

Dungeon052220 - Dungeon Level 1

Room # 1

Empty (completely clean) - 10ft. long x 45ft. wide x 40ft. tall

cabinet; bed; knocking; howling

Plant Door (as the spell) on the west wall leading to a 35ft. long x 15ft. wide x 5ft. tall hallway.

Sample Names: Aleana the virtuous Sand Four (Demonic); Ulrick the horrible Colossal Infantry (Pegasus)

Drawer transforms into Elemental Tempest Trap; DL 1; Search DC 11 (4 Chr damage/s, DC 11 Spell save for half)

Monster that (causes/has/or is) Teleports

[x1] Turning Undead is at -3 CL and -7 to the 1d20 turn roll (these are fixed amounts, rolled once)

635gp

trident

golden goblet ring, +1 AC, 281gp

Psi3 Fetish (+1 Sorcery expended), 6020gp

Inky Bullets, sling (10) [1d4] +1 Th/+4 dmg 17+/x2; 1P: Blindness and Deafness; CL 6; SL 1, 994gp

DL I Medium Megaverse-Project Animals x(5) x[1]

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

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

StunR DL\*10%, Overwrite INT score to 1 or 2. Usually have arms, legs, a head, a tail, and/or wings.

Prepared effects:

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

Combat effects:

[Psi2 minor] Splice: Do combined powers as 1 Mental; +2 checks when used

Dungeon052220 - Dungeon Level 1

Room # 2

Wizard's Chamber/Lab - 50ft. long x 25ft. wide x 10ft. tall

wheel; candle; chirping; whining

Loop Door (goes to another timeline) on the south wall leading to a 45ft. long x 5ft. wide x 5ft. tall hallway.

Sample Names: Wyliath the naughty Doc Wolf (Unexplained); Mondasso the iridescent Stone Inferno (Boat)

Swinging Room Trap; DL 1; Search DC 11 (4 damage, DC 11 PPD save for half)

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

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

241gp

goblet

a shimmering jade earring, +4 AC, 1900gp

Rian's Thyroid: +1 to HNCL; 1P: One of your summoned creatures is dispelled;

Add it's hp/10 in SL to your memorization ; CL 7; SL 1; 1730gp

Cinnamon Greatsword [1d4] +2 Th/+4 dmg 17+/x4; 1P: Create a psionic

trap (a minor High Frequency Sample effect); CL 5; SL 1, 1544gp

DL I Tiny Island Reptiles x(5) x[2]

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

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

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

Prepared effects:

[Psi--2 minor] Deflection: [pick R,M,P,I] Deflection CL\*5%; pick 2, or Reflection on 1

Combat effects:

[Wiz SL1] Metallic Orb: 1=Lead (1d6; -3 to base movement rate (save)), 2=Tin (1d8; Chill L r (save)), 3=Bronze (1d10; Cold 2'r, dm

Dungeon052220 - Dungeon Level 1

Room # 3

Priest's Chamber/Lab - 10ft. long x 25ft. wide x 5ft. tall

idol; forge; horn/trumpet sounding; chiming

Teleport Door (other side is far away) on the east wall leading to a 50ft. long x 5ft. wide x 10ft. tall hallway.

Sample Names: Halima the intangible Arch- Infantry (Phone Booth); Caton the unbeatable Prince Rocket (Ring)

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

Container (Barrel, Jar, Vase, etc.) that (causes/has/or is) One-Way

[x1] All spells function at double effect

810gp

books

a pair of black leather sleeves, +3 AC, 145gp

Rian's Vastus lateralis muscle: +3 to HD; 1P: Summon CL DL=SL female Humans.; CL 6; SL 1; 1450gp

Rust Greataxe [1d8] +0 Th/+2 dmg 20+/x4; 1P: Taunt: Similar to wizard spell "Taunt"; CL 6; SL 1, 634gp

DL I Small Island Viruss x(1) x[2]

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

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

Has mtg U spells, Can infect things. Immune mind-affecting, crits, gazes, illusions, poison, sleep, paralysis, polymorph, stunning.

Prepared 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)

Combat effects:

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



Dungeon052220 - Dungeon Level 1

Room # 4

Throne Room - 40ft. long x 25ft. wide x 45ft. tall

grindstone; coat rack; still, warm (or hot); whistling

Membrane Portal on the east wall leading to a 40ft. long x 25ft. wide x 5ft. tall hallway.

Sample Names: Penrith Sarlicson the grotesque Fantastic Guardian (Sleigh); Nihmedu the grotesque Yak Vampire (Rocket)

Well-Camouflaged Caltrops Trap; DL 1; Search DC 11 (Attack +18 ranged, 2d2 Cml damage)

Fountain that (causes/has/or is) Aging

[x1] Radiation (Psi9) of RS=2 (doesn't fluctuate)

459gp

padded chair

a Sharp Field Knife, dagger, 1d1 (1), 400gp

Rian's Gluteus medius muscle: +1 to HNCL; 1M: Summon a DL II Merfolk

Knight, it is immune to area effect damaging spells/psi. ; CL 7; SL 1; 1700gp

Ebony Rope [1d10] +2 Th/+1 dmg 19+/x4; 1M: Disease (SL saves); CL 5; SL 1, 454gp

DL I Fine Superhero Plants x(2) x[2]

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

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

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

Prepared effects:

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

Combat effects:

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

Dungeon052220 - Dungeon Level 1

Room # 5

Gardens - 40ft. long x 25ft. wide x 15ft. tall

Walls of Fire; Bridge, Wood; groaning; downdraft, strong

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

Sample Names: Garwood the brazen Robot Bull (Scissors); Vyrice the rabid Killer Baby (Chemical)

Stairs transforms into Elemental Aether Trap; DL 1; Search DC 11 (4 Con damage/s, DC 11 Fortitude save for half)

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

[x1] DMZ (Dispel Magic Zone) - Magic effects get countered; existing magic effects have SL% of being dispelled/Day  
58gp

eylashes

a violet potion, 'invisibility' 'protection evil' 'detect evil' ", 32gp

Ivory Deck: Free Pseudo-Dragon [2] Familiar; 1230gp

Charcoal Wand [1d8] +1 Th/+2 dmg 18+/x3; 1F: Darkness (can blind a person, make SL saves); CL 7; SL 1, 1287gp

DL I Fine Collectiverse/Gooveyverse/etc. Faeries x(7) x[4]

AC 11, HD 2, hp 2, RR 19% #Att 1, TH ÷ AC/Save DC by 2, dmg 3

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

Immune disintegration and annihilation, Overwrite AC to |AC|, Flys, No target.

Prepared effects:

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

Combat effects:

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

Dungeon052220 - Dungeon Level 1

Room # 6

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

thongs; thumb screws; twanging; jingling

Mobile Door (door moves around in dungeon) on the east wall leading to a 45ft. long x 20ft. wide x 5ft. tall hallway.

Sample Names: Errolan of the Bleak Island the caustic Wing Imp (Biplane); Jamina the superlative Bullet Bird (Soul sold to Devil)

Well-Camouflaged Javelins Trap; DL 1; Search DC 11 (Attack +6 melee, 2d2 Cml damage)

Well that (causes/has/or is) Gaseous

[x1] Dimensional Mine Generator (one mine per half segment, hits a random player or monster, takes 1d6 dmg and is Berserk)  
226gp

bone shards

Lucky Dice, +1 AC, 270gp

Rian's Skull bone: +4 to HD; 1M: Monster sizes are

relative to your size for your spells/psi/effects.; CL 6; SL 1; 1370gp

Aquamarine Rope [1d20] +2 Th/+2 dmg 19+/x3; 1M: Add SL/2 instances of a Vulnerability to something (medium scale: a school, an element, etc.) on the target (no save); CL 7; SL 1, 1704gp

DL I Diminutive Kara-Tur Lycanthropes x(9) x[1]

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

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

Has Martial Arts, Can polymorph to alternate form.

Prepared effects:

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

Combat effects:

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





Dungeon052220 - Dungeon Level 1

Room # 7

Wine Cellar - 40ft. long x 45ft. wide x 30ft. tall

pot; closet (wardrobe); clashing; footsteps (side)

Revolving/Swinging Door on the west wall leading to a 25ft. long x 25ft. wide x 15ft. tall hallway.

Sample Names: Runolf the Club the repulsive Arduous Fox (Police Box); Philana the monstrous Valiant Two (Magno-)

Hail of Arrows Trap; DL 1; Search DC 11 (Attack +5 ranged, 2d2 damage)

Pool that (causes/has/or is) Treasure hidden in secret space under container

[x1] Turning Undead is at -2 CL and -6 to the 1d20 turn roll (these are fixed amounts, rolled once)

419gp

nails

a raggedy shirt, +2 AC, 10gp

Rian's Patella bone: +4 to HD; 1M: Choose an item; that item has instant returning.; CL 7; SL 1; 1180gp

Carmine Bludgening Weapon [1d12] +2 Th/+2 dmg 17+/x3; 1F: Major: Disintegrate (save); CL 6; SL 1, 1077gp

DL I Medium Lost-Planes/Anguinum-Synod Beholders x(3) x[1]

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

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

Has Miniclass picks, Has eye stalks, 1 mouth, and 1 central anti-magic eye. Can cast through eye stalks. Flys

Prepared effects:

[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)

Dungeon052220 - Dungeon Level 1

Room # 8

Divination - 35ft. long x 50ft. wide x 30ft. tall

charcoal; tun; urine smell; urine smell

Plant Door (a door made of plants) on the east wall leading to a 45ft. long x 10ft. wide x 15ft. tall hallway.

Sample Names: Varci the terrible Machine Horror (Club); Saleas the brazen Silver Shadow (Ring)

Tripping Blades Trap; DL 1; Search DC 11 (Attack +19 ranged, 2d2 Str damage)

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

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

455gp

grinder

BBQ Sandwich, 5gp

Chestnut Money: +1 level(s) of exceptional Int; 1640gp

Orange Talisman [AT+10] +2 AC/+0 Saves; 1M: Moveable Wall of Force (solid version); CL 5; SL 1; 2215gp

DL I Small Dead-Timeline/Looporal Kobolds x(1) x[4]

AC 11, HD 2, hp 16, RR 12% #Att 2, TH ÷ AC/Save DC by 2, dmg 3

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

Reality/Loop stable., Can overbear in numbers.

Prepared effects:

[Psi15 minor] Improve Breath Element: Add 1 to the E factor of your breath weapon element. (Choose a new element when you

Combat effects:

[Psi81 minor] Drain: Target loses -CL to a stat

Dungeon052220 - Dungeon Level 1

Room # 9

Crypt / Burial Chamber - 25ft. long x 35ft. wide x 40ft. tall

offertory container; spoon, measuring; steamy near ceiling; moaning

Iron Door, Normal on the east wall leading to a 30ft. long x 10ft. wide x 15ft. tall hallway.

Sample Names: Gwythyn the foul Radioactive Five (Motorcycle); Hyeric the radioactive Fatal Shrike (Electro-)

Chute transforms into Elemental Disintegration Trap; DL 1; Search DC 11 (4 Cml damage/s, DC 11 Spell save for half)

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

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

742gp

nutshells

Pixie's Blush, 0gp

Rian's Tibia bone: +1 to ML; 1V: Target can't interpose (reflex save). May use 1bM to cast. Storm (When you cast this spell, fork it for each spell cast before it this segment. You may choose new targets for the copies.); CL 7; SL 1; 1270gp

loun Stone, Normal, +10% RR, 7430gp

DL I Fine NPC Wurms x(3) x[4]

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

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

Has Fighter, Wizard, Priest, Rogue, Psi classed members w/sometimes Cus and Mon, Has no appendages.

Prepared effects:

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

Combat effects:

[Psi72 minor] Plant Control: Entangle



Dungeon052220 - Dungeon Level 1

Room # 10

Harem/Seraglio - 40ft. long x 30ft. wide x 20ft. tall

stall or pen; fire pit; gong; splintering

Loop Door (goes to another timeline) on the north wall leading to a 10ft. long x 20ft. wide x 5ft. tall hallway.

Sample Names: Halris the perverted Shrinking Punisher (Vampirism); Yavari the superlative Zoo Disaster (Venom)

Injected Smoke Trap; DL 1; Search DC 11 (2 Int damage, DC 11 Reflex save to negate), (multiple targets)

Illusion that (causes/has/or is) Fruit

[x1] Gas in room: Str (all in room get +20 to that stat while in room)

226gp

mace

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

Hazel Gloves [AT+6] +0 AC/+0 Saves; 1M: Improved Invis.; CL 7; SL 1; 1495gp

Cinnamon Nail clippers: Free Homonculous Familiar; 1320gp

DL I Medium Outer-CG Mutants x(9) x[1]

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

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

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

Prepared effects:

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

Combat effects:

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

Dungeon052220 - Dungeon Level 1

Room # 11

Chantry (Shrine) - 45ft. long x 20ft. wide x 15ft. tall

Walls of Plants; table, round; squeaking; still

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

Sample Names: Bardwell the loathsome Wild Arrow (Magic); Ispam the insane Human Villain (Energy)

Air in room transforms into Elemental Alcohol Trap; DL 1; Search DC 11 (2 Dex damage/s, DC 11 Breath Weapon save for half)

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

[x1] Gravity low 1/11 of a G (-4 Dex, move rate divided by 3, falling dmg = 0, Z actions reduced to 1/s, -1 Con/week)

546gp

iron symbol

a painting of the sunset, 2350gp

Pearly Horn: +100 Rogue Points; 1750gp

Ruby Age Cat. 3 Steel Dragon Armor [AT+7] +0 AC/+3 Saves; 1M: As the 4th level Wizard spell; CL 6; SL 1; 1670gp

DL I Small Henchmen Outers x(2) x[3]

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

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

Has henchmen spells, No soul. Dark vision.

Prepared effects:

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

Combat effects:

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

Dungeon052220 - Dungeon Level 1

Room # 12

Throne Room - 25ft. long x 50ft. wide x 30ft. tall

fresco (painting); paintings/frescoes; jingling; squealing

Trapped Door, Mechanical on the west wall leading to a 5ft. long x 20ft. wide x 25ft. tall hallway.

Sample Names: Gendas the mad First Platypus (Jambiya); Tayan the intangible Yak Guardsman (Giraffe)

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

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

[x1] Psi 100 powers function at double effect

977gp

helmet dented

a lime strappy shirt, +1 AC, 850gp

Rian's Liver: +1 to ML; 1V: Spend N spells: N targets take N fire damage. May use 1bM to cast.; CL 7; SL 1; 2070gp

Rian's Stomach: +1 to LVL; 1Z: A person's next spell of SL=N affects a group.; CL 6; SL 1; 1860gp

DL I Fine City/Town Mutants x(6) x[1]

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

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

Has hirelings, Immune radiation

Prepared effects:

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

Combat effects:

[Psi29 minor] Ray of Enfeeblement:





Dungeon052220 - Dungeon Level 2

Room # 1

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

mound of rubble; butt (large barrel); snapping; drumming

Plant Door (a door made of plants) on the east wall leading to a 45ft. long x 15ft. wide x 15ft. tall hallway.

Sample Names: Meilum the deceitful Yellow Pachyderm (Ionizer); Qari the weird Ring Blade (Golden)

Trapdoor transforms into Elemental Abyssal Water Trap; DL 2; Search DC 21 (8 Chr damage/s, DC 22 Reflex save for half)

Pillar or Column that (causes/has/or is) down-sliding

[x1] Summoning spells function at double effect

1,619gp

razor

whirling disc, +3 AC, 323gp

Potion of Human Control \*, 6140gp

Potion of Water Breathing, 8410gp

DL II Large Far-Realm/Ultrablack Viruss x(6) x[1]

AC 41, HD 20, hp 320, #Att 1, TH ÷ AC/Save DC by 3, dmg 18

Str 16, Dex 14, Con 16, Int 13, Wis 18, Chr 23, 0.05kxp

Can damage non-hp totals/scores., Can infect things. Immune mind-affecting, crits, gazes, illusions, poison, sleep, paralysis, polyr

Prepared effects:

[Psi24 minor] Level: early 4: Get a "Level:" ability in your class 4 levels early (this can be taken multiple times)

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

Combat effects:

[Psi6G minor] Self-Preservation: Restores N hp to Deva

[Psi6G minor] Self-Preservation: Restores N hp to Deva

Dungeon052220 - Dungeon Level 2

Room # 2

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

Walls of Water; Floors of Air; misted; smoky smell

Time Door (goes to another time) on the east wall leading to a 20ft. long x 10ft. wide x 5ft. tall hallway.

Sample Names: Voltruno the acrid Terrible Vermin (SUV); Amuruza of the Night Spirit the iridescent Fly Beast (ATV)

Spiked Floor Trap; DL 2; Search DC 21 (8 damage, DC 21 Fortitude save for half)

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

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

2,370gp

musical instrument

a dagger of spirituality, dagger, 10d16 (85), 0gp

Rian's Stomach: +1 to HNCL; 1M: Summon a DL II Elf with

"1M: Gain 1d5 SL's back in a progression."; CL 9; SL 2; 5050gp

Orchid Hanger: All your Custom classes use the "set XP table"(3kxp

at 2nd, doubles til 9th,600kxp at 10th,+300kxp per level afterward).; 5030gp

DL II Small Far-Realm/Ultrablack Undeads x(5) x[2]

AC 43, HD 3, hp 48, RR 230% #Att 4, TH ÷ AC/Save DC by 6, dmg 10

Str 14, Dex 20, Con 20, Int 22, Wis 21, Chr 13, 0.05kxp

Can damage non-hp totals/scores., No CON. Immune crits, ability dmg/drain, poison, sleep, paralysis, stunning, disease, death ef

Prepared effects:

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

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

Combat effects:

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

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

Dungeon052220 - Dungeon Level 2

Room # 3

Storage - 50ft. long x 40ft. wide x 20ft. tall

pail; partially collapsed ceiling; foggy; grating

Mobile Door (door moves around in dungeon) on the east wall leading to a 10ft. long x 15ft. wide x 10ft. tall hallway.

Sample Names: Songtorn the courteous Rocket Elephant (Folding Chair); Aven the perplexing Mega- Dusk (Starship)

Air in room transforms into Elemental Rainbow Trap; DL 2; Search DC 22 (4 Dex damage/s, DC 21 Spell save for half)

Dome that (causes/has/or is) Treasure in a secret room nearby

[x1] Illusion spells function at zero effect

1,115gp

broken bottle

an embroidered ((-\*-)) cape, +4 AC, 1120gp

Amber Scroll: +1 Level(s) in a Wizard Group Class; 4230gp

Coppery Kama [2d4] +17 Th/+10 dmg 20+/x4; 1F: Reconstruct up to three effects which were dispelled/twisted within the last turn; CL 8; SL 2, 5104gp

DL II Small City/Town Elf/Avalons x(5) x[1]

AC 43, HD 8, hp 80, #Att 3, TH ÷ AC/Save DC by 6, dmg 17

Str 20, Dex 14, Con 23, Int 15, Wis 15, Chr 13, 0.05kxp

Has hirelings, Immune sleep, aging

Prepared effects:

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

[Psi81 minor] Regeneration: Regenerate CL hp/s

Combat effects:

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

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



Dungeon052220 - Dungeon Level 2

Room # 4

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

mound of rubble; casket; footsteps (approaching); laughter

Secret Door on the west wall leading to a 40ft. long x 15ft. wide x 15ft. tall hallway.

Sample Names: Vitroin the ugly Sun Elf (Buggy); Vorash the maleficent Miracle -noid (Rapier)

Air in room transforms into Elemental Ash / Cinder Trap; DL 2; Search DC 22 (8 Int damage/s, DC 22 RSW save for half)

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

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

3,854gp

silver cutlery

the spray, getting drenched as you cla, 0gp

Black Amulet [AT+6] +4 AC/+4 Saves; 1P: 1/d (automatic): If you go below 0 hp, you are Healed; CL 14; SL 2; 3090gp

Slate Flail, dire [2d20] +2 Th/+3 dmg 20+/x4; 1M: SL\*CL Vibration damage (1 group, no save); CL 7; SL 2, 1900gp

DL II Diminutive Kara-Tur Elementals x(3) x[1]

AC 42, HD 4, hp 20, RR 114% #Att 1, TH ÷ AC/Save DC by 6, dmg 10

Str 14, Dex 23, Con 14, Int 16, Wis 13, Chr 20, 0.05kxp

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

Prepared effects:

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

[Psi-9 minor] No Poison For Me: Resist Poison ("death" becomes ½ max hp)

Combat effects:

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

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

Dungeon052220 - Dungeon Level 2

Room # 5

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

lamp(s); urn; still, very chill; footsteps (behind)

Locked Door, Mechanical on the south wall leading to a 5ft. long x 15ft. wide x 5ft. tall hallway.

Sample Names: Moriz the Coon the atrocious Bronze Aardvark (Gun); Cheslav Vanechkaov the antagonistic Chameleon Mistress

Poisoned Blades Trap; DL 2; Search DC 21 (Attack +34 melee, 4d4 Chr damage)

Pillar or Column that (causes/has/or is) Appearing/Disappearing

[x1] Dimensional Mine Generator (one mine per year, hits a random player or monster, takes 1d30 dmg and is Dazed/Disorienter  
1,231gp

corn extract

a leather vest, +1 AC, 27gp

Leaden Medallion [AT+9] +5 AC/+3 Saves; 1M: Can attack (CL+3)/4 groups

per segment without actually entering them; CL 14; SL 2; 3725gp

Potion of Growth, 8030gp

DL II Small Inner-Planar Outers x(4) x[1]

AC 43, HD 8, hp 96, RR 134% #Att 1, TH ÷ AC/Save DC by 3, dmg 17

Str 16, Dex 17, Con 19, Int 20, Wis 17, Chr 24, 0.05kxp

Immune 1 element., No soul. Dark vision.

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] Resist: Magic: SL/4 (round down) instances of Resist magic

Combat effects:

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

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

Dungeon052220 - Dungeon Level 2

Room # 6

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

overhang; mosaics; slithering; ringing

Energy/Elemental Door on the west wall leading to a 45ft. long x 10ft. wide x 5ft. tall hallway.

Sample Names: Raguel the arrogant Dog Gods (Revolver); Alatus the avaricious Screaming Paladin (Screwdriver)

Whirling Caltrops Trap; DL 2; Search DC 21 (Attack +38 melee, 4d2 damage)

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

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

3,719gp

altar

dove shaped gazebo, 10gp

Iron Stone, Normal, +1 AC, 4530gp

Pea green Toe ring: +2bQA Action(s); 4350gp

DL II Large Priest-classes Humanoids x(13) x[3]

AC 41, HD 20, hp 384, #Att 1, TH ÷ AC/Save DC by 3, dmg 26

Str 22, Dex 21, Con 13, Int 18, Wis 21, Chr 15, 0.05kxp

Knows Priest spells, Has 2 arms, 2 legs, and 1 head.

Prepared effects:

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

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

Combat effects:

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

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





Dungeon052220 - Dungeon Level 2

Room # 7

Chantry (Shrine) - 20ft. long x 15ft. wide x 25ft. tall

book; Walls of Magma; horn/trumpet sounding; still, warm (or hot)

Intelligent Door, might have ego score on the south wall leading to a 50ft. long x 25ft. wide x 15ft. tall hallway.

Sample Names: Radella the poisonous Senor Sidekick (Invisi--); Kiath the lucky Lightning Lady (Staff)

Air in room transforms into Elemental Tempest Trap; DL 2; Search DC 22 (4 Wis damage/s, DC 22 Fortitude save for half)

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

[x1] Gas in room: Cml (all in room get -9 to that stat while in room)

1,571gp

twine

Prozac <tm>, 'sanctuary' 'shield' 'armor' 'stone skin', 200gp

Ioun Stone, Normal, +5% MR, 7210gp

Azur Helm [AT+8] +4 AC/+10 Saves; 1V: Resist blunt weapons; Both

punches hit: Hug 2d6+(Str bonus)+paralyzation (PPD save); CL 7; SL 2; 3025gp

DL II Medium Outer-NE Elementals x(3) x[4]

AC 43, HD 5, hp 80, RR 130% #Att 1, TH ÷ AC/Save DC by 3, dmg 9

Str 19, Dex 23, Con 14, Int 14, Wis 21, Chr 17, 0.05kxp

Telepathy, immune acid and poison, resist cold, electricity, and fire., Immune critical hits, poison, sleep, paralysis, stunning. Has i

Prepared effects:

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

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

Combat effects:

[Psi3 minor] Cell Adjustment: You heal 3d6 dmg, bonus to next poison/disease save, or heal 2 ability pts.

[Psi3 minor] Cell Adjustment: You heal 3d6 dmg, bonus to next poison/disease save, or heal 2 ability pts.

Dungeon052220 - Dungeon Level 2

Room # 8

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

box; mosaics; murmuring; hissing

Trapped Door, Mechanical on the north wall leading to a 10ft. long x 20ft. wide x 20ft. tall hallway.

Sample Names: Thorhall the Hawk the weird Fly Miser (Bulldozer); Courynn the \$6 million Raccoon Hitman (Gravity)

Basic Balls Trap; DL 2; Search DC 21 (Attack +30 melee, 2d4 damage)

Illusion that (causes/has/or is) Poison

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

3,738gp

dress

a stalactite, 0gp

Bronze Cup: +200 PSP's; 4770gp

Bluish Carrots: +6 Martial Arts Slots; 4430gp

DL II Fine Dead-Timeline/Looporal Cthulhoid-Horrors x(6) x[2]

AC 43, HD 3, hp 12, #Att 2, TH ÷ AC/Save DC by 3, dmg 25

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

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

Prepared effects:

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

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

Combat effects:

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

[Psi6E minor] Produce Fire/Frost: Produces fire or frost (6 dmg, save:½)

Dungeon052220 - Dungeon Level 2

Room # 9

Game Room - 20ft. long x 20ft. wide x 40ft. tall

jug; hogshead (large cask of liquid); grating; smoky smell

Revolving/Swinging Door on the east wall leading to a 5ft. long x 20ft. wide x 5ft. tall hallway.

Sample Names: Soraya the philosophical Sister Blaze (Scythe); Lulthiss the wild Sovereign Panther (Mortar)

Deeper Vent Trap; DL 2; Search DC 21 (8 damage, DC 21 Fortitude save for half)

Pit that (causes/has/or is) Randomly Acts

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

2,548gp

cushion

a cabbage, +1 AC, 10gp

Rian's Ethmoid bone: +3 to HNCL; 1P: Summon a DL3 Shapeshifter with "Spend N SL's:

Summons you control are considered DL N/2 until end of segment".; CL 7; SL 2; 4600gp

Drab Longbow [1d6] +5 Th/+5 dmg 16+/x4; 1V: Create a LVL\*10' Wall

of Stone with random orientation in the room; CL 7; SL 2, 2744gp

DL II Tiny Far-Realm/Ultrablack Unlives x(1) x[2]

AC 42, HD 4, hp 24, #Att 2, TH ÷ AC/Save DC by 3, dmg 9

Str 16, Dex 16, Con 16, Int 14, Wis 24, Chr 20, 0.05kxp

Can damage non-hp totals/scores., No CON. Has Psi-7, Immune to crits, ability dmg, poison, sleep effects, paralysis, stunning, dis

Prepared effects:

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

[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:

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

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



Dungeon052220 - Dungeon Level 2

Room # 10

Torture Chamber - 25ft. long x 50ft. wide x 25ft. tall

armoire; firkin (small barrel); gong; chlorine smell

Water Lock Door (holds back a lot of water) on the east wall leading to a 15ft. long x 15ft. wide x 5ft. tall hallway.

Sample Names: Ymmas the manipulative Omega Cronie (Biotechnology); Ambrosius Greenheart the philosophical Terrible Arro

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

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

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

3,201gp

leaves

a cloak of nightmares, +4 AC, 1000gp

Dust of Sneezing & Choking, 5410gp

Electric blue Lotion: Free Horse [1] Familiar; 4320gp

DL II Diminutive City/Town Giants x(6) x[2]

AC 43, HD 4, hp 12, #Att 1, TH ÷ AC/Save DC by 3, dmg 18

Str 19, Dex 21, Con 24, Int 15, Wis 24, Chr 17, 0.05kxp

Has hirelings, Minimum size category Large.

Prepared effects:

[Psi45 minor] Regeneration: Regenerate SL hp/s

[Psi6E minor] Ability Drain: Touch to drain 1d4 from an ability score

Combat effects:

[Psi54 minor] Matter Manipulation: CL\*(SL+2) explosion dmg to one target (no save)

[Psi54 minor] Matter Manipulation: CL\*(SL+2) explosion dmg to one target (no save)

Dungeon052220 - Dungeon Level 2

Room # 11

Smithy/Forge - 10ft. long x 35ft. wide x 25ft. tall

charcoal; scroll tube; whistling; updraft, strong

Concealed (Hidden) Door on the north wall leading to a 10ft. long x 20ft. wide x 5ft. tall hallway.

Sample Names: Noro the winsome Mammoth Marvel (Pegasus); Valdel the philanthropic Imperial Mouse (Unexplained)

Death Spell 2 Trap; DL 2; Search DC 21 (Wizard CL 4, DC 22 PP save to negate)

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

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

1,375gp

chains

A Cape of Haste, +2 AC, 1400gp

Purplish Cyber/Bio-ware: +100 Rogue Points; 4970gp

Cobalt Medallion [AT+8] +4 AC/+3 Saves; 1P: Your new AC = (old AC - 10) \* 1.25 + 10; CL 12; SL 2; 2595gp

DL II Small Forest Eelementals x(5) x[1]

AC 43, HD 4, hp 48, CR 96% #Att 4, TH ÷ AC/Save DC by 6, dmg 25

Str 16, Dex 20, Con 17, Int 20, Wis 13, Chr 13, 0.05kxp

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

Prepared effects:

[Psi6G minor] Poison Immunity: Immunity to magical/nonmagical poison

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

Combat effects:

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

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

Dungeon052220 - Dungeon Level 2

Room # 12

Library - 5ft. long x 15ft. wide x 10ft. tall

throne; Walls of Insects; downdraft, strong; ozone smell

Mimic (the monster) on the south wall leading to a 10ft. long x 10ft. wide x 25ft. tall hallway.

Sample Names: Chandara the manipulative Justice Protector (Grappling Hook); Qipley the vicious Chimp -naut (Symbiosis)

Inhaled Force Trap; DL 2; Search DC 22 (4 Chr damage, DC 21 RSW save to negate)

Ceiling that (causes/has/or is) stuck

[x1] DMZ (Dispel Magic Zone) - Magic effects get countered; existing magic effects have SL% of being dispelled/Segment  
807gp

sword

an easy chair, 0gp

Primrose Bludgeoning Weapon [1d12] +2 Th/+4 dmg 19+/x4; 1M: ½M, -9 current hp: 60' cone takes

CLd8 darkness dmg (no save) and stun 3 segments (Para save at -CL\*2); CL 9; SL 2, 2020gp

Dove-grey Armor, Heavy [AT+8] +9 AC/+5 Saves; 1M: Multiply hp by 1.25; CL 14; SL 2; 3680gp

DL II Medium Alternate-Universe Giants x(6) x[2]

AC 44, HD 5, hp 96, #Att 3, TH ÷ AC/Save DC by 3, dmg 10

Str 19, Dex 16, Con 16, Int 22, Wis 15, Chr 13, 0.05kxp

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

Prepared effects:

[Psi-9 minor] Resistance to Anti-Psionics: CH\*5% aPR (adj.@12th)

[Psi-9 minor] Resistance to Anti-Psionics: CH\*5% aPR (adj.@12th)

Combat effects:

[Wiz SL1] Prismatic Wall 1: 1 Prismatic color

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





Dungeon052220 - Dungeon Level 3

Room # 1

Crypt / Burial Chamber - 45ft. long x 30ft. wide x 50ft. tall

pliers; Floors of Insects; misted; urine smell

Concealed (Hidden) Door on the north wall leading to a 50ft. long x 10ft. wide x 10ft. tall hallway.

Sample Names: Nekode the merciless Cobalt Thirteen (Machine Gun); Segai the hostile Blonde Samurai (Saucer)

Ingested Thorns/Thicket Trap; DL 3; Search DC 31 (8 Wis damage, DC 32 PPD save to negate)

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

[x1] Psi 3 powers function at double effect

3,148gp

cards (playing cards)

a sharpened stiletto, dagger, 13d3 (26), 1250gp

Ice blue Gloves [AT+8] +37 AC/+16 Saves; 1M: Plasma damaging shield (50% damage back); CL 16; SL 3; 9025gp

Gauntlets of Dexterity, 15150gp

DL III Fine Sea-of-Dust/Colorless Oozes x(17) x[4]

AC 91, HD 3, hp 12, RR 119% #Att 1, TH ÷ AC/Save DC by 4, dmg 75

Str 24, Dex 29, Con 19, Int 29, Wis 28, Chr 24, 0.1kxp

Immune alignment based/color based effects, No INT. Immune mind-affecting, crits, gazes, illusions, poison, sleep, paralysis, pol

Prepared effects:

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

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

[Psi12T Major] Favorable Die Rolls: All your non-permanent die rolls of NdS instead are rolled as (2\*N)dS, choose N best dice

Combat effects:

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

[Psi100 Major] Paralysis Bolt: Paralysis (Fort save), hits 3+CL/9 groups

[Psi8 minor] Repair Light Damage: Cures 10 hp (1 Hull point) to a technological item

Dungeon052220 - Dungeon Level 3

Room # 2

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

stool; tapestry; still, warm (or hot); humming

Phase Door (phases in/out every so often) on the north wall leading to a 25ft. long x 15ft. wide x 5ft. tall hallway.

Sample Names: Paridon the furious Robo- Fire (Curse); Cerdic the Glassblower the bewildering Crimson Clan (Cart)

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

Pillar or Column that (causes/has/or is) Monster Generator: Plant (summons a Plant every segment)

[x1] Gas in room: Chr (all in room get +2 to that stat while in room)

4,541gp

pewter plate

a bright ball of light, 0gp

Pea green Gem: +2 level(s) of exceptional Con; 9790gp

Boots of the Winterlands: (Feet) Move through snow at normal speed without leaving tracks. Travel across ice at full speed. Endure Elements against cold, always on., 5830gp

DL III Diminutive Alley Avian/Birds x(15) x[2]

AC 94, HD 9, hp 24, #Att 1, TH ÷ AC/Save DC by 4, dmg 57

Str 24, Dex 27, Con 17, Int 23, Wis 24, Chr 17, 0.1kxp

Attacks as x2 DL., Flys. Has 2 Wings, 2 talons, and a beak.

Prepared effects:

[Psi45 minor] Chemical Mimicry: Change your body to be of an TechL=SL chemical

[Psi-6G minor] Starlit: Holy Fire Shield (half damage back in melee); +CL\*20% RaRR; Ultravision

[Psi45 Major] Invisibility: Improved Invis.

Combat effects:

[Psi29 Major] Control Gravity:

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

[Wiz SL2] Prismatic Wall 2: 2 Prismatic colors

Dungeon052220 - Dungeon Level 3

Room # 3

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

Walls of Ice; carpet; metallic smell; wind, strong

Stone Door, Normal on the north wall leading to a 25ft. long x 15ft. wide x 10ft. tall hallway.

Sample Names: Paddin the damnable Imperial Prince (Nano-); Braegen the dreadful Sergeant Midget (Evolved artificially)

Inhaled Venderant Nelaborong Trap; DL 3; Search DC 33 (12 Str damage, DC 32 Fortitude save to negate)

Monster that (causes/has/or is) Asks

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

4,065gp

silver cutlery

a large brass key, 100gp

Rian's Toe Nails: +1 to LVL; 1M: Resist Polymorph, Clone, Domination, Teleport

Other. Picking this a second time gives Immunity. ; CL 16; SL 3; 9730gp

Bright Cinder block: +3uncQQC Action(s); 9760gp

DL III Huge Outer-NE Dragons x(12) x[1]

AC 94, HD 25, hp 2112, #Att 3, TH ÷ AC/Save DC by 12, dmg 74

Str 28, Dex 28, Con 15, Int 25, Wis 18, Chr 28, 0.1kxp

Telepathy, immune acid and poison, resist cold, electricity, and fire., Flys, Breath weapon, dark vision, immune sleep and paralyz

Prepared effects:

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

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

[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

Combat effects:

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

[Pri SL3] Creeping Doom 3: 40 insect dmg

[Psi--2 minor] Double [C]: Doubles a harmful [C] section effect; Becomes capital lettered



Dungeon052220 - Dungeon Level 3

Room # 4

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

workbench; shrine; steamy; stale, fetid smell

Ice Door (transparent) on the north wall leading to a 45ft. long x 10ft. wide x 25ft. tall hallway.

Sample Names: Uthros the infernal Chameleon -oid (Zebra); Aethelred the Laborer the wondrous Manga Super-Heroe (Sling)

Ceiling transforms into Elemental Furnace Trap; DL 3; Search DC 33 (4 Str damage/s, DC 33 PP save for half)

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

[x1] Summoning spells function at double effect

4,556gp

pillows

a short bow, exotic, 2d5 (6), 73gp

Rian's Femur bone: +6 to CL; 1V: Change one mathematical operator to a different symbol. + or - = SL

2, \* or / = SL 5, ^ or √ = SL 8, ^^ or √√ = SL 11.; CL 16; SL 3; 9270gp

Puce Cube [3d4] +37 Th/+36 dmg 19+/x5; 1P: Target takes CL

holy blood dmg (no save) per segment; CL 18; SL 3, 14537gp

DL III Diminutive Buffyverse Undeads x(12) x[2]

AC 94, HD 4, hp 22, #Att 1, TH ÷ AC/Save DC by 4, dmg 55

Str 22, Dex 21, Con 22, Int 26, Wis 22, Chr 27, 0.1kxp

Has 50th Edition abilities, No CON. Immune crits, ability dmg/drain, poison, sleep, paralysis, stunning, disease, death effects. Hea

Prepared effects:

[Psi100 minor] Telekinetic Blade: Base damage 1dCL, considered +CL/3 weapon, mental weapon, hits whole group

[Psi29 Major] Inertial Beam (Barrier):

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

Combat effects:

[Psi9 minor] Hypnosis: One creature hypnotized (save)

[Psi-3 Major] Dismiss Elemental: Dismiss an elemental (no save)

[Psi0 minor] Disable Limb: One attack: One limb cannot be used by target for 1t (no save)

Dungeon052220 - Dungeon Level 3

Room # 5

Fountain/Pool Room - 40ft. long x 40ft. wide x 35ft. tall

sofa; trash (pile); tinkling; tinkling

Membrane Portal on the east wall leading to a 15ft. long x 5ft. wide x 10ft. tall hallway.

Sample Names: Roven the maniacal Blonde Prime (Machine Gun); Manida the malevolent Ms. Avalanche (Snowshoes)

Inhaled Bark Trap; DL 3; Search DC 32 (60 damage, DC 33 Spell save for half)

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

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

1,014gp

wooden armchair

a silver flute, 'charm person', 330gp

Rian's Tarsus bone: +3 to HD; 1V: Plane Shift N targets

to the elemental plane of brown pudding.; CL 21; SL 3; 9890gp

Cinnamon Robe [AT+8] +4 AC/+6 Saves; 1Z: SL/4 (round down)

instances of Resist physical attacks; CL 16; SL 3; 3550gp

DL III Small Rakshasa-World Reptiles x(20) x[1]

AC 91, HD 5, hp 96, #Att 1, TH ÷ AC/Save DC by 4, dmg 21

Str 27, Dex 19, Con 16, Int 14, Wis 19, Chr 17, 0.1kxp

Immune slain, Resist Slain, Vulnerable enchanted items., Half AC from AT. Resist Heat. Usually has a tail and claws

Prepared effects:

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

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

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

Combat effects:

[Wiz SL3] Lightning Bolt 3: CLd6 lightning dmg to a group (save:½)

[Psi6E minor] Cause Moderate Wounds: Does 2d8+1 damage by touch (no save)

[Wiz SL2] Lightning Bolt 2: CLd4 lightning dmg to a group (save:½)

Dungeon052220 - Dungeon Level 3

Room # 6

Library - 10ft. long x 20ft. wide x 35ft. tall

bench; wall basin and font; snapping; squealing

Iron Door, Normal on the north wall leading to a 40ft. long x 10ft. wide x 10ft. tall hallway.

Sample Names: Asdrorien the rancorous Brother Punisher (Unobtainium); Arlena the grim Element Bee (Javelin)

Poisoned Arrows Trap; DL 3; Search DC 32 (Attack +15 ranged, 6d2 Cml damage)

Idol that (causes/has/or is) Points

[x1] DEZ (Dispel Effects Zone) - Effects effects get countered; existing effects effects have SL% of being dispelled/Round  
146gp

stocks

a cherrywood swing, 1000gp

Cinnamon Robe [AT+42] +2 AC/+2 Saves; 1F: You Reincarnate upon death, inactive and

Feign Death for the rest of this combat; CL 21; SL 3; 8115gp

Claret Medallion [AT+30] +26 AC/+35 Saves; 1P: SL/3 (round down)

instances of Resist energy attacks; CL 21; SL 3; 13490gp

DL III Large Outer-TN Eelementals x(3) x[1]

AC 96, HD 14, hp 960, RR 258% #Att 1, TH ÷ AC/Save DC by 4, dmg 74

Str 20, Dex 15, Con 19, Int 21, Wis 29, Chr 14, 0.1kxp

Immune mind-affecting, positive energy, and negative energy. Resist cold, fire, and acid, Immune critical hits, poison, sleep, para

Prepared effects:

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

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

[Psi54 minor] Split: You are two beings (two places at once); it costs 3 actions to have each body do 1 action

Combat effects:

[Pri SL3] Call Lightning 3: (CL+2)d8 lightning dmg (save:½) (halve the die type if not outside)

[Psi29 Major] Slay Living:

[Pri SL3] Call Lightning 3: (CL+2)d8 lightning dmg (save:½) (halve the die type if not outside)





Dungeon052220 - Dungeon Level 3

Room # 7

Waiting Room - 25ft. long x 40ft. wide x 30ft. tall

table, large; Floors of Ooze; footsteps (behind); dank, mouldy smell

Iron Door, Normal on the south wall leading to a 40ft. long x 5ft. wide x 25ft. tall hallway.

Sample Names: Kalumba the atrocious Wild Barbarian (Caustic); Thalered the iridescent Random Bolt (Hook)

Well-Camouflaged Javelins Trap; DL 3; Search DC 31 (Attack +60 melee, 4d4 damage)

Altar 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] Nothing in the room can be affected by Project Image, Don't generate "!"s, Immune Gravity

8,972gp

zebra pelt

A fountain of Magical Energy, 0gp

Greenish Tissue box: +1 Revive Slots; 9470gp

Jet-black Warhammer [1d20] +36 Th/+9 dmg 18+/x3; 1M: Similar to wizard spell "Charm Person"; CL 21; SL 3, 10670gp

DL III Fine Ultraplanar/Annihilation Immortals x(3) x[3]

AC 95, HD 3, hp 33, #Att 2, TH ÷ AC/Save DC by 12, dmg 21

Str 31, Dex 27, Con 20, Int 24, Wis 24, Chr 21, 0.1kxp

Immune disintegration and annihilation, Unaging

Prepared effects:

[Psi81 Major] Density Increase 5: x32 mass; +5 Str; -5/attack (physical or energy)

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

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

Combat effects:

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

[Wiz SL3] Time Stop 3: Stops time for 1d2 segments

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

Dungeon052220 - Dungeon Level 3

Room # 8

Smithy/Forge - 45ft. long x 35ft. wide x 35ft. tall

whips; couch; steamy near ceiling; updraft, slight

Unusual Material Door on the east wall leading to a 20ft. long x 15ft. wide x 25ft. tall hallway.

Sample Names: Iljura the infamous October Terror (Plasma); Norona the virtuous Future Fang (Hang Glider)

Tripping Jaws Trap; DL 3; Search DC 32 (Attack +6 melee, 6d6 damage)

Room (Floor) 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 Major Image, Major Image, Group no target

5,944gp

mica

a lump of turquoise, +1 AC, 88gp

Glassy Armor, Medium [AT+9] +4 AC/+4 Saves; 1P: Take -10\*CL' less from TK/Push effects; CL 15; SL 3; 3930gp

Rian's Fibula bone: +10 to HD; 1F: Summon a DL=2 Myr ; CL 12; SL 3; 10050gp

DL III Huge Swamp Reptiles x(17) x[3]

AC 95, HD 26, hp 2304, #Att 4, TH ÷ AC/Save DC by 4, dmg 57

Str 20, Dex 31, Con 29, Int 31, Wis 29, Chr 14, 0.1kxp

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

Prepared effects:

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

[Psi-12C Major] Effect Amplification: Pick any spell/power. You have double effect with that power.

[Psi3 minor] Vigor: You gain 3 temporary hit points.

Combat effects:

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

[Psi45 minor] Focus: Do SL instances of another Psi45 power you know; you are Spent and Harmed at the end of effect

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

Dungeon052220 - Dungeon Level 3

Room # 9

Hall, Great - 25ft. long x 5ft. wide x 50ft. tall

grill; coal; smoky; squealing

Intelligent Door, might have ego score on the south wall leading to a 10ft. long x 20ft. wide x 25ft. tall hallway.

Sample Names: Blazanar the marvelous Vibro Cephalopod (Zip Gun); Ashralaam the carnivorous Compu- Crustacean (Gateway)

Ingested Mist Trap; DL 3; Search DC 32 (6 Con damage, DC 31 Spell save to negate)

Stairway that (causes/has/or is) Rising/Sinking

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

8,538gp

silver fox pelt

one silver coin, 10gp

Rian's Lungs: +1 to HNCL; 1M: As long as your current hp is greater than your max hp, all your subordinates get

+1 DL. Whenever one of your subordinates attack, cure hp equal to the number of your attacking subordinates.; CL 15; SL 3; 933

Brilliant Greataxe [1d8] +3 Th/+4 dmg 20+/x4; 1M: Target takes SL\*CL Fire

damage per segment for 1 round (no save); CL 12; SL 3, 3177gp

DL III Fine Collectiverse/Gooneyverse/etc. Elf/Avalons x(19) x[1]

AC 95, HD 12, hp 11, MR 65% #Att 2, TH ÷ AC/Save DC by 4, dmg 55

Str 31, Dex 16, Con 14, Int 20, Wis 15, Chr 29, 0.1kxp

Immune disintegration and annihilation, Immune sleep, aging

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

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

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

Combat effects:

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

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

[Pri SL3] Summon Insects: Summons DL 3 insects



Dungeon052220 - Dungeon Level 3

Room # 10

Rogue's Chamber/Lab - 40ft. long x 35ft. wide x 20ft. tall

Floors of Ooze; whips; slithering; ringing

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

Sample Names: Urlik the wild Suicide Ghost (Boat); Helande the bizarre Mammoth Rebel (Hammer)

Contact Hole / Anti-Hole Trap; DL 3; Search DC 33 (30 damage, DC 31 PP save for half)

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

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

7,045gp

belt

a studded leather jacket, +1 AC, 34gp

Potion of Sleep (Psi10 item; [10 doses] Emulates a SL=S Psi10 effect), 6340gp

Beige Teddy bear: +2 level(s) of exceptional Wis; 9330gp

DL III Tiny Island Illusionarys x(25) x[4]

AC 93, HD 5, hp 132, #Att 4, TH ÷ AC/Save DC by 12, dmg 74

Str 27, Dex 16, Con 24, Int 18, Wis 22, Chr 17, 0.1kxp

Has mtg U spells, Incorporeal

Prepared effects:

[Psi45 minor] Body Coating: 5\*SL hp Armor spell, self only, stacks with the (Wizard) Armor spell

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

Combat effects:

[Psi54 minor] Matter Manipulation: CL\*(SL+2) explosion dmg to one target (no save)

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

[Psi54 minor] Matter Manipulation: CL\*(SL+2) explosion dmg to one target (no save)

Dungeon052220 - Dungeon Level 3

Room # 11

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

pegs; vestry (clothing); coughing; scratching/scrabbling

Secret Door on the west wall leading to a 5ft. long x 25ft. wide x 15ft. tall hallway.

Sample Names: Erauso the Ivory Wizard the perverted Vibro Enigma (Adamantium); Ynloeth the acrid Martian Tornado (Terra)

Summon Monster III Trap; DL 3; Search DC 33 (Wizard CL 6, DC 31 Fortitude save to negate)

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

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

729gp

markings

jar of blood, 'teleport' 'remove curse' 'refresh' ", 117gp

Rian's Pancreas: +9 to CL; 1Z: Change one mathematical operator to a different symbol. + or - = SL 2,

\* or / = SL 5, ^ or √ = SL 8, ^^ or √√ = SL 11.; CL 21; SL 3; 9470gp

Blackened Robe [AT+29] +16 AC/+4 Saves; 1M: Does a 1st Dominion power

over and over (1 time per segment); CL 12; SL 3; 7425gp

DL III Diminutive Superhero Hounds x(7) x[3]

AC 95, HD 6, hp 60, #Att 3, TH ÷ AC/Save DC by 12, dmg 19

Str 23, Dex 17, Con 16, Int 31, Wis 29, Chr 31, 0.1kxp

Has sidekick spells, Has 4 legs, and at least 1 head

Prepared effects:

[Psi23 minor] Storm Cloud: Rain/thunder, mini 1-pt. lightning bolts

[Psi-12L Major] Globe of Low Resistance: Immune to SL 0-2 (all types), Resist SL 3-4 (all types)

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

Combat effects:

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

[Wiz SL1] Metallic Orb: 1=Lead (1d6; -3 to base movement rate (save)), 2=Tin (1d8; Chill L r (save)), 3=Bronze (1d10; Cold 2'r, dm

[Psi12T Major] Dispel Psionics: Dispel Psionic effect (50% adj. by levels)

Dungeon052220 - Dungeon Level 3

Room # 12

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

alembic (alchemical still); divan; clicking; footsteps (receding)

Phase Door (phases in/out every so often) on the south wall leading to a 40ft. long x 20ft. wide x 20ft. tall hallway.

Sample Names: Kalia the famous Jade Eyeball (Ionizer); Kimora the infamous Supreme Shogun (Lasso)

Dropping Stairs Trap; DL 3; Search DC 33 (8 Dex damage, DC 31 PP save to negate)

Wall that (causes/has/or is) Combination lock

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

5,481gp

talc

a mushroom, 0gp

Rian's Ethmoid bone: +3 to ML; 1F: You can remove this status. Double Resist is SEL-1 and Resist

is SEL-2. So Double Resist Charm (SEL=3) is a 2nd level spell (SL=SEL-1=3-1). ; CL 14; SL 3; 9490gp

Lily-white Stone [2d12] +17 Th/+36 dmg 17+/x5; 1P: Remove Alteration; CL 12; SL 3, 10774gp

DL III Diminutive Shangri-La Spirit-of-the-Lands x(11) x[1]

AC 91, HD 6, hp 66, #Att 5, TH ÷ AC/Save DC by 12, dmg 21

Str 31, Dex 27, Con 29, Int 23, Wis 17, Chr 19, 0.1kxp

Has no truename, Immune Lost, Incorporeal

Prepared effects:

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

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

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

Combat effects:

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

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

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





Dungeon052220 - Dungeon Level 4

Room # 1

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

idol (largish); flask; clicking; whispering

Brass Door, Normal on the south wall leading to a 40ft. long x 25ft. wide x 15ft. tall hallway.

Sample Names: Varundil the acerbic Extra-terrestrial Guard (Prototype); Brunn the demented Bionic League (Cannon)

Well-Camouflaged Blades Trap; DL 4; Search DC 44 (Attack +4 melee, 4d2 Cml damage)

Pillar or Column that (causes/has/or is) Treasure hidden in secret space under container

[x1] Gravity low 1/23 of a G (-4 Dex, move rate divided by 3, falling dmg = 0, Z actions reduced to 1/s, -1 Con/week)

14,158gp

ring

some very worn boots, +1 AC, 3gp

Royal blue Mirror: All your Custom classes use the "set XP

table"(3kxp at 2nd, doubles til 9th,600kxp at 10th,+300kxp per level afterward).; 16480gp

Red Cloak [AT+55] +5 AC/+24 Saves; 1P: CL\*SL\*2 hp ablative Force

Field (vs. physical or energy attacks); CL 20; SL 4; 12200gp

DL IV Huge Rogue-classes Aliens x(7) x[2]

AC 161, HD 35, hp 4352, MR 134% #Att 4, TH ÷ AC/Save DC by 5, dmg 132

Str 33, Dex 36, Con 28, Int 16, Wis 26, Chr 17, 0.25kxp

Has Rogue abilities, Does not breathe. Has Psi 8.

Prepared effects:

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

[Wiz SL3] Protection from Normal Missiles: Duration CL turns

[Psi45 minor] Hard Radiation Control: SL/2 (round down) instances of Resist radiation damage; +SL\*10% damage with radiation (

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

Combat effects:

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

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

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

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

Dungeon052220 - Dungeon Level 4

Room # 2

Dressing Room - 15ft. long x 25ft. wide x 15ft. tall

fireplace & wood; phial; bang, slam; twanging

Zombie Door (made of zombies) on the south wall leading to a 45ft. long x 15ft. wide x 20ft. tall hallway.

Sample Names: Gorth the wretched Shark Infantry (Boomerang); Rithrop the zealous Terra- Alliance (Armor)

Water-Filled Door Trap; DL 4; Search DC 41 (36 damage, DC 44 PP save for half)

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

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

2,742gp

wood (scraps)

a figurine of a horse, 1180gp

Brownish Wand [3d12] +5 Th/+24 dmg 19+/x2; 1P: Target's AC becomes  $66-CL^2$

(Petrif save at -CL); "/cr" means "per complete round"; CL 14; SL 4, 6647gp

Chartreuse Nail clippers: Free Quicken Spell Feat: 1 quickened spell can

be cast for free per round. Spell has +4 SL.; 16500gp

DL IV Fine Time/Temporal Goblin/Orcs x(14) x[1]

AC 167, HD 2, hp 18, #Att 4, TH ÷ AC/Save DC by 5, dmg 162

Str 23, Dex 15, Con 26, Int 32, Wis 37, Chr 24, 0.25kxp

Time/Reality stable., Dark Vision, Stay conscious past 0hp. Light Sensitivity

Prepared effects:

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

[Psi6N minor] True Seeing: As spell

[Psi0 minor] Fast-draw: 1 of your weapon attacks occurs at start of round; can pick up 1 weapon without using 1V

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

Combat effects:

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

[Psi-1 Major] Imp. Cell Rearrangement: As Cell Rearrangement but range= $10*\text{level}$ ; Max N = level\*10

[Psi19 minor] Acrobatics: 1bV: Emulate a Acrobat ability of level = CL/2; P=your number of Rogue points in it

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

Dungeon052220 - Dungeon Level 4

Room # 3

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

couch; curtain; metallic smell; metallic smell

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

Sample Names: Taruc the dreadful Blue Corp (Thingamabob); Aseir the grim Princess Guardsman (Ionizer)

Confusion Trap; DL 4; Search DC 41 (Cleric CL 8, DC 42 Will save to negate)

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

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

5,873gp

demon ichor

a dark blue jacket, +3 AC, 10gp

Chocolate Shield, heavy [4d6] +9 Th/+17 dmg 17+/x4; 1M: SL\*CL

Lightning damage (1 group, no save); CL 24; SL 4, 8234gp

Green Arrows (20) [2d12] +8 Th/+24 dmg 16+/x3; 1V: Feeblemind (save); CL 23; SL 4, 8527gp

DL IV Gargantuan Water Intelligent-Trap/Trick/Specials x(8) x[1]

AC 165, HD 65, hp 9216, #Att 3, TH ÷ AC/Save DC by 5, dmg 164

Str 36, Dex 21, Con 15, Int 16, Wis 20, Chr 34, 0.25kxp

Resist cold. Double dmg from fire., Incorporeal, Find/Remove Trap/Trick/Special halves hp

Prepared effects:

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

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

[Wiz SL3] Nondetection : Hides subject from divination, scrying.

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

Combat effects:

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

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

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

[Wiz SL1] Metallic Orb: 1=Lead (1d6; -3 to base movement rate (save)), 2=Tin (1d8; Chill L r (save)), 3=Bronze (1d10; Cold 2'r, dm



Dungeon052220 - Dungeon Level 4

Room # 4

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

table; Chasm, Natural; footsteps (approaching); tinkling

False Door on the west wall leading to a 45ft. long x 10ft. wide x 15ft. tall hallway.

Sample Names: Thalisa the amoral Digi--teer (Spoon); Senna the sepulchral Sand Punisher (Rickshaw)

Injected Vibration Trap; DL 4; Search DC 44 (40 damage, DC 42 Breath Weapon save for half)

Wall that (causes/has/or is) Symbiotic

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

682gp

boots

an onyx ring, +3 AC, 1486gp

Rian's Clavicle bone: +2 to HNCL; 1M: Move all effects off of

one enemy onto another (no save, ER to resist).; CL 18; SL 4; 16700gp

Wand of Magic Missiles (/miss.), 5420gp

DL IV Huge Outer-LE Elementals x(10) x[1]

AC 165, HD 35, hp 5120, #Att 4, TH ÷ AC/Save DC by 5, dmg 99

Str 28, Dex 31, Con 21, Int 33, Wis 20, Chr 33, 0.25kxp

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

Prepared effects:

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

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

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

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

Combat effects:

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

[Psi19 Major] Grip: Strangles target at CL dmg per segment

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

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

Dungeon052220 - Dungeon Level 4

Room # 5

Class - 50ft. long x 50ft. wide x 30ft. tall

gong; fireplace with mantle; gong; ringing

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

Sample Names: Ryltar the discourteous Martian Elf (Catamaran); Bracton the mesmerizing Patchwork Octopus (Undead)

Ingested Magnetism Trap; DL 4; Search DC 42 (90 damage, DC 43 Fortitude save for half)

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

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

12,986gp

scroll (nonmagical)

a pair of black ==> leggings, +2 AC, 1000gp

Purplish Rope [3d4] +26 Th/+6 dmg 20+/x2; 1V: Disintegrate 1 target (save); CL 23; SL 4, 8387gp

Puce Helmet: All your Monster classes use the "set XP table"(3kxp at 2nd, doubles til 9th,600kxp at 10th,+300kxp per level afterward).; 16800gp

DL IV Gargantuan Time/Temporal Outers x(4) x[1]

AC 163, HD 65, hp 2432, #Att 8, TH ÷ AC/Save DC by 5, dmg 100

Str 17, Dex 24, Con 36, Int 24, Wis 31, Chr 25, 0.25kxp

Time/Reality stable., No soul. Dark vision.

Prepared effects:

[Psi81 Major] Growth 5: +2 size; +4 Str; +4\*CL max 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.

[Psi45 Major] Chemical Mimicry: Change your body to be of an TechL=SL chemical

[Pri SL4] Protection from Fire 4: Stop the next CL\*12 fire dmg

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

[Wiz SL1] Metallic Orb: 1=Lead (1d6; -3 to base movement rate (save)), 2=Tin (1d8; Chill L r (save)), 3=Bronze (1d10; Cold 2'r, dm

[Pri SL3] Summon Insects: Summons DL 3 insects

[Pri SL4] Dismissal : Forces a creature to return to native plane. (save)

Dungeon052220 - Dungeon Level 4

Room # 6

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

wardrobe; Stalactites (some might fall); giggling (faint); clanking

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

Sample Names: Urawen the tasteless Time Person (Barge); Garlon the chivalrous Golden Reserve (Extra-terrestrial)

Call of the Wild Trap; DL 4; Search DC 43 (Psionist CL 8, DC 42 PP save to negate)

Well that (causes/has/or is) Suggests

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

9,979gp

havelin head

an ornate mask, +4 AC, 1100gp

Rian's Teres major muscle: +1 to ML; 1V: Summon a DL VI Avatar with 1D action

and 1D: Capital S slay everyone in the room. (no resistance); CL 14; SL 4; 16880gp

Prismatic Gloves [AT+54] +48 AC/+15 Saves; 1P: Blocks all forms of vision (inf,ult,x-r); CL 16; SL 4; 16535gp

DL IV Gargantuan Arctic Familiars x(10) x[1]

AC 167, HD 68, hp 2432, PR 91% #Att 8, TH ÷ AC/Save DC by 20, dmg 68

Str 16, Dex 17, Con 27, Int 34, Wis 20, Chr 31, 0.25kxp

Immune cold. Double dmg from fire., Familiar Immunity

Prepared effects:

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

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

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

[Psi29 minor] Missile Deflection:

Combat effects:

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

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

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

[Psi29 Major] Paralysis:





Dungeon052220 - Dungeon Level 4

Room # 7

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

bag; chains; metallic smell; snapping

Dimension Door (as the spell) on the south wall leading to a 20ft. long x 25ft. wide x 10ft. tall hallway.

Sample Names: Ritiik the indescribable Stone Ninjas (Solar); Ilmarë the brazen Blackbelt Avalanche (Spores)

Tripping Pendulums Trap; DL 4; Search DC 44 (Attack +24 melee, 6d4 Con damage)

Door, Secret that (causes/has/or is) Suspends Animation

[x1] Nothing in the room can be affected by Dust of Disappearance, Blur, Avoid Specials

15,723gp

sugar

dali's hat, +5 AC, 600gp

Iridescent Armor, Light [AT+42] +24 AC/+26 Saves; 1M: Level\*5% MR; CL 16; SL 4; 13090gp

Topaz Longbow, composite [3d6] +7 Th/+8 dmg 16+/x2; 1P: Animate

Dead: Similar to priest spell "Animate Dead"; CL 28; SL 4, 6517gp

DL IV Fine Internet Giants x(6) x[1]

AC 163, HD 3, hp 17, #Att 1, TH ÷ AC/Save DC by 5, dmg 163

Str 19, Dex 17, Con 24, Int 22, Wis 21, Chr 35, 0.25kxp

Psilink, Immune Web, Minimum size category Large.

Prepared effects:

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

[Psi72 Major] Absorption - Physical: -PL dmg per physical attack

[Psi54 Major] Invulnerability: -CL\*SL/2 dmg per attack

[Psi10 Major] Resistance Shift \*: Your psionic powers are resisted using a different resistance (MR, IR, etc., but not anti's or GR/X

Combat effects:

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

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

[Psi6E minor] Fear II (Horror): Target saves or loses all P/M actions

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

Dungeon052220 - Dungeon Level 4

Room # 8

Meeting Room - 45ft. long x 25ft. wide x 50ft. tall

table (large); iron bars; creaking; rotting vegetation smell

Iris Door (seals as a spiral) on the east wall leading to a 10ft. long x 15ft. wide x 25ft. tall hallway.

Sample Names: Valka the wingless Caped Squid (Engine); Koresh the egotistical Blind Woman (Kite)

Air in room transforms into Elemental Colorpool Trap; DL 4; Search DC 43 (12 Chr damage/s, DC 44 Breath Weapon save for half)

Statue that (causes/has/or is) Aging

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

3,136gp

whip

a heavy gold chain, +1 AC, 980gp

Drab Girdle [AT+20] +9 AC/+37 Saves; 1F: Paladin's abilities of level =  $\frac{1}{2}$ \*CL; CL 16; SL 4; 9900gp

Rian's Abdominal external oblique muscle: +2 to HNCL; 1P: Summon a DL III Human

Artificer, he can rebuild dispelled effects or magic items. ; CL 20; SL 4; 16120gp

DL IV Medium Random(ite) Beholders x(7) x[2]

AC 167, HD 10, hp 320, RR 42% #Att 2, TH ÷ AC/Save DC by 20, dmg 163

Str 25, Dex 18, Con 36, Int 16, Wis 32, Chr 36, 0.25kxp

Has high frequency sampling, Has eye stalks, 1 mouth, and 1 central anti-magic eye. Can cast through eye stalks. Flys

Prepared effects:

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

[Psi54 Major] Aura of Fear: Fear by sight (SL saves)

[Psi-12T minor] Spectral Natural Fighting: Spectral Hand; no ill effects from punching/kicking things

[Psi81 minor] Knockback Resistance: Take -10\*CL' less from TK/Push effects

Combat effects:

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

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

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

[Psi-12L Major] Choose Summoning IV: Monster Summoning using ML IV chart, you pick the result

Dungeon052220 - Dungeon Level 4

Room # 9

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

pail; carpet; whistling; laughter

Phase Door (as the spell) on the east wall leading to a 30ft. long x 5ft. wide x 25ft. tall hallway.

Sample Names: Attor Lancethrower the ignoble Meteor Plunderer (-O-matic); Unhath the altruistic Arch- Eight (Helicopter)

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

Door that (causes/has/or is) Combination lock

[x1] Gas in room: Con (all in room get +2 to that stat while in room)

10,592gp

hairbrush

a friendship ring, 150gp

Aqua Sandal: +2 level(s) of exceptional Dex; 16380gp

Rian's Femur bone: +3 to LVL; 1V: You may be offensive

while at negative hitpoints for 1min/level. ; CL 18; SL 4; 16490gp

DL IV Fine Desert/Arabian Eelementals x(8) x[1]

AC 166, HD 3, hp 19, #Att 5, TH ÷ AC/Save DC by 5, dmg 100

Str 27, Dex 31, Con 31, Int 25, Wis 23, Chr 19, 0.25kxp

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

Prepared effects:

[Psi8 Major] Hard Resistance to Chemicals: Double resist chemical elements (1/4, save for 1/10), Immune to gas & poison

[Psi24 minor] Memorization Level Increase 1: +1 Memorization Level (this is next level of picks for rogues)

[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

[Psi4 minor] Damage \*1.25: Damage with one physical weapon is multiplied by 1.25

Combat effects:

[Wiz SL3] Enslave Person: As Charm Person, except the effect cannot be thrown off by being damaged, and there is no daily save

[Wiz SL3] Dispel Illusion : Dispels illusions in area

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

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



Dungeon052220 - Dungeon Level 4

Room # 10

Bestiary - 10ft. long x 20ft. wide x 35ft. tall

arch; Floors of Magma; dusty; stale, fetid smell

Undead Door (has a trapped spirit/ghost) on the west wall leading to a 40ft. long x 15ft. wide x 10ft. tall hallway.

Sample Names: Ravi the courageous Golden Conqueror (Needles); Grex the non-politically correct Fighting Avalanche (Musket)

Ingested Napalm Trap; DL 4; Search DC 41 (30 damage, DC 41 Spell save for half)

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

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

5,020gp

prayer wheel

some chain shackles, 0gp

Rian's Sweat: +1 to ML; 1P: Summon a DL V Human, he beats things. ; CL 23; SL 4; 17040gp

Aquamarine Gem: Free Track Feat: Tracking; 17020gp

DL IV Small Outer-CE Reptiles x(18) x[2]

AC 165, HD 28, hp 144, #Att 5, TH ÷ AC/Save DC by 5, dmg 99

Str 18, Dex 16, Con 16, Int 31, Wis 25, Chr 21, 0.25kxp

Telepathy, immune electricity and poison, Resist acid, cold, and fire, Can summon other Outer CE, Half AC from AT. Resist Heat. I

Prepared effects:

[Psi24 Major] Level: early 9: Get a "Level:" ability in your class 9 levels early (this can be taken multiple times)

[Psi81 minor] Absorption, Energy: -CL dmg /energy attack; gain that amount in next damaging energy attack

[Psi24 Major] Level: early 9: Get a "Level:" ability in your class 9 levels early (this can be taken multiple times)

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

Combat effects:

[Wiz SL3] Alley Summoning III: Summons a DL VI alley monster, under your control, 3% chance per segment of losing control

[Wiz SL3] Alley Summoning III: Summons a DL VI alley monster, under your control, 3% chance per segment of losing control

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

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

Dungeon052220 - Dungeon Level 4

Room # 11

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

scroll; thongs; cold current; wind, strong, moaning

Dimension Door (as the spell) on the north wall leading to a 45ft. long x 20ft. wide x 5ft. tall hallway.

Sample Names: Deira the avaricious First Avenger (Rod); Lavaryta the lucky Mistress Patrol (Yak)

Electrified Room Trap; DL 4; Search DC 44 (64 Int damage, DC 42 Breath Weapon save to negate)

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

[x1] Nothing in the room can be affected by Invisibility, No Scent, Inaudible

1,483gp

sack

a pair of ornately designed gauntlets, +1 AC, 270gp

Rian's Skin: +2 to LVL; 1M: When you take this power, pick Radiation, Magic, Psi, or Innate. 1M or 1T: Reverse an effect of the type you cast the effect's reverse within 1 round, even if the reverse is not known.) Picking this more than once gives you another pick. ; C

Elixir of Life, 4010gp

DL IV Tiny Modern Familiars x(26) x[3]

AC 162, HD 20, hp 272, MR 121% #Att 8, TH ÷ AC/Save DC by 20, dmg 68

Str 21, Dex 32, Con 33, Int 32, Wis 17, Chr 16, 0.25kxp

Has Action points, Access to high tech items, Familiar Immunity

Prepared effects:

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

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

[Psi9 minor] Metal Corrosion: Touch: Metal items save (no mod.) vs.acid

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

Combat effects:

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

[Psi-1 Major] Physical Surgery: Pick 1: Halve hp & slow (N=1), Ray/Enfeeblement (N=5), Insanity (N=6); all have save

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

[Psi45 Major] Heat: Target takes SL\*CL Fire damage per segment for 1 round (no save)

Dungeon052220 - Dungeon Level 4

Room # 12

Game Room - 30ft. long x 30ft. wide x 10ft. tall

carving; chime(s); still, warm (or hot); sneezing

Mobile Door (door moves around in dungeon) on the north wall leading to a 30ft. long x 20ft. wide x 5ft. tall hallway.

Sample Names: Rhialle the revolting Yellow Dusk (Portal); Stonecrusher the socio-pathic Flying Ricochet (Jet Pack)

Compacting Drawer Trap; DL 4; Search DC 44 (32 Str damage, DC 43 PP save to negate)

Container (Barrel, Jar, Vase, etc.) that (causes/has/or is) Illusionary wall concealing a pit above

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

11,996gp

wall scratchings

a hammer, mace, 4d4 (10), 88gp

Rian's Occipital bone: +4 to HNCL; 1M: 1bP, pay 3 SL's and

sacrifice a terrain feature: Dispel a terrain feature.; CL 23; SL 4; 16950gp

Leaden Robe [AT+70] +9 AC/+3 Saves; 1M: Reflect 1 missile per P attack; CL 17; SL 4; 11565gp

DL IV Diminutive Water Elf/Avalons x(5) x[2]

AC 164, HD 5, hp 36, #Att 7, TH ÷ AC/Save DC by 20, dmg 98

Str 25, Dex 19, Con 19, Int 34, Wis 24, Chr 38, 0.25kxp

Resist cold. Double dmg from fire., Immune sleep, aging

Prepared effects:

[Psi45 minor] Resist: Energy: SL/3 (round down) instances of Resist energy attacks

[Pri SL4] Dimensional Anchor : Bars extradimensional movement.

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

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

Combat effects:

[Psi81 Major] Energy Blast II: [Pick an element] CLd10 dmg of that element (one group, no save)

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

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

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





Dungeon052220 - Dungeon Level 5

Room # 1

Chantry (Shrine) - 15ft. long x 15ft. wide x 50ft. tall

kettle; table, low; metallic smell; footsteps (side)

Phase Door (phases in/out every so often) on the north wall leading to a 50ft. long x 25ft. wide x 25ft. tall hallway.

Sample Names: Aramite the amphibious Platypus Fox (Stinger); Zezen the unlucky Air Imp (Derringer)

Falling Trapdoor Trap; DL 5; Search DC 55 (40 damage, DC 52 Spell save for half)

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

[x1] Psi -15 powers function at double effect

5,264gp

bag

a glowing ((+\*+)) sphere, +3 AC, 1000gp

Sienna Armor Gemlet [AT+11] +25 AC/+11 Saves; 1F: +5\*CL% TechR (or) Resist Technology; CL 19; SL 5; 8170gp

Bracers of Brachiation, 11420gp

DL V Huge Desert/Arabian Elementals x(17) x[4]

AC 258, HD 43, hp 8640, MR 95% #Att 7, TH ÷ AC/Save DC by 6, dmg 154

Str 16, Dex 41, Con 42, Int 18, Wis 36, Chr 26, 0.75kxp

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

Prepared effects:

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

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

[Pri SL3] Double Resist [E=2 element]: Pick an E=2 element, you double resist it (1/4 dmg, 1/10 if make save) for 1 hour.

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

[Pri SL4] Goodberry 4: Creates 16 goodberries

Combat effects:

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

[Psi45 Grand] Vibration: SL\*CL Vibration damage (1 group, no save)

[Psi12C Major] Shift Towards Chaos: Creature saves: if made it takes caster's level in damage, if missed AL shifts one towards C

[Psi-12T Grand] Anti-Time Aura: Enemies in your room takes CL\*2 anti-time dmg /s (no save)

[Wiz SL3] Hold Undead: Holds up to 3 undead

Dungeon052220 - Dungeon Level 5

Room # 2

Smithy/Forge - 50ft. long x 30ft. wide x 30ft. tall

pail; Walls of Magma; gong; snapping

Locked Door, Out of Phase on the south wall leading to a 35ft. long x 20ft. wide x 10ft. tall hallway.

Sample Names: Calabaz the double-talking Green -wave (Bubble); Izmirlian of the Many Evils the impolite Robo- Flower (Training

Electrified Drawer Trap; DL 5; Search DC 55 (8 damage, DC 55 Reflex save for half)

Dome 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)

[x1] Charm spells function at double effect

4,287gp

mat

a suit of chainmail, +2 AC, 270gp

Mirror of Spirit Seeing, 11230gp

Greenish Shield [AT+54] +48 AC/+25 Saves; 1V: CL\*SL\*3 hp ablative Force Field (vs. physical or energy attacks, only one enemy /s); CL 22; SL 5; 18595gp

DL V Gargantuan Henchmen Beholders x(23) x[3]

AC 256, HD 415, hp 3456, PR 635% #Att 10, TH ÷ AC/Save DC by 6, dmg 305

Str 33, Dex 35, Con 36, Int 33, Wis 25, Chr 33, 0.75kxp

Has henchmen spells, Has eye stalks, 1 mouth, and 1 central anti-magic eye. Can cast through eye stalks. Flies

Prepared effects:

[Pri SL5] Improved Free Action: Immune Capital S Stun, Stop, Hold, Paralysis, Summoning Sickness; Hold P,V actions

[Psi2 minor] Phase: Out of phase; cannot attack; x2 move rate

[Pri SL5] Improved Free Action: Immune Capital S Stun, Stop, Hold, Paralysis, Summoning Sickness; Hold P,V actions

[Psi3½ Grand] Null Psionics Field: Create a field where psionic power does not function.

[Psi3½ Grand] Null Psionics Field: Create a field where psionic power does not function.

Combat effects:

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

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

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

[Wiz SL4] Charm Monster : Makes monster believe it is your ally.

[Psi54 Major] Air Control: Gust of Wind / Wall of Air

Dungeon052220 - Dungeon Level 5

Room # 3

Robing Room - 35ft. long x 50ft. wide x 25ft. tall

throne; stall or pen; bang, slam; clear

Golem Door (it's a Golem creature) on the north wall leading to a 25ft. long x 15ft. wide x 20ft. tall hallway.

Sample Names: Dindrane the athletic Suicide Sidekick (Chariot); Moriz of Bakhchisarai the rancorous Mud Eyeball (Knife)

Wall of Fire Trap; DL 5; Search DC 51 (Wizard CL 10, DC 51 RSW save to negate)

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

[x1] Turning Undead is at +5 CL and -1 to the 1d20 turn roll (these are fixed amounts, rolled once)

712gp

bones

a bloody bow, exotic, 10d9 (50), 120gp

Dark Sandal: +8 Kit Slots; 25180gp

Aqua Checkbook: +500 Skill Points; 25560gp

DL V Colossal Megaverse-Project Reptiles x(14) x[4]

AC 252, HD 162, hp 7680, #Att 10, TH ÷ AC/Save DC by 6, dmg 252

Str 20, Dex 40, Con 42, Int 43, Wis 32, Chr 32, 0.75kxp

StunR DL\*10%, Half AC from AT. Resist Heat. Usually has a tail and claws

Prepared effects:

[Psi81 Grand] Mental Defense: Resist mental attacks

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

[Pri SL5] Troll-like Regeneration: You Troll-like Regenerate at CL hp per round

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

[Psi81 Grand] Mental Defense: Resist mental attacks

Combat effects:

[Psi-1 Grand] Energy Solidity: As per Energy Amplification but entire effect is amplified

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

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

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

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



Dungeon052220 - Dungeon Level 5

Room # 4

Trophy Room - 30ft. long x 25ft. wide x 25ft. tall

lectern; Bridge, Wood; splashing; clashing

Secret Door on the north wall leading to a 50ft. long x 5ft. wide x 25ft. tall hallway.

Sample Names: Majnun of the Nine Devices the heroic Night Sadists (Cable); Sadomai the amphibious Miracle Flight (Barge)

Hail of Arrows Trap; DL 5; Search DC 54 (Attack +65 ranged, 4d6 Str damage)

Painting that (causes/has/or is) Wish Fulfillment, Reversal

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

24,560gp

hair/fur bits

an order of Wings, 30gp

Ruddy Wand [2d6] +7 Th/+8 dmg 16+/x5; 1M: 1bM: Stop or Create an Earthquake, Landslide,

etc. Damage would be CL\*SL Earth to a group (save for 0); CL 19; SL 5, 5347gp

Olive Armor, Heavy [AT+87] +100 AC/+9 Saves; 1M: You can use any element

with E factor less than your normal breath.; CL 19; SL 5; 26505gp

DL V Tiny Priest-classes Beholders x(1) x[2]

AC 260, HD 5, hp 112, #Att 9, TH ÷ AC/Save DC by 6, dmg 52

Str 41, Dex 16, Con 35, Int 16, Wis 22, Chr 28, 0.75kxp

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

Prepared effects:

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

[Psi54 Major] Acrobatics: Any Acrobat SL-1 pick; 5\*CL Rogue points in it

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

[Psi6G minor] Disease Immunity: Immunity to magical/nonmagical disease

[Psi3½ Major] Incarnate: Make some powers permanent.

Combat effects:

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

[Psi3½ minor] Astral Construct: Creates astral construct to fight for you.

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

[Psi3½ Major] Psychic Crush: Brutally crush subject's mental essence, reducing subject to -1 hit points.

[Wiz SL4] Death Spell 4: Slay 4d12 HD of creatures (save)

Dungeon052220 - Dungeon Level 5

Room # 5

Aviary - 5ft. long x 10ft. wide x 50ft. tall

spoon, measuring; chasm; howling; whistling

Time Door (goes to another time) on the south wall leading to a 35ft. long x 5ft. wide x 5ft. tall hallway.

Sample Names: Chesagol the spectacular Raccoon Skier (Portal); Osbrun the devilish Ice Glory (Nullifier)

Stairs transforms into Elemental Metal Trap; DL 5; Search DC 55 (60 Wis damage/s, DC 55 Spell save for half)

Pool that (causes/has/or is) Attacks

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

13,928gp

flint and tinder

a golden dragonhelm, +2 AC, 280gp

Robe of Veluna, 25540gp

Hazel Robe [AT+14] +100 AC/+64 Saves; 1M: Fear by sight (SL saves); CL 30; SL 5; 25300gp

DL V Large Rogue-classes Outers x(28) x[2]

AC 255, HD 115, hp 928, #Att 4, TH ÷ AC/Save DC by 6, dmg 301

Str 23, Dex 40, Con 30, Int 19, Wis 34, Chr 24, 0.75kxp

Has Rogue abilities, No soul. Dark vision.

Prepared effects:

[Psi--2 Grand] Endurance of the World: +9 TH; +9 dmg; IECNR +25% ; Lasts 5r after maint.

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

[Pri SL5] Extra Group +1: The next spell you cast will affect +1 groups of monsters

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

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

Combat effects:

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

[Psi-6G minor] Exorcise: CL dmg & CL^3 lbs. telekinesis in a 70' line (no save); for objects, can force item saves

[Psi5 minor] Heal Self: Cure up to 100 hp, Regenerate (as spell)

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

[Psi29 Grand] Time Stop:

Dungeon052220 - Dungeon Level 5

Room # 6

Robing Room - 5ft. long x 35ft. wide x 5ft. tall

stuffed animal; arrow slit (wall)/murder hole (ceiling); drumming; thumping

Water Lock Door (holds back a lot of water) on the south wall leading to a 50ft. long x 15ft. wide x 10ft. tall hallway.

Sample Names: Arundel the sinful Teenage Fire (Needles); Kyriel the subterranean Cobalt Ray (Analyzer)

Lowering Ceiling Trap; DL 5; Search DC 53 (32 damage, DC 51 Reflex save for half)

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

[x1] DCZ (Dispel Charm Zone) - Charm effects get countered; existing charm effects have SL% of being dispelled/Round 21,292gp

ear spoon

Translucent Robe, +1 AC, 90gp

Cyan Armor, Medium [AT+11] +7 AC/+80 Saves; 1P: Null Field 10; CL 25; SL 5; 14635gp

Russet Shield [AT+15] +64 AC/+6 Saves; 1M: DR 40/+CL; CL 22; SL 5; 13345gp

DL V Fine Random(ite) Immortals x(20) x[1]

AC 260, HD 2, hp 28, #Att 5, TH ÷ AC/Save DC by 6, dmg 255

Str 35, Dex 16, Con 41, Int 42, Wis 18, Chr 21, 0.75kxp

Has high frequency sampling, Unaging

Prepared effects:

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

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

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

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

[Psi15 minor] Add Breath Weapon [2nd]: Breath weapon is once per 3 rounds. Choose a normal (E=1) element. Breath = (CL+1)

Combat effects:

[Psi-12C minor] Chromatic Blast: Area effect Chromatic (50%) / Metallic (50%) Orb; CL=1d12

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

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

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

[Psi-12C minor] Chromatic Blast: Area effect Chromatic (50%) / Metallic (50%) Orb; CL=1d12





Dungeon052220 - Dungeon Level 5

Room # 7

Gas Chamber - 40ft. long x 40ft. wide x 10ft. tall

divan; partially collapsed ceiling; clanking; buzzing

Water Lock Door (holds back a lot of water) on the south wall leading to a 45ft. long x 5ft. wide x 15ft. tall hallway.

Sample Names: Perrine the lazy Teenage Doom (Missiles); Arthegal the devilish Bullet Person (Gravity)

Razor-Wire Vent Trap; DL 5; Search DC 52 (48 Dex damage, DC 53 PPD save to negate)

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

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

7,106gp

human flesh

a leather vest, +5 AC, 125gp

Beanie of +1 swing, 25430gp

Terroh Cards, 12330gp

DL V Huge Swamp Golems x(17) x[3]

AC 251, HD 43, hp 1920, #Att 6, TH ÷ AC/Save DC by 30, dmg 55

Str 16, Dex 17, Con 45, Int 29, Wis 36, Chr 43, 0.75kxp

Has mtg B spells, Immune crits, ability dmg, energy drain, poison, sleep, paralysis, stunning, disease, mind-affecting effects.

Prepared effects:

[Psi23 Grand] Snow Cloud: Multicolored snow (can damage/heal)

[Wiz SL5] Animate Dead : Creates undead skeletons and zombies.

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

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

[Pri SL4] Spell Immunity : Subject is immune to one spell per four levels

Combat effects:

[Psi15 minor] Magic Missile: Magic Missile

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

[Psi12T Grand] Mass Suggestion: Suggestion (as spell) in 90'r area, but all commands must be the same

[Psi12T Grand] Mass Suggestion: Suggestion (as spell) in 90'r area, but all commands must be the same

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

Dungeon052220 - Dungeon Level 5

Room # 8

Creamatorium - 5ft. long x 45ft. wide x 15ft. tall

couch; chair, padded; poor oxygen; footsteps (ahead)

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

Sample Names: Morelia the nefarious Wonder Monster (Divine intervention); Dulcimae the naughty Fire -noid (-wing)

Basic Arrows Trap; DL 5; Search DC 53 (Attack +25 ranged, 8d6 damage)

Pit that (causes/has/or is) passwall

[x1] Nothing in the room can be affected by Don't generate "!"s, Displacement, Major Image

11,494gp

pot

a bagel, 15gp

Carmine Scarab [AT+54] +64 AC/++3 Saves; 1P: +5\*CL% AntiMR; +2\*CL% ER; CL 25; SL 5; 17960gp

Dagger of Set, 22340gp

DL V Small Island Cthulhoid-Horrors x(7) x[2]

AC 257, HD 35, hp 240, #Att 1, TH ÷ AC/Save DC by 30, dmg 255

Str 34, Dex 36, Con 40, Int 36, Wis 35, Chr 41, 0.75kxp

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

Prepared effects:

[Psi-3 Major] Physical Barrier: -CL dmg per physical attack

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

[Wiz SL5] Animal Growth : One animal/two levels doubles in size, HD.

[Psi29 minor] Anti-Radiation Ray:

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

Combat effects:

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

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

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

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

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

Dungeon052220 - Dungeon Level 5

Room # 9

Garbage Room - 5ft. long x 40ft. wide x 40ft. tall

chest; tweezers; putrid smell; thud

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

Sample Names: Zarik the philanthropic Fatal Vandal (Dark); Shaki the annoying Brunette Vampire (Laser)

Injected Anti-Time Trap; DL 5; Search DC 52 (4 Int damage, DC 54 Fortitude save to negate)

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

[x1] Turning Undead is at -17 CL and -1 to the 1d20 turn roll (these are fixed amounts, rolled once)

4,329gp

words (scrawled)

some ->\*<- legplates, +2 AC, 1020gp

Potion of +2 Swing Actions (1t), 4950gp

Lime-green Shirt: Free Weathered Feat: Pick an element. You resist it.; 25640gp

DL V Medium Collectiverse/Gooveyverse/etc. Cthulhoid-Horrors x(27) x[1]

AC 259, HD 11, hp 432, #Att 1, TH ÷ AC/Save DC by 30, dmg 154

Str 17, Dex 37, Con 31, Int 26, Wis 21, Chr 30, 0.75kxp

Immune disintegration and annihilation, Has a bizarre anatomy, strange abilities, an alien mindset, or any combination of the thr

Prepared effects:

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

[Psi-3 Major] Replacement: Dispel displacement effect, or you ignore displacement for 1 turn

[Psi-3 Grand] Telepathic Sphere: Mobile force globe protects group from mental attacks

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

[Psi0 Grand] Shock Treatment: Immune Lightning; 1 POP, 1V: Deal KiL damage to one target (save: ½)

Combat effects:

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

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

[Wiz SL3] Dispel Illusion : Dispels illusions in area

[Psi16 Major] Dispel Golem: Dispels a Golem (it is "turned off" for 1 turn) (no save)

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



Dungeon052220 - Dungeon Level 5

Room # 10

Antechamber (Entry room into larger room) - 20ft. long x 25ft. wide x 45ft. tall

flask; relief; giggling (faint); foggy

Bone Door (shrieks loudly if opened) on the west wall leading to a 45ft. long x 15ft. wide x 10ft. tall hallway.

Sample Names: Brilmara the subterranean Femme -lock (Fire); Sluttergut the magnificent Vibro Horde (Dragon)

Energy Cancel Trap; DL 5; Search DC 55 (Psionicist CL 10, DC 55 PP save to negate)

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

[x1] Gravity high 63 G's (-248 Str, /move rate by 64, falling dmg x64, Z actions reduced by 63/s)

2,462gp

pot

a scale mail jerkin, +1 AC, 85gp

Electric blue Book: +3 level(s) of exceptional Wis; 26090gp

Fuchsia Money: +400 Rogue Points; 25290gp

DL V Colossal Kara-Tur Wurms x(17) x[1]

AC 253, HD 164, hp 38400, #Att 6, TH ÷ AC/Save DC by 6, dmg 152

Str 43, Dex 39, Con 31, Int 26, Wis 17, Chr 18, 0.75kxp

Has Martial Arts, Has no appendages.

Prepared effects:

[Psi18 Major] Telepathy: Psych. Lockpick: -LVL\*10% reducible PsiR, +LVL Chr:Presence

[Pri SL4] Dimensional Anchor : Bars extradimensional movement.

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

[Psi0 Grand] Cobra Charm: Gaze, target must save vs. RSW or he cannot use any actions next segment, maintain 1M

[Psi-12L Major] Hold All: Immune to XP/Stat/Multiplier/Action Drain, Aging, As You Are

Combat effects:

[Pri SL3] Call Lightning 3: (CL+2)d8 lightning dmg (save:½) (halve the die type if not outside)

[Pri SL5] Animate Dead Monsters: Animates CL dead monsters

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

[Psi-6N Major] Force of Nature V: Summon a Fungus Elemental: AC 100, hp 500, #Att 5/1, TH +90, dmg 90

[Psi72 minor] Plant Control: Entangle

Dungeon052220 - Dungeon Level 5

Room # 11

Crypt / Burial Chamber - 15ft. long x 15ft. wide x 35ft. tall

Bridge, Swinging (like a swing); Floors of Air; grunting; grating

Iris Door (seals as a spiral) on the north wall leading to a 10ft. long x 20ft. wide x 10ft. tall hallway.

Sample Names: Moriz the Coon the heartless Tomorrow Reserve (Hook); Alene the antagonistic Poison Stalker (Shooter)

Ice Bolt Trap; DL 5; Search DC 53 (Psionicist CL 10, DC 51 RSW save to negate)

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

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

7,447gp

tray

a stone key, 0gp

Emerald Cloak [AT+9] +48 AC/+4 Saves; 1M: Get a "Level:" ability in your class

9 levels early (this can be taken multiple times); CL 25; SL 5; 10280gp

Dark Staff [4d8] +25 Th/+6 dmg 19+/x3; 1M: Disintegrate 8 cu.' (save); CL 26; SL 5, 8720gp

DL V Colossal Custom-classes Lycanthropes x(9) x[1]

AC 258, HD 164, hp 6912, #Att 3, TH ÷ AC/Save DC by 6, dmg 304

Str 35, Dex 26, Con 23, Int 27, Wis 37, Chr 43, 0.75kxp

Has Custom abilities, Can polymorph to alternate form.

Prepared effects:

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

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

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

[Pri SL5] Resist [E=5 element]: Pick an E=5 element, you resist it for 1 hour.

[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)

Combat effects:

[Psi12T minor] Mass Blindness: Blindness (as spell) but 90'r area

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

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

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

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

Dungeon052220 - Dungeon Level 5

Room # 12

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

spinning wheel; cage; bang, slam; jingling

Automatic Door (opens if anyone approaches) on the north wall leading to a 45ft. long x 20ft. wide x 10ft. tall hallway.

Sample Names: Perimele the irritating Frog Ranger (Truncheon); Cylethor the sublime He-- Gang (Wheel)

Vibration Trap; DL 5; Search DC 53 (Psionist CL 10, DC 53 PPD save to negate)

Statue that (causes/has/or is) Treasure hidden in secret space under container

[x1] Turning Undead is at -3 CL and +10 to the 1d20 turn roll (these are fixed amounts, rolled once)

2,441gp

cobwebs

an imperial cloak, +1 AC, 73gp

Dove-grey Eyes [3d8] +80 Th/+48 dmg 15+/x5; 1M: Target believes what you want

him to believe (Will save), 1 item per segment; CL 22; SL 5, 24790gp

Brilliant Armor, Heavy [AT+87] +82 AC/+36 Saves; 1F: Subject is invisible

for 10 min./level or until it attacks.; CL 22; SL 5; 27675gp

DL V Huge Monster-classes Giants x(35) x[2]

AC 255, HD 43, hullp 8320, #Att 8, TH ÷ AC/Save DC by 30, dmg 51

Str 20, Dex 21, Con 34, Int 30, Wis 32, Chr 38, 0.75kxp

Has Master Monster picks, Minimum size category Large.

Prepared effects:

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

[Psi6N Grand] Thief Abilities, LVL 9: Get thief abilities of level 9 (max = your level)

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

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

[Psi2 minor] Iron Will: Can fully act up to -10 hp; Can act up to -15 hp

Combat effects:

[Pri SL5] Remove Curse 5: Cure 2 curse effects (reverse causes that many, save for each)

[Psi60 Grand] AEther Bolt: LVL\*10 dmg AEther, ignores PsiR

[Psi9 Grand] Photon Kin.: Laser Beam: 10\*(CHd8) Light damage (save)

[Wiz SL4] Dispel Magic 4: Dispel 2 magic effects

[Pri SL5] Flame Strike 5: CLd8 holy fire dmg (save:½)





Dungeon052220 - Dungeon Level 6

Room # 1

Wardrobe - 45ft. long x 45ft. wide x 40ft. tall

rack; arch; wind, strong, moaning; manure smell

Water Lock Door (holds back a lot of water) on the east wall leading to a 25ft. long x 15ft. wide x 25ft. tall hallway.

Sample Names: Nezin the enigmatic Arduous Torpedo (Paddleboat); Cathera the repugnant Ghost Demon (Warhorse)

Wide-Mouth Brick Trap; DL 6; Search DC 65 (8 damage, DC 63 Fortitude save for half)

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

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Segment  
15,740gp

altar

Pandora's Box, 0gp

Bright Gem: +400 PSP's; 36520gp

Rian's Tibialis anterior muscle: +12 to HNCL; 1F: 1bM: Immune to a P attack from someone; CL 32; SL 6; 36660gp

DL VI Gargantuan Sigil/Maelstrom Viruss x(9) x[2]

AC 365, HD 98, |hp| 4736, MR 145% #Att 9, TH ÷ AC/Save DC by 42, dmg 291

Str 18, Dex 31, Con 22, Int 51, Wis 24, Chr 50, 1.5kxp

Immune Maze effects, Can infect things. Immune mind-affecting, crits, gazes, illusions, poison, sleep, paralysis, polymorph, stunn

Prepared effects:

[Wiz SL3] Protection from Normal Missiles: Duration CL turns

[Wiz SL5] Armor 5: +CL\*10 current hp

[Wiz SL3] Protection from Normal Missiles: Duration CL turns

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

[Wiz SL5] Armor 5: +CL\*10 current hp

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

Combat effects:

[Pri SL6] Fire Storm 6: (CL+2)d5 holy fire dmg, hits 1+1/2 groups (no save)

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

[Psi54 Major] Ice Control: Wall of Ice

[Psi72 minor] Energy Blast - Personal: One target takes PL energy dmg (no save)

[Psi19 minor] Fear: Fear (Will save)

[Wiz SL5] Dispel Innates:

Dungeon052220 - Dungeon Level 6

Room # 2

Chapel - 5ft. long x 30ft. wide x 25ft. tall

cresset (torch on a pole); rushes (herbs); creaking; wind, strong

Intelligent Door, might have ego score on the west wall leading to a 15ft. long x 20ft. wide x 5ft. tall hallway.

Sample Names: Aengrilor the caustic Compu- Crustacean (Helicopter); Zaintiraris the tone-deaf Sir Reserve (Flaming)

Stairs transforms into Elemental Air Trap; DL 6; Search DC 62 (40 Con damage/s, DC 66 Will save for half), (multiple targets)

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

[x2] Ultraplanar beings cannot hear, smell, or sense into this room unless they are actually there; Divine Intervention fails  
16,606gp

flail

a baggy black slip-on top, +3 AC, 20gp

Rian's Scapula bone: +19 to HD; 1P: Two targets fall in love.; CL 32; SL 6; 36780gp

Rian's Eyes: +8 to HNCL; 1P: One touched creature: Put out of

Misery. Gain 1 temporary hero point/5HD it had.; CL 32; SL 6; 36220gp

DL VI Colossal Sigil/Maelstrom Weirds x(1) x[2]

AC 370, HD 194, hp 10240, WR 61% #Att 9, TH ÷ AC/Save DC by 7, dmg 365

Str 22, Dex 45, Con 31, Int 30, Wis 49, Chr 19, 1.5kxp

Immune Maze effects, Immune critical hits, poison, sleep, paralysis, stunning. Has no soul.

Prepared effects:

[Wiz SL6] Original Stoneskin 6: Block the next 3 P actions of attacks

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

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

[Pri SL6] Resist [E=6 element]: Pick an E=6 element, you resist it for 1 hour.

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

[Psi2 Grand] Strength of the World: +9/+9 AC/saves, +25% RR/MR/PsiR; Lasts 5r after maint.

Combat effects:

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

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

[Psi18 Grand] Mass Telekinesis: LVL tons, each lb. can do 1 dmg

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

[Psi81 Grand] Energy Blast III: [Pick an element] CLd20 dmg of that element (one group, no save)

[Psi54 Major] Flame Project: CL\*(SL+2) fire dmg to one target (no save)

Dungeon052220 - Dungeon Level 6

Room # 3

Library - 50ft. long x 50ft. wide x 15ft. tall

table, low; sconce; steamy; twanging

Loop Door (goes to another timeline) on the west wall leading to a 10ft. long x 25ft. wide x 20ft. tall hallway.

Sample Names: Emeldir the attractive Winter Marvel (Adamantium); Kene the amphibious New Dozen (Gas)

Camouflaged Blades Trap; DL 6; Search DC 66 (Attack +60 melee, 10d12 damage)

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

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Year  
31,256gp

grindstone

a counter, 1gp

Burgundy Talisman [AT+87] +7 AC/+99 Saves; 1M: Druid Abilities, LVL 7; CL 27; SL 6; 27300gp

Weed of the Witch, 12130gp

DL VI Small Star-Trek-Loop Eelements x(4) x[1]

AC 366, HD 7, hp 320, #Att 9, TH ÷ AC/Save DC by 7, dmg 78

Str 40, Dex 23, Con 50, Int 37, Wis 43, Chr 23, 1.5kxp

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

Prepared effects:

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

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

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

[Wiz SL5] Original Stoneskin 5: Block the next 2 P actions of attacks

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

[Psi6G Major] Champion Lore: Paladin's abilities of level = ½\*CL

Combat effects:

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

[Psi12T Major] Dispel Magic: Dispel Magic (as spell)

[Pri SL6] Feeblemind:

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

[Wiz SL5] Wall of Stone : 20 hp/four levels; can be shaped.

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



Dungeon052220 - Dungeon Level 6

Room # 4

Robing Room - 20ft. long x 50ft. wide x 50ft. tall

mat; bell (huge); splintering; creaking

Stone Door, Normal on the south wall leading to a 20ft. long x 20ft. wide x 5ft. tall hallway.

Sample Names: Shattados the courageous Demolition Monkey (Prototype); Glareh the terrible Mighty Nimbus (Gateway)

Air in room transforms into Elemental Acid Trap; DL 6; Search DC 64 (24 Wis damage/s, DC 64 Spell save for half), (multiple target)

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

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Day

14,032gp

powdered carrot

a red key, 0gp

Azur Potion: Free Wyrmslayer Kit: +4 TH and x+1 dmg

vs. Dragons and Dragon-kin, Free bonus Dragon Lore proficiency; 36800gp

Sandy Bracers [AT+150] +8 AC/+36 Saves; 1P: Regenerate SL hp/s; CL 32; SL 6; 27650gp

DL VI Tiny Outer-TN Unlives x(10) x[2]

AC 371, HD 6, |hp| 168, PR 97% #Att 6, TH ÷ AC/Save DC by 42, dmg 721

Str 18, Dex 25, Con 26, Int 23, Wis 22, Chr 37, 1.5kxp

Immune mind-affecting, positive energy, and negative energy. Resist cold, fire, and acid, No CON. Has Psi-7, Immune to crits, abil

Prepared effects:

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

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

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

[Psi54 Major] Magic Shield: Stops SL/2 magical attacks on you

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

[Wiz SL3] Displacement : WR 50%

Combat effects:

[Psi29 Grand] Instantaneous (reverse Permanency):

[Pri SL4] Creeping Doom 4: 160 insect dmg

[Psi6E minor] Self-Preservation: Restores 1 hp/DPP (limit = Wis\*3 /round)

[Wiz SL5] Time Stop 5: Stops time for 1d10 segments

[Wiz SL6] Vorp: Target is Vorpalled (PP save)

[Psi-12T Major] Feeblemind Blast: One group is feebleminded (Will save)

Dungeon052220 - Dungeon Level 6

Room # 5

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

box (large); altar; bang, slam; downdraft, strong

Phase Door (as the spell) on the north wall leading to a 35ft. long x 25ft. wide x 25ft. tall hallway.

Sample Names: Umandiira the dumbfounding Millennium Protector (Shuttle); Nvima the psychotic Shadow Agent (Nanotechnology)

Ingested Minerals Trap; DL 6; Search DC 62 (18 Dex damage, DC 66 Will save to negate)

Door, Secret that (causes/has/or is) Magical Pool/Throne: Teleports (roll 1d4): (1) Back to surface,

(2) Elsewhere on this DL, (3) 1 DL down, (4) 100 miles away outside

[x2] Ultraplanar beings cannot see, hear, or sense into this room unless they are actually there; Divine Intervention fails  
8,478gp

wax drippings

a snooker table, 0gp

Rian's Patella bone: +2 to HNCL; 1P: SR 12+CL vs chaotic/evil/good/lawful.; CL 28; SL 6; 37040gp

Rian's Rectus abdominis muscle: +2 to HNCL; 1M: Improved Invisibility. ; CL 24; SL 6; 37100gp

DL VI Fine Monster-classes Avian/Birds x(8) x[1]

|AC| 372, HD 2, hullp 41, IR 127% #Att 10, TH ÷ AC/Save DC by 7, dmg 147

Str 38, Dex 41, Con 34, Int 18, Wis 35, Chr 17, 1.5kxp

Has Master Monster picks, Flys. Has 2 Wings, 2 talons, and a beak.

Prepared effects:

[Psi29 Major] Anti-Psionic Ray:

[Psi16 Major] Golem-mind: Class VI/Esper-blind to all frequencies non-divisible by 8

[Pri SL5] Summon Nature's Ally V : Summons a DL V animal (maintained)

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

[Psi3 Major] Freedom of Movement: Move normally despite impediments.

[Psi29 Major] Anti-Psionic Ray:

Combat effects:

[Psi-12C minor] Wild Invocation I: Random 0th (50%) or 1st (50%) SL Wizard Invocation spell

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

[Psi6E Major] Mass Telekinesis: Maintenance cost=Initial/10 per round

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

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

[Wiz SL5] Immediate Monster Summoning V: Summons a DL III monster without summoning sickness

Dungeon052220 - Dungeon Level 6

Room # 6

Heating Room (for warmth) - 5ft. long x 30ft. wide x 25ft. tall

furniture (broken); pan; steamy near ceiling; giggling (faint)

Time Door (goes to another time) on the west wall leading to a 25ft. long x 25ft. wide x 20ft. tall hallway.

Sample Names: Cythera the impolite Mammoth Hulk (Zebra); Brinlemund the merciless Silver Mutant (Nanotechnology)

Razor-Wire Passage Trap; DL 6; Search DC 65 (100 damage, DC 61 RSW save for half)

Stairway that (causes/has/or is) False

[x2] Room is permanently/continuously Alley Effected, only creatures immune or bubbled against it can function here.

7,709gp

chair w/straps

office key, 0gp

Rian's Patella bone: +6 to CL; 1V: Travel to your own

pocket dimension. [A69]: replace dimension with interdimensional womb.; CL 36; SL 6; 36210gp

Weapon: 4 half-plusses, 12410gp

DL VI Titanic Internet Wurms x(39) x[2]

AC 361, HD 389, hullp 2.2E+4, #Att 6, TH ÷ AC/Save DC by 7, dmg 146

Str 19, Dex 41, Con 36, Int 36, Wis 30, Chr 51, 1.5kxp

Psilink, Immune Web, Has no appendages.

Prepared effects:

[Pri SL5] Protection from Lightning 5: Stop the next CL\*16 lightning dmg

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

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

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

[Pri SL4] Protection from Fire 4: Stop the next CL\*12 fire dmg

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

Combat effects:

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

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

[Psi3½ Grand] Co-opt Concentration: Take control of foe's concentration power.

[Psi3½ Grand] Co-opt Concentration: Take control of foe's concentration power.

[Psi3½ Grand] Fate of One: Reroll any roll you just failed.

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





Dungeon052220 - Dungeon Level 6

Room # 7

Treasure Room - 20ft. long x 30ft. wide x 15ft. tall

furnace; brazier; laughter; wind, strong, moaning

Iris Door (seals as a spiral) on the east wall leading to a 20ft. long x 5ft. wide x 20ft. tall hallway.

Sample Names: Fridgeir the Weasel the clueless Caped Photon (Slide); Kofte the frigid Laser Cephalopod (Train)

Block transforms into Elemental Silt Trap; DL 6; Search DC 63 (48 Chr damage/s, DC 65 Will save for half)

Arch that (causes/has/or is) Poison

[x2] Room is permanently/continuously Charmed, only creatures immune or bubbled against it can function here.

5,802gp

belt

a pool of blood, 0gp

Mantle of Celestian, 10120gp

Rian's Metatarsal bones: +4 to ML; 1M: Dispel Magic, Psionic or Inate.; CL 27; SL 6; 36160gp

DL VI Small Black-Ice Illusionarys x(16) x[2]

|AC| 367, HD 7, hp 296, #Att 3, TH ÷ AC/Save DC by 7, dmg 725

Str 40, Dex 39, Con 22, Int 37, Wis 49, Chr 42, 1.5kxp

Knows Bug spells, Incorporeal

Prepared effects:

[Psi29 minor] Mirror Image:

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

[Psi3½ Major] Inertial Barrier: Gain DR 5/-.

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

[Psi18 Major] Metamorph: Shapechange (as spell), +LVL Dex:Balance

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

Combat effects:

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

[Pri SL5] Wall of Fire : Passing through wall deals 2d6 +1/level.

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

[Psi2 minor] Ballistic Attack: Roll TH; (level)d4 damage; (level)d8 damage

[Psi2 minor] Ballistic Attack: Roll TH; (level)d4 damage; (level)d8 damage

[Psi30 Grand] Power Beam: Astral damage

Dungeon052220 - Dungeon Level 6

Room # 8

Meeting Room - 50ft. long x 5ft. wide x 45ft. tall

thurable (incense); bucket; chiming; sobbing

False Door on the north wall leading to a 20ft. long x 5ft. wide x 5ft. tall hallway.

Sample Names: Haltharad the homicidal Teen Baby (Machine Gun); Petrine the demented Yellow Squid (Saxophone)

Passage transforms into Elemental Bark Trap; DL 6; Search DC 66 (96 Cml damage/s, DC 65 Fortitude save for half)

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

[x2] Room is permanently/continuously Charmed, only creatures immune or bubbled against it can function here.

16,607gp

corroded chain

the Banzai, polearm, 25d19 (250), 700gp

Hawkstone's Bulwark, 18450gp

Flesh-coloured Sketch pad: +1 Level(s) in a Warrior Group Class; 36980gp

DL VI Diminutive Tarrasque-World Beholders x(46) x[1]

AC 370, HD 3, hullp 74, #Att 3, TH ÷ AC/Save DC by 42, dmg 148

Str 34, Dex 43, Con 42, Int 30, Wis 45, Chr 18, 1.5kxp

Mreflection DL\*10%, Has eye stalks, 1 mouth, and 1 central anti-magic eye. Can cast through eye stalks. Fly

Prepared effects:

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

[Psi16 minor] Construct Psi16 Item 1: Create a Psi16 item (see next page) of TechL=CL, each TechL takes 1S action

[Pri SL5] Summon Nature's Ally V : Summons a DL V animal (maintained)

[Psi16 Grand] Golem Form: Phantom Flyer: Fly 24" (C); Immune darkness; Darkvision; +2 tentacles (2d8 dmg each)

[Psi1 minor] Psionic Trigger: Contingency for 1 psi power (still need points)

[Psi6G Major] Clear Mind: Can see through any x1 illusion/disappearance/etc.

Combat effects:

[Wiz SL6] Dispel Exhaustion 6: Restore 85% of dmg taken, get an Original Haste 6 for 1 round

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

[Psi-3 Major] Cone of Earthquake: Earthquake inflicts 5d4 sonic damage (group)

[Wiz SL5] Dispel Innates:

[Psi45 Major] Mechanical Creation: Summon a DL=SL-2 Golem or Technological monster

[Wiz SL4] Dispel Magic 4: Dispel 2 magic effects

Dungeon052220 - Dungeon Level 6

Room # 9

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

book; prayer rug; still, warm (or hot); earthy smell

Time Door (goes to another time) on the south wall leading to a 5ft. long x 25ft. wide x 25ft. tall hallway.

Sample Names: Maryla the ugly Mother Tornado (Pickup Truck); Norval the indescribable Ghost Aardvark (Flute)

Collapsing Spring Trap; DL 6; Search DC 65 (16 damage, DC 61 Breath Weapon save for half)

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

[x2] Room is permanently/continuously Disjunct (effect)ed, only creatures immune or bubbled against it can function here.

1,162gp

shurkin

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

Dull Horn: Free Spell Focus Feat: Your spells of a school have +2 DC on saves; 36140gp

Cinnamon Eyes [4d12] +101 Th/+12 dmg 20+/x5; 1P: Gate (as spell) for

Chaotic creature or for an Earth or Fire Elemental; CL 27; SL 6, 22754gp

DL VI Titanic Rogue-classes Insects x(7) x[1]

|AC| 370, HD 388, hp 122880, #Att 8, TH ÷ AC/Save DC by 42, dmg 435

Str 25, Dex 45, Con 30, Int 31, Wis 44, Chr 47, 1.5kxp

Has Rogue abilities, No INT. Dark vision.

Prepared effects:

[Wiz SL6] Anti-Magic Shell 6: Anti-Magic of SL 0 to 5

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

[Psi6E minor] Polymorph Self: As the 4th level Wizard spell

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

[Psi45 Major] Energy Doppelganger: Mirror Image (1 image), it has SL^3 hp; it flies at SL\*3"; you can cast Psi45 effects through it

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

Combat effects:

[Psi29 Grand] Sporacle-ize (random [C8] section effect):

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

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

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

[Wiz SL6] Immediate Monster Summoning VI: Summons a DL IV monster without summoning sickness

[Psi-12C minor] Contagion/Enervation: One target is hit by Contagion & Enervation (PPD for each)



Dungeon052220 - Dungeon Level 6

Room # 10

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

charcoal; sunken area; still, warm (or hot); footsteps (approaching)

Bronze Door, Normal on the north wall leading to a 5ft. long x 20ft. wide x 20ft. tall hallway.

Sample Names: Ocallian the fearless Tiger Tiger (Ionizer); Ettana the deviant Blackbelt Horde (Folding Chair)

Secret Vent Trap; DL 6; Search DC 63 (48 Str damage, DC 66 PPD save to negate)

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

[x2] Ultraplanar beings cannot feel, smell, or sense into this room unless they are actually there; Divine Intervention fails  
6,877gp

nutshells

a door key, 0gp

Rian's Spinal Fluid: +4 to LVL; 1P: Summon a DL 1 human druid with "1M:

Gain +1SL and "Whenever a subordinate attacks alone, it gets +10th/+10dmg"; CL 21; SL 6; 36230gp

Aqua Armor Gemlet [AT+12] +37 AC/+9 Saves; 1V: Target is immune to poison & disease; CL 24; SL 6; 17050gp

DL VI Fine Mirror-Universe Goblin/Orcs x(11) x[1]

|AC| 367, HD 2, |hp| 228, #Att 3, TH ÷ AC/Save DC by 42, dmg 148

Str 37, Dex 34, Con 44, Int 44, Wis 37, Chr 35, 1.5kxp

May have slight tweaks on other abilities., Dark Vision, Stay conscious past 0hp. Light Sensitivity

Prepared effects:

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

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

[Wiz SL5] Anti-Radioactive Shell:

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

[Psi6G minor] Disease Immunity: Immunity to magical/nonmagical disease

[Psi--2 Grand] Endurance of the World: +9 TH; +9 dmg; IECNR +25% ; Lasts 5r after maint.

Combat effects:

[Wiz SL1] Magic Missile : Ball of energy causing 1d4+1 hp damage, you can cast one per every other level you have

[Wiz SL1] Magic Missile : Ball of energy causing 1d4+1 hp damage, you can cast one per every other level you have

[Psi5 Grand] Destroy Matter: Disintegrate (save), if save made takes half max hp

[Psi0 minor] Disable Limb: One attack: One limb cannot be used by target for 1t (no save)

[Wiz SL4] Phantasmal Killer : Fearsome illusion kills subject or deals 3d6 damage.

[Psi0 Major] Ear Pop: (The 2att from seperate limbs) One attack: Target stunned and deaf (each save vs. PP)

Dungeon052220 - Dungeon Level 6

Room # 11

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

horn; peephole; knocking; stale, fetid smell

Energy/Elemental Door on the north wall leading to a 40ft. long x 20ft. wide x 15ft. tall hallway.

Sample Names: Dowager the deceitful Blind Eight (Mystic); Ardenor the belligerent Cosmic Flash (Ionizer)

Built-to-Collapse Container Trap; DL 6; Search DC 63 (40 Cml damage, DC 64 Will save to negate)

Door, Secret that (causes/has/or is) Suspends Animation

[x2] Gods cannot hear, taste, or sense into this room unless they are actually there; Divine Intervention fails  
33,962gp

cage

a ruby key, 0gp

Rian's Semitendinosus muscle: +3 to HNCL; 1F: Summon a DL N Kithkin. At SL=2, it's a Kithkin Spirit. At SL=5, it's a Kithkin Spirit Warrior. At SL=8, it's a flying Kithkin Spirit Warrior Avatar with +1IF; CL 27; SL 6; 36670gp

Shimmering Bracers [AT+15] +65 AC/+122 Saves; 1M: Blink 10'/level each

round (no action after 1st); CL 32; SL 6; 29260gp

DL VI Gargantuan NPC Undeads x(33) x[2]

AC 362, HD 97, hp 4864, #Att 2, TH ÷ AC/Save DC by 42, dmg 145

Str 46, Dex 27, Con 43, Int 35, Wis 30, Chr 33, 1.5kxp

Has Fighter, Wizard, Priest, Rogue, Psi classed members w/sometimes Cus and Mon, No CON. Immune crits, ability dmg/drain, pr

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.

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

[Psi7 Grand] (no name): Immunity to any effect that requires a Fortitude save (unless the effect also works on objects)

[Psi45 Grand] Resist: Magic: SL/4 (round down) instances of Resist magic

[Wiz SL6] Fire Shield 6: Anyone who melees with you takes 125% dmg back

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

Combat effects:

[Psi-2 Major] Degenerate: Degenerate (LVL /s); 2\*LVL /s

[Psi3½ minor] Catfall: Instantly save yourself from a fall.

[Pri SL6] Blade Barrier 6: 8d8 dmg wall (shards)

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

[Psi3½ Major] Dispel Psionics: Cancels psionic powers and effects.

[Psi0 Grand] Spinning Foot Sweep: One kicking attack on each target within KiL'r: Normal damage, targets are knocked down

Dungeon052220 - Dungeon Level 6

Room # 12

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

sunken area; table; groaning; breeze, slight, damp

Locked Door, Mechanical on the east wall leading to a 50ft. long x 10ft. wide x 10ft. tall hallway.

Sample Names: Saleas the incredible Poison Giant (Club); Awiergan Strangson the lazy Steel Man (Zebra)

Air in room transforms into Elemental Silt Trap; DL 6; Search DC 61 (72 Str damage/s, DC 64 Reflex save for half)

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

[x2] Room is permanently/continuously Alley Effected, only creatures immune or bubbled against it can function here.

35,221gp

apron

the boots of elvenkin, +3 AC, 0gp

Cobalt Staff [4d8] +11 Th/+63 dmg 15+/x5; 1P: Summon CL Animals of

the type that you are the Lycanthrope of, DL=LVL; CL 28; SL 6, 16420gp

Rian's Nose: +4 to ML; 1Z: Summon a DL V Unique Praetor with "Your summons aren't summoning

sick" and "Creatures that appear in the room are summoning sick an extra segment.; CL 30; SL 6; 37010gp

DL VI Large Black-Ice Goblin/Orcs x(23) x[2]

|AC| 361, HD 27, hp 1280, CR 92% #Att 4, TH ÷ AC/Save DC by 7, dmg 73

Str 49, Dex 17, Con 19, Int 46, Wis 29, Chr 24, 1.5kxp

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

Prepared effects:

[Psi18 Grand] Scty: MagnificentDefender: No magic & psi of SL 7 or lower in area

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

[Pri SL6] No Save: The next spell you cast does not have a saving throw

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

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

[Wiz SL6] Prismatic Sphere 6: 4 Prismatic colors or 2 MultiPrismatic colors (may repeat colors in either mode)

Combat effects:

[Wiz SL5] Monster Swarm Summoning V: Summons CL\*2.5 (round down) DL IV monsters

[Psi-6G minor] Exorcise: CL dmg & CL^3 lbs. telekinesis in a 70' line (no save); for objects, can force item saves

[Psi-6G minor] Exorcise: CL dmg & CL^3 lbs. telekinesis in a 70' line (no save); for objects, can force item saves

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

[Wiz SL6] Summon Monster VI : Calls outsider to fight for you.

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





Dungeon052220 - Dungeon Level 7

Room # 1

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

prayer rug; Walls of Air; urine smell; manure smell

Mobile Door (door moves around in dungeon) on the north wall leading to a 30ft. long x 20ft. wide x 25ft. tall hallway.

Sample Names: Geirstein the Leopard the acrobatic Professor Guardian (Silver); Lazaemon the base Fly Wolf (Thingamabob)

Swinging Vent Trap; DL 7; Search DC 75 (200 Int damage, DC 77 PP save to negate)

Altar that (causes/has/or is) Teleports

[x2] Gods cannot see, feel, or sense into this room unless they are actually there; Divine Intervention fails

25,359gp

quill pen

a Duergar Shield, +1 AC, 891gp

Scroll of Shelter (1 M, 1/d: Rope Trick), 9550gp

Brownish Bullets, sling (10) [4d20] +122 Th/++3 dmg 19+/x5; 1M: Deals

5d4 black ice damage in 20 ft. radius.; CL 42; SL 7, 28687gp

DL VII Huge Sea-of-Dust/Colorless Aliens x(36) x[4]

Stun AC 498, HD 61, stunp 3264, RR 1043% #Att 3, TH ÷ AC/Save DC by 8, dmg 493

Str 56, Dex 18, Con 33, Int 31, Wis 54, Chr 38, 3.5kxp

Immune alignment based/color based effects, Does not breathe. Has Psi 8.

Prepared effects:

[Wiz SL6] Fire Shield 6: Anyone who melees with you takes 125% dmg back

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

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

[Psi3 Super] Affinity Field: Effects that affect you also affect others.

[Psi81 minor] Life Support, Resist Vacuum: Resist Vacuum and High Pressure

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

[Wiz SL3] Nondetection : Hides subject from divination, scrying.

Combat effects:

[Psi-3 Super] Pawn: Pawn someone (gets a Will and a Spell save, making either is a make)

[Psi19 minor] Fear: Fear (Will save)

[Pri SL3] Creeping Doom 3: 40 insect dmg

[Pri SL4] Hold Person/Monster 4: Hold 6 person or 4 monster targets (save)

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

[Wiz SL6] Wacky Ball 6 / Normal / ½: Ld12, save: ½

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

Dungeon052220 - Dungeon Level 7

Room # 2

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

quill; cruet (flask); downdraft, slight; buzzing

Automatic Door (opens if anyone approaches) on the west wall leading to a 50ft. long x 25ft. wide x 5ft. tall hallway.

Sample Names: Moryson the omnivorous Ninja Beetle (Phone Booth); Horiel the miserly Black Pharaoh (Fungal)

Camouflaged Spears Trap; DL 7; Search DC 76 (Attack +77 ranged, 14d12 Int damage)

Altar that (causes/has/or is) Gaseous

[x2] Ultraplanar beings cannot smell, taste, or sense into this room unless they are actually there; Divine Intervention fails  
12,708gp

skull

a shining holy symbol of Xevior, +1 AC, 1756gp

Cloak of Comfort, 18310gp

Rian's Phalanx bone: +5 to LVL; 1M: Sacrifice a summon: Target is slain (PPD save) ; CL 34; SL 7; 49730gp

DL VII Gargantuan Modern Hounds x(5) x[1]

|AC| 495, HD 115, hp 7040, RR 110% #Att 7, TH ÷ AC/Save DC by 56, dmg 1471

Str 47, Dex 33, Con 30, Int 36, Wis 29, Chr 28, 3.5kxp

Has Action points, Access to high tech items, Has 4 legs, and at least 1 head

Prepared effects:

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

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

[Psi16 Major] Create Golem II: Create a DL IV Golem (AC=6\*CL, hp=10\*(CL^2), Str=4\*CL)

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

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

[Psi-12C minor] Commotion Resistance: +CL\*5% RR; Resist own effects; Resist Wild Surges

[Pri SL6] Immune [E=3 element]: Pick an E=3 element, you are immune to it for 1 hour. (This immunity does not "spread" into other elements)

Combat effects:

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

[Psi12T Super] Mass Energy Drain: Energy Drain (as spell) in 90' radius area

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

[Wiz SL6] Power Word Blind 6: Blinds & stuns a creature if current hp < 40 (no save)

[Psi27 Grand] Dark Light: 30' radius: Emotion, Darkness, Weird (as spells)

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

[Pri SL7] Wish: Duplicate any Wizard or Priest spell of levels 0-6.

Dungeon052220 - Dungeon Level 7

Room # 3

Wardrobe - 45ft. long x 5ft. wide x 15ft. tall

hole; quill; coughing; rattling

Intelligent Door, might have ego score on the west wall leading to a 10ft. long x 25ft. wide x 5ft. tall hallway.

Sample Names: Clithe the infernal Ant Dog (Caustic); Gamalon the radioactive Bat Squirrel (Hammer)

Wish Trap; DL 7; Search DC 72 (Cleric CL 14, DC 71 PPD save to negate)

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

[x2] Mortals cannot see, hear, or sense into this room unless they are actually there; Divine Intervention fails  
45,067gp

feather mattress

a Dark Hooded Garment, +2 AC, 0gp

Black Bullets, sling (10) [5d6] +14 Th/+195 dmg 17+/x3; 1P: Charm Monster; CL 39; SL 7, 40574gp

Brilliant Shield [AT+12] +15 AC/+82 Saves; 1M: SL instances of Resist distributed as  
you like (medium categories: a school, an element, etc.); CL 42; SL 7; 18305gp

DL VII Diminutive Kara-Tur Unlives x(50) x[3]

|AC| 503, HD 8, hp 110, WR 110% #Att 1, TH ÷ AC/Save DC by 8, dmg 1474

Str 18, Dex 18, Con 25, Int 51, Wis 45, Chr 26, 3.5kxp

Has Martial Arts, No CON. Has Psi-7, Immune to crits, ability dmg, poison, sleep effects, paralysis, stunning, disease, death effect

Prepared effects:

[Psi3½ Super] Metamorphosis, Greater: Assume shape of any nonunique creature or object each round.

[Pri SL7] Phoenix Sanctuary: You take half damage from any source (duration 1 turn, cannot be made permanent)

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

[Pri SL7] Phoenix Sanctuary: You take half damage from any source (duration 1 turn, cannot be made permanent)

[Wiz SL7] Original Stoneskin 7: Block the next 4 P actions of attacks

[Psi29 minor] Animate Dead:

[Psi29 minor] Animate Dead:

Combat effects:

[Psi12T Super] Aura of Non-Sentience: All creatures within 120' of caster (incl. the caster) lose all levels of experience, have a cor

[Psi9 Major] Paralysis Bolt: Paralyzation CH t (save)

[Psi45 Major] Undead Control: Turn Undead at CL=(SL-2)\*2

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

[Psi10 Grand] Mind Quench: Death Spell 3d20 HD (save vs. Death Magic), creatures w/ Int 1-8 get no save

[Wiz SL6] DNA Scamble Blast: Area DNA Scamble (PP save)

[Pri SL6] Summon Monster VI : Calls outsider to fight for you.



Dungeon052220 - Dungeon Level 7

Room # 4

Barracks / Quarters - 45ft. long x 45ft. wide x 40ft. tall

firkin (small barrel); pedestal; smoky; moaning

Iris Door (seals as a spiral) on the east wall leading to a 45ft. long x 10ft. wide x 25ft. tall hallway.

Sample Names: Trivarian the imbecilic Turbo- Collector (Mind); Melishander the virtuous Aqua- Wolf (Radiation)

Spiked Block Trap; DL 7; Search DC 71 (20 damage, DC 76 Spell save for half)

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

[x2] Ultraplanar beings cannot feel, smell, or sense into this room unless they are actually there; Divine Intervention fails  
41,877gp

books

Orange Stone, +2 AC, 90gp

Rian's Sinuses: +11 to HNCL; 1M: Create 1 permanent Drug Sphere drug.; CL 30; SL 7; 49310gp

Rian's Urine: +17 to CL; 1Z: Summon CL/6 DL I Birds ; CL 30; SL 7; 49880gp

DL VII Fine Ultraplanar/Annihilation Artifacts x(39) x[3]

AC 492, HD 7, hp 51, #Att 5, TH ÷ AC/Save DC by 56, dmg 1476

Str 40, Dex 40, Con 45, Int 24, Wis 55, Chr 55, 3.5kxp

Immune disintegration and annihilation, Ego Score, Can dominate things.

Prepared effects:

[Psi54 Major] Acrobatics: Any Acrobat SL-1 pick; 5\*CL Rogue points in it

[Pri SL4] Double Resist [E=3 element]: Pick an E=3 element, you double resist it (1/4 dmg, 1/10 if make save) for 1 hour.

[Psi45 Grand] True Invulnerability: SL instances of Resist distributed as you like (medium categories: a school, an element, etc.)

[Psi16 Grand] Create Golem III: Create a DL VII Golem (AC=12\*CL, hp=10\*(CL^3), Str=6\*CL)

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

[Pri SL5] Double Resist [E=2 element]: Pick an EE=2 element, you double resist it (1/4 dmg, 1/10 if make save) for 1 hour.

[Psi16 Grand] Create Golem III: Create a DL VII Golem (AC=12\*CL, hp=10\*(CL^3), Str=6\*CL)

Combat effects:

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

[Pri SL7] Restoration (1): Removes all lost levels, not just one. Also restores ability score drains. Does not age caster or target.

[Psi3½ Super] Tornado Blast: Vortex of air subjects your foes to 17d6 damage and moves them.

[Psi3½ Super] Assimilate: Incorporate creature into your own body.

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

[Pri SL4] Dispel Psionics: Cancels psionic effects

[Psi12T Major] Dispel Illusion: Dispel Illusion (or) Dispel Invisibility

Dungeon052220 - Dungeon Level 7

Room # 5

Training/Exercise/Practice - 25ft. long x 20ft. wide x 45ft. tall

pot (huge); pit (shallow); foggy; tinkling

Mobile Door (door moves around in dungeon) on the north wall leading to a 15ft. long x 20ft. wide x 20ft. tall hallway.

Sample Names: Courynn the satanic Underground Beetle (Teleporter); Kelma the clever Chameleon Nine (Rickshaw)

Injected Thunder Trap; DL 7; Search DC 76 (10 damage, DC 72 PPD save for half)

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

[x2] Room is permanently/continuously Alley Effected, only creatures immune or bubbled against it can function here.

35,153gp

dampness, ceiling

a silver dagger, dagger, 2d4 (5), 36gp

Cyan Scarab [AT+174] +64 AC/+11 Saves; 1V: aNR 10\*SL% (including energy and stat drains); CL 39; SL 7; 35360gp

Black Nail clippers: Free Blind-Fight Feat: Can reroll the miss chance percentile roll one time; 50070gp

DL VII Tiny Joke Cthulhoid-Horrors x(31) x[1]

AC 503, HD 11, hullp 212, MR 116% #Att 6, TH ÷ AC/Save DC by 8, dmg 1476

Str 39, Dex 19, Con 22, Int 50, Wis 21, Chr 21, 3.5kxp

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

Prepared effects:

[Pri SL7] Spell Immunity 7: Be immune to 4 spells by name

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

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

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

[Psi16 Grand] Golem Form: Silver: +1 to # attacks with each weapon; +LVL" move rate

[Psi3 Super] Affinity Field: Effects that affect you also affect others.

[Pri SL6] Resist Fire/Resist Cold 6: Take -70% dmg vs. fire or cold

Combat effects:

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

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

[Wiz SL3] Hold Undead: Holds up to 3 undead

[Psi3 Super] True Telekinesis: Lift or move 500 lb./level at long range.

[Psi2 minor] Splice: Do combined powers as 1 Mental; +2 checks when used

[Psi2 minor] Cause Decay: Item falls apart(save vs.acid); No save allowed

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

Dungeon052220 - Dungeon Level 7

Room # 6

Bath / Bathing Room - 10ft. long x 10ft. wide x 45ft. tall

font; table (small); chanting; gong

Mimic (the monster) on the east wall leading to a 40ft. long x 10ft. wide x 25ft. tall hallway.

Sample Names: Galya the vengeful Hyper- Albino (Zip-line); Lilaea the deadly Mind Foursome (Analyzer)

Contact Water Trap; DL 7; Search DC 77 (12 Str damage, DC 71 Will save to negate)

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

[x2] Room is permanently/continuously Disjunct (effect)ed, only creatures immune or bubbled against it can function here.

36,864gp

yarn

the Juggernaut's Helmet, +3 AC, 10gp

Claret Amulet [AT+14] +13 AC/+14 Saves; 1M: -LVL CL to all Magic/Ele-E affecting you; CL 34; SL 7; 9015gp

Puce Talisman [AT+15] +10 AC/+14 Saves; 1Z: SL/2 (round down) instances of

Resist vibration; +SL\*10% damage with vibration effects; CL 39; SL 7; 9400gp

DL VII Macro-Fine Ultraplantar/Annihilation Artifacts x(5) x[1]

|AC| 502, HD 901, hp 56320, RR 82% #Att 1, TH ÷ AC/Save DC by 8, dmg 492

Str 25, Dex 21, Con 42, Int 37, Wis 50, Chr 56, 3.5kxp

Immune disintegration and annihilation, Ego Score, Can dominate things.

Prepared effects:

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

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

[Pri SL7] Protection from Death: Immune to slain and Slain

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

[Psi81 Major] Shape Shift: Polymorph Self

[Psi3½ Grand] Dispelling Buffer: Subject is buffered from one dispel psionics effect.

[Psi45 Grand] Light Control: SL/2 (round down) instances of Resist light; +SL\*10% damage with light effects

Combat effects:

[Psi10 Major] Lightning Bolt: Lightning Bolt, CLd6 dmg (save:½)

[Psi-6E minor] Jovial Evil N: ½M, -4 current hp: 30' r: CLd6 unholy radiance (no save), good-align have no resist and take x2 dmg

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

[Wiz SL3] Enslave Person: As Charm Person, except the effect cannot be thrown off by being damaged, and there is no daily save

[Psi6E Super] Bodily Restoration IV: Troll-like Regeneration ~ of max hp/r

[Psi60 Major] Cure Moderate Wounds: Cure 3d8+3\*LVL hp

[Psi-6E minor] Drain Life N: ½M, -1 current hp: Target takes N unholy negative vile grave dmg (no save); gain N hp (can go above





Dungeon052220 - Dungeon Level 7

Room # 7

Privy/Secret - 30ft. long x 40ft. wide x 35ft. tall

mat; ropes; moaning; dusty

Phase Door (as the spell) on the west wall leading to a 30ft. long x 25ft. wide x 25ft. tall hallway.

Sample Names: Blundyth the friendly, neighborhood Ninja Corp (Tube); Sistoni the congenial Ghost Vermin (Axe)

Hail of Pendulums Trap; DL 7; Search DC 76 (Attack +14 ranged, 4d12 damage)

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

[x2] Mortals cannot feel, smell, or sense into this room unless they are actually there; Divine Intervention fails  
12,461gp

arras

a Pair of Ankle-Strapped Sandals, +2 AC, 445gp

Crimson Knife: +600 PSP's; 50000gp

Dove-grey Rope [2d4] +81 Th/+11 dmg 14+/x4; 1M: As the wizard spell "Continual Darkness"; CL 42; SL 7, 22234gp

DL VII Huge Shangri-La Elf/Avalons x(11) x[2]

|AC| 496, HD 57, hp 3328, #Att 8, TH ÷ AC/Save DC by 8, dmg 201

Str 37, Dex 46, Con 48, Int 21, Wis 53, Chr 27, 3.5kxp

Has no truename, Immune Lost, Immune sleep, aging

Prepared effects:

[Psi-12T Super] Spirit Preservation: +5\*CL% aXR

[Psi6G Grand] Aid Deva: You lose 1 multiplier, target gains 1 multiplier

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

[Pri SL5] Summon Monster V : Summons a DL V monster (1 turn)

[Wiz SL5] Armor 5: +CL\*10 current hp

[Pri SL5] Protection from Lightning 5: Stop the next CL\*16 lightning dmg

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

Combat effects:

[Psi29 minor] Sleep:

[Psi12L Super] Imprisonment: Imprisonment (as spell)

[Psi29 minor] Sleep:

[Psi-12C minor] Dispel Radiation/Tech: Dispels one Radioactive, Wild/Chaos, or Technological effect

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

[Wiz SL7] Plane Shift : Up to eight subjects travel to another plane.

[Pri SL6] Call Lightning 6: (CL+2)d14 lightning dmg (save:½) (halve the die type if not outside)

Dungeon052220 - Dungeon Level 7

Room # 8

Wine Cellar - 25ft. long x 10ft. wide x 50ft. tall

ladle; pail; groaning; breeze, slight

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

Sample Names: Xactan the dreadful Global Thief (Psychic); Iubadan the scowling Martian Detective (Unicorn)

Portcullis transforms into Elemental Lightning Trap; DL 7; Search DC 76 (12 Str damage/s, DC 77 Spell save for half), (multiple targets)

Well that (causes/has/or is) Sphere of Annihilation in room

[x2] Ultraplanar beings cannot smell, feel, or sense into this room unless they are actually there; Divine Intervention fails  
32,751gp

common fungi

18K Diamond Ring, 100gp

Blackened Armor, Heavy [AT++5] +11 AC/+7 Saves; 1Z: Immune to poison, non-silver weapons; CL 39; SL 7; 8850gp

Rian's Pelvis bone: +3 to CL; 1M: 1M, 1/r: +1 Summon Slot.(max = LVL); CL 42; SL 7; 49660gp

DL VII Macro-Fine Plains Faeries x(26) x[1]

AC 503, HD 897, hp 5.4E+4, #Att 8, TH ÷ AC/Save DC by 56, dmg 593

Str 42, Dex 22, Con 48, Int 49, Wis 18, Chr 37, 3.5kxp

Has mtg W spells, Overwrite AC to |AC|, Flies, No target.

Prepared effects:

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

[Psi-12T Super] Spirit Preservation: +5\*CL% aXR

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

[Psi9 Major] Control Body Molecules: Shapechange (as spell), even to objects

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

[Wiz SL6] Anti-Magic Shell 6: Anti-Magic of SL 0 to 5

[Psi6E Super] Permanency: Makes a Demon psi power permanent

Combat effects:

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

[Psi45 Grand] Summoning: Summon a DL=SL Outer

[Psi-9 minor] Loss of Limbs: Target is sharped (save)

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

[Psi6G Super] Wish: Wish (as spell), CL = 35

[Psi6G Super] Wish: Wish (as spell), CL = 35

[Psi72 minor] Deflection: Take -PL^2 dmg on one physical attack

Dungeon052220 - Dungeon Level 7

Room # 9

Garbage Room - 50ft. long x 5ft. wide x 30ft. tall

mattress; fallen stones; sneezing; hazy

Ice Door (transparent) on the south wall leading to a 45ft. long x 20ft. wide x 25ft. tall hallway.

Sample Names: Sollio the atrocious Cobalt Photon (Golden); Zandego the gelatinous Justice Werewolf (Sceptre)

Fusillade of Balls Trap; DL 7; Search DC 75 (Attack +112 ranged, 14d4 Con damage)

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

[x2] Immortals cannot feel, taste, or sense into this room unless they are actually there; Divine Intervention fails  
43,035gp

bunks

a bench, 0gp

Orange Armor Gemlet [AT+173] +145 AC/+63 Saves; 1M: Spell Turning (as spell); CL 49; SL 7; 53110gp

Iron Stone, Normal, +1 to hit, 6110gp

DL VII Fine Inner-Planar Kobolds x(14) x[1]

AC 503, HD 3, hp 350, #Att 1, TH ÷ AC/Save DC by 8, dmg 100

Str 48, Dex 54, Con 56, Int 23, Wis 43, Chr 33, 3.5kxp

Immune 1 element., Can overbear in numbers.

Prepared effects:

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

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

[Psi6G minor] Poison Immunity: Immunity to magical/nonmagical poison

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

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

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

[Pri SL4] Goodberry 4: Creates 16 goodberries

Combat effects:

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

[Wiz SL7] Wacky Ball 7 / Normal / ½: Ld20, save: ½

[Psi29 Grand] Wild Surge:

[Psi30 Grand] Acid Bolt: Acid damage, Con resists

[Pri SL4] Cure Wounds 4: Cures 10d8 hp (can take offer of 6 per die -> 60 hp)

[Pri SL7] Cureall: Cure all dmg + remove all non-divine ailments

[Pri SL5] Dispel Magic 5: Dispel 3 magic effects



Dungeon052220 - Dungeon Level 7

Room # 10

Closet - 15ft. long x 45ft. wide x 20ft. tall

winch and pulley; wall basin; scuttling; laughter

Water Lock Door (holds back a lot of water) on the west wall leading to a 5ft. long x 10ft. wide x 10ft. tall hallway.

Sample Names: Grigori of Vasilsursk the rebellious Digi-- Pain (Rollerblades); Farhan the abusive Robot Justice (Garrote)

Crushing Floor Trap; DL 7; Search DC 73 (4 damage, DC 74 Fortitude save for half)

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

[x2] Mortals cannot see, smell, or sense into this room unless they are actually there; Divine Intervention fails

2,482gp

torch

A Bullet proof Vest, 500gp

Dove-grey Scroll: Free Neutroniumcraft Feat: Neutronium items are half

cost for you; Can use Craft feats with Neutronium; 49440gp

Hazel Cube [6d12] +10 Th/+120 dmg 19+/x3; 1V: Summon CL Animals of the type that you are the Lycanthrope of, DL=LVL; CL 38; SL 7, 27130gp

DL VII Tiny Kara-Tur Lycanthropes x(19) x[2]

AC 500, HD 10, hp 220, CR 135% #Att 2, TH ÷ AC/Save DC by 56, dmg 982

Str 45, Dex 57, Con 28, Int 45, Wis 31, Chr 39, 3.5kxp

Has Martial Arts, Can polymorph to alternate form.

Prepared effects:

[Psi-6E Grand] Bringer: Immune Illusions; Immune Disease; Immune Reverse Healing

[Pri SL7] Protection from Lightning 7: Stop the next CL\*24 lightning dmg

[Wiz SL5] Original Stoneskin 5: Block the next 2 P actions of attacks

[Psi-12L Super] Spirit Resistance: +5\*CL% XR

[Psi15 minor] Add Resistance: Resist one normal (E=1) element, this can be taken twice for an E=2, thrice for an E=3, etc.

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

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

Combat effects:

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

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

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

[Wiz SL1] Chromatic Orb: 1=Pearly (1d4; light in area; save or blinded for L r or until leaves area), 2=Ruby (1d6, save or -1 Str and

[Pri SL5] Ice Storm : Hail deals 5d6 damage in cylinder 40 ft. across.

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

[Psi6E Major] Feeblemind: Similar to wizard spell "Feeblemind"

Dungeon052220 - Dungeon Level 7

Room # 11

Waiting Room - 45ft. long x 35ft. wide x 45ft. tall

mattress; grindstone; laughter; steamy near floor

Unusual Material Door on the south wall leading to a 25ft. long x 10ft. wide x 10ft. tall hallway.

Sample Names: Haila the impossible Vibro Imp (Hovercraft); Wilcannia the noble Aqua- Fire (Ring)

Fire Storm 7 Trap; DL 7; Search DC 73 (Cleric CL 14, DC 75 Breath Weapon save to negate)

Stairway that (causes/has/or is) Animated

[x2] Immortals cannot smell, hear, or sense into this room unless they are actually there; Divine Intervention fails

11,361gp

wool

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

Stick of Gumming (1P: Web), 23520gp

Fuchsia Eyes [5d4] +7 Th/+14 dmg 19+/x3; 1M: Harm; CL 30; SL 7, 7990gp

DL VII Huge Outer-CN Dragons x(14) x[1]

|AC| 492, HD 58, hp 3264, #Att 9, TH ÷ AC/Save DC by 56, dmg 496

Str 34, Dex 48, Con 26, Int 29, Wis 20, Chr 33, 3.5kxp

Dark vision, Immune high frequency sampling, chaos effects, Resist law, Flys, Breath weapon, dark vision, immune sleep and par:

Prepared effects:

[Pri SL7] Phoenix Sanctuary: You take half damage from any source (duration 1 turn, cannot be made permanent)

[Psi6N Super] Create/Destroy Conduit: Creates or Destroys 1 Conduit, Wormhole, Gate, Color Pool

[Psi-12T Super] Spirit Preservation: +5\*CL% aXR

[Psi-9 Grand] Control Air: Armor: +CH Saves, Armor has 10\*CH hp

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

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

[Pri SL5] Protection from Fire 5: Stop the next CL\*16 fire dmg

Combat effects:

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

[Pri SL7] Escape: You Escape from current situation

[Psi29 Grand] Eridor's Ebony Bolt: 4 perm. hp loss/lvl, no MR, cannot be resisted:

[Psi6N Major] Reverse Psionics: Casts reverse of psi, N=SL of effect (max = your level/2)

[Psi2 minor] Opposite Reaction: Missile returns at attacker; Breaks missile

[Pri SL5] Dispel Evil: Unsummons evil creatures (Outer-planar/summoned no save). If cast against 1 creature of the appropriate 1

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

Dungeon052220 - Dungeon Level 7

Room # 12

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

chasm; horn; rustling; whistling

Phase Door (as the spell) on the north wall leading to a 35ft. long x 10ft. wide x 5ft. tall hallway.

Sample Names: Gandolar the loathsome Digi-- Empress (Dragon); Seija the athletic Android Flight (Seahorse)

Contact Metallic Trap; DL 7; Search DC 71 (360 damage, DC 77 Breath Weapon save for half)

Painting that (causes/has/or is) Suspends Animation

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Week  
31,374gp

stool

a wooden seat, Ogp

Flesh Water bottle: +200 Rogue Points; 49970gp

Bluish Robe [AT+53] +13 AC/+12 Saves; 1M: SL/2 (round down) instances of  
Resist lightning; +SL\*10% damage with lightning effects; CL 49; SL 7; 15965gp

DL VII Huge Outer-NE Viruss x(33) x[1]

|AC| 491, HD 399, hp 3520, #Att 8, TH ÷ AC/Save DC by 8, dmg 982

Str 30, Dex 36, Con 26, Int 26, Wis 59, Chr 42, 3.5kxp

Telepathy, immune acid and poison, resist cold, electricity, and fire., Can infect things. Immune mind-affecting, crits, gazes, illusi

Prepared effects:

[Psi3½ Super] Metamorphosis, Greater: Assume shape of any nonunique creature or object each round.

[Psi2 minor] Displacement: As per Displacer Beast; AC bonus is +4

[Pri SL5] Resist [E=5 element]: Pick an E=5 element, you resist it for 1 hour.

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

[Psi2 minor] Displacement: As per Displacer Beast; AC bonus is +4

[Psi-12L Super] Spirit Resistance: +5\*CL% XR

[Wiz SL5] Original Stoneskin 5: Block the next 2 P actions of attacks

Combat effects:

[Psi3 minor] Brain Lock: Subject cannot move or take any mental actions.

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

[Psi3 Super] Monster Domination: Dominates any creature for less time.

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

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

[Psi3 Grand] Astral Construct VII: Astral construct fights for you.

[Psi3 Grand] Astral Construct VII: Astral construct fights for you.





Dungeon052220 - Dungeon Level 8

Room # 1

Harem/Seraglio - 45ft. long x 50ft. wide x 20ft. tall

wire; pincers; cold current; whispering

Iris Door (seals as a spiral) on the west wall leading to a 10ft. long x 25ft. wide x 20ft. tall hallway.

Sample Names: Banning Bullmaster the diseased Elasti- Syndicate (Motorcycle); Finius the uncaring Grim Company (Saxophone)

Scything Arrows Trap; DL 8; Search DC 81 (Attack +8 melee, 8d2 Str damage)

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

[x2] Room is permanently/continuously Disjunct (effect)ed, only creatures immune or bubbled against it can function here.

61,276gp

prayer beads

a key, Ogp

Rian's Occipital bone: +1 to HNCL; 1V: 1S: Breathe an E=1 1d8xLVL/2 dmg element.; CL 51; SL 8; 64140gp

Rian's Large Intestine: +9 to CL; 1M: Your Bird summons get a +2S+2V action Haste. ; CL 37; SL 8; 64420gp

DL VIII Huge Tarrasque-World Wurms x(23) x[1]

iAC 654, HD 69, hp 34304, IR 94% #Att 4, TH ÷ AC/Save DC by 72, dmg 1284

Str 53, Dex 58, Con 53, Int 42, Wis 55, Chr 40, 7.5kxp

Mreflection DL\*10%, Has no appendages.

Prepared effects:

[Pri SL8] Spell Immunity 8: Be immune to 5 spells by name

[Psi-12L Super] Spirit Resistance: +5\*CL% XR

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

[Pri SL6] Spell Immunity 6: Be immune to 3 spells by name

[Psi16 Major] Golem Form: Ruby: set Str 20+LVL; Immune Priest magic

[Psi-12L Super] Spirit Resistance: +5\*CL% XR

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

[Psi16 Grand] Golem Form: Mithral: Immune innates; +1Q0 action /r

Combat effects:

[Psi9 Grand] Temporal: Stop Time: CH\*3' radius Time Stop

[Wiz SL6] Vorp: Target is Vorpalled (PP save)

[Psi9 Major] Paralysis Bolt: Paralyzation CH t (save)

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

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

[Wiz SL6] Monster Swarm Summoning VI: Summons CL\*2 DL V monsters

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

[Pri SL5] Dispel Innates: Dispel Innates

Dungeon052220 - Dungeon Level 8

Room # 2

Lounge - 20ft. long x 25ft. wide x 30ft. tall

couch; trash (pile); tinkling; acrid smell

Dimension Door (as the spell) on the south wall leading to a 20ft. long x 5ft. wide x 5ft. tall hallway.

Sample Names: Rutmar the puerile Vector Creeper (Mace); Oulam the jolly Robot Lion (Demonic)

Well-Camouflaged Javelins Trap; DL 8; Search DC 81 (Attack +128 ranged, 2d6 damage)

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

[x2] Room is permanently/continuously Annihilated, only creatures immune or bubbled against it can function here.

45,749gp

sack

a Wedding hall portal, 0gp

Alabaster Shoes: Free Mighty Hurl Feat: Your thrown weapons of size

L or larger count as siege attacks (ignore skins, etc.); 64500gp

Rune: +2 AC, +3 Str, Improved Invis., Fireshield, Iceshield, Shockshield ("iou stone" slot), 301240gp

DL VIII Large Star-Wars-Loop Artifacts x(27) x[1]

AC 650, HD 38, hp 2144, #Att 3, TH ÷ AC/Save DC by 72, dmg 1924

Str 41, Dex 21, Con 22, Int 34, Wis 27, Chr 65, 7.5kxp

Has force powers, Ego Score, Can dominate things.

Prepared effects:

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

[Psi-6G minor] Angelic Wall: DR 40/+CL

[Psi6G Super] Reduplication: Duplicates one (non-magical, non-psionic) item; max TechL = CL

[Wiz SL3] Displacement : WR 50%

[Pri SL5] Immune [E=2 element]: Pick an E=2 element, you are immune to it for 1 hour. (This immunity does not "spread" into ot

[Psi16 Grand] Golem Form: Silver: +1 to # attacks with each weapon; +LVL" move rate

[Pri SL7] Goodberry 7: Creates 28 goodberries

[Wiz SL6] Fire Shield 6: Anyone who melees with you takes 125% dmg back

Combat effects:

[Wiz SL6] Dispel Magic 6: Dispel 4 magic effects

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

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

[Psi12T Super] Aura of Non-Sentience: All creatures within 120' of caster (incl. the caster) lose all levels of experience, have a cor

[Pri SL8] Circle Of Sunmotes: All friends get leveled6 hp,+1/+1 TH/dmg; enemies get reverse

[Psi54 Grand] 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)

[Psi-12L Grand] Choose Summoning VII: Monster Summoning using ML VII chart, you pick the result

Dungeon052220 - Dungeon Level 8

Room # 3

Heating Room (for warmth) - 25ft. long x 10ft. wide x 30ft. tall

tank (container); scroll tube; rustling; squealing

Ice Door (transparent) on the east wall leading to a 50ft. long x 25ft. wide x 5ft. tall hallway.

Sample Names: Sarisa the jolly Copper Brotherhood (Stellar); Aniel the greedy Battle Thirteen (Unicorn)

Air in room transforms into Elemental Acid Trap; DL 8; Search DC 87 (56 Wis damage/s, DC 81 Spell save for half)

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

[x2] Room is permanently/continuously Berserked, only creatures immune or bubbled against it can function here.

4,872gp

pouch

a fan made of peacock feathers, +4 AC, 300gp

Chestnut Cloak [AT++5] +168 AC/+14 Saves; 1Z: Create a DL

I Technological Monster (AC=4\*CL, hp=8\*CL, Str=2\*CL); CL 37; SL 8; 29470gp

Rian's Bone Marrow: +3 to LVL; 1M: Do this Status Effect to one group (no save) ; CL 40; SL 8; 64780gp

DL VIII Titanic Outer-CE Intelligent-Trap/Trick/Specials x(27) x[1]

Stun AC 650, HD 513, hp 33792, PR 99% #Att 11, TH ÷ AC/Save DC by 9, dmg 643

Str 24, Dex 33, Con 56, Int 61, Wis 20, Chr 64, 7.5kxp

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

Prepared effects:

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

[Pri SL6] Protection from Fire 6: Stop the next CL\*20 fire dmg

[Pri SL8] Goodberry 8: Creates 32 goodberries

[Wiz SL3] Displacement : WR 50%

[Pri SL5] Improved Free Action: Immune Capital S Stun, Stop, Hold, Paralysis, Summoning Sickness; Hold P,V actions

[Pri SL5] Spell Resistance : Subject gains +12 +1/level SR.

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

[Psi6E Super] Astral Form Blockade Field: Stops Astral Psi./Proj., Dim.Doors

Combat effects:

[Pri SL8] Holy Bolt: Dispels undead, evil, outer-planar & 20 dmg/lvl

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

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

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

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

[Psi3½ Grand] Crisis of Life: Stop subject's heart.

[Pri SL6] Create Undead : Ghouls, shadows, ghastrs, wights, or wraiths.

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



Dungeon052220 - Dungeon Level 8

Room # 4

Dressing Room - 35ft. long x 20ft. wide x 10ft. tall

cask; crucible; earthy smell; hooting

Teleport Door (other side is far away) on the east wall leading to a 50ft. long x 15ft. wide x 5ft. tall hallway.

Sample Names: Othralen the furious Justice Rebel (Bike); Valmung the grim 'n' gritty Thunder Prodigy (Cloud)

MassTelepathicCommand Trap; DL 8; Search DC 88 (Psionist CL 16, DC 85 Spell save to negate)

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

[x2] Room is permanently/continuously Blinded, only creatures immune or bubbled against it can function here.

15,187gp

slimy coating, ceiling

golden dragonscale gauntlets, +2 AC, 280gp

Rian's Sweat: +3 to LVL; 1M: 0, 1/s: You and your party regain one SL in one progression. 0, 1/s: Target

player regains 10 SL's in one progression. 0, 1/r: Target creature loses the next 20 M actions(no save).; CL 34; SL 8; 65040gp

Cinnamon Sling [8d4] x5 Th/+15 dmg 15+/x7; 1M: Light; CL 51; SL 8, 23494gp

DL VIII Gargantuan Inner-Planar Wurms x(12) x[1]

AC 651, HD 130, stunp 8448, WR 131% #Att 14, TH ÷ AC/Save DC by 72, dmg 133

Str 24, Dex 20, Con 57, Int 19, Wis 49, Chr 64, 7.5kxp

Immune 1 element., Has no appendages.

Prepared effects:

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

[Pri SL4] Protection from Fire 4: Stop the next CL\*12 fire dmg

[Psi29 Major] Serten's Spell Immunity:

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

[Psi45 Grand] Light Control: SL/2 (round down) instances of Resist light; +SL\*10% damage with light effects

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

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

[Psi-17 Major] (no name): Confusion shield (whoever hits you saves or is Confused)

Combat effects:

[Wiz SL8] Power Word Blind 8: Blinds & stuns a creature if current hp &lt; 120 (no save)

[Psi54 Grand] Ice Control: Wall of Ice

[Wiz SL5] Cone of Cold 5: CLd10+CL cold dmg to a group (save:½)

[Wiz SL6] Dispel Exhaustion 6: Restore 85% of dmg taken, get an Original Haste 6 for 1 round

[Psi54 Grand] Hypnotism: Hypnosis (SL saves)

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

[Wiz SL5] Wall of Stone : 20 hp/four levels; can be shaped.

[Wiz SL8] Power Word Kill 8: Kills a creature if current hp &lt; 90 (no save)

Dungeon052220 - Dungeon Level 8

Room # 5

Map Room / Cartography - 15ft. long x 15ft. wide x 10ft. tall

oven; magic circle; footsteps (ahead); acrid smell

Phase Door (as the spell) on the west wall leading to a 50ft. long x 20ft. wide x 25ft. tall hallway.

Sample Names: Miriad the non-politically correct Purple Dazzler (Zebra); Zembrata the tasteless Green Racoon (Extra-terrestrial)

Hail of Blades Trap; DL 8; Search DC 88 (Attack +112 ranged, 16d10 damage)

Tapestry that (causes/has/or is) Changes - Attribute

[x2] Room is permanently/continuously **\*\*Cursed\*\*** (Ancient Foul Cursed)ed, only creatures immune or bubbled against it can fu  
24,394gp

pipes (musical)

an ancient black oak, 0gp

Russet Shield, light [1d6] +10 Th/++4 dmg 19+/x7; 1M: Chaos Ball

your group (incl. yourself) for LVLd6 dmg; CL 41; SL 8, 9977gp

Rian's Gluteus maximus muscle: +10 to HNCL; 1M: All your subordinates get +1 DL, flying, and are indestructible.

At the beginning of each segment, sacrifice a subordinate. If you can't, dispel this spell.; CL 44; SL 8; 64170gp

DL VIII Colossal Far-Realm/Ultrablack Aliens x(53) x[1]

|AC| 648, HD 264, hp 135168, MR 105% #Att 6, TH ÷ AC/Save DC by 72, dmg 131

Str 58, Dex 64, Con 25, Int 38, Wis 21, Chr 43, 7.5kxp

Can damage non-hp totals/scores., Does not breathe. Has Psi 8.

Prepared effects:

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

[Wiz SL6] Planar Displace: Planar Displacement for 1 turn

[Pri SL8] Lady's Smile: Can choose result of 1 die roll within 2r

[Wiz SL7] Original Stoneskin 7: Block the next 4 P actions of attacks

[Psi3 Super] Affinity Field: Effects that affect you also affect others.

[Psi45 Major] Reality Alteration: + or - SL to your next die roll

[Psi8 Grand] Construct Power/Defensive Item 4: Create a "Power" type item (see next page) of TechL=CL, each 4 TechL takes 1S

[Psi3½ Major] Empathic Feedback: When you are hit in melee, your attacker takes damage.

Combat effects:

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

[Wiz SL4] Monster Swarm Summoning IV: Summons CL\*3 DL III monsters

[Wiz SL7] Forcecage : Hold creatures in cube of force.

[Psi29 Major] Reverse Magic (cast reverse at effect):

[Wiz SL7] Delayed Blast Fireball : A fireball with +1 bonus to any dice, and can be delayed for up to 5 rounds

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

[Psi2 Grand] Megakinesis: TK, X=(lbs.)\*(speed in ")/|v|^2; PSP cost halved

[Pri SL8] Dispel Magic 8: Dispel 6 magic effects

Dungeon052220 - Dungeon Level 8

Room # 6

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

sheet; iron maiden; grunting; coughing

Void Door (cannot see through doorway) on the south wall leading to a 5ft. long x 25ft. wide x 20ft. tall hallway.

Sample Names: Pevensey the grotesque Mutant Flash (Rhino); Torsten Grayfish the uncaring Lightning Rocket (Cosmic)

Monster Domination Trap; DL 8; Search DC 83 (Psionicist CL 16, DC 88 Spell save to negate)

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

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Year  
41,034gp

grains

an elven quarterstaff, exotic, 10d12 (65), 526gp

Philter of Love, 6540gp

Star of Celene, 10450gp

DL VIII Macro-Fine Random(ite) Dragons x(31) x[1]

Stun AC 648, HD 1025, hp 67584, ER 104% #Att 7, TH ÷ AC/Save DC by 72, dmg 132

Str 32, Dex 27, Con 26, Int 35, Wis 59, Chr 38, 7.5kxp

Has high frequency sampling, Flys, Breath weapon, dark vision, immune sleep and paralysis.

Prepared effects:

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

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

[Pri SL6] Protection from Lightning 6: Stop the next CL\*20 lightning dmg

[Wiz SL6] Planar Displace: Planar Displacement for 1 turn

[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).

[Psi6E Super] Permanency: Makes a Demon psi power permanent

[Pri SL6] Protection from Fire 6: Stop the next CL\*20 fire dmg

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

Combat effects:

[Psi9 Major] Amphibian: [Water Breathing] Sonic Blast:CH\*10 dmg

[Psi6E Super] Dark Storm: 6 Dark Thunderbolts (pay DPP cost once)

[Psi29 Grand] Maze:

[Pri SL6] Dispel Magic 6: Dispel 4 magic effects

[Wiz SL5] Fireball 5: CLd10 fire dmg to a group (save:½)

[Psi29 Grand] Maze:

[Wiz SL7] Feeblemind 7: -35 mental stat points (randomly distributed in packets of 5) (save per packet)

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





Dungeon052220 - Dungeon Level 8

Room # 7

Animal Pens - 45ft. long x 35ft. wide x 30ft. tall

cressets; bell(s); urine smell; rotting vegetation smell

Plant Door (a door made of plants) on the south wall leading to a 50ft. long x 5ft. wide x 5ft. tall hallway.

Sample Names: Thorqua the strange Sovereign Justice (Suction Cup); Garrick the ever-loving, blue-eyed Platinum Dancer (Blimp)

Falling Floor Trap; DL 8; Search DC 88 (60 damage, DC 86 RSW save for half)

Statue that (causes/has/or is) Attacks

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Week  
3,227gp

dipper

an ancient tome, 'detect hidden', 1000gp

Drab Gloves [AT+202] +15 AC/+12 Saves; 1Z: Create a "Generic" type item (see next page) of TechL=CL, each 4 TechL takes 1S action; CL 40; SL 8; 33365gp

Brownish Gloves [AT++15] +121 AC/+143 Saves; 1P: Pick Physical, Magical, Psionic, or Innate. You take 1/10 dmg from that source.; CL 31; SL 8; 61365gp

DL VIII Tiny Priest-classes Intelligent-Trap/Trick/Specials x(25) x[1]

AC 644, HD 12, ihp 284, ER 928% #Att 2, TH ÷ AC/Save DC by 9, dmg 520

Str 32, Dex 27, Con 28, Int 21, Wis 45, Chr 62, 7.5kxp

Knows Priest spells, Incorporeal, Find/Remove Trap/Trick/Special halves hp

Prepared effects:

[Psi3½ Major] Catapsi: Psychic static inhibits power manifestation.

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

[Psi8 Grand] Construct Generic Item 4: Create a "Generic" type item (see next page) of TechL=CL, each 4 TechL takes 1S action

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

[Psi3 Grand] Null Psionics Field: Negates psionics within 10 ft.

[Psi0 Grand] Acid Breath: Breathe Acid (as per dragon)

[Psi81 Major] Invisibility: Improved Invisibility

[Psi45 Major] Resist: Physical: SL/4 (round down) instances of Resist physical attacks

Combat effects:

[Pri SL8] Circle Of Sunmotes: All friends get leveled6 hp,+1/+1 TH/dmg; enemies get reverse

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

[Psi54 Grand] Cell Rot: Cell Adjustment (reversed) CL\*SL\*2 dmg (no save)

[Psi3 Super] Astral Construct IX: Astral construct fights for you.

[Wiz SL1] Prismatic Wall 1: 1 Prismatic color

[Psi6G Super] Fifth Level Priest Spell: Cast one 5th level Priest spell at CL = 70

[Psi-12L Super] Law Quintruple Beam: CLxCLx3 mental dmg in 5 lines (no save); C-align x4 dmg

[Wiz SL5] Time Stop 5: Stops time for 1d10 segments

Dungeon052220 - Dungeon Level 8

Room # 8

Kitchen - 15ft. long x 5ft. wide x 40ft. tall

screen; bell(s); ozone smell; smoky smell

Stone Door, Normal on the east wall leading to a 45ft. long x 25ft. wide x 25ft. tall hallway.

Sample Names: Hassan Aziz the unkind Fighting America (Starship); Jarah Amir the excessive Miracle -noid (Axe)

Crushing Chute Trap; DL 8; Search DC 87 (200 Con damage, DC 83 Will save to negate)

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

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Week  
23,779gp

drapes

a human skull, 0gp

Royal blue Bludgeoning Weapon [1d12] +11 Th/+80 dmg 16+/x7;

1P: Summon a DL=SL Water Elemental; CL 46; SL 8, 22674gp

Flesh-coloured Armor Gemlet [AT+150] +82 AC/+101 Saves; 1M: Choose a creature type:

summons (LVL-DL)<sup>2</sup> of them. (DL is creature's DL).; CL 37; SL 8; 45440gp

DL VIII Diminutive Kara-Tur Leeches x(36) x[3]

iAC 642, HD 9, ihp 140, #Att 13, TH ÷ AC/Save DC by 72, dmg 770

Str 48, Dex 28, Con 22, Int 41, Wis 62, Chr 59, 7.5kxp

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

Prepared effects:

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

[Psi29 minor] Anti-Radiation Ray:

[Psi45 minor] Prehensile Hair: Your hair has controlled movement; can do a "Hair attack" (using your hair's P action) for 1dSL dm

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

[Pri SL6] Immune [E=3 element]: Pick an E=3 element, you are immune to it for 1 hour. (This immunity does not "spread" into ot

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

[Psi6E Super] Astral Form Blockade Field: Stops Astral Psi./Proj., Dim.Doors

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

Combat effects:

[Psi3 Super] Dissolution: You Disintegrate really large objects or creatures.

[Psi3 Super] Dissolution: You Disintegrate really large objects or creatures.

[Pri SL3] Creeping Doom 3: 40 insect dmg

[Pri SL8] Summon Monster VIII : Calls outsider to fight for you.

[Psi45 Major] Gestalt: Major: 1M: Do 2 Minor powers that you know; Grand: 1M: Do 2 Major powers that you know; etc.

[Wiz SL3] Dispel Illusion : Dispels illusions in area

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

[Wiz SL6] Lightning Bolt 6: CLd12 lightning dmg to a group (save:½)

Dungeon052220 - Dungeon Level 8

Room # 9

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

workbench; table, long; tinkling; dank, mouldy smell

Archway (open) on the east wall leading to a 30ft. long x 20ft. wide x 20ft. tall hallway.

Sample Names: Ingi the Staff the fearless Grim Longshoreman (Boomerang); Grarldan the crazy Rocket Alien (Blade)

Inhaled Abyssal Water Trap; DL 8; Search DC 87 (300 damage, DC 82 PP save for half)

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

[x2] Room is permanently/continuously Annihilateded, only creatures immune or bubbled against it can function here.

13,202gp

glass cone

a rusty piece of metal, 0gp

Armor Ability: nat 1's are 2's, 62230gp

Lily-white Crossbow, heavy [6d8] +224 Th/++9 dmg 20+/x6; 1M: You erase knowledge of your presence from target's mind.; CL 46; SL 8, 57950gp

DL VIII Small Mind-Flayer-World Lycanthropes x(23) x[2]

AC 653, HD 15, hp 568, #Att 13, TH ÷ AC/Save DC by 72, dmg 519

Str 60, Dex 38, Con 24, Int 29, Wis 34, Chr 61, 7.5kxp

Has tentacles. Usually psionic., Can polymorph to alternate form.

Prepared effects:

[Pri SL4] Goodberry 4: Creates 16 goodberries

[Psi15 Super] Luckscale: (Must have scales to use) Luckstone effect for 1 day

[Wiz SL8] Time/Reality Stability: Time/Reality Stability (duration 1 day), reverse removes it (Spell save)

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

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

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

[Wiz SL7] Prismatic Sphere 7: 5 Prismatic colors or 3 MultiPrismatic colors (may repeat colors in either mode)

[Pri SL5] Goodberry 5: Creates 20 goodberries

Combat effects:

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

[Psi10 Grand] Animate Fire: Turn fire into  $2^{(X+1)}$  HD fire elemental, where X is the # sizes beyond size T

[Wiz SL8] Extract: Extracts memories and thoughts from target (no save)

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

[Wiz SL3] Lightning Bolt 3: CLd6 lightning dmg to a group (save:½)

[Psi9 Grand] Energy Kinetic: Drain: Absorb 3\*CH dice as per Energy Control

[Wiz SL7] Magic Missile 7: (CL+1)\*7/2 missiles, each does 1d4+1 force dmg (no save)

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



Dungeon052220 - Dungeon Level 8

Room # 10

Cell - 50ft. long x 15ft. wide x 15ft. tall

Floors of Air; chandelier; steamy; chirping

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

Sample Names: Brinlemund the intangible Valiant -jack (Shuttle); Borgul the maniacal Dream -iac (Griffon)

Air in room transforms into Elemental Animation Trap; DL 8; Search DC 84 (42 Wis damage/s, DC 83 Breath Weapon save for hall

Tapestry that (causes/has/or is) Gate (to random plane) in room (can be dispelled,

or closed by a x1 or higher being passing through from this side)

[x2] Gods cannot feel, see, or sense into this room unless they are actually there; Divine Intervention fails

10,424gp

spy glass

a winged helmet, +14 AC, 730gp

Wand of Magic Missiles (/miss.), 3310gp

Claret Trident [1d4] +12 Th/++4 dmg 13+/x2; 1P: 1bM: Fork

an effect (caster makes SL/3 saves); CL 41; SL 8, 11284gp

DL VIII Tiny Mountain Leeches x(7) x[4]

AC 647, HD 7, hp 276, #Att 7, TH ÷ AC/Save DC by 72, dmg 515

Str 47, Dex 19, Con 28, Int 60, Wis 45, Chr 24, 7.5kxp

Has mtg R spells, 0, 1/half segment: Remove a SEL=DL status effect.

Prepared effects:

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

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

[Psi-12T Major] Duplicate Natural Item: Duplicate a x0 or x1 Natural or Anti-Magical Item

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

[Psi3½ Grand] Breath of the Black Dragon: Breathe acid for 11d6 damage.

[Psi14 Major] (no name): Pick LVL unusual materials to be immune to.

[Wiz SL8] Original Stoneskin 8: Block the next 5 P actions of attacks

[Pri SL7] Protection from Fire 7: Stop the next CL\*24 fire dmg

Combat effects:

[Psi-12L Super] Law Quintruple Beam: CLxCLx3 mental dmg in 5 lines (no save); C-align x4 dmg

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

[Psi18 minor] Paralysis Bolt: 1 target: Paralysis 1h (save)

[Psi6E Super] Hell Pit: 2 saves:fail 1=goto hell, fail 2=impris

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

[Pri SL8] Dispel Evil 8: Dispel 4 evil targets (can target the same thing more than once) (save)

[Pri SL8] Fire Storm 8: (CL+2)d11 holy fire dmg, hits 3 groups (no save)

[Wiz SL5] Magic Missile 5: (CL+1)\*5/2 missiles, each does 1d4+1 force dmg (no save)

Dungeon052220 - Dungeon Level 8

Room # 11

Antechamber (Entry room into larger room) - 5ft. long x 30ft. wide x 5ft. tall

chasm; platform; "Bleah!" (off in the distance); wind, strong, gusting

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

Sample Names: Hatcher the merciless Justice Blaze (Moped); Anolda the artistic Duke Barbarian (Chain)

Rolling Deathblades Trap; DL 8; Search DC 87 (Attack +56 melee, 4d4 Dex damage)

Pedestal that (causes/has/or is) Intelligent

[x2] Room is permanently/continuously Annihilateded, only creatures immune or bubbled against it can function here.

61,027gp

paddle

a breadfruit, 5gp

Azur Gloves [AT+260] +16 AC/+120 Saves; 1P: Animate Objects as if

they were a DL=SL Golem summon; CL 36; SL 8; 53890gp

Slippers of Kicking, 9240gp

DL VIII Macro-Diminutive Outer-LN Familiars x(3) x[2]

AC 647, HD 2055, hp 1.4E+5, #Att 11, TH ÷ AC/Save DC by 72, dmg 262

Str 57, Dex 50, Con 57, Int 43, Wis 45, Chr 34, 7.5kxp

Dark vision, immune mine-affecting, resist acid and cold., Familiar Immunity

Prepared effects:

[Wiz SL8] Globe of Invulnerability 8: Immune to spells with SL=0 to 7

[Pri SL5] Goodberry 5: Creates 20 goodberries

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

[Psi24 Grand] Level: early 16: Get a "Level:" ability in your class 16 levels early (this can be taken multiple times)

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

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

[Wiz SL4] Armor 4: +CL\*8 current hp

[Psi6E Super] Permanency: Makes a Demon psi power permanent

Combat effects:

[Psi6G Super] Fifth Level Priest Spell: Cast one 5th level Priest spell at CL = 70

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

[Psi18 Grand] Mass Heal: LVL targets: Heal

[Psi45 Major] Hard Radiation: SL\*CL/2 Radiation damage and SL Con damage (1 group, no save)

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

[Pri SL8] Creeping Doom 8: (1d5+7)\*120 insect dmg

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

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

Dungeon052220 - Dungeon Level 8

Room # 12

Nest (animal) - 5ft. long x 30ft. wide x 30ft. tall

cloth (altar); hay (pile); foggy; bellow (ing)

Double Door on the south wall leading to a 15ft. long x 5ft. wide x 10ft. tall hallway.

Sample Names: Koryn the magnificent Flying Vampire (Genetic engineering); Faerindyl the rabid Time -jack (Droid)

Falling Lock Trap; DL 8; Search DC 81 (300 damage, DC 82 PPD save for half), (multiple targets)

Furnishings that (causes/has/or is) Treasure in a secret room nearby

[x2] Room is permanently/continuously **\*\*Cursed\*\*** (Ancient Foul Cursed)ed, only creatures immune or bubbled against it can fu  
27,345gp

water, small puddle

the receptionist's letter of resignati, 0gp

Chartreuse Plate: Free T.T. Fly Familiar; 64740gp

Sooty Talisman [AT+18] +257 AC/+65 Saves; 1F: (Must have scales to  
use) Luckstone effect for 1 day; CL 28; SL 8; 45520gp

DL VIII Titanic Buffyverse Viruss x(11) x[1]

|AC| 642, HD 515, hp 36352, IR 133% #Att 14, TH ÷ AC/Save DC by 72, dmg 132

Str 65, Dex 33, Con 44, Int 62, Wis 21, Chr 23, 7.5kxp

Has 50th Edition abilities, Can infect things. Immune mind-affecting, crits, gazes, illusions, poison, sleep, paralysis, polymorph, sti

Prepared effects:

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

[Wiz SL5] Original Stoneskin 5: Block the next 2 P actions of attacks

[Wiz SL6] Planar Displace: Planar Displacement for 1 turn

[Wiz SL8] Second Level Magic-User Spells (DM1): Cast any four 2nd level Wizard spells simultaneously when it is cast.

[Pri SL6] Resist Fire/Resist Cold 6: Take -70% dmg vs. fire or cold

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

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

[Pri SL8] Lady's Smile: Can choose result of 1 die roll within 2r

Combat effects:

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

[Psi-3 Super] Pawn: Pawn someone (gets a Will and a Spell save, making either is a make)

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

[Wiz SL6] Power Word Kill 6: Kills a creature if current hp &lt; 30 (no save)

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

[Wiz SL8] As You Will Be: +1 ML for 1 turn, you will Twilight at end of effect (no resistance)

[Wiz SL5] Immediate Monster Summoning V: Summons a DL III monster without summoning sickness

[Pri SL7] Remove Curse 7: Cure 4 curse effects (reverse causes that many, save for each)





Dungeon052220 - Dungeon Level 9

Room # 1

Gas Chamber - 10ft. long x 45ft. wide x 35ft. tall

carpet (largish); recess; footsteps (receding); sobbing

Dimension Door (as the spell) on the west wall leading to a 45ft. long x 25ft. wide x 10ft. tall hallway.

Sample Names: Narsel the abusive Laser Ten (Hydrofoil); Inalee the tasteless Electra- One (Unobtainium)

Air in room transforms into Elemental Eldritchiron Trap; DL 9; Search DC 98 (8 Wis damage/s, DC 94 Reflex save for half)

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

[x2] Gods cannot hear, feel, or sense into this room unless they are actually there; Divine Intervention fails

40,188gp

pulpit

the Golden Claw, exotic, 12d10 (66), 720gp

Rian's Bronchi: +13 to HD; 1P: Ask the DM a question.; CL 50; SL 9; 81830gp

Rian's Hyoid bone: +13 to HD; 1V: Your items are indestructible. ; CL 54; SL 9; 82080gp

DL IX Macro-Fine Outer-NG Spirit-of-the-Lands x(32) x[2]

Stun AC 827, HD 1153, ihp 811008, MR 137% #Att 8, TH ÷ AC/Save DC by 90, dmg 981

Str 65, Dex 48, Con 60, Int 25, Wis 64, Chr 70, 12kxp

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

Prepared effects:

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

[Psi18 Ultra] Psi: Trap: Chain Contingency, up to LVL powers any type

[Wiz SL6] Original Stoneskin 6: Block the next 3 P actions of attacks

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

[Wiz SL9] Armor 9: +CL\*18 current hp

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

[Pri SL5] Improved Free Action: Immune Capital S Stun, Stop, Hold, Paralysis, Summoning Sickness; Hold P,V actions

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

[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

Combat effects:

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

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

[Psi45 Grand] Focus: Do SL instances of another Psi45 power you know; you are Spent and Harmed at the end of effect

[Psi45 Grand] Focus: Do SL instances of another Psi45 power you know; you are Spent and Harmed at the end of effect

[Pri SL3] Call Lightning 3: (CL+2)d8 lightning dmg (save:½) (halve the die type if not outside)

[Psi9 Ultra] Polycancellation: Tricancellation CH targets

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

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

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

Dungeon052220 - Dungeon Level 9

Room # 2

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

pillar; screen; laughter; drumming

Phase Door (phases in/out every so often) on the west wall leading to a 40ft. long x 15ft. wide x 10ft. tall hallway.

Sample Names: Yavanna the stupendous Giant Terrorist (Vibranium); Quallem the dazzling Metal Barbarian (Nuclear)

Air in room transforms into Elemental Magic Trap; DL 9; Search DC 97 (54 Con damage/s, DC 91 Fortitude save for half)

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

[x2] Gods cannot smell, feel, or sense into this room unless they are actually there; Divine Intervention fails

3,588gp

quill pen

a potion, 'refresh' 'protection evil' " ", 24gp

Rian's Tarsus bone: +24 to CL; 1M: 1 group irradiated and slain (PPD).; CL 45; SL 9; 81520gp

Rian's Teeth: +8 to ML; 1M: Enemys in your Control Radius have -5 TH and

when an enemy area effect attack misses, you control where it splashes to.; CL 54; SL 9; 81120gp

DL IX Macro-Tiny Collectiverse/Gooneyverse/etc. Beholders x(25) x[2]

AC 827, HD 4615, stunp 3.4E+5, IR 139% #Att 13, TH ÷ AC/Save DC by 90, dmg 649

Str 43, Dex 30, Con 59, Int 35, Wis 33, Chr 59, 12kxp

Immune disintegration and annihilation, Has eye stalks, 1 mouth, and 1 central anti-magic eye. Can cast through eye stalks. Flys

Prepared effects:

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

[Pri SL9] Rift: all undead within 360 yards have x10 hp; duration 3 d

[Wiz SL9] Third Level Magic-User Spells (DM2): Can cast one 3rd Level Wizard spell per round as Z action

[Psi-6G Major] Fury †: 1bM: Troll regen 1/10 of max hp (round down) /s; Immune to Put Out of Misery / Coup de Grace

[Wiz SL3] Prismatic Sphere 3: 1 Prismatic color

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

[Psi6G Major] Spare Silver Cord: Have an extra Silver Cord (can raise multiple times)

[Psi6E Grand] Forbiddance: As the 6th level Priest spell

[Psi-2 Grand] Elemental Composition: Can be any Normal/Para/Quasi Eele ; Can be Semi Eele

Combat effects:

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

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

[Psi29 minor] Domination:

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

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

[Wiz SL6] Disintegrate : Disintegrates a single victim

[Wiz SL8] Fireball 8: CLd16 fire dmg to a group (save:½)

[Wiz SL7] Power Word Blind 7: Blinds & stuns a creature if current hp &lt; 80 (no save)

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

Dungeon052220 - Dungeon Level 9

Room # 3

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

stand; Chimney; steamy near ceiling; twanging

Trapped Door, Magic/Psi on the south wall leading to a 25ft. long x 15ft. wide x 5ft. tall hallway.

Sample Names: Bawdewyn the repulsive Madame Platypus (Elephant); Flidais the insane Emerald Wind (Kite)

Shielder: Bolt Trap; DL 9; Search DC 93 (Psionicist CL 18, DC 91 Breath Weapon save to negate)

Wall that (causes/has/or is) Asks

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Turn  
74,236gp

pick handle

a white lace wedding veil, +1 AC, 10gp

Crimson Waraxe, dwarven [5d4] +256 Th/+144 dmg 16+/x2; 1P: Time Shift; CL 42; SL 9, 73297gp

Ruby Carrots: All your Rogue classes use the "set XP table"(3kxp  
at 2nd, doubles til 9th,600kxp at 10th,+300kxp per level afterward).; 81210gp

DL IX Macro-Fine Underdark Artifacts x(2) x[1]

Stun AC 816, HD 1155, stunp 7.6E+5, MR 140% #Att 11, TH ÷ AC/Save DC by 90, dmg 487

Str 61, Dex 44, Con 30, Int 63, Wis 57, Chr 49, 12kxp

Light Sensitivity, Ego Score, Can dominate things.

Prepared effects:

[Psi-3 Major] Spell Barrier: SR 10+2\*CL

[Psi2 minor] Ectoplasmic Form: Pass through solid objects; Maintenance 3/r

[Wiz SL9] Chain Contingency : Like the contingency, but holds more spell

[Psi6N Major] Null Field 7: All spells of SL 7 or higher don't work in 100'r

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

[Wiz SL6] Original Stoneskin 6: Block the next 3 P actions of attacks

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

[Psi-12T Major] Effect Familiarity: Pick any spell/power. You resist it; and at +50% when using it.

[Wiz SL8] Dust of Disappearance: Dust of Disappearance for 1 turn

Combat effects:

[Psi-6G Major] To Salt: Petrify one target (save vs. petrif at extra -CL), if save take CL^2 holy salt dmg

[Psi1 Major] Energy Dissipation: Take half damage from an energy attack

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

[Psi29 Major] Chaos Ray (Wand of Wonder):

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

[Psi-2 Major] Degenerate: Degenerate (LVL /s); 2\*LVL /s

[Wiz SL9] Energy Drain: Subject gains 2d4 negative levels.

[Psi6N Grand] Mental Ball 8: 80'r; take 8\*level\*(# of freq.) damage; no save

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



Dungeon052220 - Dungeon Level 9

Room # 4

Shrine - 40ft. long x 25ft. wide x 20ft. tall

pipette; sideboard (china closet); updraft, slight; snapping

Phase Door (phases in/out every so often) on the east wall leading to a 10ft. long x 25ft. wide x 10ft. tall hallway.

Sample Names: Tupan the bombastic American Rocket (Car); Renata the majestic Winter Plunderer (Saber)

Conjure Elemental 9 Trap; DL 9; Search DC 95 (Wizard CL 18, DC 92 PPD save to negate)

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

[x2] Room is permanently/continuously Disjunct (effect)ed, only creatures immune or bubbled against it can function here.

66,313gp

dart

a wooden chest, 10gp

Browny Chime: +5 level(s) of exceptional Con; 81620gp

Carmine Armor, Medium [AT+19] +10 AC/+10 Saves; 1M: Resist mental attacks; CL 45; SL 9; 10120gp

DL IX Titanic Concordant-classes Weirds x(2) x[3]

[AC] 823, HD 580, ihp 43520, #Att 13, TH ÷ AC/Save DC by 90, dmg 1622

Str 58, Dex 38, Con 35, Int 58, Wis 50, Chr 46, 12kxp

Knows Concordant spells, Immune critical hits, poison, sleep, paralysis, stunning. Has no soul.

Prepared effects:

[Psi6E Super] Permanency: Makes a Demon psi power permanent

[Psi6E Super] Astral Form Blockade Field: Stops Astral Psi./Proj., Dim.Doors

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

[Pri SL4] Protection from Fire 4: Stop the next CL\*12 fire dmg

[Pri SL5] Summon Nature's Ally V : Summons a DL V animal (maintained)

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

[Psi15 minor] Polymorph Self: Polymorph Self

[Pri SL6] Protection from Lightning 6: Stop the next CL\*20 lightning dmg

[Psi6E Super] Immunity IV: Globe/Invuln., Immune:1st-2nd Dominions

Combat effects:

[Psi54 Grand] Psychic Will: Wall of Force

[Wiz SL3] Time Stop 3: Stops time for 1d2 segments

[Psi-3 Grand] Astral Destruct VII: Astral destruct fights for you.

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

[Pri SL5] Wall of Stone : 20 hp/four levels; can be shaped.

[Pri SL7] Heal 7: Cure to 125% of max hp (max Heal 7 can cure at once = 1250 hp)

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

[Psi27 Ultra] Master Ritual of Summ.: Summons any one unique creature in the Multiverse to you (no resistance)

[Psi45 minor] Summoning: Summon a DL=SL Outer

Dungeon052220 - Dungeon Level 9

Room # 5

Pool - 20ft. long x 10ft. wide x 50ft. tall

steps; Floors of Plants; footsteps (ahead); groaning

Brass Door, Normal on the north wall leading to a 40ft. long x 20ft. wide x 25ft. tall hallway.

Sample Names: Lycaphra the lucky Blackbelt Masochist (Strobe); Samzinna the anarchic Shambling -strike (Extra-terrestrial)

Injected Cold Trap; DL 9; Search DC 95 (400 Chr damage, DC 93 RSW save to negate)

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

[x2] Room is permanently/continuously Berserked, only creatures immune or bubbled against it can function here.

65,902gp

crystal ball

a featherbed, 0gp

Rian's Extensor digitorum longus muscle: +4 to LVL; 1V: One evil

target is dazed and -2 saves vs redemption.; CL 63; SL 9; 81620gp

Crimson Slashing Weapon [7d4] +13 Th/+101 dmg 16+/x4; 1M: Str-CH

check or move CH\*10' (& fall dmg); CL 42; SL 9, 25780gp

DL IX Gargantuan Buffyverse Reptiles x(33) x[2]

AC 814, HD 1305, ihp 11264, ER 1152% #Att 1, TH ÷ AC/Save DC by 90, dmg 2435

Str 69, Dex 59, Con 43, Int 64, Wis 49, Chr 56, 12kxp

Has 50th Edition abilities, Half AC from AT. Resist Heat. Usually has a tail and claws

Prepared effects:

[Pri SL5] Goodberry 5: Creates 20 goodberries

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

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

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

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

[Psi6N minor] Druid Spells, LVL 4: Get a druid progression of level 4 (max = your level)

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

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

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

Combat effects:

[Wiz SL6] Fireball 6: CLd12 fire dmg to a group (save:½)

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

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

[Psi7 Grand] (no name): Target is energy drained CL/2 levels (no save)

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

[Psi3 Super] Astral Construct IX: Astral construct fights for you.

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

[Pri SL6] Creeping Doom 6: (1d3+5)\*80 insect dmg

[Pri SL5] Neutralize Poison 5: Cure 2 poison effects (reverse causes that many, save for each)

Dungeon052220 - Dungeon Level 9

Room # 6

Training/Exercise/Practice - 35ft. long x 20ft. wide x 30ft. tall

table (large); rug; gong; groaning

Mimic (the monster) on the west wall leading to a 35ft. long x 25ft. wide x 25ft. tall hallway.

Sample Names: Nazralte the savage Secret Guardsman (Capsule); Maginsa the maniacal Imperial Turtle (Lucky Rabbit's Foot)

Injected Positive Energy / Life Trap; DL 9; Search DC 99 (270 idamage, DC 99 PP save for half)

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

[x2] Room is permanently/continuously Disjunct (effect)ed, only creatures immune or bubbled against it can function here.

79,238gp

straw mattress

a candlestick, 5gp

Rian's Sphenoid bone: +1 to ML; 1Z: Automatically Turn all enemies in the room as undead.; CL 54; SL 9; 81450gp

Drab Tooth picks: +600 PSP's; 82100gp

DL IX Small Outer-NE Mutants x(25) x[1]

iAC 815, HD 12, ihp 656, MR 125% #Att 15, TH ÷ AC/Save DC by 90, dmg 814

Str 40, Dex 63, Con 37, Int 23, Wis 31, Chr 22, 12kxp

Telepathy, immune acid and poison, resist cold, electricity, and fire., Immune radiation

Prepared effects:

[Wiz SL7] Globe of Invulnerability 7: Immune to spells with SL=0 to 6

[Wiz SL8] Tenser's Transformation 8: +150% of max hp to current hp, +4 TH melee

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

[Psi12C Super] Grand Chaos: All die rolls by all creatures within 240' of caster become either minimum (50%) or maximum (50%)

[Psi3 minor] Vigor: You gain 3 temporary hit points.

[Wiz SL7] Globe of Invulnerability 7: Immune to spells with SL=0 to 6

[Wiz SL8] Prismatic Sphere 8: 6 Prismatic colors or 4 MultiPrismatic colors (may repeat colors in either mode)

[Psi16 Ultra] Golem Form: Brain: +1QM action; 1M: Psi1 Psionic Blast; iPR +70%

[Psi6E Super] Lich Lore: Lich powers of ½ level

Combat effects:

[Psi45 Ultra] Mechanical Creation: Summon a DL=SL-2 Golem or Technological monster

[Psi30 Grand] Air Bolt: Ele.Air damage, Dex resists

[Pri SL4] Neutralize Poison 4: Cure 1 poison effect (reverse causes that many, save)

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

[Wiz SL6] Prismatic Wall 6: 6 Prismatic colors or 4 MultiPrismatic colors (may repeat colors in either mode)

[Psi54 Major] Ice Production: CL\*(SL+2) ice dmg to one target (no save)

[Psi12T Grand] Summon True Creature: Gate (as spell) for True creature or for a Time Elemental

[Psi-12L Super] Choose Summoning VIII: Monster Summoning using ML VIII chart, you pick the result

[Psi45 Ultra] Mechanical Creation: Summon a DL=SL-2 Golem or Technological monster





Dungeon052220 - Dungeon Level 9

Room # 7

Warrior's Chamber/Lab - 10ft. long x 40ft. wide x 30ft. tall

cupboard; rug; howling; twanging

Plant Door (a door made of plants) on the west wall leading to a 45ft. long x 10ft. wide x 15ft. tall hallway.

Sample Names: Raum the criminal Frog Felon (Barge); Pania the disgusting Aristocratic Hitmen (Saucer)

Inhaled Fungus/Seaweed Trap; DL 9; Search DC 94 (120 Wis damage, DC 97 Fortitude save to negate)

Wall that (causes/has/or is) Treasure hidden in secret compartment in container

[x2] Immortals cannot see, feel, or sense into this room unless they are actually there; Divine Intervention fails  
59,730gp

silver fox pelt

the Amulet of Ra, 490gp

Lime-green Ring: +700 Skill Points; 81200gp

Rian's Crap: +6 to CL; 1M: One item, creature or spell effect imprisoned for CL segments.; CL 43; SL 9; 81340gp

DL IX Colossal Synnibarr Plants x(17) x[1]

iAC 817, HD 293, |hp| 22272, PR 1008% #Att 9, TH ÷ AC/Save DC by 90, dmg 8107

Str 30, Dex 31, Con 40, Int 51, Wis 39, Chr 69, 12kxp

+10^DL (DL tenths!) to dmg, Immune critical hits, poison, sleep, paralysis, stunning.

Prepared effects:

[Psi7 minor] (no name): People need a +CL weapon to hit you

[Pri SL5] Summon Nature's Ally V : Summons a DL V animal (maintained)

[Wiz SL5] Original Stoneskin 5: Block the next 2 P actions of attacks

[Pri SL5] Goodberry 5: Creates 20 goodberries

[Pri SL9] Duplicate Mechanism: duplicate a technology item

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

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

[Psi45 Major] Hard Radiation Control: SL/2 (round down) instances of Resist radiation damage; +SL\*10% damage with radiation (

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

Combat effects:

[Psi45 Ultra] Weakness Creation: Add SL/2 instances of a Vulnerability to something (medium scale: a school, an element, etc.) o

[Pri SL4] Limited Heal: Heal, target must Fort save vs. # hp down (+10 per other effect)

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

[Psi9 Grand] Gravity Kin.: Incr.Weight: Target weight x100\*CH (save or crushed)

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

[Wiz SL7] Dispel Magic 7: Dispel 5 magic effects

[Psi0 minor] Disable Limb: One attack: One limb cannot be used by target for 1t (no save)

[Psi6E Super] Bodily Restoration IV: Troll-like Regeneration - of max hp/r

[Pri SL6] Neutralize Poison 6: Cure 3 poison effects (reverse causes that many, save for each)

Dungeon052220 - Dungeon Level 9

Room # 8

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

manger; arrow slit (wall)/murder hole (ceiling); wind, strong; metallic smell

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

Sample Names: Agentes the fantastic Frog Freak (Car); Sythsillis the unkind Blood Gang (Thunder)

Air in room transforms into Elemental Alcohol Trap; DL 9; Search DC 91 (70 Con damage/s, DC 95 PPD save for half)

Pit that (causes/has/or is) Combination lock

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Turn  
76,677gp

urn

a step ladder, 0gp

Cordovan Shovel: +800 PSP's; 81670gp

Mace of Crushing (2d5) (+10,+25); +5 to STR, Tunneling; Slay Troll, Giant, Dragon;

Earthquake impact on hit; Resist Acid, Cold, Shards; Free Action; Slow Digestion, 303120gp

DL IX Colossal Star-Wars-Loop Cthulhoid-Horrors x(46) x[1]

||AC|| 824, HD 289, ihp 20992, WR 918% #Att 15, TH ÷ AC/Save DC by 90, dmg 816

Str 65, Dex 64, Con 32, Int 44, Wis 47, Chr 46, 12kxp

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

Prepared effects:

[Pri SL6] Resist [E=6 element]: Pick an E=6 element, you resist it for 1 hour.

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

[Pri SL6] Immune [E=3 element]: Pick an E=3 element, you are immune to it for 1 hour. (This immunity does not "spread" into ot

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

[Wiz SL8] Time/Reality Stability: Time/Reality Stability (duration 1 day), reverse removes it (Spell save)

[Psi18 minor] Psi: Shield: Pick Phys,Magic,Psi: 10\*LVL hp shield

[Psi3 Super] Affinity Field: Effects that affect you also affect others.

[Wiz SL5] Anti-Radioactive Shell:

[Wiz SL5] Animal Growth : One animal/two levels doubles in size, HD.

Combat effects:

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

[Pri SL9] Summon Nature's Ally IX : Calls creature to fight.

[Psi-2 minor] Time Halve: Lose one instance of "Q" on all action types; -4 AC/save; -2 TH

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

[Wiz SL8] Cone of Cold 8: CLd16+CL cold dmg to a group (save:½)

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

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

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

[Wiz SL6] Fireball 6: CLd12 fire dmg to a group (save:½)

Dungeon052220 - Dungeon Level 9

Room # 9

Elevator Room - 35ft. long x 20ft. wide x 45ft. tall

closet (wardrobe); hassock (ottoman); hooting; creaking

Tricked Door on the north wall leading to a 50ft. long x 20ft. wide x 15ft. tall hallway.

Sample Names: Skara the jolly Ambush Intruder (Cybernetics); Jinorus the tone-deaf Ice Eagle (Air)

Hail of Pendulums Trap; DL 9; Search DC 93 (Attack +99 melee, 10d8 Cml damage)

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

[x2] Room is permanently/continuously \*Cursed\*ed, only creatures immune or bubbled against it can function here.

62,602gp

table

a Bar Stool, 0gp

Mr. Yumm Sticker: You gain "You can spend X spells in memorization

when you gain a spell to do X times it's effect"., 404510gp

Rian's Semitendinosus muscle: +4 to LVL; 1P: Remove a status effect of SEL = CL or less.; CL 63; SL 9; 82000gp

DL IX Large Monster-classes Avian/Birds x(17) x[1]

AC 820, HD 42, hp 2656, ER 131% #Att 8, TH ÷ AC/Save DC by 90, dmg 4059

Str 45, Dex 23, Con 63, Int 26, Wis 32, Chr 37, 12kxp

Has Master Monster picks, Flys. Has 2 Wings, 2 talons, and a beak.

Prepared effects:

[Wiz SL7] Anti-Magic Shell 7: Anti-Magic of SL 0 to 6

[Pri SL5] Extra Group +1: The next spell you cast will affect +1 groups of monsters

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

[Psi81 Grand] Desolidification: You pass through objects as if they weren't there

[Psi3½ Super] Affinity Field: Effects that affect you also affect others.

[Psi5 Ultra] Psionic Permanency: (freq.5/other)Perm.psi power,no maint.cost

[Psi6G Super] Reduplication: Duplicates one (non-magical, non-psionic) item; max TechL = CL

[Pri SL5] Resist [E=5 element]: Pick an E=5 element, you resist it for 1 hour.

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

Combat effects:

[Psi54 Grand] Water Animation: Summon a DL=SL Water Elemental

[Psi54 Grand] Water Animation: Summon a DL=SL Water Elemental

[Psi27 Major] Drake: You can breathe an Inner Element once this round equal to your hp in dmg.

[Psi6G Major] Animate Area: Can telekinese any number of objects in sight; Max weight = CL^3 pounds

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

[Wiz SL8] As You Will Be: +1 ML for 1 turn, you will Twilight at end of effect (no resistance)

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

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

[Wiz SL8] Extract: Extracts memories and thoughts from target (no save)



Dungeon052220 - Dungeon Level 9

Room # 10

Wizard's Chamber/Lab - 20ft. long x 50ft. wide x 45ft. tall

spinning wheel; tube (piping); steamy near ceiling; rustling

Phase Door (phases in/out every so often) on the east wall leading to a 40ft. long x 25ft. wide x 25ft. tall hallway.

Sample Names: Urlingwood the loathsome Fire Whatsit (Tube); Vestele the excessive Gorilla Gladiator (Shotgun)

Whirling Pendulums Trap; DL 9; Search DC 97 (Attack +144 ranged, 12d12 Int damage)

Wall that (causes/has/or is) Sphere of Annihilation in room

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Turn  
641gp

cinders

an orange potion, 'detect hidden' " " ", 40gp

Chartreuse Magnet: +1 Level(s) in a Monster Group Class; 81330gp

Lime-green Flag: +3 Revive Slots; 81110gp

DL IX Fine Outer-TN Immortals x(48) x[2]

|AC| 817, HD 11, hullp 90, BlahR 160% #Att 4, TH ÷ AC/Save DC by 10, dmg 2433

Str 67, Dex 34, Con 67, Int 44, Wis 37, Chr 57, 12kxp

Immune mind-affecting, positive energy, and negative energy. Resist cold, fire, and acid, Unaging

Prepared effects:

[Pri SL7] Symbol : Triggered runes have array of effects.

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

[Psi-1 Grand] Anti-Psionic Disruption: No Anti-Psi powers (any freq.) can be used in 50' r

[Psi6G Ultra] Angelic Lore: You gain x2 multiplier; Angel's powers of level = (CL-21)/7

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

[Pri SL5] Antiplant Shell: Keeps out plants

[Pri SL5] Antiplant Shell: Keeps out plants

[Pri SL6] Resist [E=3 eeement]: Pick an EE=3 eeement, you resist it for 1 hour.

[Pri SL9] Petition: auto make next divine intervention roll

Combat effects:

[Pri SL1] Cure Light Wounds (3): Cure 2d8+L (choose 1 die), reverse has save:½ {Touch, 1 creature}

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

[Psi3½ minor] Déjà Vu: Your target repeats his last action.

[Psi72 minor] Regeneration: Regenerate PL hp/r

[Pri SL9] Fire Storm 9: (CL+2)d14 holy fire dmg, hits 4 groups (no save)

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

[Psi1 Ultra] Super Domination: Dominate one target (no save, no PsiR, no Wis)

[Psi-12T Super] Crapulence Aura: Enemies in sight takes CL\*3 crapulence dmg /s (no resistance)

[Wiz SL8] Time Stop 8: Stops time for 1d3 rounds

Dungeon052220 - Dungeon Level 9

Room # 11

Gallery - 20ft. long x 20ft. wide x 50ft. tall

Floors of Magma; candelabrum; dank, mouldy smell; smoky

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

Sample Names: Maucmaugh the adjectiveless General Dinosaur (Sling); Avramson the satanic Purple Fly (Catapult)

Inhaled Tempest Trap; DL 9; Search DC 94 (180 Con damage, DC 96 Reflex save to negate)

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

[x2] Room is permanently/continuously Blinded, only creatures immune or bubbled against it can function here.

47,535gp

powdered carrot

a pair of granny glasses, +3 AC, 125gp

Chrome Gauntlets [AT+87] +257 AC/+196 Saves; 1V: -2 dmg/att;+level/3 AC bonus; CL 33; SL 9; 70805gp

Bluish Lace: +100 Skill Points; 81720gp

DL IX Fine Sigil/Maelstrom Humanoids x(29) x[3]

AC 823, HD 4, hp 88, WR 151% #Att 13, TH ÷ AC/Save DC by 90, dmg 489

Str 36, Dex 36, Con 60, Int 44, Wis 69, Chr 56, 12kxp

Immune Maze effects, Has 2 arms, 2 legs, and 1 head.

Prepared effects:

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

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

[Pri SL6] Resist [E=3 element]: Pick an EE=3 element, you resist it for 1 hour.

[Psi18 Ultra] Null Void: Null Field: 3\*LVL% irreducible MR

[Psi-9 Major] Self-Transformer: Polymorph Self

[Psi-9 Major] Self-Transformer: Polymorph Self

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

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

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

Combat effects:

[Wiz SL7] Plane Shift : Up to eight subjects travel to another plane.

[Psi8 Grand] Repair Massive Damage: Cures 640 hp (64 Hull points) to a technological item, fixes Crashed/Hung status

[Psi54 minor] Spiritual Drain: Target loses CL\*SL hp (necromantic, no save), you gain CL\*SL hp (not above max)

[Psi100 Ultra] Physical Deceleration: Target loses next N physical actions (no save); affects 1+CL/9 groups

[Wiz SL6] Dispel Exhaustion 6: Restore 85% of dmg taken, get an Original Haste 6 for 1 round

[Psi54 Grand] Phobia: Fear (SL saves)

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

[Wiz SL5] Dispel Exhaustion 5: Restore 75% of dmg taken, get an Original Haste 5 for 1 round

[Psi45 minor] Control: 1bM: Redirect an effect (caster makes SL/4 saves)

Dungeon052220 - Dungeon Level 9

Room # 12

Pool - 25ft. long x 25ft. wide x 45ft. tall

mound of rubble; crucible; hazy; bellow (ing)

Bronze Door, Normal on the west wall leading to a 40ft. long x 20ft. wide x 5ft. tall hallway.

Sample Names: Oxa Darkberry the superlative Danger Barbarian (Raft); Jacenelle the damnable Wild -iac (Warhorse)

Secret Drawer Trap; DL 9; Search DC 95 (160 Chr damage, DC 99 Will save to negate)

Idol that (causes/has/or is) Suggests

[x2] Gods cannot taste, smell, or sense into this room unless they are actually there; Divine Intervention fails

67,515gp

caldron

a shopping list, 'fly' 'giant strength' " ", 0gp

Primrose Wand [4d4] +226 Th/+10 dmg 14+/x8; 1M: Chaos Ray (Wand of Wonder); CL 33; SL 9, 44864gp

Vermilion Shovel: +5 level(s) of exceptional Int; 81930gp

DL IX Titanic Custom-classes Plants x(43) x[4]

AC 825, HD 577, hp 43520, TR 116% #Att 13, TH ÷ AC/Save DC by 90, dmg 327

Str 62, Dex 47, Con 26, Int 32, Wis 43, Chr 34, 12kxp

Has Custom abilities, Immune critical hits, poison, sleep, paralysis, stunning.

Prepared effects:

[Psi3½ Super] Affinity Field: Effects that affect you also affect others.

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

[Pri SL8] Forever Minions: All dead in area raise as zombies in 1r; spell is permanent

[Psi3 Super] Shapechange: You become any creature, change one/round.

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

[Pri SL5] Resist Fire/Resist Cold 5: Take -65% dmg vs. fire or cold

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

[Pri SL7] Regenerate 7: Regenerates 1 hp /s

[Wiz SL3] Protection from Normal Missiles: Duration CL turns

Combat effects:

[Psi29 Grand] Imprisonment:

[Psi-6G Major] Desolation: All psionic pools (including yours and friends) within 70' radius are emptied (use antiPsiR)

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

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

[Psi45 Grand] Absorption Power: bM: Absorb energy, gain 100/(12-SL)% of it in temporary hp

[Psi9 Major] Bio Force: Force Beam: Target in cocoon (save), no P/V actions

[Pri SL4] Summon Nature's Ally IV : Summons a DL IV animal (maintained)

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

[Psi45 Ultra] Gestalt: Major: 1M: Do 2 Minor powers that you know; Grand: 1M: Do 2 Major powers that you know; etc.





Dungeon052220 - Dungeon Level 10

Room # 1

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

chest, medium; vice; updraft, slight; updraft, slight

Locked Door, Magic/Psi on the west wall leading to a 35ft. long x 5ft. wide x 15ft. tall hallway.

Sample Names: Galena the tasteless Count Prowler (Unobtainium); Idaeus the hostile Emerald Criminal (Wings)

Electrified Pit Trap; DL 10; Search DC 103 (360 Dex damage, DC 108 Fortitude save to negate)

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

[x2] Mortals cannot taste, smell, or sense into this room unless they are actually there; Divine Intervention fails  
11,593gp

animal hoof

(no short description), 0gp

Aqua Rusty nail: +5 level(s) of exceptional Chr; 100200gp

Chestnut Piercing Weapon [6d20] ++18 dmg 16+/x5;

1Z: 1=Dispel Exhaustion,5=Feeblemind,6=Cure Insanity; CL 70; SL 10, 67450gp

DL X Gargantuan Arctic Viruss x(84) x[1]

iAC 1011, HD 170, hp 12928, PR 152% #Att 17, TH ÷ AC/Save DC by 110, dmg 208

Str 72, Dex 72, Con 68, Int 35, Wis 34, Chr 25, 20kxp

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

Prepared effects:

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

[Pri SL9] Duplicate Item: duplicate a x1 magic or psi item that uses charges

[Wiz SL6] Fire Shield 6: Anyone who melees with you takes 125% dmg back

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

[Psi18 Ultra] Caprenium Silence: 100'r, 100% irreducible InnateR, PsiR, or MR

[Wiz SL9] Extra Group +2: The next spell you cast will affect +2 groups of monsters

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

[Psi6E Super] Immunity IV: Globe/Invuln., Immune:1st-2nd Dominions

[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).

[Psi6E Major] Bodily Restoration III: Troll-like Regeneration 6 hp/r

Combat effects:

[Pri SL7] Call Lightning 7: (CL+2)d16 lightning dmg (save:½) (halve the die type if not outside)

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

[Psi54 Grand] Earth Animation: Summon a DL=SL Earth Elemental

[Psi29 Grand] Lightning Bolt LVLd10:

[Pri SL9] Heal 9: Cure to 175% of max hp (max Heal 9 can cure at once = 1750 hp)

[Wiz SL5] Lightning Bolt 5: CLd10 lightning dmg to a group (save:½)

[Pri SL4] Neutralize Poison 4: Cure 1 poison effect (reverse causes that many, save)

[Wiz SL3] Hold Undead: Holds up to 3 undead

[Psi3 Major] Astral Construct V: Astral construct fights for you.

[Pri SL9] Cure Wounds 9: Cures 45d8 hp (can take offer of 6 per die -> 270 hp)

Dungeon052220 - Dungeon Level 10

Room # 2

Crypt / Burial Chamber - 50ft. long x 25ft. wide x 50ft. tall

hourglass; chair; grating; clicking

Plane Shift Door (other side is on another plane) on the south wall leading to a 20ft. long x 25ft. wide x 5ft. tall hallway.

Sample Names: Belphejur the unkind Injustice Weirdo (Nuclear); Goldenhammer the cold-blooded Vibro Vandal (Hydrofoil)

Burning Container Trap; DL 10; Search DC 105 (144 idamage, DC 106 RSW save for half), (multiple targets)

Monster that (causes/has/or is) Talks - Spell Casting

[x2] Ultraplanar beings cannot hear, feel, or sense into this room unless they are actually there; Divine Intervention fails  
62,053gp

boots

a Cloak of DesertBeest Leather, +3 AC, 100gp

Silvery Shield [AT+294] +17 AC/+143 Saves; 1M: Can touch up to LVL\*100'; incl. T spells; CL 56; SL 10; 63440gp

Helm of Darkness, 26310gp

DL X Small Sea-of-Dust/Colorless Plants x(12) x[1]

AC 1018, HD 19, hp 872, AIR 173% #Att 7, TH ÷ AC/Save DC by 110, dmg 10001

Str 41, Dex 55, Con 43, Int 29, Wis 69, Chr 78, 20kxp

Immune alignment based/color based effects, Immune critical hits, poison, sleep, paralysis, stunning.

Prepared effects:

[Psi45 minor] Chemical Mimicry: Change your body to be of an TechL=SL chemical

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

[Wiz SL10] Ward Dweomer: Become immune to one type of attack/element

[Pri SL4] Dimensional Anchor : Bars extradimensional movement.

[Psi-6N Major] Gaea's Embrace ~: 1P or 1M: Target gains +3 AC/saves/TH/dmg and Troll-like regen CL hp/r

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

[Wiz SL9] Elemental Aura : Element Protect from one element, it's plane, and it's creatures

[Psi0 Grand] Shock Treatment: Immune Lightning; 1 POP, 1V: Deal KiL damage to one target (save: ½)

[Psi6E Super] Astral Form Blockade Field: Stops Astral Psi./Proj., Dim.Doors

[Wiz SL5] Original Stoneskin 5: Block the next 2 P actions of attacks

Combat effects:

[Pri SL8] Summon Monster VIII : Calls outsider to fight for you.

[Psi5 minor] Heal Self: Cure up to 100 hp, Regenerate (as spell)

[Psi81 Grand] Suppress: Target cannot use a particular power (no save)

[Wiz SL3] Enslave Person: As Charm Person, except the effect cannot be thrown off by being damaged, and there is no daily save

[Psi5 minor] Heal Self: Cure up to 100 hp, Regenerate (as spell)

[Psi45 Ultra] Geoforce: 1bM: Stop or Create an Earthquake, Landslide, etc. Damage would be CL\*SL Earth to a group (save for 0)

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

[Psi6E Super] Bodily Restoration IV: Troll-like Regeneration - of max hp/r

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

[Psi2 Ultra] Change Reality: Change Reality or Psi1 grand; Double CL effect

Dungeon052220 - Dungeon Level 10

Room # 3

Bestiary - 35ft. long x 50ft. wide x 45ft. tall

Stalactites (some might fall); armchair; ringing; moaning

Trapped Door, Magic/Psi on the north wall leading to a 25ft. long x 25ft. wide x 10ft. tall hallway.

Sample Names: Simarka the ignoble Ghost Ninjas (Flame); Eltherion the acerbic Jet Menace (Katana)

Secret Brick Trap; DL 10; Search DC 105 (120 Cml damage, DC 103 Spell save to negate)

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

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Round  
34,017gp

cracks, wall

a scroll, 'magic missile' " " ", 40gp

Iron Stone, Super, +5% WR, 35210gp

Puce Shuriken (5) [6d10] +15 Th/+100 dmg 13+/x7; 1Z: Cell

Adjustment (reversed) CL\*SL\*2 dmg (no save); CL 44; SL 10, 26210gp

DL X Titanic Inner-Planar Plants x(27) x[2]

AC 1006, HD 643, ihp 5.6E+4, TR 104% #Att 9, TH ÷ AC/Save DC by 110, dmg 1003

Str 30, Dex 62, Con 60, Int 70, Wis 51, Chr 27, 20kxp

Immune 1 element., Immune critical hits, poison, sleep, paralysis, stunning.

Prepared effects:

[Pri SL9] Protection from Fire 9: Stop the next CL\*32 fire dmg

[Wiz SL10] Tenser's Transformation 10: +200% of max hp to current hp, +6 TH melee

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

[Psi3 Super] Shapechange: You become any creature, change one/round.

[Psi18 Grand] Psi: Web: 100'r, any flying creature is Imprisoned

[Psi7 Ultra] (no name): Your unarmed attacks are Vile damage and hard to heal (healing effects are divided by CL-16)

[Pri SL6] Antilife Shell : 10-ft. field hedges out living creatures.

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

[Psi-12L Super] Spirit Resistance: +5\*CL% XR

[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:

[Pri SL6] Death's Door 6: Target (currently at negative hp) goes to 4 hp (can't go above max)

[Pri SL6] Really Put of Misery: Target being that is slain is Capital S Slain (no save)

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

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

[Psi54 Major] Super Breath: CL\*SL air dmg to one group (no save)

[Wiz SL2] Lightning Bolt 2: CLd4 lightning dmg to a group (save:½)

[Psi-5 Major] Energy Drain: Target is energy drained CL levels in every class (1 save for each level)

[Psi0 minor] Disarm: One attack: Target is disarmed (no save)

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

[Psi9 Grand] Temporal: Time Bolt: Ages target 10\*(CHd4) years (save:½)



Dungeon052220 - Dungeon Level 10

Room # 4

Salon - 45ft. long x 35ft. wide x 50ft. tall

door (broken); wardrobe; scuttling; footsteps (behind)

Plant Door (a door made of plants) on the west wall leading to a 15ft. long x 10ft. wide x 25ft. tall hallway.

Sample Names: Jaezred the dreadful Shatter Surfer (Zip-line); Ophala the irritating Tiger Woman (Rifle)

Starbolt Trap; DL 10; Search DC 108 (Psionicist CL 20, DC 103 Spell save to negate)

Well that (causes/has/or is) Suggests

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Round  
84,637gp

tankard

a golden dragonscale torso, +3 AC, 620gp

Potion of Harm, 6510gp

Amulet of PsiR (per 5%), 33430gp

DL X Tiny Star-Trek-Loop Plants x(50) x[1]

Stun AC 1015, HD 100, |hp| 436, WR 135% #Att 7, TH ÷ AC/Save DC by 110, dmg 5001

Str 42, Dex 44, Con 43, Int 41, Wis 56, Chr 25, 20kxp

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

Prepared effects:

[Psi29 minor] Anti-Radiation Ray:

[Psi16 Ultra] Golem Form: Burning Man: Immune fire (and variants); Eldritch Fire Shield (100% dmg back); 1M: Fear (1 group)

[Psi27 Major] Worshipers of Any God: You have an enslaved creature: You gain his hp in permanent hp for the day.

[Psi2 minor] Mind Bar: 75% vs. Ench/Cha; immune Telep.; +5 in contests

[Pri SL4] Protection from Fire 4: Stop the next CL\*12 fire dmg

[Psi3 Super] Shapechange: You become any creature, change one/round.

[Wiz SL6] Armor 6: +CL\*12 current hp

[Pri SL5] Protection from Fire 5: Stop the next CL\*16 fire dmg

[Pri SL5] Protection from Fire 5: Stop the next CL\*16 fire dmg

[Wiz SL10] Ward Dweomer: Become immune to one type of attack/element

Combat effects:

[Wiz SL7] Prismatic Beam: One target is hit by all 7 colors of Prismatic Spray

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

[Psi10 Grand] Summon Fire Elemental: Summons a 12 HD Fire Elemental, or gain control of someone's Fire Ele.

[Psi1 Ultra] Telekinetic Crush: 1 target: X\*X\*X telekinetic damage (no save)

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

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

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

[Pri SL10] Blade Barrier 10: 12d12 dmg wall (shards)

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

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

Dungeon052220 - Dungeon Level 10

Room # 5

Pen/Prison - 50ft. long x 10ft. wide x 25ft. tall

knives; curtain; metallic smell; knocking

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

Sample Names: Latonesh the unpleasant Wonder Manhunter (Mortar); Ocallian the psychotic Random Flash (Extra-terrestrial)

Swinging Door Trap; DL 10; Search DC 104 (400 idamage, DC 109 PPD save for half)

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

[x2] Room is permanently/continuously Blinded, only creatures immune or bubbled against it can function here.

90,250gp

crystal beads

tsung Wei's Dagger of Assasination, dagger, 11d15 (88), 100gp

Alabaster Staff [4d10] +19 Th/+324 dmg 13+/x5; 1P: As per Demons supplement description; CL 35; SL 10, 62200gp

Dull Scarab [AT++18] +255 AC/+195 Saves; 1M: Immune insects, edged weapons, piercing weapons; Cannot hold weapons; CL 45; SL 10; 97855gp

DL X Macro-Tiny Sea-of-Dust/Colorless Leechs x(26) x[1]

AC 1008, HD 5128, |hp| 4.3E+5, ER 108% #Att 7, TH ÷ AC/Save DC by 110, dmg 802

Str 79, Dex 29, Con 75, Int 63, Wis 23, Chr 51, 20kxp

Immune alignment based/color based effects, 0, 1/half segment: Remove a SEL=DL status effect.

Prepared effects:

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

[Pri SL2] Goodberry 2: Creates 8 goodberries

[Psi3½ Super] Metamorphosis, Greater: Assume shape of any nonunique creature or object each round.

[Pri SL10] Spell Immunity 10: Be immune to 7 spells by name

[Psi23 Grand] Prison Cloud: Captures one creature and holds there

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

[Psi54 Major] Acrobatics: Any Acrobat SL-1 pick; 5\*CL Rogue points in it

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

[Wiz SL10] Original Stoneskin 10: Block the next 7 P actions of attacks

[Wiz SL8] Second Level Magic-User Spells (DM1): Cast any four 2nd level Wizard spells simultaneously when it is cast.

Combat effects:

[Pri SL6] Dispel Magic 6: Dispel 4 magic effects

[Psi3½ Grand] Banishment, Psionic: Banishes extraplanar creatures.

[Psi6E Grand] Improved Phantasmal Killer: As the 4th level Wizard spell (no save)

[Psi6E Super] Fear VI (Fear Contagion): As the Quest level Priest spell

[Wiz SL7] Prismatic Beam: One target is hit by all 7 colors of Prismatic Spray

[Psi100 Ultra] Wish: Wish (as spell), or any Psi200 Dev/Sci/High Sci

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

[Psi3½ Grand] Disintegrate, Psionic: Turn one creature or object to dust.

[Wiz SL7] Power Word Kill 7: Kills a creature if current hp &lt; 60 (no save)

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

Dungeon052220 - Dungeon Level 10

Room # 6

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

hourglass; trash (pile); breeze, gusting; still, warm (or hot)

Automatic Door (opens if anyone approaches) on the south wall leading to a 25ft. long x 15ft. wide x 15ft. tall hallway.

Sample Names: Ogeeyin the spellbinding Sea -naut (Battleaxe); Vanada the fearless Sand Gang (Motorcycle)

Air in room transforms into Elemental Metallic Trap; DL 10; Search DC 101 (72 Cml damage/s, DC 102 PPD save for half)

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

[x2] Room is permanently/continuously Alley Effected, only creatures immune or bubbled against it can function here.

53,579gp

hacksaw

the Aegis, +21 AC, 840gp

Rian's Pituitary Gland: +19 to CL; 1M: Summon a [x2] DL=X Alternate Universe Legend

Horse named Mr ED who is unaffected by summoning sickness.; CL 41; SL 10; 100360gp

Red Necklace [ATxx5] +197 AC/++20 Saves; 1M: Touch deals 1d8 damage.; CL 65; SL 10; 128395gp

DL X Fine Outer-NG Humanoids x(10) x[2]

iAC 1020, HD 3, hp 108, ER 143% #Att 19, TH ÷ AC/Save DC by 110, dmg 608

Str 39, Dex 79, Con 34, Int 28, Wis 31, Chr 45, 20kxp

Immune acid, cold, petrification. Resist electricity and fire. Protection from evil continuous. Tongues at will., Has 2 arms, 2 legs, a

Prepared effects:

[Wiz SL4] Original Stoneskin 4: Block the next 1 P action of attacks

[Pri SL5] Troll-like Regeneration: You Troll-like Regenerate at CL hp per round

[Wiz SL5] Animate Dead : Creates undead skeletons and zombies.

[Psi81 minor] Armor: -CL dmg distributed among /energy or /physical attacks

[Wiz SL7] Anti-Psionic Shell:

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

[Pri SL7] Phoenix Sanctuary: You take half damage from any source (duration 1 turn, cannot be made permanent)

[Psi45 Ultra] Power Simulation: The next Psi45 power you use will be resisted using MR instead of PR

[Psi12L Super] Clone/Simulacrum: Clone (or) Simulacrum (as the MU spells)

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

Combat effects:

[Wiz SL4] Monster Swarm Summoning IV: Summons CL\*3 DL III monsters

[Psi6E Super] Bodily Restoration IV: Troll-like Regeneration ~ of max hp/r

[Psi29 Major] Insanity Ray:

[Psi3 Super] Apopsi: You delete the psionic power of another.

[Psi-6G minor] Exorcise: CL dmg & CL^3 lbs. telekinesis in a 70' line (no save); for objects, can force item saves

[Psi81 Ultra] Energy Blast IV: [Pick an element] CLd30 dmg of that element (one group, no save)

[Psi81 Ultra] Energy Blast IV: [Pick an element] CLd30 dmg of that element (one group, no save)

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

[Pri SL3] Summon Insects: Summons DL 3 insects

[Wiz SL6] Death Spell 6: Slay 6d12 HD of creatures (save)





Dungeon052220 - Dungeon Level 10

Room # 7

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

buffet; decanter; bang, slam; wind, strong

Intelligent Door, might have ego score on the east wall leading to a 25ft. long x 15ft. wide x 5ft. tall hallway.

Sample Names: Wuvok the diseased Millennium Golem (RV); Branchala the insidious Techni- Avenger (Knife)

Air in room transforms into Elemental Plasma Trap; DL 10; Search DC 103 (90 Int damage/s, DC 107 PPD save for half)

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

[x2] Immortals cannot taste, hear, or sense into this room unless they are actually there; Divine Intervention fails  
21,862gp

rags

a campfire, Ogp

Rian's Ears: +2 to ML; 1Z: You get +1S action per round for CL r (counts as your haste). ; CL 60; SL 10; 100830gp

Aqua Toe ring: +5 level(s) of exceptional Chr; 100990gp

DL X Small Water Giants x(8) x[2]

Stun AC 1004, HD 12, hullp 824, IR 117% #Att 7, TH ÷ AC/Save DC by 110, dmg 1208

Str 53, Dex 40, Con 49, Int 63, Wis 52, Chr 63, 20kxp

Resist cold. Double dmg from fire., Minimum size category Large.

Prepared 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.

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

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

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

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

[Wiz SL8] Tenser's Transformation 8: +150% of max hp to current hp, +4 TH melee

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

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

[Pri SL7] Time/Reality Stability: Time/Reality Stability (duration 1 day), reverse removes it (Spell save)

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

Combat effects:

[Psi54 Major] Ice Production: CL\*(SL+2) ice dmg to one target (no save)

[Psi30 Ultra] Temporary Insanity: 1 insanity [DMG1]/succ

[Psi12C Major] Miscast Magic: Miscast Magic (TM 69), also works on psionics

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

[Psi30 Grand] Death Beam: Necromantic damage

[Psi--2 Grand] Grand Acidify: CLd20 acid damage; Use d30's

[Wiz SL6] DNA Scamble Blast: Area DNA Scamble (PP save)

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

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

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

Dungeon052220 - Dungeon Level 10

Room # 8

Torture Chamber - 25ft. long x 35ft. wide x 5ft. tall

chair, podded, arm; butt (large borrel); still, warm (or hot); stale, fetid smell

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

Sample Names: Narga the spectacular Omega Slug (Blowgun); Kivar the grim 'n' gritty Radioactive Super-Villain (Stationwagon)

Air in room transforms into Elemental Prismatic Trap; DL 10; Search DC 108 (6 Str damage/s, DC 103 Will save for half)

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

[x2] Ultraplanar beings cannot hear, feel, or sense into this room unless they are actually there; Divine Intervention fails  
11,750gp

dagger hilt

the donation pit, 0gp

Alabaster Medallion [AT+22] +17 AC/x5 Saves; 1M: iunPaPaaPaaaPR CL\*2%; CL 60; SL 10; 26785gp

Rian's Nose: +6 to LVL; 1P: Summon a DL=SL+1 Horse or  $(11-SL)^2$  DL=SL Donkeys/Mules.; CL 48; SL 10; 100900gp

DL X Colossal NPC Faeries x(33) x[1]

iAC 1018, HD 321, hp 26112, ER 171% #Att 16, TH ÷ AC/Save DC by 110, dmg 2006

Str 72, Dex 25, Con 73, Int 41, Wis 57, Chr 58, 20kxp

Has Fighter, Wizard, Priest, Rogue, Psi classed members w/sometimes Cus and Mon, Overwrite AC to |AC|, Flys, No target.

Prepared effects:

[Pri SL8] Extra Group +2: The next spell you cast will affect +2 groups of monsters

[Pri SL9] Goodberry 9: Creates 36 goodberries

[Psi45 Ultra] Power Simulation: The next Psi45 power you use will be resisted using MR instead of PR

[Psi5 minor] Invisibility Realm: Improved Invis., can see other Invis.

[Psi6N Super] Create/Destroy Conduit: Creates or Destroys 1 Conduit, Wormhole, Gate, Color Pool

[Psi-12L Super] Spirit Resistance: +5\*CL% XR

[Psi45 minor] Illusory Duplication: Mirror Image (SL images)

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

[Psi6E Super] Immunity IV: Globe/Invuln., Immune:1st-2nd Dominions

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

Combat effects:

[Psi6G Super] Destroy Evil Spirit: Evil creature loses N stat points and  $N^2$  permanent hp (no resistance, can use GR)

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

[Wiz SL1] Chromatic Orb: 1=Pearly (1d4; light in area; save or blinded for L r or until leaves area), 2=Ruby (1d6, save or -1 Str and

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

[Psi60 Grand] Insanity: Cause Insanity (save)

[Psi6N Major] Banish to Home Plane: +50 CPPs to give no save; +50 CPPs to Sever Cord

[Psi--2 Ultra] Planetary Demolish: 1 idmg in any E=CL/6 element; 2 idmg; CL/3 instead

[Psi6G Super] Destroy Evil Spirit: Evil creature loses N stat points and  $N^2$  permanent hp (no resistance, can use GR)

[Psi7 Grand] (no name): Death Spell a group (total CL\*CL HD, max HD affected = CL)

[Psi3½ Grand] Time Hop, Mass: Willing subjects hop forward in time.

Dungeon052220 - Dungeon Level 10

Room # 9

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

fetters; chair, podded, arm; downdraft, slight; bellow (ing)

Undead Door (has a trapped spirit/ghost) on the north wall leading to a 50ft. long x 10ft. wide x 5ft. tall hallway.

Sample Names: Kura the immoral Teenage Avenger (Surfboard); Svein Thrainsson the bewildering Mega- Aardvark (Hydro-)

Damage Transference Trap; DL 10; Search DC 104 (Psionicist CL 20, DC 102 PPD save to negate)

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

[x2] Room is permanently/continuously Charmed, only creatures immune or bubbled against it can function here.

96,350gp

towel

A Grey Leather Belt, +2 AC, 1gp

Carmine Watch: Free Pseudo-Dragon [2] Familiar; 100270gp

Cordovan Fake flowers: Free Pseudo-Dragon [2] Familiar; 100570gp

DL X Macro-Diminutive Demi-Planes Animals x(54) x[1]

AC 1014, HD 2569, hp 2.2E+6, TR 160% #Att 10, TH ÷ AC/Save DC by 110, dmg 1010

Str 59, Dex 69, Con 49, Int 27, Wis 34, Chr 60, 20kxp

Immune hostile environments, Bars extradimensional travel, Overwrite INT score to 1 or 2. Usually have arms, legs, a head, a tail

Prepared effects:

[Pri SL5] Spell Immunity 5: Be immune to 2 spells by name

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

[Wiz SL8] Time/Reality Stability: Time/Reality Stability (duration 1 day), reverse removes it (Spell save)

[Wiz SL5] Armor 5: +CL\*10 current hp

[Psi54 minor] Magic Shield: Stops SL/2 magical attacks on you

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

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

[Psi54 Ultra] Split: You are two beings (two places at once); it costs 3 actions to have each body do 1 action

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

Combat effects:

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

[Pri SL5] Animate Dead Monsters: Animates CL dead monsters

[Psi-17 minor] (no name): Sleep your entire group (incl. yourself) (save)

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

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

[Pri SL9] Fire Storm 9: (CL+2)d14 holy fire dmg, hits 4 groups (no save)

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

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

[Psi1 Ultra] Telekinetic Crush: 1 target: X\*X\*X telekinetic damage (no save)

[Psi1 Ultra] Telekinetic Crush: 1 target: X\*X\*X telekinetic damage (no save)



Dungeon052220 - Dungeon Level 10

Room # 10

Waiting Room - 20ft. long x 20ft. wide x 10ft. tall

Floors of Ooze; fresco (painting); clashing; shuffling

Revolving/Swinging Door on the north wall leading to a 25ft. long x 5ft. wide x 20ft. tall hallway.

Sample Names: Sicarius the irritating Robo- Justice (Teleporter); Mithalvarin the nefarious Violet Doom (Portal)

Flooding Block Trap; DL 10; Search DC 102 (100 idamage, DC 104 Will save for half)

Dome that (causes/has/or is) Collapsing

[x2] Room is permanently/continuously **\*\*Cursed\*\*** (Ancient Foul Cursed)ed, only creatures immune or bubbled against it can fu  
88,913gp

cage

an incinerator, 0gp

Rian's Ears: +9 to ML; 1P: DT 100-CL and DR 10/-.; CL 40; SL 10; 100510gp

Crimson Armor, Light [AT+229] +9 AC/+12 Saves; 1P:

Energy (non-Physical) Reflection, max=level\*10%; CL 50; SL 10; 37140gp

DL X Medium Sea-of-Dust/Colorless Wurms x(7) x[1]

AC 1002, HD 220, hullp 1712, WR 167% #Att 15, TH ÷ AC/Save DC by 110, dmg 2001

Str 74, Dex 45, Con 22, Int 66, Wis 43, Chr 47, 20kxp

Immune alignment based/color based effects, Has no appendages.

Prepared effects:

[Psi29 Major] Protection (random scroll):

[Psi45 Grand] Body Coating: 5\*SL hp Armor spell, self only, stacks with the (Wizard) Armor spell

[Wiz SL5] Animal Growth : One animal/two levels doubles in size, HD.

[Psi-12L Super] Spirit Resistance: +5\*CL% XR

[Pri SL5] Goodberry 5: Creates 20 goodberries

[Wiz SL8] Permanency: ANY spell in the game can be made permanent.

[Pri SL9] Duplicate Mechanism: duplicate a technology item

[Wiz SL8] Clone: Clone

[Pri SL6] Immune [E=3 element]: Pick an E=3 element, you are immune to it for 1 hour. (This immunity does not "spread" into ot

[Pri SL8] Extra Group +2: The next spell you cast will affect +2 groups of monsters

Combat effects:

[Wiz SL5] Dispel Innates:

[Pri SL8] Creeping Doom 8: (1d5+7)\*120 insect dmg

[Psi12T Super] Mass Feeblemind: Feeblemind (as spell) in 90'r area

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

[Psi15 Grand] Suggestion: Suggestion

[Pri SL7] Resist Fire/Resist Cold 7: Take -75% dmg vs. fire or cold

[Psi45 Ultra] Mechanical Creation: Summon a DL=SL-2 Golem or Technological monster

[Wiz SL10] Fire Maze: maze spell on lvl creatures, each takes 10 fire dmg/r

[Wiz SL1] Chromatic Orb: 1=Pearly (1d4; light in area; save or blinded for L r or until leaves area), 2=Ruby (1d6, save or -1 Str and

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

Dungeon052220 - Dungeon Level 10

Room # 11

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

collapsed wall; hole (blasted); twanging; snapping

Teleport Door (other side is far away) on the west wall leading to a 10ft. long x 5ft. wide x 15ft. tall hallway.

Sample Names: Berooz of the Many Evils the heartless Spider Threesome (Dragon); Tariana the dazzling Rat Fang (Flame)

Crushing Statue Trap; DL 10; Search DC 106 (360 Int damage, DC 109 Reflex save to negate)

Altar that (causes/has/or is) Gate (to random plane) in room (can be dispelled,

or closed by a x1 or higher being passing through from this side)

[x2] Room is permanently/continuously Disjunct (effect)ed, only creatures immune or bubbled against it can function here.

73,005gp

bones (humanoid)

a back holster, 10gp

Sling of Buckland (x3) (+19,+15); +3 to Speed; Extra Shots; +1 Extra Might;

Resist Fear, Blindness, Confusion; Activates for elemental branding of shots every 1500 turns, 503210gp

Inky Glasses: Free Mighty Hurl Feat: Your thrown weapons of size

L or larger count as siege attacks (ignore skins, etc.); 101090gp

DL X Macro-Small Internet Dragons x(19) x[1]

AC 1014, HD 1.0E+4, |hp| 8.8E+5, WR 146% #Att 11, TH ÷ AC/Save DC by 110, dmg 3005

Str 54, Dex 59, Con 74, Int 64, Wis 48, Chr 40, 20kxp

Psilink, Immune Web, Flys, Breath weapon, dark vision, immune sleep and paralysis.

Prepared effects:

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

[Psi16 Grand] Golem Form: Doll: Resist fire; Mend spell acts as a Heal on you; Bite is Tasha's Laughter branded

[Psi14 Major] (no name): Pick LVL unusual materials to be immune to.

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

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

[Pri SL6] Resist Fire/Resist Cold 6: Take -70% dmg vs. fire or cold

[Psi6G Major] Forsake Material Form: Deva can use other object as body

[Psi1 Ultra] Energy Dampen: Permanent Energy Cancel on self or 100'cu area

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

[Psi12L Super] Clone/Simulacrum: Clone (or) Simulacrum (as the MU spells)

Combat effects:

[Pri SL6] Blade Barrier : Blades encircling you deal 1d6 damage/level.

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

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

[Psi29 Ultra] Eye for an Eye (Psi 11W) (fork an eye back on someone):

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

[Psi54 Grand] Ice Control: Wall of Ice

[Wiz SL3] Hold Undead: Holds up to 3 undead

[Wiz SL4] Death Spell 4: Slay 4d12 HD of creatures (save)

[Wiz SL4] Cone of Cold 4: CLd8+CL cold dmg to a group (save:½)

[Pri SL10] Neutralize Poison 10: Cure 7 poison effects (reverse causes that many, save for each)

Dungeon052220 - Dungeon Level 10

Room # 12

Crypt / Burial Chamber - 10ft. long x 15ft. wide x 20ft. tall

table, large; statue; grunting; grunting

Time Door (goes to another time) on the south wall leading to a 15ft. long x 25ft. wide x 20ft. tall hallway.

Sample Names: Rosskeen the valiant Mighty Five (Chariot); Nain the acrobatic Spider Cow (Truck)

Camouflaged Jaws Trap; DL 10; Search DC 101 (Attack +140 ranged, 8d6 Con damage)

Arch that (causes/has/or is) Releases - Coins

[x2] Room is permanently/continuously \*Cursed\*ed, only creatures immune or bubbled against it can function here.

62,582gp

mat

a portal to 36 chambers, Ogp

Rian's Urethra: +8 to HD; 1Z: Cure 20% of max hp.; CL 35; SL 10; 100500gp

Rian's Brain: +26 to CL; 1P: 1M or 1T: 100 dmg 15' radius (UltraBlack damage, centered on you, hole in the middle, no save), foll  
Misery. Taking this power more than once increases the damage by 100 each time, (or) you can use a pick to have the effect foll  
DL X Macro-Tiny Psionic Beholders x(53) x[1]

iAC 1016, HD 5123, hp 4.5E+5, MR 151% #Att 15, TH ÷ AC/Save DC by 110, dmg 1208

Str 73, Dex 78, Con 50, Int 29, Wis 22, Chr 58, 20kxp

Has a psionic frequency, Has eye stalks, 1 mouth, and 1 central anti-magic eye. Can cast through eye stalks. Flies

Prepared effects:

[Pri SL9] Regenerate 9: Regenerates 4 hp /s

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

[Wiz SL7] Armor 7: +CL\*14 current hp

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

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

[Psi16 Ultra] Golem Form: Drolem: [Pick an E=1 to E=3 element] Immune to that element; Mouth's P, 1/3r: Breathe that element

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

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

[Psi4 Ultra] Move Rate \*2.5: Multiply Move Rate by 2.5

[Pri SL9] Regenerate 9: Regenerates 4 hp /s

Combat effects:

[Pri SL7] Blade Barrier 7: 9d9 dmg wall (shards)

[Pri SL7] Raise Dead Fully: What you get is the full character at full hit points, but with no spells or psionic points. He loses 1 Con

[Pri SL6] Conjure/Dismiss Para Elemental: Summons or dismisses a Para Elemental

[Psi54 Grand] Ice Control: Wall of Ice

[Wiz SL10] Death Spell 10: Slay 10d12 HD of creatures (save)

[Psi3 Grand] Banishment: Banishes extraplanar creatures.

[Wiz SL4] Dispel Magic 4: Dispel 2 magic effects

[Wiz SL10] Death Spell 10: Slay 10d12 HD of creatures (save)

[Wiz SL10] Fire Maze: maze spell on lvl creatures, each takes 10 fire dmg/r

[Pri SL6] Dispel Evil 6: Dispel 2 evil targets (can target the same thing more than once) (save)

