7] Fireball 7: CLd14 fire dmg to a group (save:½)

[Psi6G Super] Destroy Evil Spirit: Evil creature loses N stat points and N^2 permanent hp (no resistance, can use GR)

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

[Pri SL7] Earthquake: Intense tremor shakes 5-ft./level radius.

[Psi6G Super] Wish: Wish (as spell), CL = 35

[Pri SL5] Treat Deadly Wounds: Cure 50% of max hp

Dungeon013020 - Dungeon Level 8

Room # 6

Elevator Room - 40ft. long x 5ft. wide x 30ft. tall

chair; stool, high; dusty; bang, slam

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

Sample Names: Girkar the unethical Orange Bolt (Claws); Sumyr the mesmerizing Rainbow Blade (Celestial)

Collapsing Portcullis Trap; DL 8; Search DC 85 (48 damage, DC 86 Fortitude save for half)

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

[x2] Mortals cannot taste, see, or sense into this room unless they are actually there; Divine Intervention fails

61,512gp

animal hoof

a black marble ring, 3gp

Copper Armor, Medium [AT+173] +256 AC/+10 Saves; 1F: You have an enslaved creature: You gain his hp in permanent hp for the day.; CL 44; SL 8; 59595gp

Green Flag: +4uncIQB' Action(s); 64240gp

DL VIII Gargantuan Swamp Weirds x(67) x[2]

AC 649, HD 133, ihp 8576, PR 150% #Att 3, TH ÷ AC/Save DC by 72, dmg 392

Str 20, Dex 51, Con 52, Int 26, Wis 56, Chr 49, 7.5kxp

Has mtg B spells, Immune critical hits, poison, sleep, paralysis, stunning. Has no soul.

Prepared effects:

[Pri SL8] Antimagic Field : Negates magic within 10 ft.

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

[Psi-12C Super] Anti-Commotion Resist.: +CL*5% aaAllR (Anti-Anti R vs. everything)

[Psi4 Major] Money *1.5: How much money you get in dungeon is multiplied by 1.5 (only affects you, not whole party)

[Psi4 Major] Money *1.5: How much money you get in dungeon is multiplied by 1.5 (only affects you, not whole party)

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

[Psi7 Major] (no name): Regenerate at CL-3 hp /s

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

Combat effects:

[Wiz SL5] Twilight: Target is Twilighted for CL segments (Will save)

[Wiz SL7] Limited Wish: Will duplicate any Wizard or Priest spell of levels 0-6.

[Pri SL3] Summon Insects: Summons DL 3 insects

[Pri SL4] Dispel Psionics: Cancels psionic effects

[Pri SL5] Conjure/Dismiss Normal Elemental: Summons or dismisses a Normal Elemental

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

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

[Psi29 Major] Charm Monster:

Dungeon013020 - Dungeon Level 8

Room # 7

Antechamber (Entry room into larger room) - 30ft. long x 35ft. wide x 15ft. tall

pipette; winch and pulley; tapping; putrid smell

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

Sample Names: Ivar the Raven the courageous Imperial Wight (Hatchet); Talaudrym the famous Platinum Masochist (Technology)

Lowering Portcullis Trap; DL 8; Search DC 83 (24 Con damage, DC 88 Fortitude save to negate)

Well that (causes/has/or is) Rising/Sinking

[x2] Gods cannot feel, hear, or sense into this room unless they are actually there; Divine Intervention fails

2,940gp

waterskin

a red plastic mug, 1gp

Scroll of Pro. from Weapons, Magic Blunt, 12150gp

Olive Necklace [AT+19] +168 AC/+169 Saves; 1M: Unusual Material of

S=6,7,8 (cannot exceed real S number); CL 56; SL 8; 50820gp

DL VIII Large Internet Plants x(35) x[1]

AC 655, HD 35, ihp 2144, #Att 8, TH ÷ AC/Save DC by 72, dmg 3207

Str 47, Dex 59, Con 51, Int 50, Wis 51, Chr 20, 7.5kxp

Psilink, Immune Web, Immune critical hits, poison, sleep, paralysis, stunning.

Prepared effects:

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

[Wiz SL6] Armor 6: +CL*12 current hp

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

[Psi45 Grand] Invisibility: Improved Invis.

[Psi6E Super] Lich Lore: Lich powers of ½ level

[Pri SL6] Anti-Animal Shell:

[Pri SL5] Resist Fire/Resist Cold 5: Take -65% dmg vs. fire or cold

[Wiz SL5] Animal Growth : One animal/two levels doubles in size, HD.

Combat effects:

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

[Wiz SL4] Dispel Magic 4: Dispel 2 magic effects

[Psi7 Grand] (no name): Death Spell a group (total CL*CL HD, max HD affected = CL)

[Psi9 minor] Hypnosis: One creature hypnotized (save)

[Wiz SL6] Death Spell 6: Slay 6d12 HD of creatures (save)

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

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

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

Dungeon013020 - Dungeon Level 8

Room # 8

Garbage Room - 45ft. long x 15ft. wide x 35ft. tall

fireplace with mantle; butt (large barrel); grating; splintering

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

Sample Names: Prydwen the impossible Mademoiselle Plunderer (Evolved artificially); Ispasia the omnivorous Duke Speedster (I

Injected Grave Trap; DL 8; Search DC 86 (90 Chr damage, DC 84 Reflex save to negate), (multiple targets)

Pillar or Column that (causes/has/or is) Illusionary wall concealing a pit above

[x2] Room is permanently/continuously Blinded, only creatures immune or bubbled against it can function here.

61,456gp

paint

a set of panpipes, 'sleep', 40gp

Bladeless Sword, 42510gp

Aqua Cloak [AT+19] +255 AC/+14 Saves; 1M: Create a "Weapon" type item (see next page) of TechL=CL, each 4 TechL takes 1S action; CL 34; SL 8; 40210gp

DL VIII Colossal Nightmare-Dimension Undeads x(9) x[1]

AC 650, HD 263, hp 17920, ER 146% #Att 1, TH ÷ AC/Save DC by 9, dmg 776

Str 63, Dex 43, Con 29, Int 49, Wis 26, Chr 48, 7.5kxp

ER DL*5%, No CON. Immune crits, ability dmg/drain, poison, sleep, paralysis, stunning, disease, death effects. Heal to dmg.

Prepared effects:

[Psi8 Major] Construct Generic Item 2: Create a "Generic" type item (see next page) of TechL=CL, each 2 TechL takes 1S action

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

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

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

[Psi45 Grand] Light Control: SL/2 (round down) instances of Resist light; +SL*10% damage with light effects

[Wiz SL6] Prismatic Sphere 6: 4 Prismatic colors or 2 MultiPrismatic colors (may repeat colors in either mode)

[Wiz SL7] Anti-Psionic Shell:

[Psi-12T minor] Spectral Natural Fighting: Spectral Hand; no ill effects from punching/kicking things

Combat effects:

[Wiz SL7] Alter Reality (1): Will duplicate any Wizard or Priest spell of levels 0-6.

[Psi6E Super] Steal Soul III: Transforms unwilling target to a larva

[Pri SL4] Lesser Planar Ally : Summons a DL IV outer-planar (payment determines duration)

[Psi30 Grand] Earth Bolt: Ele.Earth damage,Con resist

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

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

[Pri SL8] Undead Plague: Summon 1000 skeletons

[Pri SL6] Command 6: Target makes 6 saves, each missed save allows 1 word for a command to be given

Dungeon013020 - Dungeon Level 8

Room # 9

Bath / Bathing Room - 15ft. long x 35ft. wide x 30ft. tall

trough; Floors of Insects; squealing; wind, strong

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

Sample Names: Pith the egotistical Tiger Dozen (Ancient lore); Deathurga the happy Yak Assassin (Training)

Basic Deathblades Trap; DL 8; Search DC 82 (Attack +24 melee, 10d6 damage), (multiple targets)

Container (Barrel, Jar, Vase, etc.) that (causes/has/or is) Changes - Sex

[x2] Ultraplanar beings cannot feel, smell, or sense into this room unless they are actually there; Divine Intervention fails
40,058gp

holy water

sliced peking duck with pancakes and h, 'protection evil' " " ", 30gp

Lime-green Armor Gemlet [AT+150] +11 AC/+82 Saves; 1M: Plasma

damaging shield (50% damage back); CL 31; SL 8; 34260gp

Shimmering Weapon Gemlet: All your Warrior classes use the "set XP

table"(3kxp at 2nd, doubles til 9th,600kxp at 10th,+300kxp per level afterward).; 64260gp

DL VIII Colossal Psionic Intelligent-Trap/Trick/Specials x(22) x[2]

AC 650, HD 259, |hp| 17152, IR 129% #Att 4, TH ÷ AC/Save DC by 72, dmg 647

Str 29, Dex 30, Con 49, Int 63, Wis 51, Chr 44, 7.5kxp

Has a psionic frequency, Incorporeal, Find/Remove Trap/Trick/Special halves hp

Prepared effects:

[Psi6G Major] Barbarian's Club of Might: Auto roll 20 to hit and double base damage with one weapon strike per segment

[Psi-12C minor] Know Next Dice Rolls: 0,1/r: Roll dice ahead of time before action, can choose not to

[Psi45 Major] Energy Doppelganger: Mirror Image (1 image), it has SL^3 hp; it flies at SL*3"; you can cast Psi45 effects through it

[Psi12T Super] Psionic Turning: Spell Turning but affects Psionic effects

[Pri SL4] Double Resist [E=3 element]: Pick an E=3 element, you double resist it (1/4 dmg, 1/10 if make save) for 1 hour.

[Psi45 Major] Energy Doppelganger: Mirror Image (1 image), it has SL^3 hp; it flies at SL*3"; you can cast Psi45 effects through it

[Psi12T Major] Psionic Resistance: Level*5% PsiR

[Wiz SL5] Animal Growth : One animal/two levels doubles in size, HD.

Combat effects:

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

[Psi6G minor] Repair: Repairs an object (as per Mend spell); works on devices up to TechL = CL

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

[Psi-12C Super] Wild Invocation VI: Random 10 (95%) or 2m4+10 (5%) SL Wizard Invocation spell

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

[Psi29 Grand] Grease Bolt LVLd8:

[Psi1 Major] Improved Invisibility: Invisibility but can attack and remain Invis.

[Psi3 Super] Dissolution: You Disintegrate really large objects or creatures.

Dungeon013020 - Dungeon Level 8

Room # 10

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

chest; stall or pen; steamy near floor; foggy near ceiling

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

Sample Names: Orban the awful Winter Lackey (Blade); Baletth the base Shrinking Squadron (Slime)

Steal Soul III Trap; DL 8; Search DC 84 (Psionicist CL 16, DC 82 Reflex save to negate), (multiple targets)

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

[x2] Ultraplanar beings cannot hear, see, or sense into this room unless they are actually there; Divine Intervention fails

56,983gp

club, splintered

White Zinfandel, 30gp

Cinnamon Book: +3 Henchmen Slots; 65100gp

Rian's Bladder: +2 to CL; 1P: CL tentacles appear in area of effect and attack one group for 1d4 each plus paralysis (ppd save).; CL 32; SL 8; 64350gp

DL VIII Macro-Diminutive Forest Plants x(66) x[1]

AC 641, HD 2052, ihp 1.4E+5, #Att 12, TH ÷ AC/Save DC by 72, dmg 388

Str 52, Dex 64, Con 59, Int 53, Wis 49, Chr 21, 7.5kxp

Has mtg G spells, Immune critical hits, poison, sleep, paralysis, stunning.

Prepared effects:

[Wiz SL3] Displacement : WR 50%

[Pri SL6] Protection from Lightning 6: Stop the next CL*20 lightning dmg

[Psi--2 minor] Magnify: Mult. power (Max=level/5+1); M+1, no extra cost

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

[Psi7 Grand] (no name): Whenever you touch someone, they get Mummy Rot (no save)

[Wiz SL3] Third Arm Growth: Grow an extra arm or leg [lose spell slot while running]

[Wiz SL5] Original Stoneskin 5: Block the next 2 P actions of attacks

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

Combat effects:

[Psi3 Grand] Retrieve: You teleport to your hand an item you can see.

[Pri SL7] Command 7: Target makes 7 saves, each missed save allows 1 word for a command to be given

[Wiz SL8] Maze : Victim trapped inside some maze, getting out depends on intelligence

[Wiz SL6] Death Spell 6: Slay 6d12 HD of creatures (save)

[Psi3 Super] True Telekinesis: Lift or move 500 lb./level at long range.

[Psi3 Super] Thrall: Target is your slave forever.

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

[Psi3 Grand] Retrieve: You teleport to your hand an item you can see.

Dungeon013020 - Dungeon Level 8

Room # 11

Training/Exercise/Practice - 25ft. long x 45ft. wide x 50ft. tall

cressets; Bridge, Swinging (like a swing); horn/trumpet sounding; sobbing

Void Door (cannot see through doorway) leading to a hallway 35ft. long x 10ft. wide x 25ft. tall

Sample Names: Lasko the byzantine Elasti- Glory (Submarine); Barundar the heroic Warrior Shadow (Bulldozer)

Inhaled Anti-Psionic Trap; DL 8; Search DC 82 (16 Con damage, DC 88 PPD save to negate)

Illusion 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] Room is permanently/continuously Blinded, only creatures immune or bubbled against it can function here.

47,937gp

puddle (water)

a KROQ ticket., 100gp

Circlet of Mental Protection (Psi10 item; 0, 5 Psi10 PSPs: Mind Block (Psi10, SL=5, CL=14) for 1 hour), 51340gp

Mauve Plate: +400 Skill Points; 64790gp

DL VIII Titanic Star-Trek-Loop Giants x(4) x[1]

AC 643, HD 519, hp 35328, #Att 9, TH ÷ AC/Save DC by 72, dmg 134

Str 40, Dex 42, Con 47, Int 50, Wis 49, Chr 23, 7.5kxp

Has captain spells, Minimum size category Large.

Prepared effects:

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

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

[Psi12L Super] Clone/Simulacrum: Clone (or) Simulacrum (as the MU spells)

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

[Psi-12T Super] Spirit Preservation: +5*CL% aXR

[Psi45 minor] Force Field vs. Vampirism: aNR 10*SL% (including energy and stat drains)

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

[Psi7 Major] (no name): Immunity to paralysis and stun

Combat effects:

[Psi6E minor] Taunt: Similar to wizard spell "Taunt"

[Psi-12C minor] Contagion/Enervation: One target is hit by Contagion & Enervation (PPD for each)

[Psi45 minor] Mind Transferral: Minor: Empathy (save); Major: Magic Jar (SL/3 saves)

[Pri SL5] Remove Curse 5: Cure 2 curse effects (reverse causes that many, save for each)

[Psi3½ Grand] Insanity: Subject is permanently confused.

[Psi-12C Super] Cthulhoid Swarm VIII: Summon CL*9 Monsters using ML VIII "Weird" chart (random)

[Psi9 Major] Nova Bolt: CHd12 Fire damage, Heats Metal (save:½)

[Pri SL8] Storm Of Vengeance: No spellcasting, lvd6 acid, 48d8 lightning, 3*lvld10 ice

Dungeon013020 - Dungeon Level 8

Room # 12

Priest's Chamber/Lab - 40ft. long x 50ft. wide x 30ft. tall

arrow slit (wall)/murder hole (ceiling); sunken area; scream(ing); putrid smell

Phase Door (phases in/out every so often) leading to a hallway 30ft. long x 20ft. wide x 5ft. tall

Sample Names: Shoikan the rabid Senorita Blade (Donkey); Zvornik the caustic Mad Blaster (Dragon)

Deeper Drawer Trap; DL 8; Search DC 84 (16 damage, DC 82 Will save for half)

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

[x2] Room is permanently/continuously ****Cursed**** (Ancient Foul Cursed)ed, only creatures immune or bubbled against it can fit
44,476gp

dart

a bluesteel axe, axe, 4d5 (12), 20gp

Beige Spear [2d20] +99 Th/++10 dmg 19+/x6; 1Z: CL*SL explosion dmg to

your group (no save, hole in the middle); CL 36; SL 8, 39037gp

Peacock blue Bludgeoning Weapon [6d8] +256 Th/+11 dmg 14+/x3; 1M: Animate

a dead body as a Zombie with DL=SL; CL 41; SL 8, 51294gp

DL VIII Gargantuan Sea-of-Dust/Colorless Spirit-of-the-Lands x(24) x[1]

|AC| 641, HD 132, hp 72704, WR 163% #Att 6, TH ÷ AC/Save DC by 72, dmg 3205

Str 65, Dex 43, Con 45, Int 21, Wis 64, Chr 57, 7.5kxp

Immune alignment based/color based effects, Incorporeal

Prepared effects:

[Psi10 Major] Memory Protection *: Immune to Memory stealing, mind reading, Capital E Extract

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

[Pri SL2] Goodberry 2: Creates 8 goodberries

[Psi-1 Major] Hand-to-Hand Resistance: +level*5% aWR; others you target -level*5% aWR; no selective targetting penalties

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

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

[Psi23 Grand] Smiley Face Cloud: All in area drop their weapons and dance

[Wiz SL7] Tenser's Transformation 7: +125% of max hp to current hp, +3 TH melee

Combat effects:

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

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

[Pri SL6] Mass Remove Curse: Remove Curse on 6 targets or 1 group

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

[Psi10 minor] Feather Fall *: Feather Fall

[Pri SL6] MultiCure Deadly Wounds : Cure 8d8+10 or 58 to 6 different targets

[Wiz SL7] Crap: Target is crapped (Will save)

[Psi3½ Grand] Recall Death: Subject dies or takes 5d6 damage.

Dungeon013020 - Dungeon Level 9

Room # 1

Hall, Great - 30ft. long x 45ft. wide x 35ft. tall

lens (concave, convex, etc.); closet (wardrobe); whistling; clashing

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

Sample Names: Ibaymma the raving Secret Blaster (Engine); Drash the maniacal Soviet Storm (Jet)

Mob Mind Trap; DL 9; Search DC 95 (Psionicist CL 18, DC 91 RSW save to negate)

Stairway that (causes/has/or is) Aging

[x2] Room is permanently/continuously Annihilated, only creatures immune or bubbled against it can function here.

3,333gp

bag

The Lens, +2 AC, 100gp

Flesh-coloured Longspear [1d20] +11 Th/+10 dmg 19+/x4; 1V: Alter Reality,

but effect must be Lawful intent; CL 48; SL 9, 11560gp

Rian's Tibia bone: +3 to CL; 1M: When you take this power, pick Radiation, Magic, Psi, or Innate. 1bM or 1bT:

Counter an effect of the type chosen. Picking this more than once gives you another pick. ; CL 54; SL 9; 82080gp

DL IX Macro-Diminutive Wizard-classes Elf/Avalons x(34) x[2]

AC 817, HD 2312, stunp 1.8E+5, WR 92% #Att 8, TH ÷ AC/Save DC by 90, dmg 4057

Str 70, Dex 37, Con 43, Int 48, Wis 26, Chr 67, 12kxp

Knows Wizard spells, Immune sleep, aging

Prepared effects:

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

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

[Pri SL7] Goodberry 7: Creates 28 goodberries

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

[Psi23 minor] Fart Cloud: Very smelly, sickening cloud

[Wiz SL9] Original Stoneskin 9: Block the next 6 P actions of attacks

[Pri SL4] Dimensional Anchor : Bars extradimensional movement.

[Psi6N Super] Create/Destroy Conduit: Creates or Destroys 1 Conduit, Wormhole, Gate, Color Pool

[Psi3½ Grand] Null Psionics Field: Create a field where psionic power does not function.

Combat effects:

[Wiz SL8] Solid Wall of Force: Stops spell effects, hurled objects, breath weapons, people, and psionic effects.

[Psi3 Super] Monster Domination: Dominates any creature for less time.

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

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

[Wiz SL4] Cone of Cold 4: CLd8+CL cold dmg to a group (save:½)

[Psi29 minor] Color Beam (Spray):

[Pri SL8] Wolf Spirits: Summon 2*lvl6 wolf spirits (AC-18, hp76, +2 wpn to hit, undead)

[Psi-2 minor] Cell Adjustment: max 20*level hp /r; disease=+5 PSPs; Half cost in PSPs

[Wiz SL9] Dispel Magic 9: Dispel 7 magic effects

Dungeon013020 - Dungeon Level 9

Room # 2

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

chalk; statue(s); twanging; breeze, slight, damp

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

Sample Names: Nvima the rancorous Micro- naut (Spatula); Sharif Yasuf the manipulative Mutant -meister (Rapier)

Dropping Floor Trap; DL 9; Search DC 91 (72 Cml damage, DC 95 RSW save to negate)

Arch 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/Segm
51,955gp

holy water

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

Green Stone [1d4] ++4 dmg 14+/x8; 1V: As the 4th level Wizard spell; CL 58; SL 9, 24660gp

Rian's Hamstring muscle: +14 to CL; 1F: Summon a DL IV Nephilim. Whenever you cast a spell, it gets +2 TH, +2dmg
this round. Whenever it attacks, it gains great cleave this segment if its TH is +10 or more.; CL 38; SL 9; 81240gp

DL IX Macro-Fine Mind-Flayer-World Beholders x(44) x[2]

iAC 816, HD 1153, hp 91136, RR 121% #Att 5, TH ÷ AC/Save DC by 90, dmg 327

Str 59, Dex 54, Con 54, Int 28, Wis 66, Chr 38, 12kxp

Has tentacles. Usually psionic., Has eye stalks, 1 mouth, and 1 central anti-magic eye. Can cast through eye stalks. Flies

Prepared effects:

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

[Psi12T Major] Magic Resistance: Level*5% MR

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

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

[Psi12T Major] Magic Resistance: Level*5% MR

[Pri SL6] Resist [E=3 element]: Pick an EE=3 element, you resist it for 1 hour.

[Wiz SL5] Animal Growth : One animal/two levels doubles in size, HD.

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

[Pri SL5] Double Resist [E=2 element]: Pick an EE=2 element, you double resist it (1/4 dmg, 1/10 if make save) for 1 hour.

Combat effects:

[Wiz SL6] Semi-Imprisonment: Target is Imprisoned for CL segments (no save)

[Psi30 Grand] Power Bolt: Astral damage

[Psi30 Ultra] Decrease Constitution: -1 Con/succ

[Psi45 Grand] Plague Carrier: Disease (SL saves)

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

[Wiz SL7] Power Word Kill 7: Kills a creature if current hp < 60 (no save)

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

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

[Psi2 minor] Sensory Suppression: Blindness and Deafness; Loses all 5 senses

Dungeon013020 - Dungeon Level 9

Room # 3

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

Walls of Fire; well; gong; manure smell

Unusual Material Door, roll on [E5] leading to a hallway 5ft. long x 10ft. wide x 20ft. tall

Sample Names: Voltruno the vicious Fantastic Scavenger (Bazooka); Jermax the magnificent Bored Hawk (Ice)

Air in room transforms into Elemental Thunder Trap; DL 9; Search DC 94 (84 Chr damage/s, DC 98 Will save for half)

Container (Barrel, Jar, Vase, etc.) that (causes/has/or is) Sliding

[x2] Room is permanently/continuously Blinded, only creatures immune or bubbled against it can function here.

76,597gp

louse

an assassin's cloak, +1 AC, 150gp

Snowy Carrots: +700 PSP's; 81430gp

Green Robe [ATx7] +81 AC/+257 Saves; 1P: Those inside fortress take only half damage from all powers and psi-like abilities until your next action.; CL 42; SL 9; 79895gp

DL IX Gargantuan Arctic Elf/Avalons x(14) x[1]

||AC|| 822, HD 152, ihp 102528, MR 123% #Att 6, TH ÷ AC/Save DC by 90, dmg 8102

Str 42, Dex 38, Con 67, Int 44, Wis 46, Chr 62, 12kxp

Immune cold. Double dmg from fire., Immune sleep, aging

Prepared effects:

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

[Psi6E Super] Immunity IV: Globe/Invuln., Immune:1st-2nd Dominions

[Wiz SL8] Clone: Clone

[Psi4 Ultra] AC *2.5: Your new AC = (old AC - 10) * 2.5 + 10

[Psi12C Super] Grand Chaos: All die rolls by all creatures within 240' of caster become either minimum (50%) or maximum (50%)

[Wiz SL9] Tenser's Transformation 9: +175% of max hp to current hp, +5 TH melee

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

[Psi72 minor] Incorporeal: Cannot harm or be harmed by physical objects for 1 turn

[Wiz SL8] Second Level Magic-User Spells (DM1): Cast any four 2nd level Wizard spells simultaneously when it is cast.

Combat effects:

[Psi1 minor] Invisibility: Mental Invisibility, affects ä(level) in HD

[Psi12L Super] Enslave: Target creature's AL switches to L, all of it's actions under control of caster (no save)

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

[Wiz SL9] Death Spell 9: Slay 9d12 HD of creatures (save)

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

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

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

[Pri SL4] Dispel Psionics: Cancels psionic effects

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

Dungeon013020 - Dungeon Level 9

Room # 4

Well - 35ft. long x 20ft. wide x 50ft. tall

offertory container; bladder; salty, wet smell; thud

Archway (open) leading to a hallway 45ft. long x 20ft. wide x 5ft. tall

Sample Names: Tebryn the valorous Suicide Lackey (Plane); Thidus the sublime Brain Cavalier (Rod)

Whirling Jaws Trap; DL 9; Search DC 93 (Attack +99 ranged, 12d10 Str damage)

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

[x2] Room is permanently/continuously Annihilated, only creatures immune or bubbled against it can function here.

2,367gp

rug

a wineflask, 40gp

Emerald Bolts (10) [3d8] x3 Th/+10 dmg 18+/x5; 1Z: Confusion; CL 50; SL 9, 11757gp

Ring of Life Protection (+1/+1 pro; 1M,l/d: Neg.Plane Prot), 21140gp

DL IX Fine Black-Ice Hounds x(61) x[1]

||AC|| 822, HD 3, |hp| 88, ER 182% #Att 9, TH ÷ AC/Save DC by 90, dmg 494

Str 33, Dex 64, Con 55, Int 23, Wis 27, Chr 62, 12kxp

Knows Bug spells, Has 4 legs, and at least 1 head

Prepared effects:

[Pri SL5] Double Resist [E=2 element]: Pick an EE=2 element, you double resist it (1/4 dmg, 1/10 if make save) for 1 hour.

[Pri SL8] Duplicate Monster: Duplicate a x1 monster (not incl. classes)

[Pri SL6] Resist [E=3 element]: Pick an EE=3 element, you resist it for 1 hour.

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

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

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

[Psi45 Ultra] Energy Sheath: SL^2 hp Armor spell, self only, stacks with the (Wizard) Armor spell

[Wiz SL4] Anti-Magic Shell 4: Anti-Magic of SL 0 to 3

[Psi45 Ultra] Energy Body: Major: You are made of energy; cannot use P actions; resist physical damage

Combat effects:

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

[Psi12T Super] Mass Feeblemind: Feeblemind (as spell) in 90'r area

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

[Pri SL8] Really Really Put of Misery: Target being that is Capital S Slain is removed from the timeline (no save)

[Psi-1 Ultra] Limitation: 1 target: -CL/9 to max # of classes or # psi.freq. (no resistance)

[Pri SL9] Heal 9: Cure to 175% of max hp (max Heal 9 can cure at once = 1750 hp)

[Wiz SL5] Dispel Exhaustion 5: Restore 75% of dmg taken, get an Original Haste 5 for 1 round

[Psi30 Grand] Turn to Goo: Polymorphs target to sludge

[Pri SL5] Vulnerable Resistance: Target gains a Vulnerability to something which can only be used to counter a Resistance (Durat

Dungeon013020 - Dungeon Level 9

Room # 5

Closet - 25ft. long x 40ft. wide x 10ft. tall

Floors of Plants; arch; bang, slam; hissing

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

Sample Names: Vanechka Cheslavski the wonderful Baroness Elephant (Ornithopter); Wregan Oaktree the homicidal Ruby Wasp

Ingested Loop / Looporal Trap; DL 9; Search DC 93 (108 Str damage, DC 99 RSW save to negate)

Fountain that (causes/has/or is) False

[x2] Room is permanently/continuously Disjunct (effect)ed, only creatures immune or bubbled against it can function here.

29,540gp

pellets

a food processor, 500gp

Rian's Hyoid bone: +1 to ML; 1P: Target get's 1 instance of

Tac move and another target gets paralyzed for 1s.; CL 54; SL 9; 81890gp

Rod of Absorption, 40430gp

DL IX Tiny Space Reptiles x(38) x[1]

iAC 828, HD 14, hp 336, ER 125% #Att 5, TH ÷ AC/Save DC by 90, dmg 813

Str 59, Dex 69, Con 26, Int 46, Wis 62, Chr 64, 12kxp

Immune hostile environments, Half AC from AT. Resist Heat. Usually has a tail and claws

Prepared effects:

[Psi6G Super] Reduplication: Duplicates one (non-magical, non-psionic) item; max TechL = CL

[Pri SL8] Lady's Smile: Can choose result of 1 die roll within 2r

[Psi-3 Grand] Metal Body: AC +CL, saves +CL, unarmed dmg +CL, DR CL/-

[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

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

[Pri SL8] Lady's Smile: Can choose result of 1 die roll within 2r

[Psi2 Ultra] Spirit in the Sky: No physical body, can use 2 M /s; Can use 3 M /s

[Pri SL8] Lady's Smile: Can choose result of 1 die roll within 2r

[Pri SL6] Anti-Animal Shell:

Combat effects:

[Pri SL7] Death's Door 7: Target (currently at negative hp) goes to 8 hp (can't go above max)

[Psi54 Major] Ice Control: Wall of Ice

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

[Psi30 Ultra] Chaotic World: Chaos Blast

[Pri SL9] Flame Strike 9: CLd16 holy fire dmg (save:½)

[Wiz SL7] Dispel Exhaustion 7: Restore 90% of dmg taken, get an Original Haste 7 for 1 round

[Psi29 Grand] Water Bolt LVLd12:

[Psi-12T Super] Crapulence Aura: Enemies in sight takes CL*3 crapulence dmg /s (no resistance)

[Psi45 Ultra] Mind Control: Minor: Command (save); Major: Domination (SL/3 saves)

Dungeon013020 - Dungeon Level 9

Room # 6

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

altar; statue; tinkling; salty, wet smell

Membrane Portal (Module Q1 Web Level 4) leading to a hallway 20ft. long x 5ft. wide x 10ft. tall

Sample Names: Enim the perplexing Caped Sentinel (Carbine); Agentes the polite Blackbelt Punisher (Pillow)

Air in room transforms into Elemental Silverglade Trap; DL 9; Search DC 99 (6 Str damage/s, DC 98 Reflex save for half)

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

[x2] Room is permanently/continuously Charmed, only creatures immune or bubbled against it can function here.

61,942gp

tent

Assassins PoWeR Watches, 500gp

Rian's Semitendinosus muscle: +27 to HD; 1P: Summon a Fungus Elemental: AC 100,

hp 500, #Att 5/1, TH +90, dmg 90 ; CL 39; SL 9; 81240gp

Jet-black Armor, Light [AT+21] ++4 AC/+15 Saves; 1M: Anti-Paladin's abilities of ½ level; CL 45; SL 9; 11435gp

DL IX Titanic Outer-TN Giants x(44) x[1]

Stun AC 815, HD 5256, stunp 44032, RR 109% #Att 11, TH ÷ AC/Save DC by 10, dmg 654

Str 48, Dex 65, Con 41, Int 64, Wis 39, Chr 68, 12kxp

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

Prepared effects:

[Psi-12L Super] Spirit Resistance: +5*CL% XR

[Wiz SL5] Prismatic Sphere 5: 3 Prismatic colors or 1 MultiPrismatic colors (may repeat colors in either mode)

[Psi-9 minor] Resistance to Anti-Psionics: CH*5% aPR (adj.@12th)

[Psi81 minor] Life Support, Resist Vacuum: Resist Vacuum and High Pressure

[Wiz SL8] Prismatic Sphere 8: 6 Prismatic colors or 4 MultiPrismatic colors (may repeat colors in either mode)

[Psi45 Grand] Kinetic Control: SL/2 (round down) instances of Resist telekinesis; +SL*10% damage with telekinesis effects

[Psi12T Super] Psionic Turning: Spell Turning but affects Psionic effects

[Pri SL6] Immune [E=3 element]: Pick an E=3 element, you are immune to it for 1 hour. (This immunity does not "spread" into other elements)

[Wiz SL5] Fire Shield 5: Anyone who melees with you takes 100% dmg back

Combat effects:

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

[Psi27 Ultra] Liturgy of Armageddon: All creatures within 1 mile radius are slain (no save) or Slain (save) [choose]

[Wiz SL9] Wish: Will duplicate any Wizard spell of levels 0-8 or any other spell of levels 0-7.

[Wiz SL9] Gate: Connects two planes for travel or summoning.

[Wiz SL5] Summon Monster V : Calls outsider to fight for you.

[Psi3 Super] Monster Domination: Dominates any creature for less time.

[Psi3½ minor] Body Adjustment: You heal 1d12 damage.

[Pri SL7] MultiHeal : Cure all dmg + disease,blind,insanity,feeblemind (6 targets)

[Psi6E Super] Bodily Restoration IV: Troll-like Regeneration - of max hp/r

Dungeon013020 - Dungeon Level 9

Room # 7

Psionicist's Chamber/Lab - 35ft. long x 10ft. wide x 5ft. tall

divan; staff, normal; cold current; chanting

Phase Door (as the spell) leading to a hallway 30ft. long x 25ft. wide x 25ft. tall

Sample Names: Aki the Axe the dewy-eyed Sub-- Force (Divine intervention); Proctiv the obscene Mammoth Stalker (Arrows)

Contact Furnace Trap; DL 9; Search DC 93 (300 idamage, DC 99 PPD save for half), (multiple targets)

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)

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Round

33,541gp

rock salt

a potion of cure critical wounds, 'cure critical' " " ", 39gp

Lily-white Armor Gemlet [AT+13] +225 AC/++18 Saves; 1P: +2 Caster Level

(this can be taken multiple times); CL 33; SL 9; 73550gp

Book of +1 stat, 29140gp

DL IX Macro-Diminutive Mountain Outers x(38) x[1]

||AC|| 815, HD 20790, hp 1.7E+5, TR 139% #Att 9, TH ÷ AC/Save DC by 90, dmg 2439

Str 71, Dex 67, Con 40, Int 64, Wis 65, Chr 37, 12kxp

Has mtg R spells, No soul. Dark vision.

Prepared effects:

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

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

[Psi16 Ultra] Create Golem IV: Create a DL X Golem (iAC=CL/12, ihp=CL/5, Str=8*CL)

[Wiz SL3] Protection from Normal Missiles: Duration CL turns

[Psi6E Super] Permanency: Makes a Demon psi power permanent

[Psi15 Ultra] Add Global Immunity: Immune to all E=1 elements, this can be taken twice for E=2 (doesn't include E=1), thrice for

[Wiz SL6] Prismatic Sphere 6: 4 Prismatic colors or 2 MultiPrismatic colors (may repeat colors in either mode)

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

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

Combat effects:

[Psi-2 Grand] Steal Actions: Steal an action (save); --

[Wiz SL8] Mass Charm : As charm monster, but all within 30 ft.

[Psi45 Ultra] Iron Will: 1bM: One effect that's hitting you is delayed for SL segments (it will still resolve even if the caster is dropped)

[Wiz SL4] Summon Monster IV : Summons a DL IV monster (duration 1t)

[Wiz SL8] Fireball 8: CLd16 fire dmg to a group (save:½)

[Pri SL3] Bestow Curse : -6 to an ability; -4 on TH/saves/checks; or 50% lose action

[Pri SL7] Call Lightning 7: (CL+2)d16 lightning dmg (save:½) (halve the die type if not outside)

[Pri SL9] Command 9: Target makes 9 saves, each missed save allows 1 word for a command to be given

[Psi3½ Super] Timeless Body: Ignore all harmful, and helpful, effects for 1 round.

Dungeon013020 - Dungeon Level 9

Room # 8

Armory - 40ft. long x 40ft. wide x 45ft. tall

stuffed animal; platform; horn/trumpet sounding; chanting

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

Sample Names: Shaartael the vicious Admiral Sorcerer (Jet); Cannaur the unlucky Albino Pirate (Ice)

Plasma Generation Trap; DL 9; Search DC 97 (Psionicist CL 18, DC 99 Reflex save to negate)

Container (Barrel, Jar, Vase, etc.) that (causes/has/or is) Treasure hidden in secret compartment in container

[x2] Mortals cannot taste, see, or sense into this room unless they are actually there; Divine Intervention fails

45,215gp

strong acid

a rabbit roast, 0gp

Aqua Cup: Free Accelerate Weapon Feat: +1/4 to #Att with one weapon (does

stack with Spec. / Martial Arts), can take this more than once; 81460gp

Flesh-coloured Cup: +200 Skill Points; 81300gp

DL IX Large Outer-CN Leeches x(5) x[1]

AC 820, HD 39, hp 2656, CR 156% #Att 10, TH ÷ AC/Save DC by 90, dmg 653

Str 42, Dex 32, Con 32, Int 20, Wis 42, Chr 28, 12kxp

Dark vision, Immune high frequency sampling, chaos effects, Resist law, 0, 1/half segment: Remove a SEL=DL status effect.

Prepared effects:

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

[Pri SL7] Goodberry 7: Creates 28 goodberries

[Psi72 minor] Shapeshift: Polymorph Self, max difference in weight = PL² lbs.

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

[Psi19 Grand] Greater Force Shield: AT +CL*3 source; -CL/attack (physical or energy)

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

[Wiz SL7] Anti-Psionic Shell:

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

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

Combat effects:

[Psi3 Super] Dissolution: You Disintegrate really large objects or creatures.

[Psi6G Super] MassTelepathicCommand: Suggestion (no save) up to CL targets

[Wiz SL8] Prismatic Wall 8: 8 Prismatic colors or 6 MultiPrismatic colors (may repeat colors in either mode)

[Wiz SL9] Imprisonment: Entombs subject beneath the earth

[Psi3½ Major] Psionic Revivify: Return the dead to life before the psyche leaves the corpse.

[Psi54 Ultra] Telekinesis: Telekinesis CL*SL*10 lbs.

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

[Pri SL5] Raise Dead : Restores life to subject who died up to 1 day/level ago. What you get is the full character at 1 hit point (he

[Psi-5 minor] Bolt of Nothing: CL dmg to one target (no save); that targets loses next M action (save)

Dungeon013020 - Dungeon Level 9

Room # 9

Meditation - 35ft. long x 10ft. wide x 5ft. tall

Floors of Magma; candles; horn/trumpet sounding; misted

Locked Door, Out of Phase leading to a hallway 20ft. long x 10ft. wide x 15ft. tall

Sample Names: Simurgh the extraordinary Spider Mane (Saber); Valygar the \$6 million Platypus Warlock (Rattan Cane)

Air in room transforms into Elemental Sand Trap; DL 9; Search DC 91 (24 Str damage/s, DC 93 RSW save for half)

Well that (causes/has/or is) magically reinforced

[x2] Mortals cannot see, smell, or sense into this room unless they are actually there; Divine Intervention fails

43,538gp

fur hat

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

Carnelian Plate: All your Psionicist classes use the "set XP table"(3kxp

at 2nd, doubles til 9th,600kxp at 10th,+300kxp per level afterward).; 81430gp

Dull Weapon Gemlet: +5scrJQ∞Z Action(s); 81280gp

DL IX Tiny Alternate-Universe Elementals x(30) x[1]

AC 816, HD 9, ihp 352, #Att 6, TH ÷ AC/Save DC by 90, dmg 491

Str 59, Dex 61, Con 26, Int 32, Wis 66, Chr 47, 12kxp

Can affect Bosses and Big Bad's., Immune critical hits, poison, sleep, paralysis, stunning. Has no soul. Immune to its own element

Prepared effects:

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

[Psi16 minor] Golem Form: S=1,2: Unusual Material of S=1,2 (cannot exceed real S number)

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

[Pri SL5] Spell Resistance : Subject gains +12 +1/level SR.

[Psi54 Major] Magic Shield: Stops SL/2 magical attacks on you

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

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

[Psi54 Major] Magic Shield: Stops SL/2 magical attacks on you

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

Combat effects:

[Psi45 Ultra] Mechanical Creation: Summon a DL=SL-2 Golem or Technological monster

[Psi7 Major] (no name): Wrench

[Psi8 minor] Mend: As spell

[Psi3½ Grand] Ectoplasmic Cocoon, Mass: You encapsulate all foes in a 20-ft. radius.

[Pri SL4] Remove Curse 4: Cure 1 curse effect (reverse causes that many, save)

[Pri SL8] Create Greater Undead : Mummies, spectres, vampires, or ghosts.

[Psi6E Super] Bodily Restoration IV: Troll-like Regeneration ~ of max hp/r

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

[Psi6G Super] MassTelepathicCommand: Suggestion (no save) up to CL targets

Dungeon013020 - Dungeon Level 9

Room # 10

Aviary - 50ft. long x 50ft. wide x 25ft. tall

Bridge, Web; bowl; shuffling; sneezing

Mimic (the monster) leading to a hallway 40ft. long x 25ft. wide x 5ft. tall

Sample Names: Halvard Greenbird the psychotic Rat Hillbilly (Hovercraft); Drelb the conspiratorial Ghost Slayer (Rocket)

Flooding Stairs Trap; DL 9; Search DC 94 (8 idamage, DC 97 PP save for half)

Idol that (causes/has/or is) Asks

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Round
51,900gp

armoire

leg plates with golden scales, +3 AC, 2900gp

Rian's Latissimus dors muscle: +18 to CL; 1P: Summon CL Dwarves of DL I; As each one dies, it deals 10 dmg or 1 rdmg to one target. ; CL 48; SL 9; 81610gp

Incandescent Light of Edison; +3 to Infravision; Fiery

Aura; Electric Aura; Permanent Light(3); Activates for, 201530gp

DL IX Macro-Fine Random(ite) Beholders x(1) x[1]

AC 818, HD 10404, ihp 90112, IR 170% #Att 11, TH ÷ AC/Save DC by 90, dmg 974

Str 27, Dex 28, Con 23, Int 45, Wis 36, Chr 39, 12kxp

Has high frequency sampling, Has eye stalks, 1 mouth, and 1 central anti-magic eye. Can cast through eye stalks. Flys

Prepared effects:

[Pri SL6] No Save: The next spell you cast does not have a saving throw

[Psi3½ Super] Metamorphosis, Greater: Assume shape of any nonunique creature or object each round.

[Wiz SL5] Prismatic Sphere 5: 3 Prismatic colors or 1 MultiPrismatic colors (may repeat colors in either mode)

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

[Psi3½ Super] Metamorphosis, Greater: Assume shape of any nonunique creature or object each round.

[Pri SL9] Goodberry 9: Creates 36 goodberries

[Psi81 minor] Knockback Resistance: Take -10*CL' less from TK/Push effects

[Psi3½ Super] Metamorphosis, Greater: Assume shape of any nonunique creature or object each round.

[Wiz SL6] Armor 6: +CL*12 current hp

Combat effects:

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

[Wiz SL4] Enervation : Subject gains CL/4 negative levels.

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

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

[Psi100 minor] Molecular Agitation: 1 dmg /s (1st r), 2 dmg /s (2nd r), etc.; affects 2+CL/9 groups

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

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

[Psi29 Ultra] Planetary Detonate (Psi2):

[Psi60 minor] Stun Touch: LVL*5 dmg + stun (save)

Dungeon013020 - Dungeon Level 9

Room # 11

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

alembic (alchemical still); Floors of Glass; "Bleah!" (off in the distance); sneezing

Locked Door, Mechanical leading to a hallway 25ft. long x 10ft. wide x 5ft. tall

Sample Names: Belarian the savage Shadow Commando (Lucky Rabbit's Foot); Jaelryn the valiant Spider Champion (Boat)

Compacting Lock Trap; DL 9; Search DC 96 (72 idamage, DC 91 PP save for half)

Well that (causes/has/or is) Points

[x2] Room is permanently/continuously Disjunct (effect)ed, only creatures immune or bubbled against it can function here.

42,582gp

wax blob (candle stub)

a glowing ((+*+)) sphere, +3 AC, 1000gp

Rian's Bone Marrow: +18 to HNCL; 1P: Breath Weapon: White Jelly (1/3r

or 3/d, =current hp, BW save:½); Immune White Jelly.; CL 43; SL 9; 81120gp

Pearl of the Sirines, 10540gp

DL IX Medium Synnibarr Plants x(31) x[2]

Stun AC 818, HD 25, hullp 1328, CR 135% #Att 15, TH ÷ AC/Save DC by 90, dmg 1629

Str 26, Dex 47, Con 60, Int 20, Wis 52, Chr 54, 12kxp

+10^DL (DL tenths!) to dmg, Immune critical hits, poison, sleep, paralysis, stunning.

Prepared effects:

[Psi3½ Major] Empathic Feedback: When you are hit in melee, your attacker takes damage.

[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.

[Psi45 minor] Resist: Power Manipulation: SL/3 (round down) instances of Resist disenchantment

[Pri SL7] Symbol : Triggered runes have array of effects.

[Wiz SL8] Fire Shield 8: Anyone who melees with you takes 175% dmg back

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

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

[Psi4 Grand] Move Rate *2: Multiply Move Rate by 2

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

Combat effects:

[Wiz SL2] Prismatic Wall 2: 2 Prismatic colors

[Psi6E Major] Feeblemind: Similar to wizard spell "Feeblemind"

[Pri SL4] Restoration (3): Restores level and ability score drains.

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

[Psi29 minor] Chromatic Orb:

[Pri SL4] Lesser Planar Ally : Summons a DL IV outer-planar (payment determines duration)

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

[Pri SL3] Creeping Doom 3: 40 insect dmg

[Pri SL5] Greater Command : As command, but affects one subject/level.

Dungeon013020 - Dungeon Level 9

Room # 12

Gallery - 5ft. long x 35ft. wide x 40ft. tall

tripod; Bridge, with car and pulley system; updraft, slight; slithering

Energy/Elemental Door leading to a hallway 45ft. long x 5ft. wide x 15ft. tall

Sample Names: Rithrop the clever Human Network (Ionizer); Adjantis the mordant Mighty Worm (-mobile)

Ingested Chaos, Law Trap; DL 9; Search DC 99 (250 Str damage, DC 94 PP save to negate)

Pillar or Column that (causes/has/or is) Talks - Nonsense

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Reset
64,540gp

cloth cape

a bottle of flavored massage oil, 'giant strength' 'haste' 'bless' ", 1gp

Charcoal Armor, Medium [AT+200] +168 AC/+101 Saves; 1M: Choose one ability score. New score

= (old score - 10) * 1.5 + 10; CL 48; SL 9; 63795gp

Snowy Staff [7d10] +12 Th/+19 dmg 18+/x5; 1M: Sticks to

Snakes: As the 4th level Priest spell; CL 46; SL 9, 12794gp

DL IX Macro-Fine Internet Plants x(3) x[2]

AC 811, HD 1159, hp 87040, BlahR 135% #Att 18, TH ÷ AC/Save DC by 10, dmg 651

Str 67, Dex 40, Con 72, Int 35, Wis 46, Chr 69, 12kxp

Psilink, Immune Web, Immune critical hits, poison, sleep, paralysis, stunning.

Prepared effects:

[Pri SL4] Death Ward : Grants immunity to death spells and effects.

[Psi45 Ultra] Energy Sheath: SL^2 hp Armor spell, self only, stacks with the (Wizard) Armor spell

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

[Psi15 Super] Luckscale: (Must have scales to use) Luckstone effect for 1 day

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

[Wiz SL9] Extra Group +2: The next spell you cast will affect +2 groups of monsters

[Pri SL4] Goodberry 4: Creates 16 goodberries

[Psi6G minor] Fortitude: Target cannot lose sanity for the day; +7 mental saves for the day

[Pri SL8] Protection from Fire 8: Stop the next CL*28 fire dmg

Combat effects:

[Pri SL8] Elemental Swarm: Summons (level) 36 HD elementals of chosen type (not semi-)

[Psi0 minor] Disarm: One attack: Target is disarmed (no save)

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

[Wiz SL6] Dispel Exhaustion 6: Restore 85% of dmg taken, get an Original Haste 6 for 1 round

[Pri SL6] Conjure/Dismiss Para Elemental: Summons or dismisses a Para Elemental

[Psi100 Ultra] Mental Deceleration: Target loses next N mental actions (no save); affects 1+CL/9 groups

[Psi19 Grand] Energy Absorption: 1bM: Absorb up to CL HD of an energy attack, affects everyone in your group

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

[Psi29 Major] Paralysis:

Dungeon013020 - Dungeon Level 10

Room # 1

Wafer Closet/Toilet - 30ft. long x 35ft. wide x 50ft. tall

branding irons; dung heap; still, very chill; wind, strong, gusting

Secret Door, roll again for type leading to a hallway 40ft. long x 20ft. wide x 10ft. tall

Sample Names: Goldenbeard the enigmatic Mighty Duke (Battleaxe); Israkahn the fearless Scarab Prince (Stilts)

Shielder: Bolt (Psi 9): CHxCHd8 Force damage, ignores defenses Trap; DL 10; Search DC 101 (Psionist CL 20, DC 102 Breath We:

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

[x2] Mortals cannot feel, hear, or sense into this room unless they are actually there; Divine Intervention fails

58,295gp

iron kettle

some dates, 1gp

Lily-white Spear [3d12] +12 Th/+143 dmg 12+/x4; 1M: Summon any real-world animal (your choice), you get CL/ML of them (round up); CL 41; SL 10, 32337gp

Lily-white Girdle [AT+19] +19 AC/+20 Saves; 1P: Thermal Kinetic: Plasma Beam (Psi 9): ±CHx100°, save at -CHxCH or dead; CL 38; SL 10; 11470gp

DL X Small Technological Immortals x(27) x[1]

AC 1006, HD 14, hullp 808, MR 150% #Att 2, TH ÷ AC/Save DC by 110, dmg 3010

Str 67, Dex 74, Con 31, Int 35, Wis 44, Chr 59, 20kxp

Has Psi 8/16/24 items, Unaging

Prepared effects:

[Wiz SL9] Tenser's Transformation 9: +175% of max hp to current hp, +5 TH melee

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

[Psi6G Ultra] Hero Lore: You gain x2 multiplier; Hero's powers of level = (CL-21)/7

[Wiz SL8] Dust of Disappearance: Dust of Disappearance for 1 turn

[Psi45 Grand] Chemical Mimicry: Change your body to be of an TechL=SL chemical

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

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

[Psi9 minor] Metal Corrosion: Touch: Metal items save (no mod.) vs. acid

[Psi3½ Super] Affinity Field: Effects that affect you also affect others.

[Wiz SL7] Fire Shield 7: Anyone who melees with you takes 150% dmg back

Combat effects:

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

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

[Pri SL8] Really Really Put of Misery: Target being that is Capital S Slain is removed from the timeline (no save)

[Wiz SL2] Monster Swarm Summoning II: Summons CL*4 DL I monsters

[Psi30 Grand] Control Actions: Caster controls ½P action/succ

[Psi12C Grand] Summon Chaotic Creature: Gate (as spell) for Chaotic creature or for an Earth or Fire Elemental

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

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

[Psi3 Grand] Insanity: Subject is permanently wacky.

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

Dungeon013020 - Dungeon Level 10

Room # 2

Elevator Room - 15ft. long x 30ft. wide x 5ft. tall

Chasm, Natural; stocks; buzzing; music

Teleport Door (other side is far away) leading to a hallway 45ft. long x 10ft. wide x 25ft. tall

Sample Names: Cinnard the unbeatable Senorita Six (Seahorse); Krin the bothersome Jet Boy (Cannon)

Inhaled Salt Trap; DL 10; Search DC 101 (200 idamage, DC 107 Reflex save for half)

Illusion that (causes/has/or is) Polymorphing

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Day
8,712gp

candelabra

a pirates' flag, 'chill touch', 50gp

Chaos Shield of the Sad Giant [8,+20]; +4 to STR, CON; Resist

Dark, Nether, Nexus, Chaos, Disenchantment; Sustain STR, CON; Reflection; Free Action, 524140gp

Peacock blue Eyes [6d10] +144 Th/+100 dmg 20+/x7; 1V: Pick an element, it's a wall of it. Damage = CLd4 if you pass through.; CL 40; SL 10, 47034gp

DL X Large Psionic Eelements x(6) x[1]

|AC| 1020, HD 430, hullp 3264, RR 1070% #Att 4, TH ÷ AC/Save DC by 110, dmg 203

Str 54, Dex 58, Con 37, Int 22, Wis 31, Chr 26, 20kxp

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

Prepared effects:

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

[Pri SL8] Antimagic Field : Negates magic within 10 ft.

[Wiz SL8] Globe of Invulnerability 8: Immune to spells with SL=0 to 7

[Pri SL9] Shapechange : Transforms you into any creature, and change forms once per round.

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

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

[Psi16 Ultra] Golem Form: Adamantite: Immune magic; 1V: Trample for 8d10+(Str bonus) dmg

[Pri SL10] Protection from Lightning 10: Stop the next CL*36 lightning dmg

[Psi3½ Major] Catapsi: Psychic static inhibits power manifestation.

[Psi12T Grand] Luck: +1 Luck point (as per Luckstone)

Combat effects:

[Psi29 Grand] Internal Fire:

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

[Wiz SL10] Strike Dweomer: (30*CL)d8 dmg to one target, any type of dmg, no save

[Wiz SL7] Power Word Kill 7: Kills a creature if current hp < 60 (no save)

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

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

[Psi10 Major] Insanity: Target gets Int set to 3; Insanity (save for each)

[Psi-3 Major] Summon Monster II: Summons a DL II monster, can be in addition to astral destruct

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

[Psi30 Ultra] Ice Blast: Ice damage, Con resists

Dungeon013020 - Dungeon Level 10

Room # 3

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

fireplace & wood; vice; dank, mouldy smell; dusty

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

Sample Names: Zajar the iridescent Astro- Bee (Bird); Ossam the friendly, neighborhood Baron Spider (Juggernaut)

Contact Anti-Time Trap; DL 10; Search DC 108 (150 idamage, DC 109 PP save for half)

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

[x2] Gods cannot see, smell, or sense into this room unless they are actually there; Divine Intervention fails

43,348gp

fur hat

dark grey helm, +2 AC, 39gp

Rian's Nose: +22 to HD; 1M: Energy field destroys all objects and

effects or Creatures sent to another plane (Will negates).; CL 35; SL 10; 100800gp

Sword of the Headstrong +8/+8 (immune to mental/psionic attacks), 184520gp

DL X Colossal Psionic Mutants x(55) x[2]

|AC| 1007, HD 321, stunp 27136, BlahR 131% #Att 4, TH ÷ AC/Save DC by 110, dmg 10010

Str 65, Dex 72, Con 49, Int 27, Wis 72, Chr 52, 20kxp

Has a psionic frequency, Immune radiation

Prepared effects:

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

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

[Psi8 minor] Technological Armor: +CL AC, +CL*2 current hp (like an Armor spell), can stack w/ Armor spell

[Psi6G Super] Reduplication: Duplicates one (non-magical, non-psionic) item; max TechL = CL

[Psi3 Major] Clairtangency: You can use Far Hand at any distance.

[Psi23 Grand] Prison Cloud: Captures one creature and holds there

[Psi81 Ultra] Damage Reduction, Energy, 90%: Take x0.1 damage from energy

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

[Psi81 Ultra] Damage Reduction, Energy, 90%: Take x0.1 damage from energy

[Wiz SL6] Tenser's Transformation 6: +100% of max hp to current hp, +2 TH melee

Combat effects:

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

[Psi-12T Super] Crapulence Aura: Enemies in sight takes CL*3 crapulence dmg /s (no resistance)

[Pri SL6] Blade Barrier : Blades encircling you deal 1d6 damage/level.

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

[Psi6E Super] Hell Pit: 2 saves:fail 1=goto hell, fail 2=impris

[Pri SL4] Limited Heal: Heal, target must Fort save vs. # hp down (+10 per other effect)

[Psi1 Ultra] Super Domination: Dominate one target (no save, no PsiR, no Wis)

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

[Psi3½ Grand] Crisis of Life: Stop subject's heart.

[Wiz SL7] Prismatic Wall 7: 7 Prismatic colors or 5 MultiPrismatic colors (may repeat colors in either mode)

Dungeon013020 - Dungeon Level 10

Room # 4

Bedroom/Boudior - 40ft. long x 35ft. wide x 35ft. tall

charcoal; arch; salty, wet smell; earthy smell

Bone Door (shrieks loudly if opened) leading to a hallway 50ft. long x 10ft. wide x 5ft. tall

Sample Names: Indanath the spectacular Miss Tarantula (Rocket); Zhukar the amphibious Gold Miracle (Ship)

Injected Impact Trap; DL 10; Search DC 110 (180 idamage, DC 107 RSW save for half)

Vegetation 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/Day
19,917gp

dampness, ceiling

laerkai pain, +3 AC, 5000gp

Slate Chapter book: +5 level(s) of exceptional Int; 100510gp

Iridescent Ioun Stone: +2 Level(s) in a Warrior Group Class; 100470gp

DL X Gargantuan Black-Ice Spirit-of-the-Lands x(67) x[1]

|AC| 1019, HD 162, stunp 13568, RR 137% #Att 18, TH ÷ AC/Save DC by 110, dmg 1008

Str 47, Dex 44, Con 62, Int 35, Wis 69, Chr 64, 20kxp

Knows Bug spells, Incorporeal

Prepared effects:

[Wiz SL10] Original Stoneskin 10: Block the next 7 P actions of attacks

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

[Wiz SL8] Permanency: ANY spell in the game can be made permanent.

[Pri SL10] Regenerate 10: Regenerates 8 hp /s

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

[Pri SL6] Antilife Shell : 10-ft. field hedges out living creatures.

[Psi45 Major] Cosmic Awareness: Grand: Cosmic Awareness

[Psi3½ Grand] Mind Blank, Personal: You are immune to scrying and mental effects.

[Pri SL9] Duplicate Item: duplicate a x1 magic or psi item that uses charges

[Wiz SL8] Dust of Disappearance: Dust of Disappearance for 1 turn

Combat effects:

[Wiz SL10] Death Spell 10: Slay 10d12 HD of creatures (save)

[Psi3½ Super] Assimilate: Incorporate creature into your own body.

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

[Psi0 Major] Shockwave: Earthquake KiL' r (as spell)

[Pri SL6] Fire Storm 6: (CL+2)d5 holy fire dmg, hits 1+1/2 groups (no save)

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

[Psi6G Super] MassTelepathicCommand: Suggestion (no save) up to CL targets

[Psi6G Super] MassTelepathicCommand: Suggestion (no save) up to CL targets

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

[Pri SL8] Hold Person/Monster 8: Hold 10 person or 8 monster targets (save)

Dungeon013020 - Dungeon Level 10

Room # 5

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

chair, padded; chest of drawers; snapping; sobbing

Bronze Door, Normal leading to a hallway 40ft. long x 20ft. wide x 15ft. tall

Sample Names: Burgrum the poisonous Comet Hammer (Particle); Wethilion the criminal Blackbelt Yak (-tron)

Dropping Drawer Trap; DL 10; Search DC 105 (32 Con damage, DC 107 Spell save to negate)

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

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Round
74,376gp

ring

a darkly emanating crown, +3 AC, 800gp

Rian's Saliva: +8 to CL; 1M: Summon CL Dwarves of DL I; As each one

dies, it deals 10 dmg or 1 rdmg to one target. ; CL 35; SL 10; 100390gp

Bronze Piercing Weapon [8d8] +257 Th/+323 dmg 13+/x4; 1M: Banishes extraplanar creatures.; CL 45; SL 10, 103437gp

DL X Small Black-Ice Elementals x(62) x[2]

AC 1012, HD 18, hp 880, ER 102% #Att 13, TH ÷ AC/Save DC by 110, dmg 10007

Str 79, Dex 73, Con 27, Int 60, Wis 30, Chr 22, 20kxp

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

Prepared effects:

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

[Wiz SL5] Armor 5: +CL*10 current hp

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

[Psi4 Grand] Damage *2: Damage with one physical weapon is multiplied by 2

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

[Psi6E Super] Lich Lore: Lich powers of ½ level

[Wiz SL8] Permanency: ANY spell in the game can be made permanent.

[Pri SL9] Shapechange : Transforms you into any creature, and change forms once per round.

[Pri SL2] Aid: Bless; +2d8 (choose 1 die) hp (can above max) {Touch, 1 creature}

[Wiz SL7] Globe of Invulnerability 7: Immune to spells with SL=0 to 6

Combat effects:

[Psi54 Ultra] Bomb: CL*SL explosion dmg to your group (no save, hole in the middle)

[Pri SL3] Summon Insects: Summons DL 3 insects

[Wiz SL5] Prismatic Bolt: Prismatic Spray on one target

[Wiz SL10] Mordenkainen's Disjunction 10: Disjunct 2 effects (any type)

[Pri SL3] Summon Insects: Summons DL 3 insects

[Wiz SL6] Immediate Monster Summoning VI: Summons a DL IV monster without summoning sickness

[Wiz SL6] Mass Suggestion : Suggestion to one creature per level

[Wiz SL8] Fireball 8: CLd16 fire dmg to a group (save:½)

[Psi12T Super] Aura of Non-Sentience: All creatures within 120' of caster (incl. the caster) lose all levels of experience, have a con

[Pri SL1] Command 1: Target makes 1 save, each missed save allows 1 word for a command to be given

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Room # 6

Corridor - 20ft. long x 15ft. wide x 20ft. tall

mat; pillar; jingling; breeze, slight

Iris Door (seals as a spiral) leading to a hallway 30ft. long x 10ft. wide x 10ft. tall

Sample Names: Iliphel the bewildering Hate Bulk (Derringer); Vladislav the super-intelligent Star Tribe (Claws)

Basic Blades Trap; DL 10; Search DC 106 (Attack +200 melee, 6d20 idamage)

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

[x2] Room is permanently/continuously Berserked, only creatures immune or bubbled against it can function here.

3,220gp

chain, corroded

spike's collar, +1 AC, 125gp

Indigo Scarab [AT+18] +226 AC/+10 Saves; 1P: Take x0.5 damage from physical attacks; CL 50; SL 10; 37730gp

Rian's Tibia bone: +5 to HNCL; 1M: Summon a DL VI dragon with +1F action.; CL 35; SL 10; 100730gp

DL X Titanic Ultraplanar/Annihilation Undeads x(19) x[1]

AC 1002, HD 643, ihp 5.6E+5, TR 127% #Att 16, TH ÷ AC/Save DC by 110, dmg 10009

Str 52, Dex 59, Con 79, Int 64, Wis 71, Chr 22, 20kxp

Immune disintegration and annihilation, No CON. Immune crits, ability dmg/drain, poison, sleep, paralysis, stunning, disease, de

Prepared effects:

[Pri SL8] Forever Minions: All dead in area raise as zombies in 1r; spell is permanent

[Psi72 minor] Incorporeal: Cannot harm or be harmed by physical objects for 1 turn

[Psi16 Ultra] Golem Form: Bone: Undead immunities; Can't be Turned; 1M: Paralyze a group

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

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

[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

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

[Psi45 Grand] True Invulnerability: SL instances of Resist distributed as you like (medium categories: a school, an element, etc.)

[Psi9 Ultra] Environ.: Familiar Locale: CH mile r, atmosphere same as home

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

Combat effects:

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

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

[Psi3 Super] Astral Construct IX: Astral construct fights for you.

[Wiz SL6] Lightning Bolt 6: CLd12 lightning dmg to a group (save:½)

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

[Psi3½ Grand] Energy Wave: Deal 13d4 damage of your chosen energy type in 120-ft. cone.

[Wiz SL10] Wulf's Rectification: Sends 1d4+1 targets to home plane (no save, -20% MR/iMR)

[Psi6N Major] Banish to Home Plane: +50 CPPs to give no save; +50 CPPs to Sever Cord

[Pri SL4] Neutralize Poison 4: Cure 1 poison effect (reverse causes that many, save)

[Psi1 Grand] Severance: Save; stops use of any 1 ability in creature

Dungeon013020 - Dungeon Level 10

Room # 7

Antechamber (Entry room into larger room) - 20ft. long x 50ft. wide x 15ft. tall

chalk; tapestry; hooting; snapping

Revolving/Swinging Door leading to a hallway 30ft. long x 20ft. wide x 25ft. tall

Sample Names: Deniska the Lean the mind-numbing Meteor Hitman (Raft); Erian Spearthrunder the dewy-eyed Extreme Mummy

Alter Reality (each target max 1/turn) Trap; DL 10; Search DC 102 (Psionicist CL 20, DC 102 Reflex save to negate)

Passage that (causes/has/or is) Shoots

[x2] Immortals cannot feel, taste, or sense into this room unless they are actually there; Divine Intervention fails

11,967gp

crow bar

a wooden chest, 10gp

Rian's Vastus medialis muscle: +1 to LVL; 1M: Get 1r of actions

per 1s; only cure spells & Div {allies only}; CL 56; SL 10; 100390gp

Eyedrops of X-ray vision, 7520gp

DL X Medium Lost-Planes/Anguinum-Synod Immortals x(68) x[1]

Stun AC 1012, HD 28, ihp 1632, PR 157% #Att 15, TH ÷ AC/Save DC by 110, dmg 601

Str 57, Dex 54, Con 39, Int 31, Wis 50, Chr 47, 20kxp

Has Miniclass picks, Unaging

Prepared effects:

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

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

[Pri SL6] Protection from Lightning 6: Stop the next CL*20 lightning dmg

[Psi29 Major] Anti-Magic Ray:

[Wiz SL8] Armor 8: +CL*16 current hp

[Wiz SL5] Prismatic Sphere 5: 3 Prismatic colors or 1 MultiPrismatic colors (may repeat colors in either mode)

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

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

[Wiz SL8] Armor 8: +CL*16 current hp

[Psi6G Major] Paralysis Immunity: Immunity to paralysis, stun, and hold

Combat effects:

[Psi30 Ultra] Decrease Constitution: -1 Con/succ

[Psi6G Super] Destroy Evil Spirit: Evil creature loses N stat points and N^2 permanent hp (no resistance, can use GR)

[Psi27 Grand] Imprisonment/Freedom: Imprisonment (as spell) or its reverse

[Wiz SL7] Forcecage : Hold creatures in cube of force.

[Psi6E Super] Hell Pit: 2 saves:fail 1=goto hell, fail 2=impris

[Psi30 Ultra] Spell Barrier: Wall:Dead Magic (all types)

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

[Psi27 Grand] Imprisonment/Freedom: Imprisonment (as spell) or its reverse

[Psi60 minor] Cure Light Wounds: Cure 1d8+LVL hp

[Pri SL7] Earthquake: Intense tremor shakes 5-ft./level radius.

Dungeon013020 - Dungeon Level 10

Room # 8

Treasure Room - 40ft. long x 30ft. wide x 40ft. tall

balcony; beaker; coughing; roar(ing)

Locked Door, Out of Phase leading to a hallway 35ft. long x 15ft. wide x 25ft. tall

Sample Names: Ahziree the ugly Grey Ape (Pig); Chesagol the grotesque Doc Dancer (Kinetic)

Inhaled Fire Trap; DL 10; Search DC 110 (8 Wis damage, DC 103 PP save to negate), (multiple targets)

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

[x2] Room is permanently/continuously Alley Effected, only creatures immune or bubbled against it can function here.

67,940gp

stocks

an old, tattered map, 1gp

Wand of Lightning Bolts (/1d6), 2220gp

Chocolate Wallet: +5 level(s) of exceptional Int; 100960gp

DL X Fine Rakshasa-World Insects x(19) x[2]

AC 1005, HD 8, hullp 110, MR 110% #Att 7, TH ÷ AC/Save DC by 110, dmg 1003

Str 76, Dex 65, Con 63, Int 36, Wis 43, Chr 61, 20kxp

Immune slain, Resist Slain, Vulnerable enchanted items., No INT. Dark vision.

Prepared effects:

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

[Wiz SL9] Third Level Magic-User Spells (DM1): Cast any four 3rd level Wizard spells simultaneously when it is cast.

[Psi54 Ultra] Magic Shield: Stops SL/2 magical attacks on you

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

[Wiz SL10] Fire Shield 10: Anyone who melees with you takes 225% dmg back

[Psi-12L Major] Globe of Low Resistance: Immune to SL 0-2 (all types), Resist SL 3-4 (all types)

[Wiz SL10] Tenser's Transformation 10: +200% of max hp to current hp, +6 TH melee

[Pri SL5] Improved Free Action: Immune Capital S Stun, Stop, Hold, Paralysis, Summoning Sickness; Hold P,V actions

[Pri SL7] Phoenix Sanctuary: You take half damage from any source (duration 1 turn, cannot be made permanent)

[Pri SL10] Protection from Fire 10: Stop the next CL*36 fire dmg

Combat effects:

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

[Pri SL5] Wall of Stone : 20 hp/four levels; can be shaped.

[Psi45 minor] Mechanical Creation: Summon a DL=SL-2 Golem or Technological monster

[Psi45 Grand] Mind Transferral: Minor: Empathy (save); Major: Magic Jar (SL/3 saves)

[Pri SL9] Dispel Magic 9: Dispel 7 magic effects

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

[Wiz SL5] Alley Summoning V: Summons a DL X alley monster, under your control, 5% chance per segment of losing control

[Wiz SL7] Plane Shift : Up to eight subjects travel to another plane.

[Psi54 Ultra] Animal Summoning: Summon a DL=SL-1 Animal

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

Dungeon013020 - Dungeon Level 10

Room # 9

Waiting Room - 25ft. long x 45ft. wide x 40ft. tall

kettle; Floors of Fire; dusty; whistling

Iris Door (seals as a spiral) leading to a hallway 5ft. long x 15ft. wide x 20ft. tall

Sample Names: Mendoline the intangible Ant Yak (Magno-); Tufala the loathsome Flaming Crew (Silver)

Razor-Wire Spring Trap; DL 10; Search DC 107 (168 idamage, DC 105 Reflex save for half)

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

[x2] Room is permanently/continuously Blinded, only creatures immune or bubbled against it can function here.

22,918gp

tub

a pill of cure impotence, 'cure disease' 'giant strength' 'refresh' ", 1gp

Obsidian Girdle [AT+22] +226 AC/+400 Saves; 1P: SL/2 (round down) instances of

Resist fire; +SL*10% damage with fire effects; CL 65; SL 10; 89085gp

Ice blue Shuriken (5) [10d20] +99 Th/+256 dmg 12+/x6; 1M: Resurrection/Destruction; CL 35; SL 10, 64520gp

DL X Colossal Collectiverse/Gooveyverse/etc. Oozes x(71) x[2]

AC 1004, HD 329, hp 28160, PR 189% #Att 17, TH ÷ AC/Save DC by 110, dmg 201

Str 49, Dex 58, Con 68, Int 25, Wis 21, Chr 23, 20kxp

Immune disintegration and annihilation, No INT. Immune mind-affecting, crits, gazes, illusions, poison, sleep, paralysis, polymor

Prepared effects:

[Wiz SL8] Time/Reality Stability: Time/Reality Stability (duration 1 day), reverse removes it (Spell save)

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

[Psi10 Major] Memory Protection *: Immune to Memory stealing, mind reading, Capital E Extract

[Psi-12C minor] Cthulhoid Aura: You look like a cthulhoid beast, gaze to fear (save vs. Will)

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

[Psi-9 Ultra] Control Air: Less Damage: x10 hp

[Wiz SL6] Globe of Invulnerability 6: Immune to spells with SL=0 to 5

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

[Psi3½ Major] Metamorphosis: Assume shape of creature or object.

[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

Combat effects:

[Pri SL6] Neutralize Poison 6: Cure 3 poison effects (reverse causes that many, save for each)

[Psi3 Super] Apopsi: You delete the psionic power of another.

[Psi12C Grand] Wild Magic Surge: Generate (level) Wild Surges within 60' each round for 1h

[Wiz SL6] Cone of Cold 6: CLd12+CL cold dmg to a group (save:½)

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

[Psi2 Ultra] Planetary Detonate: Detonates 1 planet or moon (!); 2 planets or moons!

[Psi45 Ultra] Self-Revival: 0, (SL-1)/d: Heal self

[Wiz SL6] Vorp: Target is Vorpalled (PP save)

[Pri SL4] Summon Nature's Ally IV : Summons a DL IV animal (maintained)

[Pri SL5] Hold Person/Monster 5: Hold 7 person or 5 monster targets (save)

Dungeon013020 - Dungeon Level 10

Room # 10

Torture Chamber - 50ft. long x 30ft. wide x 25ft. tall

butt (large borrel); firepit; knocking; whining

False Door, roll again for type leading to a hallway 40ft. long x 5ft. wide x 20ft. tall

Sample Names: Goldmarrow the kewl Tomorrow Syndicate (Adamantium); Mosstone the loathsome Sovereign League (Juggern;

Hail of Javelins Trap; DL 10; Search DC 106 (Attack +170 melee, 4d10 idamage)

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

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Half Segment

81,937gp

magic circle

A Gate Guard's Helm, +2 AC, 85gp

Orchid Gloves [AT+20] +16 AC/+401 Saves; 1M: SL/2 (round down) instances of

Resist plasma; +SL*10% damage with plasma effects; CL 60; SL 10; 62215gp

Gem of Seeing, 24230gp

DL X Medium Kara-Tur Artifacts x(24) x[1]

||AC|| 1005, HD 27, hp 17120, PR 190% #Att 2, TH ÷ AC/Save DC by 110, dmg 5002

Str 79, Dex 21, Con 45, Int 40, Wis 39, Chr 55, 20kxp

Has Martial Arts, Ego Score, Can dominate things.

Prepared effects:

[Wiz SL4] Polymorph Self : You assume a new form (no innate abilities)

[Psi-12L Super] Spirit Resistance: +5*CL% XR

[Wiz SL9] Extra Group +2: The next spell you cast will affect +2 groups of monsters

[Wiz SL10] Fall Short: all spells with finite range cannot affect you for 1t

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

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

[Pri SL8] Spell Immunity 8: Be immune to 5 spells by name

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

[Wiz SL6] Anti-Magic Shell 6: Anti-Magic of SL 0 to 5

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

Combat effects:

[Psi72 minor] Dazzle: Blind one sense to everyone in one group (RSW save)

[Psi19 Major] Persuasion: Target believes what you want him to believe (Will save), 1 item per segment

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

[Psi19 Grand] Lightning: 1M: Shoots lightning from fingertips, LVLd10 dmg (no save, no PsiR, no immune psi)

[Wiz SL4] Wall of Ice : Passing through wall deals 2*CL or 3d10 dmg ice

[Wiz SL10] Death Spell 10: Slay 10d12 HD of creatures (save)

[Pri SL6] Neutralize Poison 6: Cure 3 poison effects (reverse causes that many, save for each)

[Psi54 Grand] Animal Summoning: Summon a DL=SL-1 Animal

[Wiz SL9] Feeblemind 9: -45 mental stat points (randomly distributed in packets of 5) (save per packet)

[Pri SL3] Creeping Doom 3: 40 insect dmg

Dungeon013020 - Dungeon Level 10

Room # 11

Nest (animal) - 30ft. long x 10ft. wide x 35ft. tall

Floors of Ooze; Walls of Ooze; roar(ing); wind, strong, gusting

Mobile Door (door moves around in dungeon) leading to a hallway 10ft. long x 20ft. wide x 10ft. tall

Sample Names: Saeros the irresistible Metal Genie (Dirigible); Tholqra the jocular Squirrel Masochist (Blowgun)

Basic Deathblades Trap; DL 10; Search DC 102 (Attack +150 ranged, 12d100 idamage), (multiple targets)

Room (Floor) that (causes/has/or is) Gravity - Lesser

[x2] Ultraplanar beings cannot feel, taste, or sense into this room unless they are actually there; Divine Intervention fails
29,042gp

prayer wheel

a pack of cards, 10gp

Aquamarine Robe [AT+365] ++4 AC/+224 Saves; 1V: +9/+9 AC/saves, +25% RR/MR/PsiR; CL 48; SL 10; 80660gp

Rian's Teres major muscle: +17 to HNCL; 1M: 1M, 1/r: Pick a spell you know. For one round, at the top of each segment, you may cast that spell for a Z action. (max SL=lv); CL 44; SL 10; 100690gp

DL X Gargantuan City/Town Oozes x(7) x[1]

|iAC| 1001, HD 162, hp 1.3E+4, BlahR 114% #Att 7, TH ÷ AC/Save DC by 110, dmg 406

Str 35, Dex 41, Con 23, Int 76, Wis 49, Chr 56, 20kxp

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

Prepared effects:

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

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

[Psi16 Ultra] Golem Form: Gargoyle: +LVL weapon needed to hit you; You punches are petrification branded

[Pri SL2] Aid: Bless; +2d8 (choose 1 die) hp (can above max) {Touch, 1 creature}

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

[Psi6N Major] Druid Abilities, LVL 7: Get druid abilities of level 7 (max = your level)

[Psi54 minor] Invulnerability: -CL*SL/2 dmg per attack

[Psi18 Grand] Psi: Web: 100'r, any flying creature is Imprisoned

[Psi-12C Major] Mirror Mislead: Does a Mislead spell, a Mirror Image, and a Displacement

[Wiz SL9] Shape Change : Changes the caster to someone else, he adopt it powers and vulnerabilities save that depends upon in

Combat effects:

[Psi3½ Super] Tornado Blast: Vortex of air subjects your foes to 17d6 damage and moves them.

[Psi14 Grand] (no name): Summon a DL=VII Lycanthrope

[Pri SL7] Death's Door 7: Target (currently at negative hp) goes to 8 hp (can't go above max)

[Wiz SL5] Dispel Magic 5: Dispel 3 magic effects

[Psi12T Super] Aura of Non-Sentience: All creatures within 120' of caster (incl. the caster) lose all levels of experience, have a coi

[Psi9 Grand] Gravity Kin.: Incr.Weight: Target weight x100*CH (save or crushed)

[Wiz SL10] Death Spell 10: Slay 10d12 HD of creatures (save)

[Wiz SL4] Phantasmal Killer : Fearsome illusion kills subject or deals 3d6 damage.

[Wiz SL6] Power Word Blind 6: Blinds & stuns a creature if current hp < 40 (no save)

[Psi-12C Major] Wild Invocation IV: Random 6th (80%) or 7th (20%) SL Wizard Invocation spell

Dungeon013020 - Dungeon Level 10

Room # 12

Wine Cellar - 50ft. long x 35ft. wide x 50ft. tall

trunk; Walls of Webs; humming; still

Sliding Door (slides left/right into wall) leading to a hallway 20ft. long x 25ft. wide x 20ft. tall

Sample Names: Robaire the ignorant Doctor Women (Capsule); Thorbjorn the Pike the invincible Lion Gang (Shooter)

Wide-Mouth Trapdoor Trap; DL 10; Search DC 110 (144 idamage, DC 106 RSW save for half)

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

[x2] Room is permanently/continuously Annihilateded, only creatures immune or bubbled against it can function here.

38,694gp

dress

Jondular's Fire, 50gp

Golden Staff [9d8] x8 Th/+145 dmg 20+/x7; 1M: Prismatic Beam (Spray); CL 52; SL 10, 98787gp

Rian's Extensor digitorum longus muscle: +19 to HNCL; 1Z: Slay all creatures

of one race in a group (PPD save) ; CL 50; SL 10; 100990gp

DL X Medium Island Faeries x(27) x[1]

AC 1014, HD 25, hullp 16800, RR 193% #Att 11, TH ÷ AC/Save DC by 110, dmg 3005

Str 52, Dex 70, Con 60, Int 51, Wis 66, Chr 71, 20kxp

Has mtg U spells, Overwrite AC to |AC|, Flys, No target.

Prepared effects:

[Wiz SL3] Displacement : WR 50%

[Wiz SL7] Original Stoneskin 7: Block the next 4 P actions of attacks

[Wiz SL4] Original Stoneskin 4: Block the next 1 P action of attacks

[Psi9 Ultra] Reflector: As Spell Turning, also Innates and Psi

[Wiz SL8] Armor 8: +CL*16 current hp

[Wiz SL10] Psionic Shield: class VI/esper-blind but can still use psi for 1t

[Pri SL10] Protection from Lightning 10: Stop the next CL*36 lightning dmg

[Psi6N minor] True Seeing: As spell

[Wiz SL3] Prismatic Sphere 3: 1 Prismatic color

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

Combat effects:

[Wiz SL4] Phantasmal Killer : Fearsome illusion kills subject or deals 3d6 damage.

[Psi30 Grand] Ram Bolt: 1 hull point damage/succ

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

[Pri SL10] Dispel Magic 10: Dispel 8 magic effects

[Pri SL7] Dispel Magic 7: Dispel 5 magic effects

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

[Psi45 minor] Hypnotic Control: Hypnosis (SL/2 saves)

[Wiz SL4] Phantasmal Killer : Fearsome illusion kills subject or deals 3d6 damage.

[Pri SL8] Creeping Doom 8: (1d5+7)*120 insect dmg

[Psi12T Major] Mass Sleep: Sleep all creatures (save) in 90'r area