

Dungeon032020 - Dungeon Level 1

Room # 1

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

Floors of Water; crucible; horn/trumpet sounding; foggy near floor

False Door on the west wall leading to a 5ft. long x 5ft. wide x 10ft. tall hallway.

Sample Names: Kaggen the acrobatic Doctor Two (Unknown); Jermija the Bird the naughty Dare- Monkey (Blaster)

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

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

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

411gp

iron boots

a flowing black cape, +2 AC, 15gp

Dark Tree: Free Alertness Feat: +2 bonus on all Listen checks and Spot checks.; 2060gp

Rust Cloak [AT+5] +2 AC/+2 Saves; 1M: -CL*2 dmg distributed among /energy or /physical attacks; CL 7; SL 1; 1330gp

DL I Small Sea-of-Dust/Colorless Golems x(1) x[1]

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

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

Immune alignment based/color based effects, Immune crits, ability dmg, energy drain, poison, sleep, paralysis, stunning, disease

Prepared effects:

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

Combat effects:

[Psi8 minor] Mend: As spell

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Room # 2

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

cloth (altar); bladder; whispering; footsteps (ahead)

Phase Door (as the spell) on the east wall leading to a 50ft. long x 20ft. wide x 15ft. tall hallway.

Sample Names: Dernhelm the righteous Light Cow (Skates); Zyn the superlative Time Crew (Elephant)

Injected Anti-Time Trap; DL 1; Search DC 11 (10 damage, DC 11 RSW save for half)

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

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

754gp

branding iron

The Wings of The Manticora, +2 AC, 100gp

Opaque Bludgeoning Weapon [1d8] +2 Th/+5 dmg 18+/x2; 1P: [Pick an element]

CLd5 dmg of that element (one group, no save); CL 7; SL 1, 1454gp

Bright Helm [AT+7] +2 AC/+1 Saves; 1Z: Maintain powers w/o conc.; CL 5; SL 1; 1085gp

DL I Fine Swamp Plants x(2) x[1]

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

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

Has mtg B spells, Immune critical hits, poison, sleep, paralysis, stunning.

Prepared effects:

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

Combat effects:

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

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Room # 3

Entry/Vestibule - 40ft. long x 25ft. wide x 15ft. tall

Chute, Sand/Quicksand; stuffed animal; tinkling; chiming

Locked Door, Mechanical on the east wall leading to a 15ft. long x 10ft. wide x 25ft. tall hallway.

Sample Names: Tenshy the mighty Golden Blaster (Biotechnology); Ornulf the beautiful Steel Ant (Whip)

Moving Wall Trap; DL 1; Search DC 11 (4 damage, DC 11 Breath Weapon save for half)

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

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

118gp

holy water

a small silver hammer, axe, 5d28 (72), 245gp

Indigo Tomato: Free Gladiator (2) Kit: +2 weapon proficiencies, CF=3: Free weapon

specialization (even if non-Warrior), Free bonus Charioteering, CF=2: Armor Opt. proficiency; 1240gp

Rian's Eyes: +1 to CL; 1V: Removes sleep/fatigue effect on up to CL targets ; CL 6; SL 1; 1770gp

DL I Diminutive Internet Cthulhoid-Horrors x(3) x[4]

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

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

Psilink, Immune Web, Has a bizarre anatomy, strange abilities, an alien mindset, or any combination of the three.

Prepared effects:

[Psi54 minor] Thief: Any Thief SL-1 pick; 5*CL Rogue points in it

Combat effects:

[Psi45 minor] Geoforce: 1bM: Stop or Create an Earthquake, Landslide, etc. Damage would be CL*SL Earth to a group (save for C

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Room # 4

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

gong; pot (huge); horn/trumpet sounding; laughter

Specialed Door on the south wall leading to a 45ft. long x 20ft. wide x 25ft. tall hallway.

Sample Names: Savagius the illustrious White -naut (Laser); Trienn the athletic Arch- Wraith (Derringer)

Injected Magma / Lava Trap; DL 1; Search DC 11 (2 Chr damage, DC 11 Spell save to negate)

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

[x1] Abjuration spells function at zero effect

732gp

workbench

a canopy bed, 0gp

Pearly Deck: All your Wizard classes use the "set XP table"(3kxp

at 2nd, doubles til 9th,600kxp at 10th,+300kxp per level afterward).; 1500gp

Sapphire Wand [1d20] +0 Th/+0 dmg 20+/x3; 1M: Humanoid creature of

4 HD or less loses next action.; CL 7; SL 1, 577gp

DL I Fine Jungle Undeads x(3) x[1]

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

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

Has mtg G spells, No CON. Immune crits, ability dmg/drain, poison, sleep, paralysis, stunning, disease, death effects. Heal to dmg

Prepared effects:

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

Combat effects:

[Psi3½ minor] Cloud Mind: You erase knowledge of your presence from target's mind.

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Room # 5

Entry/Vestibule - 20ft. long x 40ft. wide x 25ft. tall

Walls of Bone; pentacle; slithering; sobbing

Double Door on the south wall leading to a 5ft. long x 10ft. wide x 20ft. tall hallway.

Sample Names: Ornulf the super-intelligent Speed Avalanche (Nag); Keveena the savage Zoo Hulk (Wrench)

Deeper Pit Trap; DL 1; Search DC 11 (4 Str damage, DC 11 PP save to negate), (multiple targets)

Well that (causes/has/or is) Animated

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

799gp

caldron

a mound of coins fit for a dead king, 0gp

Cursed Ring/Great Kingdom, 5510gp

Pea green Screw: +10 Spell Slots; 2040gp

DL I Diminutive Star-Wars-Loop Outers x(7) x[2]

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

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

Has force powers, No soul. Dark vision.

Prepared effects:

[Psi9 minor] Resistance to Magic: CH*5% MR (adjust @ 12th casting level)

Combat effects:

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

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Room # 6

Bath / Bathing Room - 5ft. long x 50ft. wide x 15ft. tall

platform; sheet; dank, mouldy smell; jingling

Teleport Door (other side is far away) on the east wall leading to a 15ft. long x 25ft. wide x 5ft. tall hallway.

Sample Names: Cadmar the wonderful Royal Machine (Skates); Alene the ugly Phantom Cult (Cycle)

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

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

[x1] Dimensional Mine Generator (one mine per month, hits a random player or monster, takes 1d50 dmg and is Pain)

33gp

grill

an aura of death, +4 AC, 1000gp

Robe of Vermin, 2130gp

Magenta Wand [1d4] +2 Th/+4 dmg 18+/x2; 1P: Blind one sense

to everyone in one group (RSW save); CL 7; SL 1, 1437gp

DL I Fine NPC Viruss x(6) x[1]

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

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

Has Fighter, Wizard, Priest, Rogue, Psi classed members w/sometimes Cus and Mon, Can infect things. Immune mind-affecting, c

Prepared effects:

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

Combat effects:

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

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Room # 7

Throne Room - 50ft. long x 20ft. wide x 5ft. tall

curtain; thongs; sobbing; breeze, slight

Energy/Elemental Door on the north wall leading to a 15ft. long x 10ft. wide x 25ft. tall hallway.

Sample Names: Anath the perplexing Dare- Infantry (Hubcap); Mottul the maniacal Time Sailor (Spitballs)

Ingested Ooze / Mud Trap; DL 1; Search DC 11 (2 Str damage, DC 11 PPD save to negate)

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

[x1] Necromancy spells function at zero effect

742gp

bucket

a Long Staff, exotic, 6d19 (60), 172gp

Rian's Bone Marrow: +1 to LVL; 1M: You take half damage

and your ally takes the remainder for 1hr/level.; CL 7; SL 1; 1420gp

Olive Stone [1d4] +3 Th/+3 dmg 17+/x2; 1M: Deflect a missile; CL 6; SL 1, 1860gp

DL I Diminutive Outer-CG Hounds x(6) x[4]

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

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

Immune acid, cold, petrification. Resist electricity and fire. Protection from evil continuous. Tongues at will., Has 4 legs, and at le

Prepared effects:

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

Combat effects:

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

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Room # 8

Barracks / Quarters - 10ft. long x 30ft. wide x 35ft. tall

bucket; door (broken); gong; tapping

Wood Door, Normal on the east wall leading to a 40ft. long x 20ft. wide x 20ft. tall hallway.

Sample Names: Kehur the vicious Stone Squid (Garrote); Jakome the famous Cobalt Scavenger (Broom)

Self-Preservation Trap; DL 1; Search DC 11 (Psionist CL 2, DC 11 RSW save to negate)

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

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

800gp

branding iron

a pair of blue steel greaves, +2 AC, 195gp

Chartreuse Robe [AT+6] +2 AC/+2 Saves; 1M: Blocks all forms of vision (inf,ult,x-r); CL 7; SL 1; 1475gp

Potion of Speed (+1 P, +1 V), 6310gp

DL I Medium Forest Dragons x(2) x[2]

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

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

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

Prepared effects:

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

Combat effects:

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

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Room # 9

Dining / Feast Hall - 30ft. long x 10ft. wide x 40ft. tall

Flowstone (slippery); mosaic; clanking; poor oxygen

Membrane Portal on the west wall leading to a 40ft. long x 25ft. wide x 20ft. tall hallway.

Sample Names: Tharesse the vile Platypus -wing (Symbiosis); Kala the unbeatable Doctor Mime (Pickup Truck)

Water-Filled Spring Trap; DL 1; Search DC 11 (4 damage, DC 11 Spell save for half)

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

[x1] Radiation (Psi9) of RS=1 (doesn't fluctuate)

620gp

padded armchair

a shimmering portal, 0gp

Rian's Frontal bone: +1 to ML; 1F: Dispel one non-natural effect (or)

Turn off one non-natural item for 1 turn ; CL 7; SL 1; 1230gp

Bottle green Age Cat. 3 Deep Dragon Armor [AT+9] +1 AC/+5 Saves; 1M: SL instances of

Resist distributed as you like (medium categories: a school, an element, etc.); CL 5; SL 1; 1840gp

DL I Small Cloud Golems x(5) x[1]

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

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

Fly with perfect maneuverability., Immune crits, ability dmg, energy drain, poison, sleep, paralysis, stunning, disease, mind-affecting

Prepared effects:

[Psi27 minor] Dark Triangle: Name 2 Wizard/Priest schools: One has double effect, the other half (30' radius)

Combat effects:

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

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Room # 10

Rogue's Chamber/Lab - 15ft. long x 50ft. wide x 10ft. tall

chair; table (large); dusty; footsteps (ahead)

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

Sample Names: Hegira the abusive Fighting Flower (Skateboard); Skoric the base Ambush Five (Hang Glider)

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

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

[x1] Roll 1d4+1 times on the x1 Special table; duplicated results are doubled/tripled/quadrupled/etc.

899gp

pipe

a hamburger, 30gp

Ebony Staff [1d8] +2 Th/+2 dmg 17+/x3; 1V: Cures 10*CL hp (CL Hull points) to a Golem; CL 7; SL 1, 1784gp

Chrome Age Cat. 3 Great Wyrms of Power Armor [AT+6] +2 AC/+3 Saves; 1M: 1P

or 1M: NaNR +CL*10%; Immune to Hostile Environment; Need not breathe; CL 7; SL 1; 2290gp

DL I Small Outer-NG Goblin/Orcs x(2) x[1]

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

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

Immune acid, cold, petrification. Resist electricity and fire. Protection from evil continuous. Tongues at will., Dark Vision, Stay co

Prepared effects:

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

Combat effects:

[Psi-6N minor] Natural Healing ~: 1P or 1M: Target is cured equal to his Con score in hp

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Room # 11

Observatory - 35ft. long x 15ft. wide x 50ft. tall

robes; pool; twanging; ozone smell

Loop Door (goes to another timeline) on the east wall leading to a 5ft. long x 15ft. wide x 15ft. tall hallway.

Sample Names: Palmyra the bombastic October Dragon (Magno-); Rheged Alderson the noxious All-Star Sentinel (Machine Gun)

Compacting Room Trap; DL 1; Search DC 11 (4 Wis damage, DC 11 Reflex save to negate), (multiple targets)

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

[x1] Creation spells function at zero effect

469gp

cup

a leather briefcase, 400gp

Dove-grey Mirror: Free Assassin Kit: Detect Poison 5*level% cont.; Backstab x2;

1 Healing slot; 1 Herbalism slot, Free bonus Poison Use proficiency; 2080gp

Potion of Growth (Double base damage), 9420gp

DL I Small Jungle Weirds x(1) x[1]

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

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

Has mtg G spells, Immune critical hits, poison, sleep, paralysis, stunning. Has no soul.

Prepared effects:

[Psi-6E minor] Demonfire: Spend the Q points from non-Psi(-6) frequencies. Your next attack is at +Q to hit.

Combat effects:

[Psi18 minor] Psi: Bolt: 1 target: LVLd10 telekinetic dmg(save:½)

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Room # 12

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

workbench; votive light/candle; dusty; hissing

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

Sample Names: Mador the mighty Manga Entity (Net); Nulen the horrible Turbo- Chimp (Rainbow)

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

Fire that (causes/has/or is) magically reinforced

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

923gp

kettle

a marble altar, 0gp

Egg of Reason, 5230gp

Keoghtom's Ointment, 5630gp

DL I Medium Rogue-classes Hounds x(2) x[2]

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

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

Has Rogue abilities, Has 4 legs, and at least 1 head

Prepared effects:

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

Combat effects:

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

Dungeon032020 - Dungeon Level 2

Room # 1

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

paintings/frescoes; workbench; wind, strong, moaning; rustling

Locked Door, Mechanical on the west wall leading to a 45ft. long x 10ft. wide x 20ft. tall hallway.

Sample Names: Ganelon the gelatinous Yellow Ghost (Air); Abbul the intangible Dark Corona (Water)

Rolling Caltrops Trap; DL 2; Search DC 21 (Attack +30 melee, 4d2 Int damage)

Force Field that (causes/has/or is) Gravity - Greater

[x1] Nothing in the room can be affected by Displacement, Major Image, Improved Invisibility

3,320gp

alum

The Sword of the Lensman, sword, 10d16 (85), 100gp

Dark Button: +100 Skill Points; 4220gp

Bronze Horn: +2slowQA Action(s); 4990gp

DL II Small Internet Leeches x(3) x[1]

AC 44, HD 6, hp 48, #Att 3, TH ÷ AC/Save DC by 6, dmg 10

Str 24, Dex 15, Con 14, Int 14, Wis 19, Chr 21, 0.05kxp

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

Prepared effects:

[Psi19 minor] Control Disease: Immune to disease

[Psi19 minor] Control Disease: Immune to disease

Combat effects:

[Psi-6N minor] Gaea's Blessing: Reconstruct up to three effects which were dispelled/twisted within the last turn

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

Dungeon032020 - Dungeon Level 2

Room # 2

Empty (completely clean) - 40ft. long x 50ft. wide x 30ft. tall

recess; peephole; salty, wet smell; coughing

Double Door on the east wall leading to a 35ft. long x 15ft. wide x 20ft. tall hallway.

Sample Names: Rengarath the grim Sergeant Valkyrie (Trident); Kalevi the satanic Violet Ten (Training)

Water-Filled Doorknob Trap; DL 2; Search DC 21 (8 damage, DC 21 PP save for half)

Tapestry that (causes/has/or is) Shifting

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

2,625gp

cupboard

a T'cchallan Spear, exotic, 1d3 (2), 19gp

Dark Armor, Heavy [AT+15] +4 AC/+16 Saves; 1P: Add 2 to HD type per level; CL 9; SL 2; 4610gp

Wafer of the Aspirants (1V, 1/d: Summon 20 first level druids), 6540gp

DL II Diminutive Outer-CE Giants x(5) x[2]

AC 41, HD 4, hp 20, #Att 1, TH ÷ AC/Save DC by 3, dmg 9

Str 23, Dex 24, Con 17, Int 21, Wis 18, Chr 16, 0.05kxp

Telepathy, immune electricity and poison, Resist acid, cold, and fire, Can summon other Outer CE, 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.

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

Combat effects:

[Wiz SL2] Prismatic Wall 2: 2 Prismatic colors

[Wiz SL1] Prismatic Wall 1: 1 Prismatic color

Dungeon032020 - Dungeon Level 2

Room # 3

Antechamber (Entry room into larger room) - 45ft. long x 45ft. wide x 5ft. tall

Walls of Ice; bell (huge); squealing; smoky

Flesh Door on the east wall leading to a 50ft. long x 5ft. wide x 15ft. tall hallway.

Sample Names: Khina the avaricious Nuclear Mist (Thunder); Brithmaur the maleficent Demolition Nova (Chair)

Contact Silverglade Trap; DL 2; Search DC 21 (4 Dex damage, DC 22 RSW save to negate)

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

[x1] Gas in room: Str (all in room get +69 to that stat while in room)

2,718gp

vial

gauntlets of the night, +2 AC, 540gp

Horn of Fog, 5110gp

Rian's Adrenal Gland: +1 to ML; 1M: Summon a DL N Goodberry Golem.; CL 8; SL 2; 5060gp

DL II Small Internet Reptiles x(13) x[1]

AC 41, HD 8, hp 48, #Att 1, TH ÷ AC/Save DC by 3, dmg 26

Str 19, Dex 21, Con 16, Int 17, Wis 21, Chr 18, 0.05kxp

Psilink, Immune Web, Half AC from AT. Resist Heat. Usually has a tail and claws

Prepared effects:

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

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

Combat effects:

[Psi1 minor] Domination: Save; Psionic gets control of all actions

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

Dungeon032020 - Dungeon Level 2

Room # 4

Bath / Bathing Room - 30ft. long x 5ft. wide x 35ft. tall

stuffed beast; throne; metallic smell; buzzing

Glass Door (transparent) (shatters if opened) on the east wall leading to a 25ft. long x 15ft. wide x 10ft. tall hallway.

Sample Names: Borean the unholy Steel Terror (Star); Hamoch the irresistible Copper Mummy (Neutralizer)

Contact Anti-Time Trap; DL 2; Search DC 22 (4 Cml damage, DC 22 Reflex save to negate)

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

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

2,803gp

garlic

Clyde's claw, exotic, 12d12 (78), 100gp

Chestnut Book: +3 Martial Arts Slots; 5010gp

Rian's Tongue: +2 to HNCL; 1P: Each creature degenerates 100 permanant hp/s. If this is the target of a spell, that spell's controller loses 500 life.; CL 7; SL 2; 4910gp

DL II Small Island Elementals x(3) x[3]

AC 42, HD 4, hp 96, #Att 3, TH ÷ AC/Save DC by 6, dmg 25

Str 15, Dex 18, Con 21, Int 21, Wis 21, Chr 23, 0.05kxp

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

Prepared effects:

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

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

Combat effects:

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

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

Dungeon032020 - Dungeon Level 2

Room # 5

Torture Chamber - 10ft. long x 30ft. wide x 15ft. tall

ledge; Floors of Air; scuttling; still, warm (or hot)

Trapped Door, Magic/Psi on the north wall leading to a 5ft. long x 20ft. wide x 15ft. tall hallway.

Sample Names: Malergos the clever Dynamo Platoon (Chakram); Izanagi the beautiful Super -oid (Jet)

Injected Impact Trap; DL 2; Search DC 21 (20 damage, DC 22 Reflex save for half)

Ceiling that (causes/has/or is) Resisting - General

[x1] Wards spells function at triple effect

362gp

cloth cloak

a bar of gold, 100gp

Potion of Elemental Form (Normal elements only), 9310gp

Talisman of the Sphere, 5430gp

DL II Large Mountain Oozes x(6) x[1]

AC 41, HD 10, hp 160, #Att 1, TH ÷ AC/Save DC by 3, dmg 26

Str 21, Dex 24, Con 18, Int 13, Wis 24, Chr 16, 0.05kxp

Has mtg R spells, No INT. Immune mind-affecting, crits, gazes, illusions, poison, sleep, paralysis, polymorph, and stunning.

Prepared effects:

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

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

Combat effects:

[Psi45 minor] Lifeform Creation: Summon a DL=SL-1 monster

[Psi45 minor] Lifeform Creation: Summon a DL=SL-1 monster

Dungeon032020 - Dungeon Level 2

Room # 6

Music Room - 25ft. long x 45ft. wide x 45ft. tall

tongs; dish; cold current; ozone smell

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

Sample Names: Presho the mesmerizing Grim Storm (Adamantium); Jagreth the abhorrent Mad Canary (Venom)

Water-Filled Brick Trap; DL 2; Search DC 21 (16 damage, DC 22 PP save for half)

Pillar or Column that (causes/has/or is) Rising/Sinking

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

3,781gp

oar

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

Bracers of Armor +1: (Wrists) +1 AC., 2240gp

Off-white Gloves [AT+10] +3 AC/+2 Saves; 1P: Your weapon deals 4d6 acid damage.; CL 8; SL 2; 2575gp

DL II Tiny Sea-of-Dust/Colorless Weirds x(5) x[1]

AC 42, HD 2, hp 24, #Att 2, TH ÷ AC/Save DC by 3, dmg 18

Str 17, Dex 17, Con 14, Int 17, Wis 15, Chr 20, 0.05kxp

Immune alignment based/color based effects, Immune critical hits, poison, sleep, paralysis, stunning. Has no soul.

Prepared effects:

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

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

Combat effects:

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

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

Dungeon032020 - Dungeon Level 2

Room # 7

Dormitory - 40ft. long x 5ft. wide x 35ft. tall

fireplace with mantle; idol (largish); dusty; footsteps (approaching)

Golem Door (it's a Golem creature) on the south wall leading to a 30ft. long x 25ft. wide x 5ft. tall hallway.

Sample Names: Panther Aartson the indescribable Femme Pachyderm (SUV); Arvador the amphibious Grey Crusader (Dagger)

Secret Box Trap; DL 2; Search DC 22 (8 Cml damage, DC 21 Will save to negate)

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

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

3,688gp

copper cutlery

some reddish herbs, " " 'detect magic' ", 25gp

Potion of Displacement, 9520gp

Rose Helm [AT+10] +3 AC/+3 Saves; 1M: +1 size; +2 Str; +2*CL max hp; CL 12; SL 2; 2930gp

DL II Large Concordant-classes Golems x(1) x[1]

AC 43, HD 9, hp 160, #Att 2, TH ÷ AC/Save DC by 3, dmg 25

Str 23, Dex 23, Con 16, Int 18, Wis 17, Chr 13, 0.05kxp

Knows Concordant spells, Immune crits, ability dmg, energy drain, poison, sleep, paralysis, stunning, disease, mind-affecting effects

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.

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

Combat effects:

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

[Psi-6E minor] Circle of Nausea: 30' r: -CL TH, saves, prof/stat checks for 1t (no save), lose 1 random action (Petrif save)

Dungeon032020 - Dungeon Level 2

Room # 8

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

tub; cassocks (robes); bang, slam; chlorine smell

Archway (open) on the west wall leading to a 15ft. long x 15ft. wide x 5ft. tall hallway.

Sample Names: Findocore the loathsome Extra-terrestrial Canary (Bludgeon); Zentul the sensational Teen Beast (Gel)

Compacting Chute Trap; DL 2; Search DC 21 (8 Str damage, DC 22 PPD save to negate)

Pit 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

[x1] Gas in room: Wis (all in room get -13 to that stat while in room)

1,738gp

single bed

a pair of hard leather sleeves, +1 AC, 22gp

Rian's Saliva: +1 to LVL; 1Z: Love status effect melee shield (100% dmg back, CR to resist).; CL 8; SL 2; 4750gp

Charcoal Carrots: Free Weapon Master Kit: +1 to #Att with one weapon in

one hand (or double rate, whichever is lower), Free bonus Wpn Mastery proficiency; 4520gp

DL II Tiny Warrior-classes Avian/Birds x(10) x[2]

AC 43, HD 2, hp 48, RR 56% #Att 4, TH ÷ AC/Save DC by 3, dmg 17

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

Has warrior picks, Flys. Has 2 Wings, 2 talons, and a beak.

Prepared effects:

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

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

Combat effects:

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

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

Dungeon032020 - Dungeon Level 2

Room # 9

Psionicist's Chamber/Lab - 25ft. long x 40ft. wide x 25ft. tall

Floors of Souls; lens (concave, convex, etc.); sneezing; scratching/scrabbling

Dimension Door (as the spell) on the west wall leading to a 30ft. long x 20ft. wide x 20ft. tall hallway.

Sample Names: Aniel the sophisticated Terra- Lightning (Curse); Thurl the opportunistic Death Monkey (Portal)

Hail of Blades Trap; DL 2; Search DC 21 (Attack +34 melee, 2d2 Wis damage)

Monster that (causes/has/or is) Aging

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

113gp

tinderbox

a Glass of Blue Oasis, 1gp

Rian's Trachea: +1 to ML; 1M: Whenever someone hits you with a melee attack, they suffer that Status Effect unless they make a save vs. Spell.; CL 8; SL 2; 4880gp

Iron-grey Helm [AT+13] +4 AC/+17 Saves; 1M: Create a DL

I Technological Monster (AC=4*CL, hp=8*CL, Str=2*CL); CL 7; SL 2; 4885gp

DL II Medium Lost-Planes/Anguinum-Synod Elf/Avalons x(6) x[2]

AC 44, HD 6, hp 192, #Att 3, TH ÷ AC/Save DC by 3, dmg 17

Str 19, Dex 21, Con 15, Int 22, Wis 14, Chr 14, 0.05kxp

Has Miniclass picks, Immune sleep, aging

Prepared effects:

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

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

Combat effects:

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

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

Dungeon032020 - Dungeon Level 2

Room # 10

Shrine - 5ft. long x 30ft. wide x 20ft. tall

dome; tank (container); footsteps (side); chiming

Plant Door (as the spell) on the north wall leading to a 5ft. long x 25ft. wide x 25ft. tall hallway.

Sample Names: Malergos the poisonous Digi-- Witch (Truck); Memmess the revolting Sovereign Ten (Crowbar)

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

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

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

620gp

sugar

icecave, 0gp

Amulet of Temporary Invulnerability (1M, 1/d: Immune to damage and hold hp for 1d20 r), 11740gp

Blue Sword, short [2d10] +2 Th/+3 dmg 19+/x3; 1M: ½M, -9 current hp: Summon CL Horrors: AC

40, hp 400, Att 4, TH+40, dmg 40; sac Horror: 4 dmg (no resist); CL 8; SL 2, 1997gp

DL II Fine Warrior-classes Viruss x(6) x[3]

AC 41, HD 3, hp 10, #Att 3, TH ÷ AC/Save DC by 3, dmg 9

Str 16, Dex 20, Con 13, Int 13, Wis 15, Chr 24, 0.05kxp

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

Prepared effects:

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

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

Combat effects:

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

[Psi72 minor] Regeneration: Regenerate PL hp/r

Dungeon032020 - Dungeon Level 2

Room # 11

Warrior's Chamber/Lab - 45ft. long x 50ft. wide x 50ft. tall

hole (blasted); pincers; twanging; drumming

Unusual Material Door on the south wall leading to a 10ft. long x 20ft. wide x 5ft. tall hallway.

Sample Names: Pias the illustrious Valiant Trio (Spiritual); Darghin the repulsive Battle Sadists (Chakram)

Hail of Spears Trap; DL 2; Search DC 21 (Attack +16 ranged, 4d2 damage)

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

[x1] Dimensional Mine Generator (one mine per week, hits a random player or monster, takes 1d50 dmg and is Cannot Move)

1,441gp

pine tar

Nordic Fury's Ultimate Sword., sword, 25d50 (637), 1gp

Rian's Stomach: +2 to LVL; 1V: You may be offensive

while at negative hitpoints for 1min/level. ; CL 7; SL 2; 4260gp

Black Cork: +1 Level(s) in a Psionicist Group Class; 4160gp

DL II Fine Synnibarr Kobolds x(15) x[1]

AC 42, HD 6, hp 10, #Att 2, TH ÷ AC/Save DC by 3, dmg 25

Str 18, Dex 16, Con 24, Int 17, Wis 20, Chr 23, 0.05kxp

+10^DL (DL tenths!) to dmg, Can overbear in numbers.

Prepared effects:

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

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

Combat effects:

[Wiz SL2] Prismatic Wall 2: 2 Prismatic colors

[Psi2 minor] Sensory Suppression: Blindness and Deafness; Loses all 5 senses

Dungeon032020 - Dungeon Level 2

Room # 12

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

table, long; torches; ozone smell; grunting

Plane Shift Door (other side is on another plane) on the east wall leading to a 10ft. long x 25ft. wide x 20ft. tall hallway.

Sample Names: Qeteb the demonic Ghost Woman (Vampirism); Dhalmass the superlative Thunder Dwarf (Rod)

Camouflaged Balls Trap; DL 2; Search DC 22 (Attack +6 ranged, 4d4 damage)

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

[x1] Law spells function at zero effect

1,108gp

straw

an ice candle, 452gp

Bracers of Armor +3: (Wrists) +3 AC., 11250gp

Rian's Tears: +2 to ML; 1M: Remove all SEL=1 status effects and cure

10% max hp. Target may switch god to yours. ; CL 12; SL 2; 4820gp

DL II Diminutive Dead-Timeline/Looporal Aliens x(8) x[3]

AC 44, HD 3, hp 10, #Att 2, TH ÷ AC/Save DC by 6, dmg 25

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

Reality/Loop stable., Does not breathe. Has Psi 8.

Prepared effects:

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

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

Combat effects:

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

[Psi0 minor] Choke: One attack: Each round target makes Con check or unconscious, maintain by using 1V

Dungeon032020 - Dungeon Level 3

Room # 1

Robing Room - 15ft. long x 50ft. wide x 10ft. tall

evil symbol; pot (huge); howling; footsteps (side)

Intelligent Door, might have ego score on the west wall leading to a 5ft. long x 5ft. wide x 10ft. tall hallway.

Sample Names: Deth the wicked Ghost Hawk (-copter); Helem the infernal Liberty Octopus (Train)

Air Animation Trap; DL 3; Search DC 32 (Psionicist CL 6, DC 32 Breath Weapon save to negate)

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

[x1] Psi 5 powers function at triple effect

8,008gp

ash

a girdle, 2gp

Iron Stone, Don, Etherealness for 1P action at will, 14320gp

Rod of Passage, 6230gp

DL III Diminutive Intelligent Humanoids x(7) x[2]

AC 93, HD 2, hp 66, #Att 2, TH ÷ AC/Save DC by 4, dmg 57

Str 17, Dex 28, Con 29, Int 25, Wis 21, Chr 17, 0.1kxp

Psilink, Immune Web, Has 2 arms, 2 legs, and 1 head.

Prepared effects:

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

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

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

Combat effects:

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

[Psi81 Major] Telekinesis: TK CL*20' (assuming a Size M creature)

[Psi81 Major] Telekinesis: TK CL*20' (assuming a Size M creature)

Dungeon032020 - Dungeon Level 3

Room # 2

Gas Chamber - 20ft. long x 5ft. wide x 5ft. tall

paintings/frescoes; vestry (clothing); twanging; giggling (faint)

Concealed (Hidden) Door on the east wall leading to a 10ft. long x 20ft. wide x 10ft. tall hallway.

Sample Names: Suntrana the scowling Senora Dervish (Foam); Mirelidia the atrocious Blind Devil (Armor)

Well-Camouflaged Deathblades Trap; DL 3; Search DC 33 (Attack +30 melee, 2d6 damage)

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

[x1] DEZ (Dispel Effects Zone) - Effects effects get countered; existing effects effects have SL% of being dispelled/Week
4,994gp

leaf-oak

a rusty dagger, dagger, 1d5 (3), 17gp

Drab Water bottle: +3bQQV Action(s); 9750gp

Rian's Sinuses: +9 to HD; 1Z: Summon a DL II Human Wizard, he Banhammers one spell
or psi effect of SL 0-3 in the room [x1 Special] ; CL 15; SL 3; 10030gp

DL III Large Ultraplanar/Annihilation Outers x(1) x[1]

AC 92, HD 15, hp 320, #Att 6, TH ÷ AC/Save DC by 4, dmg 37

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

Immune disintegration and annihilation, No soul. Dark vision.

Prepared effects:

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

[Psi-3 Major] Shards Touch: Your shards touch deals 7d6 acid damage.

[Psi54 Major] Systematic Antidote: SL/2 instances of Resist Poison/Drugs

Combat effects:

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

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

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

Dungeon032020 - Dungeon Level 3

Room # 3

Wafer Closet/Toilet - 45ft. long x 45ft. wide x 15ft. tall

arrow slit (wall)/murder hole (ceiling); tank (container); music; stale, fetid smell

Undead Door (has a trapped spirit/ghost) on the east wall leading to a 5ft. long x 25ft. wide x 5ft. tall hallway.

Sample Names: Ellister the superlative Mademoiselle Ricochet (Evolved artificially); Thorqua the ugly Masked Women (Griffon)

Well-Camouflaged Deathblades Trap; DL 3; Search DC 32 (Attack +60 melee, 4d4 Chr damage)

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

[x1] Turning Undead is at -12 CL and -4 to the 1d20 turn roll (these are fixed amounts, rolled once)

4,497gp

candle

a limestone axe, axe, 5d9 (25), 20gp

Rian's Vastus medialis muscle: +1 to LVL; 1P: 1bM, cannot act

next segment: Avoid a slay effect on someone.; CL 18; SL 3; 9830gp

Periap of Wound Closure, 8520gp

DL III Tiny Lost-Planes/Anguinum-Synod Outers x(3) x[1]

AC 91, HD 5, hp 48, RR 82% #Att 3, TH ÷ AC/Save DC by 4, dmg 20

Str 24, Dex 15, Con 16, Int 22, Wis 24, Chr 29, 0.1kxp

Has Miniclass picks, No soul. Dark vision.

Prepared effects:

[Wiz SL3] Displacement : WR 50%

[Wiz SL3] Displacement : WR 50%

[Psi16 minor] Golem Form: Mud: Resist blunt weapons; Both punches hit: Hug 2d6+(Str bonus)+paralyzation (PPD save)

Combat effects:

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

[Psi12L Major] Discipline: Creature saves: if made it takes caster's level in damage, if missed AL shifts one towards L

[Psi2 Major] Domination: Get control of all actions; Maintenance halved

Dungeon032020 - Dungeon Level 3

Room # 4

Hall, Great - 40ft. long x 40ft. wide x 25ft. tall

hourglass; statue; buzzing; manure smell

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

Sample Names: Caelia the sensational Whirl Hitman (Cow); Theon the sophisticated Mutant Syndicate (Mystic)

Air in room transforms into Elemental Helliron Trap; DL 3; Search DC 32 (8 Chr damage/s, DC 31 Spell save for half)

Fountain that (causes/has/or is) Talks - Intelligently/Normally

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

7,628gp

rack

Captain's Sword, sword, 10d14 (75), 500gp

Lens of Speed Reading, 10230gp

Aqua Perfume: Free Phoenix Familiar; 9360gp

DL III Diminutive Jungle Elementals x(2) x[2]

AC 94, HD 2, hp 20, RR 92% #Att 6, TH ÷ AC/Save DC by 4, dmg 20

Str 17, Dex 26, Con 29, Int 31, Wis 29, Chr 23, 0.1kxp

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

Prepared effects:

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

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

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

Combat effects:

[Pri SL3] Creeping Doom 3: 40 insect dmg

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

[Psi-3 minor] Chilling Ray: Cold ray deals 3d6 damage to foe.

Dungeon032020 - Dungeon Level 3

Room # 5

Fountain/Pool Room - 20ft. long x 5ft. wide x 10ft. tall

sofa; hogshead (large cask of liquid); metallic smell; hissing

Revolving/Swinging Door on the west wall leading to a 30ft. long x 10ft. wide x 20ft. tall hallway.

Sample Names: Cener the evil Magna- Storm (Stationwagon); Sibervas the bothersome Laser Worm (Thorns)

Fusillade of Balls Trap; DL 3; Search DC 32 (Attack +57 ranged, 6d2 damage)

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

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

8,879gp

coin, copper (bent)

a blue and gold uniform, +3 AC, 10gp

Copper Stone [2d20] +6 Th/+3 dmg 20+/x4; 1M: Possession: Similar to wizard spell "Magic Jar"; CL 15; SL 3, 3870gp

Alabaster Tooth picks: +1 Level(s) in a Priest Group Class; 9610gp

DL III Medium Joke Familiars x(26) x[1]

AC 93, HD 9, hp 576, #Att 3, TH ÷ AC/Save DC by 4, dmg 20

Str 24, Dex 31, Con 31, Int 14, Wis 29, Chr 30, 0.1kxp

Has Punomancy, Familiar Immunity

Prepared effects:

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

[Psi6G Major] Paralysis Immunity: Immunity to paralysis, stun, and hold

[Psi72 minor] Energy Control: -10% dmg to Cold, Darkness, Electricity, Fire, Gravity, Kinetic, Light, Magnetic, Radiation, Sonic, or

Combat effects:

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

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

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

Dungeon032020 - Dungeon Level 3

Room # 6

Animal Pens - 25ft. long x 40ft. wide x 40ft. tall

Walls of Plants; font; cold current; bellow (ing)

Iron Door, Normal on the south wall leading to a 45ft. long x 25ft. wide x 20ft. tall hallway.

Sample Names: Alotrix the odious Meteor Djinn (Demonic); Galina the virtuous Killer Jet (Skates)

Collapsing Spring Trap; DL 3; Search DC 32 (36 damage, DC 32 PPD save for half)

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

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

4,745gp

utensils

The KNIGHTS boots, 500gp

Clear Clamp: +6 Magic Item Slots; 9710gp

Wand of Metal & Mineral Detect., 8340gp

DL III Tiny Desert/Arabian Kobolds x(11) x[2]

AC 94, HD 4, hp 44, #Att 1, TH ÷ AC/Save DC by 4, dmg 37

Str 19, Dex 17, Con 22, Int 25, Wis 31, Chr 30, 0.1kxp

Resist heat, Has mtg C spells, Can overbear in numbers.

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.

[Psi23 minor] Fart Cloud: Very smelly, sickening cloud

[Psi-9 minor] Electricity Suppressor: Resist Lightning

Combat effects:

[Psi6N Major] Dispel Magic: Dispel one magic effect

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

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

Dungeon032020 - Dungeon Level 3

Room # 7

Crypt / Burial Chamber - 10ft. long x 35ft. wide x 45ft. tall

furniture (broken); fire pit; jingling; smoky smell

Golem Door (it's a Golem creature) on the west wall leading to a 45ft. long x 15ft. wide x 20ft. tall hallway.

Sample Names: Calingnon the brave B'Wana Bat (Gateway); Gelaine the demonic Invisible Clan (Chair)

Razor-Wire Ceiling Trap; DL 3; Search DC 32 (24 damage, DC 33 Breath Weapon save for half)

Container (Barrel, Jar, Vase, etc.) that (causes/has/or is) Animated

[x1] Gravity high 19 G's (-72 Str, /move rate by 20, falling dmg x20, Z actions reduced by 19/s)

6,414gp

cape

an antique amethyst pendant, 2000gp

Off-white Armor Gemlet [AT+20] +6 AC/+5 Saves; 1P: You can alternatively use a second element, with E factor equal or less than your normal breath.; CL 18; SL 3; 5835gp

Rosy Nail clippers: +2 level(s) of exceptional Con; 9870gp

DL III Tiny Sigil/Maelstrom Kobolds x(9) x[2]

AC 96, HD 3, hp 48, #Att 6, TH ÷ AC/Save DC by 4, dmg 75

Str 31, Dex 21, Con 16, Int 27, Wis 18, Chr 30, 0.1kxp

Immune Maze effects, Can overbear in numbers.

Prepared effects:

[Psi10 minor] Resistance to Sleep: Immune Sleep

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

[Wiz SL2] Globe of Invulnerability 2: Immune to spells with 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

[Psi-3 minor] Chilling Ray: Cold ray deals 3d6 damage to foe.

Dungeon032020 - Dungeon Level 3

Room # 8

Pen/Prison - 45ft. long x 40ft. wide x 20ft. tall

wall basin; Walls of Water; dank, mouldy smell; wind, strong, gusting

Mobile Door (door moves around in dungeon) on the south wall leading to a 40ft. long x 20ft. wide x 20ft. tall hallway.

Sample Names: Bailey the manipulative Commodore Super-Heroe (Skateboard); Caryn the philosophical Ant Menace (Cloud)

Well-Camouflaged Balls Trap; DL 3; Search DC 33 (Attack +3 ranged, 6d4 Str damage)

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

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

5,606gp

chandelier

a heavy iron key, 0gp

Reddish Shield [AT+20] +16 AC/+4 Saves; 1P: Resist Vacuum and High Pressure; CL 21; SL 3; 7695gp

Popper of Magic Missile (1V, use once: A CL 3 magic missile resolves once a segment for 10 s), 2640gp

DL III Tiny Internet Giants x(23) x[3]

AC 91, HD 5, hp 44, #Att 3, TH ÷ AC/Save DC by 4, dmg 39

Str 19, Dex 18, Con 21, Int 20, Wis 28, Chr 30, 0.1kxp

Psilink, Immune Web, Minimum size category Large.

Prepared effects:

[Psi10 Major] Power Shift *: Your psionic powers appear to be a different form of energy (magic, innate, etc.) to Detection effect

[Psi18 minor] Invisibility: Invisibility; immune to Light/Radiance

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

Combat effects:

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

[Psi54 Major] Phobia: Fear (SL saves)

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

Dungeon032020 - Dungeon Level 3

Room # 9

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

Floors of Insects; bookcase; scratching/scrabbling; breeze, slight, damp

Secret Door on the south wall leading to a 15ft. long x 20ft. wide x 5ft. tall hallway.

Sample Names: Usiisha the infamous Sea Sidekick (Invisi--); Foriloth the super-intelligent Lightning Maximus (Fire)

Air in room transforms into Elemental Cold Trap; DL 3; Search DC 31 (6 Str damage/s, DC 31 Will save for half)

Machine that (causes/has/or is) Magical Pool: Effect of a randomly determined potion

(will repeat same potion effect as last drink 75% of the time)

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

3,641gp

cloth cloak

some furry gloves, +2 AC, 120gp

Rian's Bladder: +11 to HD; 1M: 1bM: Counterspell, and be cured 30 hp. ; CL 15; SL 3; 9460gp

Scroll of Pro. from Plants, 13310gp

DL III Tiny Water Viruss x(3) x[3]

AC 92, HD 5, hp 144, MR 357% #Att 3, TH ÷ AC/Save DC by 12, dmg 74

Str 23, Dex 24, Con 30, Int 28, Wis 26, Chr 22, 0.1kxp

Resist cold. Double dmg from fire., Can infect things. Immune mind-affecting, crits, gazes, illusions, poison, sleep, paralysis, poly

Prepared effects:

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

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

[Psi-15 minor] Add Breath Weapon [1st]: Breath weapon is 3/d. Choose a normal (EE=1) element. Breath = 50% of current hp

Combat effects:

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

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

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

Dungeon032020 - Dungeon Level 3

Room # 10

Torture Chamber - 20ft. long x 20ft. wide x 35ft. tall
rack; Walls of Insects; stale, fetid smell; still, very chill

Glass Door (transparent) (shatters if opened) on the west wall leading to a 30ft. long x 20ft. wide x 10ft. tall hallway.

Sample Names: Edlin Hardeye the acrobatic Digi-- Dog (Catapult); Dexius the abhorrent Wombat Reaper (Wrench)

Injected Radiance Trap; DL 3; Search DC 33 (40 damage, DC 32 Reflex save for half)

Wall that (causes/has/or is) False

[x1] Radiation (Psi9) of RS=58 (doesn't fluctuate)

6,575gp

har

an exquisite cloisonnee vase, 1000gp

Rian's Femur bone: +1 to CL; 1P: Target is slain

(PPD, doesn't affect Undead/Golems/things w/out souls) ; CL 15; SL 3; 9900gp

Crimson Crossbow, repeating heavy [2d6] +36 Th/+17 dmg 18+/x5; 1M: Sleep Bolt; CL 15; SL 3, 11394gp

DL III Large Collectiverse/Gooneyverse/etc. Mutants x(28) x[1]

AC 95, HD 15, hp 384, #Att 4, TH ÷ AC/Save DC by 4, dmg 56

Str 19, Dex 20, Con 27, Int 15, Wis 31, Chr 23, 0.1kxp

Immune disintegration and annihilation, Immune radiation

Prepared effects:

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

[Psi-5 minor] Immune to Sleep: Target is immune to sleep & exhaustion

[Psi-5 minor] Immune to Sleep: Target is immune to sleep & exhaustion

Combat effects:

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

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

[Psi15 Major] Color Spray: Color Spray

Dungeon032020 - Dungeon Level 3

Room # 11

Reception - 20ft. long x 5ft. wide x 5ft. tall

cresset (torch on a pole); firkin (small barrel); chirping; dusty

Void Door (cannot see through doorway) on the north wall leading to a 30ft. long x 15ft. wide x 5ft. tall hallway.

Sample Names: Errasa the wondrous Machine Gang (Shield); Zentris the arrogant Astro- Reaper (Glue)

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

Passage that (causes/has/or is) Resisting - General

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

8,187gp

large box

a rose red potion, 'fly' 'invisibility' 'reserved' 'reserved', 100gp

Glassy Staff [3d20] +7 Th/+6 dmg 17+/x3; 1M: Magic Missile; CL 21; SL 3, 5467gp

Rian's Rectus abdominis muscle: +9 to CL; 1P: CL Mirror Images.; CL 14; SL 3; 9170gp

DL III Medium Technological Artifacts x(10) x[2]

AC 95, HD 27, hp 160, #Att 2, TH ÷ AC/Save DC by 4, dmg 19

Str 29, Dex 21, Con 28, Int 14, Wis 29, Chr 31, 0.1kxp

Has Psi 8/16/24 items, Ego Score, Can dominate things.

Prepared effects:

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

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

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

Combat effects:

[Psi-6E minor] Darkbolt N: ½M, -1 current hp: Target takes CLd4 darkness dmg (no save) and stun 1 segment (Para save)

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

[Psi-6E minor] Darkbolt N: ½M, -1 current hp: Target takes CLd4 darkness dmg (no save) and stun 1 segment (Para save)

Dungeon032020 - Dungeon Level 3

Room # 12

Storage - 40ft. long x 15ft. wide x 15ft. tall

charcoal; loom; smoky; tapping

Phase Door (phases in/out every so often) on the east wall leading to a 40ft. long x 5ft. wide x 15ft. tall hallway.

Sample Names: Grundava the uncanny Killer Men (Dark); Grolshar the daring Mind -strike (Lucky Rabbit's Foot)

Air in room transforms into Elemental Lightning Trap; DL 3; Search DC 31 (12 Chr damage/s, DC 31 RSW save for half)

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

[x1] Wards spells function at triple effect

2,616gp

needles

some white rice, 25gp

Multi-prismatic Medallion [AT+10] +10 AC/+17 Saves; 1M: 70' x 70' Stun field

(save vs. RSW -level); lasts for 7 rounds; CL 15; SL 3; 6200gp

Halfling Leather Armor [AT +2] -1/+4; Destroyed in Sun; 1V: Darkness 10'r, 18450gp

DL III Fine Star-Trek-Loop Reptiles x(9) x[1]

AC 94, HD 6, hp 10, #Att 5, TH ÷ AC/Save DC by 12, dmg 19

Str 21, Dex 23, Con 25, Int 30, Wis 19, Chr 23, 0.1kxp

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

Prepared effects:

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

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

[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:

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

[Psi10 Major] Fire Strands: Web spell, everyone within takes Xd6 dmg /r, X is # sizes larger than size T

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

Dungeon032020 - Dungeon Level 4

Room # 1

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

pail; skin; chlorine smell; squeaking

Specialed Door on the south wall leading to a 20ft. long x 10ft. wide x 5ft. tall hallway.

Sample Names: Thropo the grim Commodore Pain (-mobile); Mera the boisterous Cyber- Five (Armor)

Inhaled Shadow Trap; DL 4; Search DC 41 (120 damage, DC 44 RSW save for half), (multiple targets)

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

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

3,035gp

fish hook

quest Prize, 0gp

Golden Medallion [AT+12] +7 AC/+5 Saves; 1V: -CL dmg per physical attack; CL 20; SL 4; 4820gp

Rian's Bladder: +8 to CL; 1M: Do this Status Effect to one group (no save) ; CL 20; SL 4; 16680gp

DL IV Gargantuan Kara-Tur Avian/Birds x(20) x[4]

AC 165, HD 65, hp 2176, #Att 6, TH ÷ AC/Save DC by 5, dmg 131

Str 15, Dex 27, Con 25, Int 20, Wis 33, Chr 16, 0.25kxp

Has Martial Arts, Flys. Has 2 Wings, 2 talons, and a beak.

Prepared effects:

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

[Psi8 Major] Create Technological Monster II: Create a DL IV Technological Monster (AC=8*CL, hp=8*(CL^2), Str=4*CL)

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

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

Combat effects:

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

[Psi-6G Major] Apocalypse: Pick a 350' radius area, next segment, all in area take CL^3 vile dmg (no resistance)

[Psi27 minor] Pain: Target takes LVLd10 dmg and is at -LVL to hit (save for half effect)

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

Dungeon032020 - Dungeon Level 4

Room # 2

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

weapon rack; fetters; gong; shuffling

Trapped Door, Mechanical on the east wall leading to a 40ft. long x 10ft. wide x 5ft. tall hallway.

Sample Names: Zyra the satanic Human Prowler (Mathematics); Vergis the abhorrent Metal Super-Heroe (Snowshoes)

Dismissal Trap; DL 4; Search DC 42 (Wizard CL 8, DC 42 Breath Weapon save to negate), (multiple targets)

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

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

12,738gp

clamps

Web Slinger, sword, 9d10 (49), 1210gp

Rian's Tarsus bone: +1 to LVL; 1P: Destroy or turn off one magic item for CL turns

(no save) (if turned off, you can drop the turned off effect). ; CL 18; SL 4; 17040gp

Palantir of Minas Ithil [-30]; -3 to INT, WIS, CON; Resist Blindness; See Invisible; Drains

Experience; It provides light (radius 4) when fueled.; Activates for clairvoyance every 100+d100 turns, 2220gp

DL IV Tiny Ultraplantar/Annihilation Wurms x(3) x[3]

AC 165, HD 6, hp 80, #Att 3, TH ÷ AC/Save DC by 20, dmg 131

Str 26, Dex 34, Con 30, Int 37, Wis 22, Chr 36, 0.25kxp

Immune disintegration and annihilation, Has no appendages.

Prepared effects:

[Psi6E Major] Spinning Missiles: Small horns break off body and attack

[Psi6G minor] Fortitude: Target cannot lose sanity for the day; +7 mental saves for the day

[Psi-12C minor] Cthulhoid Aura: You look like a cthulhoid beast, gaze to fear (save vs. Will)

[Wiz SL3] Third Arm Growth: Grow an extra arm or leg [lose spell slot while running]

Combat effects:

[Psi29 Major] Monster Summoning IV:

[Psi0 Major] Fire and Stones: (The 2att from separate limbs) One attack: Destroys enemy's weapon (item save)

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

[Wiz SL4] Summon Monster IV : Summons a DL IV monster (duration 1t)

Dungeon032020 - Dungeon Level 4

Room # 3

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

chest, large; jug; squealing; downdraft, slight

Locked Door, Out of Phase on the north wall leading to a 20ft. long x 10ft. wide x 15ft. tall hallway.

Sample Names: Etienne Wrycuts the miserly Cosmic Avenger (Spiritual); Ranknid the adjectiveless Silent Creeper (Glue)

Moving Door Trap; DL 4; Search DC 41 (32 damage, DC 44 Breath Weapon save for half)

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

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

2,037gp

fibers

a barrel of jet fuel, 'refresh' 'giant strength' 'fly' ", 1gp

Indigo Button: +1 Level(s) in a Priest Group Class; 16360gp

Clear Spear [4d4] +9 Th/+7 dmg 18+/x2; 1P: Sleep; CL 23; SL 4, 6430gp

DL IV Medium Dead-Timeline/Looporal Aliens x(1) x[1]

AC 165, HD 12, hp 320, #Att 5, TH ÷ AC/Save DC by 5, dmg 33

Str 18, Dex 15, Con 27, Int 18, Wis 35, Chr 19, 0.25kxp

Reality/Loop stable., Does not breathe. Has Psi 8.

Prepared effects:

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

[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 o

[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 o

[Wiz SL3] Displacement : WR 50%

Combat effects:

[Psi-5 minor] Nullcancel: Dispel one x1 effect (no save, gets ER)

[Wiz SL3] Immediate Monster Summoning III: Summons a DL I monster without summoning sickness

[Psi29 Major] Drain Magic Items:

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

Dungeon032020 - Dungeon Level 4

Room # 4

Torture Chamber - 20ft. long x 20ft. wide x 20ft. tall

pit (shallow); shrine; still; sobbing

Trapped Door, Magic/Psi on the west wall leading to a 5ft. long x 5ft. wide x 15ft. tall hallway.

Sample Names: Wispar the incredible Bionic Canary (Web); Grigori of Vasilsursk the invincible Ms. Nimbus (Atomic)

Hail of Javelins Trap; DL 4; Search DC 42 (Attack +16 melee, 4d4 Cml damage)

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

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

11,576gp

alcoline salts

a bearskin cloak, +2 AC, 145gp

Azur Armor, Medium [AT+53] +25 AC/+24 Saves; 1Z: Dispel displacement effect,

or you ignore displacement for 1 turn; CL 16; SL 4; 14240gp

Golden Blouse: +1 Level(s) in a Rogue Group Class; 16630gp

DL IV Small Outer-TN Avian/Birds x(23) x[1]

AC 168, HD 6, hp 152, #Att 8, TH ÷ AC/Save DC by 5, dmg 132

Str 26, Dex 34, Con 32, Int 15, Wis 30, Chr 24, 0.25kxp

Immune mind-affecting, positive energy, and negative energy. Resist cold, fire, and acid, Flys. Has 2 Wings, 2 talons, and a beak.

Prepared effects:

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

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

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

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

Combat effects:

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

[Psi-12L Major] Law Double Beam: CLxCL mental dmg in 2 lines (Reflex:½); C-align x2 dmg

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

[Wiz SL2] Monster Swarm Summoning II: Summons CL*4 DL I monsters

Dungeon032020 - Dungeon Level 4

Room # 5

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

Bridge, Force (magical); herbs; misted; groaning

Teleport Door (other side is far away) on the east wall leading to a 45ft. long x 10ft. wide x 25ft. tall hallway.

Sample Names: Samander the unlucky Count Five (Engine); Jarniman the unkind Mad Bureau (Cow)

Air in room transforms into Elemental Solid Neutronium Trap; DL 4; Search DC 43 (4 Con damage/s, DC 41 PPD save for half)

Vegetation that (causes/has/or is) Attacks

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

13,403gp

equipment (broken)

a Jacuzzi, 0gp

Dull Eyes [4d8] +8 Th/+37 dmg 17+/x5; 1P: Random 0th (50%)

or 1st (50%) SL Wizard Invocation spell; CL 20; SL 4, 10354gp

Garnet Pillow: +2 level(s) of exceptional Dex; 16490gp

DL IV Medium Megaverse-Project Humanoids x(13) x[2]

AC 163, HD 12, hp 304, #Att 8, TH ÷ AC/Save DC by 5, dmg 97

Str 17, Dex 24, Con 26, Int 16, Wis 37, Chr 22, 0.25kxp

StunR DL*10%, Has 2 arms, 2 legs, and 1 head.

Prepared effects:

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

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

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

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

Combat effects:

[Psi19 Major] Energy Absorption: 1bM: Absorb up to CL HD of an energy attack, affects everyone in your group

[Psi30 Major] Mana Touch: Astral damage

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

[Pri SL3] Cure Disease: Cures Disease

Dungeon032020 - Dungeon Level 4

Room # 6

Bedroom/Boudior - 20ft. long x 5ft. wide x 40ft. tall

clamps; pliers; clicking; updraft, strong

Revolving/Swinging Door on the south wall leading to a 20ft. long x 20ft. wide x 20ft. tall hallway.

Sample Names: Egor the Guardian the unlucky Phantom Pharaoh (Ultralight); Varlo the astounding Onyx Empress (Laser)

Secret Brick Trap; DL 4; Search DC 43 (48 damage, DC 41 Fortitude save for half)

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

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

[x1] Nothing in the room can be affected by No target, Avoid Tricks, Weird

8,513gp

whetstone

the Face of Humbleness, +10 AC, 1700gp

Smoky Shield [AT+8] +6 AC/+26 Saves; 1M: Immune to 1 specific type of effect; CL 23; SL 4; 7045gp

Obsidian Rusty nail: +100 PSP's; 16300gp

DL IV Small Psionic Faeries x(32) x[2]

AC 163, HD 6, hp 144, CR 80% #Att 2, TH ÷ AC/Save DC by 5, dmg 66

Str 15, Dex 30, Con 25, Int 26, Wis 25, Chr 18, 0.25kxp

Has a psionic frequency, Overwrite AC to |AC|, Flys, No target.

Prepared effects:

[Psi-9 Major] Stone Eyes: Gaze: Petrification (save)

[Psi27 minor] Dark Triangle: Name 2 Wizard/Priest schools: One has double effect, the other half (30' radius)

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

[Psi9 minor] Resistance to Magic: CH*5% MR (adjust @ 12th casting level)

Combat effects:

[Psi1 minor] Lights: Faerie Fire, Dancing Lights, Light

[Psi19 Major] Persuasion: Target believes what you want him to believe (Will save), 1 item per segment

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

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

Dungeon032020 - Dungeon Level 4

Room # 7

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

tank (container); chute; smoky smell; clicking

Trapped Door, Magic/Psi on the north wall leading to a 10ft. long x 10ft. wide x 15ft. tall hallway.

Sample Names: Druuth the charismatic Flaming Brain (Vibranium); Akallabeth the annoying Atomic Sidekick (Mace)

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

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

[x1] Gas in room: Str (all in room get +11 to that stat while in room)

4,386gp

fungus

A bottle of warm champagne, 5gp

Aquamarine Bullets, sling (10) [4d10] +3 Th/+8 dmg 17+/x4; 1M: Flesh to Stone, Con resists; CL 23; SL 4, 5577gp

Potion of Extra Fight Power (+6 dmg w/ melee weapons, x2 dmg w/ unarmed), 3900gp

DL IV Large Tarrasque-World Outers x(13) x[3]

AC 163, HD 20, hp 640, RR 125% #Att 5, TH ÷ AC/Save DC by 5, dmg 36

Str 17, Dex 19, Con 35, Int 17, Wis 15, Chr 36, 0.25kxp

Mreflection DL*10%, No soul. Dark vision.

Prepared effects:

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

[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

[Psi--2 minor] Magnify: Mult. power (Max=level/5+1); M+1, no extra cost

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

Combat effects:

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

[Psi6E minor] Phantasmal Killer: As the 4th level Wizard spell

[Psi6E minor] Phantasmal Killer: As the 4th level Wizard spell

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

Dungeon032020 - Dungeon Level 4

Room # 8

Cistern (holds water) - 25ft. long x 30ft. wide x 20ft. tall

cupboard; box (large); footsteps (receding); rotting vegetation smell

Flesh Door on the east wall leading to a 30ft. long x 25ft. wide x 15ft. tall hallway.

Sample Names: Ambrosius Greenheart the tone-deaf American Thirteen (Electro-); Jurdman the superlative Robo- Killer (Psi--)

Restoration (3) Trap; DL 4; Search DC 43 (Wizard CL 8, DC 41 Spell save to negate)

Pool that (causes/has/or is) Spinning

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

12,563gp

spoon

a pitch black cloak, 86gp

Chocolate Age Cat. 5 Dragon, Blue Armor [AT+10] +65 AC/+9 Saves;

1M: Regeneration 3 hp/round, replace limbs; CL 14; SL 4; 11910gp

Carmine Staff [3d20] +64 Th/+26 dmg 18+/x3; 1M: Mental Ball 5; CL 16; SL 4, 17437gp

DL IV Gargantuan City/Town Hounds x(24) x[1]

AC 162, HD 68, hp 2176, #Att 6, TH ÷ AC/Save DC by 20, dmg 99

Str 34, Dex 28, Con 18, Int 27, Wis 24, Chr 30, 0.25kxp

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

Prepared effects:

[Psi45 minor] Force Field vs. Power Manipulation: ER 10*SL%

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

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

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

Combat effects:

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

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

[Psi45 Major] Zombie Animation: Animate a dead body as a Zombie with DL=SL

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

Dungeon032020 - Dungeon Level 4

Room # 9

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

fallen stones; pipe (large cask); still, very chill; downdraft, strong

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

Sample Names: Adrik Pyotrov the dazzling Techni- Glory (SUV); Auguhol the furious Fly Bat (Inertron)

Well-Camouflaged Balls Trap; DL 4; Search DC 44 (Attack +76 melee, 2d4 Wis damage), (multiple targets)

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

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

2,151gp

pole

Jester's Sparklies, 200gp

Scarlet Stone [1d6] +8 Th/+26 dmg 17+/x4; 1M: [Pick an element] CLd5

dmg of that element (one group, no save); CL 17; SL 4, 8500gp

Scroll of Delay (1M, 1/d: Delay the next spell for 1r.), 22220gp

DL IV Medium Outer-CE Spirit-of-the-Lands x(4) x[1]

AC 163, HD 9, hp 272, CR 308% #Att 7, TH ÷ AC/Save DC by 5, dmg 34

Str 21, Dex 17, Con 20, Int 32, Wis 23, Chr 22, 0.25kxp

Telepathy, immune electricity and poison, Resist acid, cold, and fire, Can summon other Outer CE, Incorporeal

Prepared effects:

[Psi16 Major] Golem Form: Maggot: Immune insects, edged weapons, piercing weapons; Cannot hold weapons

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

[Psi3½ Major] Steadfast Perception: Gain immunity to illusory effects, +6 bonus on Spot and Search checks.

[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:

[Wiz SL1] Prismatic Wall 1: 1 Prismatic color

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

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

[Psi-2 Major] Life Field: All in party all healed for LVL hp; 2*LVL hp instead

Dungeon032020 - Dungeon Level 4

Room # 10

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

cupboard; herbs; foggy; whispering

Zombie Door (made of zombies) on the north wall leading to a 50ft. long x 10ft. wide x 10ft. tall hallway.

Sample Names: Heregan the heartless Rainbow Boy (4x4); Tatl the awesome Robo- Imp (Light)

Deeper Vent Trap; DL 4; Search DC 41 (36 Con damage, DC 42 Fortitude save to negate), (multiple targets)

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

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

6,556gp

keg

carved heather chest, Ogp

Rian's Tibialis anterior muscle: +11 to CL; 1Z: All your summons get +1 DL and Vigilance.; CL 28; SL 4; 16490gp

Glassy Age Cat. 5 Forest Dragon Armor [AT+53] +64 AC/+25 Saves; 1P:

Immune lightning; 1M: Fireball; 1M: Major Missile; CL 24; SL 4; 20290gp

DL IV Fine Alternate-Universe Giants x(1) x[1]

AC 166, HD 5, hp 72, #Att 3, TH ÷ AC/Save DC by 5, dmg 68

Str 28, Dex 34, Con 38, Int 29, Wis 30, Chr 17, 0.25kxp

Can affect Bosses and Big Bad's., Minimum size category Large.

Prepared effects:

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

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

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

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

Combat effects:

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

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

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

[Psi10 minor] Intensify Fire *: Doubles the damage of an existing fire effect

Dungeon032020 - Dungeon Level 4

Room # 11

Museum - 15ft. long x 15ft. wide x 5ft. tall

curtain/tapestry; firepit; wind, strong, moaning; earthy smell

False Door on the east wall leading to a 45ft. long x 5ft. wide x 15ft. tall hallway.

Sample Names: Zylík the charismatic Shambling Eye (Supernatural); Baduv the greedy Spider Wight (Sai)

Ingested Salt Trap; DL 4; Search DC 44 (160 damage, DC 42 Reflex save for half)

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

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

6,281gp

candle

gawaine's horned helm, +3 AC, 500gp

Alabaster Stone [1d12] +25 Th/+24 dmg 16+/x3; 1M: Flesh to Stone; CL 14; SL 4, 9700gp

Cinnamon Pipes: +100 PSP's; 16910gp

DL IV Huge Concordant-classes Goblin/Orcs x(18) x[2]

AC 165, HD 34, hp 5120, #Att 6, TH ÷ AC/Save DC by 5, dmg 36

Str 27, Dex 37, Con 18, Int 26, Wis 37, Chr 27, 0.25kxp

Knows Concordant spells, Dark Vision, Stay conscious past 0hp. Light Sensitivity

Prepared effects:

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

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

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

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

Combat effects:

[Wiz SL3] Prismatic Wall 3: 3 Prismatic colors or 1 MultiPrismatic colors (may repeat colors in either mode)

[Wiz SL4] Enervation : Subject gains CL/4 negative levels.

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

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

Dungeon032020 - Dungeon Level 4

Room # 12

Sitting Room - 15ft. long x 20ft. wide x 40ft. tall

tweezers; cage; steamy near floor; giggling (faint)

Automatic Door (opens if anyone approaches) on the north wall leading to a 45ft. long x 10ft. wide x 15ft. tall hallway.

Sample Names: Aphrista the mordant Air Lantern (RV); Chandara the evil Princess Bulk (Magic)

Rolling Javelins Trap; DL 4; Search DC 44 (Attack +52 melee, 6d8 Int damage)

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

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

13,322gp

coin, copper (bent)

(no short description), 0gp

Golden Bracers [AT+55] +15 AC/+4 Saves; 1F: Enemies must make SL/2 saves to attack you; CL 18; SL 4; 10840gp

Lime-green Sword, short [3d4] +49 Th/+37 dmg 16+/x2; 1F: Throw a small object to deal

(CL+4)d6 dmg to a target (don't need to roll to hit); CL 17; SL 4, 17017gp

DL IV Medium Alley Dragons x(2) x[2]

AC 162, HD 12, hp 304, #Att 1, TH ÷ AC/Save DC by 20, dmg 130

Str 21, Dex 17, Con 28, Int 35, Wis 30, Chr 33, 0.25kxp

Attacks as x2 DL., Flys, Breath weapon, dark vision, immune sleep and paralysis.

Prepared effects:

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

[Psi16 Major] Create Golem II: Create a DL IV Golem (AC=6*CL, hp=10*(CL^2), Str=4*CL)

[Psi3 Major] Freedom of Movement: Move normally despite impediments.

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

Combat effects:

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

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

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

[Psi-3 Major] Dismiss Elemental: Dismiss an elemental (no save)

Dungeon032020 - Dungeon Level 5

Room # 1

Audience - 15ft. long x 35ft. wide x 10ft. tall

charcoal bin; idol; still, very chill; breeze, slight, damp

Void Door (cannot see through doorway) on the east wall leading to a 45ft. long x 25ft. wide x 10ft. tall hallway.

Sample Names: Otiluke the acerbic Underground Hawk (Plane); Aidh rinn the acrobatic Copper Force (Invisi--)

Chute transforms into Elemental Pyre Trap; DL 5; Search DC 53 (80 Int damage/s, DC 53 Reflex save for half)

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

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

3,699gp

corn extract

a whole chicken, 2gp

Rian's Skull bone: +12 to HD; 1P: Your summons get +CL TH/dmg, -CL AC/saves/rhp ; CL 26; SL 5; 25270gp

Black Crown of Aerdy, 5150gp

DL V Tiny Cloud Golems x(26) x[3]

AC 252, HD 7, hp 116, MR 78% #Att 8, TH ÷ AC/Save DC by 30, dmg 102

Str 38, Dex 42, Con 22, Int 36, Wis 25, Chr 42, 0.75kxp

Fly with perfect maneuverability., Immune crits, ability dmg, energy drain, poison, sleep, paralysis, stunning, disease, mind-affect

Prepared effects:

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

[Wiz SL5] Prismatic Sphere 5: 3 Prismatic colors or 1 MultiPrismatic colors (may repeat colors in either mode)

[Psi4 minor] To Hit *1.25: Multiply your to hit rolls by 1.25, you autohit on natural 21-1.25 or better (Minor is 19).

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

[Wiz SL5] Prismatic Sphere 5: 3 Prismatic colors or 1 MultiPrismatic colors (may repeat colors in either mode)

Combat effects:

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

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

[Psi45 Major] Energy Solidification: Minor: Web; Major: Iron Bands of Bilarro; Grand: Solid Wall of Force; Super: Forcecage

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

[Psi45 Grand] Focus: Do SL instances of another Psi45 power you know; you are Spent and Harmed at the end of effect

Dungeon032020 - Dungeon Level 5

Room # 2

Refectory (Monetary Dining Room) - 40ft. long x 20ft. wide x 25ft. tall

caldron; wall basin; moaning; urine smell

Glass Door (transparent) (shatters if opened) on the west wall leading to a 25ft. long x 5ft. wide x 15ft. tall hallway.

Sample Names: Zuera the abhorrent Fighting Family (Unobtainium); Vetrulia the super-intelligent Hate Squad (Donkey)

Psi Sword II Trap; DL 5; Search DC 54 (Psionicist CL 10, DC 51 Breath Weapon save to negate)

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

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

11,396gp

sound (unexplained)

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

Peacock blue Armor Gemlet [AT+106] +7 AC/+48 Saves; 1M: Polymorph Self,

max difference in weight = PL^2 lbs.; CL 26; SL 5; 23035gp

Rian's Eyes: +2 to HNCL; 1M: Summon a Plant Elemental: AC 20,

hp 20, #Att 1/1, TH +10, dmg 10; CL 25; SL 5; 25410gp

DL V Medium Arctic Immortals x(17) x[1]

AC 260, HD 70, hp 448, PR 285% #Att 5, TH ÷ AC/Save DC by 30, dmg 155

Str 19, Dex 31, Con 25, Int 38, Wis 23, Chr 35, 0.75kxp

Immune cold. Double dmg from fire., Unaging

Prepared effects:

[Psi45 minor] Reflection: MPIWReflection 5*SL%

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

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

[Psi29 minor] Anti-Radiation Ray:

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

Combat effects:

[Pri SL5] Heal 5: Cure to 75% of max hp (max Heal 5 can cure at once = 750 hp)

[Pri SL4] Summon Nature's Ally IV : Summons a DL IV animal (maintained)

[Psi-5 Grand] Spectrify: Target gets -CL each to Str, Dex, and Con (save for each point)

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

[Psi29 minor] Beam (Cone) of Cold:

Dungeon032020 - Dungeon Level 5

Room # 3

Rogue's Chamber/Lab - 45ft. long x 15ft. wide x 25ft. tall

chalk; bag; hissing; groaning

Specialed Door on the east wall leading to a 30ft. long x 15ft. wide x 25ft. tall hallway.

Sample Names: Gramgrun the maleficent Winged Viking (Catamaran); Wirddan the arrogant Element Bull (Analyzer)

Enslave Monster Trap; DL 5; Search DC 54 (Wizard CL 10, DC 52 Fortitude save to negate)

Wall that (causes/has/or is) Releases - Coins

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

16,145gp

quiver

a fur cloak, 20gp

Glassy Eye liner: Free Weapon Master Kit: +1 to #Att with one weapon in

one hand (or double rate, whichever is lower), Free bonus Wpn Mastery proficiency; 25470gp

Onyx Rope [3d20] +37 Th/+6 dmg 17+/x2; 1P: Beam (Cone) of Cold; CL 35; SL 5, 12490gp

DL V Large Sea-of-Dust/Colorless Golems x(10) x[1]

AC 252, HD 21, hp 864, CR 645% #Att 10, TH ÷ AC/Save DC by 6, dmg 202

Str 39, Dex 40, Con 24, Int 23, Wis 20, Chr 32, 0.75kxp

Immune alignment based/color based effects, Immune crits, ability dmg, energy drain, poison, sleep, paralysis, stunning, disease

Prepared effects:

[Pri SL5] Double Resist [E=4 element]: Pick an E=4 element, you double resist it (1/4 dmg, 1/10 if make save) for 1 hour.

[Psi4 minor] Saves *1.25: Multiply your save rolls by 1.25, you automake saves on natural 21-1.25 or better (Minor is 19).

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

[Wiz SL4] Polymorph Self : You assume a new form (no innate abilities)

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

Combat effects:

[Wiz SL4] Enervation : Subject gains CL/4 negative levels.

[Psi45 minor] Energy Sponge: bM: SL*10% chance to absorb an entire energy attack

[Psi1 minor] Command: Command (as spell)

[Wiz SL4] Enervation : Subject gains CL/4 negative levels.

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

Dungeon032020 - Dungeon Level 5

Room # 4

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

cage; Priest/Religious Furnishings; murmuring; whistling

Time Door (goes to another time) on the east wall leading to a 5ft. long x 5ft. wide x 5ft. tall hallway.

Sample Names: Serria the rebellious Sarge Nine (Paddleboat); Vladlan the courageous Ruby Prime (Home study course)

Ice Storm Trap; DL 5; Search DC 53 (Wizard CL 10, DC 52 Reflex save to negate)

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

[x1] Gravity high 2 G's (-4 Str, /move rate by 3, falling dmg x3, Z actions reduced by 2/s)

24,662gp

dragon blood

Gate Guard Sword, sword, 10d10 (55), 100gp

Crimson Robe [AT+13] +4 AC/+8 Saves; 1P: Animate Objects as if they were a DL=SL Golem summon; CL 30; SL 5; 6825gp

Black Bullets, sling (10) [2d20] +65 Th/+7 dmg 20+/x5; 1V: Target is Paralyzed

and cannot use any M actions next round (save); CL 25; SL 5, 15797gp

DL V Small Psionicist-classes Cthulhoid-Horrors x(32) x[1]

AC 255, HD 6, hp 208, #Att 3, TH ÷ AC/Save DC by 30, dmg 102

Str 16, Dex 42, Con 43, Int 40, Wis 27, Chr 27, 0.75kxp

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

Prepared effects:

[Psi3½ Major] Truevenom: Your natural weapons are covered in horrible poison.

[Pri SL5] Protection from Fire 5: Stop the next CL*16 fire dmg

[Psi6E Grand] Shape Change: As the 9th level Wizard spell

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

[Wiz SL5] Anti-Radioactive Shell:

Combat effects:

[Psi9 Grand] Energy Kinetic: Manipulate: +-CH dice to existing energy effect

[Pri SL5] Dispel Magic 5: Dispel 3 magic effects

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

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

[Wiz SL5] Dispel Magic 5: Dispel 3 magic effects

Dungeon032020 - Dungeon Level 5

Room # 5

Fountain/Pool Room - 30ft. long x 45ft. wide x 35ft. tall

mosaics; door (broken); shuffling; humming

Zombie Door (made of zombies) on the west wall leading to a 35ft. long x 15ft. wide x 10ft. tall hallway.

Sample Names: Aramite the excessive Countess Ninja (Kinetic); Ykkandri the merciless Fighting Hurricane (Mutagen)

Injected Sound Trap; DL 5; Search DC 51 (30 Dex damage, DC 54 RSW save to negate)

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

[x1] Psi 2 powers function at double effect

24,983gp

bowl

a rose red potion, 'fly' 'invisibility' 'reserved' 'reserved', 100gp

Inky Stone [2d8] +10 Th/+65 dmg 18+/x6; 1M: Object out of phase; CL 30; SL 5, 16650gp

Rian's Trapezius muscle: +1 to HNCL; 1M: One group takes CL^3 yellow dmg.; CL 22; SL 5; 25870gp

DL V Gargantuan Psionic Humanoids x(7) x[1]

AC 260, HD 82, hullp 3328, CR 69% #Att 4, TH ÷ AC/Save DC by 30, dmg 55

Str 42, Dex 17, Con 29, Int 43, Wis 35, Chr 39, 0.75kxp

Has a psionic frequency, Has 2 arms, 2 legs, and 1 head.

Prepared effects:

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

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

[Psi18 Grand] Scty: Confined Defender: Shield vs. magic/psionics 1000*LVL hp

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

[Psi45 Grand] Body Coating: 5*SL hp Armor spell, self only, stacks with the (Wizard) Armor spell

Combat effects:

[Psi-3 minor] Chilling Ray: Cold ray deals 3d6 damage to foe.

[Psi7 Grand] (no name): Target is energy drained CL/2 levels (no save)

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

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

[Pri SL5] Blade Barrier 5: 7d7 dmg wall (shards)

Dungeon032020 - Dungeon Level 5

Room # 6

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

dais (raised platform); oven; ringing; updraft, strong

Secret Door on the south wall leading to a 5ft. long x 10ft. wide x 20ft. tall hallway.

Sample Names: Sakeris the opportunistic Lightning Viking (Force); Yakov of Elna the excessive Sky Knight (Vibranium)

Air in room transforms into Elemental Acid Trap; DL 5; Search DC 53 (6 Str damage/s, DC 55 PPD save for half)

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

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

10,444gp

pillow

a note, 0gp

Rian's Tibia bone: +4 to LVL; 1M: Summons your control get +1TH, +1dmg this segment. Buyback 2 (You may spend 2SL's as you do, you don't lose it from memorization after its cast.) Storm (When you cast this spell, fork it for each spell cast before it this se

Rian's Teeth: +4 to LVL; 1P: Summon a DL V Unique Wizard with "When you cast a non-summon spell, spend 2 SL's. If you do, fork that spell" and "When you summon a creature, spend 2 SL's. If you do, you get +1 summon" (+1 slot.); CL 30; SL 5; 2521C

DL V Small Star-Trek-Loop Cthuloid-Horrors x(26) x[2]

AC 258, HD 6, hp 240, #Att 9, TH ÷ AC/Save DC by 6, dmg 254

Str 42, Dex 33, Con 33, Int 21, Wis 42, Chr 25, 0.75kxp

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

Prepared effects:

[Wiz SL5] Anti-Radioactive Shell:

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

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

[Wiz SL4] Original Stoneskin 4: Block the next 1 P action of attacks

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

Combat effects:

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

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

[Psi0 minor] Disable Limb: One attack: One limb cannot be used by target for 1t (no save)

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

[Wiz SL3] Prismatic Wall 3: 3 Prismatic colors or 1 MultiPrismatic colors (may repeat colors in either mode)

Dungeon032020 - Dungeon Level 5

Room # 7

Wafer Closet/Toilet - 40ft. long x 15ft. wide x 20ft. tall

cresset (torch on a pole); Flowstone (slippery); hazy; wind, strong, moaning

Trapped Door, Mechanical on the west wall leading to a 30ft. long x 25ft. wide x 5ft. tall hallway.

Sample Names: Safana the atrocious Baroness -tech (Arrows); Drisisnil the wicked Bronze League (Police Box)

Fusillade of Pendulums Trap; DL 5; Search DC 54 (Attack +30 melee, 8d6 Dex damage), (multiple targets)

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

[x1] Law spells function at triple effect

19,209gp

broken bottle

a pair of Reebok Pumps, +1 AC, 77gp

Indigo Rope [4d4] +7 Th/+81 dmg 17+/x3; 1M: 1M to start: Every segment for 1 round,

as a 0 action, deal SL heat dmg to one target (no save); CL 19; SL 5, 17474gp

Olive Talisman [AT+11] +81 AC/+10 Saves; 1M: Lightning shield (xSL/10 damage back); CL 22; SL 5; 15350gp

DL V Large Wizard-classes Golems x(24) x[1]

AC 251, HD 21, hp 928, CR 380% #Att 1, TH ÷ AC/Save DC by 6, dmg 302

Str 28, Dex 28, Con 29, Int 34, Wis 35, Chr 16, 0.75kxp

Knows Wizard spells, Immune crits, ability dmg, energy drain, poison, sleep, paralysis, stunning, disease, mind-affecting effects.

Prepared effects:

[Psi45 Major] Hard Radiation Control: SL/2 (round down) instances of Resist radiation damage; +SL*10% damage with radiation

[Psi4 Major] To Hit *1.5: Multiply your to hit rolls by 1.5, you autohit on natural 21-1.5 or better (Minor is 19).

[Psi27 Grand] The Call: Choose a creature type: summons (LVL-DL)^2 of them. (DL is creature's DL).

[Pri SL4] Dimensional Anchor : Bars extradimensional movement.

[Wiz SL5] Anti-Magic Shell 5: Anti-Magic of SL 0 to 4

Combat effects:

[Psi29 Major] Monster Summoning IV:

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

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

[Psi45 Grand] Heat: Target takes SL*CL Fire damage per segment for 1 round (no save)

[Psi29 Major] Control Gravity:

Dungeon032020 - Dungeon Level 5

Room # 8

Closet - 30ft. long x 10ft. wide x 30ft. tall

lectern; pedestal; footsteps (side); thumping

Iris Door (seals as a spiral) on the south wall leading to a 20ft. long x 15ft. wide x 10ft. tall hallway.

Sample Names: Savagius the base Whirl Hulk (Raised by animals); Kuroth the noxious Hawk Whatsit (Derringer)

Air in room transforms into Elemental Mithril Trap; DL 5; Search DC 51 (30 Cml damage/s, DC 55 Will save for half)

Furnishings that (causes/has/or is) Resisting - General

[x1] Dimensional Mine Generator (one mine per reset, hits a random player or monster, takes 1d20 dmg and is Sleep)
10,449gp

ear spoon

a long, curved sabre, sword, 2d8 (9), 141gp

Bronze Shirt: Free No Rogue Adjustments Feat: Your armor generates no rogue adjustments; 25230gp

Crystalline Shirt: +3 level(s) of exceptional Dex; 25630gp

DL V Diminutive Tarrasque-World Beholders x(7) x[1]

AC 256, HD 5, hp 54, #Att 6, TH ÷ AC/Save DC by 30, dmg 251

Str 37, Dex 37, Con 35, Int 27, Wis 42, Chr 32, 0.75kxp

Mreflection DL*10%, Has eye stalks, 1 mouth, and 1 central anti-magic eye. Can cast through eye stalks. Flys

Prepared effects:

[Wiz SL3] Third Arm Growth: Grow an extra arm or leg [lose spell slot while running]

[Psi18 minor] Cancel Magic and Earthpower: -LVL CL to all Magic/Ele-E affecting you

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

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

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

Combat effects:

[Wiz SL5] Dispel Innates:

[Wiz SL5] Dispel Innates:

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

[Psi29 Grand] Raise Dead Fully/Slay Living Fully:

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

Dungeon032020 - Dungeon Level 5

Room # 9

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

brazier & charcoal; weapon rack; footsteps (ahead); sneezing

Intelligent Door, might have ego score on the east wall leading to a 25ft. long x 10ft. wide x 10ft. tall hallway.

Sample Names: Fennicia the abusive Flying Flower (Motorhome); Nishta the self-righteous Whirl Gathering (Chain)

Contact Smoke Trap; DL 5; Search DC 53 (40 damage, DC 53 Reflex save for half)

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

[x1] DDZ (Dispel Damage Zone) - Damage effects get countered; existing damage effects have SL% of being dispelled/Turn
23,307gp

broken glass

mask of deception, +4 AC, 424gp

Beige Shoe lace: Free Multiweapon Fighting Feat: Reduce penalties in off-hands by 2; 25860gp

Bluish Cube [4d20] +64 Th/+26 dmg 15+/x2; 1V: 1bM: Stop or Create an Earthquake, Landslide,
etc. Damage would be CL*SL Earth to a group (save for 0); CL 22; SL 5, 18357gp

DL V Small Outer-TN Mutants x(7) x[1]

AC 255, HD 10, hp 224, #Att 3, TH ÷ AC/Save DC by 30, dmg 152

Str 41, Dex 31, Con 31, Int 29, Wis 25, Chr 44, 0.75kxp

Immune mind-affecting, positive energy, and negative energy. Resist cold, fire, and acid, Immune radiation

Prepared effects:

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

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

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

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

[Wiz SL5] Extra Group +1: The next spell you cast will affect +1 groups of monsters

Combat effects:

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

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

[Psi-6G Major] Apocalypse: Pick a 350' radius area, next segment, all in area take CL^3 vile dmg (no resistance)

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

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

Dungeon032020 - Dungeon Level 5

Room # 10

Fountain/Pool Room - 25ft. long x 40ft. wide x 35ft. tall

Floors of Webs; sanctuary; footsteps (receding); thumping

Phase Door (as the spell) on the east wall leading to a 50ft. long x 5ft. wide x 25ft. tall hallway.

Sample Names: Dagmir the devilish Rainbow Ninjas (Boat); Goldenshield the wild Omega Fire (Wings)

Wide-Mouth Chute Trap; DL 5; Search DC 54 (80 Chr damage, DC 52 Will save to negate)

Pit that (causes/has/or is) Shoots

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

1,106gp

ropes

a black marble ring, 3gp

Plummy Armor, Medium [AT+11] +9 AC/+4 Saves; 1M: -CL dmg per physical attack; CL 19; SL 5; 5135gp

Cinnamon Armor Gemlet [AT+53] +10 AC/+++ Saves; 1M: Lightning shield (xSL/10 damage back); CL 22; SL 5; 11135gp

DL V Huge Time/Temporal Spirit-of-the-Lands x(5) x[1]

AC 258, HD 215, hp 8320, PR 102% #Att 4, TH ÷ AC/Save DC by 30, dmg 52

Str 23, Dex 30, Con 40, Int 23, Wis 33, Chr 20, 0.75kxp

Time/Reality stable., Incorporeal

Prepared effects:

[Psi8 Major] Create Technological Monster II: Create a DL IV Technological Monster (AC=8*CL, hp=8*(CL^2), Str=4*CL)

[Pri SL5] Protection from Lightning 5: Stop the next CL*16 lightning dmg

[Psi-1 minor] Steadiness: Immune Telekinesis, Falling Damage, Teleport Away, Gates/DimDoors

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

Combat effects:

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

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

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

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

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

Dungeon032020 - Dungeon Level 5

Room # 11

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

tongs; charcoal bin; hooting; earthy smell

Locked Door, Out of Phase on the south wall leading to a 15ft. long x 15ft. wide x 15ft. tall hallway.

Sample Names: Turia the bothersome Bullet Victory (Ultralight); Vence the excessive Fatal -oid (Stilts)

Ingested Blood Trap; DL 5; Search DC 52 (40 damage, DC 53 Spell save for half), (multiple targets)

Well that (causes/has/or is) Talks - Spell Casting

[x1] DCZ (Dispel Charm Zone) - Charm effects get countered; existing charm effects have SL% of being dispelled/Reset
10,200gp

small table

an imperial belt, +1 AC, 73gp

Flesh Armor Gemlet [AT+68] +7 AC/+5 Saves; 1P: Alter two resistances (or one immunity) to be of different element(s) (Pick an E factor = original); CL 19; SL 5; 11775gp

Black Armor, Medium [AT+15] +24 AC/+7 Saves; 1M: Your psionic powers appear to be a different form of energy (magic, innate, etc.) to Detection effects; CL 30; SL 5; 8710gp

DL V Medium Outer-CE Hounds x(15) x[1]

AC 259, HD 75, hp 448, #Att 9, TH ÷ AC/Save DC by 6, dmg 101

Str 38, Dex 21, Con 38, Int 32, Wis 27, Chr 38, 0.75kxp

Telepathy, immune electricity and poison, Resist acid, cold, and fire, Can summon other Outer CE, Has 4 legs, and at least 1 hear

Prepared effects:

[Psi16 Grand] Golem Form: Stone: Immune earth; set Str 22+LVL; 1V: Slow

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

[Psi72 Major] Alternate Form - Energy: Nonsolid (still take damage normally); Cannot attack; Fly PL"; Immune to one form of ene

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

[Psi54 Major] Invulnerability: -CL*SL/2 dmg per attack

Combat effects:

[Psi45 Major] Iron Will: 1bM: One effect that's hitting you is delayed for SL segments (it will still resolve even if the caster is drop

[Psi45 minor] Mind Transferral: Minor: Empathy (save); Major: Magic Jar (SL/3 saves)

[Pri SL5] MultiCure Critical Wounds: Cure Critical (3 targets) (r=sight)

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

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

Dungeon032020 - Dungeon Level 5

Room # 12

Dormitory - 15ft. long x 20ft. wide x 45ft. tall

chasm; buffet; dusty; footsteps (behind)

Energy/Elemental Door on the north wall leading to a 45ft. long x 25ft. wide x 10ft. tall hallway.

Sample Names: Alrus the acrid Orange Mane (Rainbow); Meredath the loathsome Random Musketeer (Sword)

Self-Revival Trap; DL 5; Search DC 51 (Psionicist CL 10, DC 52 PP save to negate)

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

[x1] Gas in room: Con (all in room get -2 to that stat while in room)

11,851gp

padded armchair

a Duergar Bracer, +1 AC, 775gp

Potion of Heroism (+ $(11 - (\text{highest War level})) / 3$, round up War lvl), 7310gp

Censer Cont. Air Elementals, 22130gp

DL V Huge Rakshasa-World Weirds x(12) x[2]

AC 260, HD 45, hp 9280, #Att 5, TH ÷ AC/Save DC by 30, dmg 251

Str 40, Dex 30, Con 37, Int 29, Wis 45, Chr 37, 0.75kxp

Immune slain, Resist Slain, Vulnerable enchanted items., Immune critical hits, poison, sleep, paralysis, stunning. Has no soul.

Prepared effects:

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

[Wiz SL4] Dimensional Anchor : Bars extradimensional movement.

[Psi9 Grand] Energy Kinetic: Shield: Stops CH dice per Energy attack

[Psi45 Grand] Cosmic Awareness: Grand: Cosmic Awareness

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

Combat effects:

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

[Psi5 Grand] Change Reality (lesser): 1st-7th level Alt,Cnj,Cre,Ele,Hea,Sum

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

[Psi6N Grand] Mental Ball 8: 80'r; take $8 * \text{level} * (\# \text{ of freq.})$ damage; no save

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

Dungeon032020 - Dungeon Level 6

Room # 1

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

armoire; pillow; chirping; hissing

Automatic Door (opens if anyone approaches) on the east wall leading to a 35ft. long x 10ft. wide x 15ft. tall hallway.

Sample Names: Umbert the mesmerizing Terrible Harrier (-wing); Wyndael the mischievous Robot Duke (Turbo)

Inhaled Rust Trap; DL 6; Search DC 61 (120 damage, DC 63 Will save for half)

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

[x2] Room is permanently/continuously Alley Effected, only creatures immune or bubbled against it can function here.

27,334gp

rag

the little serf's shoes, +1 AC, 45gp

Hazel Wand [6d4] +7 Th/+49 dmg 14+/x4; 1Z: Summon a Demon Beast: AC 70, hp

700, #Att 7/1, TH +70, dmg 70, 1M: 10 dmg to target; CL 30; SL 6, 13844gp

Bottle green Amulet [AT+13] +121 AC/+145 Saves; 1M: Withdraw:

Withdraw, can use non-offensive Mentals; CL 32; SL 6; 38905gp

DL VI Fine Sea-of-Dust/Colorless Elementals x(14) x[1]

AC 362, HD 2, hp 38, #Att 7, TH ÷ AC/Save DC by 42, dmg 365

Str 40, Dex 23, Con 37, Int 23, Wis 22, Chr 25, 1.5kxp

Immune alignment based/color based effects, Immune critical hits, poison, sleep, paralysis, stunning. Has no soul. Immune to its

Prepared effects:

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

[Pri SL4] Goodberry 4: Creates 16 goodberries

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

[Psi6E Grand] Shape Change: As the 9th level Wizard spell

[Psi6E Grand] Shape Change: As the 9th level Wizard spell

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

Combat effects:

[Psi0 Major] Flash Kick: One kicking attack at +KiL to hit, ignores stonelines/ironskins: x10 damage, knockdown

[Psi-1 Grand] Energy Solidity: As per Energy Amplification but entire effect is amplified

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

[Wiz SL6] Monster Swarm Summoning VI: Summons CL*2 DL V monsters

[Pri SL3] Creeping Doom 3: 40 insect dmg

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

Dungeon032020 - Dungeon Level 6

Room # 2

Priest's Chamber/Lab - 50ft. long x 30ft. wide x 50ft. tall

Walls of Bone; tank (container); footsteps (side); hissing

Plane Shift Door (other side is on another plane) on the west wall leading to a 35ft. long x 5ft. wide x 5ft. tall hallway.

Sample Names: Cnut the infamous Dark Knight (Truck); Tariel the demented Golden Man (Supernatural)

Fusillade of Jaws Trap; DL 6; Search DC 65 (Attack +108 ranged, 4d10 damage)

Well that (causes/has/or is) Poison

[x2] Room is permanently/continuously Alley Effected, only creatures immune or bubbled against it can function here.

13,962gp

belt

a long leather couch, 0gp

Bottle of Air: A person can breath from the bottle as a

Standard Action, allowing any suffocation or drowning "count-down" to be reset., 8680gp

Copper Bottle cap: All your Custom classes use the "set XP

table"(3kxp at 2nd, doubles til 9th,600kxp at 10th,+300kxp per level afterward).; 36860gp

DL VI Small Priest-classes Outers x(34) x[1]

AC 366, HD 8, hp 320, #Att 8, TH ÷ AC/Save DC by 7, dmg 76

Str 51, Dex 52, Con 37, Int 41, Wis 35, Chr 33, 1.5kxp

Knows Priest spells, No soul. Dark vision.

Prepared effects:

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

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

[Psi4 Grand] Item *2: How many of an item exists is multiplied by 2 (you need a Grand to duplicate a x2 item)

[Pri SL6] Resist Fire/Resist Cold 6: Take -70% dmg vs. fire or cold

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

[Psi--2 minor] Biosaveback: -2 dmg/energy att; +CL/3 saves; +CL saves instead

Combat effects:

[Pri SL4] Restoration (3): Restores level and ability score drains.

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

[Pri SL6] Creeping Doom 6: (1d3+5)*80 insect dmg

[Psi72 minor] Disintegration: Disintegrate one nonliving object

[Psi6E Grand] Mass Charm: As the 8th level Wizard spell

[Psi45 minor] Chemical Touch: Chemical effect of TechL=SL*2 or less (range touch)

Dungeon032020 - Dungeon Level 6

Room # 3

Well - 40ft. long x 15ft. wide x 40ft. tall

pliers; wheel; clicking; "Bleah!" (off in the distance)

Membrane Portal on the south wall leading to a 35ft. long x 15ft. wide x 5ft. tall hallway.

Sample Names: Melishander the valiant Imperial Felon (Neutralizer); Faline the bewildering Princess Ninja (Glider)

Rolling Balls Trap; DL 6; Search DC 61 (Attack +12 melee, 4d6 damage)

Container (Barrel, Jar, Vase, etc.) that (causes/has/or is) Wall 10'

behind slides across passage blocking it for from 40-60 turns.

[x2] Gods cannot feel, see, or sense into this room unless they are actually there; Divine Intervention fails

27,903gp

foodstuffs (edible)

a ring of protection, +1 AC, 64gp

Chestnut Hanger: Free Weapon Master Kit: +1 to #Att with one weapon in

one hand (or double rate, whichever is lower), Free bonus Wpn Mastery proficiency; 36560gp

Crimson Dust: +400 PSP's; 36760gp

DL VI Tiny Underdark Humanoids x(25) x[3]

AC 366, HD 4, |hp| 160, #Att 12, TH ÷ AC/Save DC by 42, dmg 433

Str 41, Dex 17, Con 32, Int 18, Wis 32, Chr 49, 1.5kxp

Light Sensitivity, Has 2 arms, 2 legs, and 1 head.

Prepared effects:

[Wiz SL6] Anti-Magic Shell 6: Anti-Magic of SL 0 to 5

[Psi14 Grand] (no name): Get a Rogue chart (and 20*LVL Rogue points) up to level=LVL/2

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

[Psi6G Grand] Astral Eyes: Can see through alterations/illusions/possession; Astral Perception

[Psi7 Grand] (no name): Immunity to any effect that requires a Fortitude save (unless the effect also works on objects)

[Psi6E Major] Necromancer Lore: Necromancer's abilities of ½ level

Combat effects:

[Psi6E minor] Cause Moderate Wounds: Does 2d8+1 damage by touch (no save)

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

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

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

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

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

Dungeon032020 - Dungeon Level 6

Room # 4

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

box (large); pentagram; sneezing; downdraft, slight

Locked Door, Out of Phase on the east wall leading to a 40ft. long x 15ft. wide x 10ft. tall hallway.

Sample Names: Lazaemon the magnificent Master Defender (Thiotimoline); Wregan Elderbranch the abusive Danger Detective (

Fusillade of Javelins Trap; DL 6; Search DC 62 (Attack +12 melee, 6d12 damage)

Pedestal that (causes/has/or is) Suggests

[x2] Ultraplanar beings cannot hear, smell, or sense into this room unless they are actually there; Divine Intervention fails
4,961gp

candlestick

cosmic's wedding ring., +4 AC, 0gp

Green Medallion [AT+16] ++3 AC/+12 Saves; 1M: Dual existence (Prime / Border

Ethereal); +1 more needed to hit you; CL 21; SL 6; 6720gp

Talisman of Tongues, 38420gp

DL VI Diminutive Ultraplanar/Annihilation Eelementals x(7) x[1]

AC 364, HD 3, hullp 456, IR 474% #Att 11, TH ÷ AC/Save DC by 42, dmg 724

Str 48, Dex 45, Con 44, Int 17, Wis 45, Chr 50, 1.5kxp

Immune disintegration and annihilation, Immune critical hits, poison, sleep, paralysis, stunning. Has no soul. Immune to its own

Prepared effects:

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

[Wiz SL6] Armor 6: +CL*12 current hp

[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.

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

[Psi12T Grand] Spell Turning: Spell Turning (as spell)

[Pri SL6] Antilife Shell : 10-ft. field hedges out living creatures.

Combat effects:

[Wiz SL5] Confusion No Save: Confusion one target (no save)

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

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

[Wiz SL3] Alley Summoning III: Summons a DL VI alley monster, under your control, 3% chance per segment of losing control

[Psi60 Grand] Cure Serious Wounds: Cure 6d8+6*LVL hp

[Pri SL5] Flame Strike 5: CLd8 holy fire dmg (save:½)

Dungeon032020 - Dungeon Level 6

Room # 5

Waiting Room - 15ft. long x 40ft. wide x 25ft. tall

cassocks (robes); shelf; hissing; scuttling

Concealed (Hidden) Door on the west wall leading to a 45ft. long x 15ft. wide x 20ft. tall hallway.

Sample Names: Morenia the self-righteous Wolf Champion (Shotgun); Nari the amazing B'Wana Irregular (Ether)

Inhaled Spirit Trap; DL 6; Search DC 65 (48 Str damage, DC 61 Will save to negate)

Well that (causes/has/or is) Enrages

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Turn 29,182gp

spoon

a dark ->*<- orb, +2 AC, 1000gp

Cobalt Eyes [2d8] +6 Th/++4 dmg 18+/x6; 1Z: Get control of all actions; CL 21; SL 6, 5660gp

Browny Robe [AT+14] +5 AC/+35 Saves; 1F: Spectral Hand; no

ill effects from punching/kicking things; CL 28; SL 6; 9560gp

DL VI Large Post-Apocalyptic/Cybernetic Spirit-of-the-Lands x(22) x[2]

AC 370, HD 29, hp 1216, #Att 3, TH ÷ AC/Save DC by 42, dmg 721

Str 22, Dex 45, Con 19, Int 25, Wis 31, Chr 31, 1.5kxp

Class VI Esper Blind, Incorporeal

Prepared effects:

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

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

[Pri SL6] Resist [E=6 element]: Pick an E=6 element, you resist it for 1 hour.

[Psi81 minor] Knockback Resistance: Take -10*CL' less from TK/Push effects

[Psi4 minor] Item *1.25: How many of an item exists is multiplied by 1.25 (you need a Grand to duplicate a x2 item)

[Wiz SL6] Anti-Magic Shell 6: Anti-Magic of SL 0 to 5

Combat effects:

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

[Wiz SL6] Summon Monster VI : Calls outsider to fight for you.

[Psi10 Major] Fire Curtain: Circular wall of fire around caster, 3d6 dmg

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

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

[Wiz SL4] Cone of Cold 4: CLd8+CL cold dmg to a group (save:½)

Dungeon032020 - Dungeon Level 6

Room # 6

Guardroom - 25ft. long x 15ft. wide x 20ft. tall

armoire; fresco (painting); rustling; grating

Phase Door (phases in/out every so often) on the south wall leading to a 40ft. long x 10ft. wide x 20ft. tall hallway.

Sample Names: Felsur the maniacal Hyper-Tarantula (Wind); Zevenaar the rabid Water Mummy (Pitchfork)

DNA Scamble Blast Trap; DL 6; Search DC 66 (Cleric CL 12, DC 66 Breath Weapon save to negate)

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

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Mont
15,365gp

common fungi

something pink on a stick, 6gp

Rian's Spleen: +12 to HNCL; 1M: Target can use 2M this segment. ; CL 27; SL 6; 36380gp

Rian's Humerus bone: +6 to CL; 1M: Summon a DL III Angel that has "1M, 1/s: +1 DL"; CL 21; SL 6; 37040gp

DL VI Huge Alley Giants x(11) x[2]

AC 367, HD 53, hp 14592, IR 90% #Att 6, TH ÷ AC/Save DC by 7, dmg 217

Str 51, Dex 48, Con 22, Int 48, Wis 40, Chr 33, 1.5kxp

Attacks as x2 DL., Minimum size category Large.

Prepared effects:

[Psi45 minor] Regeneration: Regenerate SL hp/s

[Psi45 Grand] Light Control: SL/2 (round down) instances of Resist light; +SL*10% damage with light effects

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

[Pri SL4] Spell Immunity : Subject is immune to one spell per four levels

[Psi45 Grand] Light Control: SL/2 (round down) instances of Resist light; +SL*10% damage with light effects

[Psi6G Grand] Field of Peace: Everyone within 30' (incl. Deva) can use only V and Z actions

Combat effects:

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

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

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

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

[Wiz SL5] Summon Monster V : Calls outsider to fight for you.

[Psi45 Grand] Mind Control: Minor: Command (save); Major: Domination (SL/3 saves)

Dungeon032020 - Dungeon Level 6

Room # 7

Treasure Room - 50ft. long x 20ft. wide x 45ft. tall

stool, normal; Floors of Fire; breeze, slight; horn/trumpet sounding

Phase Door (as the spell) on the north wall leading to a 40ft. long x 20ft. wide x 5ft. tall hallway.

Sample Names: Galeann the amphibious Mutant Dude (Hydro-); Saeros the smelly Meteor Guard (Gravi-)

Air in room transforms into Elemental Glass Trap; DL 6; Search DC 64 (50 Cml damage/s, DC 63 PPD save for half)

Idol that (causes/has/or is) Invisible

[x2] Immortals cannot see, hear, or sense into this room unless they are actually there; Divine Intervention fails
8,995gp

dripping

a gnawed heart, +1 AC, 10gp

Red Sand paper: +2 Henchmen Slots; 36400gp

Rian's Sphenoid bone: +11 to HNCL; 1V: Dim light levels in surrounding area CL/10 ft. ; CL 37; SL 6; 36720gp

DL VI Medium Post-Apocalyptic/Cybernetic Plants x(9) x[1]

AC 366, HD 16, hullp 4032, RR 702% #Att 11, TH ÷ AC/Save DC by 42, dmg 74

Str 52, Dex 41, Con 32, Int 45, Wis 23, Chr 30, 1.5kxp

Class VI Esper Blind, Immune critical hits, poison, sleep, paralysis, stunning.

Prepared effects:

[Psi6G Grand] Astral Eyes: Can see through alterations/illusions/possession; Astral Perception

[Pri SL5] Improved Free Action: Immune Capital S Stun, Stop, Hold, Paralysis, Summoning Sickness; Hold P,V actions

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

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

[Psi6G Grand] Self-Control: Immune to next Ego / Domination / Command-like effect

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

Combat effects:

[Psi12T Major] Dispel Illusion: Dispel Illusion (or) Dispel Invisibility

[Psi2 minor] Teleport Lock: Target cannot teleport (no save); --

[Pri SL5] Hold Person/Monster 5: Hold 7 person or 5 monster targets (save)

[Psi27 Grand] Dark Light: 30' radius: Emotion, Darkness, Weird (as spells)

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

[Wiz SL5] Alley Summoning V: Summons a DL X alley monster, under your control, 5% chance per segment of losing control

Dungeon032020 - Dungeon Level 6

Room # 8

Game Room - 25ft. long x 5ft. wide x 15ft. tall

phial; bellows; breeze, gusting; murmuring

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

Sample Names: Goldmarrow the mighty Hyper- Prime (Orb); Glitz the hypocritical Bullet Dwarf (Missiles)

Inhaled Holy Water Trap; DL 6; Search DC 61 (2 Con damage, DC 64 PP save to negate)

Dome 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.

32,170gp

wood pieces

the Chef's Axe-Killer, axe, 18d24 (225), 5700gp

Philter of Glibness, 3740gp

Rian's Prostate Glands: +16 to HD; 1M: Unsummon a summon or dispel

one effect, and cure one target 80 hp. ; CL 42; SL 6; 36540gp

DL VI Titanic Custom-classes Artifacts x(8) x[1]

AC 362, HD 385, hp 122880, PR 810% #Att 4, TH ÷ AC/Save DC by 7, dmg 724

Str 48, Dex 38, Con 48, Int 45, Wis 52, Chr 18, 1.5kxp

Has Custom abilities, Ego Score, Can dominate things.

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.

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

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

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

[Pri SL5] Protection from Lightning 5: Stop the next CL*16 lightning dmg

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

Combat effects:

[Wiz SL5] Fireball 5: CLd10 fire dmg to a group (save:½)

[Wiz SL4] Wall of Ice : Passing through wall deals 2*CL or 3d10 dmg ice

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

[Psi45 minor] Radiowave Generation: SL*CL/2 Radiowave damage (1 group, no save, the effect can go through a SL' wall)

[Wiz SL4] Wall of Ice : Passing through wall deals 2*CL or 3d10 dmg ice

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

Dungeon032020 - Dungeon Level 6

Room # 9

Fountain/Pool Room - 35ft. long x 30ft. wide x 15ft. tall

chest, medium; manger; music; thumping

Time Door (goes to another time) on the west wall leading to a 50ft. long x 20ft. wide x 20ft. tall hallway.

Sample Names: Jazmyndeera the psychotic Battle Gods (Unicycle); Bhaudach the courteous Machine Octopus (Thorns)

Summon Monster VI Trap; DL 6; Search DC 62 (Wizard CL 12, DC 65 PPD save to negate)

Door, Secret that (causes/has/or is) Rising/Sinking

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Turn
8,827gp

acorns

a dagger of knowledge, dagger, 10d17 (90), 0gp

Pinkish Crossbow, repeating heavy [5d10] +120 Th/+10 dmg 15+/x2; 1M: Command (as spell)

using LVL words, up to LVL creatures within LVL*10' range; CL 32; SL 6, 27060gp

Royal blue Shoe lace: +2 Mount Slots; 36770gp

DL VI Tiny Far-Realm/Ultrablack Giants x(12) x[2]

AC 366, HD 4, hp 156, #Att 5, TH ÷ AC/Save DC by 7, dmg 145

Str 18, Dex 41, Con 28, Int 42, Wis 23, Chr 25, 1.5kxp

Can damage non-hp totals/scores., Minimum size category Large.

Prepared effects:

[Psi29 minor] Anti-Radiation Ray:

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

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

[Psi27 minor] Night Company: Improved Invis.; +LVL% Rogue abilities; +4/-4 pro.; vulnerable to Light and Fire

[Psi7 Major] (no name): Immunity to ability drain

[Pri SL5] Goodberry 5: Creates 20 goodberries

Combat effects:

[Pri SL6] Mass Remove Paralysis:

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

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

[Psi100 minor] Automaton: Animate CL objects as DL I Golems (count as your summon)

[Psi6G Major] Mass Preservation: All good creatures in sight healed N hp

[Wiz SL3] Hold Undead: Holds up to 3 undead

Dungeon032020 - Dungeon Level 6

Room # 10

Observatory - 25ft. long x 30ft. wide x 15ft. tall

candles; Chimney; downdraft, strong; shuffling

Tricked Door on the west wall leading to a 30ft. long x 25ft. wide x 25ft. tall hallway.

Sample Names: Moriz the Coon the philanthropic Voodoo Sidekick (Surfboard); Thorfinn the Fish the deadly Ice Enigma (Amplified)

Swinging Drawer Trap; DL 6; Search DC 65 (60 damage, DC 61 Spell save for half)

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

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Segm
7,808gp

morning star

an electric shield, +1 AC, 450gp

Electric blue Cloak [AT++4] +10 AC/+81 Saves; 1M: -CL dmg /energy attack;

gain that amount in next damaging energy attack; CL 32; SL 6; 16195gp

Ebony Money: +1 Level(s) in a Wizard Group Class; 36890gp

DL VI Fine Priest-classes Dragons x(39) x[4]

AC 365, HD 4, |hp| 38, #Att 12, TH ÷ AC/Save DC by 42, dmg 289

Str 27, Dex 23, Con 30, Int 18, Wis 35, Chr 42, 1.5kxp

Knows Priest spells, Flys, Breath weapon, dark vision, immune sleep and paralysis.

Prepared effects:

[Psi8 Major] Create Technological Monster II: Create a DL IV Technological Monster (AC=8*CL, hp=8*(CL^2), Str=4*CL)

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

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

[Psi0 Grand] Shock Treatment: Immune Lightning; 1 POP, 1V: Deal KiL damage to one target (save: ½)

[Psi45 Grand] True Invulnerability: SL instances of Resist distributed as you like (medium categories: a school, an element, etc.)

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

Combat effects:

[Psi6G Grand] Psychokinesis: Telekinese N^2 lbs. at movement rate N/10, lasts for concentration (no DPPs)

[Wiz SL6] Capital S Stun Ball: Area effect Capital S Stun (PPD save)

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

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

[Pri SL6] Cure Wounds 6: Cures 21d8 hp (can take offer of 6 per die -> 126 hp)

[Psi30 Grand] Fire Bolt: Ele.Fire damage,Con resist

Dungeon032020 - Dungeon Level 6

Room # 11

Sitting Room - 30ft. long x 5ft. wide x 50ft. tall

shrine; branding irons; downdraft, slight; metallic smell

Trapped Door, Mechanical on the north wall leading to a 5ft. long x 5ft. wide x 20ft. tall hallway.

Sample Names: Cibant the tone-deaf Ant Torch (ATV); Zamaran the evil Scarab Apocalypse (Blade)

Ingested Ooze / Mud Trap; DL 6; Search DC 63 (2 Dex damage, DC 62 Reflex save to negate)

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

[x2] Ultraplanar beings cannot hear, smell, or sense into this room unless they are actually there; Divine Intervention fails
14,168gp

markings

a broom, exotic, 2d3 (4), 76gp

Chartreuse Eyes [6d8] +50 Th/+12 dmg 16+/x3; 1M: Target can't move (Reflex save); CL 32; SL 6, 14907gp

Leaden Amulet [AT+14] +13 AC/+12 Saves; 1V: Create a DL I Golem (AC=3*CL, hp=10*CL, Str=2*CL); CL 32; SL 6; 8405gp

DL VI Small Outer-TN Cthulhoid-Horrors x(17) x[2]

AC 368, HD 8, hp 312, #Att 12, TH ÷ AC/Save DC by 42, dmg 725

Str 32, Dex 25, Con 42, Int 34, Wis 23, Chr 36, 1.5kxp

Immune mind-affecting, positive energy, and negative energy. Resist cold, fire, and acid, Has a bizarre anatomy, strange abilities

Prepared effects:

[Psi3½ Grand] Form of Doom: You transform into a frightening tentacled beast.

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

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

[Pri SL6] Resist Fire/Resist Cold 6: Take -70% dmg vs. fire or cold

[Psi-9 Major] Stone Eyes: Gaze: Petrification (save)

[Psi23 Grand] Chaos Cloud: Does random effects every round

Combat effects:

[Psi45 Grand] Energy Solidification: Minor: Web; Major: Iron Bands of Bilarro; Grand: Solid Wall of Force; Super: Forcecage

[Psi45 Grand] Energy Solidification: Minor: Web; Major: Iron Bands of Bilarro; Grand: Solid Wall of Force; Super: Forcecage

[Psi45 Grand] Energy Solidification: Minor: Web; Major: Iron Bands of Bilarro; Grand: Solid Wall of Force; Super: Forcecage

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

[Psi-6G minor] Lightning: Target takes (CL+2)d6 holy lightning dmg (save: ½)

[Psi29 Grand] Meteor Swarm:

Dungeon032020 - Dungeon Level 6

Room # 12

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

chest, medium; mound of rubble; thumping; rustling

Undead Door (has a trapped spirit/ghost) on the north wall leading to a 40ft. long x 5ft. wide x 15ft. tall hallway.

Sample Names: Lavarender the frigid Duke Blitzkrieg (Secret Decoder); Suulka the uncanny Scarab Skier (Energy)

Trapdoor transforms into Elemental Positive Energy / Life Trap; DL 6; Search DC 62 (16 Str damage/s, DC 63 PP save for half)

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

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Round 18,098gp

hook

some talon extenders, +1 AC, 80gp

Off-white Armor Gemlet [AT+11] +49 AC/+13 Saves; 1M: Choose one ability score. New score

= (old score - 10) * 1.5 + 10; CL 28; SL 6; 11775gp

Grey Truban of Djinni Summoning, 14140gp

DL VI Tiny Demi-Planes Immortals x(14) x[2]

[AC] 371, HD 7, hp 148, CR 100% #Att 11, TH ÷ AC/Save DC by 42, dmg 434

Str 30, Dex 51, Con 44, Int 27, Wis 27, Chr 45, 1.5kxp

Immune hostile environments, Bars extradimensional travel, Unaging

Prepared effects:

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

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

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

[Psi4 Major] Ability Score *1.5: Choose one ability score. New score = (old score - 10) * 1.5 + 10

[Psi23 Grand] Shadow Cloud: Causes weakness, fear, ability loss

[Psi-6E minor] Ashes: Half of your weapon dmg is vile dmg (perm hp)

Combat effects:

[Psi29 Major] Insanity Ray:

[Psi-3 Major] Darkness Blast: Darkness blast inflicts 9d4 damage in 20' radius.

[Pri SL6] Mass Remove Paralysis:

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

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

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

Dungeon032020 - Dungeon Level 7

Room # 1

Solar - 25ft. long x 10ft. wide x 20ft. tall

Chute, Sand/Quicksand; pedestal; whispering; foggy near ceiling

Specialed Door on the north wall leading to a 30ft. long x 15ft. wide x 25ft. tall hallway.

Sample Names: Lasko the repulsive Slime Heroes (Dirigible); Shakran the dewy-eyed Lightning Soarer (Ship)

Spiked Wall Trap; DL 7; Search DC 71 (168 damage, DC 75 Spell save for half)

Container (Barrel, Jar, Vase, etc.) that (causes/has/or is) Treasure hidden in secret space under container

[x2] Room is permanently/continuously Blinded, only creatures immune or bubbled against it can function here.

43,746gp

tweezers

a blank scroll, " " " ", 5gp

Navy Scarab [AT+12] +120 AC/+7 Saves; 1M: Immunity to magical/nonmagical disease; CL 34; SL 7; 21385gp

Alabaster Robe [AT+125] +13 AC/+8 Saves; 1V: Create a Psi16 item (see next page) of TechL=CL, each 4 TechL takes 1S action; CL 39; SL 7; 22775gp

DL VII Macro-Fine Water Insects x(17) x[1]

AC 496, HD 903, hullp 55296, CR 735% #Att 4, TH ÷ AC/Save DC by 8, dmg 1475

Str 41, Dex 45, Con 25, Int 24, Wis 23, Chr 44, 3.5kxp

Resist cold. Double dmg from fire., No INT. Dark vision.

Prepared effects:

[Psi81 minor] Life Support, Resist Vacuum: Resist Vacuum and High Pressure

[Psi10 Major] Power Shift *: Your psionic powers appear to be a different form of energy (magic, innate, etc.) to Detection effect

[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

[Psi12C Super] Grand Chaos: All die rolls by all creatures within 240' of caster become either minimum (50%) or maximum (50%)

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

[Psi4 Grand] Ability Score *2: Choose one ability score. New score = (old score - 10) * 2 + 10

[Psi2 Grand] Cosmic Awareness: Detect "Everything" CL*30'; Range is sight

Combat effects:

[Wiz SL7] Immediate Monster Summoning VII: Summons a DL V monster without summoning sickness

[Pri SL5] Wall of Fire : Passing through wall deals 2d6 +1/level.

[Pri SL3] Summon Insects: Summons DL 3 insects

[Psi72 minor] Energy Blast - Personal: One target takes PL energy dmg (no save)

[Pri SL6] MultiCure Deadly Wounds : Cure 8d8+10 or 58 to 6 different targets

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

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

Dungeon032020 - Dungeon Level 7

Room # 2

Gas Chamber - 20ft. long x 30ft. wide x 15ft. tall

arch; oil (barrel of); tapping; laughter

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

Sample Names: Zaxim the brazen Dare- Fang (Thingamabob); Shoon the demented Blood Beetle (Meditation)

Insanity Trap; DL 7; Search DC 77 (Wizard CL 14, DC 77 RSW save to negate)

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

[x2] Ultraplanar beings cannot see, smell, or sense into this room unless they are actually there; Divine Intervention fails
30,581gp

louse

The Cape of Arbiter, 150gp

Golden Scarab [AT+125] +11 AC/++14 Saves; 1P: Multiply Move Rate by 1.25; CL 30; SL 7; 44935gp

Plummy Age Cat. 6 Purple Dragon Armor [AT+106] +168 AC/+12 Saves; 1P:

SL/4 (round down) instances of Resist magic; CL 44; SL 7; 40510gp

DL VII Small NPC Plants x(23) x[1]

|AC| 493, HD 77, |hp| 2856, CR 117% #Att 4, TH ÷ AC/Save DC by 56, dmg 393

Str 34, Dex 49, Con 47, Int 20, Wis 59, Chr 28, 3.5kxp

Has Fighter, Wizard, Priest, Rogue, Psi classed members w/sometimes Cus and Mon, Immune critical hits, poison, sleep, paralyzi

Prepared effects:

[Psi2 minor] Psychic Blade: Blade: 1d6/1d6 +2/+X, stun 1d6r (save); 1d10/1d10

[Psi6E Super] Lich Lore: Lich powers of ½ level

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

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

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

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

[Psi6E Super] Lich Lore: Lich powers of ½ level

Combat effects:

[Psi7 Major] (no name): Summon a DL IV Undead

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

[Wiz SL7] Plane Shift : Up to eight subjects travel to another plane.

[Psi81 minor] Entangle: Entangle

[Pri SL3] Creeping Doom 3: 40 insect dmg

[Pri SL7] Blade Barrier 7: 9d9 dmg wall (shards)

[Pri SL3] Creeping Doom 3: 40 insect dmg

Dungeon032020 - Dungeon Level 7

Room # 3

Harem/Seraglio - 40ft. long x 25ft. wide x 5ft. tall

clamps; barrel; footsteps (approaching); ringing

Iron Door, Normal on the west wall leading to a 25ft. long x 20ft. wide x 25ft. tall hallway.

Sample Names: Shinantra the philanthropic Ice Frog (Spike); Magda the foul Dawn Tiger (Foam)

Portcullis transforms into Elemental Storm Trap; DL 7; Search DC 74 (24 Cml damage/s, DC 74 Breath Weapon save for half)

Altar that (causes/has/or is) Directs

[x2] Gods cannot hear, taste, or sense into this room unless they are actually there; Divine Intervention fails

11,729gp

low table

the chain, 1gp

Cobalt Rope [2d6] +144 Th/+168 dmg 14+/x7; 1Z: 1bM: One effect that's hitting you is delayed for SL segments (it will still resolve even if the caster is dropped); CL 29; SL 7, 56234gp

Rian's Crap: +1 to LVL; 1F: 1M or 1T: Duplicate a Psi8 minor ability. (This is resisted using TechR, not PsiR). Picking this twice lets you duplicate Psi16 minors. ; CL 30; SL 7; 49850gp

DL VII Gargantuan Buffyverse Unlives x(17) x[2]

AC 497, HD 114, hullp 6400, #Att 8, TH ÷ AC/Save DC by 56, dmg 592

Str 40, Dex 32, Con 25, Int 24, Wis 22, Chr 48, 3.5kxp

Has 50th Edition abilities, No CON. Has Psi-7, Immune to crits, ability dmg, poison, sleep effects, paralysis, stunning, disease, dea

Prepared effects:

[Psi3½ Super] Affinity Field: Effects that affect you also affect others.

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

[Wiz SL3] Protection from Normal Missiles: Duration CL turns

[Psi6G Grand] Wand of the Mind: All your effects from one class are at double CL (for effect and BlahR adj.)

[Pri SL6] Antilife Shell : 10-ft. field hedges out living creatures.

[Psi6E Super] Permanency: Makes a Demon psi power permanent

[Pri SL4] Dimensional Anchor : Bars extradimensional movement.

Combat effects:

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

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

[Pri SL7] Restoration (1): Removes all lost levels, not just one. Also restores ability score drains. Does not age caster or target.

[Pri SL7] Wish: Duplicate any Wizard or Priest spell of levels 0-6.

[Psi1 Major] Telekinesis: Max.Weight=3*sum(level), accel. 2"/r move rate

[Psi-3 Grand] Mass Confusion: Confusion a group (Will save)

[Psi3½ minor] Charm, Psionic: Makes one person your friend.

Dungeon032020 - Dungeon Level 7

Room # 4

Armory - 45ft. long x 35ft. wide x 50ft. tall

skull; alcove; bellow (ing); bang, slam

Tricked Door on the south wall leading to a 10ft. long x 10ft. wide x 10ft. tall hallway.

Sample Names: Famién the ever-loving, blue-eyed Freedom Skier (Power); Zoretép the polite Delta Collector (Saxophone)

Pit transforms into Elemental Mithril Trap; DL 7; Search DC 77 (4 Cml damage/s, DC 75 Spell save for half)

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

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Month
44,271gp

amaryllis stock

Some Infared Goggles, 200gp

Opaque Wand [1d12] +11 Th/+120 dmg 15+/x6; 1P: Random 4th (70%)

or 5th (30%) SL Wizard Invocation spell; CL 26; SL 7, 25647gp

Rian's Liver: +11 to CL; 1V: 1M or 1T: Duplicate a Psi8 minor ability. (This is resisted using TechR, not PsiR). Picking this twice lets you duplicate Psi16 minors. ; CL 34; SL 7; 49910gp

DL VII Small Technological Plants x(5) x[2]

AC 497, HD 8, hp 432, #Att 13, TH ÷ AC/Save DC by 56, dmg 493

Str 42, Dex 21, Con 43, Int 26, Wis 32, Chr 45, 3.5kxp

Has Psi 8/16/24 items, Immune critical hits, poison, sleep, paralysis, stunning.

Prepared effects:

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

[Psi81 minor] Stretching: Can attack (CL+3)/4 groups per segment without actually entering them

[Pri SL6] Protection from Lightning 6: Stop the next CL*20 lightning dmg

[Wiz SL3] Third Arm Growth: Grow an extra arm or leg [lose spell slot while running]

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

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

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

Combat effects:

[Wiz SL5] Feeblemind 5: -25 mental stat points (randomly distributed in packets of 5) (save per packet)

[Psi3 Major] Dismissal: Forces a creature to return to a native plane.

[Psi45 minor] Iron Will: 1bM: One effect that's hitting you is delayed for SL segments (it will still resolve even if the caster is drop

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

[Psi3½ Super] Tornado Blast: Vortex of air subjects your foes to 17d6 damage and moves them.

[Psi19 Grand] Petrify: Target is held (no save)

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

Dungeon032020 - Dungeon Level 7

Room # 5

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

beaker; hourglass; salty, wet smell; chirping

Dimension Door (as the spell) on the south wall leading to a 5ft. long x 20ft. wide x 15ft. tall hallway.

Sample Names: Jisan the bad Thunder Droid (Electrocution); Pith the bizarre Human Goliath (Strobe)

Bring Animals VIII Trap; DL 7; Search DC 71 (Psionist CL 14, DC 73 Spell save to negate), (multiple targets)

Force Field that (causes/has/or is) Talks - Intelligently/Normally

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Half Segment
15,038gp

hair/fur bits

a scroll of identify, 'identify' " " ", 89gp

Navy Tissue box: Free Earth Master Feat: +LVL TH if both you and your opponent are touching the ground; 49140gp

Black Stone [3d8] ++13 dmg 18+/x6; 1M: Summon a DL=SL Fire Elemental; CL 26; SL 7, 33997gp

DL VII Diminutive Outer-LG Faeries x(12) x[1]

AC 498, HD 21, |hp| 770, RR 665% #Att 5, TH ÷ AC/Save DC by 56, dmg 594

Str 37, Dex 51, Con 45, Int 53, Wis 35, Chr 25, 3.5kxp

Immune acid, cold, petrification. Resist electricity and fire. Protection from evil continuous. Tongues at will., Overwrite AC to |A|

Prepared effects:

[Psi45 Major] Power Simulation: The next Psi45 power you use will be resisted using MR instead of PR

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

[Psi45 Major] Power Simulation: The next Psi45 power you use will be resisted using MR instead of PR

[Psi45 Grand] Resist: Magic: SL/4 (round down) instances of Resist magic

[Psi-12L Super] Spirit Resistance: +5*CL% XR

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

[Psi45 Major] Resist: Power Manipulation: SL/3 (round down) instances of Resist disenchantment

Combat effects:

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

[Psi6E Super] Know Truename: As the 9th level Diviner spell

[Psi12T Super] Mass Energy Drain: Energy Drain (as spell) in 90'r area

[Psi45 Major] Mind Control: Minor: Command (save); Major: Domination (SL/3 saves)

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

[Psi6E Super] Fear VI (Fear Contagion): As the Quest level Priest spell

[Psi12T Super] Mass Energy Drain: Energy Drain (as spell) in 90'r area

Dungeon032020 - Dungeon Level 7

Room # 6

Banquet - 30ft. long x 25ft. wide x 15ft. tall

beaker; candelabrum; horn/trumpet sounding; chanting

Plant Door (a door made of plants) on the west wall leading to a 15ft. long x 20ft. wide x 5ft. tall hallway.

Sample Names: Hegira the noxious Liberty Genie (Ring); Gwange the famous Ultra Cat (Vortex)

Poisoned Spears Trap; DL 7; Search DC 73 (Attack +35 melee, 2d10 damage)

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

[x2] Gods cannot smell, taste, or sense into this room unless they are actually there; Divine Intervention fails
27,925gp

robe

Ethereal Power, +1 AC, 90gp

Iron Stone, Normal, +10% RR, 7320gp

Blue Girdle [AT+12] +8 AC/+197 Saves; 1M: Grant PR equal to 12 + level.; CL 34; SL 7; 31025gp

DL VII Diminutive Lost-Planes/Anguinum-Synod Outers x(6) x[1]

AC 491, HD 5, hp 100, TR 144% #Att 5, TH ÷ AC/Save DC by 56, dmg 497

Str 54, Dex 23, Con 20, Int 23, Wis 37, Chr 30, 3.5kxp

Has Miniclass picks, No soul. Dark vision.

Prepared effects:

[Pri SL5] Protection from Lightning 5: Stop the next CL*16 lightning dmg

[Wiz SL5] Armor 5: +CL*10 current hp

[Psi45 minor] Reflection: MPIWReflection 5*SL%

[Psi6E Super] Astral Form Blockade Field: Stops Astral Psi./Proj., Dim.Doors

[Psi6E Super] Permanency: Makes a Demon psi power permanent

[Psi-6N minor] Adaptation ~: 1P or 1M: NaNR +CL*10%; Immune to Hostile Environment; Need not breathe

[Psi9 Major] Control Body Molecules: Shapechange (as spell), even to objects

Combat effects:

[Psi3 Super] True Telekinesis: Lift or move 500 lb./level at long range.

[Pri SL5] Rainbow: Creates a rainbow bridge (or) CL bolts d8 dmg 1 target each

[Wiz SL1] Magic Missile : Ball of energy causing 1d4+1 hp damage, you can cast one per every other level you have

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

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

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

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

Dungeon032020 - Dungeon Level 7

Room # 7

Crypt / Burial Chamber - 50ft. long x 25ft. wide x 15ft. tall

pot; columns/pillars; manure smell; clashing

Concealed (Hidden) Door on the east wall leading to a 25ft. long x 15ft. wide x 10ft. tall hallway.

Sample Names: Goldenbeard the grim 'n' gritty Dog Slug (Dooickey); Folkshield the nefarious Scarab -naut (Derringer)

Tripping Deathblades Trap; DL 7; Search DC 72 (Attack +84 ranged, 2d4 damage), (multiple targets)

Ceiling that (causes/has/or is) Invisible

[x2] Immortals cannot hear, smell, or sense into this room unless they are actually there; Divine Intervention fails

39,740gp

bunks

shinguards of human bone, +4 AC, 100gp

Orange Flowers: +4 level(s) of exceptional Str; 49960gp

Cordovan Rope [5d8] +64 Th/+145 dmg 16+/x3; 1M: Storm of

Vengeance: As the Quest level Priest spell; CL 35; SL 7, 40407gp

DL VII Huge Outer-TN Beholders x(14) x[2]

AC 494, HD 59, hullp 3584, CR 651% #Att 11, TH ÷ AC/Save DC by 8, dmg 986

Str 29, Dex 19, Con 36, Int 50, Wis 33, Chr 35, 3.5kxp

Immune mind-affecting, positive energy, and negative energy. Resist cold, fire, and acid, Has eye stalks, 1 mouth, and 1 central a

Prepared effects:

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

[Pri SL6] Resist Fire/Resist Cold 6: Take -70% dmg vs. fire or cold

[Psi3½ Super] Metamorphosis, Greater: Assume shape of any nonunique creature or object each round.

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

[Wiz SL6] Fire Shield 6: Anyone who melees with you takes 125% dmg back

[Pri SL4] Dimensional Anchor : Bars extradimensional movement.

[Psi6N Super] Create/Destroy Conduit: Creates or Destroys 1 Conduit, Wormhole, Gate, Color Pool

Combat effects:

[Psi29 Major] Insanity Ray:

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

[Pri SL6] Neutralize Poison 6: Cure 3 poison effects (reverse causes that many, save for each)

[Psi0 Major] Death Touch: One attack: Death (save vs. PPD)

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

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

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

Dungeon032020 - Dungeon Level 7

Room # 8

Barracks / Quarters - 40ft. long x 20ft. wide x 50ft. tall

portcullis; Walls of Plants; downdraft, strong; bellow (ing)

Dimension Door (as the spell) on the south wall leading to a 10ft. long x 25ft. wide x 20ft. tall hallway.

Sample Names: Rig the immoral Beta Three (Gas); Elara the magnificent Light Quartet (Musket)

Dropping Chute Trap; DL 7; Search DC 73 (16 Str damage, DC 72 Breath Weapon save to negate)

Fire that (causes/has/or is) Points

[x2] Room is permanently/continuously Alley Effected, only creatures immune or bubbled against it can function here.

44,062gp

sheet

A lewd tattoo, +1 AC, 25gp

Dark Talisman [AT+13] +120 AC/+145 Saves; 1M: Detect Life; Detect

Invisibility; Detect Dust of Disappearance; CL 38; SL 7; 39010gp

Rian's Small Intestine: +4 to ML; 1P: Summon an angel & devil of DL SL-1.; CL 42; SL 7; 50070gp

DL VII Macro-Fine Nightmare-Dimension Eelementals x(2) x[1]

AC 498, HD 900, hp 401408, TR 143% #Att 2, TH ÷ AC/Save DC by 56, dmg 491

Str 19, Dex 58, Con 53, Int 39, Wis 30, Chr 58, 3.5kxp

ER DL*5%, Immune critical hits, poison, sleep, paralysis, stunning. Has no soul. Immune to its own element.

Prepared effects:

[Psi6E Major] Necromancer Lore: Necromancer's abilities of ½ level

[Pri SL5] Double Resist [E=4 element]: Pick an E=4 element, you double resist it (1/4 dmg, 1/10 if make save) for 1 hour.

[Psi-12T minor] Touch Reflection: Touch effects are reflected back to opponent

[Wiz SL4] Polymorph Self : You assume a new form (no innate abilities)

[Wiz SL5] Anti-Magic Shell 5: Anti-Magic of SL 0 to 4

[Psi-12C Major] Duplicate Radio. Item: Duplicate a x0 or x1 Radioactive Item

[Pri SL7] Goodberry 7: Creates 28 goodberries

Combat effects:

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

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

[Wiz SL7] Dispel Exhaustion 7: Restore 90% of dmg taken, get an Original Haste 7 for 1 round

[Psi30 Major] Treat Moderate Wounds: Heals 30% max hp (2 succ)

[Psi19 Grand] Petrify: Target is held (no save)

[Psi3½ Grand] Retrieve: Teleport to your hand an item you can see.

[Psi6E minor] Taunt: Similar to wizard spell "Taunt"

Dungeon032020 - Dungeon Level 7

Room # 9

Hall, Great - 15ft. long x 25ft. wide x 50ft. tall

pillar; hole (blasted); footsteps (ahead); putrid smell

Iron Door, Normal on the east wall leading to a 35ft. long x 5ft. wide x 15ft. tall hallway.

Sample Names: Skara the excessive Slime Pirate (Magic); Oderic the noxious Lieutenant Woman (Zip Gun)

Hail of Pendulums Trap; DL 7; Search DC 75 (Attack +140 melee, 10d12 Str damage)

Fountain that (causes/has/or is) Asks

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Half Segment
42,820gp

crystal ball

a pat of blue butter, 'detect magic' 'detect evil' 'know alignment' "", 10gp

Iron-grey Potion: Free Two-Weapon Fighting Feat: TH penalties for

fighting with two weapons are reduced by 2.; 49470gp

loun Stone, Normal, Airy Water 30'r continuous, 6350gp

DL VII Diminutive Black-Ice Undeads x(27) x[4]

|AC| 502, HD 6, hp 104, CR 150% #Att 12, TH ÷ AC/Save DC by 8, dmg 497

Str 37, Dex 50, Con 42, Int 38, Wis 35, Chr 20, 3.5kxp

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

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 SL4] Spell Immunity : Subject is immune to one spell per four levels

[Psi5 minor] Withdraw: Withdraw, can use non-offensive Mentals

[Pri SL4] Spell Immunity : Subject is immune to one spell per four levels

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

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

[Wiz SL7] Spell Turning (2): Turns a spell back to it's caster

Combat effects:

[Psi6N Major] Mental Ball 5: 50'r; take 5*level*(# of freq.) damage; no save

[Pri SL5] Limited Cureall: Cureall, target must Fort save vs. # hp down (+10 per other effect)

[Psi6N Major] Mental Ball 5: 50'r; take 5*level*(# of freq.) damage; no save

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

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

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

[Pri SL6] Flame Strike 6: CLd10 holy fire dmg (save:½)

Dungeon032020 - Dungeon Level 7

Room # 10

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

rail; dais (raised platform); clanking; steamy near ceiling

Iris Door (seals as a spiral) on the east wall leading to a 30ft. long x 10ft. wide x 20ft. tall hallway.

Sample Names: Bronnia the unethical Dragon Vermin (Scimitar); Jacenelle the odious Chimp Golem (Plane)

Wacky Ball 7 / Normal / ½ Trap; DL 7; Search DC 77 (Cleric CL 14, DC 76 Spell save to negate)

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

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Half 36,539gp

glass rod

a large ruby, 500gp

Orangey Stone [4d4] +11 Th/+13 dmg 20+/x7; 1Z: Astral damage; CL 30; SL 7, 8350gp

Alabaster Shortspear [1d8] +195 Th/+13 dmg 14+/x3; 1M: Prismatic Beam (Spray); CL 42; SL 7, 40877gp

DL VII Tiny Outer-CG Elementals x(11) x[2]

|AC| 494, HD 6, hp 1428, #Att 4, TH ÷ AC/Save DC by 56, dmg 299

Str 55, Dex 23, Con 28, Int 40, Wis 41, Chr 22, 3.5kxp

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

Prepared effects:

[Wiz SL4] Armor 4: +CL*8 current hp

[Psi3½ Super] Metamorphosis, Greater: Assume shape of any nonunique creature or object each round.

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

[Psi15 Major] Add Immunity: Immune to one normal (E=1) element, this can be taken twice for an E=2, thrice for an E=3, etc.

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

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

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

Combat effects:

[Psi30 Grand] Control Movement: Caster controls ½V action/succ

[Wiz SL6] Feeblemind 6: -30 mental stat points (randomly distributed in packets of 5) (save per packet)

[Psi10 Grand] Mind Quench: Death Spell 3d20 HD (save vs. Death Magic), creatures w/ Int 1-8 get no save

[Wiz SL3] Time Stop 3: Stops time for 1d2 segments

[Wiz SL6] Wacky Ball 6 / Normal / ½: Ld12, save: ½

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

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

Dungeon032020 - Dungeon Level 7

Room # 11

Game Room - 30ft. long x 5ft. wide x 40ft. tall

sconce; painting; clear; updraft, strong

Bone Door (shrieks loudly if opened) on the south wall leading to a 50ft. long x 5ft. wide x 25ft. tall hallway.

Sample Names: Zhumadian the grim 'n' gritty Wolf Walker (Cybernetics); Mandorallen the merciless Cat Aardvark (Gas)

Inhaled Fog Trap; DL 7; Search DC 74 (40 damage, DC 74 PPD save for half)

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

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Day
18,582gp

brazier/coal

a Thick Golden Wristlet, 15354gp

Puce Armor, Light [AT+53] +10 AC/+99 Saves; 1M: Create a DL

VIII Technological Monster (AC=16*CL, hp=8*(CL^3), Str=6*CL); CL 32; SL 7; 23980gp

Amulet of Aberrant Empathy: (Neck) The wearer may use Handle Animal checks in place of Diplomacy checks when trying to influence the attitude of an Aberration with an Intelligence of up to 9., 5610gp

DL VII Small Outer-TN Plants x(39) x[2]

AC 494, HD 12, hullp 432, #Att 10, TH ÷ AC/Save DC by 56, dmg 491

Str 37, Dex 20, Con 38, Int 56, Wis 44, Chr 47, 3.5kxp

Immune mind-affecting, positive energy, and negative energy. Resist cold, fire, and acid, Immune critical hits, poison, sleep, para

Prepared effects:

[Pri SL7] Spell Immunity 7: Be immune to 4 spells by name

[Pri SL7] Spell Immunity 7: Be immune to 4 spells by name

[Psi-12T Super] Spirit Preservation: +5*CL% aXR

[Pri SL6] Spell Immunity 6: Be immune to 3 spells by name

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

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

[Pri SL7] Spell Immunity 7: Be immune to 4 spells by name

Combat effects:

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

[Psi1 Grand] Energy Jar: As Energy Control, can throw affect yourself once for 1M

[Psi54 Major] Lightning: CL*SL lightning dmg to one group (no save)

[Psi27 Grand] Death: Target is slain (save)

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

[Psi12C Super] Chaos Storm: All in 120'r area are affected by Weird, Maze, and Chaos (as spells) every round

[Psi45 Major] Undead Control: Turn Undead at CL=(SL-2)*2

Dungeon032020 - Dungeon Level 7

Room # 12

Meditation - 50ft. long x 5ft. wide x 20ft. tall

stall or pen; screen; ozone smell; dusty

Locked Door, Magic/Psi on the west wall leading to a 10ft. long x 25ft. wide x 10ft. tall hallway.

Sample Names: Minaret the abhorrent Father Elephant (Dookey); Gurza the clever Ruby Plague (Jet Pack)

Contact Fire Trap; DL 7; Search DC 76 (300 damage, DC 71 PP save for half)

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

[x2] Gods cannot hear, smell, or sense into this room unless they are actually there; Divine Intervention fails
48,894gp

ladder

a grudge, 1gp

Clear Cloak [AT+18] +9 AC/+11 Saves; 1P: Resist Lightning; CL 42; SL 7; 9340gp

Black Shoes: +3 Summon Slots; 49920gp

DL VII Fine Outer-CN Goblin/Orcs x(20) x[3]

AC 501, HD 8, hp 56, WR 142% #Att 12, TH ÷ AC/Save DC by 56, dmg 296

Str 20, Dex 25, Con 59, Int 49, Wis 25, Chr 53, 3.5kxp

Dark vision, Immune high frequency sampling, chaos effects, Resist law, Dark Vision, Stay conscious past Ohp. Light Sensitivity

Prepared effects:

[Psi-9 Grand] Control Air: Armor: +CH Saves, Armor has 10*CH hp

[Psi3½ Super] Metamorphosis, Greater: Assume shape of any nonunique creature or object each round.

[Pri SL7] Protection from Lightning 7: Stop the next CL*24 lightning dmg

[Wiz SL5] Anti-Magic Shell 5: Anti-Magic of SL 0 to 4

[Psi-6G Major] Warp Time †: 1bM: Double AC vs. missiles; Resist breath weapons and area 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)

Combat effects:

[Psi29 minor] Drain Magic Item Charges:

[Psi100 Major] Mental Surgery: 1=Dispel Exhaustion,5=Feeblemind,6=Cure Insanity

[Pri SL4] Neutralize Poison 4: Cure 1 poison effect (reverse causes that many, save)

[Psi100 Major] Mental Surgery: 1=Dispel Exhaustion,5=Feeblemind,6=Cure Insanity

[Psi9 Grand] Temporal: Time Bolt: Ages target 10*(CHd4) years (save:½)

[Psi6E minor] Self-Preservation: Restores 1 hp/DPP (limit = Wis*3 /round)

[Psi6E Super] Dark Storm: 6 Dark Thunderbolts (pay DPP cost once)

Dungeon032020 - Dungeon Level 8

Room # 1

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

chute; staff, normal; clashing; earthy smell

Void Door (cannot see through doorway) on the west wall leading to a 35ft. long x 5ft. wide x 15ft. tall hallway.

Sample Names: Kalumba the mordant Blackbelt Prince (Barge); Nithanolor the astonishing Fly Pirate (Balloon)

Well-Camouflaged Javelins Trap; DL 8; Search DC 81 (Attack +104 ranged, 8d30 Dex damage)

Fire that (causes/has/or is) Directs

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Mont
15,835gp

stand

a beautiful lamp, 200gp

Navy Dart [1d8] +64 Th/+10 dmg 18+/x4; 1P: Dispel Illusion (or) Dispel Invisibility; CL 32; SL 8, 17257gp

Rian's Kidneys: +2 to ML; 1P: Target gets +3 TH, dmg, AC, and saves this round. ; CL 31; SL 8; 64570gp

DL VIII Huge Monster-classes Immortals x(10) x[3]

|AC| 648, HD 65, hp 4160, PR 167% #Att 9, TH ÷ AC/Save DC by 72, dmg 390

Str 47, Dex 58, Con 50, Int 42, Wis 55, Chr 51, 7.5kxp

Has Master Monster picks, Unaging

Prepared effects:

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

[Wiz SL6] Planar Displace: Planar Displacement for 1 turn

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

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

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

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

[Pri SL5] Spell Resistance : Subject gains +12 +1/level SR.

[Psi29 Major] Anti-Anti-Magic Ray:

Combat effects:

[Psi3 Grand] Improved Telekinesis: Lift or move 50 lb./level at long range.

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

[Psi-12T minor] Ice Aura: Anyone who melees with you takes CL ice dmg /s (no save)

[Wiz SL7] Wacky Ball 7 / Normal / ½: Ld20, save: ½

[Psi54 Major] Ice Production: CL*(SL+2) ice dmg to one target (no save)

[Psi54 Major] Telekinesis: Telekinesis CL*SL*10 lbs.

[Pri SL8] Really Really Put of Misery: Target being that is Capital S Slain is removed from the timeline (no save)

[Pri SL1] Cure Light Wounds (3): Cure 2d8+L (choose 1 die), reverse has save:½ {Touch, 1 creature}

Dungeon032020 - Dungeon Level 8

Room # 2

Warrior's Chamber/Lab - 45ft. long x 30ft. wide x 20ft. tall

manger; pillory; scratching/scrabbling; gong

Intelligent Door, might have ego score on the south wall leading to a 40ft. long x 20ft. wide x 25ft. tall hallway.

Sample Names: Urlik the groovilicious Shadow Lightning (Ornithopter); Joal the odious Flaming Warrior (Fork)

Incurse (Rewrite Out of Time) Trap; DL 8; Search DC 81 (Wizard CL 16, DC 81 Spell save to negate)

Fountain that (causes/has/or is) Intelligent

[x2] Room is permanently/continuously Annihilated, only creatures immune or bubbled against it can function here.

45,552gp

lasso

a dusty skeleton, 0gp

Spell Draining (Opponent loses 1 spell level from memorization per hit (no save, but can use AntiMR)), 14230gp

Iridescent Tissue box: +4 level(s) of exceptional Str; 64180gp

DL VIII Macro-Fine Mirror-Universe Undeads x(19) x[2]

AC 646, HD 1030, hp 67584, #Att 16, TH ÷ AC/Save DC by 72, dmg 771

Str 50, Dex 64, Con 34, Int 44, Wis 49, Chr 34, 7.5kxp

May have slight tweaks on other abilities., No CON. Immune crits, ability dmg/drain, poison, sleep, paralysis, stunning, disease, c

Prepared effects:

[Pri SL4] Goodberry 4: Creates 16 goodberries

[Psi3½ Super] Metamorphosis, Greater: Assume shape of any nonunique creature or object each round.

[Pri SL5] Spell Resistance : Subject gains +12 +1/level SR.

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

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

[Psi-12T Super] Spirit Preservation: +5*CL% aXR

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

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

Combat effects:

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

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

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

[Pri SL6] Feeblemind:

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

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

[Wiz SL6] Feeblemind 6: -30 mental stat points (randomly distributed in packets of 5) (save per packet)

[Psi100 Major] Improved Cell Adj.: Cure/cause N hp, hits 3+CL/9 groups, max N = CL*4

Dungeon032020 - Dungeon Level 8

Room # 3

Pool - 5ft. long x 5ft. wide x 5ft. tall

table, trestle; chime(s); ozone smell; bong

Secret Door on the west wall leading to a 45ft. long x 5ft. wide x 15ft. tall hallway.

Sample Names: Delian the manipulative Princess Ant (Javelin); Silton the dumbfounding Yellow Phantom (Vortex)

Inhaled Adamantite Trap; DL 8; Search DC 83 (600 damage, DC 84 Fortitude save for half)

Force Field that (causes/has/or is) Treasure in a secret room nearby

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Reset
16,606gp

club

BBQ Sandwich, 5gp

Drab Tissue box: Free Lizard Familiar; 64110gp

Ruby Eyes [2d12] +10 Th/+224 dmg 15+/x3; 1P: Polymorph Self(even to object); CL 44; SL 8, 45844gp

DL VIII Titanic Psionicist-classes Giants x(59) x[1]

AC 649, HD 514, hp 35328, #Att 5, TH ÷ AC/Save DC by 72, dmg 3201

Str 33, Dex 23, Con 53, Int 47, Wis 56, Chr 65, 7.5kxp

Know a Psi frequency, Minimum size category Large.

Prepared effects:

[Psi0 Major] Focus: Magic Resistance: KiL*5% MR for 1r

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

[Pri SL7] Time/Reality Stability: Time/Reality Stability (duration 1 day), reverse removes it (Spell save)

[Psi0 Major] Focus: Magic Resistance: KiL*5% MR for 1r

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

[Pri SL7] Spell Immunity 7: Be immune to 4 spells by name

[Psi9 Grand] Null Void: Null Field: Caster immune to and cannot use magic

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

Combat effects:

[Pri SL6] Hold Person/Monster 6: Hold 8 person or 6 monster targets (save)

[Pri SL8] Mass Heal : As heal, but with several subjects.

[Psi3 Grand] True Domination: Dominated subjects less likely to defy your will.

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

[Pri SL6] Dispel Evil 6: Dispel 2 evil targets (can target the same thing more than once) (save)

[Psi12L Super] Imprisonment: Imprisonment (as spell)

[Psi3 Grand] True Domination: Dominated subjects less likely to defy your will.

[Psi6N Major] Dispel Non-Balance: Dispel Evil but vs. non-Neutral creatures

Dungeon032020 - Dungeon Level 8

Room # 4

Divination - 15ft. long x 20ft. wide x 15ft. tall

cupboard; fireplace & wood; thud; "Bleah!" (off in the distance)

Sliding Door (slides left/right into wall) on the north wall leading to a 30ft. long x 20ft. wide x 25ft. tall hallway.

Sample Names: Thiellyan the psychotic Living Rage (Elephant); Leonide of Chernesk the friendly, neighborhood Power Bolt (Ham

Inhaled Vibration Trap; DL 8; Search DC 84 (24 Dex damage, DC 84 Will save to negate)

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

[x2] Room is permanently/continuously Blinded, only creatures immune or bubbled against it can function here.

16,043gp

iron kettle

a ((+*+)) chain belt, +2 AC, 900gp

Long Sword 'Elvagil' (2d5) (+5,+7); +2 to DEX, CHR, Stealth; Slay Orc,

Troll; Levitation; See Invisible; It provides light (radius 0) when fueled., 205230gp

Mr. Yumm Sticker: You gain "You can spend X spells in memorization

when you gain a spell to do X times it's effect"., 403130gp

DL VIII Tiny Internet Elf/Avalons x(5) x[1]

AC 647, HD 56, hp 2176, PR 95% #Att 8, TH ÷ AC/Save DC by 9, dmg 1283

Str 21, Dex 56, Con 46, Int 34, Wis 46, Chr 28, 7.5kxp

Psilink, Immune Web, Immune sleep, aging

Prepared effects:

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

[Psi8 Grand] Cron Job: Contingency or Delayed Blast for one Psi8 power

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

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

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

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

[Psi45 Grand] Chemical Mimicry: Change your body to be of an TechL=SL chemical

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

Combat effects:

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

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

[Psi60 Major] Blink: Blink (controlled)

[Psi54 minor] Flame Project: CL*(SL+2) fire dmg to one target (no save)

[Psi45 Major] Gestalt: Major: 1M: Do 2 Minor powers that you know; Grand: 1M: Do 2 Major powers that you know; etc.

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

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

[Pri SL5] Vulnerable Resistance: Target gains a Vulnerability to something which can only be used to counter a Resistance (Durat

Dungeon032020 - Dungeon Level 8

Room # 5

Wafer Closet/Toilet - 35ft. long x 25ft. wide x 20ft. tall

rail; scroll tube; chanting; salty, wet smell

Plane Shift Door (other side is on another plane) on the north wall leading to a 35ft. long x 20ft. wide x 20ft. tall hallway.

Sample Names: Coros the abhorrent Iron Corona (Trident); Vanya the irresistible Senor Platoon (Kinetic)

Spiked Brick Trap; DL 8; Search DC 86 (120 damage, DC 83 RSW save for half)

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

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Year
4,857gp

barrel

an Obsidian Earring, +3 AC, 4000gp

Dull Girdle [ATx3] +12 AC/+12 Saves; 1Z: See through Dust

of Disappearance & Mirage Arcana effects; CL 36; SL 8; 9405gp

Dove-grey Mirror: All your Warrior classes use the "set XP table"(3kxp

at 2nd, doubles til 9th,600kxp at 10th,+300kxp per level afterward).; 64380gp

DL VIII Medium Island Mutants x(14) x[3]

AC 648, HD 18, hp 1072, RR 137% #Att 12, TH ÷ AC/Save DC by 72, dmg 1924

Str 53, Dex 60, Con 23, Int 29, Wis 21, Chr 46, 7.5kxp

Has mtg U spells, Immune radiation

Prepared effects:

[Pri SL8] Protection from Lightning 8: Stop the next CL*28 lightning dmg

[Pri SL5] Summon Nature's Ally V : Summons a DL V animal (maintained)

[Wiz SL4] Prismatic Sphere 4: 2 Prismatic colors

[Psi3 minor] Invisibility: Subject is invisible for 10 min./level or until it attacks.

[Psi81 Grand] Density Increase 8: x256 mass; +8 Str; -8/attack (physical or energy)

[Psi3½ Major] Empathic Feedback: When you are hit in melee, your attacker takes damage.

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

[Psi5 minor] Physical Protection: Caster's hit points triple for duration

Combat effects:

[Pri SL7] Creeping Doom 7: (1d4+6)*100 insect dmg

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

[Psi2 minor] Cell Adjustment: 20*level hp:1r;disease=+5 PSPs; Half cost in PSPs

[Psi29 Grand] Instantaneous (reverse Permanency):

[Psi-2 minor] Weakness of the Land: 25 dmg, -3 TH, -3 dmg, -25% MR; Lasts 5r after maint.

[Wiz SL1] Prismatic Wall 1: 1 Prismatic color

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

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

Dungeon032020 - Dungeon Level 8

Room # 6

Nest (animal) - 10ft. long x 45ft. wide x 25ft. tall

tub; Floors of Water; stale, fetid smell; wind, strong

Membrane Portal on the south wall leading to a 10ft. long x 15ft. wide x 10ft. tall hallway.

Sample Names: Harald Hedinson the scowling Chimp Armadillo (Home study course); Edmondstone the philanthropic Royal Rico

Compacting Portcullis Trap; DL 8; Search DC 83 (128 damage, DC 82 PP save for half)

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

[x2] Room is permanently/continuously Berserked, only creatures immune or bubbled against it can function here.

63,920gp

grindstone

a crystal dagger, dagger, 8d17 (72), 1044gp

Potion of Rainbow Hues, 7210gp

Claret Slashing Weapon [2d20] +144 Th/+65 dmg 15+/x2; 1M: Object out of phase; CL 31; SL 8, 39640gp

DL VIII Medium NPC Mutants x(32) x[1]

AC 643, HD 136, stunp 1072, WR 166% #Att 9, TH ÷ AC/Save DC by 72, dmg 1284

Str 36, Dex 58, Con 55, Int 35, Wis 36, Chr 39, 7.5kxp

Has Fighter, Wizard, Priest, Rogue, Psi classed members w/sometimes Cus and Mon, Immune radiation

Prepared effects:

[Psi1 Major] Wards: Pro.Evil&Scrying, no one can enter, break=150pts

[Pri SL6] Resist [E=6 element]: Pick an E=6 element, you resist it for 1 hour.

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

[Psi6E Grand] Shape Change: As the 9th level Wizard spell

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

[Wiz SL4] Polymorph Self : You assume a new form (no innate abilities)

[Psi24 Grand] Memorization Level Increase 3: +1 Memorization Level (this is next level of picks for rogues)

[Wiz SL7] Anti-Psionic Shell:

Combat effects:

[Psi10 Major] Mindreave: Target gets Int set to 3; Insanity; lose all spells; lose all PSPs (save for each)

[Psi14 minor] (no name): Target gets a disease (PPD save)

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

[Psi-2 Grand] Steal Actions: Steal an action (save); --

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

[Pri SL6] Neutralize Poison 6: Cure 3 poison effects (reverse causes that many, save for each)

[Psi30 Grand] Water Bolt: Ele.Water damage,Str resist

[Psi2 Major] Telekinetic Barrier: Wall of Force; Free maintain 3r

Dungeon032020 - Dungeon Level 8

Room # 7

Throne Room - 10ft. long x 30ft. wide x 5ft. tall

overhang; bench; clanking; whispering

Concealed (Hidden) Door on the north wall leading to a 25ft. long x 10ft. wide x 15ft. tall hallway.

Sample Names: Edric the athletic Count Terror (Truck); Joinville the ignorant Ghost Thirteen (Skates)

Air in room transforms into Elemental Nether Trap; DL 8; Search DC 82 (12 Con damage/s, DC 85 PPD save for half)

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

[x2] Ultraplanar beings cannot feel, taste, or sense into this room unless they are actually there; Divine Intervention fails
3,496gp

pulley

an Ofcol signet ring, +1 AC, 73gp

Rian's Metacarpal bones: +20 to HD; 1F: At the top of each segment, deal 10*X eldritch heat damage to a creature, where X is 4 minus the number of prepared effects on that it.; CL 51; SL 8; 64780gp

Rian's Metacarpal bones: +20 to HD; 1F: At the top of each segment, deal 10*X eldritch heat damage to a creature, where X is 4 minus the number of prepared effects on that it.; CL 51; SL 8; 64780gp

DL VIII Large Space Reptiles x(17) x[2]

iAC 642, HD 33, ihp 2112, WR 116% #Att 1, TH ÷ AC/Save DC by 72, dmg 1283

Str 34, Dex 32, Con 61, Int 44, Wis 26, Chr 62, 7.5kxp

Immune hostile environments, Half AC from AT. Resist Heat. Usually has a tail and claws

Prepared effects:

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

[Wiz SL5] Prismatic Sphere 5: 3 Prismatic colors or 1 MultiPrismatic colors (may repeat colors in either mode)

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

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

[Psi54 Major] Thief: Any Thief SL-1 pick; 5*CL Rogue points in it

[Psi6G Grand] Wand of the Mind: All your effects from one class are at double CL (for effect and BlahR adj.)

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

[Psi1 Major] Shape Alteration: W=weight/1000, Polymorph Self (as spell)

Combat effects:

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

[Psi6E Super] Steal Soul III: Transforms unwilling target to a larva

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

[Psi30 Grand] Mob Rush: Control Movement Blast

[Pri SL7] Earthquake: Intense tremor shakes 5-ft./level radius.

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

[Psi29 minor] Magic Missile:

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

Dungeon032020 - Dungeon Level 8

Room # 8

Training/Exercise/Practice - 30ft. long x 30ft. wide x 40ft. tall

divan; fire pit; chlorine smell; slithering

Revolving/Swinging Door on the south wall leading to a 45ft. long x 20ft. wide x 10ft. tall hallway.

Sample Names: Klazarr the mind-numbing Liberty Boy (Donkey); Ksathra of the Swarming Winds the wretched Mother Quartet (

Whirling Spears Trap; DL 8; Search DC 83 (Attack +88 melee, 16d30 damage)

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

[x2] Immortals cannot feel, see, or sense into this room unless they are actually there; Divine Intervention fails

13,906gp

parchment

a dictionary, 100gp

Jet-black Shoe lace: +300 PSP's; 64710gp

Rian's Skull bone: +13 to CL; 1V: Target cannot use M actions this segment (Will save) ; CL 51; SL 8; 65060gp

DL VIII Macro-Fine Joke Reptiles x(16) x[3]

iAC 653, HD 1029, ihp 68608, #Att 9, TH ÷ AC/Save DC by 9, dmg 646

Str 27, Dex 43, Con 39, Int 41, Wis 64, Chr 47, 7.5kxp

Has Punomancy, Half AC from AT. Resist Heat. Usually has a tail and claws

Prepared effects:

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

[Psi6G Major] Paralysis Immunity: Immunity to paralysis, stun, and hold

[Psi6N Super] Create/Destroy Conduit: Creates or Destroys 1 Conduit, Wormhole, Gate, Color Pool

[Psi-12T Major] Heal Self: 1/d (automatic): If you go below 0 hp, you are Healed

[Wiz SL5] Animate Dead : Creates undead skeletons and zombies.

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

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

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

Combat effects:

[Psi54 Grand] Telekinesis: Telekinesis CL*SL*10 lbs.

[Psi6E Super] Fear VI (Fear Contagion): As the Quest level Priest spell

[Wiz SL4] Wall of Ice : Passing through wall deals 2*CL or 3d10 dmg ice

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

[Pri SL7] Treat Caused Wounds: Cure 70% of max hp

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

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

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

Dungeon032020 - Dungeon Level 8

Room # 9

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

curtain; brazier & charcoal; chiming; moaning

False Door on the north wall leading to a 50ft. long x 20ft. wide x 10ft. tall hallway.

Sample Names: Belina the wretched Silent Gang (Balloon); Kol Elephantmaster the charming Atomic Death (Phone Booth)

Scything Jaws Trap; DL 8; Search DC 85 (Attack +112 ranged, 6d10 damage)

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

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Half 5
2,922gp

mirror

MacLeod's katana, sword, 12d14 (90), 950gp

Pearly Perfume: +4 level(s) of exceptional Str; 64450gp

Azur Sword, bastard [2d20] +197 Th/+15 dmg 19+/x4; 1Z: Ele.Earth damage,Con resist; CL 44; SL 8, 42667gp

DL VIII Titanic Concordant-classes Weirds x(17) x[2]

AC 656, HD 4112, hp 3.4E+4, #Att 8, TH ÷ AC/Save DC by 72, dmg 385

Str 22, Dex 49, Con 61, Int 57, Wis 30, Chr 29, 7.5kxp

Knows Concordant spells, Immune critical hits, poison, sleep, paralysis, stunning. Has no soul.

Prepared effects:

[Psi-3 Grand] Spiritual Body: Planar Displaced, Immune Matter, you can't physically attack

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

[Wiz SL6] Tenser's Transformation 6: +100% of max hp to current hp, +2 TH melee

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

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

[Psi6E Super] Lich Lore: Lich powers of ½ level

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

[Psi0 minor] Fast-draw: 1 of your weapon attacks occurs at start of round; can pick up 1 weapon without using 1V

Combat effects:

[Psi-2 Grand] Steal Actions: Steal an action (save); --

[Psi6G Super] Wish: Wish (as spell), CL = 35

[Psi6E Major] Howling Thunder: Randomly summons 6d20 abyssal spirits

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

[Psi3 Super] Apopsi: You delete the psionic power of another.

[Psi2 Grand] Grand Detonate: CLd20 shards damage; Use d30's

[Psi19 minor] Acrobatics: 1bV: Emulate a Acrobat ability of level = CL/2; P=your number of Rogue points in it

[Psi-1 Major] Mental Paralysis Bolt: Save -6; 1 creature cannot use M actions for CL rounds; Max HD = 2*level

Dungeon032020 - Dungeon Level 8

Room # 10

Psionicist's Chamber/Lab - 20ft. long x 20ft. wide x 35ft. tall

brazier; loom; wind, strong, gusting; dusty

False Door on the south wall leading to a 30ft. long x 10ft. wide x 20ft. tall hallway.

Sample Names: Jaolyn the atrocious Lightning Photon (Zip Gun); Brithmaur the uncanny Winter Enigma (-wagon)

Passage transforms into Elemental Vacuum Trap; DL 8; Search DC 88 (60 Wis damage/s, DC 83 Spell save for half)

Tapestry that (causes/has/or is) Directs

[x2] Ultraplanar beings cannot taste, hear, or sense into this room unless they are actually there; Divine Intervention fails
10,492gp

tent

Dragons Blood, 'sanctuary' 'giant strength' 'armor' 'bless', 81gp

Crimson Eyes [5d10] +16 Th/+11 dmg 20+/x5; 1P: Summon

a DL=SL-2 Golem or Technological monster; CL 36; SL 8, 10230gp

Aquamarine Talisman [AT++5] +8 AC/+11 Saves; 1Z: Tracking/Trailing prof.;

Clairnasience; Detect Invis. cont.; CL 40; SL 8; 9135gp

DL VIII Small Inner-Planar Insects x(77) x[1]

AC 643, HD 14, hp 552, PR 127% #Att 12, TH ÷ AC/Save DC by 72, dmg 3203

Str 32, Dex 50, Con 27, Int 46, Wis 23, Chr 63, 7.5kxp

Immune 1 element., No INT. Dark vision.

Prepared effects:

[Pri SL6] Goodberry 6: Creates 24 goodberries

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

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

[Psi6G Grand] Aid Deva: You lose 1 multiplier, target gains 1 multiplier

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

[Psi3 minor] Invisibility: Subject is invisible for 10 min./level or until it attacks.

[Wiz SL5] Extra Group +1: The next spell you cast will affect +1 groups of monsters

[Psi81 Grand] Desolidification: You pass through objects as if they weren't there

Combat effects:

[Pri SL6] Dispel Magic 6: Dispel 4 magic effects

[Pri SL8] Call Lightning 8: (CL+2)d18 lightning dmg (save:½) (halve the die type if not outside)

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

[Wiz SL4] Lightning Bolt 4: CLd8 lightning dmg to a group (save:½)

[Wiz SL8] Solid Wall of Force: Stops spell effects, hurled objects, breath weapons, people, and psionic effects.

[Psi6E Super] Dark Storm: 6 Dark Thunderbolts (pay DPP cost once)

[Psi-1 minor] Premature Trigger: Set off someone else's trigger prematurely (no save, ER resists)

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

Dungeon032020 - Dungeon Level 8

Room # 11

Throne Room - 35ft. long x 20ft. wide x 5ft. tall

pews; mirror; chirping; foggy near floor

Trapped Door, Out of Phase on the west wall leading to a 10ft. long x 25ft. wide x 15ft. tall hallway.

Sample Names: Skalanx the amazing Brain Family (Chair); Thantul the mesmerizing Android Terror (Gel)

Air in room transforms into Elemental Minerals Trap; DL 8; Search DC 81 (60 Int damage/s, DC 83 Breath Weapon save for half)

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

[x2] Gods cannot smell, hear, or sense into this room unless they are actually there; Divine Intervention fails

32,813gp

dagger

a Magical Potion of Deadly Combat, 'sanctuary' 'stone skin' 'giant strength' 'armor', 193gp

Rose-coloured Hanger: Free Defensive Climber Feat: When climbing, can take

a -10 (-50%) penalty to keep Dex bonus to AC; 64140gp

Bronze Slashing Weapon [4d4] +8 Th/+11 dmg 17+/x7; 1M: Target gets SL/2 negative levels

(energy drain, no save), you gain CL*SL hp (not above max); CL 56; SL 8, 12080gp

DL VIII Medium Cloud Hounds x(3) x[2]

Stun AC 646, HD 24, hp 1088, RR 157% #Att 1, TH ÷ AC/Save DC by 72, dmg 389

Str 62, Dex 54, Con 53, Int 23, Wis 25, Chr 27, 7.5kxp

Fly with perfect maneuverability., Has 4 legs, and at least 1 head

Prepared effects:

[Psi45 Major] Power Simulation: The next Psi45 power you use will be resisted using MR instead of PR

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

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

[Wiz SL1] Radiation Resistance: RR 60+CL*5% [duration 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 SL1] Sanctuary (1): Opponents must make save to attack target {Touch, 1 creature}

[Wiz SL8] Original Stoneskin 8: Block the next 5 P actions of attacks

[Psi3 Super] Shapechange: You become any creature, change one/round.

Combat effects:

[Psi-12C Grand] Cthulhoid Swarm VII: Summon CL*6 Monsters using ML VII "Weird" chart (random)

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

[Psi15 Grand] Melf's Minute Meteors: Melf's Minute Meteors

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

[Pri SL6] Blade Barrier 6: 8d8 dmg wall (shards)

[Psi29 minor] Beam (Cone) of Cold:

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

[Psi9 Major] Paralysis Bolt: Paralyzation CH t (save)

Dungeon032020 - Dungeon Level 8

Room # 12

Heating Room (for warmth) - 25ft. long x 35ft. wide x 45ft. tall

scroll; side chair(s); breeze, gusting; howling

Intelligent Door, might have ego score on the west wall leading to a 40ft. long x 10ft. wide x 15ft. tall hallway.

Sample Names: Rheged Alderson the merciless Robo-iac (Derringer); Serria the incredible Ghost Robot (Raised by animals)

Container transforms into Elemental Napalm Trap; DL 8; Search DC 81 (180 Int damage/s, DC 86 Fortitude save for half)

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

[x2] Room is permanently/continuously Blinded, only creatures immune or bubbled against it can function here.

36,130gp

tinderbox

a glowing key, 0gp

Bright Wand [8d20] +16 Th/+8 dmg 19+/x5; 1M: An effect loses PL-1 SL's,

if it is reduced below 0 SL, it is dispelled; CL 46; SL 8, 11457gp

Red Ring: Free Andromedan Familiar; 64350gp

DL VIII Huge Sea-of-Dust/Colorless Insects x(70) x[4]

AC 654, HD 65, stunp 4480, RR 123% #Att 7, TH ÷ AC/Save DC by 72, dmg 136

Str 31, Dex 39, Con 45, Int 65, Wis 44, Chr 51, 7.5kxp

Immune alignment based/color based effects, No INT. Dark vision.

Prepared effects:

[Psi-12T Super] Spirit Preservation: +5*CL% aXR

[Pri SL5] Protection from Fire 5: Stop the next CL*16 fire dmg

[Psi23 Major] Wight Cloud: Energy drains unnatural creatures

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

[Psi-12C Super] Anti-Commotion Resist.: +CL*5% aaAllR (Anti-Anti R vs. everything)

[Wiz SL8] Second Level Magic-User Spells (DM1): Cast any four 2nd level Wizard spells simultaneously when it is cast.

[Psi19 Grand] Greater Force Shield: AT +CL*3 source; -CL/attack (physical or energy)

[Wiz SL7] Fire Shield 7: Anyone who melees with you takes 150% dmg back

Combat effects:

[Wiz SL6] Power Word Kill 6: Kills a creature if current hp < 30 (no save)

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

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

[Pri SL4] Lesser Planar Ally : Summons a DL IV outer-planar (payment determines duration)

[Wiz SL3] Dispel Illusion : Dispels illusions in area

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

[Pri SL8] Create Greater Undead : Mummies, spectres, vampires, or ghosts.

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

Dungeon032020 - Dungeon Level 9

Room # 1

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

chalk; ladle; tinkling; foggy near floor

Specialed Door on the west wall leading to a 50ft. long x 20ft. wide x 5ft. tall hallway.

Sample Names: Grimlight the brazen Night Intruder (Gadgets); Govannon Clubwielder the vile Flaming Death (Knife)

Death's Door 9 Trap; DL 9; Search DC 99 (Cleric CL 18, DC 91 Spell save to negate), (multiple targets)

Illusion that (causes/has/or is) Suspends Animation

[x2] Gods cannot see, hear, or sense into this room unless they are actually there; Divine Intervention fails

4,874gp

hamper

-=# Leopard Claws #-, +23 AC, 300gp

Bracers of the Chimera: (Wrists) +2 AC. Each of the following 3 abilities may be used 1/day. Dragon – 30' Cone of 6d6 Fire damage

Melee attacks does 1d6 Bludgeoning damage & a Bull Rush at +13. Lion – 30' Cone of 2d4 Sonic dmg (no save) & Deaf for 1d6 rounds

Cordovan Scarab [AT+127] +13 AC/+16 Saves; 1M: Your acid breath deals

3d6 damage to a close target.; CL 63; SL 9; 27075gp

DL IX Colossal Internet Leeches x(13) x[1]

Stun AC 824, HD 297, hp 22272, ER 146% #Att 16, TH ÷ AC/Save DC by 90, dmg 4057

Str 41, Dex 44, Con 69, Int 36, Wis 60, Chr 44, 12kxp

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

Prepared effects:

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

[Wiz SL9] Armor 9: +CL*18 current hp

[Psi45 Ultra] Resist: Physical: SL/4 (round down) instances of Resist physical attacks

[Wiz SL4] Polymorph Self : You assume a new form (no innate abilities)

[Pri SL8] Protection from Lightning 8: Stop the next CL*28 lightning dmg

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

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

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

[Psi14 Major] (no name): Pick LVL unusual materials to be immune to.

Combat effects:

[Pri SL4] Restoration (3): Restores level and ability score drains.

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

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

[Pri SL7] Death's Door 7: Target (currently at negative hp) goes to 8 hp (can't go above max)

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

[Psi-6G Major] To Salt: Petrify one target (save vs. petrif at extra -CL), if save take CL^2 holy salt dmg

[Pri SL3] Cure Disease: Cures Disease

[Psi54 minor] Air Control: Gust of Wind / Wall of Air

[Pri SL8] Fire Storm 8: (CL+2)d11 holy fire dmg, hits 3 groups (no save)

Dungeon032020 - Dungeon Level 9

Room # 2

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

ladder; table, long; grunting; hissing

Wood Door, Normal on the south wall leading to a 20ft. long x 5ft. wide x 5ft. tall hallway.

Sample Names: Thalís the invulnerable Patchwork Princess (Pickup Truck); Cordai the belligerent Bored Gang (Extra-terrestrial)

Well-Camouflaged Deathblades Trap; DL 9; Search DC 94 (Attack +126 ranged, 8d2 idamage)

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

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Mont
59,144gp

large box

a TV guide, 5gp

Amulet of Mighty Fists +5: (Neck) +5 attack & damage with unarmed attacks & natural weapons., 151450gp

Dust of Dryness, 9130gp

DL IX Colossal Wizard-classes Animals x(25) x[3]

||AC|| 816, HD 293, |hp| 22528, BlahR 108% #Att 1, TH ÷ AC/Save DC by 90, dmg 494

Str 53, Dex 35, Con 33, Int 56, Wis 49, Chr 32, 12kxp

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

Prepared effects:

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

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

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

[Psi-12C Major] Effect Amplification: Pick any spell/power. You have double effect with that power.

[Psi3½ Super] Metamorphosis, Greater: Assume shape of any nonunique creature or object each round.

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

[Pri SL9] Spell Immunity 9: Be immune to 6 spells by name

[Pri SL8] Robe Of Healing: Get 20 1d4+4 healing effects (self or other) every round for 1h

[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:

[Psi15 Grand] Hold Person: Hold Person

[Pri SL7] Call Lightning 7: (CL+2)d16 lightning dmg (save:½) (halve the die type if not outside)

[Psi45 Grand] Radiowave Generation: SL*CL/2 Radiowave damage (1 group, no save, the effect can go through a SL' wall)

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

[Psi1 minor] Domination: Save; Psionic gets control of all actions

[Pri SL7] Cure Wounds 7: Cures 28d8 hp (can take offer of 6 per die -> 168 hp)

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

[Pri SL6] Creeping Doom 6: (1d3+5)*80 insect dmg

[Pri SL7] Command 7: Target makes 7 saves, each missed save allows 1 word for a command to be given

Dungeon032020 - Dungeon Level 9

Room # 3

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

tapestry; candle; wind, strong; rotting vegetation smell

Iris Door (seals as a spiral) on the east wall leading to a 10ft. long x 15ft. wide x 20ft. tall hallway.

Sample Names: Caesin the cut-throat Wonder Maximus (Hang Glider); Cerelias the belligerent Freedom Child (Shuttle)

Air in room transforms into Elemental Vibranium Trap; DL 9; Search DC 91 (80 Cml damage/s, DC 98 RSW save for half)

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

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Week
10,577gp

crystal ball

a leather sash of sheathes, 10gp

Magenta Bullets, sling (10) [4d8] +196 Th/+325 dmg 16+/x5; 1P: Mass

Charm: As the 8th level Wizard spell; CL 54; SL 9, 95924gp

Sooty Urgrosh, dwarven [8d4] +224 Th/x3 dmg 16+/x2; 1P: Steal Item:

Target saves or demon gets 1 random item; CL 38; SL 9, 45147gp

DL IX Medium Star-Trek-Loop Kobolds x(6) x[1]

AC 824, HD 20, hp 11808, #Att 9, TH ÷ AC/Save DC by 90, dmg 8102

Str 50, Dex 70, Con 62, Int 54, Wis 42, Chr 32, 12kxp

Has captain spells, Can overbear in numbers.

Prepared effects:

[Psi29 Grand] Symbol:

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

[Psi6G Grand] Aid Deva: You lose 1 multiplier, target gains 1 multiplier

[Wiz SL3] Prismatic Sphere 3: 1 Prismatic color

[Psi81 Grand] Desolidification: You pass through objects as if they weren't there

[Psi23 Grand] Snow Cloud: Multicolored snow (can damage/heal)

[Psi9 Ultra] Contingency: Contingency for one Psi9 power

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

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

Combat effects:

[Psi2 Major] Domination: Get control of all actions; Maintenance halved

[Wiz SL1] Magic Missile : Ball of energy causing 1d4+1 hp damage, you can cast one per every other level you have

[Pri SL3] Summon Insects: Summons DL 3 insects

[Pri SL6] Conjure/Dismiss Para Elemental: Summons or dismisses a Para Elemental

[Wiz SL7] Feeblemind 7: -35 mental stat points (randomly distributed in packets of 5) (save per packet)

[Pri SL4] Neutralize Poison 4: Cure 1 poison effect (reverse causes that many, save)

[Psi54 Major] Animal Summoning: Summon a DL=SL-1 Animal

[Pri SL7] Heal 7: Cure to 125% of max hp (max Heal 7 can cure at once = 1250 hp)

[Pri SL4] Neutralize Poison 4: Cure 1 poison effect (reverse causes that many, save)

Dungeon032020 - Dungeon Level 9

Room # 4

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

font; Bridge, Log; whining; foggy

Dimension Door (as the spell) on the east wall leading to a 50ft. long x 10ft. wide x 5ft. tall hallway.

Sample Names: Pazruk the marvelous Robot Guardsman (Llama); Wilund the iridescent Doctor Cat (Near-death experience)

Deeper Portcullis Trap; DL 9; Search DC 99 (144 Dex damage, DC 91 RSW save to negate)

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

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Round
2,961gp

couch

a slice of Victoria Sandwich Cake, 3gp

Staff: [x2] of Osiris [19/20 ch] 0,1 ch: bolt 100 damage,if reduces to 0 chains to next target., 64210gp

Harp of Charming, 30110gp

DL IX Macro-Diminutive Monster-classes Illusionarys x(22) x[1]

iAC 824, HD 2311, ihp 1.8E+5, BlahR 130% #Att 9, TH ÷ AC/Save DC by 90, dmg 168

Str 49, Dex 69, Con 65, Int 22, Wis 63, Chr 73, 12kxp

Has Master Monster picks, Incorporeal

Prepared effects:

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

[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.

[Psi-9 Major] Molecular Maintainer: Resist Disruption; Immune Disintegration

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

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

[Psi-12C Super] Anti-Commotion Resist.: +CL*5% aaAllR (Anti-Anti R vs. everything)

[Psi72 Major] Alternate Form - Semisolid: Elasticity; Resist piercing weapons; Attack at half damage

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

[Psi18 minor] Cancel Magic and Earthpower: -LVL CL to all Magic/Element affecting you

Combat effects:

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

[Psi0 Ultra] Inferno Strike: KiLd20 dmg, KiL*3' radius (fire damage) (save:½), center at caster (who doesn't take dmg)

[Psi15 Super] Hypnotism: Hypnotism, up to CL targets

[Psi30 Ultra] Chaotic World: Chaos Blast

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

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

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

[Psi12T Grand] Mass Suggestion: Suggestion (as spell) in 90'r area, but all commands must be the same

[Psi3 Super] Dissolution: You Disintegrate really large objects or creatures.

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Room # 5

Cistern (holds water) - 45ft. long x 20ft. wide x 50ft. tall

mattress; straw; whispering; shuffling

False Door on the east wall leading to a 15ft. long x 20ft. wide x 10ft. tall hallway.

Sample Names: Yurik the Wayfarer the iridescent Warrior Hitmen (Skis); Kolbein Elephantslayer the weird Miss Rocket (Flash)

Camouflaged Jaws Trap; DL 9; Search DC 92 (Attack +99 ranged, 6d4 Con damage)

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

[x2] Room is permanently/continuously Disjunct (effect)ed, only creatures immune or bubbled against it can function here.

45,330gp

fur hat

a cup of 'yum cha', 'fly' 'refresh' " ", 0gp

Chocolate Bottle cap: +2scriQQQD Action(s); 81890gp

Smoky Fake flowers: +800 PSP's; 81320gp

DL IX Medium Henchmen Reptiles x(15) x[1]

Stun AC 821, HD 24, ihp 1424, BlahR 102% #Att 12, TH ÷ AC/Save DC by 90, dmg 331

Str 70, Dex 40, Con 68, Int 58, Wis 41, Chr 45, 12kxp

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

Prepared effects:

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

[Pri SL5] Protection from Lightning 5: Stop the next CL*16 lightning dmg

[Psi18 Grand] Scty: MagnificentDefender: No magic & psi of SL 7 or lower in area

[Psi45 Ultra] Force Field vs. Power Manipulation: ER 10*SL%

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

[Pri SL6] Spell Immunity 6: Be immune to 3 spells by name

[Psi19 minor] Accelerate Healing: Double your healing and hp regeneration rates

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

[Psi54 Grand] Aura of Fear: Fear by sight (SL saves)

Combat effects:

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

[Pri SL6] Summon Monster VI : Calls outsider to fight for you.

[Psi-5 Major] Energy Drain: Target is energy drained CL levels in every class (1 save for each level)

[Psi3½ Grand] Banishment, Psionic: Banishes extraplanar creatures.

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

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

[Psi27 Ultra] Master Ritual of Summ.: Summons any one unique creature in the Multiverse to you (no resistance)

[Psi45 Ultra] Energy Sponge: bM: SL*10% chance to absorb an entire energy attack

[Psi5 Major] Irresistible Charm: Charm Monster, no save

Dungeon032020 - Dungeon Level 9

Room # 6

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

pillar; skull; knocking; scream(ing)

Dimension Door (as the spell) on the north wall leading to a 50ft. long x 15ft. wide x 15ft. tall hallway.

Sample Names: Yesmina the strange Albino Eyeball (Unicycle); Kalna the opportunistic Cyber- Cavalier (Spear)

Ingested Poison Trap; DL 9; Search DC 98 (12 Str damage, DC 92 Breath Weapon save to negate)

Monster that (causes/has/or is) Directs

[x2] Mortals cannot feel, see, or sense into this room unless they are actually there; Divine Intervention fails

17,621gp

leaf-oak

a morris handkerchief, +1 AC, 31gp

Dove-grey Gloves [AT+16] +101 AC/+13 Saves; 1M: Pick Phys,Magic,Psi: 10*LVL hp shield; CL 45; SL 9; 21975gp

Inky Balloon: +900 Rogue Points; 81140gp

DL IX Macro-Tiny Time/Temporal Viruss x(54) x[1]

iAC 822, HD 4609, hp 3.6E+5, RR 112% #Att 6, TH ÷ AC/Save DC by 90, dmg 4056

Str 43, Dex 71, Con 59, Int 23, Wis 56, Chr 72, 12kxp

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

Prepared effects:

[Psi-2 Major] Insens. to Psychic Imp.: Resist Psionics; Resist Anti-Psionics

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

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

[Wiz SL8] Second Level Magic-User Spells (DM2): Can cast one 2nd Level Wizard spell per round as Z action

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

[Pri SL8] Spell Immunity 8: Be immune to 5 spells by name

[Psi3½ Major] Claws of the Vampire: Heal half of your claw's base damage.

[Psi2 minor] Iron Will: Can fully act up to -10 hp; Can act up to -15 hp

[Psi3 Super] Affinity Field: Effects that affect you also affect others.

Combat effects:

[Psi54 Grand] Cell Rot: Cell Adjustment (reversed) CL*SL*2 dmg (no save)

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

[Pri SL9] Dispel Evil 9: Dispel 5 evil targets (can target the same thing more than once) (save)

[Wiz SL6] DNA Scamble Blast: Area DNA Scamble (PP save)

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

[Wiz SL5] Feeblemind 5: -25 mental stat points (randomly distributed in packets of 5) (save per packet)

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

[Pri SL7] Blade Barrier 7: 9d9 dmg wall (shards)

[Wiz SL5] Dismissal : Send a creature back to it's own plane

Dungeon032020 - Dungeon Level 9

Room # 7

Garbage Room - 25ft. long x 35ft. wide x 5ft. tall

carpet (largish); Floors of Souls; tinkling; chlorine smell

Mimic (the monster) on the east wall leading to a 20ft. long x 5ft. wide x 10ft. tall hallway.

Sample Names: Amir the clever Yellow Death (Sonic); Uzamaer the friendly, neighborhood Countess Twosome (Nullifier)

Injected Alcohol Trap; DL 9; Search DC 99 (120 idamage, DC 94 PPD save for half)

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

[x2] Immortals cannot smell, hear, or sense into this room unless they are actually there; Divine Intervention fails

8,981gp

round table

Thieve's patch, +1 AC, 69gp

Rian's Toe Nails: +7 to CL; 1Z: Summon a Unique DL III Human Merfolk with "1M: For

each buff effect on target creature/item/room, add a copy of that effect that stacks".; CL 46; SL 9; 81470gp

Red Tooth picks: +200 Skill Points; 81460gp

DL IX Fine Time/Temporal Beholders x(14) x[2]

iAC 819, HD 6, ihp 83, BlahR 133% #Att 1, TH ÷ AC/Save DC by 90, dmg 326

Str 68, Dex 28, Con 33, Int 69, Wis 36, Chr 49, 12kxp

Time/Reality stable., Has eye stalks, 1 mouth, and 1 central anti-magic eye. Can cast through eye stalks. Flys

Prepared effects:

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

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

[Psi72 minor] Energy Control: -10% dmg to Cold, Darkness, Electricity, Fire, Gravity, Kinetic, Light, Magnetic, Radiation, Sonic, or

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

[Pri SL8] Duplicate Monster: Duplicate a x1 monster (not incl. classes)

[Psi10 Major] Mental Guard: Imm. Charm, Confusion, Fear, Feeblemind, Possession, Soul Trap, Suggestion

[Wiz SL9] Third Level Magic-User Spells (DM2): Can cast one 3rd Level Wizard spell per round as Z action

[Psi-9 Ultra] Control Air: Less Damage: x10 hp

[Psi4 minor] To Hit *1.25: Multiply your to hit rolls by 1.25, you autohit on natural 21-1.25 or better (Minor is 19).

Combat effects:

[Pri SL7] Hold Person/Monster 7: Hold 9 person or 7 monster targets (save)

[Psi30 Major] Power Touch: Astral damage

[Wiz SL7] Crap: Target is crapped (Will save)

[Psi3 Super] True Telekinesis: Lift or move 500 lb./level at long range.

[Pri SL9] Hold Person/Monster 9: Hold 11 person or 9 monster targets (save)

[Psi45 Grand] Disruption: Minor: Target takes CL*SL disruption damage (no save); Grand: The damage given plus a Disintegrate €

[Psi3 Grand] Astral Construct VI: Astral construct fights for you.

[Pri SL7] Heal 7: Cure to 125% of max hp (max Heal 7 can cure at once = 1250 hp)

[Pri SL9] Unlimited Wish: Duplicate any Wizard or Priest spell of levels 0-8.

Dungeon032020 - Dungeon Level 9

Room # 8

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

condlestick; torches; poor oxygen; music

Iris Door (seals as a spiral) on the south wall leading to a 5ft. long x 15ft. wide x 20ft. tall hallway.

Sample Names: Zoltan the smelly Lieutenant -noid (Raft); Marou the mighty Gamma Terrorist (Inertron)

Monster Swarm Summoning IX Trap; DL 9; Search DC 98 (Wizard CL 18, DC 91 Breath Weapon save to negate), (multiple targets

Passage that (causes/has/or is) Collapsing

[x2] Room is permanently/continuously Capital F Foldeded, only creatures immune or bubbled against it can function here.

14,185gp

prism

heather ale barrel, 0gp

Bottle green Crossbow, repeating light [1d10] +256 Th/+16 dmg 13+/x8;

1M: 30'r, LVLD20 fire damage (save:½); CL 46; SL 9, 52740gp

Alabaster Shield [AT+260] +19 AC/+195 Saves; 1M: Bars extradimensional movement.; CL 48; SL 9; 64680gp

DL IX Fine Nightmare-Dimension Immortals x(6) x[1]

AC 812, HD 6, |hp| 83, BlahR 155% #Att 6, TH ÷ AC/Save DC by 90, dmg 487

Str 45, Dex 62, Con 44, Int 41, Wis 28, Chr 33, 12kxp

ER DL*5%, Unaging

Prepared effects:

[Pri SL7] Goodberry 7: Creates 28 goodberries

[Psi3 Super] Affinity Field: Effects that affect you also affect others.

[Psi23 Grand] Chaos Cloud: Does random effects every round

[Wiz SL9] Extra Group +2: The next spell you cast will affect +2 groups of monsters

[Psi3½ Grand] Mind Blank, Personal: You are immune to scrying and mental effects.

[Pri SL6] Double Resist [E=5 element]: Pick an E=5 element, you double resist it (1/4 dmg, 1/10 if make save) for 1 hour.

[Psi6E Super] Astral Form Blockade Field: Stops Astral Psi./Proj., Dim.Doors

[Psi0 Grand] Acid Breath: Breathe Acid (as per dragon)

[Wiz SL9] Anti-Magic Shell 9: Anti-Magic of SL 0 to 8

Combat effects:

[Pri SL8] Wolf Spirits: Summon 2*lvld6 wolf spirits (AC-18, hp76, +2 wpn to hit, undead)

[Wiz SL9] Power Word Blind 9: Blinds & stuns a creature if current hp < 160 (no save)

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

[Pri SL7] Gate: Connects two planes for travel or summoning.

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

[Psi81 Major] Dispel 5: Dispel a SL 0-5 effect

[Psi54 Ultra] Lightning: CL*SL lightning dmg to one group (no save)

[Psi-9 Ultra] DeShielder: DeShield: 1000 dmg

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

Dungeon032020 - Dungeon Level 9

Room # 9

Refectory (Monestary Dining Room) - 15ft. long x 35ft. wide x 35ft. tall

door (broken); candle; clicking; moaning

Tricked Door on the south wall leading to a 20ft. long x 5ft. wide x 25ft. tall hallway.

Sample Names: Usiisha the evil Captain Avenger (RV); Alatos the obscene Metal Heroes (Blunderbuss)

Injected Plasma Trap; DL 9; Search DC 98 (900 idamage, DC 98 Will save for half)

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

[x2] Room is permanently/continuously Disjunct (effect)ed, only creatures immune or bubbled against it can function here.

9,140gp

ladle

gasp, flail, 5d7 (20), 75gp

Horn of the Barrier Peaks, 34110gp

Antivenom Ring: (Finger) Immunity to all natural poisons; +5 saves vs. magic and supernatural poisons., 64420gp

DL IX Huge Custom-classes Outers x(68) x[1]

Stun AC 811, HD 77, hp 5504, WR 1305% #Att 11, TH ÷ AC/Save DC by 90, dmg 163

Str 67, Dex 34, Con 31, Int 51, Wis 50, Chr 22, 12kxp

Has Custom abilities, No soul. Dark vision.

Prepared effects:

[Psi3½ Major] Claws of the Vampire: Heal half of your claw's base damage.

[Wiz SL8] Anti-Magic Shell 8: Anti-Magic of SL 0 to 7

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

[Psi-12T Super] Spirit Preservation: +5*CL% aXR

[Wiz SL4] Dimensional Anchor : Bars extradimensional movement.

[Psi27 minor] Cloak of Oblivion: Pick any one specific spell or psionic power. You are immune to it.

[Psi16 Ultra] Golem Form: Brass Minotaur: Immune Maze (and variants); Slaying +3/+3 +wounding; 1M: Trap the Soul; 1M: Maze

[Psi16 Grand] Golem Form: Silver: +1 to # attacks with each weapon; +LVL" move rate

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

Combat effects:

[Psi12L Super] Enslave: Target creature's AL switches to L, all of it's actions under control of caster (no save)

[Psi45 Ultra] Absorption Power: bM: Absorb energy, gain 100/(12-SL)% of it in temporary hp

[Psi30 Ultra] Decrease Wisdom: -1 Wis/succ

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

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

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

[Psi100 Major] Mass Domination: Domination (Will save at -CL), hits 3+CL/9 groups

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

[Psi0 minor] Medicine I: Choose one: Cure KiL hp; Cure Wounding; Repair disabled limb

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Room # 10

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

tweezers; firepit; squeaking; acrid smell

Dimension Door (as the spell) on the west wall leading to a 40ft. long x 25ft. wide x 5ft. tall hallway.

Sample Names: Lahm the altruistic Madame Vampire (Vortex); Westernesse the noxious Invisible Hornet (Water)

Flooding Doorknob Trap; DL 9; Search DC 95 (96 Wis damage, DC 94 PP save to negate)

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

[x2] Ultraplanar beings cannot see, taste, or sense into this room unless they are actually there; Divine Intervention fails
5,404gp

oil (fuel)

a pair of pruning shears, exotic, 12d7 (48), 100gp

Rian's Coracobrachialis muscle: +9 to ML; 1M: E or EE= 8 Breath Weapon. ; CL 39; SL 9; 81710gp

Roseate Armor, Medium [AT+262] +143 AC/+10 Saves; 1F: Physical Protection:

Caster's hit points triple for duration; CL 53; SL 9; 58130gp

DL IX Small Underdark Familiars x(13) x[3]

AC 823, HD 14, ihp 656, #Att 16, TH ÷ AC/Save DC by 90, dmg 487

Str 73, Dex 62, Con 22, Int 65, Wis 71, Chr 62, 12kxp

Light Sensitivity, Familiar Immunity

Prepared effects:

[Wiz SL4] Polymorph Self : You assume a new form (no innate abilities)

[Pri SL9] Goodberry 9: Creates 36 goodberries

[Pri SL7] Regenerate 7: Regenerates 1 hp /s

[Pri SL9] Petition: auto make next divine intervention roll

[Psi6N Major] Bard or Sage Abilities, LVL 7: Get bard or sage abilities of level 7 (max = your level)

[Psi6E Major] Psi-Trap: Holds one power in area for triggering

[Pri SL8] Robe Of Healing: Get 20 1d4+4 healing effects (self or other) every round for 1h

[Wiz SL6] Globe of Invulnerability 6: Immune to spells with SL=0 to 5

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

Combat effects:

[Psi6E Super] Fear VI (Fear Contagion): As the Quest level Priest spell

[Psi-12C Grand] Wild Invocation V: Random 8 (90%) or 1d4+8 (10%) SL Wizard Invocation spell

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

[Psi2 Ultra] Superblast [V]: All in 1 mile insane (no PsiR); 2 mile radius

[Psi81 minor] Drain: Target loses -CL to a stat

[Pri SL6] Blade Barrier 6: 8d8 dmg wall (shards)

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

[Wiz SL4] Dispel Magic 4: Dispel 2 magic effects

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

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Room # 11

Smithy/Forge - 5ft. long x 45ft. wide x 20ft. tall

ropes; tank (container); putrid smell; jingling

Mimic (the monster) on the south wall leading to a 35ft. long x 20ft. wide x 10ft. tall hallway.

Sample Names: Vashaak the maniacal Wind Conqueror (Flail); Goldenbeard the cut-throat American Monkey (Broom)

Block transforms into Elemental Minerals Trap; DL 9; Search DC 91 (300 Con damage/s, DC 96 Fortitude save for half)

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

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Turn
69,250gp

fibers

A sandwich, 1gp

Rian's Extensor digitorum longus muscle: +9 to HD; 1P: Target becomes

flatfooted and loses all Dex based AC.; CL 53; SL 9; 81730gp

Stone of Holding 100 PSPs, 7010gp

DL IX Macro-Diminutive Sea-of-Dust/Colorless Weirds x(10) x[2]

Stun AC 827, HD 2308, hullp 1.8E+5, WR 189% #Att 4, TH ÷ AC/Save DC by 90, dmg 818

Str 41, Dex 54, Con 62, Int 62, Wis 40, Chr 29, 12kxp

Immune alignment based/color based effects, Immune critical hits, poison, sleep, paralysis, stunning. Has no soul.

Prepared effects:

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

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

[Psi3½ Super] Metamorphosis, Greater: Assume shape of any nonunique creature or object each round.

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

[Psi-12T Major] Time Aura: Enemies in your group lose 1 action /s (no save)

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

[Pri SL5] Spell Immunity 5: Be immune to 2 spells by name

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

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

Combat effects:

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

[Psi6G Super] Fifth Level Priest Spell: Cast one 5th level Priest spell at CL = 70

[Pri SL7] Restoration (1): Removes all lost levels, not just one. Also restores ability score drains. Does not age caster or target.

[Psi30 Ultra] Spell Barrier: Wall:Dead Magic (all types)

[Psi9 Grand] Energy Kinetic: Manipulate: +-CH dice to existing energy effect

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

[Pri SL5] Flame Strike 5: CLd8 holy fire dmg (save:½)

[Psi45 minor] Sleep-Induced: Sleep (SL/2 saves)

[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

Dungeon032020 - Dungeon Level 9

Room # 12

Stable - 10ft. long x 50ft. wide x 20ft. tall

lectern; chest; breeze, gusting; gong

Double Door on the north wall leading to a 45ft. long x 10ft. wide x 20ft. tall hallway.

Sample Names: Driander the insidious Liberty Sword (Boomerang); Jhesail the holy Imperial Surfer (Gas)

Scything Arrows Trap; DL 9; Search DC 96 (Attack +72 melee, 8d6 idamage), (multiple targets)

Stairway that (causes/has/or is) Collapsing

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Weel
4,926gp

sea shell

a Fish Sculpture, Ogp

Vermilion Necklace [AT+294] +323 AC/++3 Saves; 1Z: How much money you get in dungeon
is multiplied by 1.25 (only affects you, not whole party); CL 54; SL 9; 84470gp

Sapphire Bullets, sling (10) [7d10] ++18 dmg 13+/x7; 1M: Gate (as spell)

for True creature or for a Time Elemental; CL 48; SL 9, 93947gp

DL IX Medium Swamp Reptiles x(31) x[2]

iAC 816, HD 234, hp 1440, CR 134% #Att 7, TH ÷ AC/Save DC by 90, dmg 655

Str 24, Dex 68, Con 31, Int 35, Wis 59, Chr 72, 12kxp

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

Prepared effects:

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

[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.

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

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

[Psi-12C minor] Know Next Dice Rolls: 0,1/r: Roll dice ahead of time before action, can choose not to

[Pri SL8] Antimagic Field : Negates magic within 10 ft.

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

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

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

Combat effects:

[Psi10 minor] Lift: TK up/down only; w = ln(weight in lbs.); S = ln(speed in ")

[Psi45 Ultra] Heat: Target takes SL*CL Fire damage per segment for 1 round (no save)

[Psi12T Super] Mass Feeblemind: Feeblemind (as spell) in 90'r area

[Wiz SL6] Semi-Imprisonment: Target is Imprisoned for CL segments (no save)

[Psi45 minor] Sleep-Induced: Sleep (SL/2 saves)

[Wiz SL5] Alley Summoning V: Summons a DL X alley monster, under your control, 5% chance per segment of losing control

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

[Psi2 minor] Ballistic Attack: Roll TH; (level)d4 damage; (level)d8 damage

[Psi30 Grand] Psi Sword: Roll TH (+succ), dmg=ä(succ)

Dungeon032020 - Dungeon Level 10

Room # 1

Empty (completely clean) - 45ft. long x 30ft. wide x 20ft. tall

brazier; carafe (decanter); rotting vegetation smell; footsteps (approaching)

Automatic Door (opens if anyone approaches) on the west wall leading to a 35ft. long x 25ft. wide x 15ft. tall hallway.

Sample Names: Anishta the insidious Crimson Flea (Vibranium); Nishta the arrogant Mind Death (Wrench)

Control Thoughts Trap; DL 10; Search DC 101 (Psionicist CL 20, DC 105 Reflex save to negate)

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

[x2] Room is permanently/continuously ****Cursed**** (Ancient Foul Cursed)ed, only creatures immune or bubbled against it can fit
14,376gp

throne

the Titanic Arm plates of Hercules, +1 AC, 310gp

Beige Shield [AT+21] x3 AC/+15 Saves; 1M: Whenever you are struck by an

attack sequence, you randomly blink away after damage; CL 48; SL 10; 11415gp

Bracers of Armor +1: (Wrists) +1 AC., 5540gp

DL X Tiny Mirror-Universe Golems x(18) x[1]

AC 1016, HD 10, hp 404, BlahR 185% #Att 20, TH ÷ AC/Save DC by 110, dmg 3007

Str 35, Dex 52, Con 30, Int 68, Wis 76, Chr 49, 20kxp

May have slight tweaks on other abilities., Immune crits, ability dmg, energy drain, poison, sleep, paralysis, stunning, disease, mi

Prepared effects:

[Psi3½ Major] Empathic Feedback: When you are hit in melee, your attacker takes damage.

[Psi54 Ultra] Split: You are two beings (two places at once); it costs 3 actions to have each body do 1 action

[Psi-9 minor] No Poison For Me: Resist Poison ("death" becomes ½ max hp)

[Psi6E Super] Astral Form Blockade Field: Stops Astral Psi./Proj., Dim.Doors

[Psi12C Super] Grand Chaos: All die rolls by all creatures within 240' of caster become either minimum (50%) or maximum (50%)

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

[Psi3 Super] Shapechange: You become any creature, change one/round.

[Psi3½ Grand] Null Psionics Field: Create a field where psionic power does not function.

[Psi16 Grand] Construct Psi16 Item 4: Create a Psi16 item (see next page) of TechL=CL, each 4 TechL takes 1S action

[Wiz SL10] Transform Dweomer: Shapechange permanently, to creature or object

Combat effects:

[Psi15 Grand] Druid Shapechange: Druid Shapechange (to Reptile/Fish, Bird, or Mammal)

[Psi30 minor] Treat Light Wounds: Heals 10% max hp (1 succ)

[Wiz SL6] Dispel Magic 6: Dispel 4 magic effects

[Wiz SL10] Ship In A Bottle: area iron flask (imprisonment) effect

[Psi3½ Super] Timeless Body: Ignore all harmful, and helpful, effects for 1 round.

[Psi15 Grand] Hold Person: Hold Person

[Psi6E Major] Vapors of Weakness: 2 saves:fail 1=Str 1, fail 2=unc.6d4r

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

[Psi19 Ultra] Force Wind: Creates a tornado, CLd12 air dmg per segment (save: ½), moves at CL" rate

[Psi6N Ultra] Mental Ball 11: 110'r; take 11*level*(# of freq.) damage; no save

Dungeon032020 - Dungeon Level 10

Room # 2

Barracks / Quarters - 15ft. long x 40ft. wide x 50ft. tall

statue; brazier(s); rustling; foggy

Secret Door on the north wall leading to a 45ft. long x 15ft. wide x 5ft. tall hallway.

Sample Names: Nurion the vicious Underground Pachyderm (Rickshaw); Varlae the unlucky Suicide Torch (Air)

Inhaled Smoke Trap; DL 10; Search DC 106 (150 Con damage, DC 104 Will save to negate)

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

[x2] Room is permanently/continuously *Cursed*ed, only creatures immune or bubbled against it can function here.

41,704gp

skin

a morning star, mace, 2d6 (7), 27gp

Blackened Bludgening Weapon [2d8] +12 Th/+195 dmg 20+/x3; 1Z: Feeblemind; CL 56; SL 10, 43574gp

Alabaster Scimitar [3d10] +17 Th/+11 dmg 16+/x6; 1P: CLxCL mental dmg

to 1 target (Reflex:½); C-align x2 dmg; CL 65; SL 10, 15590gp

DL X Macro-Diminutive City/Town Leechs x(48) x[1]

AC 1005, HD 2563, hp 2.2E+5, AllR 194% #Att 9, TH ÷ AC/Save DC by 110, dmg 1006

Str 73, Dex 32, Con 41, Int 26, Wis 74, Chr 59, 20kxp

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

Prepared effects:

[Psi18 Ultra] Null Void: Null Field: 3*LVL% irreducible MR

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

[Psi9 Ultra] Amplification: xCH on next Psi9 power's effect

[Psi6G Ultra] Sentinel Lore: You gain x2 multiplier; Sentinel's powers of level = (CL-21)/7

[Pri SL9] Duplicate Item: duplicate a x1 magic or psi item that uses charges

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

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

[Psi81 minor] Growth 2: +1 size; +2 Str; +2*CL max hp

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

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

Combat effects:

[Psi3 Super] Monster Domination: Dominates any creature for less time.

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

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

[Psi1 Ultra] Telekinetic Crush: 1 target: X*X*X telekinetic damage (no save)

[Psi54 Grand] Water Animation: Summon a DL=SL Water Elemental

[Pri SL9] Creeping Doom 9: (1d6+8)*140 insect dmg

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

[Pri SL7] Heal 7: Cure to 125% of max hp (max Heal 7 can cure at once = 1250 hp)

[Psi3 Super] Monster Domination: Dominates any creature for less time.

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

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Room # 3

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

statue(s); Walls of Plants; manure smell; foggy

Phase Door (phases in/out every so often) on the north wall leading to a 10ft. long x 5ft. wide x 25ft. tall hallway.

Sample Names: Doruzed the caustic Hawk Crew (Hatchet); Burgell the astounding Doctor Squid (Flaming)

Injected Holy Water Trap; DL 10; Search DC 107 (100 Dex damage, DC 103 Fortitude save to negate)

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

[x2] Room is permanently/continuously Annihilateded, only creatures immune or bubbled against it can function here.

67,808gp

sword

a white lace wedding veil, +1 AC, 10gp

Cordovan Magnet: Free Intellect Devourer Familiar; 100930gp

Emerald Staff [4d6] +14 Th/+13 dmg 20+/x4; 1M: Temptation: Target

saves or is suggested for 1 round; CL 52; SL 10, 12287gp

DL X Huge Mind-Flayer-World Illusionarys x(34) x[1]

iAC 1014, HD 84, hp 6464, WR 160% #Att 5, TH ÷ AC/Save DC by 110, dmg 810

Str 74, Dex 63, Con 30, Int 56, Wis 31, Chr 50, 20kxp

Has tentacles. Usually psionic., Incorporeal

Prepared effects:

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

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

[Wiz SL7] Spell Turning (2): Turns a spell back to it's caster

[Psi16 Major] Golem Form: Clay: Unarmed damage you deal can be cured only by a CL=17+ Heal spell (or better)

[Pri SL7] Protection from Fire 7: Stop the next CL*24 fire dmg

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

[Wiz SL9] Armor 9: +CL*18 current hp

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

[Psi45 Grand] Body Coating: 5*SL hp Armor spell, self only, stacks with the (Wizard) Armor spell

[Psi8 Grand] Construct Weapon Item 4: Create a "Weapon" type item (see next page) of TechL=CL, each 4 TechL takes 1S action

Combat effects:

[Pri SL4] Dispel Psionics: Cancels psionic effects

[Wiz SL5] Wacky Ball 5 / Normal / ½: Ld10, save: ½

[Psi6E minor] Self-Preservation: Restores 1 hp/DPP (limit = Wis*3 /round)

[Wiz SL6] Summon Monster VI : Calls outsider to fight for you.

[Pri SL5] Command 5: Target makes 5 saves, each missed save allows 1 word for a command to be given

[Wiz SL6] Summon Monster VI : Calls outsider to fight for you.

[Psi100 Major] Mass Domination: Domination (Will save at -CL), hits 3+CL/9 groups

[Wiz SL9] Mordenkainen's Disjunction 9: Disjunct 1 effect (any type)

[Pri SL6] Command 6: Target makes 6 saves, each missed save allows 1 word for a command to be given

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

Dungeon032020 - Dungeon Level 10

Room # 4

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

font; partially collapsed ceiling; chlorine smell; foggy near ceiling

Teleport Door (other side is far away) on the west wall leading to a 45ft. long x 25ft. wide x 25ft. tall hallway.

Sample Names: Olica the scowling Winter Woman (Thorns); Ollin the chivalrous Compu- Corp (Flail)

Contact Spirit Trap; DL 10; Search DC 104 (1200 idamage, DC 109 PP save for half)

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

[x2] Gods cannot see, hear, or sense into this room unless they are actually there; Divine Intervention fails

89,834gp

pole

the Armour of Fire, +1 AC, 1gp

Ochre Staff [6d10] +100 Th/+15 dmg 16+/x2; 1P: Hypnosis (SL saves); CL 60; SL 10, 28537gp

Dark Age Cat. 8 Copper Dragon Armor [AT+295] +16 AC/+323 Saves;

1M: SL/2 instances of Resist Fire; CL 40; SL 10; 83700gp

DL X Macro-Tiny Demi-Planes Dragons x(17) x[2]

||AC|| 1003, HD 5122, hullp 4.3E+5, ER 166% #Att 3, TH ÷ AC/Save DC by 110, dmg 206

Str 36, Dex 80, Con 72, Int 50, Wis 27, Chr 37, 20kxp

Immune hostile environments, Bars extradimensional travel, Flys, Breath weapon, dark vision, immune sleep and paralysis.

Prepared effects:

[Pri SL9] Duplicate Mechanism: duplicate a technology item

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

[Psi45 Grand] Resist: Energy: SL/3 (round down) instances of Resist energy attacks

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

[Psi23 Major] Wight Cloud: Energy drains unnatural creatures

[Psi30 Grand] Resist Allergy: Remove -1 penalty/succ

[Psi10 Major] Ground *: Immune Lightning, must be touching the ground

[Psi6N Super] Create/Destroy Conduit: Creates or Destroys 1 Conduit, Wormhole, Gate, Color Pool

[Psi9 Ultra] Null Void: Null Innates: Caster immune to and cannot use innates

[Psi45 Grand] Resist: Energy: SL/3 (round down) instances of Resist energy attacks

Combat effects:

[Wiz SL10] Fireball 10: CLd20 fire dmg to a group (save:½)

[Psi30 Ultra] Mob Mind: Control Thoughts Blast (yuck!)

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

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

[Psi27 Grand] Death: Target is slain (save)

[Pri SL4] Cure Wounds 4: Cures 10d8 hp (can take offer of 6 per die -> 60 hp)

[Wiz SL7] Lightning Bolt 7: CLd14 lightning dmg to a group (save:½)

[Wiz SL5] Telekinesis : Lifts or moves 25 lb./level at long range.

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

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

Dungeon032020 - Dungeon Level 10

Room # 5

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

scroll tube; crucible; drumming; footsteps (approaching)

Locked Door, Mechanical on the north wall leading to a 45ft. long x 25ft. wide x 25ft. tall hallway.

Sample Names: Charlena the brazen October Chimp (Sword); Migdala the aggressive Black Empress (Sleigh)

Deeper Block Trap; DL 10; Search DC 103 (60 Int damage, DC 110 RSW save to negate)

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

[x2] Room is permanently/continuously ****Cursed**** (Ancient Foul Cursed)ed, only creatures immune or bubbled against it can ft 41,508gp

bones (humanoid)

the Wushu Uniform, +9 AC, 2400gp

Chrome Stone [10d12] +16 Th/+256 dmg 16+/x2; 1M: Steal Item: Target

saves or demon gets 1 random item; CL 48; SL 10, 53074gp

Teal Bookmark: Free Academician Kit: +3 NPC reactions; +level Int checks;

+level Wis checks; -1 TH penalty, Free bonus Spellcraft proficiency; 100780gp

DL X Small Modern Avian/Birds x(25) x[1]

AC 1018, HD 12, lifep 848, MR 133% #Att 20, TH ÷ AC/Save DC by 110, dmg 3005

Str 64, Dex 54, Con 36, Int 76, Wis 52, Chr 33, 20kxp

Has Action points, Access to high tech items, Flies. Has 2 Wings, 2 talons, and a beak.

Prepared effects:

[Wiz SL10] Prismatic Solid: Add a "Special" to entire room of Prismatic-ness (1 prismatic effect per person per segment)

[Pri SL2] Goodberry 2: Creates 8 goodberries

[Psi1 Ultra] Hero Element: Casts any one 1st level Hero spell

[Psi3 Major] Dimensional Anchor: Bars extradimensional movement.

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

[Psi45 Grand] Resist: Energy: SL/3 (round down) instances of Resist energy attacks

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

[Psi5 minor] Physical Protection: Caster's hit points triple for duration

[Pri SL5] Summon Nature's Ally V : Summons a DL V animal (maintained)

[Psi54 Grand] Invulnerability: -CL*SL/2 dmg per attack

Combat effects:

[Pri SL7] Remove Curse 7: Cure 4 curse effects (reverse causes that many, save for each)

[Pri SL8] Heal 8: Cure to 150% of max hp (max Heal 8 can cure at once = 1500 hp)

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

[Pri SL9] Dispel Evil 9: Dispel 5 evil targets (can target the same thing more than once) (save)

[Psi6G Ultra] Stasis: Touch: Target is Temporal Stasised (no save); you control the duration with DPPs

[Wiz SL4] Dispel Psionics: Dispels Psionics

[Pri SL10] Command 10: Target makes 10 saves, each missed save allows 1 word for a command to be given

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

[Psi10 Major] Static Discharge: All in caster's group (except caster) take (10+CL/3)d6 lightning dmg (save:½)

[Pri SL5] Cure Wounds 5: Cures 15d8 hp (can take offer of 6 per die -> 90 hp)

Dungeon032020 - Dungeon Level 10

Room # 6

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

grill; lamp; grating; foggy

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

Sample Names: Noro the beautiful Bat Blur (Bubble); Biago the lazy Miracle Criminal (Discs)

Decrease Strength Trap; DL 10; Search DC 110 (Psionicist CL 20, DC 103 PPD save to negate)

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

[x2] Immortals cannot feel, see, or sense into this room unless they are actually there; Divine Intervention fails
41,892gp

drum

embroidered ivory scrap of fabric, +5 AC, 2000gp

Dagger of Set, 21540gp

Rian's Spinal Cord: +5 to HNCL; 1P: 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 60; SL 10; 100670gp

DL X Macro-Diminutive Modern Golems x(34) x[3]

AC 1009, HD 2565, hp 2.2E+5, PR 103% #Att 14, TH ÷ AC/Save DC by 110, dmg 410

Str 78, Dex 80, Con 72, Int 48, Wis 47, Chr 53, 20kxp

Has Action points, Access to high tech items, Immune crits, ability dmg, energy drain, poison, sleep, paralysis, stunning, disease, Prepared effects:

[Wiz SL5] Improved Free Action: Immune Capital S Stun, Stop, Hold, Paralysis, Summoning Sickness; Hold P,V actions

[Psi45 Ultra] Force Field vs. Power Manipulation: ER 10*SL%

[Pri SL5] Spell Resistance : Subject gains +12 +1/level SR.

[Psi3½ Super] Affinity Field: Effects that affect you also affect others.

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

[Pri SL7] Regenerate 7: Regenerates 1 hp /s

[Psi4 Major] Spell *1.5: One spell that you know has it's effect multiplied by 1.5, or costs only 1/(1.5*2-1) of a spell slot

[Psi45 Ultra] Regeneration: Regenerate SL hp/s

[Psi81 Major] Growth 5: +2 size; +4 Str; +4*CL max hp

[Pri SL9] Protection from Lightning 9: Stop the next CL*32 lightning dmg

Combat effects:

[Pri SL8] Summon Nature's Ally VIII : Calls creature to fight.

[Psi30 Grand] Ram Beam /Wrecker: 1 hull point damage/succ

[Pri SL8] Conjure/Dismiss Semi Elemental: Summons or dismisses a Semi Elemental

[Pri SL1] Cure Light Wounds (3): Cure 2d8+L (choose 1 die), reverse has save:½ {Touch, 1 creature}

[Psi-2 Ultra] Planetary Acidify: Acidifies 1 planet or moon (!); 2 planets or moons!

[Wiz SL7] Steal Enchantment : Transfer the enchantment of one spell to an another

[Pri SL3] Cure Disease: Cures Disease

[Psi15 Super] Hypnotism: Hypnotism, up to CL targets

[Psi-6G minor] Blinding Light: Target is blinded (RSW save), halves his AC (Spell save), loses next P action (BW save)

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

Dungeon032020 - Dungeon Level 10

Room # 7

Warrior's Chamber/Lab - 25ft. long x 35ft. wide x 40ft. tall

stuffed beast; table, low; breeze, gusting; moaning

Trapped Door, Magic/Psi on the south wall leading to a 40ft. long x 25ft. wide x 10ft. tall hallway.

Sample Names: Forak the perverted Lightning Goliath (Boomerang); Dottir the courageous Mud Avalanche (Yak)

Brick transforms into Elemental Air Trap; DL 10; Search DC 103 (160 Con damage/s, DC 103 Breath Weapon save for half)

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

[x2] Ultraplanar beings cannot see, feel, or sense into this room unless they are actually there; Divine Intervention fails
36,017gp

chandelier

a Dragon Tattoo, +2 AC, 1500gp

Wand/Trap Det. (Detect ALL traps within 20'), 29410gp

Electric blue Spring: +3 Familiar Slots; 100450gp

DL X Medium Rakshasa-World Hounds x(19) x[1]

Stun AC 1010, HD 28, stunp 1680, BlahR 173% #Att 15, TH ÷ AC/Save DC by 110, dmg 607

Str 40, Dex 39, Con 22, Int 57, Wis 50, Chr 63, 20kxp

Immune slain, Resist Slain, Vulnerable enchanted items., Has 4 legs, and at least 1 head

Prepared effects:

[Psi12T Major] Magic Resistance: Level*5% MR

[Wiz SL8] Second Level Magic-User Spells (DM1): Cast any four 2nd level Wizard spells simultaneously when it is cast.

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

[Psi27 minor] Dark Triangle: Name 2 Wizard/Priest schools: One has double effect, the other half (30' radius)

[Wiz SL4] Armor 4: +CL*8 current hp

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

[Pri SL10] Resist Fire/Resist Cold 10: Take -90% dmg vs. fire or cold

[Pri SL3] Goodberry 3: Creates 12 goodberries

[Psi3½ Super] Metamorphosis, Greater: Assume shape of any nonunique creature or object each round.

[Wiz SL7] First Level Magic-User Spells (DM2): Can cast one 1st Level Wizard spell per round as Z action

Combat effects:

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

[Pri SL5] Dispel Magic 5: Dispel 3 magic effects

[Pri SL8] Create Greater Undead : Mummies, spectres, vampires, or ghosts.

[Psi3½ Super] Aposi: You delete target's psionic powers.

[Psi1 Major] Mental Surgery: 1=Dispel Exhaustion,5=Feeblemind,6=Cure Insanity

[Wiz SL5] Wacky Ball 5 / Normal / ½: Ld10, save: ½

[Psi54 Ultra] Cell Rot: Cell Adjustment (reversed) CL*SL*2 dmg (no save)

[Psi54 Ultra] Cell Rot: Cell Adjustment (reversed) CL*SL*2 dmg (no save)

[Psi1 Grand] Limited Wish: Limited Wish (as spell)

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

Dungeon032020 - Dungeon Level 10

Room # 8

Bath / Bathing Room - 15ft. long x 20ft. wide x 25ft. tall

keg; Walls of Fire; cold current; coughing

Loop Door (goes to another timeline) on the north wall leading to a 30ft. long x 5ft. wide x 20ft. tall hallway.

Sample Names: Vashay the noxious Yak Alliance (Hubcap); Darnack the artistic Sand Mafia (Mutant)

Cellular Heal/Harm Trap; DL 10; Search DC 102 (Psionicist CL 20, DC 108 PPD save to negate)

Stairway that (causes/has/or is) Talks - Intelligently/Normally

[x2] Ultraplanar beings cannot see, taste, or sense into this room unless they are actually there; Divine Intervention fails
4,927gp

key

a Ceremonial Axe, axe, 15d12 (97), 536gp

Crystalline Money: All your Rogue classes use the "set XP table"(3kxp at 2nd, doubles til 9th,600kxp at 10th,+300kxp per level afterward).; 100370gp

Potion of Cureall, 14430gp

DL X Macro-Small Outer-LG Hounds x(54) x[2]

AC 1005, HD 10247, hp 8.4E+5, CR 111% #Att 20, TH ÷ AC/Save DC by 110, dmg 10008

Str 28, Dex 29, Con 22, Int 29, Wis 70, Chr 79, 20kxp

Immune acid, cold, petrification. Resist electricity and fire. Protection from evil continuous. Tongues at will., Has 4 legs, and at le

Prepared effects:

[Wiz SL7] Armor 7: +CL*14 current hp

[Psi6G Ultra] Good Fortune I: +CL Luck (the Concordant ability score)

[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.

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

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

[Psi6N Ultra] Null Field 1: All spells of SL 1 or higher don't work in 100'r

[Wiz SL9] Armor 9: +CL*18 current hp

[Psi-1 Grand] Anti-Psionic Disruption: No Anti-Psi powers (any freq.) can be used in 50' r

[Wiz SL6] Planar Displace: Planar Displacement for 1 turn

[Psi3½ Super] Metamorphosis, Greater: Assume shape of any nonunique creature or object each round.

Combat effects:

[Psi14 minor] (no name): Target gets a disease (PPD save)

[Wiz SL3] Immediate Monster Summoning III: Summons a DL I monster without summoning sickness

[Psi45 Grand] Magic Domination: Control M Actions (SL/2 saves)

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

[Pri SL6] Neutralize Poison 6: Cure 3 poison effects (reverse causes that many, save for each)

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

[Psi29 Grand] Earth Bolt LVLd12:

[Pri SL8] Create Greater Undead : Mummies, spectres, vampires, or ghosts.

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

[Psi-6G minor] Blinding Light: Target is blinded (RSW save), halves his AC (Spell save), loses next P action (BW save)

Dungeon032020 - Dungeon Level 10

Room # 9

Privy/Secret - 5ft. long x 10ft. wide x 5ft. tall

dung heap; quill; ozone smell; updraft, strong

Void Door (cannot see through doorway) on the east wall leading to a 40ft. long x 15ft. wide x 20ft. tall hallway.

Sample Names: Umbert the cowardly Zoo Widow (Elephant); Umbert the superlative Rat Comet (Pogo Stick)

Doorknob transforms into Elemental Fog Trap; DL 10; Search DC 106 (48 Chr damage/s, DC 103 Fortitude save for half)

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

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Segm
26,278gp

sofa

a generic purse, 0gp

Book of Deeds (1 use: True Precognition), 11140gp

Rian's Rectus femoris muscle: +4 to ML; 1V: +LVL Con ; CL 41; SL 10; 100890gp

DL X Titanic Outer-NE Lycanthropes x(32) x[2]

||AC|| 1011, HD 647, hp 56320, PR 177% #Att 19, TH ÷ AC/Save DC by 110, dmg 1204

Str 72, Dex 39, Con 53, Int 73, Wis 29, Chr 56, 20kxp

Telepathy, immune acid and poison, resist cold, electricity, and fire., Can polymorph to alternate form.

Prepared effects:

[Pri SL10] Protection from Fire 10: Stop the next CL*36 fire dmg

[Wiz SL6] Contingency: Each creature can only have 1 Contingency spell on him. If the contingency spell is dispelled, the effect ir

[Pri SL5] Double Resist [E=4 element]: Pick an E=4 element, you double resist it (1/4 dmg, 1/10 if make save) for 1 hour.

[Psi15 Grand] Add Global Resistance: Resist all E=1 elements, this can be taken twice for E=2 (doesn't include E=1), thrice for E=3

[Wiz SL6] Contingency: Each creature can only have 1 Contingency spell on him. If the contingency spell is dispelled, the effect ir

[Pri SL4] Goodberry 4: Creates 16 goodberries

[Wiz SL6] Tenser's Transformation 6: +100% of max hp to current hp, +2 TH melee

[Psi54 Ultra] Thief: Any Thief SL-1 pick; 5*CL Rogue points in it

[Pri SL8] Protection from Fire 8: Stop the next CL*28 fire dmg

[Psi-1 Ultra] Villain Element: Casts any one 1st level Villain spell

Combat effects:

[Pri SL8] Death's Door 8: Target (currently at negative hp) goes to 16 hp (can't go above max)

[Pri SL9] Summon Nature's Ally IX : Calls creature to fight.

[Psi-12L Super] Choose Summoning VIII: Monster Summoning using ML VIII chart, you pick the result

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

[Pri SL10] Command 10: Target makes 10 saves, each missed save allows 1 word for a command to be given

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

[Psi5 minor] Heal Self: Cure up to 100 hp, Regenerate (as spell)

[Pri SL6] Conjure/Dismiss Para Elemental: Summons or dismisses a Para Elemental

[Psi6E Super] Dark Storm: 6 Dark Thunderbolts (pay DPP cost once)

[Psi29 Grand] Lightning Bolt LVLd10:

Dungeon032020 - Dungeon Level 10

Room # 10

Nest (animal) - 25ft. long x 20ft. wide x 40ft. tall

pipette; carving; scuttling; roar(ing)

Glass Door (transparent) (shatters if opened) on the north wall leading to a 10ft. long x 25ft. wide x 20ft. tall hallway.

Sample Names: Elenda the unlucky Ms. Werewolf (Pitchfork); Lutzaen the abusive Madame Dervish (Snowshoes)

Stairs transforms into Elemental Fire Trap; DL 10; Search DC 104 (140 Wis damage/s, DC 103 Fortitude save for half)

Furnishings that (causes/has/or is) Sliding

[x2] Immortals cannot feel, smell, or sense into this room unless they are actually there; Divine Intervention fails

54,011gp

fungus

MacLeod's katana, sword, 12d14 (90), 950gp

Carmine Teddy bear: +700 Skill Points; 101050gp

Robe of Scintillating Colors, 16310gp

DL X Macro-Diminutive Sigil/Maelstrom Beholders x(25) x[2]

AC 1006, HD 2569, hullp 2.1E+5, MR 128% #Att 3, TH ÷ AC/Save DC by 110, dmg 1202

Str 37, Dex 58, Con 66, Int 35, Wis 46, Chr 41, 20kxp

Immune Maze effects, Has eye stalks, 1 mouth, and 1 central anti-magic eye. Can cast through eye stalks. Flies

Prepared effects:

[Psi9 Ultra] Bio Force: Maintain Health: +CH Con, regen all hit points each r

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

[Wiz SL10] Prismatic Solid: Add a "Special" to entire room of Prismatic-ness (1 prismatic effect per person per segment)

[Psi-12C Super] Anti-Commotion Resist.: +CL*5% aaAllR (Anti-Anti R vs. everything)

[Psi27 Ultra] Prince: Your "caster level" (CL) for all purposes (even non-Psi27) is raised by LVL

[Pri SL5] Improved Free Action: Immune Capital S Stun, Stop, Hold, Paralysis, Summoning Sickness; Hold P,V actions

[Psi9 Ultra] Null Void: Null Innates: Caster immune to and cannot use innates

[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

[Pri SL4] Spell Immunity : Subject is immune to one spell per four levels

[Psi9 Ultra] Bio Force: Maintain Health: +CH Con, regen all hit points each r

Combat effects:

[Psi-6N minor] Gaea's Blessing: Reconstruct up to three effects which were dispelled/twisted within the last turn

[Pri SL9] Dispel Evil 9: Dispel 5 evil targets (can target the same thing more than once) (save)

[Wiz SL7] Power Word Stun 7: Stuns a creature if current hp < 160 (no save)

[Psi14 minor] (no name): Target gets a disease (PPD save)

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

[Pri SL5] Death's Door 5: Target (currently at negative hp) goes to 2 hp (can't go above max)

[Wiz SL10] Ship In A Bottle: area iron flask (imprisonment) effect

[Pri SL7] Resist Fire/Resist Cold 7: Take -75% dmg vs. fire or cold

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

[Psi100 Grand] Limited Wish: Limited Wish (as spell)

Dungeon032020 - Dungeon Level 10

Room # 11

Workshop - 20ft. long x 15ft. wide x 45ft. tall

fireplace & wood; table, low; bang, slam; foggy near ceiling

Trapped Door, Magic/Psi on the west wall leading to a 45ft. long x 15ft. wide x 25ft. tall hallway.

Sample Names: Sadebreth the sophisticated Dog Dazzler (Holy); Pylindra the socio-pathic Prince Dwarf (Atomic)

Stairs transforms into Elemental Poison Trap; DL 10; Search DC 107 (400 Chr damage/s, DC 102 Will save for half)

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

[x2] Room is permanently/continuously Capital F Folded, only creatures immune or bubbled against it can function here.

50,001gp

mysterious stain

a silhouette, +5 AC, 0gp

Mistletoe leaf of +22 hp, 8430gp

Black Wand [8d12] ++4 dmg 12+/x8; 1P: 35' radius: All targets make

Will save (extra -CL-N*3 penalty) or Confused CL rounds; CL 56; SL 10, 71474gp

DL X Macro-Fine Psionic Unlives x(22) x[1]

Stun AC 1013, HD 1287, hp 1.1E+5, MR 124% #Att 20, TH ÷ AC/Save DC by 110, dmg 406

Str 31, Dex 42, Con 28, Int 55, Wis 59, Chr 28, 20kxp

Has a psionic frequency, No CON. Has Psi-7, Immune to crits, ability dmg, poison, sleep effects, paralysis, stunning, disease, death

Prepared effects:

[Psi12L Super] Clone/Simulacrum: Clone (or) Simulacrum (as the MU spells)

[Psi18 Ultra] Psi: Trap: Chain Contingency, up to LVL powers any type

[Psi7 Ultra] (no name): When you die, you go to the Negative Energy Plane, and will reform on the Prime the next day

[Psi100 Grand] Suppression: Cannot use or be affected by psionics, all psi effects drop

[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

[Pri SL5] Summon Monster V : Summons a DL V monster (1 turn)

[Wiz SL6] No Save: The next spell you cast does not have a saving throw

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

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

[Pri SL9] Protection from Fire 9: Stop the next CL*32 fire dmg

Combat effects:

[Wiz SL10] Magic Missile 10: (CL+1)*5 missiles, each does 1d4+1 force dmg (no save)

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

[Pri SL10] Hold Person/Monster 10: Hold 12 person or 10 monster targets (save)

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

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

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

[Pri SL8] Cure Wounds 8: Cures 36d8 hp (can take offer of 6 per die -> 216 hp)

[Psi-6N minor] Force of Nature II: Summon a Wood Elemental: AC 40, hp 80, #Att 2/1, TH +30, dmg 30

[Wiz SL10] Eridor's Ebony Bolt: 4 perm. hp loss/lvl, no MR, cannot be resisted

[Psi3 Super] Dissolution: You Disintegrate really large objects or creatures.

Dungeon032020 - Dungeon Level 10

Room # 12

Bestiary - 10ft. long x 30ft. wide x 10ft. tall

grill; kiln; breeze, gusting; chanting

Locked Door, Mechanical on the east wall leading to a 30ft. long x 20ft. wide x 10ft. tall hallway.

Sample Names: Rhaetia the hideous Sister Dwarf (Revolver); Nura the violent Silver Widow (Flame)

Contact Ash / Cinder Trap; DL 10; Search DC 106 (140 Con damage, DC 109 PP save to negate)

Room (Floor) that (causes/has/or is) Treasure in a secret room nearby

[x2] Room is permanently/continuously Blinded, only creatures immune or bubbled against it can function here.

4,624gp

scroll case (empty)

a chunk of coal, 0gp

Rian's Metacarpal bones: +29 to HD; 1M: Combine 2 groups of enemies into one group (no save). Reverse of this spell splits one group into 2 groups.; CL 52; SL 10; 100860gp

Bright Helm [AT+24] +289 AC/+255 Saves; 1M: Create a DL

VII Golem (AC=12*CL, hp=10*(CL^3), Str=6*CL); CL 55; SL 10; 77565gp

DL X Macro-Small Time/Temporal Reptiles x(46) x[3]

AC 1005, HD 10246, hp 8.9E+5, ER 150% #Att 4, TH ÷ AC/Save DC by 110, dmg 808

Str 60, Dex 48, Con 37, Int 34, Wis 34, Chr 46, 20kxp

Time/Reality stable., Half AC from AT. Resist Heat. Usually has a tail and claws

Prepared effects:

[Pri SL2] Goodberry 2: Creates 8 goodberries

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

[Wiz SL5] Armor 5: +CL*10 current hp

[Psi12T Super] Psionic Turning: Spell Turning but affects Psionic effects

[Pri SL10] Protection from Fire 10: Stop the next CL*36 fire dmg

[Psi45 Ultra] Resist: Power Manipulation: SL/3 (round down) instances of Resist disenchantment

[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

[Psi72 Major] Alternate Form - Energy: Nonsolid (still take damage normally); Cannot attack; Fly PL"; Immune to one form of ene

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

[Pri SL9] Duplicate Item: duplicate a x1 magic or psi item that uses charges

Combat effects:

[Pri SL6] Hold Person/Monster 6: Hold 8 person or 6 monster targets (save)

[Pri SL5] Wall of Fire : Passing through wall deals 2d6 +1/level.

[Psi45 Ultra] Absorption Power: bM: Absorb energy, gain 100/(12-SL)% of it in temporary hp

[Pri SL9] Command 9: Target makes 9 saves, each missed save allows 1 word for a command to be given

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

[Pri SL7] Command 7: Target makes 7 saves, each missed save allows 1 word for a command to be given

[Pri SL6] Summon Monster VI : Calls outsider to fight for you.

[Psi5 Major] Dispel Psionics: Destroy maintained psionics (all freq.)

[Pri SL6] Call Lightning 6: (CL+2)d14 lightning dmg (save:½) (halve the die type if not outside)

[Pri SL6] Treat Harmful Wounds: Cure 60% of max hp

