

Dungeon052920 - Dungeon Level 1

Room # 1

Entry/Vestibule - 40ft. long x 50ft. wide x 45ft. tall

Floors of Fire; wood billets (shelf beds); updraft, strong; updraft, strong

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

Sample Names: Ythrial the amoral Slime Guy (Secret Decoder); Bosero the merciless Admiral Company (Rod)

Portcullis transforms into Elemental Bark Trap; DL 1; Search DC 11 (4 Str damage/s, DC 11 Fortitude save for half)

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

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

548gp

arras

an assassin's cloak, +1 AC, 150gp

Lily-white Armor, Heavy [AT+6] +0 AC/+0 Saves; 1M: Range & area of powers +50%; CL 5; SL 1; 795gp

Pearl of the Spheres (+1 Minor sphere for Priests), 3210gp

DL I Diminutive Nightmare-Dimension Unlives x(6) x[3]

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

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

ER DL*5%, No CON. Has Psi-7, Immune to crits, ability dmg, poison, sleep effects, paralysis, stunning, disease, death effects.

Prepared effects:

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

Combat effects:

[Psi2 minor] Time Shift: Move into future;Max=(level)r; Add 1r to Max

Dungeon052920 - Dungeon Level 1

Room # 2

Smithy/Forge - 35ft. long x 15ft. wide x 45ft. tall

bell(s); ramp; scream(ing); still

Time Door (goes to another time) on the east wall leading to a 40ft. long x 10ft. wide x 25ft. tall hallway.

Sample Names: Warian Firelash the abusive Death Soarer (Cycle); Ibrahim Samir the majestic Metal Pirate (Vampirism)

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

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

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

114gp

mirror

the Key to the City of New Thalos, Ogp

Sienna Wand [1d10] +1 Th/+3 dmg 18+/x2; 1M: Restores N hp to target (range touch); CL 7; SL 1, 1374gp

Braid of Silver: (Head) Natural weapons treated as 'silver' for overcoming Damage Reduction while shifting., 4260gp

DL I Diminutive Random(ite) Unlives x(13) x[4]

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

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

Has high frequency sampling, No CON. Has Psi-7, Immune to crits, ability dmg, poison, sleep effects, paralysis, stunning, disease,

Prepared effects:

[Psi81 minor] Regeneration: Regenerate CL hp/s

Combat effects:

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

Dungeon052920 - Dungeon Level 1

Room # 3

Waiting Room - 20ft. long x 5ft. wide x 10ft. tall

mirror; thumb screws; sobbing; roar(ing)

Trapped Door, Out of Phase on the west wall leading to a 35ft. long x 25ft. wide x 10ft. tall hallway.

Sample Names: Manalena the mighty Imperial Work (Vibranium); Celon the abusive Arduous Thirteen (Vortex)

Ingested Heaveniron Trap; DL 1; Search DC 11 (2 Chr damage, DC 11 RSW save to negate)

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

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

233gp

rubble & dirt

a Potion of Cancellation, 'cancellation' 'cancellation' 'reserved' 'reserved', 650gp

Emerald Stone [1d6] +1 Th/+3 dmg 18+/x2; 1P: Temptation: Target

saves or is suggested for 1 round; CL 5; SL 1, 760gp

Lily-white Cloak [AT+6] +3 AC/+1 Saves; 1M: Name 2 Wizard/Priest schools: One

has double effect, the other half (30' radius); CL 5; SL 1; 1135gp

DL I Small Desert/Arabian Goblin/Orcs x(8) x[3]

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

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

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

Prepared effects:

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

Combat effects:

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

Dungeon052920 - Dungeon Level 1

Room # 4

Wafer Closet/Toilet - 50ft. long x 5ft. wide x 45ft. tall

hourglass; lectern; "Bleah!" (off in the distance); bellow (ing)

Mobile Door (door moves around in dungeon) on the west wall leading to a 50ft. long x 5ft. wide x 25ft. tall hallway.

Sample Names: Rhin the belligerent Demolition Surfer (Tractor); Pallimir the arrogant Slug Bolt (Rainbow)

Wide-Mouth Portcullis Trap; DL 1; Search DC 11 (4 damage, DC 11 Fortitude save for half)

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

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

174gp

dripping

blood-filled boots, +4 AC, 1000gp

Ochre Armor Gemlet [AT+6] +3 AC/+3 Saves; 1P: CH*5% Psionic Resistance (adj.@12th); CL 7; SL 1; 1725gp

Cyan Cloak [AT+6] +2 AC/+3 Saves; 1P: Pick one action type (M, P, V). Your number of actions of that type is multiplied by 1.25; CL 6; SL 1; 2125gp

DL I Fine Outer-LN Giants x(15) x[4]

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

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

Dark vision, immune mine-affecting, resist acid and cold., Minimum size category Large.

Prepared effects:

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

Combat effects:

[Psi10 minor] Feeblemind: Feeblemind (save)

Dungeon052920 - Dungeon Level 1

Room # 5

Priest's Chamber/Lab - 35ft. long x 20ft. wide x 15ft. tall

candles; thumb screws; urine smell; downdraft, slight

Ice Door (transparent) on the east wall leading to a 40ft. long x 25ft. wide x 15ft. tall hallway.

Sample Names: Bedaidus the byzantine Aristocratic Musketeer (Bullets); Aethelred the Laborer the scowling Purple Freak (Demc

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

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

[x1] Radiation (Psi9) of RS=12 (fluctuates each Month)

177gp

iron boots

fluffy white cloud, 0gp

Rian's Hamstring muscle: +2 to HD; 1P: Stops all spells or

Will save or become insane (as insanity spell).; CL 6; SL 1; 1260gp

Rian's Adrenal Gland: +1 to LVL; 1P: Summon CL DL=SL-2 Dancing Potion Bottles.; CL 5; SL 1; 1850gp

DL I Tiny Rakshasa-World Aliens x(15) x[3]

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

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

Immune slain, Resist Slain, Vulnerable enchanted items., Does not breathe. Has Psi 8.

Prepared effects:

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

Combat effects:

[Psi6E minor] Self-Preservation: Restores 1 hp/DPP (limit = Wis*3 /round)

Dungeon052920 - Dungeon Level 1

Room # 6

Heating Room (for warmth) - 40ft. long x 30ft. wide x 35ft. tall

grindstone; dish; chlorine smell; still

Unusual Material Door on the west wall leading to a 35ft. long x 25ft. wide x 10ft. tall hallway.

Sample Names: Jasper the imbecilic Delta Sentinel (Lycanthropy); Seljuk the dewy-eyed Gamma Bird (Car)

Injected Grave Trap; DL 1; Search DC 11 (2 Wis damage, DC 11 RSW save to negate)

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

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

339gp

wall scratchings

an ornate mask, +4 AC, 1100gp

Rian's Abdominal external oblique muscle: +1 to ML; 1M: 1d10 dmg; save or blinded 1d4+4 r; CL 6; SL 1; 1160gp

Golden Gem: +100 PSP's; 1270gp

DL I Medium City/Town Illusionarys x(10) x[6]

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

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

Has hirelings, Incorporeal

Prepared effects:

[Psi45 minor] Resist: Physical: SL/4 (round down) instances of Resist physical attacks

Combat effects:

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

Dungeon052920 - Dungeon Level 1

Room # 7

Treasure Room - 40ft. long x 40ft. wide x 15ft. tall

flask; iron bars; updraft, slight; shuffling

Phase Door (phases in/out every so often) on the north wall leading to a 30ft. long x 15ft. wide x 25ft. tall hallway.

Sample Names: Selwyn the demonic Teen Guardsman (Crowbar); Fostengar the rancorous Steel Flea (Gateway)

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

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

[x1] Illusion spells function at double effect

672gp

fire pit

an ace card, 'ray of truth' 'cure serious' 'faerie fog' ", 50gp

Potion of Healing (70 hp total of healing), 4330gp

Chartreuse Helmet: +1 level(s) of exceptional Int; 1320gp

DL I Medium Mirror-Universe Intelligent-Trap/Trick/Specials x(12) x[6]

AC 11, HD 3, hp 32, RR 110% #Att 1, TH ÷ AC/Save DC by 2, dmg 3

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

May have slight tweaks on other abilities., Incorporeal, Find/Remove Trap/Trick/Special halves hp

Prepared effects:

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

Combat effects:

[Psi45 minor] Missile Creation: Do SL missile attacks, must roll to hit, each hit does 10 dmg (no save) and a stun (save)

Dungeon052920 - Dungeon Level 1

Room # 8

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

branding irons; fetters; footsteps (side); squeaking

Locked Door, Out of Phase on the east wall leading to a 40ft. long x 20ft. wide x 10ft. tall hallway.

Sample Names: Hardouin Shadowhands the jovial Radioactive King (Web); Eisenfeldt the dumbfounding Yak Glider (Saucer)

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

Arch that (causes/has/or is) Suggests

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

483gp

sundial

a blue belt with a red x, +1 AC, 10gp

Black Crown of Aerdy, 5210gp

Rose Shield [AT+5] +0 AC/+2 Saves; 1P: Immune Sleep; CL 7; SL 1; 1180gp

DL I Medium City/Town Giants x(11) x[4]

AC 12, HD 3, hp 32, RR 27% #Att 1, TH ÷ AC/Save DC by 2, dmg 3

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

Has hirelings, Minimum size category Large.

Prepared effects:

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

Combat effects:

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

Dungeon052920 - Dungeon Level 1

Room # 9

Temple - 10ft. long x 30ft. wide x 35ft. tall

door (broken); scroll tube; howling; downdraft, slight

Undead Door (has a trapped spirit/ghost) on the east wall leading to a 5ft. long x 20ft. wide x 25ft. tall hallway.

Sample Names: Jermija the Bird the vengeful Robo- Plague (Buggy); Chenzira the rancorous New Super-Villain (Suction Cup)

Astral Construct II Trap; DL 1; Search DC 11 (Psionist CL 2, DC 11 Fortitude save to negate), (multiple targets)

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

[x1] Numbers spells function at double effect

429gp

tray

a deep blue lapis lazuli, 80gp

Carmine Bag: Free Acrobat Kit: +2 AC; 3 Tumbling slots, 3

Tightrope Walking slots, 3 Jumping slots, Free bonus Juggling proficiency; 1880gp

Green Photo album: +1 level(s) of exceptional Chr; 1390gp

DL I Tiny Demi-Planes Elf/Avalons x(14) x[5]

AC 12, HD 2, hp 8, #Att 1, TH ÷ AC/Save DC by 2, dmg 3

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

Immune hostile environments, Bars extradimensional travel, Immune sleep, aging

Prepared effects:

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

Combat effects:

[Psi-12T minor] Hold Blast: One group is held (Will save)

Dungeon052920 - Dungeon Level 1

Room # 10

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

stool, high; Walls of Ice; whining; horn/trumpet sounding

Plane Shift Door (other side is on another plane) on the north wall leading to a 40ft. long x 20ft. wide x 25ft. tall hallway.

Sample Names: Alotrix the electrifying Mademoiselle Super-Heroe (Nuclear); Shiriq the friendly, neighborhood Doc Bee (Shooter

Ingested Poison Trap; DL 1; Search DC 11 (2 Int damage, DC 11 Spell save to negate)

Door, Secret that (causes/has/or is) Releases - Coins

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

635gp

armchair

a pair of lucky hands, +4 AC, 2200gp

Rope of Constriction, 3340gp

Bottle green Sling [1d12] +0 Th/+0 dmg 20+/x2; 1M: Entangle; CL 5; SL 1, 123gp

DL I Medium Shangri-La Animals x(6) x[6]

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

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

Has no truename, Immune Lost, Overwrite INT score to 1 or 2. Usually have arms, legs, a head, a tail, and/or wings.

Prepared effects:

[Psi9 minor] Tail with Poison Stinger: [+1 tail] Can use tail (as Poison Fangs)

Combat effects:

[Psi10 minor] Light: Light

Dungeon052920 - Dungeon Level 1

Room # 11

Workshop - 50ft. long x 45ft. wide x 35ft. tall

pliers; ramp; footsteps (receding); metallic smell

Specialed Door on the south wall leading to a 10ft. long x 10ft. wide x 15ft. tall hallway.

Sample Names: Elbereth the base Doc Horror (Flame); Phandalyn the perverted Magna- Thief (Darts)

Well-Camouflaged Deathblades Trap; DL 1; Search DC 11 (Attack +20 ranged, 2d2 Int damage), (multiple targets)

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

[x1] Time spells function at double effect

122gp

hair/fur bits

a green potion, 'blindness' 'teleport' 'cure blindness' ", 47gp

Rian's Spinal Cord: +1 to ML; 1M: Summon a DL=I Cat with "when summoned, cure 1d6*10hp"; CL 7; SL 1; 1560gp

Bottle green Talisman [AT+5] +2 AC/+2 Saves; 1M: Blocks all forms of vision (inf,ult,x-r); CL 5; SL 1; 1030gp

DL I Small Outer-CG Dragons x(14) x[6]

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

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

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

Prepared effects:

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

Combat effects:

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

Dungeon052920 - Dungeon Level 1

Room # 12

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

balcony; curtain/tapestry; bang, slam; squeaking

Ice Door (transparent) on the west wall leading to a 45ft. long x 10ft. wide x 5ft. tall hallway.

Sample Names: Dannodel the charming Captain Beetle (Pony); Thangar the criminal Vibro Djinn (Golden)

Rolling Blades Trap; DL 1; Search DC 11 (Attack +2 melee, 2d2 damage)

Force Field that (causes/has/or is) Monster Generator: Insect (summons an Insect every segment)

[x1] Nothing in the room can be affected by Disguise Self, Avoid Tricks, Non-detection/loaction

971gp

spider web

a white paint stripe, +3 AC, 125gp

Iron-grey Eyes [1d8] +5 Th/+3 dmg 17+/x3; 1M: CL dmg & CL^3 lbs. telekinesis in

a 70' line (no save); for objects, can force item saves; CL 5; SL 1, 1887gp

Scarab of Death, 6230gp

DL I Medium Arctic Golems x(11) x[3]

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

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

Immune cold. Double dmg from fire., Immune crits, ability dmg, energy drain, poison, sleep, paralysis, stunning, disease, mind-af

Prepared effects:

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

Combat effects:

[Wiz SL1] Chromatic Orb: 1=Pearly (1d4; light in area; save or blinded for L r or until leaves area), 2=Ruby (1d6, save or -1 Str and

Dungeon052920 - Dungeon Level 2

Room # 1

Garbage Room - 5ft. long x 35ft. wide x 5ft. tall

decanter; Chute, Sand/Quicksand; chanting; whispering

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

Sample Names: Kilasa the greedy Count Guardsman (Snowshoes); Reluhartis the despicable Ninja Musketeer (Phone Booth)

Lesser Restoration Trap; DL 2; Search DC 21 (Wizard CL 4, DC 22 PPD save to negate), (multiple targets)

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

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

1,436gp

coin, copper (bent)

gauntlets of bravery, +2 AC, 600gp

Rian's Teres major muscle: +1 to LVL; 1M: Lockdown speaking actions.; CL 10; SL 2; 4630gp

Iridescent Dust: +1 level(s) of exceptional Chr; 4760gp

DL II Fine NPC Lycanthropes x(14) x[3]

AC 44, HD 4, hp 12, CR 104% #Att 1, TH ÷ AC/Save DC by 3, dmg 10

Str 17, Dex 15, Con 14, Int 16, Wis 13, Chr 24, 0.05kxp

Has Fighter, Wizard, Priest, Rogue, Psi classed members w/sometimes Cus and Mon, Can polymorph to alternate form.

Prepared effects:

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

[Psi-9 minor] Resistance to Anti-Magic: CH*5% aMR (adjust @ 12th casting level)

Combat effects:

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

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

Dungeon052920 - Dungeon Level 2

Room # 2

Fountain/Pool Room - 25ft. long x 10ft. wide x 45ft. tall

lectern; side chair(s); snapping; still

Flesh Door on the north wall leading to a 40ft. long x 20ft. wide x 25ft. tall hallway.

Sample Names: Rolda the belligerent Fire Sidekick (Unexplained); Heris the terrible Moon Crustacean (Bike)

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

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

[x1] War spells function at zero effect

3,365gp

flask, cracked

a Long Festive Spear, exotic, 10d10 (55), 142gp

Aqua Crossbow, repeating heavy [2d4] +3 Th/+1 dmg 16+/x3; 1M: Cell Adjustment CL*SL*2 hp; CL 12; SL 2, 2637gp

Chestnut Balloon: All your Monster classes use the "set XP table"(3kxp at 2nd, doubles til 9th,600kxp at 10th,+300kxp per level afterward).; 5080gp

DL II Fine Black-Ice Undeads x(28) x[6]

AC 42, HD 6, hp 12, RR 202% #Att 1, TH ÷ AC/Save DC by 3, dmg 26

Str 15, Dex 13, Con 19, Int 16, Wis 21, Chr 20, 0.05kxp

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

Prepared effects:

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

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

Combat effects:

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

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

Dungeon052920 - Dungeon Level 2

Room # 3

Meeting Room - 25ft. long x 35ft. wide x 20ft. tall

cabinet; stall or pen; steamy near ceiling; clicking

Zombie Door (made of zombies) on the west wall leading to a 50ft. long x 20ft. wide x 20ft. tall hallway.

Sample Names: Meronia the daring Compu- Demon (Spike); Methena the spellbinding Quick Raiders (-O-matic)

Tripping Balls Trap; DL 2; Search DC 21 (Attack +12 melee, 2d4 damage)

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

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

178gp

chains

rolled-up sleeves, +4 AC, 1000gp

#N/A

#N/A

Chrome Gauntlets [AT+7] +16 AC/+9 Saves; 1M: Gaze attacks hold no terror for you.; CL 7; SL 2; 4645gp

DL II Fine Island Goblin/Orcs x(10) x[6]

AC 44, HD 4, hp 6, #Att 2, TH ÷ AC/Save DC by 3, dmg 9

Str 14, Dex 24, Con 22, Int 24, Wis 23, Chr 17, 0.05kxp

Has mtg U spells, Dark Vision, Stay conscious past Ohp. Light Sensitivity

Prepared effects:

[Psi54 minor] Truesight: Minor: Detect Invis./Illusion; Major: True Seeing; Grand: Cosmic Awareness

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

Combat effects:

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

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

Dungeon052920 - Dungeon Level 2

Room # 4

Privy/Secret - 20ft. long x 35ft. wide x 30ft. tall

Bridge, Ice; skin; urine smell; acrid smell

Time Door (goes to another time) on the north wall leading to a 5ft. long x 15ft. wide x 15ft. tall hallway.

Sample Names: Stoneshield the unholy Elasti- Torch (Llama); Xaemarra the raving Future Albino (Hyper-)

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

Fireplace that (causes/has/or is) False

[x1] Psi 11 powers function at zero effect

1,799gp

buffet

a pair of Emerald dragon scale gloves, +2 AC, 100gp

Rian's Toe Nails: +1 to CL; 1M: Slowed 2d4 r (no save); save or petrified; CL 7; SL 2; 4720gp

Navy Gloves [AT+8] +4 AC/+5 Saves; 1Z: SL/2 (round down) instances of

Resist magnetism; +SL*10% damage with magnetism effects; CL 9; SL 2; 2900gp

DL II Large Outer-LE Illusionarys x(16) x[4]

AC 44, HD 10, hp 320, #Att 4, TH ÷ AC/Save DC by 3, dmg 18

Str 16, Dex 16, Con 14, Int 18, Wis 17, Chr 24, 0.05kxp

Dark vision, Telepathy, immune fire and poison, resist acid and cold, Can summon other Outer LE, Incorporeal

Prepared effects:

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

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

Combat effects:

[Psi45 minor] Weakness Creation: Add SL/2 instances of a Vulnerability to something (medium scale: a school, an element, etc.)

[Psi3 minor] Astral Construct I: Creates astral construct to fight for you.

Dungeon052920 - Dungeon Level 2

Room # 5

Waiting Room - 45ft. long x 35ft. wide x 40ft. tall

Walls of Plants; Walls of Air; dank, mouldy smell; giggling (faint)

Unusual Material Door on the south wall leading to a 15ft. long x 5ft. wide x 25ft. tall hallway.

Sample Names: Ikshada the immoral Alien Horde (Raised by animals); Kauth the stupendous Ant Shrike (Engine)

Contact Anti-Radioactive Trap; DL 2; Search DC 22 (4 Wis damage, DC 21 Breath Weapon save to negate)

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

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

389gp

cobwebs

a suit of banded mail, +2 AC, 290gp

Holy Symbol of Greyhawk, 9230gp

Scroll of Pro.Lycanthropes, 5240gp

DL II Fine Star-Trek-Loop Unlives x(16) x[6]

AC 41, HD 4, hp 12, CR 92% #Att 1, TH ÷ AC/Save DC by 6, dmg 25

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

Has captain spells, No CON. Has Psi-7, Immune to crits, ability dmg, poison, sleep effects, paralysis, stunning, disease, death effect

Prepared effects:

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

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

Combat effects:

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

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

Dungeon052920 - Dungeon Level 2

Room # 6

Music Room - 50ft. long x 25ft. wide x 25ft. tall

candles; balcony; sobbing; clanking

Locked Door, Magic/Psi on the south wall leading to a 25ft. long x 5ft. wide x 5ft. tall hallway.

Sample Names: Qari the poisonous Jade -stroke (Ancient lore); Esmeralle the devilish Mademoiselle Wing (Nunchucks)

Ingested Dust Trap; DL 2; Search DC 22 (40 damage, DC 22 PP save for half)

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

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

1,407gp

gong

a dragging decapitated arm, +1 AC, 300gp

Rian's Lungs: +5 to HD; 1F: 1bM: Counter/Dispel a hold effect or Freedom of Movement.; CL 9; SL 2; 5070gp

Girdle of Femininity/Masulin., 5130gp

DL II Large Joke Familiars x(12) x[6]

AC 43, HD 18, hp 192, CR 78% #Att 2, TH ÷ AC/Save DC by 6, dmg 26

Str 21, Dex 18, Con 24, Int 19, Wis 15, Chr 13, 0.05kxp

Has Punomancy, Familiar Immunity

Prepared effects:

[Psi45 minor] Resist: Power Manipulation: SL/3 (round down) instances of Resist disenchantment

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

Combat effects:

[Psi-6G minor] Renewal †: 1bM: One target at negative hp is cured to 0 hp

[Psi-6G minor] Renewal †: 1bM: One target at negative hp is cured to 0 hp

Dungeon052920 - Dungeon Level 2

Room # 7

Hall - 45ft. long x 20ft. wide x 50ft. tall

candle; bed; misted; whining

Concealed (Hidden) Door on the east wall leading to a 40ft. long x 15ft. wide x 20ft. tall hallway.

Sample Names: Tark the loony Human Woman (Rickshaw); Yarumal the cold-blooded Azure Miser (Rattan Cane)

Ingested Napalm Trap; DL 2; Search DC 21 (8 Chr damage, DC 21 Will save to negate)

Door that (causes/has/or is) Asks

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

2,870gp

javelin head, blunt

sun tea jar, 1gp

loun Stone, Normal, 0 action, use once: x2 Avoid Fate, 4540gp

Chartreuse Sandal: +1bQE Action(s); 5040gp

DL II Fine Jungle Insects x(19) x[4]

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

Str 18, Dex 13, Con 15, Int 24, Wis 16, Chr 22, 0.05kxp

Has mtg G spells, No INT. Dark vision.

Prepared effects:

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

[Psi5 minor] Physical Protection: Caster's hit points triple for duration

Combat effects:

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

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

Dungeon052920 - Dungeon Level 2

Room # 8

Music Room - 10ft. long x 5ft. wide x 40ft. tall

idol(s); sideboard (china closet); footsteps (behind); bellow (ing)

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

Sample Names: Kimserg the cowardly Steel Hornet (Ship); Karam Taj the super-intelligent Omega Scavenger (Armor)

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

Arch that (causes/has/or is) Enrages

[x1] Turning Undead is at -2 CL and -3 to the 1d20 turn roll (these are fixed amounts, rolled once)

2,366gp

hourglass

bloody arm, flail, 8d10 (44), 0gp

Rian's Pelvis bone: +2 to LVL; 1P: Summon a DL II Elf

with "1M: Gain 1d5 SL's back in a progression."; CL 7; SL 2; 4330gp

Rian's Skin: +1 to ML; 1P: 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 10; SL 2; 4640gp

DL II Diminutive Henchmen Hounds x(10) x[5]

AC 44, HD 6, hp 12, #Att 3, TH ÷ AC/Save DC by 3, dmg 26

Str 13, Dex 18, Con 20, Int 17, Wis 20, Chr 24, 0.05kxp

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

Prepared effects:

[Psi45 minor] Invisibility: Improved Invis.

[Psi45 minor] Invisibility: Improved Invis.

Combat effects:

[Psi45 minor] Magic Domination: Control M Actions (SL/2 saves)

[Psi45 minor] Magic Domination: Control M Actions (SL/2 saves)

Dungeon052920 - Dungeon Level 2

Room # 9

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

pedestal; thumb screws; manure smell; tapping

Golem Door (it's a Golem creature) on the east wall leading to a 30ft. long x 5ft. wide x 20ft. tall hallway.

Sample Names: Gildas Knifewielder the mind-numbing Spider Arrow (Adamantium); Respen the self-righteous Ghost Hornet (Jet

Air in room transforms into Elemental Heat / Warmth Trap; DL 2; Search DC 21 (4 Wis damage/s, DC 22 RSW save for half)

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

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

1,880gp

silver plate

blue boots, +1 AC, 4gp

Alabaster Shuriken (5) [1d8] +5 Th/+3 dmg 18+/x3; 1V: As spell; CL 8; SL 2, 2237gp

Eversmoking Bottle, 8520gp

DL II Large Psionic Plants x(19) x[5]

AC 44, HD 20, hp 384, #Att 1, TH ÷ AC/Save DC by 3, dmg 10

Str 19, Dex 22, Con 20, Int 17, Wis 20, Chr 22, 0.05kxp

Has a psionic frequency, Immune critical hits, poison, sleep, paralysis, stunning.

Prepared effects:

[Psi81 minor] Growth 2: +1 size; +2 Str; +2*CL max hp

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

Combat effects:

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

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

Dungeon052920 - Dungeon Level 2

Room # 10

Barracks / Quarters - 15ft. long x 50ft. wide x 45ft. tall

collapsed wall; Walls of Air; hissing; steamy near floor

Locked Door, Magic/Psi on the west wall leading to a 5ft. long x 25ft. wide x 10ft. tall hallway.

Sample Names: Cow Sleanson the obscene Radioactive Lady (Helicopter); Eloann the mischievous Teen Hawk (Venom)

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

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

[x1] DAZ (Dispel All Zone) - All effects get countered; existing all effects have SL% of being dispelled/Month
2,925gp

bones (nonhumanoid)

a classical Chinese lute, +1 AC, 20gp

Obsidian Chime: Free Duck [2] Familiar; 4250gp

Rian's Eyes: +2 to CL; 1M: 1V, 1/reset: Destroy a magic item,
effect, or creature (creature gets PPD save) ; CL 14; SL 2; 4400gp

DL II Medium Star-Trek-Loop Goblin/Orcs x(9) x[5]

AC 43, HD 12, hp 192, #Att 4, TH ÷ AC/Save DC by 3, dmg 18

Str 24, Dex 19, Con 18, Int 23, Wis 14, Chr 19, 0.05kxp

Has captain spells, Dark Vision, Stay conscious past Ohp. Light Sensitivity

Prepared effects:

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

[Psi81 minor] Missile Deflection: Deflect 1 missile per P attack

Combat effects:

[Psi3½ minor] Catfall: Instantly save yourself from a fall.

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

Dungeon052920 - Dungeon Level 2

Room # 11

Heating Room (for warmth) - 15ft. long x 25ft. wide x 30ft. tall

Caved-in/Collapsed Area; desk; grating; still

Dimension Door (as the spell) on the south wall leading to a 15ft. long x 25ft. wide x 5ft. tall hallway.

Sample Names: Auguhol the contemptible Winged Trio (Bazooka); Qari the demonic Count Turtle (Catapult)

Tripping Deathblades Trap; DL 2; Search DC 21 (Attack +8 ranged, 4d2 Int damage)

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

[x1] Gravity high 11 G's (-40 Str, /move rate by 12, falling dmg x12, Z actions reduced by 11/s)

1,718gp

mold (common)

Sharik's Claw, exotic, 100d150 (7550), 0gp

Black Fake flowers: +3 Familiar Slots; 4670gp

Onyx Staff [1d8] +17 Th/+1 dmg 20+/x2; 1Z: Charm (no save) only vs. Chaotic creatures; CL 10; SL 2, 4377gp

DL II Small Synnibarr Outers x(7) x[5]

AC 41, HD 4, hp 40, #Att 2, TH ÷ AC/Save DC by 6, dmg 25

Str 24, Dex 17, Con 19, Int 15, Wis 14, Chr 15, 0.05kxp

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

Prepared effects:

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

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

Combat effects:

[Psi18 minor] Heal and Regrowth: 1 target: Regenerate; heal LVL*LVL hp

[Psi18 minor] Heal and Regrowth: 1 target: Regenerate; heal LVL*LVL hp

Dungeon052920 - Dungeon Level 2

Room # 12

Elevator Room - 15ft. long x 20ft. wide x 15ft. tall

idol; table, trestle; tapping; urine smell

Phase Door (as the spell) on the west wall leading to a 35ft. long x 20ft. wide x 20ft. tall hallway.

Sample Names: Riolona the sarcastic Slug Vulture (Saxophone); Odd the Spear the virtuous Fighting Family (Electrocution)

Air in room transforms into Elemental Glass Trap; DL 2; Search DC 21 (8 Wis damage/s, DC 22 Fortitude save for half)

Wall that (causes/has/or is) Enrages

[x1] Psi -3 powers function at zero effect

3,419gp

skull

a Bar Stool, 0gp

Cinnamon Helm [AT+7] +5 AC/+2 Saves; 1M: Take x0.75 damage from physical attacks; CL 8; SL 2; 2750gp

Rian's Triceps muscle: +2 to CL; 1M: Your summons are not summoning sick ; CL 14; SL 2; 4220gp

DL II Fine Outer-CE Golems x(22) x[6]

AC 42, HD 4, hp 12, RR 46% #Att 4, TH ÷ AC/Save DC by 3, dmg 26

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

Telepathy, immune electricity and poison, Resist acid, cold, and fire, Can summon other Outer CE, Immune crits, ability dmg, ene

Prepared effects:

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

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

Combat effects:

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

[Psi29 minor] Charm Person:

Dungeon052920 - Dungeon Level 3

Room # 1

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

kneeling bench; table, small; urine smell; poor oxygen

Water Lock Door (holds back a lot of water) on the north wall leading to a 30ft. long x 25ft. wide x 20ft. tall hallway.

Sample Names: Niree the cold-blooded Bat Gorilla (Soul sold to Devil); Kemen of the Lightning Colony the grotesque Sister Mast

Electrified Stairs Trap; DL 3; Search DC 32 (4 damage, DC 31 Reflex save for half)

Container (Barrel, Jar, Vase, etc.) that (causes/has/or is) Treasure disguised to appear as something else

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

60gp

mud

a beautiful white pearl, 100gp

Primrose Armor, Light [AT+11] +4 AC/+25 Saves; 1P: -CL dmg /physical attack;

gain that amount in next damaging physical attack; CL 15; SL 3; 6765gp

Crimson Clock: +200 PSP's; 9400gp

DL III Diminutive Custom-classes Reptiles x(20) x[6]

AC 93, HD 12, hp 72, RR 97% #Att 2, TH ÷ AC/Save DC by 4, dmg 38

Str 24, Dex 15, Con 28, Int 14, Wis 24, Chr 23, 0.1kxp

Has Custom abilities, Half AC from AT. Resist Heat. Usually has a tail and claws

Prepared effects:

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

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

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

Combat effects:

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

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

[Psi12C Major] Shift Towards Chaos: Creature saves: if made it takes caster's level in damage, if missed AL shifts one towards C

Dungeon052920 - Dungeon Level 3

Room # 2

Heating Room (for warmth) - 40ft. long x 40ft. wide x 30ft. tall

spinning wheel; vestry (clothing); foggy; music

Water Lock Door (holds back a lot of water) on the south wall leading to a 15ft. long x 5ft. wide x 10ft. tall hallway.

Sample Names: Hoardebreaker the devious Blood Cyborg (Cow); Myrdon the daring Underground Dancer (Zip Gun)

Inhaled Anti-Magic {extra +1} Trap; DL 3; Search DC 31 (30 damage, DC 33 PP save for half)

Tapestry that (causes/has/or is) Suspends Animation

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

2,390gp

bees wax

a football, +3 AC, 1500gp

Slippers of Kicking, 5150gp

Rod of Flailing, 9340gp

DL III Small Dead-Timeline/Looporal Cthulhoid-Horrors x(41) x[3]

AC 95, HD 15, hp 96, #Att 6, TH ÷ AC/Save DC by 4, dmg 38

Str 18, Dex 31, Con 29, Int 25, Wis 18, Chr 14, 0.1kxp

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

Prepared effects:

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

[Psi12T Major] Psionic Resistance: Level*5% PsiR

[Psi12T Major] Psionic Resistance: Level*5% PsiR

Combat effects:

[Pri SL3] Cure Wounds 3: Cures 6d8 hp (can take offer of 6 per die -> 36 hp)

[Wiz SL1] Magic Missile : Ball of energy causing 1d4+1 hp damage, you can cast one per every other level you have

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

Dungeon052920 - Dungeon Level 3

Room # 3

Privy/Secret - 40ft. long x 35ft. wide x 15ft. tall

Priest/Religious Furnishings; bladder; earthy smell; drumming

Intelligent Door, might have ego score on the south wall leading to a 45ft. long x 10ft. wide x 5ft. tall hallway.

Sample Names: Kenitra the kewl Dog Zombie (Motorcycle); Goewin the virtuous Azure Horror (Elephant)

Poisoned Javelins Trap; DL 3; Search DC 31 (Attack +30 melee, 2d2 Chr damage)

Statue that (causes/has/or is) Gravity - Lesser

[x1] Psi -7 powers function at triple effect

1,798gp

branding iron

a head of lettuce, 1gp

Cheetah Cloak of Amedio, 17440gp

Rian's Rectus femoris muscle: +1 to ML; 1Z: 1S: Target loses his next action. ; CL 12; SL 3; 9720gp

DL III Small Sea-of-Dust/Colorless Reptiles x(40) x[3]

AC 95, HD 12, hp 96, MR 198% #Att 4, TH ÷ AC/Save DC by 4, dmg 39

Str 23, Dex 16, Con 27, Int 19, Wis 25, Chr 16, 0.1kxp

Immune alignment based/color based effects, Half AC from AT. Resist Heat. Usually has a tail and claws

Prepared effects:

[Psi-3 Major] Replacement: Dispel displacement effect, or you ignore displacement for 1 turn

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

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

Combat effects:

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

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

[Psi2 Major] Metamorphosis: Polymorph Self(even to object); Max 3*caster's mass

Dungeon052920 - Dungeon Level 3

Room # 4

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

table (large); kettle; rotting vegetation smell; putrid smell

Void Door (cannot see through doorway) on the north wall leading to a 45ft. long x 20ft. wide x 5ft. tall hallway.

Sample Names: Sopsek the mesmerizing Quin- League (Doohickey); Ipsissimo the wondrous Living Flea (Crossbow)

Flooding Drawer Trap; DL 3; Search DC 32 (36 damage, DC 33 PPD save for half)

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

[x1] Weather spells function at triple effect

1,071gp

mica

a turquoise blue ballroom gown, +13 AC, 3000gp

Rian's Trachea: +9 to CL; 1M: Create a force dagger attack 1/r for 1d6, 19+.; CL 14; SL 3; 9820gp

Chestnut Bludgeoning Weapon [1d4] +8 Th/+10 dmg 18+/x2; 1P: White fog 20' r; evil

that enters are Blinded (save /s) and Numbed (save /s); CL 18; SL 3, 5640gp

DL III Fine Time/Temporal Elementals x(17) x[6]

AC 95, HD 9, hp 10, #Att 5, TH ÷ AC/Save DC by 4, dmg 21

Str 21, Dex 29, Con 20, Int 29, Wis 23, Chr 17, 0.1kxp

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

Prepared effects:

[Psi6G Major] Champion Lore: Paladin's abilities of level = $\frac{1}{2}$ *CL

[Psi6G Major] Champion Lore: Paladin's abilities of level = $\frac{1}{2}$ *CL

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

Combat effects:

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

[Psi-9 Major] Degenerator: Remove all regeneration sources on target (no save)

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

Dungeon052920 - Dungeon Level 3

Room # 5

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

Chute, Flesh (acid damage); Floors of Bone; downdraft, strong; breeze, gusting

Mobile Door (door moves around in dungeon) on the east wall leading to a 50ft. long x 15ft. wide x 10ft. tall hallway.

Sample Names: Ali Nasim the aggressive Dare- Claw (Thingamabob); Carrandra the ugly Captain Cow (Dinosaur)

Chute transforms into Elemental Impact Trap; DL 3; Search DC 31 (8 Chr damage/s, DC 33 RSW save for half)

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

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

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

6,726gp

hourglass

freedom sprig, 'heal' 'heal' 'bless' ', 3500gp

Cinnamon Toothbrush: +100 Skill Points; 9120gp

Inky Chapter book: All your Priest classes use the "set XP

table"(3kxp at 2nd, doubles til 9th,600kxp at 10th,+300kxp per level afterward).; 9490gp

DL III Huge Collectiverse/Gooveyverse/etc. Elementals x(31) x[4]

AC 96, HD 78, hp 1920, #Att 2, TH ÷ AC/Save DC by 12, dmg 56

Str 17, Dex 20, Con 18, Int 18, Wis 14, Chr 17, 0.1kxp

Immune disintegration and annihilation, Immune critical hits, poison, sleep, paralysis, stunning. Has no soul. Immune to its own e

Prepared effects:

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

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

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

Combat effects:

[Pri SL2] Remove Paralysis (3): Removes paralysis/hold/slow; up to 4 targets {1 group}

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

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

Dungeon052920 - Dungeon Level 3

Room # 6

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

pail; stool, normal; footsteps (ahead); still, warm (or hot)

Unusual Material Door on the north wall leading to a 35ft. long x 25ft. wide x 5ft. tall hallway.

Sample Names: Catharadomus the unkind Laser Hillbilly (Musket); Ispam the loathsome Admiral Team (Giga-)

Well-Camouflaged Arrows Trap; DL 3; Search DC 32 (Attack +51 ranged, 6d2 Dex damage)

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

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

4,461gp

dried peas

Thieve's patch, +1 AC, 69gp

Rian's Vastus medialis muscle: +2 to LVL; 1Z: Charm Resistance (CR) = CL * 15%. Picking this a second time gives aCR or NR, a third time gives aCR or NR (the other that you didn't pick), and the fourth time gives aNR. ; CL 15; SL 3; 9330gp

Bluish Eyes [3d20] +26 Th/+15 dmg 20+/x4; 1P: Restores N hp to Deva; CL 14; SL 3, 9097gp

DL III Fine Outer-LE Elf/Avalons x(24) x[6]

AC 93, HD 2, hp 12, #Att 5, TH ÷ AC/Save DC by 4, dmg 73

Str 17, Dex 24, Con 18, Int 21, Wis 31, Chr 14, 0.1kxp

Dark vision, Telepathy, immune fire and poison, resist acid and cold, Can summon other Outer LE, Immune sleep, aging

Prepared effects:

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

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

[Pri SL2] Goodberry 2: Creates 8 goodberries

Combat effects:

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

[Psi29 minor] Cause Serious Wounds:

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

Dungeon052920 - Dungeon Level 3

Room # 7

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

rug; closet (wardrobe); rustling; footsteps (ahead)

Revolving/Swinging Door on the east wall leading to a 10ft. long x 5ft. wide x 25ft. tall hallway.

Sample Names: Eltoora the holy Father Mutant (-wagon); Braethri the lucky Hate -wing (Bird)

Summon Insects Trap; DL 3; Search DC 31 (Wizard CL 6, DC 32 Spell save to negate)

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

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

1,903gp

dust

a pint of Kronenbourg 1664, 6gp

Pea green Gem: Free Shadowhawk Familiar; 9360gp

Blue Tomato: All your Wizard classes use the "set XP table"(3kxp at 2nd, doubles til 9th,600kxp at 10th,+300kxp per level afterward).; 9660gp

DL III Medium Desert/Arabian Reptiles x(32) x[4]

AC 93, HD 8, hp 176, #Att 4, TH ÷ AC/Save DC by 12, dmg 73

Str 15, Dex 28, Con 18, Int 17, Wis 24, Chr 29, 0.1kxp

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

Prepared effects:

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

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

[Psi-12L minor] Anti-Psionic Resistance: +5*CL% AntiPsiR

Combat effects:

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

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

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

Dungeon052920 - Dungeon Level 3

Room # 8

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

divan; pedestal; downdraft, strong; buzzing

Locked Door, Out of Phase on the south wall leading to a 35ft. long x 10ft. wide x 20ft. tall hallway.

Sample Names: Cirollenus the noble Fantastic Dazzler (Radiation); Sakatha the noxious Albino -teer (Air)

Camouflaged Pendulums Trap; DL 3; Search DC 31 (Attack +27 ranged, 4d4 Cml damage), (multiple targets)

Well that (causes/has/or is) Magical Pool/Throne: Teleports (roll 1d4): (1) Back to surface,

(2) Elsewhere on this DL, (3) 1 DL down, (4) 100 miles away outside

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

1,469gp

cologne

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

Browny Wand [2d20] +15 Th/+5 dmg 17+/x5; 1M: Cures 10*CL hp (CL Hull points) to a Golem; CL 12; SL 3, 4514gp

Black Gem: +300 PSP's; 9980gp

DL III Tiny Water Beholders x(42) x[3]

AC 92, HD 5, hp 44, #Att 1, TH ÷ AC/Save DC by 12, dmg 56

Str 14, Dex 30, Con 20, Int 29, Wis 21, Chr 21, 0.1kxp

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

Prepared effects:

[Psi45 Major] Prehensile Hair: Your hair has controlled movement; can do a "Hair attack" (using your hair's P action) for 1dSL dm

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

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

Combat effects:

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

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

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

Dungeon052920 - Dungeon Level 3

Room # 9

Library - 20ft. long x 40ft. wide x 5ft. tall

well; stool, normal; horn/trumpet sounding; footsteps (approaching)

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

Sample Names: Eystein the Monkey the obscene Animal Four (Katana); Crowmist the noble Orange Mummy (Tentacles)

Camouflaged Caltrops Trap; DL 3; Search DC 32 (Attack +57 melee, 2d2 Cml damage), (multiple targets)

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

[x1] Roll 1d12+1 times on the x1 Special table; duplicated results are doubled/tripled/quadrupled/etc.

1,605gp

silver symbol

chemicals, 0gp

Multi-colored Arrows (20) [1d8] +10 Th/+4 dmg 18+/x3; 1M: Color Spray; CL 15; SL 3, 4344gp

Jet-black Armor, Medium [AT+22] +8 AC/+3 Saves; 1M: Base damage 1dCL, considered

+CL/3 weapon, mental weapon, hits whole group; CL 14; SL 3; 5045gp

DL III Small Demi-Planes Avian/Birds x(23) x[4]

AC 91, HD 18, hp 88, RR 97% #Att 2, TH ÷ AC/Save DC by 4, dmg 37

Str 28, Dex 18, Con 30, Int 16, Wis 17, Chr 18, 0.1kxp

Immune hostile environments, Bars extradimensional travel, Flys. Has 2 Wings, 2 talons, and a beak.

Prepared effects:

[Psi6N minor] True Seeing: As spell

[Psi45 minor] Force Field vs. Magic: Immune to spell level 0 to SL-1 magic

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

Combat effects:

[Psi6N Major] Banish to Home Plane: +50 CPPs to give no save; +50 CPPs to Sever Cord

[Psi6N Major] Banish to Home Plane: +50 CPPs to give no save; +50 CPPs to Sever Cord

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

Dungeon052920 - Dungeon Level 3

Room # 10

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

U rack; holy/unholy symbol(s); scream(ing); whining

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

Sample Names: Witan the astonishing Raccoon Girl (Zip Gun); Yakov the Strong the miserly Rocket Prodigy (-copter)

Swinging Statue Trap; DL 3; Search DC 31 (8 damage, DC 32 Spell save for half)

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

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

686gp

magnify glass

milky eyeballs, +2 AC, 0gp

Ring of Protection (/half-plus), 10210gp

Lily-white Psi Crystal: All your Warrior classes use the "set XP table"(3kxp at 2nd, doubles til 9th,600kxp at 10th,+300kxp per level afterward).; 9690gp

DL III Tiny Jungle Mutants x(18) x[5]

AC 95, HD 5, hp 40, CR 303% #Att 1, TH ÷ AC/Save DC by 4, dmg 57

Str 29, Dex 30, Con 20, Int 29, Wis 30, Chr 19, 0.1kxp

Has mtg G spells, Immune radiation

Prepared effects:

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

[Psi54 minor] Absorption Field: Stops SL/2 mental attacks or mental-affecting powers on you

[Psi45 minor] Energy Doppelganger: Mirror Image (1 image), it has SL^3 hp; it flies at SL*3"; you can cast Psi45 effects through it

Combat effects:

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

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

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

Dungeon052920 - Dungeon Level 3

Room # 11

Refectory (Monestary Dining Room) - 20ft. long x 30ft. wide x 30ft. tall

vestry (clothing); hole (blasted); stale, fetid smell; smoky smell

Energy/Elemental Door on the north wall leading to a 5ft. long x 20ft. wide x 5ft. tall hallway.

Sample Names: Dagania the secretive October Prime (Fungal); Gromek the noxious Baron Mask (Willpower)

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

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

Monster Generator: Weird (summons a Weird every segment)

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

6,496gp

branding iron

a heavy bag of shopping, +1 AC, 400gp

Aquamarine Knife: +2 level(s) of exceptional Con; 9370gp

Amulet of Health +4: (Neck) +4 Constitution., 17320gp

DL III Fine Outer-LN Golems x(30) x[6]

AC 93, HD 6, hp 30, #Att 4, TH ÷ AC/Save DC by 4, dmg 56

Str 24, Dex 30, Con 29, Int 19, Wis 25, Chr 17, 0.1kxp

Dark vision, immune mine-affecting, resist acid and cold., Immune crits, ability dmg, energy drain, poison, sleep, paralysis, stunni

Prepared effects:

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

[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

[Psi9 Major] Hyperflight: +CH AC, Fly at 100*CH" rate, Pro.Vacuum

Combat effects:

[Psi-9 Major] AntiBio Force: Force Beam: Target in cocoon (save), no M actions

[Psi45 Major] Chemical Touch: Chemical effect of TechL=SL*2 or less (range touch)

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

Dungeon052920 - Dungeon Level 3

Room # 12

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

waterclock; lens (concave, convex, etc.); foggy near ceiling; downdraft, strong

Plant Door (as the spell) on the south wall leading to a 15ft. long x 25ft. wide x 10ft. tall hallway.

Sample Names: Uthros the unloved Seagoing Commando (Magic); Lenodus the acerbic Blind Gal (-mobile)

Floor transforms into Elemental Prismatic Trap; DL 3; Search DC 32 (12 Str damage/s, DC 33 Reflex save for half)

Statue that (causes/has/or is) Monster Generator: Weird (summons a Weird every segment)

[x1] DNZ (Dispel Natural Zone) - Natural effects get countered; existing natural effects have SL% of being dispelled/Half Segment
8,628gp

pillow

a small platinum key, 1gp

Darts of Branding, 3520gp

Mauve Fake flowers: +2bQZ Action(s); 9380gp

DL III Tiny Sigil/Maelstrom Illusionarys x(28) x[5]

AC 96, HD 3, hp 44, CR 58% #Att 5, TH ÷ AC/Save DC by 4, dmg 74

Str 24, Dex 20, Con 16, Int 28, Wis 19, Chr 23, 0.1kxp

Immune Maze effects, Incorporeal

Prepared effects:

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

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

Combat effects:

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

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

[Wiz SL3] Hold Undead: Holds up to 3 undead

Dungeon052920 - Dungeon Level 4

Room # 1

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

paintings/frescoes; ropes; gong; acrid smell

Locked Door, Magic/Psi on the south wall leading to a 25ft. long x 10ft. wide x 20ft. tall hallway.

Sample Names: Arveene the bombastic Evil Storm (Biplane); Otava the bewildering Ant Four (Nunchucks)

Insanity Trap; DL 4; Search DC 43 (Psionicist CL 8, DC 43 Fortitude save to negate), (multiple targets)

Pedestal that (causes/has/or is) passwall

[x1] Gravity low 1/3 of a G (-4 Dex, move rate divided by 3, falling dmg = 0, Z actions reduced to 1/s, -1 Con/week)
9,487gp

wooden bookcase

a crystal orb, +4 AC, 1100gp

Rian's Heart: +12 to CL; 1M: Dispels Charm on a group, or on all of your Henchmen at once. ; CL 23; SL 4; 17050gp

Tawny Age Cat. 5 Pocket Dragon Armor [AT+30] +7 AC/+9 Saves; 1P: Multiply your save rolls by 1.25, you automake saves on natural 21-1.25 or better (Minor is 19).; CL 28; SL 4; 8470gp

DL IV Diminutive Outer-LG Outers x(15) x[3]

AC 162, HD 4, hp 36, PR 108% #Att 3, TH ÷ AC/Save DC by 20, dmg 67

Str 31, Dex 33, Con 17, Int 29, Wis 37, Chr 30, 0.25kxp

Immune acid, cold, petrification. Resist electricity and fire. Protection from evil continuous. Tongues at will., No soul. Dark vision.

Prepared effects:

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

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

[Psi7 minor] (no name): People need a +CL weapon to hit you

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

Combat effects:

[Pri SL2] Remove Paralysis (3): Removes paralysis/hold/slow; up to 4 targets {1 group}

[Psi54 minor] Air Control: Gust of Wind / Wall of Air

[Pri SL4] Cure Wounds 4: Cures 10d8 hp (can take offer of 6 per die -> 60 hp)

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

Dungeon052920 - Dungeon Level 4

Room # 2

Smithy/Forge - 5ft. long x 25ft. wide x 30ft. tall

firkin (small barrel); rail; humming; bong

Undead Door (has a trapped spirit/ghost) on the west wall leading to a 25ft. long x 20ft. wide x 10ft. tall hallway.

Sample Names: Tershalin the indescribable Zoo Bullet (Near-death experience); Loann the uncanny Alpha Family (Forklift)

Container transforms into Elemental Mist Trap; DL 4; Search DC 42 (8 Cml damage/s, DC 43 Will save for half)

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

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

10,822gp

straw

a Bar Stool, 0gp

Rian's Prostate Glands: +12 to CL; 1M: +1S action ; CL 16; SL 4; 16330gp

Rod of Security, 14150gp

DL IV Small Buffyverse Wurms x(51) x[3]

AC 165, HD 6, hp 576, #Att 5, TH ÷ AC/Save DC by 5, dmg 163

Str 34, Dex 15, Con 23, Int 31, Wis 15, Chr 19, 0.25kxp

Has 50th Edition abilities, Has no appendages.

Prepared effects:

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

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

[Psi45 Major] Energy Sheath: SL^2 hp Armor spell, self only, stacks with the (Wizard) Armor spell

[Psi45 Major] Energy Sheath: SL^2 hp Armor spell, self only, stacks with the (Wizard) Armor spell

Combat effects:

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

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

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

[Psi3½ minor] Catfall: Instantly save yourself from a fall.

Dungeon052920 - Dungeon Level 4

Room # 3

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

casket; Floors of Souls; ringing; still

Flesh Door on the west wall leading to a 40ft. long x 20ft. wide x 20ft. tall hallway.

Sample Names: Jhaldrym the famous Sister Shadow (Nag); Athelstan Lancethrasher the smelly Zoo Jack (Abnormal brain function)

Moving Trapdoor Trap; DL 4; Search DC 42 (12 damage, DC 43 Spell save for half)

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

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

6,490gp

feather

a wide leather belt, +2 AC, 100gp

Green Cube [1d10] +36 Th/+16 dmg 19+/x2; 1M: 1 hull point damage/succ; CL 17; SL 4, 10810gp

Beige Ioun Stone: Free Ewok [1] Familiar; 16790gp

DL IV Huge Sea-of-Dust/Colorless Mutants x(31) x[4]

AC 166, HD 34, hp 1280, #Att 6, TH ÷ AC/Save DC by 20, dmg 34

Str 21, Dex 30, Con 29, Int 34, Wis 22, Chr 37, 0.25kxp

Immune alignment based/color based effects, Immune radiation

Prepared effects:

[Psi5 minor] Withdraw: Withdraw, can use non-offensive Mentals

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

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

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

Combat effects:

[Psi3 Major] Baleful Teleport: Destructive teleport deals 9d6 damage.

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

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

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

Dungeon052920 - Dungeon Level 4

Room # 4

Banquet - 20ft. long x 45ft. wide x 10ft. tall

coal; tripod; ozone smell; rotting vegetation smell

Sliding Door (slides left/right into wall) on the east wall leading to a 10ft. long x 5ft. wide x 15ft. tall hallway.

Sample Names: Margalo the excessive Yellow Platypus (Truck); Pyotr Ilyaov the abhorrent Adolescent Mutant (Crowbar)

Time Stop 4 Trap; DL 4; Search DC 42 (Cleric CL 8, DC 41 Fortitude save to negate), (multiple targets)

Ceiling that (causes/has/or is) Talks - Spell Casting

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

7,421gp

bellows

a suit of bronze plate, +5 AC, 900gp

Rian's Pectoralis major muscle: +3 to LVL; 1P: Summon a

DL=SL+1 Roc or (11-SL)^2 DL=SL Ravens.; CL 20; SL 4; 16620gp

Rian's Latissimus dorsi muscle: +14 to HD; 1M: Do this Status

Effect to one target (Spell save: 0) ; CL 16; SL 4; 16140gp

DL IV Large Sigil/Maelstrom Elf/Avalons x(50) x[5]

AC 161, HD 17, hp 576, #Att 5, TH ÷ AC/Save DC by 5, dmg 163

Str 31, Dex 37, Con 20, Int 36, Wis 29, Chr 26, 0.25kxp

Immune Maze effects, Immune sleep, aging

Prepared effects:

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

[Psi24 minor] CL/ML toggle: Pick N (can be negative); get +N ML and -N*2 CL; ML and CL must be at least 0

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

[Psi24 minor] CL/ML toggle: Pick N (can be negative); get +N ML and -N*2 CL; ML and CL must be at least 0

Combat effects:

[Pri SL2] Remove Paralysis (3): Removes paralysis/hold/slow; up to 4 targets {1 group}

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

[Psi1 Major] Improved Invisibility: Invisibility but can attack and remain Invis.

[Wiz SL4] Monster Swarm Summoning IV: Summons CL*3 DL III monsters

Dungeon052920 - Dungeon Level 4

Room # 5

Throne Room - 5ft. long x 15ft. wide x 35ft. tall

chair with straps; shelf; dank, mouldy smell; whispering

Zombie Door (made of zombies) on the east wall leading to a 5ft. long x 20ft. wide x 15ft. tall hallway.

Sample Names: Dulcimae the mighty B'Wana Ant (4x4); Amalina the wonderful Element Marauder (Celestial)

Ceiling transforms into Elemental Chaos, Law Trap; DL 4; Search DC 43 (32 Cml damage/s, DC 42 Reflex save for half)

Wall that (causes/has/or is) Shifting

[x1] Radiation (Psi9) of RS=16 (doesn't fluctuate)

4,944gp

yarn

a fountain, 0gp

Bands of the Iron Monkey: (Wrists) +2 bonus on Initiative checks. Gains Feat: Deflect Arrows.

If the wearer already has this feat, it may be used twice time per round., 20530gp

Psi3 Drain Reducer (-1 Drain expended), 2370gp

DL IV Huge Sea-of-Dust/Colorless Cthulhoid-Horrors x(34) x[6]

AC 166, HD 36, hp 4608, RR 392% #Att 8, TH ÷ AC/Save DC by 20, dmg 67

Str 29, Dex 24, Con 31, Int 15, Wis 32, Chr 32, 0.25kxp

Immune alignment based/color based effects, Has a bizarre anatomy, strange abilities, an alien mindset, or any combination of t

Prepared effects:

[Pri SL4] Dimensional Anchor : Bars extradimensional movement.

[Psi29 Major] Protection (random scroll):

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

[Pri SL4] Dimensional Anchor : Bars extradimensional movement.

Combat effects:

[Psi3½ Major] Baleful Teleport: Destructive teleport deals 9d6 damage.

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

[Psi--2 Major] Put Out of Misery: Put Out of Misery; Really Put Out of Misery

[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

Dungeon052920 - Dungeon Level 4

Room # 6

Chantry (Shrine) - 50ft. long x 30ft. wide x 10ft. tall

crucible; chest of drawers; slithering; putrid smell

Iron Door, Normal on the south wall leading to a 20ft. long x 15ft. wide x 15ft. tall hallway.

Sample Names: Yoncalla the magnificent Miss Plague (Divine intervention); Oracena the abusive Doom Pain (Vibro-)

Hail of Blades Trap; DL 4; Search DC 44 (Attack +76 melee, 2d4 damage)

Dome that (causes/has/or is) Points

[x1] Turning Undead is at -14 CL and -13 to the 1d20 turn roll (these are fixed amounts, rolled once)

13,988gp

iron chain

a pair of imperial plate boots, +1 AC, 73gp

Rian's Spleen: +3 to LVL; 1P: DT 100-CL and DR 10/-.; CL 20; SL 4; 16650gp

Indigo Scarab [AT+42] +6 AC/+63 Saves; 1M: 1P or 1M: NaNR +CL*10%;

Immune to Hostile Environment; Need not breathe; CL 18; SL 4; 16145gp

DL IV Fine Psionic Virus x(45) x[6]

AC 168, HD 2, hp 80, PR 56% #Att 5, TH ÷ AC/Save DC by 5, dmg 161

Str 34, Dex 24, Con 26, Int 21, Wis 26, Chr 32, 0.25kxp

Has a psionic frequency, Can infect things. Immune mind-affecting, crits, gazes, illusions, poison, sleep, paralysis, polymorph, stu

Prepared effects:

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

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

[Psi18 Major] Telepathy: Psych. Lockpick: -LVL*10% reducible PsiR, +LVL Chr:Presence

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

Combat effects:

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

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

[Pri SL4] Hold Person/Monster 4: Hold 6 person or 4 monster targets (save)

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

Dungeon052920 - Dungeon Level 4

Room # 7

Smithy/Forge - 45ft. long x 20ft. wide x 25ft. tall

throne; hamper; updraft, slight; groaning

Locked Door, Magic/Psi on the west wall leading to a 10ft. long x 20ft. wide x 5ft. tall hallway.

Sample Names: Usiisha the homicidal Admiral Conglomerate (Spoon); Hadone the wondrous Cosmic Rat (Ancient lore)

Light Emission Trap; DL 4; Search DC 42 (Psionicist CL 8, DC 41 Breath Weapon save to negate)

Pillar or Column that (causes/has/or is) Wish Fulfillment, Reversal

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

4,711gp

hourglass

a huge crossbow, exotic, 9d20 (94), 430gp

Scroll of Pro. from Poison, 12540gp

Rian's Brachioradialis muscle: +12 to CL; 1M: 0, 1/s, one of your summoned critters

loses & can't use 1P this segment: You gain +1QP ; CL 24; SL 4; 16350gp

DL IV Diminutive Outer-TN Giants x(36) x[3]

AC 163, HD 2, hp 34, CR 126% #Att 7, TH ÷ AC/Save DC by 20, dmg 100

Str 22, Dex 24, Con 17, Int 35, Wis 25, Chr 15, 0.25kxp

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

Prepared effects:

[Psi15 Major] Dial-a-Breath Element (<): You can use any element with E factor less than your normal breath.

[Psi15 Major] Add Immunity: Immune to one normal (E=1) element, this can be taken twice for an E=2, thrice for an E=3, etc.

[Psi15 Major] Add Immunity: Immune to one normal (E=1) element, this can be taken twice for an E=2, thrice for an E=3, etc.

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

Combat effects:

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

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

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

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

Dungeon052920 - Dungeon Level 4

Room # 8

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

retort (glass jug with long neck for alchemy); closet (wardrobe); scuttling; manure smell

Iris Door (seals as a spiral) on the west wall leading to a 45ft. long x 25ft. wide x 10ft. tall hallway.

Sample Names: Ismenia the chivalrous Hate Duke (Rocket); Zargos the savage Morphin' King (Spoon)

Fusillade of Spears Trap; DL 4; Search DC 42 (Attack +8 melee, 4d6 damage)

Illusion that (causes/has/or is) Treasure hidden in secret compartment in container

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

126gp

long table

a shimmering blue robe, +5 AC, 1000gp

Opaque Money: +100 Rogue Points; 16940gp

Ring of Shielding (Psi10 item; 0, 1 Psi10 PSP: Kinetic Wall (Psi10, SL=4, CL=12) for 1 round), 23240gp

DL IV Large Custom-classes Elf/Avalons x(43) x[3]

AC 168, HD 18, hp 640, #Att 4, TH ÷ AC/Save DC by 5, dmg 97

Str 38, Dex 35, Con 23, Int 25, Wis 33, Chr 29, 0.25kxp

Has Custom abilities, Immune sleep, aging

Prepared effects:

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

[Psi18 Major] Magnetic Ctrl: Shield: Shield vs. Energy/Physical, 100*LVL hp

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

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

Combat effects:

[Pri SL4] Dispel Magic 4: Dispel 2 magic effects

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

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

[Psi45 minor] Spray: SL choking dmg to a group per segment (can leave the area)

Dungeon052920 - Dungeon Level 4

Room # 9

Training/Exercise/Practice - 25ft. long x 25ft. wide x 10ft. tall

funnel; shaft; chanting; grating

Intelligent Door, might have ego score on the south wall leading to a 20ft. long x 5ft. wide x 20ft. tall hallway.

Sample Names: Chenzira the dewy-eyed Screaming Flight (Portal); Tara the astounding Robot Pharaoh (-wagon)

Basic Deathblades Trap; DL 4; Search DC 42 (Attack +32 ranged, 6d4 damage)

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

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

12,083gp

hammer head, cracked

a Spiked Vest, +2 AC, 550gp

Peacock blue Chair: +4scrQQB Action(s); 16830gp

Emerald Stone [3d8] +6 Th/+26 dmg 17+/x2; 1V: Target in cocoon (save), no M actions; CL 23; SL 4, 8547gp

DL IV Diminutive Sea-of-Dust/Colorless Goblin/Orcs x(20) x[6]

AC 163, HD 4, hp 36, #Att 4, TH ÷ AC/Save DC by 5, dmg 131

Str 25, Dex 19, Con 38, Int 38, Wis 33, Chr 17, 0.25kxp

Immune alignment based/color based effects, Dark Vision, Stay conscious past 0hp. Light Sensitivity

Prepared effects:

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

[Pri SL4] Double Resist [E=3 element]: Pick an E=3 element, you double resist it (1/4 dmg, 1/10 if make save) for 1 hour.

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

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

Combat effects:

[Psi29 minor] Telekinesis:

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

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

[Psi54 Major] Control: Domination one target (SL/2 saves)

Dungeon052920 - Dungeon Level 4

Room # 10

Warrior's Chamber/Lab - 30ft. long x 10ft. wide x 15ft. tall

bell (huge); staff, normal; clicking; bong

Concealed (Hidden) Door on the west wall leading to a 10ft. long x 20ft. wide x 15ft. tall hallway.

Sample Names: Fostengar the famous Lightning -ion (Kayak); Herben the hideous Fantastic Tornado (Lance)

Compacting Box Trap; DL 4; Search DC 41 (32 Con damage, DC 43 Breath Weapon save to negate)

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

[x1] Distance Distortion: Everyone in the room is in the same "group"; "Hole in the Middle" does function
4,698gp

horn

Demolition, sword, 15d15 (120), 1210gp

Bottle green Mop: +2slowQE Action(s); 16410gp

Potion of Swing Actions (+2) (1 t), 9430gp

DL IV Large Black-Ice Weirds x(52) x[6]

AC 162, HD 17, hp 576, #Att 4, TH ÷ AC/Save DC by 5, dmg 131

Str 34, Dex 17, Con 24, Int 21, Wis 31, Chr 17, 0.25kxp

Knows Bug spells, Immune critical hits, poison, sleep, paralysis, stunning. Has no soul.

Prepared effects:

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

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

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

[Psi9 minor] Poison Fangs: CHd6 damage poison in mouth (save)

Combat effects:

[Psi12C Major] Physical Freedom: Free Action (and) Remove Paralysis (and) Remove Domination (or) gives a path to escape local

[Psi-2 minor] Half Pain: Take half damage from one person for 1t; --

[Pri SL4] Dispel Magic 4: Dispel 2 magic effects

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

Dungeon052920 - Dungeon Level 4

Room # 11

Animal Pens - 50ft. long x 45ft. wide x 5ft. tall

holy/unholy writings; chandelier; breeze, slight, damp; whining

Water Lock Door (holds back a lot of water) on the south wall leading to a 30ft. long x 5ft. wide x 20ft. tall hallway.

Sample Names: Tarac the devilish Obsidian Glory (Thingamabob); Dynos the criminal Winged Barbarian (Skateboard)

Air in room transforms into Elemental Anti-Loop Trap; DL 4; Search DC 41 (6 Dex damage/s, DC 42 RSW save for half)

Wall that (causes/has/or is) Sloping

[x1] Protection spells function at triple effect

7,413gp

branding irons

some finely crafted -(+)- gloves, +2 AC, 1125gp

Dull Amulet [AT+10] +7 AC/+8 Saves; 1M: SL/2 (round down) instances of Resist mental attacks; CL 23; SL 4; 6050gp

Rian's Sinuses: +1 to LVL; 1F: No target, group no target, and DT 1.; CL 23; SL 4; 16910gp

DL IV Large Wizard-classes Familiars x(13) x[4]

AC 166, HD 18, hp 640, PR 111% #Att 1, TH ÷ AC/Save DC by 5, dmg 130

Str 32, Dex 38, Con 15, Int 21, Wis 20, Chr 22, 0.25kxp

Knows Wizard spells, Familiar Immunity

Prepared effects:

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

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

[Psi--2 minor] Resist Disease: Resist disease; Immune disease

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

Combat effects:

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

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

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

[Psi-1 Major] Mental Paralysis Bolt: Save -6; 1 creature cannot use M actions for CL rounds; Max HD = 2*level

Dungeon052920 - Dungeon Level 4

Room # 12

Privy/Secret - 5ft. long x 25ft. wide x 45ft. tall

bed; steps; foggy near ceiling; clashing

Concealed (Hidden) Door on the south wall leading to a 10ft. long x 25ft. wide x 5ft. tall hallway.

Sample Names: Indrenna the athletic Blackbelt Hulk (Inertron); Sidonia the socio-pathic Electra- Zombie (Cart)

Air in room transforms into Elemental Napalm Trap; DL 4; Search DC 41 (6 Str damage/s, DC 42 Breath Weapon save for half), (m

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

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

7,672gp

keg

the kilt of Braveheart, +3 AC, 6500gp

Incense of Meditation, 8110gp

Brownish Helm [AT+10] +17 AC/+8 Saves; 1P: Whenever you are struck by an attack sequence, you randomly blink away after damage; CL 18; SL 4; 6685gp

DL IV Tiny Water Viruss x(14) x[3]

AC 165, HD 4, hp 304, RR 528% #Att 7, TH ÷ AC/Save DC by 20, dmg 132

Str 35, Dex 35, Con 28, Int 28, Wis 33, Chr 18, 0.25kxp

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

Prepared effects:

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

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

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

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

Combat effects:

[Wiz SL4] Wall of Ice : Passing through wall deals 2*CL or 3d10 dmg ice

[Psi54 Major] Ice Production: CL*(SL+2) ice dmg to one target (no save)

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

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

Dungeon052920 - Dungeon Level 5

Room # 1

Dining / Feast Hall - 45ft. long x 15ft. wide x 40ft. tall

catwalk; kiln; footsteps (side); breeze, gusting

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

Sample Names: Ebrigel the incredible Pubescent People (Stilts); Aseir the wretched Composite Flight (Mortar)

Inhaled Negative Energy / Death Trap; DL 5; Search DC 52 (200 damage, DC 54 Reflex save for half)

Room (Floor) that (causes/has/or is) behind rubbish

[x1] Wards spells function at zero effect

16,386gp

robe

a massive slate-grey sledgehammer, mace, 4d8 (18), 520gp

Dull Bottle cap: Free Toughness Feat: +3 hp; 25540gp

Rian's Gastrocnemius muscle: +1 to HNCL; 1V: 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 25; SL 5; 25890gp

DL V Huge Mountain Mutants x(35) x[6]

AC 260, HD 220, hp 1792, CR 145% #Att 2, TH ÷ AC/Save DC by 6, dmg 53

Str 27, Dex 37, Con 37, Int 31, Wis 21, Chr 34, 0.75kxp

Has mtg R spells, Immune radiation

Prepared effects:

[Pri SL4] Double Resist [E=3 element]: Pick an E=3 element, you double resist it (1/4 dmg, 1/10 if make save) for 1 hour.

[Psi54 Major] Truesight: Minor: Detect Invis./Illusion; Major: True Seeing; Grand: Cosmic Awareness

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

[Psi45 Grand] Regeneration: Regenerate SL hp/s

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

Combat effects:

[Psi12L Grand] Summon Lawful Creature: Gate (as spell) for Lawful creature or for a Water or Air Elemental

[Wiz SL1] Prismatic Wall 1: 1 Prismatic color

[Psi3½ Grand] Recall Death: Subject dies or takes 5d6 damage.

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

[Psi-6G Major] To Salt: Petrify one target (save vs. petrif at extra -CL), if save take CL^2 holy salt dmg

Dungeon052920 - Dungeon Level 5

Room # 2

Meditation - 35ft. long x 30ft. wide x 10ft. tall

Bridge, Web; pit (shallow); breeze, slight, damp; clear

Plant Door (as the spell) on the east wall leading to a 30ft. long x 15ft. wide x 20ft. tall hallway.

Sample Names: Ratis the handsome Blue Intruder (Wrench); Warok the loony Red -teer (Torpedos)

Air in room transforms into Elemental Adamantite Trap; DL 5; Search DC 55 (20 Con damage/s, DC 55 RSW save for half)

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

[x1] Turning Undead is at -11 CL and +7 to the 1d20 turn roll (these are fixed amounts, rolled once)

17,354gp

cobwebs

a leather hauberk, +6 AC, 110gp

Beads of Force (each), 6450gp

Dove-grey Magnet: +6 Magic Item Slots; 26050gp

DL V Fine Forest Illusionarys x(67) x[4]

AC 253, HD 5, hp 135, CR 128% #Att 9, TH ÷ AC/Save DC by 30, dmg 202

Str 44, Dex 24, Con 42, Int 34, Wis 33, Chr 40, 0.75kxp

Has mtg G spells, Incorporeal

Prepared effects:

[Pri SL5] Goodberry 5: Creates 20 goodberries

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

[Psi54 minor] Mystic Shield: SR SL*CL

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

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

Combat effects:

[Psi54 Grand] Animal Summoning: Summon a DL=SL-1 Animal

[Psi54 Grand] Animal Summoning: Summon a DL=SL-1 Animal

[Wiz SL5] Wall of Stone : 20 hp/four levels; can be shaped.

[Wiz SL5] Wall of Stone : 20 hp/four levels; can be shaped.

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

Dungeon052920 - Dungeon Level 5

Room # 3

Barracks / Quarters - 20ft. long x 15ft. wide x 40ft. tall

table, large; Walls of Fire; updraft, strong; foggy

Teleport Door (other side is far away) on the west wall leading to a 40ft. long x 5ft. wide x 15ft. tall hallway.

Sample Names: Slean Jadelance the foul Insect Boy (Home study course); Jorzoon the base Atomic Rider (Giga-)

Conjure Elemental Trap; DL 5; Search DC 51 (Cleric CL 10, DC 55 Fortitude save to negate)

Vegetation 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

16,331gp

slimy coating, wall

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

Iridescent Cube [4d10] +10 Th/+37 dmg 16+/x5; 1P: Paralysis; CL 35; SL 5, 13557gp

Bright Rope [2d12] +63 Th/+64 dmg 18+/x3; 1P: Fork; CL 22; SL 5, 24414gp

DL V Medium Lost-Planes/Anguinum-Synod Viruss x(62) x[5]

AC 259, HD 14, hp 2320, PR 52% #Att 5, TH ÷ AC/Save DC by 30, dmg 204

Str 22, Dex 22, Con 41, Int 17, Wis 37, Chr 29, 0.75kxp

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

Prepared effects:

[Psi27 minor] Night Company: Improved Invis.; +LVL% Rogue abilities; +4/-4 pro.; vulnerable to Light and Fire

[Psi3½ Grand] Reddopsi: Powers targeting you rebound on manifester.

[Psi--2 Grand] Endurance of the World: +9 TH; +9 dmg; IECNR +25% ; Lasts 5r after maint.

[Psi45 Grand] Plasma Control: SL/2 (round down) instances of Resist plasma; +SL*10% damage with plasma effects

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

Combat effects:

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

[Psi54 Grand] Sonic Beam: CL*(SL+2) sound dmg to one target (no save)

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

[Psi-6G minor] Blinding Light: Target is blinded (RSW save), halves his AC (Spell save), loses next P action (BW save)

[Wiz SL5] Wall of Force: The wall only stops spell effects, hurled objects, and breath weapons. People and psionic effects can pa:

Dungeon052920 - Dungeon Level 5

Room # 4

Pen/Prison - 35ft. long x 5ft. wide x 35ft. tall

thumb screws; pot (huge); dusty; steamy near floor

Time Door (goes to another time) on the west wall leading to a 5ft. long x 15ft. wide x 20ft. tall hallway.

Sample Names: Ralee the cut-throat Shark Prowler (Sonic); Mendebal of the Delirious Heart the virtuous Jade Witch (Electro-)

Whirling Pendulums Trap; DL 5; Search DC 54 (Attack +60 melee, 8d4 Int damage)

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

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

10,807gp

torches

a Pimpcane, sword, 1d1 (1), 600gp

Rian's Femur bone: +3 to CL; 1M: Your Bird summons get a +2S+2V action Haste. ; CL 35; SL 5; 25480gp

Amber Armor, Light [AT+++4] +11 AC/+7 Saves; 1P: Create a

DL IV Golem (AC=6*CL, hp=10*(CL^2), Str=4*CL); CL 19; SL 5; 5580gp

DL V Medium Nightmare-Dimension Spirit-of-the-Lands x(46) x[3]

AC 254, HD 70, hp 464, #Att 1, TH ÷ AC/Save DC by 6, dmg 102

Str 16, Dex 36, Con 36, Int 36, Wis 31, Chr 31, 0.75kxp

ER DL*5%, Incorporeal

Prepared effects:

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

[Wiz SL5] Animate Dead : Creates undead skeletons and zombies.

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

[Psi16 Grand] Golem Form: Silver: +1 to # attacks with each weapon; +LVL" move rate

[Psi16 Grand] Golem Form: Silver: +1 to # attacks with each weapon; +LVL" move rate

Combat effects:

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

[Wiz SL5] Dismissal : Send a creature back to it's own plane

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

[Psi2 Major] Disintegrate: Disintegrate 8 cu.' (save); (save-5);16 cu.'

[Psi54 Grand] Flame Animation: Summon a DL=SL Fire Elemental

Dungeon052920 - Dungeon Level 5

Room # 5

Salon - 35ft. long x 40ft. wide x 40ft. tall

flask; hole; downdraft, strong; whispering

Plant Door (a door made of plants) on the east wall leading to a 40ft. long x 10ft. wide x 10ft. tall hallway.

Sample Names: Ejnar the sepulchral Bionic Hitman (Hook); Meinedd the unlucky Ice Dozen (Rhino)

Poisoned Blades Trap; DL 5; Search DC 54 (Attack +40 melee, 6d8 damage)

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

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

11,309gp

coal

a sink, 0gp

Ring of Wishes (N=#ofwishes,maxN=4), 34210gp

Candle of Invocation, 6320gp

DL V Fine Monster-classes Illusionarys x(37) x[6]

AC 260, HD 4, hp 27, PR 51% #Att 2, TH ÷ AC/Save DC by 6, dmg 255

Str 32, Dex 23, Con 21, Int 31, Wis 42, Chr 26, 0.75kxp

Has Master Monster picks, Incorporeal

Prepared effects:

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

[Pri SL5] Resist [E=5 element]: Pick an E=5 element, you resist it for 1 hour.

[Wiz SL4] Prismatic Sphere 4: 2 Prismatic colors

[Psi4 Grand] Damage *2: Damage with one physical weapon is multiplied by 2

[Psi-3 Grand] Metal Body: AC +CL, saves +CL, unarmed dmg +CL, DR CL/-

Combat effects:

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

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

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

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

[Psi3 Grand] Reddopsi: Foe's power rebounds on her.

Dungeon052920 - Dungeon Level 5

Room # 6

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

pliers; kiln; groaning; downdraft, strong

Locked Door, Out of Phase on the west wall leading to a 50ft. long x 10ft. wide x 20ft. tall hallway.

Sample Names: Melanthus the arrogant Dragon Worm (Mutagen); Zarovun the spellbinding Dynamo Jackal (Police Box)

Plasma Generation Trap; DL 5; Search DC 52 (Psionicist CL 10, DC 55 Reflex save to negate)

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

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

14,107gp

dipping water

a blond wig, +3 AC, 610gp

Weapon: 6 half-plusses, 16140gp

Rian's Crap: +5 to LVL; 1M: When you summon a creature, destroy an item or spell effect.; CL 26; SL 5; 25440gp

DL V Gargantuan Henchmen Avian/Birds x(23) x[4]

AC 260, HD 85, hp 3840, IR 140% #Att 1, TH ÷ AC/Save DC by 30, dmg 301

Str 43, Dex 24, Con 24, Int 16, Wis 33, Chr 42, 0.75kxp

Has henchmen spells, Flies. Has 2 Wings, 2 talons, and a beak.

Prepared effects:

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

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

[Psi8 Grand] Construct Power/Defensive Item 4: Create a "Power" type item (see next page) of TechL=CL, each 4 TechL takes 1S.

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

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

Combat effects:

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

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

[Pri SL5] Creeping Doom 5: (1d2+4)*60 insect dmg

[Psi1 minor] Command: Command (as spell)

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

Dungeon052920 - Dungeon Level 5

Room # 7

Throne Room - 45ft. long x 25ft. wide x 15ft. tall

waterclock; chest, large; thud; splintering

Mobile Door (door moves around in dungeon) on the west wall leading to a 20ft. long x 10ft. wide x 5ft. tall hallway.

Sample Names: Meldanen the antagonistic Voodoo Blitzkrieg (Mist); Talath the boisterous Senora -ette (Rocket)

Camouflaged Blades Trap; DL 5; Search DC 51 (Attack +75 ranged, 10d4 Str damage), (multiple targets)

Door, Secret that (causes/has/or is) Symbiotic

[x1] DIZ (Dispel Innate Zone) - Innate effects get countered; existing innate effects have SL% of being dispelled/Reset
13,014gp

bone

a skull ring, +1 AC, 50gp

Ruddy Psi Crystal: +100 PSP's; 26040gp

Maroon Hanger: +3 level(s) of exceptional Chr; 25930gp

DL V Huge Alternate-Universe Cthulhoid-Horrors x(24) x[4]

AC 259, HD 45, hp 1728, #Att 9, TH ÷ AC/Save DC by 6, dmg 203

Str 21, Dex 22, Con 33, Int 31, Wis 38, Chr 25, 0.75kxp

Can affect Bosses and Big Bad's., Has a bizarre anatomy, strange abilities, an alien mindset, or any combination of the three.

Prepared effects:

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

[Pri SL5] Protection from Fire 5: Stop the next CL*16 fire dmg

[Psi3 Major] Displacement: Attacks miss subject 50% of the time.

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

[Psi3 Major] Displacement: Attacks miss subject 50% of the time.

Combat effects:

[Psi-6G minor] Lightning: Target takes (CL+2)d6 holy lightning dmg (save: ½)

[Pri SL5] Creeping Doom 5: (1d2+4)*60 insect dmg

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

[Psi3½ Grand] Divert Teleport: Choose destination for another's teleport.

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

Dungeon052920 - Dungeon Level 5

Room # 8

Corridor - 20ft. long x 30ft. wide x 25ft. tall

funnel; ramp; whispering; still, very chill

Locked Door, Mechanical on the west wall leading to a 40ft. long x 10ft. wide x 25ft. tall hallway.

Sample Names: Lulea the congenial Blind Bull (Gravi-); Severin the valiant Robot Gathering (Mutagen)

Deeper Spring Trap; DL 5; Search DC 52 (48 Str damage, DC 55 Spell save to negate), (multiple targets)

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

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

14,430gp

hug

a white bracer, +2 AC, 400gp

Iridescent Bracers [AT+68] +10 AC/+80 Saves; 1P: Your weapon is horribly poisonous.; CL 30; SL 5; 23450gp

Rian's Adrenal Gland: +11 to CL; 1P: 0, sacrifice a summon: Get back 2 SL in progression ; CL 25; SL 5; 25330gp

DL V Colossal Modern Humanoids x(69) x[4]

AC 260, HD 162, hp 7424, #Att 10, TH ÷ AC/Save DC by 30, dmg 153

Str 35, Dex 43, Con 34, Int 16, Wis 41, Chr 28, 0.75kxp

Has Action points, Access to high tech items, Has 2 arms, 2 legs, and 1 head.

Prepared effects:

[Psi6G Major] Spare Silver Cord: Have an extra Silver Cord (can raise multiple times)

[Psi16 Grand] Golem Form: Emerald: Immune acid; iNR 50%; 1M: Lightning Bolt

[Psi0 Major] Focus: Magic Resistance: KiL*5% MR for 1r

[Pri SL4] Dimensional Anchor : Bars extradimensional movement.

[Psi16 Grand] Golem Form: Emerald: Immune acid; iNR 50%; 1M: Lightning Bolt

Combat effects:

[Psi7 minor] (no name): Summon a DL I Undead

[Pri SL4] Neutralize Poison 4: Cure 1 poison effect (reverse causes that many, save)

[Psi6E Major] Wall of Fire: As the 4th level Wizard spell

[Psi7 minor] (no name): Summon a DL I Undead

[Psi7 minor] (no name): Summon a DL I Undead

Dungeon052920 - Dungeon Level 5

Room # 9

Warrior's Chamber/Lab - 40ft. long x 5ft. wide x 50ft. tall

bookcase; altar; downdraft, slight; thud

Locked Door, Mechanical on the south wall leading to a 25ft. long x 5ft. wide x 10ft. tall hallway.

Sample Names: Curia the battling Earth Miracle (SUV); Chradon the diabolical Danger Menace (Staff)

Flooding Wall Trap; DL 5; Search DC 52 (16 Cml damage, DC 51 Reflex save to negate)

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

[x1] Psi 0.00 powers function at double effect

760gp

utensils

a bar of silver, 50gp

Rian's Blood: +5 to ML; 1M: You and target held and can't take P actions.; CL 22; SL 5; 25730gp

Rian's Coracobrachialis muscle: +3 to LVL; 1P: Summons your control get +1TH, +1dmg this segment. Buyback 2 (You may spend do, you don't lose it from memorization after its cast.) Storm (When you cast this spell, fork it for each spell cast before it this se
DL V Gargantuan Ultraplanar/Annihilation Insects x(52) x[3]

AC 256, HD 83, hp 3456, #Att 8, TH ÷ AC/Save DC by 6, dmg 202

Str 26, Dex 38, Con 28, Int 41, Wis 28, Chr 29, 0.75kxp

Immune disintegration and annihilation, No INT. Dark vision.

Prepared effects:

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

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

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

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

[Psi45 Major] Illusory Duplication: Mirror Image (SL images)

Combat effects:

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

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

[Psi15 Grand] Suggestion: Suggestion

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

[Psi45 minor] Chemical Touch: Chemical effect of TechL=SL*2 or less (range touch)

Dungeon052920 - Dungeon Level 5

Room # 10

Heating Room (for warmth) - 5ft. long x 35ft. wide x 20ft. tall

decanter; Walls of Ice; rustling; sneezing

Trapped Door, Mechanical on the west wall leading to a 35ft. long x 15ft. wide x 5ft. tall hallway.

Sample Names: Murith the atrocious Warrior Pharaoh (Elephant); Shandril the homicidal Chameleon Network (Torpedos)

Air in room transforms into Elemental Minerals Trap; DL 5; Search DC 55 (24 Con damage/s, DC 51 RSW save for half), (multiple t

Machine that (causes/has/or is) Attacks

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

7,457gp

loom

a beautiful large marble fountain., 0gp

Hazel Slashing Weapon [2d20] +37 Th/+5 dmg 17+/x2; 1M: Get control of all actions; CL 22; SL 5, 9837gp

Bronze Age Cat. 5 Dragon, Albino Armor [AT+105] +7 AC/+65 Saves;

1M: +CH AC, +CH saves, 3*CH% MR,RR,PsiR; CL 30; SL 5; 25405gp

DL V Fine Warrior-classes Humanoids x(54) x[3]

AC 254, HD 2, hp 150, IR 95% #Att 2, TH ÷ AC/Save DC by 30, dmg 302

Str 24, Dex 33, Con 38, Int 31, Wis 21, Chr 22, 0.75kxp

Has warrior picks, Has 2 arms, 2 legs, and 1 head.

Prepared effects:

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

[Wiz SL5] Improved Free Action: Immune Capital S Stun, Stop, Hold, Paralysis, Summoning Sickness; Hold P,V actions

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

[Psi45 Grand] Force Field vs. Physical: -SL per physical attack

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

Combat effects:

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

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

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

[Pri SL4] Summon Nature's Ally IV : Summons a DL IV animal (maintained)

[Psi30 Grand] Treat Serious Wounds: Heals 60% max hp (3 succ)

Dungeon052920 - Dungeon Level 5

Room # 11

Chantry (Shrine) - 10ft. long x 50ft. wide x 5ft. tall

shrine; pot; roar(ing); wind, strong, moaning

Loop Door (goes to another timeline) on the east wall leading to a 20ft. long x 15ft. wide x 25ft. tall hallway.

Sample Names: Abaris the grim 'n' gritty Dark Gods (Spinach); Malingo the warped Dark Wight (Genetic engineering)

Mob Scene Trap; DL 5; Search DC 52 (Psionicist CL 10, DC 52 RSW save to negate), (multiple targets)

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

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

24,562gp

clay

a cup of steaming hot tea, 70gp

Black Button: +200 PSP's; 25220gp

Aquamarine Amulet [AT+40] +9 AC/+63 Saves; 1P: Ignore displacement; CL 30; SL 5; 16990gp

DL V Tiny Underdark Aliens x(71) x[3]

AC 252, HD 4, hullp 116, IR 540% #Att 6, TH ÷ AC/Save DC by 30, dmg 305

Str 42, Dex 18, Con 35, Int 29, Wis 43, Chr 44, 0.75kxp

Light Sensitivity, Does not breathe. Has Psi 8.

Prepared effects:

[Psi8 Grand] Cron Job: Contingency or Delayed Blast for one Psi8 power

[Psi10 Major] Mind Block: Can't be mentally targetted; auto make Will/Mental saves; can't be scryed

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

[Psi8 Grand] Cron Job: Contingency or Delayed Blast for one Psi8 power

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

Combat effects:

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

[Pri SL1] Cure Light Wounds (3): Cure 2d8+L (choose 1 die), reverse has save:½ {Touch, 1 creature}

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

[Pri SL4] Treat Critical Wounds: Cure 40% of max

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

Dungeon052920 - Dungeon Level 5

Room # 12

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

statue; fireplace; smoky; wind, strong, gusting

Iron Door, Normal on the south wall leading to a 35ft. long x 5ft. wide x 20ft. tall hallway.

Sample Names: Ulvenar the daring Alpha -strike (Genetic engineering); Hendrick the abusive Platypus Nova (Dirigible)

Camouflaged Balls Trap; DL 5; Search DC 55 (Attack +5 melee, 10d8 Con damage)

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

[x1] Turning Undead is at -4 CL and +20 to the 1d20 turn roll (these are fixed amounts, rolled once)

4,746gp

alkaline salts

a comfortable couch, 0gp

Mistletoe leaf of +10 hp, 4930gp

Oil of Agelessness, 11140gp

DL V Large Mind-Flayer-World Elementals x(61) x[3]

AC 257, HD 23, hp 864, #Att 5, TH ÷ AC/Save DC by 6, dmg 53

Str 16, Dex 29, Con 36, Int 43, Wis 17, Chr 36, 0.75kxp

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

Prepared effects:

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

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

[Pri SL3] Goodberry 3: Creates 12 goodberries

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

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

Combat effects:

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

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

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

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

[Psi19 Grand] Petrify: Target is held (no save)

Dungeon052920 - Dungeon Level 6

Room # 1

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

chasm; coat rack; tapping; dusty

Intelligent Door, might have ego score on the east wall leading to a 45ft. long x 10ft. wide x 15ft. tall hallway.

Sample Names: Assaracus the fearless B'Wana League (Skateboard); Roven the kewl Radioactive -oid (Zebra)

Fusillade of Balls Trap; DL 6; Search DC 65 (Attack +60 ranged, 4d6 Wis damage)

Container (Barrel, Jar, Vase, etc.) that (causes/has/or is) Treasure hidden behind a loose stone in the wall

[x2] Room is permanently/continuously Blinded, only creatures immune or bubbled against it can function here.

6,284gp

flint and tinder

The Blazing Axe of Dynasty, axe, 11d5 (33), 500gp

Flesh Rope [6d8] +122 Th/+11 dmg 16+/x6; 1M: Darkness; CL 21; SL 6, 25107gp

Rian's Prostate Glands: +1 to CL; 1M: Summon a DL N Hydra. If N

is 5 or more, summon a DL 2*N hydra instead. ; CL 36; SL 6; 36400gp

DL VI Medium Joke Reptiles x(55) x[4]

AC 371, HD 14, hp 592, #Att 8, TH ÷ AC/Save DC by 7, dmg 222

Str 44, Dex 22, Con 36, Int 47, Wis 27, Chr 19, 1.5kxp

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

Prepared effects:

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

[Pri SL5] Spell Immunity 5: Be immune to 2 spells by name

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

[Pri SL4] Resist Fire/Resist Cold 4: Take -60% dmg vs. fire or cold

[Psi19 minor] Control Disease: Immune to disease

[Psi19 minor] Control Disease: Immune to disease

Combat effects:

[Psi19 Grand] Petrify: Target is held (no save)

[Psi9 Major] Amphibian: [Water Breathing] Sonic Blast:CH*10 dmg

[Psi29 Grand] Maze:

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

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

[Psi18 Grand] Limited Wish: Limited Wish (as spell)

Dungeon052920 - Dungeon Level 6

Room # 2

Pantry - 45ft. long x 25ft. wide x 35ft. tall

table (small); pot (huge); coughing; thumping

Concealed (Hidden) Door on the west wall leading to a 25ft. long x 5ft. wide x 5ft. tall hallway.

Sample Names: Sharlee the bizarre Ice Platypus (Starship); Andrelion the rabid Earth Family (Blade)

Psi: Enhanced Spray Trap; DL 6; Search DC 65 (Psionicist CL 12, DC 63 Reflex save to negate)

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

[x2] Immortals cannot hear, feel, or sense into this room unless they are actually there; Divine Intervention fails
5,861gp

wheel

a Dark Hooded Garment, +2 AC, 0gp

Amber Robe [AT+105] +120 AC/+8 Saves; 1M: Multiply your to hit rolls by 1.25,

you autohit on natural 21-1.25 or better (Minor is 19).; CL 30; SL 6; 32895gp

Charm of Pro. from Theft, 6430gp

DL VI Tiny Desert/Arabian Lycanthropes x(70) x[5]

AC 372, HD 7, hp 152, CR 98% #Att 12, TH ÷ AC/Save DC by 7, dmg 77

Str 50, Dex 30, Con 43, Int 24, Wis 33, Chr 50, 1.5kxp

Resist heat, Has mtg C spells, Can polymorph to alternate form.

Prepared effects:

[Pri SL5] Improved Free Action: Immune Capital S Stun, Stop, Hold, Paralysis, Summoning Sickness; Hold P,V actions

[Pri SL4] Resist Fire/Resist Cold 4: Take -60% dmg vs. fire or cold

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

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

[Wiz SL6] Anti-Magic Shell 6: Anti-Magic of SL 0 to 5

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

Combat effects:

[Psi6E minor] Self-Preservation: Restores 1 hp/DPP (limit = Wis*3 /round)

[Psi54 minor] Hypnotism: Hypnosis (SL saves)

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

[Psi-6G minor] Angelic Heal Other †: 1bM: Cure N total hp to any number of targets, you lose N hp (max N = 10+2*CL^2)

[Pri SL4] Creeping Doom 4: 160 insect dmg

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

Dungeon052920 - Dungeon Level 6

Room # 3

Banquet - 20ft. long x 45ft. wide x 5ft. tall

Bridge, Web; iron bars; bang, slam; still

Trapped Door, Magic/Psi on the south wall leading to a 10ft. long x 10ft. wide x 5ft. tall hallway.

Sample Names: Ottar the Possum the abhorrent First Mutant (Flaming); Horiel the despicable Ms. Hammer (Atomic)

Dispel Exhaustion 6 Trap; DL 6; Search DC 64 (Cleric CL 12, DC 64 Fortitude save to negate)

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

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Round
21,221gp

powdered carrot

golden dragonscale gauntlets, +2 AC, 280gp

Bottle green Gem: All your Custom classes use the "set XP

table"(3kxp at 2nd, doubles til 9th,600kxp at 10th,+300kxp per level afterward).; 36190gp

Charcoal Helmet: All your Custom classes use the "set XP table"(3kxp

at 2nd, doubles til 9th,600kxp at 10th,+300kxp per level afterward).; 36270gp

DL VI Gargantuan Technological Dragons x(85) x[6]

AC 366, HD 99, hp 5120, PR 154% #Att 11, TH ÷ AC/Save DC by 42, dmg 290

Str 19, Dex 41, Con 20, Int 39, Wis 52, Chr 47, 1.5kxp

Has Psi 8/16/24 items, Flys, Breath weapon, dark vision, immune sleep and paralysis.

Prepared effects:

[Psi23 minor] Obscuring Cloud: Blocks all forms of vision (inf,ult,x-r)

[Wiz SL5] Original Stoneskin 5: Block the next 2 P actions of attacks

[Psi7 Major] (no name): You emit a stench like a ghast

[Psi81 minor] Regeneration: Regenerate CL hp/s

[Psi6N minor] Druid Spells, LVL 4: Get a druid progression of level 4 (max = your level)

[Psi45 Major] Resist: Magic: SL/4 (round down) instances of Resist magic

Combat effects:

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

[Pri SL6] Create Undead : Ghouls, shadows, ghastrs, wights, or wraiths.

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

[Pri SL3] Creeping Doom 3: 40 insect dmg

[Psi9 Grand] Temporal: Stop Time: CH*3' radius Time Stop

[Psi2 minor] Opposite Reaction: Missile returns at attacker; Breaks missile

Dungeon052920 - Dungeon Level 6

Room # 4

Meeting Room - 30ft. long x 10ft. wide x 35ft. tall

votive light/candle; Walls of Webs; manure smell; shuffling

Double Door on the west wall leading to a 40ft. long x 5ft. wide x 5ft. tall hallway.

Sample Names: Hrypa Turtletrainer the clever Arduous Dervish (Armor); Atze of the Cold Shore the deviant Meteor Necromance

Contact Plasma Trap; DL 6; Search DC 61 (24 Chr damage, DC 62 Fortitude save to negate)

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

[x2] Mortals cannot feel, smell, or sense into this room unless they are actually there; Divine Intervention fails

29,972gp

boots

a decaying vest made from cracked leat, +3 AC, 850gp

Book of Blood: Waterproof, Fireproof, & Lockable. Holds 45 spell levels.

Summon Monster IV (Yeth Hound only), 1/day. Finger of Death, 1/day., 25710gp

Green Cube [4d6] +10 Th/+64 dmg 18+/x4; 1M: Color Beam (Spray); CL 27; SL 6, 15954gp

DL VI Tiny Outer-NG Viruss x(58) x[6]

AC 367, HD 6, hp 168, #Att 4, TH ÷ AC/Save DC by 42, dmg 724

Str 48, Dex 48, Con 28, Int 44, Wis 19, Chr 26, 1.5kxp

Immune acid, cold, petrification. Resist electricity and fire. Protection from evil continuous. Tongues at will., Can infect things. In

Prepared effects:

[Pri SL4] Double Resist [E=3 element]: Pick an E=3 element, you double resist it (1/4 dmg, 1/10 if make save) for 1 hour.

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

[Psi-9 minor] Resistance to Anti-Magic: CH*5% aMR (adjust @ 12th casting level)

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

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

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

Combat effects:

[Psi-2 minor] Weakness of the Land: 25 dmg, -3 TH, -3 dmg, -25% MR; Lasts 5r after maint.

[Psi-17 Major] (no name): Chain Lightning: as spell, but jumps randomly (not closest person), can hit someone more than once

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

[Psi10 minor] Suggest: Suggestion (save)

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

[Wiz SL4] Lightning Bolt 4: CLd8 lightning dmg to a group (save:½)

Dungeon052920 - Dungeon Level 6

Room # 5

Corridor - 15ft. long x 20ft. wide x 20ft. tall

divan; candelabrum; ozone smell; laughter

Intelligent Door, might have ego score on the north wall leading to a 5ft. long x 5ft. wide x 20ft. tall hallway.

Sample Names: Goralus the unlucky Bat Mane (Catapult); Simurgh the poisonous Countess Eye (Hook)

Feeblemind Trap; DL 6; Search DC 66 (Cleric CL 12, DC 63 Will save to negate)

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

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Turn
34,911gp

dice

the Patch of Absolute Evil, +2 AC, 20040gp

Carmine Book: All your Custom classes use the "set XP table"(3kxp
at 2nd, doubles til 9th,600kxp at 10th,+300kxp per level afterward).; 36620gp

Pitch-black Staff [6d12] +11 Th/+101 dmg 15+/x3; 1M: Compels subject
to follow stated course of action.; CL 27; SL 6, 22827gp

DL VI Huge Outer-NG Avian/Birds x(66) x[4]

AC 372, HD 53, hp 2688, #Att 2, TH ÷ AC/Save DC by 42, dmg 292

Str 31, Dex 28, Con 19, Int 30, Wis 46, Chr 37, 1.5kxp

Immune acid, cold, petrification. Resist electricity and fire. Protection from evil continuous. Tongues at will., Flys. Has 2 Wings, 2

Prepared effects:

[Psi-12C minor] Commotion Resistance: +CL*5% RR; Resist own effects; Resist Wild Surges

[Psi45 Major] Resist: Mental: SL/2 (round down) instances of Resist mental attacks

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

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

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

[Wiz SL3] Psionic Resistance: PsiR 40+CL*5% [duration 3 hours]

Combat effects:

[Wiz SL4] Lightning Bolt 4: CLd8 lightning dmg to a group (save:½)

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

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

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

[Psi12T Major] Dispel Illusion: Dispel Illusion (or) Dispel Invisibility

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

Dungeon052920 - Dungeon Level 6

Room # 6

Empty (completely clean) - 20ft. long x 25ft. wide x 45ft. tall

pot (huge); tweezers; scream(ing); bang, slam

Ice Door (transparent) on the east wall leading to a 10ft. long x 25ft. wide x 5ft. tall hallway.

Sample Names: Aart Staffthrustrer the charismatic Red Dinosaur (Lucky Rabbit's Foot); Answen the courteous Death Slayer (Drag Inhaled Cold Trap; DL 6; Search DC 64 (120 damage, DC 65 Fortitude save for half)

Pillar or Column that (causes/has/or is) Changes - Class

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Week
6,342gp

sword blade

a black rod, 'dispel evil', 220gp

Rian's Humerus bone: +23 to HD; 1V: You and target share the same truenam.; CL 24; SL 6; 36520gp

Rhun's Horned Cloak (visor), 27520gp

DL VI Large Collectiverse/Gooveyverse/etc. Cthulhoid-Horrors x(62) x[3]

AC 363, HD 29, |hp| 1216, IR 101% #Att 6, TH ÷ AC/Save DC by 42, dmg 724

Str 17, Dex 37, Con 49, Int 49, Wis 42, Chr 31, 1.5kxp

Immune disintegration and annihilation, Has a bizarre anatomy, strange abilities, an alien mindset, or any combination of the thr

Prepared effects:

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

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

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

[Wiz SL5] Original Stoneskin 5: Block the next 2 P actions of attacks

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

[Pri SL4] Resist Fire/Resist Cold 4: Take -60% dmg vs. fire or cold

Combat effects:

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

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

[Wiz SL5] Hold Monster : 1d4 creature Paralyzes creatures unless save is made

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

[Pri SL6] Create Undead : Ghouls, shadows, ghouls, wights, or wraiths.

[Psi54 Grand] Air Control: Gust of Wind / Wall of Air

Dungeon052920 - Dungeon Level 6

Room # 7

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

Floors of Bone; pipes (musical); shuffling; drumming

Locked Door, Magic/Psi on the east wall leading to a 35ft. long x 15ft. wide x 10ft. tall hallway.

Sample Names: Stefan the Wolf the spectacular Sir Squad (Bombs); Mardocles the philanthropic Magnetic Worm (Laser)

Contact Silt Trap; DL 6; Search DC 63 (90 damage, DC 63 Fortitude save for half)

Container (Barrel, Jar, Vase, etc.) that (causes/has/or is) Wall 10'

behind slides across passage blocking it for from 40-60 turns.

[x2] Ultraplanar beings cannot feel, hear, or sense into this room unless they are actually there; Divine Intervention fails

29,121gp

sword

lok's black top hat, +3 AC, 1000gp

Multi-colored Carrots: All your Psionicist classes use the "set XP table"(3kxp at 2nd, doubles til 9th,600kxp at 10th,+300kxp per level afterward).; 36160gp

Inky Bottle cap: Free Peasant Hero (2) Kit: Always has shelter; local people will feed you and hide you from authorities, CF=2: Items < 1 gp cost nothing for you, Free bonus Fishing proficiency; 36240gp

DL VI Diminutive Psionic Beholders x(41) x[3]

AC 361, HD 5, |hp| 74, #Att 6, TH ÷ AC/Save DC by 42, dmg 721

Str 20, Dex 27, Con 23, Int 39, Wis 42, Chr 52, 1.5kxp

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

Prepared effects:

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

[Psi-3 Grand] Telepathic Sphere: Mobile force globe protects group from mental attacks

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

[Psi4 Grand] Actions *2: Pick one action type (M, P, V). Your number of actions of that type is multiplied by 2

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

[Pri SL6] 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.

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

[Psi6G minor] Repair: Repairs an object (as per Mend spell); works on devices up to TechL = CL

[Pri SL5] Animate Dead Monsters: Animates CL dead monsters

[Wiz SL4] Cone of Cold 4: CLd8+CL cold dmg to a group (save:½)

[Wiz SL4] Wall of Ice : Passing through wall deals 2*CL or 3d10 dmg ice

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

Dungeon052920 - Dungeon Level 6

Room # 8

Gardens - 25ft. long x 20ft. wide x 30ft. tall

fireplace; tub; chlorine smell; shuffling

Trapped Door, Magic/Psi on the north wall leading to a 25ft. long x 10ft. wide x 10ft. tall hallway.

Sample Names: Trueshield the mad Colossal Crystal (Catamaran); Maevattana the philanthropic Ms. Shrike (Train)

Fireball 6 Trap; DL 6; Search DC 63 (Cleric CL 12, DC 65 PP save to negate)

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

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

[x2] Immortals cannot hear, smell, or sense into this room unless they are actually there; Divine Intervention fails

35,663gp

holly

a rune, 200gp

Amulet of Proof vs Detect/Loc, 41450gp

Iridescent Hanger: +3hIQQE Action(s); 36520gp

DL VI Huge Outer-LE Mutants x(67) x[6]

|AC| 371, HD 49, hp 2368, PR 636% #Att 9, TH ÷ AC/Save DC by 7, dmg 365

Str 43, Dex 39, Con 50, Int 37, Wis 35, Chr 23, 1.5kxp

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

Prepared effects:

[Wiz SL4] Prismatic Sphere 4: 2 Prismatic colors

[Psi72 Major] Alternate Form - Energy: Nonsolid (still take damage normally); Cannot attack; Fly PL"; Immune to one form of ene

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

[Psi0 Grand] Yoga Flame: Breathe Fire (as per dragon)

[Psi0 Grand] Yoga Flame: Breathe Fire (as per dragon)

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

Combat effects:

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

[Psi6E Major] Wall of Ice: As the 4th level Wizard spell

[Pri SL6] Summon Monster VI : Calls outsider to fight for you.

[Psi9 Grand] Photon Kin.: Laser Beam: 10*(CHd8) Light damage (save)

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

[Psi6E Major] Blackfire: Polymorph Any Object to Ashes (6d10 Hp)

Dungeon052920 - Dungeon Level 6

Room # 9

Solar - 25ft. long x 20ft. wide x 15ft. tall

hourglass; bunks; breeze, gusting; manure smell

Locked Door, Mechanical on the east wall leading to a 5ft. long x 15ft. wide x 10ft. tall hallway.

Sample Names: Zvornik the revolting Shining Robot (Van); Jiraz the jolly Electra- Octopus (Fire)

Container transforms into Elemental Abyssal Water Trap; DL 6; Search DC 63 (32 Cml damage/s, DC 61 Breath Weapon save for f

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

[x2] Mortals cannot feel, smell, or sense into this room unless they are actually there; Divine Intervention fails

8,438gp

bag

a dirty ashtray, 0gp

Bottle green Bullets, sling (10) [6d6] +101 Th/+8 dmg 19+/x4; 1M: Quasit/Imp

Servant: Transform a larva into an imp or quasit; CL 32; SL 6, 23490gp

Wand of Earth & Stone, 6310gp

DL VI Large Outer-LE Elementals x(54) x[4]

|AC| 367, HD 29, hp 1216, RR 696% #Att 9, TH ÷ AC/Save DC by 42, dmg 436

Str 52, Dex 36, Con 26, Int 21, Wis 40, Chr 18, 1.5kxp

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

Prepared effects:

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

[Psi7 Grand] (no name): Immunity to Turn Undead

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

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

[Psi19 Major] Hibernation Trance: Resist damage, need not breathe/eat/drink/sleep, cannot use any actions

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

Combat effects:

[Psi45 minor] Spray: SL choking dmg to a group per segment (can leave the area)

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

[Wiz SL5] Prismatic Bolt: Prismatic Spray on one target

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

[Psi54 Grand] Ice Production: CL*(SL+2) ice dmg to one target (no save)

[Pri SL6] Cure Wounds 6: Cures 21d8 hp (can take offer of 6 per die -> 126 hp)

Dungeon052920 - Dungeon Level 6

Room # 10

Psionist's Chamber/Lab - 40ft. long x 45ft. wide x 40ft. tall

pincers; oven; stale, fetid smell; grating

Bone Door (shrieks loudly if opened) on the north wall leading to a 15ft. long x 10ft. wide x 5ft. tall hallway.

Sample Names: Shandri the chivalrous Nuclear Razor (Spines); Movis the adjectiveless Tomorrow -ette (Throwing Stars)

Energy Cancel Trap; DL 6; Search DC 63 (Psionist CL 12, DC 61 Breath Weapon save to negate)

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

[x2] Room is permanently/continuously Alley Effected, only creatures immune or bubbled against it can function here.

16,741gp

cobwebs

a pile of coins, 0gp

Off-white Amulet [AT+15] ++3 AC/+11 Saves; 1V: Pick Physical, Magical, Psionic, or

Innate. You take 1/10 dmg from that source.; CL 42; SL 6; 9585gp

Rian's Cocyx bone: +17 to HD; 1M: Summon a DL I Elf Shaman with 1M:

+1SL, gain 20hp or each creature in a group loses 20hp.; CL 24; SL 6; 36700gp

DL VI Large Tarrasque-World Plants x(34) x[4]

AC 372, HD 30, hp 1344, #Att 10, TH ÷ AC/Save DC by 7, dmg 77

Str 51, Dex 21, Con 49, Int 30, Wis 30, Chr 27, 1.5kxp

Mreflection DL*10%, Immune critical hits, poison, sleep, paralysis, stunning.

Prepared effects:

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

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

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

[Wiz SL4] Dimensional Anchor : Bars extradimensional movement.

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

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

Combat effects:

[Psi45 Grand] Kinetic Bolt: SL*CL/2 Telekinesis dmg and knock back SL*10' (1 target, no save, Str-SL*2 check to avoid knock back

[Psi3½ Major] Dismissal, Psionic: Forces a creature to return to its native plane.

[Wiz SL5] Death Spell 5: Slay 5d12 HD of creatures (save)

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

[Psi3 Grand] True Domination: Dominated subjects less likely to defy your will.

[Pri SL6] Heal: Cure all dmg + disease,blind,insanity,feeblemind

Dungeon052920 - Dungeon Level 6

Room # 11

Well - 50ft. long x 30ft. wide x 15ft. tall

workbench; pillory; drumming; giggling (faint)

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

Sample Names: Uthmang the raving Secret Widow (Catapult); Vanechka Cheslavski the mischievous Sergeant Death (Lunar)

Swinging Chute Trap; DL 6; Search DC 63 (16 damage, DC 62 PPD save for half)

Vegetation that (causes/has/or is) Teleports

[x2] Mortals cannot taste, hear, or sense into this room unless they are actually there; Divine Intervention fails

155gp

pulpit

a bamboo and bone Mah-Jong set, 'sleep', 500gp

Cobalt Robe [AT+12] ++8 AC/+143 Saves; 1V: -SL per physical attack; CL 32; SL 6; 30390gp

Lily-white Psi Crystal: +400 PSP's; 36260gp

DL VI Small Shangri-La Dragons x(70) x[3]

AC 364, HD 7, hullp 2016, #Att 2, TH ÷ AC/Save DC by 42, dmg 76

Str 40, Dex 19, Con 46, Int 29, Wis 52, Chr 38, 1.5kxp

Has no truenname, Immune Lost, Flys, Breath weapon, dark vision, immune sleep and paralysis.

Prepared effects:

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

[Pri SL6] Forbiddance : Denies area to creatures of another alignment.

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

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

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

[Psi45 minor] Regeneration: Regenerate SL hp/s

Combat effects:

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

[Pri SL6] Mass Remove Paralysis:

[Psi3½ Grand] Crystallize: Turn subject permanently to crystal.

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

[Psi-12C Major] Weird Chaos: Two groups: One gets hit by Weird, the other Chaos (as spells)

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

Dungeon052920 - Dungeon Level 6

Room # 12

Shrine - 30ft. long x 50ft. wide x 15ft. tall

hole (blasted); Walls of Souls; bong; whining

Mimic (the monster) on the north wall leading to a 35ft. long x 15ft. wide x 15ft. tall hallway.

Sample Names: Chenzira the manipulative Cobalt Conqueror (Saw); Andoitz of the Unspeakable Home the noble Thunder Savage

Moving Vent Trap; DL 6; Search DC 62 (60 Str damage, DC 62 RSW save to negate)

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

[x2] Gods cannot see, feel, or sense into this room unless they are actually there; Divine Intervention fails

10,047gp

hammer

fine leather armor, +7 AC, 120gp

Bright Toe ring: +1 Level(s) in a Priest Group Class; 36920gp

Carmine Screw: All your Wizard classes use the "set XP table"(3kxp at 2nd, doubles til 9th,600kxp at 10th,+300kxp per level afterward).; 36510gp

DL VI Titanic Star-Wars-Loop Viruss x(26) x[5]

AC 369, HD 387, hullp 20992, #Att 5, TH ÷ AC/Save DC by 42, dmg 724

Str 49, Dex 28, Con 42, Int 25, Wis 32, Chr 39, 1.5kxp

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

Prepared effects:

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

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

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

[Wiz SL6] Contingency: Each creature can only have 1 Contingency spell on him. If the contingency spell is dispelled, the effect ir

[Psi45 minor] Force Field vs. Magic: Immune to spell level 0 to SL-1 magic

[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
Combat effects:

[Psi45 minor] Hypnotic Control: Hypnosis (SL/2 saves)

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

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

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

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

[Psi19 Grand] Petrify: Target is held (no save)

Dungeon052920 - Dungeon Level 7

Room # 1

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

casket; fire pit; footsteps (behind); thumping

Plant Door (as the spell) on the north wall leading to a 40ft. long x 5ft. wide x 5ft. tall hallway.

Sample Names: Bodorian the handsome Silver Tribe (Rattan Cane); Agramant Silkflight the violent White Foursome (Pellets)

Well-Camouflaged Deathblades Trap; DL 7; Search DC 75 (Attack +133 melee, 14d20 Chr damage), (multiple targets)

Room (Floor) that (causes/has/or is) Geas/Quest

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Year
16,598gp

har

an ashen wand, 'cause critical', 186gp

Snowy Ioun Stone: +100 PSP's; 49300gp

Beige Gauntlets [AT+69] +7 AC/+48 Saves; 1M: Continuous bioelectrical current deals 1d4 electrical dmg/r to up to 2 cr.; CL 39; SL 7; 20085gp

DL VII Colossal Star-Trek-Loop Artifacts x(29) x[4]

AC 498, HD 227, hp 13312, TR 112% #Att 2, TH ÷ AC/Save DC by 56, dmg 199

Str 46, Dex 55, Con 33, Int 49, Wis 19, Chr 42, 3.5kxp

Has captain spells, Ego Score, Can dominate things.

Prepared effects:

[Wiz SL5] Extra Group +1: The next spell you cast will affect +1 groups of monsters

[Pri SL6] Goodberry 6: Creates 24 goodberries

[Psi6E Super] Astral Form Blockade Field: Stops Astral Psi./Proj., Dim.Doors

[Pri SL6] Goodberry 6: Creates 24 goodberries

[Psi18 Major] Telepathy: Psych. Shield: -LVL CL,+LVL saves on Psi effects vs.you; +LVL Wis: Willpower

[Psi3½ Super] Affinity Field: Effects that affect you also affect others.

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

Combat effects:

[Wiz SL5] Feeblemind 5: -25 mental stat points (randomly distributed in packets of 5) (save per packet)

[Psi6G Grand] Limited Wish: Limited Wish (as spell), CL = 25

[Pri SL5] Conjure/Dismiss Normal Elemental: Summons or dismisses a Normal Elemental

[Psi7 Grand] (no name): Summon a DL VII Undead

[Psi29 Major] Death Ray:

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

[Psi8 Grand] Repair Massive Damage: Cures 640 hp (64 Hull points) to a technological item, fixes Crashed/Hung status

Dungeon052920 - Dungeon Level 7

Room # 2

Torture Chamber - 50ft. long x 15ft. wide x 50ft. tall

armchair; chair, podded, arm; gong; still, warm (or hot)

Bronze Door, Normal on the west wall leading to a 45ft. long x 15ft. wide x 20ft. tall hallway.

Sample Names: Terrymont the lucky Lion Carrot (Electrocution); Uthros the carnivorous Brain Defender (Orb)

Prismatic Spray Trap; DL 7; Search DC 76 (Wizard CL 14, DC 73 PP save to negate)

Painting that (causes/has/or is) Talks - Yells/Screams

[x2] Ultraplanar beings cannot see, smell, or sense into this room unless they are actually there; Divine Intervention fails

22,802gp

quill

a luminous pool, 0gp

Bluish Stone [4d12] +145 Th/+10 dmg 18+/x6; 1M: Blink; CL 38; SL 7, 32227gp

Ochre Armor, Light [AT+12] +11 AC/+82 Saves; 1P: -CL*SL/2 dmg per attack; CL 49; SL 7; 18850gp

DL VII Diminutive Mind-Flayer-World Unlives x(69) x[5]

AC 497, HD 49, hullp 106, IR 101% #Att 9, TH ÷ AC/Save DC by 56, dmg 983

Str 50, Dex 20, Con 54, Int 37, Wis 53, Chr 52, 3.5kxp

Has tentacles. Usually psionic., No CON. Has Psi-7, Immune to crits, ability dmg, poison, sleep effects, paralysis, stunning, disease

Prepared effects:

[Psi6E Super] Immunity IV: Globe/Invuln., Immune:1st-2nd Dominions

[Psi45 minor] Force Field vs. Physical: -SL per physical attack

[Pri SL7] Protection from Lightning 7: Stop the next CL*24 lightning dmg

[Wiz SL7] Anti-Psionic Shell:

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

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

[Wiz SL5] Tenser's Transformation 5: +75% of max hp to current hp, +1 TH melee

Combat effects:

[Psi-9 Major] AntiBio Force: No Flight: Target cannot Fly/Levitate (no save)

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

[Pri SL4] Dispel Psionics: Cancels psionic effects

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

[Pri SL6] Dispel Magic 6: Dispel 4 magic effects

[Pri SL3] Remove Paralysis (2): Removes paralysis. This spell will also remove stun and summoning sickness effects. This spell als

[Pri SL3] Remove Paralysis (2): Removes paralysis. This spell will also remove stun and summoning sickness effects. This spell als

Dungeon052920 - Dungeon Level 7

Room # 3

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

book; catwalk; horn/trumpet sounding; squealing

Water Lock Door (holds back a lot of water) on the north wall leading to a 35ft. long x 25ft. wide x 5ft. tall hallway.

Sample Names: Stefan of Pskov the sepulchral Wind Agent (Venom); Jaolyn the clueless Voodoo Dusk (Van)

Lock transforms into Elemental Silt Trap; DL 7; Search DC 77 (96 Chr damage/s, DC 74 Reflex save for half)

Door, Secret that (causes/has/or is) Releases - Map

[x2] Immortals cannot feel, see, or sense into this room unless they are actually there; Divine Intervention fails
8,150gp

branding irons

a straw mat, 10gp

Blackened Amulet [AT+150] +11 AC/+6 Saves; 1M: One spell that you know has it's effect multiplied by 1.25, or costs only $1/(1.25*2-1)$ of a spell slot; CL 29; SL 7; 23670gp

Brownish Cinder block: +2hhIRD Action(s); 49320gp

DL VII Macro-Fine Shangri-La Viruss x(102) x[3]

Stun AC 497, HD 900, hp 56320, PR 113% #Att 9, TH ÷ AC/Save DC by 56, dmg 592

Str 51, Dex 48, Con 54, Int 59, Wis 28, Chr 56, 3.5kxp

Has no truename, Immune Lost, Can infect things. Immune mind-affecting, crits, gazes, illusions, poison, sleep, paralysis, polymo

Prepared effects:

[Pri SL5] Antiplant Shell: Keeps out plants

[Psi-12C Super] Anti-Commotion Resist.: +CL*5% aaAllR (Anti-Anti R vs. everything)

[Psi1 Major] Body Control: Water Breathing, Resist environment 1 HD/level

[Psi-12C Super] Anti-Commotion Resist.: +CL*5% aaAllR (Anti-Anti R vs. everything)

[Psi3½ Major] Truevenom: Your natural weapons are covered in horrible poison.

[Psi6E Super] Astral Form Blockade Field: Stops Astral Psi./Proj., Dim.Doors

[Psi6G Grand] Astral Eyes: Can see through alterations/illusions/possession; Astral Perception

Combat effects:

[Psi3½ Super] Tornado Blast: Vortex of air subjects your foes to 17d6 damage and moves them.

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

[Wiz SL6] Lightning Bolt 6: CLd12 lightning dmg to a group (save:½)

[Psi0 Major] Flash Kick: One kicking attack at +KiL to hit, ignores stoneskins/ironskins: x10 damage, knockdown

[Pri SL3] Remove Paralysis (2): Removes paralysis. This spell will also remove stun and summoning sickness effects. This spell als

[Psi30 minor] Stun Touch: Astral stunning

[Psi45 Grand] Disruption: Minor: Target takes CL*SL disruption damage (no save); Grand: The damage given plus a Disintegrate e

Dungeon052920 - Dungeon Level 7

Room # 4

Heating Room (for warmth) - 25ft. long x 30ft. wide x 50ft. tall

mortar & pestle; Walls of Fire; still; scream(ing)

Archway (open) on the west wall leading to a 5ft. long x 10ft. wide x 15ft. tall hallway.

Sample Names: Cahil the philosophical Bullet Flower (Llama); Phiraz the indescribable Hawk Bug (Electrocution)

Bodily Restoration IV Trap; DL 7; Search DC 72 (Psionicist CL 14, DC 75 PPD save to negate)

Monster that (causes/has/or is) Asks

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Reset
15,391gp

clamps

a pair of chain mail sleeves, +1 AC, 66gp

Dove-grey Mop: Free Pirate Kit: +1 TH at sea; -2 NPC

reactions; 1 weapon slot with ship-based weapon, Free bonus Navigation proficiency; 49610gp

Rian's Spinal Cord: +5 to LVL; 1P: x1 Special on room: Wacky balls cure instead of

damage people. Spend a SL=2 spell slot each round to upkeep this. ; CL 42; SL 7; 49560gp

DL VII Diminutive Warrior-classes Spirit-of-the-Lands x(97) x[6]

Stun AC 503, HD 4, stunp 106, TR 840% #Att 7, TH ÷ AC/Save DC by 56, dmg 295

Str 48, Dex 41, Con 21, Int 30, Wis 39, Chr 55, 3.5kxp

Has warrior picks, Incorporeal

Prepared effects:

[Pri SL6] Forbiddance : Denies area to creatures of another alignment.

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

[Wiz SL6] Contingency: Each creature can only have 1 Contingency spell on him. If the contingency spell is dispelled, the effect ir

[Psi45 Major] Energy Sheath: SL^2 hp Armor spell, self only, stacks with the (Wizard) Armor spell

[Psi81 Major] Life Support, Resist Radiation: Resist Radiation

[Psi-3 Grand] Rebound: MPaPReflection CL*15%

[Pri SL6] Protection from Fire 6: Stop the next CL*20 fire dmg

Combat effects:

[Psi2 Major] Energy Containment: Absorb max 1 die/lvl;glow:-2AC; 0 dmg from energy

[Wiz SL7] Feeblemind 7: -35 mental stat points (randomly distributed in packets of 5) (save per packet)

[Psi29 Grand] Cureall/Causeall:

[Psi9 Major] Heal/Cause Pain: Target healed or harmed CH*10 hp (save)

[Psi100 Major] Telekinesis: Telekinesis CL*10' falling dmg (assuming size M); affects 2+CL/9 groups

[Psi10 Grand] Mind Quench: Death Spell 3d20 HD (save vs. Death Magic), creatures w/ Int 1-8 get no save

[Psi5 Major] Telekinesis: Telekinesis (weight limit=level+1 tons)

Dungeon052920 - Dungeon Level 7

Room # 5

Waiting Room - 15ft. long x 45ft. wide x 10ft. tall

firepit; pegs; moaning; dusty

Automatic Door (opens if anyone approaches) on the north wall leading to a 40ft. long x 5ft. wide x 5ft. tall hallway.

Sample Names: Morevo the athletic Rainbow Raccoon (Invisi--); Miralul the unkind Phantom Baby (Stationwagon)

Lightning Bolt 7 Trap; DL 7; Search DC 76 (Wizard CL 14, DC 73 Will save to negate)

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

[x2] Gods cannot see, smell, or sense into this room unless they are actually there; Divine Intervention fails

32,070gp

paddle

a small, gold key, 5gp

Maroon Wand [5d20] +8 Th/+145 dmg 17+/x2; 1M: Mordenkainen's Disjunction; CL 42; SL 7, 31880gp

Rian's Triceps muscle: +5 to LVL; 1V: NaNR +CL*10%; Immune

to Hostile Environment; Need not breathe ; CL 34; SL 7; 49690gp

DL VII Titanic Nightmare-Dimension Cthulhoid-Horrors x(68) x[6]

AC 496, HD 451, hp 26624, WR 85% #Att 4, TH ÷ AC/Save DC by 8, dmg 1474

Str 58, Dex 26, Con 56, Int 56, Wis 18, Chr 55, 3.5kxp

ER DL*5%, Has a bizarre anatomy, strange abilities, an alien mindset, or any combination of the three.

Prepared effects:

[Wiz SL5] Original Stoneskin 5: Block the next 2 P actions of attacks

[Psi9 Major] Hyperflight: +CH AC, Fly at 100*CH" rate, Pro.Vacuum

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

[Pri SL5] Summon Monster V : Summons a DL V monster (1 turn)

[Psi29 Major] Anti-Anti-Magic Ray:

Combat effects:

[Wiz SL7] Dispel Magic 7: Dispel 5 magic effects

[Psi81 minor] Energy Blast I: [Pick an element] CLd5 dmg of that element (one group, no save)

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

[Psi6E Super] Know Truename: As the 9th level Diviner spell

[Psi7 minor] (no name): Moan: One group is feared (Will save)

[Psi-12C Super] Cthulhoid Swarm VIII: Summon CL*9 Monsters using ML VIII "Weird" chart (random)

[Psi7 minor] (no name): Moan: One group is feared (Will save)

Dungeon052920 - Dungeon Level 7

Room # 6

Sitting Room - 10ft. long x 20ft. wide x 15ft. tall

stall or pen; candelabrum; humming; groaning

Trapped Door, Out of Phase on the north wall leading to a 5ft. long x 20ft. wide x 5ft. tall hallway.

Sample Names: Dottir the poisonous Phantom Torpedo (Ionizer); Deogol Firestone the horrible White Slayer (Vibranium)

Astral Destruct IX Trap; DL 7; Search DC 72 (Psionicist CL 14, DC 72 PPD save to negate)

Fireplace that (causes/has/or is) Changes - Alignment

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Segment
16,317gp

large table

a black spiked helm, +8 AC, 2500gp

Iron Stone, Normal, Absorb 40 levels up to SL 4, 7140gp

Chocolate Necklace [AT+86] +170 AC/+145 Saves; 1P: Polymorph to any monster; CL 39; SL 7; 54910gp

DL VII Macro-Fine Warrior-classes Dragons x(30) x[4]

Stun AC 496, HD 898, hullp 51200, #Att 4, TH ÷ AC/Save DC by 8, dmg 395

Str 33, Dex 33, Con 26, Int 46, Wis 22, Chr 44, 3.5kxp

Has warrior picks, Flys, Breath weapon, dark vision, immune sleep and paralysis.

Prepared effects:

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

[Pri SL4] Goodberry 4: Creates 16 goodberries

[Pri SL5] Summon Nature's Ally V : Summons a DL V animal (maintained)

[Pri SL7] Protection from Lightning 7: Stop the next CL*24 lightning dmg

[Psi3 Super] Affinity Field: Effects that affect you also affect others.

[Pri SL4] Resist Fire/Resist Cold 4: Take -60% dmg vs. fire or cold

[Psi45 Major] Cosmic Awareness: Grand: Cosmic Awareness

Combat effects:

[Pri SL7] Dispel Evil 7: Dispel 3 evil targets (can target the same thing more than once) (save)

[Psi3 Grand] Astral Construct VII: Astral construct fights for you.

[Wiz SL5] Telekinesis : Lifts or moves 25 lb./level at long range.

[Psi3 Super] Apopsi: You delete the psionic power of another.

[Psi3 Grand] Insanity: Subject is permanently wacky.

[Wiz SL4] Dispel Magic 4: Dispel 2 magic effects

[Psi45 minor] Disruption: Minor: Target takes CL*SL disruption damage (no save); Grand: The damage given plus a Disintegrate e

Dungeon052920 - Dungeon Level 7

Room # 7

Antechamber (Entry room into larger room) - 20ft. long x 40ft. wide x 15ft. tall

Chasm, Constructed (purposely built); carafe (decanter); clear; jingling

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

Sample Names: Festillard the mighty Purple Witch (Psi--); Chenzira the dumbfounding Doom Eyeball (Web)

Razor-Wire Drawer Trap; DL 7; Search DC 74 (28 Int damage, DC 74 PP save to negate)

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

[x2] Ultraplanar beings cannot see, smell, or sense into this room unless they are actually there; Divine Intervention fails
18,354gp

net

a bracer of darkness, +2 AC, 0gp

Rian's Small Intestine: +13 to HD; 1P: Switch current hp totals with someone (no save) ; CL 39; SL 7; 49400gp

Copper Shovel: Free Invisible Stalker Familiar; 49770gp

DL VII Small Star-Trek-Loop Immortals x(40) x[5]

AC 497, HD 56, hp 400, IR 140% #Att 4, TH ÷ AC/Save DC by 8, dmg 393

Str 21, Dex 59, Con 24, Int 21, Wis 38, Chr 36, 3.5kxp

Has captain spells, Unaging

Prepared effects:

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

[Psi6E Super] Permanency: Makes a Demon psi power permanent

[Psi-12C minor] Know Next Dice Rolls: 0,1/r: Roll dice ahead of time before action, can choose not to

[Psi-12L Super] Spirit Resistance: +5*CL% XR

[Psi18 Grand] Scty: MagnificentDefender: No magic & psi of SL 7 or lower in area

[Psi18 Grand] Scty: MagnificentDefender: No magic & psi of SL 7 or lower in area

[Wiz SL6] Globe of Invulnerability 6: Immune to spells with SL=0 to 5

Combat effects:

[Pri SL5] Insect Plague : Insect horde limits vision, inflicts damage, creatures flee.

[Psi-3 Super] Armageddon: Destroy a demiplane (will probably get Objected to unless it's empty)

[Wiz SL6] Disintegrate : Disintegrates a single victim

[Wiz SL4] Charm Monster : Makes monster believe it is your ally.

[Psi18 Major] Pyrokinetic: Melt& Aflame: 30'r, LVLd20 fire damage (save:½)

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

[Psi3 Grand] Recall Death: Foe vividly recalls its future death, and dies.

Dungeon052920 - Dungeon Level 7

Room # 8

Office - 15ft. long x 25ft. wide x 5ft. tall

pot (huge); cassocks (robes); hooting; steamy near floor

Bronze Door, Normal on the north wall leading to a 35ft. long x 20ft. wide x 5ft. tall hallway.

Sample Names: Shaybara the caustic Terra- Midget (Star); Mellansel the omnivorous B'Wana Wolf (Thunder)

Pawn Trap; DL 7; Search DC 74 (Psionicist CL 14, DC 77 Breath Weapon save to negate)

Painting that (causes/has/or is) Teleports

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Day
33,635gp

trunk

arthur's scabbard, +2 AC, 800gp

Garnet Shuriken (5) [5d20] +6 Th/++8 dmg 14+/x4; 1Z: As the 4th level Wizard spell; CL 44; SL 7, 16587gp

Rian's Rectus femoris muscle: +5 to LVL; 1M: Create a potion of Alcohol

and one group takes CLd12 fire dmg. (PropaneR to resist); CL 34; SL 7; 49970gp

DL VII Fine Outer-LG Eelements x(35) x[4]

AC 500, HD 8, hp 56, RR 94% #Att 7, TH ÷ AC/Save DC by 56, dmg 984

Str 37, Dex 59, Con 49, Int 32, Wis 26, Chr 53, 3.5kxp

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

Prepared effects:

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

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

[Psi6N Grand] Thief Abilities, LVL 9: Get thief abilities of level 9 (max = your level)

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

[Wiz SL6] Globe of Invulnerability 6: Immune to spells with SL=0 to 5

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

[Wiz SL5] Tenser's Transformation 5: +75% of max hp to current hp, +1 TH melee

Combat effects:

[Wiz SL4] Time Stop 4: Stops time for 1d5 segments

[Pri SL5] Vulnerable Resistance: Target gains a Vulnerability to something which can only be used to counter a Resistance (Durat

[Wiz SL7] Death Spell 7: Slay 7d12 HD of creatures (save)

[Psi3½ Grand] Insanity: Subject is permanently confused.

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

[Wiz SL6] Fireball 6: CLd12 fire dmg to a group (save:½)

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

Dungeon052920 - Dungeon Level 7

Room # 9

Garbage Room - 35ft. long x 35ft. wide x 50ft. tall

Priest/Religious Furnishings; pedestal; ringing; drumming

Double Door on the east wall leading to a 50ft. long x 20ft. wide x 25ft. tall hallway.

Sample Names: Arvan the boisterous Martian Aardvark (Home study course); Thjodolf Badgertooth the perplexing Micro- Flight (

Air in room transforms into Elemental Imprisonment Trap; DL 7; Search DC 73 (12 Dex damage/s, DC 73 PP save for half)

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

[x2] Mortals cannot see, feel, or sense into this room unless they are actually there; Divine Intervention fails

45,813gp

bedroll

a gleaming white sword, sword, 5d11 (30), 1000gp

Golden Armor, Heavy [AT++15] +12 AC/+120 Saves; 1F: Resist Heat/Cold; CL 49; SL 7; 47015gp

Rian's Stomach: +10 to HD; 1P: 1bM:Enemy that attacked or targeted you this segment is Imprisoned.; CL 44; SL 7; 49480gp

DL VII Huge Collectiverse/Gooveyverse/etc. Cthulhoid-Horrors x(45) x[4]

|AC| 494, HD 58, hp 23744, RR 163% #Att 13, TH ÷ AC/Save DC by 8, dmg 495

Str 44, Dex 45, Con 24, Int 23, Wis 25, Chr 28, 3.5kxp

Immune disintegration and annihilation, Has a bizarre anatomy, strange abilities, an alien mindset, or any combination of the thr

Prepared effects:

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

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

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

[Pri SL6] Anti-Animal Shell:

[Pri SL6] Anti-Animal Shell:

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

[Pri SL6] Forbiddance : Denies area to creatures of another alignment.

Combat effects:

[Psi3 Super] Dissolution: You Disintegrate really large objects or creatures.

[Psi45 minor] Undead Control: Turn Undead at CL=(SL-2)*2

[Psi10 Major] Suggestion: Suggestion (make CL saves)

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

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

[Psi3½ Major] Energy Wall: Create wall of your chosen energy type.

[Psi1 Major] Energy Dissipation: Take half damage from an energy attack

Dungeon052920 - Dungeon Level 7

Room # 10

Meeting Room - 45ft. long x 15ft. wide x 20ft. tall

table (small); waterclock; "Bleah!" (off in the distance); misted

Locked Door, Mechanical on the north wall leading to a 45ft. long x 10ft. wide x 5ft. tall hallway.

Sample Names: Maccus Blackmace the ugly Bullet Shogun (Nunchucks); Erlend Greenknife the mesmerizing Time-traveling Squar

Dissolution Trap; DL 7; Search DC 73 (Psionicist CL 14, DC 75 RSW save to negate)

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

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Segm
28,213gp

cold spot

a woven reed basket, 0gp

Rian's Ears: +3 to HNCL; 1M: 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 34; SL 7; 49730gp

Blue Shoes: Free Explorer Kit: 2 Survival slots; Deeppockets cont., Free bonus DirectionSense proficiency; 49810gp

DL VII Colossal Arctic Immortals x(105) x[5]

AC 502, HD 231, |hp| 14080, #Att 7, TH ÷ AC/Save DC by 56, dmg 300

Str 20, Dex 28, Con 26, Int 35, Wis 22, Chr 37, 3.5kxp

Immune cold. Double dmg from fire., Unaging

Prepared effects:

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

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

[Wiz SL4] Dimensional Anchor : Bars extradimensional movement.

[Pri SL6] Resist [E=6 element]: Pick an E=6 element, you resist it for 1 hour.

[Psi1 Major] Mind Bar: Immune to Ench/Cha,Magic Jar,Domination,Invis.

[Wiz SL5] Tenser's Transformation 5: +75% of max hp to current hp, +1 TH melee

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

Combat effects:

[Psi29 minor] Beam (Cone) of Cold:

[Wiz SL5] Wall of Stone : 20 hp/four levels; can be shaped.

[Psi12L Super] Imprisonment: Imprisonment (as spell)

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

[Wiz SL7] Dispel Exhaustion 7: Restore 90% of dmg taken, get an Original Haste 7 for 1 round

[Wiz SL6] Lightning Bolt 6: CLd12 lightning dmg to a group (save:½)

[Pri SL2] Remove Paralysis (3): Removes paralysis/hold/slow; up to 4 targets {1 group}

Dungeon052920 - Dungeon Level 7

Room # 11

Torture Chamber - 10ft. long x 20ft. wide x 40ft. tall

wall basin; casket; thud; chanting

Void Door (cannot see through doorway) on the east wall leading to a 45ft. long x 10ft. wide x 10ft. tall hallway.

Sample Names: Darielle the grim Global Enigma (Saucer); Orazond the vengeful Aqua- Brotherhood (Demonic)

Ingested Annihilation Trap; DL 7; Search DC 75 (20 Con damage, DC 71 PPD save to negate)

Container (Barrel, Jar, Vase, etc.) that (causes/has/or is) Treasure hidden in secret compartment in container

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Round
6,058gp

dish

a green and black uniform, +3 AC, 9gp

Azur Bludgening Weapon [4d20] +197 Th/+14 dmg 16+/x7; 1Z: Strength dmg, Max=level; CL 30; SL 7, 39567gp

Garnet Book: +700 PSP's; 49490gp

DL VII Fine Star-Wars-Loop Insects x(32) x[3]

AC 493, HD 2, hp 54, #Att 10, TH ÷ AC/Save DC by 56, dmg 202

Str 34, Dex 53, Con 36, Int 32, Wis 28, Chr 42, 3.5kxp

Has force powers, No INT. Dark vision.

Prepared effects:

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

[Pri SL5] Summon Nature's Ally V : Summons a DL V animal (maintained)

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

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

[Wiz SL3] Prismatic Sphere 3: 1 Prismatic color

[Psi-15 Grand] Add Global Resistance: Resist all EE=1 elements, this can be taken twice for EE=2 (doesn't include EE=1), thrice for EE=3

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

Combat effects:

[Pri SL7] Escape: You Escape from current situation

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

[Psi15 Super] Summon Insects: Summon Insects

[Psi54 Grand] Air Control: Gust of Wind / Wall of Air

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

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

[Wiz SL7] Summon Monster VII : Calls outsider to fight for you.

Dungeon052920 - Dungeon Level 7

Room # 12

Dressing Room - 10ft. long x 10ft. wide x 40ft. tall

pipe (large cask); Floors of Fire; poor oxygen; hazy

Secret Door on the south wall leading to a 30ft. long x 10ft. wide x 25ft. tall hallway.

Sample Names: Javan the ignorant Detective Singer (Adamantium); Brakana the miserly Zoo Conglomerate (Psycho-)

Mass Feeblemind Trap; DL 7; Search DC 76 (Psionicist CL 14, DC 72 RSW save to negate)

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

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Round
35,789gp

horn

a small hatchet, axe, 10d6 (35), 100gp

Charcoal Scarab [AT+53] +65 AC/++10 Saves; 1Z: May construct your tech items using

"Unusual Materials" chart, this may have odd effects; CL 35; SL 7; 28575gp

Chocolate Rope [7d10] +169 Th/+48 dmg 15+/x4; 1P: Darkness CL*10' radius; CL 34; SL 7, 41644gp

DL VII Diminutive Psionic Faeries x(24) x[3]

AC 500, HD 3, hullp 106, MR 120% #Att 3, TH ÷ AC/Save DC by 56, dmg 590

Str 25, Dex 57, Con 26, Int 35, Wis 39, Chr 45, 3.5kxp

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

Prepared effects:

[Pri SL7] Repulsion : Creatures can't approach you.

[Psi12L Super] Clone/Simulacrum: Clone (or) Simulacrum (as the MU spells)

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

[Psi15 Grand] Add Global Resistance: Resist all E=1 elements, this can be taken twice for E=2 (doesn't include E=1), thrice for E=3

[Psi45 Major] Reality Alteration: + or - SL to your next die roll

[Psi1 Major] Wards: Pro.Evil&Scrying, no one can enter, break=150pts

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

Combat effects:

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

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

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

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

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

[Psi6E Grand] Improved Phantasmal Killer: As the 4th level Wizard spell (no save)

[Psi45 Major] Summoning: Summon a DL=SL Outer

Dungeon052920 - Dungeon Level 8

Room # 1

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

fireplace & wood; whistle; foggy; splashing

Glass Door (transparent) (shatters if opened) on the north wall leading to a 20ft. long x 10ft. wide x 15ft. tall hallway.

Sample Names: Craemmol the vicious Poison Pain (Chair); Grex the clueless Wombat Apostle (Camel)

Inhaled Rust Trap; DL 8; Search DC 82 (400 damage, DC 88 Will save for half)

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

[x2] Room is permanently/continuously ****Cursed**** (Ancient Foul Cursed)ed, only creatures immune or bubbled against it can fu
52,899gp

silver cutlery

a beautiful lamp, 200gp

Rian's Kidneys: +8 to LVL; 1M: Gain "All Priest" group abilities. ; CL 44; SL 8; 64770gp

Russet Staff [2d4] ++5 dmg 15+/x5; 1P: Assassination 10*LVL% (as

Rogue ability), lasts for 1 attack; CL 40; SL 8, 42284gp

DL VIII Gargantuan Black-Ice Cthulhoid-Horrors x(56) x[5]

AC 641, HD 129, |hp| 68608, PR 132% #Att 2, TH ÷ AC/Save DC by 9, dmg 3205

Str 40, Dex 19, Con 61, Int 43, Wis 46, Chr 60, 7.5kxp

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

Prepared effects:

[Psi8 minor] Technological Armor: +CL AC, +CL*2 current hp (like an Armor spell), can stack w/ Armor spell

[Psi15 Grand] Add Global Resistance: Resist all E=1 elements, this can be taken twice for E=2 (doesn't include E=1), thrice for E=3

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

[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.

[Psi29 minor] Animate Dead:

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

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

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

Combat effects:

[Psi30 Major] Death Touch: Necromantic damage

[Psi3 Super] True Telekinesis: Lift or move 500 lb./level at long range.

[Wiz SL8] Mass Charm : As charm monster, but all within 30 ft.

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

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

[Pri SL4] Lesser Planar Ally : Summons a DL IV outer-planar (payment determines duration)

[Psi30 Grand] Mana Bolt: Astral damage

[Psi3½ Major] Telekinetic Thrust: Hurl objects with the force of your mind.

Dungeon052920 - Dungeon Level 8

Room # 2

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

Stalagmites; lamp(s); earthy smell; poor oxygen

Phase Door (phases in/out every so often) on the west wall leading to a 35ft. long x 25ft. wide x 5ft. tall hallway.

Sample Names: Arandur the contemptible Wonder Dozen (Cloud); Detho the invincible Doc Chimp (Carbine)

Summon Insects Trap; DL 8; Search DC 82 (Psionicist CL 16, DC 88 Fortitude save to negate)

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

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Year
28,463gp

broken bottle

A Grey Leather Helmet, +4 AC, 1gp

Pole Arm, Voulge [2d4/2d4] +5/+5; Auto-hits on a natural 19 or 20, 83450gp

Navy Chalk: All your Warrior classes use the "set XP table"(3kxp at 2nd, doubles til 9th,600kxp at 10th,+300kxp per level afterward).; 64130gp

DL VIII Gargantuan Arctic Unlives x(112) x[6]

AC 649, HD 1032, ihp 8448, MR 113% #Att 5, TH ÷ AC/Save DC by 9, dmg 136

Str 19, Dex 32, Con 57, Int 48, Wis 36, Chr 23, 7.5kxp

Immune cold. Double dmg from fire., No CON. Has Psi-7, Immune to crits, ability dmg, poison, sleep effects, paralysis, stunning, c

Prepared effects:

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

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

[Psi7 Major] (no name): Immunity to paralysis and stun

[Pri SL6] Spell Immunity 6: Be immune to 3 spells by name

[Psi16 Major] Golem Form: Juggernaut: +12" move rate; 1V, charging: 10d10 dmg to one target

[Psi24 minor] Rogue points 10: This class gives an extra +10 Rogue points per level.

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

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

Combat effects:

[Wiz SL3] Dispel Illusion : Dispels illusions in area

[Psi45 Major] Light Emission: SL*CL/2 Light damage (no save) and SL/2 instances of blindness (save)

[Psi12T Super] Mass Feeblemind: Feeblemind (as spell) in 90'r area

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

[Psi-3 Major] Wall of Element: Pick an element, it's a wall of it. Damage = CLd4 if you pass through.

[Pri SL8] Implosion/Inversion: Each round for 1t, caster can implode 1 target (save -4)

[Psi3½ Super] Tornado Blast: Vortex of air subjects your foes to 17d6 damage and moves them.

[Psi27 minor] Lord: Command (as spell) using LVL words, up to LVL creatures within LVL*10' range

Dungeon052920 - Dungeon Level 8

Room # 3

Wine Cellar - 25ft. long x 25ft. wide x 25ft. tall

table; straw; clear; bellow (ing)

Trapped Door, Mechanical on the west wall leading to a 30ft. long x 25ft. wide x 20ft. tall hallway.

Sample Names: Pandaran the impolite Dare- Men (Tractor); Bingen of the Invisible Island the smelly Living Agent (Bike)

Water-Filled Ceiling Trap; DL 8; Search DC 85 (16 Wis damage, DC 81 PPD save to negate)

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

[x2] Room is permanently/continuously *Cursed*ed, only creatures immune or bubbled against it can function here.

2,304gp

ladle

an iron ring, +3 AC, 5gp

Drums of Panic, 38110gp

Brownish Coasters: +500 Skill Points; 64650gp

DL VIII Macro-Diminutive Plains Hounds x(67) x[3]

AC 650, HD 2050, ihp 1.5E+5, #Att 16, TH ÷ AC/Save DC by 9, dmg 136

Str 29, Dex 64, Con 23, Int 22, Wis 58, Chr 40, 7.5kxp

Has mtg W spells, Has 4 legs, and at least 1 head

Prepared effects:

[Pri SL8] Regenerate 8: Regenerates 2 hp /s

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

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

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

[Pri SL8] Regenerate 8: Regenerates 2 hp /s

[Psi6E Super] Astral Form Blockade Field: Stops Astral Psi./Proj., Dim.Doors

[Pri SL7] Protection from Death: Immune to slain and Slain

[Psi-3 Major] Metaphysical Armor: Enemies need a +3 weapon to hit you.

Combat effects:

[Psi10 Major] Suggestion: Suggestion (make CL saves)

[Psi-12T minor] Dust Aura: Enemies in your group takes CL dust dmg /s (no save)

[Psi30 Grand] Ice Bolt: Ice damage, Con resists

[Psi3 Super] Dissolution: You Disintegrate really large objects or creatures.

[Psi45 Major] Mechanical Creation: Summon a DL=SL-2 Golem or Technological monster

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

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

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

Dungeon052920 - Dungeon Level 8

Room # 4

Treasure Room - 20ft. long x 10ft. wide x 10ft. tall

loom; kiln; sneezing; rattling

Energy/Elemental Door on the south wall leading to a 20ft. long x 5ft. wide x 5ft. tall hallway.

Sample Names: Tharag the insane Professor Detective (-wagon); Anitra the devilish Secret Sailor (Stellar)

Vent transforms into Elemental Sand Trap; DL 8; Search DC 88 (12 Dex damage/s, DC 84 Will save for half)

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

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Segm
23,861gp

clay

a gold engagement band, 50gp

Nut-brown Talisman [AT+260] +14 AC/+9 Saves; 1M: Minor: Detect Invis./Illusion;

Major: True Seeing; Grand: Cosmic Awareness; CL 36; SL 8; 39055gp

Wand of Teeth, 38350gp

DL VIII Macro-Diminutive Synnibarr Plants x(28) x[6]

|AC| 649, HD 2054, |hp| 1.5E+5, TR 153% #Att 14, TH ÷ AC/Save DC by 72, dmg 1286

Str 63, Dex 34, Con 21, Int 34, Wis 29, Chr 61, 7.5kxp

+10^DL (DL tenths!) to dmg, Immune critical hits, poison, sleep, paralysis, stunning.

Prepared effects:

[Psi3½ Super] Affinity Field: Effects that affect you also affect others.

[Wiz SL7] Anti-Magic Shell 7: Anti-Magic of SL 0 to 6

[Pri SL7] Phoenix Sanctuary: You take half damage from any source (duration 1 turn, cannot be made permanent)

[Psi45 Major] Reflection: MPIWReflection 5*SL%

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

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

[Psi-12C Super] Anti-Commotion Resist.: +CL*5% aaAllR (Anti-Anti R vs. everything)

[Psi6N Super] Create/Destroy Conduit: Creates or Destroys 1 Conduit, Wormhole, Gate, Color Pool

Combat effects:

[Wiz SL7] Steal Enchantment : Transfer the enchantment of one spell to an another

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

[Psi45 Grand] Neural Manipulation: Minor: Seizure (-2 all rolls, save); Major: Paralysis (SL/3 saves)

[Psi12L Grand] Summon Lawful Creature: Gate (as spell) for Lawful creature or for a Water or Air Elemental

[Psi45 Grand] Missile Creation: Do SL missile attacks, must roll to hit, each hit does 10 dmg (no save) and a stun (save)

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

[Pri SL6] Conjure/Dismiss Para Elemental: Summons or dismisses a Para Elemental

[Psi45 Grand] Neural Manipulation: Minor: Seizure (-2 all rolls, save); Major: Paralysis (SL/3 saves)

Dungeon052920 - Dungeon Level 8

Room # 5

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

prism; box; metallic smell; dusty

Revolving/Swinging Door on the east wall leading to a 45ft. long x 20ft. wide x 10ft. tall hallway.

Sample Names: Sagan the zealous Ghost Death (-mobile); Syroth the extraordinary Bionic Shrike (Nullifier)

Whirling Blades Trap; DL 8; Search DC 82 (Attack +144 ranged, 4d6 damage)

Pool that (causes/has/or is) Enrages

[x2] Mortals cannot feel, see, or sense into this room unless they are actually there; Divine Intervention fails

59,118gp

slings

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

Beige Chapter book: Free Academician Kit: +3 NPC reactions; +level Int

checks; +level Wis checks; -1 TH penalty, Free bonus Spellcraft proficiency; 64200gp

Chestnut Sandal: +500 PSP's; 64270gp

DL VIII Gargantuan Dead-Timeline/Looporal Elementals x(24) x[5]

AC 656, HD 129, hp 8832, WR 1440% #Att 15, TH ÷ AC/Save DC by 72, dmg 1921

Str 47, Dex 50, Con 46, Int 49, Wis 26, Chr 21, 7.5kxp

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

Prepared effects:

[Psi0 Grand] Acid Breath: Breathe Acid (as per dragon)

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

[Psi3½ Super] Affinity Field: Effects that affect you also affect others.

[Pri SL4] Spell Immunity : Subject is immune to one spell per four levels

[Wiz SL8] Armor 8: +CL*16 current hp

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

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

[Psi-12L Major] Duplicate Tech Item: Duplicate a x0 or x1 Technology Item

Combat effects:

[Psi6E Super] Steal Soul III: Transforms unwilling target to a larva

[Psi1 minor] Hypnosis: Level>10 or Int16=save; Max.HD=ä(level)

[Wiz SL5] Lower Resistance : Lowers one's magic resistance

[Psi45 Major] Hypnotic Control: Hypnosis (SL/2 saves)

[Wiz SL7] Death Spell 7: Slay 7d12 HD of creatures (save)

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

[Psi6E Super] Steal Soul III: Transforms unwilling target to a larva

[Psi1 minor] Hypnosis: Level>10 or Int16=save; Max.HD=ä(level)

Dungeon052920 - Dungeon Level 8

Room # 6

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

Stalactites (some might fall); trough; gong; hooting

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

Sample Names: Genubath the sinful Caped Falcon (Vibro-); Kier the intangible Invisible Three (Chair)

Injected Anti-Magic {extra +1} Trap; DL 8; Search DC 86 (150 damage, DC 88 Spell save for half)

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

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Turn
20,509gp

fire pit

The Cape of Arbiter, 150gp

Wand of Prime Material Pocket, 26150gp

Ivory Rapier [1d6] +195 Th/+10 dmg 15+/x6; 1V: Stinking Cloud/Vampiric Mist/others?; CL 32; SL 8, 39460gp

DL VIII Tiny Lost-Planes/Anguinum-Synod Mutants x(69) x[5]

AC 652, HD 12, hullp 268, IR 135% #Att 11, TH ÷ AC/Save DC by 9, dmg 136

Str 64, Dex 40, Con 57, Int 34, Wis 45, Chr 44, 7.5kxp

Has Miniclass picks, Immune radiation

Prepared effects:

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

[Psi45 Grand] Force Field vs. Physical: -SL per physical attack

[Psi19 Grand] Assassin Lore: Abilities as per an Assassin of half level (round up)

[Psi6G Grand] Aid Deva: You lose 1 multiplier, target gains 1 multiplier

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

[Psi3 Major] Freedom of Movement: Move normally despite impediments.

[Pri SL7] Regenerate 7: Regenerates 1 hp /s

[Psi6E Super] Permanency: Makes a Demon psi power permanent

Combat effects:

[Pri SL8] Really Really Put of Misery: Target being that is Capital S Slain is removed from the timeline (no save)

[Psi3 Super] True Telekinesis: Lift or move 500 lb./level at long range.

[Wiz SL7] Reverse Gravity : Objects and creatures fall upward.

[Psi6E minor] Sticks to Snakes: As the 4th level Priest spell

[Pri SL6] Death's Door 6: Target (currently at negative hp) goes to 4 hp (can't go above max)

[Psi-9 Major] Degenerator: Remove all regeneration sources on target (no save)

[Psi8 Major] Dispel Technology: Dispels a technological effect

[Psi3 Super] Astral Construct IX: Astral construct fights for you.

Dungeon052920 - Dungeon Level 8

Room # 7

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

vestry (clothing); pipette; sneezing; grunting

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

Sample Names: Edlin Hardeye the sublime Master Blur (Electro-); Vinjorak the battling Moon Blood (Pistol)

Spiked Lock Trap; DL 8; Search DC 82 (64 Chr damage, DC 81 Fortitude save to negate)

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

[x2] Room is permanently/continuously *Cursed*ed, only creatures immune or bubbled against it can function here.

2,393gp

tent

an assassin's cloak, +1 AC, 150gp

Multi-colored Sword, short [2d8] ++11 dmg 20+/x2; 1M: Allies can reroll (choose one:)

missed to hit, missed saves, missed BlahR rolls (for 1m); CL 51; SL 8, 56524gp

Pinkish Robe [AT+230] +14 AC/+14 Saves; 1Z: Create a Psi16 item (see next page) of TechL=CL, each TechL takes 1S action; CL 51; SL 8; 38425gp

DL VIII Large Random(ite) Cthulhoid-Horrors x(57) x[6]

AC 644, HD 34, hp 2144, IR 100% #Att 1, TH ÷ AC/Save DC by 72, dmg 133

Str 40, Dex 47, Con 50, Int 63, Wis 36, Chr 23, 7.5kxp

Has high frequency sampling, Has a bizarre anatomy, strange abilities, an alien mindset, or any combination of the three.

Prepared effects:

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

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

[Psi6G minor] Disease Immunity: Immunity to magical/nonmagical disease

[Psi-6G minor] Trumpet: Each segment, if an enemy combatant does *not* attack you, he takes CL dmg (no save)

[Pri SL8] Lady's Smile: Can choose result of 1 die roll within 2r

[Pri SL8] Regenerate 8: Regenerates 2 hp /s

[Pri SL3] Goodberry 3: Creates 12 goodberries

[Pri SL5] Protection from Fire 5: Stop the next CL*16 fire dmg

Combat effects:

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

[Pri SL8] Shooting Stars: All enemies within 120' take 6d10+192 (no save) (fire+lightning)

[Psi72 minor] Energy Field: Damaging shield, PL energy dmg for 1 turn

[Psi6G Super] Destroy Evil Spirit: Evil creature loses N stat points and N^2 permanent hp (no resistance, can use GR)

[Wiz SL5] Immediate Monster Summoning V: Summons a DL III monster without summoning sickness

[Psi-6N minor] Earth Bolt: Deal Nd10 Eldritch Earth dmg to one target (no save); max N=CL

[Wiz SL5] Cone of Cold 5: CLd10+CL cold dmg to a group (save:½)

[Psi-2 minor] Decelerate: Target loses next action (save); next 2 actions

Dungeon052920 - Dungeon Level 8

Room # 8

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

kneeling bench; chest; earthy smell; manure smell

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

Sample Names: Finn Moonring the dreadful Femme Queen (Bazooka); Calandra the perplexing Warrior Werewolf (Dragon)

Air in room transforms into Elemental Anti-Psionic Trap; DL 8; Search DC 88 (20 Cml damage/s, DC 81 RSW save for half), (multip

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

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Round
45,832gp

wardrobe

a stained travelling cloak, +1 AC, 31gp

Orange Medallion [AT+127] +170 AC/+++4 Saves; 1M: Immunity to magical/nonmagical disease; CL 51; SL 8; 44420gp

Rian's Rectus abdominis muscle: +7 to ML; 1M: Summon a DL II Merfolk

Knight, it is immune to area effect damaging spells/psi. ; CL 36; SL 8; 64670gp

DL VIII Huge Underdark Spirit-of-the-Lands x(44) x[5]

iAC 654, HD 69, ihp 4224, ER 82% #Att 7, TH ÷ AC/Save DC by 9, dmg 520

Str 26, Dex 30, Con 26, Int 60, Wis 42, Chr 41, 7.5kxp

Light Sensitivity, Incorporeal

Prepared effects:

[Psi-1 Grand] Anti-Psionic Disruption: No Anti-Psi powers (any freq.) can be used in 50' r

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

[Psi3 Super] Shapechange: You become any creature, change one/round.

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

[Pri SL5] Summon Nature's Ally V : Summons a DL V animal (maintained)

[Psi1 Grand] Suppression: Cannot use or be affected by psionics, all psi effects drop

[Psi-3 Major] Replacement: Dispel displacement effect, or you ignore displacement for 1 turn

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

Combat effects:

[Pri SL6] Fire Storm 6: (CL+2)d5 holy fire dmg, hits 1+1/2 groups (no save)

[Psi29 Major] Hold Monster:

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

[Psi3½ Major] Dispel Psionics: Cancels psionic powers and effects.

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

[Pri SL8] UltraCureAll: As Cureall but full set of phantom hit points.

[Wiz SL5] Wall of Stone : 20 hp/four levels; can be shaped.

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

Dungeon052920 - Dungeon Level 8

Room # 9

Smithy/Forge - 15ft. long x 15ft. wide x 35ft. tall

pipette; whistle; updraft, strong; splintering

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

Sample Names: Vinsala the bizarre Tattered Bureau (Willpower); Aleana the grim Shadow Lantern (Bow)

Spiked Door Trap; DL 8; Search DC 82 (48 damage, DC 83 Breath Weapon save for half)

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

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Mont
50,416gp

low table

scuffed knee pads, +2 AC, 10gp

Rian's Adductor longus muscle: +3 to LVL; 1P: Love status effect

melee shield (100% dmg back, CR to resist); CL 40; SL 8; 64770gp

Saffron Staff [7d12] +100 Th/+13 dmg 13+/x4; 1M: An object explodes (item
save), the person carrying it takes CL*SL/2 damage (save); CL 41; SL 8, 25397gp

DL VIII Large Arctic Animals x(34) x[6]

AC 649, HD 40, hp 17920, IR 1296% #Att 15, TH ÷ AC/Save DC by 72, dmg 642

Str 53, Dex 25, Con 54, Int 22, Wis 36, Chr 27, 7.5kxp

Immune cold. Double dmg from fire., Overwrite INT score to 1 or 2. Usually have arms, legs, a head, a tail, and/or wings.

Prepared effects:

[Pri SL8] Sphere Of Security: Friends get +2 AC,+2 saves, +50% MR, 4 Pro.scroll effects 1h

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

[Wiz SL7] Armor 7: +CL*14 current hp

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

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

[Psi24 Major] Rogue points 20: This class gives an extra +20 Rogue points per level.

[Psi29 Major] Protection (random scroll):

[Pri SL6] Anti-Animal Shell:

Combat effects:

[Wiz SL8] As You Will Be: +1 ML for 1 turn, you will Twilight at end of effect (no resistance)

[Wiz SL7] Plane Shift : Up to eight subjects travel to another plane.

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

[Psi29 minor] Hold Person:

[Wiz SL7] Finger of Death : 60 yard Slay one victim, there is saving throw vs. death

[Psi3 Super] True Telekinesis: Lift or move 500 lb./level at long range.

[Wiz SL5] Wall of Iron : 30 hp/four levels; can topple onto foes.

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

Dungeon052920 - Dungeon Level 8

Room # 10

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

chair, podded, arm; sheet; tinkling; scratching/scrabbling

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

Sample Names: Newel the cowardly Atomic Doom (Power); Vandrads Elephantrunner the nefarious Terra- Dude (-tron)

Injected Abyssal Water Trap; DL 8; Search DC 83 (90 damage, DC 85 Fortitude save for half)

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

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Segment
28,636gp

wall scratchings

A letter opener, dagger, +1 AC, 6d11 (36), 360gp

Carnelian Crossbow, heavy [6d20] +++ dmg 13+/x7; 1P: Phantasmal Killer; CL 34; SL 8, 23984gp

Rian's Sphenoid bone: +6 to LVL; 1P: Summon a DL=VIII Angel with

"when summoned, destroy target creature, item, or effect".; CL 31; SL 8; 64920gp

DL VIII Medium Shangri-La Undeads x(97) x[3]

Stun AC 645, HD 19, hp 1056, ER 110% #Att 3, TH ÷ AC/Save DC by 72, dmg 259

Str 25, Dex 61, Con 39, Int 31, Wis 19, Chr 25, 7.5kxp

Has no truename, Immune Lost, No CON. Immune crits, ability dmg/drain, poison, sleep, paralysis, stunning, disease, death effect

Prepared effects:

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

[Pri SL5] Immune [E=2 element]: Pick an E=2 element, you are immune to it for 1 hour. (This immunity does not "spread" into other elements)

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

[Psi12L Super] Clone/Simulacrum: Clone (or) Simulacrum (as the MU spells)

[Pri SL5] Immune [E=2 element]: Pick an E=2 element, you are immune to it for 1 hour. (This immunity does not "spread" into other elements)

[Psi12L Super] Clone/Simulacrum: Clone (or) Simulacrum (as the MU spells)

[Wiz SL8] Clone: Clone

[Psi6N Super] Create/Destroy Conduit: Creates or Destroys 1 Conduit, Wormhole, Gate, Color Pool

Combat effects:

[Psi100 minor] Command: Command (Will save), hits 2+CL/9 groups

[Psi6G Super] Wish: Wish (as spell), CL = 35

[Wiz SL5] Cloudkill : Kills 3 HD or less; 4-6 HD save or die.

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

[Wiz SL5] Prismatic Wall 5: 5 Prismatic colors or 3 MultiPrismatic colors (may repeat colors in either mode)

[Psi10 minor] Break: Break an object (item save); S = Str score desired (max = Int)

[Psi12L Major] Charm Lawful Creature: Charm (no save) only vs. Lawful creatures

[Pri SL7] Wish: Duplicate any Wizard or Priest spell of levels 0-6.

Dungeon052920 - Dungeon Level 8

Room # 11

Temple - 35ft. long x 35ft. wide x 20ft. tall

thongs; iron maiden; clear; smoky smell

Time Door (goes to another time) on the east wall leading to a 45ft. long x 20ft. wide x 5ft. tall hallway.

Sample Names: Deogol Firestone the courageous Beta Man (SUV); Orizon the diabolical Quick Gathering (Adamantium)

Built-to-Collapse Statue Trap; DL 8; Search DC 84 (160 Wis damage, DC 81 RSW save to negate)

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

[x2] Room is permanently/continuously Alley Effected, only creatures immune or bubbled against it can function here.

30,241gp

bucket

an unknown corpse, 1gp

Bottle green Amulet [AT+18] +7 AC/+120 Saves; 1M:

Energy (non-Physical) Reflection, max=level*10%; CL 37; SL 8; 22130gp

Rian's Pectoralis major muscle: +12 to CL; 1V: Summon a DL VIII Beast with overhit. You may choose to sacrifice this spell slot instead to give a creature +90 Th/dmg this segment.; CL 40; SL 8; 64750gp

DL VIII Fine Tarrasque-World Spirit-of-the-Lands x(88) x[4]

AC 647, HD 9, stunp 67, #Att 3, TH ÷ AC/Save DC by 9, dmg 3205

Str 30, Dex 59, Con 57, Int 26, Wis 66, Chr 39, 7.5kxp

Mreflection DL*10%, Incorporeal

Prepared effects:

[Psi81 Major] Life Support, Resist Radiation: Resist Radiation

[Psi27 minor] Cloak of Oblivion: Pick any one specific spell or psionic power. You are immune to it.

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

[Pri SL7] Protection from Death: Immune to slain and Slain

[Psi45 minor] Force Field vs. Physical: -SL per physical attack

[Pri SL8] Goodberry 8: Creates 32 goodberries

[Wiz SL5] Anti-Radioactive Shell:

[Psi45 minor] Force Field vs. Physical: -SL per physical attack

Combat effects:

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

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

[Psi3½ Grand] Co-opt Concentration: Take control of foe's concentration power.

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

[Psi12T Super] Mass Feeblemind: Feeblemind (as spell) in 90'r area

[Psi54 Grand] Flame Project: CL*(SL+2) fire dmg to one target (no save)

[Pri SL3] Cure Wounds 3: Cures 6d8 hp (can take offer of 6 per die -> 36 hp)

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

Dungeon052920 - Dungeon Level 8

Room # 12

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

idol(s); closet (wardrobe); bellow (ing); coughing

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

Sample Names: Azden the courageous Meteor Brotherhood (Katana); Arolinde the rancorous B'Wana Prodigy (Zeppelin)

Whirling Pendulums Trap; DL 8; Search DC 87 (Attack +88 melee, 4d6 Chr damage)

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

[x2] Room is permanently/continuously Annihilateded, only creatures immune or bubbled against it can function here.

50,636gp

lens

a standard issue belt, +1 AC, 45gp

Rian's Tongue: +27 to HD; 1M: All your subordinates get +1 DL.; CL 46; SL 8; 64840gp

Rian's Eyes: +7 to LVL; 1M: 1 group irradiated and slain (PPD).; CL 28; SL 8; 64520gp

DL VIII Gargantuan Kara-Tur Undeads x(41) x[5]

iAC 641, HD 131, stunp 8960, PR 116% #Att 15, TH ÷ AC/Save DC by 72, dmg 134

Str 26, Dex 61, Con 37, Int 19, Wis 25, Chr 44, 7.5kxp

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

Prepared effects:

[Psi-12C Super] Anti-Commotion Resist.: +CL*5% aaAllR (Anti-Anti R vs. everything)

[Psi3½ Major] Dimensional Anchor, Psionic: Bars extra dimensional movement.

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

[Psi3 Super] Shapechange: You become any creature, change one/round.

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

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

[Psi45 Grand] Hyper-Invention: (12-SL)M: Create a TechL=SL*2-3 object (see [Q8], can have at most LVL of these objects)

[Pri SL5] Goodberry 5: Creates 20 goodberries

Combat effects:

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

[Wiz SL5] Dismissal : Send a creature back to it's own plane

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

[Psi-12L Super] Law Quintruple Beam: CLxCLx3 mental dmg in 5 lines (no save); C-align x4 dmg

[Pri SL5] Animate Dead Monsters: Animates CL dead monsters

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

[Psi10 Major] Automaton: Control target's V actions (save)

[Psi-3 Super] Astral Destruct IX: Astral destruct fights for you.

Dungeon052920 - Dungeon Level 9

Room # 1

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

Floors of Water; sheet; "Bleah!" (off in the distance); foggy

Trapped Door, Out of Phase on the north wall leading to a 40ft. long x 5ft. wide x 5ft. tall hallway.

Sample Names: Lutzaen the dreadful Wild -noid (Cart); Grimbold the Candlemaker the unkind Morphin' Miser (Scythe)

Air in room transforms into Elemental Fungus/Seaweed Trap; DL 9; Search DC 96 (350 Con damage/s, DC 92 PP save for half)

Tapestry that (causes/has/or is) Gaseous

[x2] Room is permanently/continuously Capital F Folded, only creatures immune or bubbled against it can function here.

71,747gp

std rations

a floppy Paddington hat, 790gp

Helm of Songsilence (Immune to Sound, Songs, Bardic/Horn Blasts, Power/Holy Words), 65230gp

Rian's Trapezius muscle: +17 to HNCL; 1M: Summons a random Deep DL monster that only acts as a DL IV. You have a Deep DL summon slot in addition to your normal summon slot. You are allowed to have 2 Deep DLs (one in each slot). ; CL 39; SL 9; 81730

DL IX Macro-Diminutive Wizard-classes Outers x(102) x[6]

||AC|| 826, HD 2306, ihp 1.7E+5, CR 130% #Att 16, TH ÷ AC/Save DC by 90, dmg 4059

Str 43, Dex 68, Con 71, Int 29, Wis 66, Chr 50, 12kxp

Knows Wizard spells, No soul. Dark vision.

Prepared effects:

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

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

[Psi1 Ultra] Legend Element: Casts any one 1st level Legend spell

[Pri SL9] Duplicate Item: duplicate a x1 magic or psi item that uses charges

[Pri SL6] Resist [E=6 element]: Pick an E=6 element, you resist it for 1 hour.

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

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

[Psi8 Grand] Create Technological Monster III: Create a DL VIII Technological Monster (AC=16*CL, hp=8*(CL^3), Str=6*CL)

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

Combat effects:

[Psi9 Ultra] Energy Kin.: Super Blast: 100*CH'r, CHxCHxCH Energy dmg (no save)

[Psi30 Ultra] Decrease Constitution: -1 Con/succ

[Wiz SL9] Feeblemind 9: -45 mental stat points (randomly distributed in packets of 5) (save per packet)

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

[Wiz SL9] Feeblemind 9: -45 mental stat points (randomly distributed in packets of 5) (save per packet)

[Wiz SL7] Prismatic Wall 7: 7 Prismatic colors or 5 MultiPrismatic colors (may repeat colors in either mode)

[Wiz SL7] Power Word Blind 7: Blinds & stuns a creature if current hp < 80 (no save)

[Pri SL4] Neutralize Poison 4: Cure 1 poison effect (reverse causes that many, save)

[Wiz SL6] Time Stop 6: Stops time for 1 round

Dungeon052920 - Dungeon Level 9

Room # 2

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

rushes (herbs); bunks; foggy; smoky smell

Golem Door (it's a Golem creature) on the north wall leading to a 50ft. long x 15ft. wide x 5ft. tall hallway.

Sample Names: Govannon Clubwielder the repulsive Mademoiselle Killer (Bulldozer); Xogah the loony Aristocratic Brotherhood (

Flooding Portcullis Trap; DL 9; Search DC 95 (20 idamage, DC 97 Spell save for half)

Furnishings that (causes/has/or is) Suggests

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Reset

61,541gp

glass rod

a blue and yellow X-Men uniform, +3 AC, 10gp

Ice blue Cloak [AT+87] +13 AC/+225 Saves; 1M: Ranged: +LVL/2 AC, -LVL dmg per hit/succ; CL 38; SL 9; 44715gp

Ioun Stone, Super, +1 head, 34450gp

DL IX Colossal Star-Trek-Loop Artifacts x(82) x[6]

Stun AC 819, HD 292, hullp 22528, RR 119% #Att 7, TH ÷ AC/Save DC by 90, dmg 8108

Str 57, Dex 26, Con 67, Int 63, Wis 33, Chr 20, 12kxp

Has captain spells, Ego Score, Can dominate things.

Prepared effects:

[Wiz SL7] Globe of Invulnerability 7: Immune to spells with SL=0 to 6

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

[Wiz SL4] Original Stoneskin 4: Block the next 1 P action of attacks

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

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

[Wiz SL5] Animate Dead : Creates undead skeletons and zombies.

[Psi-12C Super] Anti-Commotion Resist.: +CL*5% aaAllR (Anti-Anti R vs. everything)

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

[Pri SL7] Spell Immunity 7: Be immune to 4 spells by name

Combat effects:

[Wiz SL1] Prismatic Wall 1: 1 Prismatic color

[Pri SL9] Neutralize Poison 9: Cure 6 poison effects (reverse causes that many, save for each)

[Psi-6G Grand] Summon Angel: Summons a DL VIII Angel (good aligned Outer-planar creature)

[Wiz SL8] As You Will Be: +1 ML for 1 turn, you will Twilight at end of effect (no resistance)

[Psi45 Grand] Spray: SL choking dmg to a group per segment (can leave the area)

[Psi10 Major] Scare: Fear 1d3+CL/2 r, target must save every round (even if made previous saves)

[Psi-9 Major] AntiBio Force: Force Beam: Target in cocoon (save), no M actions

[Pri SL4] Restoration (3): Restores level and ability score drains.

[Pri SL4] Restoration (3): Restores level and ability score drains.

Dungeon052920 - Dungeon Level 9

Room # 3

Aviary - 5ft. long x 30ft. wide x 50ft. tall

caldron; Walls of Magma; scream(ing); still

Bone Door (shrieks loudly if opened) on the south wall leading to a 40ft. long x 5ft. wide x 10ft. tall hallway.

Sample Names: Safana the arrogant Lieutenant Virtuoso (Paranormal); Jevan the dumbfounding Bionic Clan (Shooter)

Contact Blood Trap; DL 9; Search DC 91 (100 idamage, DC 92 PPD save for half)

Vegetation that (causes/has/or is) Magical Pool: Heal (75%) or Poison (death/40) (25%)

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Mont
77,952gp

throne

a bat ring, 27gp

Rian's Vastus medialis muscle: +7 to HNCL; 1P: 10F, Pay 30SL's, dispel this

effect: Summon a DL XX flying indestructable Avatar creature.; CL 46; SL 9; 81150gp

Electric blue Coasters: +5hhhJRC' Action(s); 81430gp

DL IX Small NPC Elf/Avalons x(30) x[6]

AC 811, HD 13, hp 664, PR 185% #Att 11, TH ÷ AC/Save DC by 90, dmg 816

Str 42, Dex 47, Con 36, Int 43, Wis 38, Chr 46, 12kxp

Has Fighter, Wizard, Priest, Rogue, Psi classed members w/sometimes Cus and Mon, Immune sleep, aging

Prepared effects:

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

[Wiz SL4] Armor 4: +CL*8 current hp

[Pri SL3] Double Resist [E=2 element]: Pick an E=2 element, you double resist it (1/4 dmg, 1/10 if make save) for 1 hour.

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

[Wiz SL5] Improved Free Action: Immune Capital S Stun, Stop, Hold, Paralysis, Summoning Sickness; Hold P,V actions

[Pri SL9] Spell Immunity 9: Be immune to 6 spells by name

[Pri SL6] Spell Immunity 6: Be immune to 3 spells by name

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

[Psi-12C Super] Anti-Commotion Resist.: +CL*5% aaAllR (Anti-Anti R vs. everything)

Combat effects:

[Psi-12T minor] Ice Aura: Anyone who melees with you takes CL ice dmg /s (no save)

[Psi15 Super] Summon Insects: Summon Insects

[Wiz SL9] Dispel Magic 9: Dispel 7 magic effects

[Wiz SL1] Magic Missile : Ball of energy causing 1d4+1 hp damage, you can cast one per every other level you have

[Psi18 Grand] Limited Wish: Limited Wish (as spell)

[Psi45 Ultra] Self-Revival: 0, (SL-1)/d: Heal self

[Pri SL8] Dispel Magic 8: Dispel 6 magic effects

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

[Pri SL5] Fire Storm 5: (CL+2)d2 holy fire dmg, hits 1 group (no save)

Dungeon052920 - Dungeon Level 9

Room # 4

Bath / Bathing Room - 10ft. long x 40ft. wide x 30ft. tall

platform; mat; groaning; whispering

Stone Door, Normal on the west wall leading to a 45ft. long x 15ft. wide x 5ft. tall hallway.

Sample Names: Kereen the despicable Wind -wave (Arrows); Dynaheir the superlative Brunette Ape (Spiritual)

Container transforms into Elemental Bark Trap; DL 9; Search DC 92 (240 Cml damage/s, DC 94 RSW save for half)

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

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Segment
64,348gp

dust

Chain's of Confinement, 200gp

Black Talisman [AT+18] +13 AC/+256 Saves; 1V: Any Acrobat SL-1 pick; 5*CL Rogue points in it; CL 42; SL 9; 40445gp

Sea-green Clock: +100 PSP's; 81820gp

DL IX Titanic Star-Trek-Loop Cthulhoid-Horrors x(37) x[5]

AC 826, HD 584, hp 43008, PR 146% #Att 14, TH ÷ AC/Save DC by 90, dmg 2433

Str 55, Dex 24, Con 43, Int 65, Wis 43, Chr 41, 12kxp

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

Prepared effects:

[Pri SL4] Death Ward : Grants immunity to death spells and effects.

[Psi15 Super] Luckscale: (Must have scales to use) Luckstone effect for 1 day

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

[Wiz SL5] Improved Free Action: Immune Capital S Stun, Stop, Hold, Paralysis, Summoning Sickness; Hold P,V actions

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

[Wiz SL7] Anti-Magic Shell 7: Anti-Magic of SL 0 to 6

[Psi3 minor] Biocurrent: Continuous bioelectrical current deals 1d4 electrical dmg/r to up to 2 cr.

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

[Psi-12C Super] Anti-Commotion Resist.: +CL*5% aaAllR (Anti-Anti R vs. everything)

Combat effects:

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

[Psi-2 minor] Reduced Strength: Strength dmg, Max=level; Max=2*level

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

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

[Psi45 Ultra] Sleep-Induced: Sleep (SL/2 saves)

[Wiz SL9] Feeblemind 9: -45 mental stat points (randomly distributed in packets of 5) (save per packet)

[Pri SL8] Wolf Spirits: Summon 2*lvl6 wolf spirits (AC-18, hp76, +2 wpn to hit, undead)

[Wiz SL6] Flesh to Stone : Makes living thing to become stone

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

Dungeon052920 - Dungeon Level 9

Room # 5

Refectory (Monestary Dining Room) - 5ft. long x 45ft. wide x 35ft. tall

funnel; chains; "Bleah!" (off in the distance); updraft, slight

Secret Door on the east wall leading to a 45ft. long x 5ft. wide x 25ft. tall hallway.

Sample Names: Danvia the wild Bullet Slayer (Undead); Adalwulf the mad Doctor Horde (Ionizer)

Contact Minerals Trap; DL 9; Search DC 97 (210 idamage, DC 92 PPD save for half)

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

[x2] Ultraplanar beings cannot smell, see, or sense into this room unless they are actually there; Divine Intervention fails

24,717gp

single bed

a morning star, mace, 2d6 (7), 27gp

Crimson Mop: Free Heavy Armor Optimization Feat: With bulky (or heavier) armor, get +1 AC.; 82090gp

Prismatic Bottle: Free Berserker Kit: 1V: Berserk for 1t (+1 TH; +3 dmg;

+5 hp; CR 100%; slay effects are delayed 1s), Free bonus Endurance proficiency; 81250gp

DL IX Macro-Diminutive Kara-Tur Mutants x(85) x[4]

AC 814, HD 2310, hp 1.6E+6, WR 153% #Att 8, TH ÷ AC/Save DC by 90, dmg 657

Str 63, Dex 72, Con 38, Int 35, Wis 73, Chr 56, 12kxp

Has Martial Arts, Immune radiation

Prepared effects:

[Wiz SL8] Anti-Magic Shell 8: Anti-Magic of SL 0 to 7

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

[Psi6G Super] Reduplication: Duplicates one (non-magical, non-psionic) item; max TechL = CL

[Wiz SL7] First Level Magic-User Spells (DM2): Can cast one 1st Level Wizard spell per round as Z action

[Psi27 Grand] The Sorting: Shapechange, but can merge and assume qualities of LVL creature types.

[Pri SL7] Symbol : Triggered runes have array of effects.

[Psi45 minor] Reality Alteration: + or - SL to your next die roll

[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

[Wiz SL7] Fire Shield 7: Anyone who melees with you takes 150% dmg back

Combat effects:

[Pri SL3] Cure Disease: Cures Disease

[Wiz SL8] Force Field:

[Pri SL6] Really Put of Misery: Target being that is slain is Capital S Slain (no save)

[Wiz SL6] Prismatic Wall 6: 6 Prismatic colors or 4 MultiPrismatic colors (may repeat colors in either mode)

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

[Psi60 minor] Cure Light Wounds: Cure 1d8+LVL hp

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

[Wiz SL8] Prismatic Wall 8: 8 Prismatic colors or 6 MultiPrismatic colors (may repeat colors in either mode)

[Pri SL9] Flame Strike 9: CLd16 holy fire dmg (save:½)

Dungeon052920 - Dungeon Level 9

Room # 6

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

stall or pen; Floors of Flesh; clashing; hissing

Mobile Door (door moves around in dungeon) on the east wall leading to a 50ft. long x 10ft. wide x 10ft. tall hallway.

Sample Names: Baladi the aggressive Demolition Mafia (Musket); Saewald the courageous Shrinking Mutant (Mist)

Moving Wall Trap; DL 9; Search DC 98 (120 Cml damage, DC 96 Spell save to negate)

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

[x2] Mortals cannot hear, smell, or sense into this room unless they are actually there; Divine Intervention fails

17,619gp

stones, small

a Long-Clothed Turban, +8 AC, 175gp

Aquamarine Stone [4d6] +289 Th/+16 dmg 18+/x8; 1P: 30' radius, make 2 saves vs.

Will, one miss = Confusion CL r., two misses = Fear; CL 39; SL 9, 56954gp

Crystal Ball with Missile Conduction, 65250gp

DL IX Macro-Fine Tarrasque-World Aliens x(69) x[5]

||AC|| 814, HD 1153, stunp 83968, #Att 8, TH ÷ AC/Save DC by 90, dmg 4056

Str 73, Dex 55, Con 24, Int 35, Wis 48, Chr 49, 12kxp

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

Prepared effects:

[Pri SL6] Spell Immunity 6: Be immune to 3 spells by name

[Psi6N Super] Create/Destroy Conduit: Creates or Destroys 1 Conduit, Wormhole, Gate, Color Pool

[Pri SL9] Protection from Lightning 9: Stop the next CL*32 lightning dmg

[Psi-3 Major] Dimensional Enhancer: Can teleport or dim door away during combat (x1 Special)

[Wiz SL4] Armor 4: +CL*8 current hp

[Psi14 Grand] (no name): Your gaze causes Charm (no save, IR)

[Wiz SL4] Armor 4: +CL*8 current hp

[Psi-9 minor] Specific Reduction: takes -1d4 dmg/m on contact w/ substance

[Psi1 Ultra] Energy Dampen: Permanent Energy Cancel on self or 100'cu area

Combat effects:

[Pri SL4] Summon Nature's Ally IV : Summons a DL IV animal (maintained)

[Pri SL7] Wish: Duplicate any Wizard or Priest spell of levels 0-6.

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

[Wiz SL6] Feeblemind 6: -30 mental stat points (randomly distributed in packets of 5) (save per packet)

[Psi12L Super] Enslave: Target creature's AL switches to L, all of it's actions under control of caster (no save)

[Pri SL9] Dispel Magic 9: Dispel 7 magic effects

[Wiz SL5] Magic Missile 5: (CL+1)*5/2 missiles, each does 1d4+1 force dmg (no save)

[Psi29 minor] Fear:

[Psi7 Major] (no name): Summon a DL IV Undead

Dungeon052920 - Dungeon Level 9

Room # 7

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

tapestry; coat rack; roar(ing); hazy

Dimension Door (as the spell) on the south wall leading to a 25ft. long x 15ft. wide x 15ft. tall hallway.

Sample Names: Hiatea the subterranean White Torch (Force); Thjodolf Badgertooth the bad Raccoon Terror (Submarine)

Damage Transference Trap; DL 9; Search DC 98 (Psionicist CL 18, DC 92 Reflex save to negate)

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

[x2] Gods cannot taste, feel, or sense into this room unless they are actually there; Divine Intervention fails

57,611gp

flask

an imperial mace, mace, 6d10 (33), 118gp

Rian's Latissimus dorsi muscle: +27 to CL; 1M: Party overwrites

one ability score to another. ; CL 42; SL 9; 81930gp

Chartreuse Armor Gemlet [AT+105] +256 AC/x6 Saves; 1M: Sets

trigger condition for another power.; CL 58; SL 9; 79485gp

DL IX Macro-Diminutive Alley Lycanthropes x(70) x[3]

AC 815, HD 2309, hp 1.8E+5, ER 189% #Att 11, TH ÷ AC/Save DC by 10, dmg 976

Str 28, Dex 68, Con 44, Int 64, Wis 52, Chr 61, 12kxp

Attacks as x2 DL., Can polymorph to alternate form.

Prepared effects:

[Wiz SL3] Psionic Resistance: PsiR 40+CL*5% [duration 3 hours]

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

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

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

[Wiz SL7] Prismatic Sphere 7: 5 Prismatic colors or 3 MultiPrismatic colors (may repeat colors in either mode)

[Pri SL5] Double Resist [E=4 element]: Pick an E=4 element, you double resist it (1/4 dmg, 1/10 if make save) for 1 hour.

[Psi6E Super] Astral Form Blockade Field: Stops Astral Psi./Proj., Dim.Doors

[Psi3 Super] Affinity Field: Effects that affect you also affect others.

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

Combat effects:

[Pri SL3] Summon Insects: Summons DL 3 insects

[Psi-9 Ultra] DeShielder: DeShield: 1000 dmg

[Psi12C Super] Chaos Storm: All in 120'r area are affected by Weird, Maze, and Chaos (as spells) every round

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

[Wiz SL5] Immediate Monster Summoning V: Summons a DL III monster without summoning sickness

[Psi7 minor] (no name): Curse (Spell save)

[Psi-12L Super] Law Quintuple Beam: CLxCLx3 mental dmg in 5 lines (no save); C-align x4 dmg

[Pri SL6] Treat Harmful Wounds: Cure 60% of max hp

[Wiz SL7] Time Stop 7: Stops time for 1d2 rounds

Dungeon052920 - Dungeon Level 9

Room # 8

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

pedestal; tripod; moaning; footsteps (side)

Wood Door, Normal on the north wall leading to a 20ft. long x 25ft. wide x 25ft. tall hallway.

Sample Names: Belim the iridescent Atomic Zombie (Nunchucks); Arman Micolaiovich the socio-pathic Squirrel Manhunter (Engi

Cone of Cold 9 Trap; DL 9; Search DC 93 (Wizard CL 18, DC 93 RSW save to negate), (multiple targets)

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

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Day

72,575gp

zebra pelt

a handful of marigolds, 'fireball', 10gp

Rian's Sinuses: +19 to CL; 1V: Create a (water based) moat that is CL*30'

long and CL*10' feet wide, which lasts for CL r. ; CL 36; SL 9; 81900gp

Flesh Amulet [ATx6] +11 AC/+169 Saves; 1M: Pick Phys,Magic,Psi: 10*LVL hp shield; CL 43; SL 9; 52905gp

DL IX Large Monster-classes Golems x(104) x[5]

[AC] 813, HD 42, [hp] 2624, RR 182% #Att 2, TH ÷ AC/Save DC by 90, dmg 495

Str 31, Dex 73, Con 49, Int 40, Wis 43, Chr 49, 12kxp

Has Master Monster picks, Immune crits, ability dmg, energy drain, poison, sleep, paralysis, stunning, disease, mind-affecting eff

Prepared effects:

[Wiz SL7] First Level Magic-User Spells (DM1): Cast any four 1st level Wizard spells simultaneously when it is cast.

[Psi6G Super] Reduplication: Duplicates one (non-magical, non-psionic) item; max TechL = CL

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

[Psi1 Grand] Psionic Amplification: Multiplies a power; Max.=level/4+1

[Wiz SL7] First Level Magic-User Spells (DM1): Cast any four 1st level Wizard spells simultaneously when it is cast.

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

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

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

[Psi1 Grand] Psionic Amplification: Multiplies a power; Max.=level/4+1

Combat effects:

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

[Wiz SL3] Hold Undead: Holds up to 3 undead

[Pri SL5] Dispel Magic 5: Dispel 3 magic effects

[Psi29 Major] Deflection:

[Psi29 Major] Deflection:

[Psi-17 minor] (no name): Create a random trap (only enemies trigger it)

[Psi60 Ultra] Cureall: Cureall

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

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

Dungeon052920 - Dungeon Level 9

Room # 9

Priest's Chamber/Lab - 30ft. long x 5ft. wide x 50ft. tall

mound of rubble; bookcase; bong; moaning

Plant Door (a door made of plants) on the west wall leading to a 45ft. long x 10ft. wide x 5ft. tall hallway.

Sample Names: Akilah the valiant Doctor Crusader (Electrocution); Shesara the daring Cyber- Defender (Hubcap)

Injected Air Trap; DL 9; Search DC 95 (200 Wis damage, DC 99 Breath Weapon save to negate)

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

[x2] Gods cannot smell, hear, or sense into this room unless they are actually there; Divine Intervention fails
2,818gp

iron bar, bent, rusted

firebreather, 80gp

Beige Age Cat. 7 Ruby Dragon Armor [AT+22] +13 AC/+16 Saves; 1P: Choose result of one die roll (not "deep", only affects one die); CL 53; SL 9; 12390gp

Rian's Pancreas: +6 to CL; 1M: Combine 2 groups then remove a target from that group.; CL 50; SL 9; 81870gp

DL IX Gargantuan Desert/Arabian Hounds x(82) x[3]

iAC 824, HD 151, hp 1.1E+4, IR 167% #Att 9, TH ÷ AC/Save DC by 90, dmg 977

Str 27, Dex 63, Con 68, Int 41, Wis 59, Chr 27, 12kxp

Resist heat, Has mtg C spells, Has 4 legs, and at least 1 head

Prepared effects:

[Psi--2 Grand] Endurance of the World: +9 TH; +9 dmg; IECNR +25% ; Lasts 5r after maint.

[Psi6E Super] Lich Lore: Lich powers of ½ level

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

[Pri SL7] Immune [E=4 element]: Pick an E=4 element, you are immune to it for 1 hour. (This immunity does not "spread" into ot

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

[Pri SL8] Extra Group +2: The next spell you cast will affect +2 groups of monsters

[Psi23 minor] Obscuring Cloud: Blocks all forms of vision (inf,ult,x-r)

[Psi9 Grand] Null Void: Null Field: Caster immune to and cannot use magic

[Psi6E Super] Lich Lore: Lich powers of ½ level

Combat effects:

[Wiz SL3] Hold Undead: Holds up to 3 undead

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

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

[Wiz SL1] Magic Missile : Ball of energy causing 1d4+1 hp damage, you can cast one per every other level you have

[Pri SL8] Fire Storm 8: (CL+2)d11 holy fire dmg, hits 3 groups (no save)

[Psi29 Grand] Summon Planar Creature:

[Wiz SL3] Hold Undead: Holds up to 3 undead

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

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

Dungeon052920 - Dungeon Level 9

Room # 10

Fountain/Pool Room - 25ft. long x 25ft. wide x 50ft. tall

scroll; Chasm, Natural; rattling; hissing

Iris Door (seals as a spiral) on the east wall leading to a 30ft. long x 10ft. wide x 25ft. tall hallway.

Sample Names: Gylharen the electrifying Azure -naut (Chronal); Xera the iridescent Grey Corp (Sail)

Air in room transforms into Elemental Eldritchiron Trap; DL 9; Search DC 96 (54 Chr damage/s, DC 93 Will save for half)

Dome that (causes/has/or is) Gravity - Varying

[x2] Room is permanently/continuously Annihilateded, only creatures immune or bubbled against it can function here.

46,809gp

rotten egg

a filligree -(+)- necklace, +2 AC, 2550gp

Potion of Plant Control, 3010gp

Copper Cube [8d6] +170 Th/+170 dmg 17+/x7; 1Z: Miscast Magic (TM 69), also works on psionics; CL 63; SL 9, 66437gp

DL IX Fine Cloud Elementals x(110) x[6]

[AC] 811, HD 4, ihp 84, WR 92% #Att 14, TH ÷ AC/Save DC by 90, dmg 163

Str 32, Dex 31, Con 53, Int 51, Wis 48, Chr 68, 12kxp

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

Prepared effects:

[Psi--2 Grand] Eeelemental Composition: Can be any Normal/Para/Quasi Eeele ; Can be Semi Eeele

[Wiz SL5] Armor 5: +CL*10 current hp

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

[Psi--2 Grand] Eeelemental Composition: Can be any Normal/Para/Quasi Eeele ; Can be Semi Eeele

[Psi2 Major] Subjective Reality: Immune to 1 specific type of effect; Can change /r

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

[Pri SL9] Rift: all undead within 360 yards have x10 hp; duration 3 d

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

[Pri SL5] Double Resist [E=4 element]: Pick an E=4 element, you double resist it (1/4 dmg, 1/10 if make save) for 1 hour.

Combat effects:

[Psi3 minor] Astral Construct II: Create astral construct to fight for you.

[Psi10 Major] Control: Control target's P actions (save); Caster cannot use M actions

[Psi12T Super] Mass Feeblemind: Feeblemind (as spell) in 90'r area

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

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

[Pri SL8] Flame Strike 8: CLd14 holy fire dmg (save:½)

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

[Psi-15 minor] Alter Resistances: Alter two resistances (or one immunity) to be of different eeement(s) (Pick an EE factor ≤ origi

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

Dungeon052920 - Dungeon Level 9

Room # 11

Banquet - 25ft. long x 10ft. wide x 50ft. tall

decanter; columns/pillars; bang, slam; footsteps (behind)

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

Sample Names: Ludisa the fantastic Nuclear Speedster (Needles); Onalidan the virtuous Alien Vampire (Atomic)

Injected Venderant Nelaborong Trap; DL 9; Search DC 95 (16 Dex damage, DC 96 RSW save to negate)

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

[x2] Mortals cannot feel, smell, or sense into this room unless they are actually there; Divine Intervention fails

77,563gp

lamp

warbracer of valour, +2 AC, 270gp

Ring of Quickness (0, 1/d: +1 P, +1V for it, stacks with Haste), 20220gp

Ice blue Age Cat. 7 Crystalline Dragon Armor [AT+19] +9 AC/+13 Saves; 1V: [+1 TH, -1 dmg/att]; CL 50; SL 9; 10855gp

DL IX Colossal Outer-LN Immortals x(30) x[6]

||AC|| 825, HD 295, hp 22272, RR 183% #Att 17, TH ÷ AC/Save DC by 90, dmg 653

Str 29, Dex 24, Con 29, Int 73, Wis 69, Chr 72, 12kxp

Dark vision, immune mine-affecting, resist acid and cold., Unaging

Prepared effects:

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

[Psi-12T Super] Spirit Preservation: +5*CL% aXR

[Psi4 Grand] To Hit *2: Multiply your to hit rolls by 2, you autohit on natural 21-2 or better (Minor is 19).

[Psi0 minor] Catfall: Land on feet, get a Dex check versus each die of the falling damage

[Wiz SL7] First Level Magic-User Spells (DM1): Cast any four 1st level Wizard spells simultaneously when it is cast.

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

[Pri SL4] Goodberry 4: Creates 16 goodberries

[Pri SL4] Goodberry 4: Creates 16 goodberries

[Pri SL6] Protection from Lightning 6: Stop the next CL*20 lightning dmg

Combat effects:

[Psi-9 Major] Degenerator: Remove all regeneration sources on target (no save)

[Psi30 Ultra] Decrease Constitution: -1 Con/succ

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

[Pri SL9] True Resurrection : As resurrection, plus remains aren't needed.

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

[Psi100 Ultra] Cellular Heal/Harm: up to X targets: Heal or Harm X% of max hp

[Pri SL8] Treat Terrible Wounds: Cure 80% of max hp

[Psi19 minor] Telekinesis: TK, weight W*10 lbs., max W=LVL^2, move rate=W ", throw does W dmg (roll TH)

[Psi2 Ultra] Public Access Key: Target's Truename is visual (!); Thoughts visible too

Dungeon052920 - Dungeon Level 9

Room # 12

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

sanctuary; wall basin and font; smoky; rattling

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

Sample Names: Pyxwell the mesmerizing Super Lady (Starship); Montaron the discourteous War Ape (Club)

Prismatic Wall 9 Trap; DL 9; Search DC 96 (Cleric CL 18, DC 95 Breath Weapon save to negate), (multiple targets)

Arch that (causes/has/or is) Spinning

[x2] Room is permanently/continuously Alley Effected, only creatures immune or bubbled against it can function here.

39,610gp

large chest

a suit of shimmering red armor, +4 AC, 350gp

Obsidian Teddy bear: Free Homonculous Familiar; 81260gp

Blackened Armor, Light [AT+19] +19 AC/+12 Saves; 1P: Cannot use or be affected by psionics, all psi effects drop; CL 53; SL 9; 12465gp

DL IX Fine Modern Elementals x(33) x[4]

[AC] 812, HD 3, ihp 90, CR 182% #Att 6, TH ÷ AC/Save DC by 10, dmg 8104

Str 69, Dex 24, Con 69, Int 33, Wis 36, Chr 68, 12kxp

Has Action points, Access to high tech items, Immune critical hits, poison, sleep, paralysis, stunning. Has no soul. Immune to its o

Prepared effects:

[Psi9 Major] Regenerator: [Regeneration CH hp/r, Restores Memory]

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

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

[Psi-12L Super] Spirit Resistance: +5*CL% XR

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

[Pri SL5] Ironskin: Does not stop falling damage. Does not leak like Stoneskin. Any attack (hit or miss) knocks off an Ironskin, unl

[Wiz SL6] Planar Displace: Planar Displacement for 1 turn

[Wiz SL9] Third Level Magic-User Spells (DM1): Cast any four 3rd level Wizard spells simultaneously when it is cast.

[Psi16 Ultra] Create Golem IV: Create a DL X Golem (iAC=CL/12, ihp=CL/5, Str=8*CL)

Combat effects:

[Psi12T Grand] Summon True Creature: Gate (as spell) for True creature or for a Time Elemental

[Psi30 Major] Death Touch: Necromantic damage

[Psi12C Major] Miscast Magic: Miscast Magic (TM 69), also works on psionics

[Pri SL4] Summon Nature's Ally IV : Summons a DL IV animal (maintained)

[Psi100 Ultra] Telekinetic Crush: X*X*X telekinetic damage (no save); affects 1+CL/9 groups

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

[Psi100 minor] Domination: Domination (Will save), hits 2+CL/9 groups

[Psi18 Ultra] Mass Mind Control: 250'r, all are Hypnotised (no save)

[Pri SL4] Hold Person/Monster 4: Hold 6 person or 4 monster targets (save)

Dungeon052920 - Dungeon Level 10

Room # 1

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

U rack; waterclock; twanging; still

Teleport Door (other side is far away) on the east wall leading to a 5ft. long x 15ft. wide x 10ft. tall hallway.

Sample Names: Tace the wingless Zoo Friend (Kryptonite); Galena the majestic Ultra Queen (Cosmic)

Air in room transforms into Elemental Colorpool Trap; DL 10; Search DC 106 (120 Wis damage/s, DC 107 Reflex save for half)

Statue 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/Day
58,548gp

tools

a wheelbarrow, 5gp

Potion of Human Control (Human Control), 5410gp

Chartreuse Scarab [AT+330] +11 AC/x3 Saves; 1M: There are two of you; CL 38; SL 10; 48715gp

DL X Macro-Small Black-Ice Goblin/Orcs x(125) x[4]

AC 1006, HD 102440, hp 8.4E+5, IR 169% #Att 13, TH ÷ AC/Save DC by 110, dmg 10001

Str 61, Dex 58, Con 64, Int 75, Wis 72, Chr 26, 20kxp

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

Prepared effects:

[Wiz SL6] Original Stoneskin 6: Block the next 3 P actions of attacks

[Psi9 Ultra] Amplification: xCH on next Psi9 power's effect

[Pri SL5] Spell Immunity 5: Be immune to 2 spells by name

[Pri SL5] Summon Monster V : Summons a DL V monster (1 turn)

[Wiz SL10] Psionic Shield: class VI/esper-blind but can still use psi for 1t

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

[Wiz SL9] Prismatic Sphere 9: 7 Prismatic colors or 5 MultiPrismatic colors (may repeat colors in either mode)

[Wiz SL10] Prismatic Solid: Add a "Special" to entire room of Prismatic-ness (1 prismatic effect per person per segment)

[Pri SL9] Spell Immunity 9: Be immune to 6 spells by name

[Pri SL5] Extra Group +1: The next spell you cast will affect +1 groups of monsters

Combat effects:

[Pri SL8] Creeping Doom 8: (1d5+7)*120 insect dmg

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

[Psi29 Grand] Sporacle-ize (random [C8] section effect):

[Psi54 Grand] Super Breath: CL*SL air dmg to one group (no save)

[Wiz SL8] Monster Swarm Summoning VIII: Summons CL*1 DL VII monsters

[Wiz SL8] Mass Charm : As charm monster, but all within 30 ft.

[Pri SL3] Remove Paralysis (2): Removes paralysis. This spell will also remove stun and summoning sickness effects. This spell als

[Pri SL7] Holy Word: Double the Hit Dice brackets. A creature does not have to "hear" the spell in order for it to take effect.

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

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

Dungeon052920 - Dungeon Level 10

Room # 2

Heating Room (for warmth) - 30ft. long x 5ft. wide x 10ft. tall

stand; oil (barrel of); wind, strong, moaning; poor oxygen

Locked Door, Out of Phase on the north wall leading to a 40ft. long x 10ft. wide x 15ft. tall hallway.

Sample Names: Thessalia the beautiful Omega Ant (Camel); Yuri of Torchesk the dewy-eyed Light Bureau (Unexplained)

Crushing Passage Trap; DL 10; Search DC 104 (24 idamage, DC 106 Breath Weapon save for half)

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

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Year
67,810gp

leaf-oak

a leather backpack, 100gp

Coppery Clothes: All your Rogue classes use the "set XP table"(3kxp

at 2nd, doubles til 9th,600kxp at 10th,+300kxp per level afterward).; 100850gp

Bottle green Gauntlets [AT+22] ++5 AC/+122 Saves; 1P: Mult. power (Max=level/5+1); CL 55; SL 10; 27115gp

DL X Huge Demi-Planes Giants x(36) x[6]

Stun AC 1012, HD 87, |hp| 6848, ER 101% #Att 14, TH ÷ AC/Save DC by 110, dmg 1206

Str 32, Dex 60, Con 35, Int 78, Wis 76, Chr 40, 20kxp

Immune hostile environments, Bars extradimensional travel, Minimum size category Large.

Prepared effects:

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

[Psi6E Major] Death Master Lore: Death Master's abilities of ½ level

[Psi12C Super] Grand Chaos: All die rolls by all creatures within 240' of caster become either minimum (50%) or maximum (50%)

[Psi-2 Ultra] Public Access Lock: Your truename is unknowable; Thoughts unknowable too

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

[Psi45 Grand] Reflection: MPIWReflection 5*SL%

[Psi8 Ultra] Construct Control Item 8: Create a "Control" type item (see next page) of TechL=CL, each 8 TechL takes 1S action

[Wiz SL6] Armor 6: +CL*12 current hp

[Wiz SL9] Third Level Magic-User Spells (DM1): Cast any four 3rd level Wizard spells simultaneously when it is cast.

[Psi3½ Super] Metamorphosis, Greater: Assume shape of any nonunique creature or object each round.

Combat effects:

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

[Psi54 Ultra] Cell Rot: Cell Adjustment (reversed) CL*SL*2 dmg (no save)

[Psi3 Super] Apopsi: You delete the psionic power of another.

[Psi72 minor] Energy Field: Damaging shield, PL energy dmg for 1 turn

[Pri SL3] Remove Paralysis (2): Removes paralysis. This spell will also remove stun and summoning sickness effects. This spell als

[Psi29 Grand] Wild Surge:

[Wiz SL10] Down a Hole: Target is put Down a Hole (no save)

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

[Wiz SL10] Wulf's Rectification: Sends 1d4+1 targets to home plane (no save, -20% MR/iMR)

[Wiz SL10] Wulf's Rectification: Sends 1d4+1 targets to home plane (no save, -20% MR/iMR)

Dungeon052920 - Dungeon Level 10

Room # 3

Cistern (holds water) - 45ft. long x 5ft. wide x 20ft. tall

retort (glass jug with long neck for alchemy); fallen stones; ozone smell; grating

Locked Door, Out of Phase on the west wall leading to a 45ft. long x 20ft. wide x 5ft. tall hallway.

Sample Names: Corinth the awful Speed Engineer (Power); Pandaran the repulsive Composite Beast (Pitchfork)

Air in room transforms into Elemental Tempest Trap; DL 10; Search DC 101 (28 Cml damage/s, DC 106 PPD save for half)

Pedestal that (causes/has/or is) Directs

[x2] Room is permanently/continuously Capital F Folded, only creatures immune or bubbled against it can function here.

45,554gp

copper cutlery

Jester's Sparklies, 200gp

Beanie of +1 M, 17420gp

Cloak of the Hellfurnaces (Resist Poison; Resist Fire), 82420gp

DL X Medium Island Mutants x(96) x[6]

AC 1009, HD 29, ihp 1728, AllR 200% #Att 6, TH ÷ AC/Save DC by 110, dmg 808

Str 64, Dex 54, Con 56, Int 66, Wis 52, Chr 28, 20kxp

Has mtg U spells, Immune radiation

Prepared effects:

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

[Psi4 Ultra] Move Rate *2.5: Multiply Move Rate by 2.5

[Wiz SL5] Armor 5: +CL*10 current hp

[Wiz SL5] Fire Shield 5: Anyone who melees with you takes 100% dmg back

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

[Pri SL6] Antilife Shell : 10-ft. field hedges out living creatures.

[Psi45 Ultra] Force Field vs. Magic: Immune to spell level 0 to SL-1 magic

[Pri SL9] Duplicate Mechanism: duplicate a technology item

[Psi6N Super] Create/Destroy Conduit: Creates or Destroys 1 Conduit, Wormhole, Gate, Color Pool

[Psi6G Super] Reduplication: Duplicates one (non-magical, non-psionic) item; max TechL = CL

Combat effects:

[Pri SL5] Vulnerable Resistance: Target gains a Vulnerability to something which can only be used to counter a Resistance (Durat

[Psi-2 Grand] Steal Actions: Steal an action (save); --

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

[Psi5 minor] Natural Protection: (Z action) Natural Effect damage resistance 75% for 1s

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

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

[Psi8 Ultra] Steal Attunement: Allow another to have & use one of the technological objects *anyone* made using Psi8

[Wiz SL9] Monster Swarm Summoning IX: Summons CL/2 (round down) DL VIII monsters

[Psi10 minor] Feeblemind: Feeblemind (save)

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

Dungeon052920 - Dungeon Level 10

Room # 4

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

urn; Bridge, with car and pulley system; poor oxygen; scream(ing)

Locked Door, Out of Phase on the north wall leading to a 45ft. long x 25ft. wide x 5ft. tall hallway.

Sample Names: Krosset the diseased Lightning Scavenger (Nano-); Halbrinn the bewildering Omega Chimp (Venom)

Vent transforms into Elemental Adamantite Trap; DL 10; Search DC 104 (120 Str damage/s, DC 106 RSW save for half), (multiple

Fireplace that (causes/has/or is) illusory wall

[x2] Room is permanently/continuously Annihilateded, only creatures immune or bubbled against it can function here.

11,134gp

skin

Wings of Fate, 150gp

Rian's Gluteus medius muscle: +4 to ML; 1P: Wishoid for a SL 2 Psi11U/W spell ; CL 52; SL 10; 100950gp

Rian's Ulna bone: +9 to LVL; 1M: Summon DL VII, can

pick type, or can pick creature within type; CL 50; SL 10; 101060gp

DL X Macro-Small Outer-CG Undeads x(38) x[4]

||AC|| 1004, HD 102440, stunp 8.9E+5, BlahR 134% #Att 18, TH ÷ AC/Save DC by 110, dmg 10002

Str 36, Dex 78, Con 31, Int 24, Wis 25, Chr 37, 20kxp

Immune acid, cold, petrification. Resist electricity and fire. Protection from evil continuous. Tongues at will., No CON. Immune cr

Prepared effects:

[Wiz SL5] Animate Dead : Creates undead skeletons and zombies.

[Psi--2 minor] Resist Disease: Resist disease; Immune disease

[Pri SL8] Forever Minions: All dead in area raise as zombies in 1r; spell is permanent

[Psi16 Ultra] Golem Form: Bone: Undead immunities; Can't be Turned; 1M: Paralyze a group

[Wiz SL6] Original Stoneskin 6: Block the next 3 P actions of attacks

[Wiz SL10] Nazzer's Nullification: Creates a DMZ (Dispel Magic Zone)

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

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

[Psi6G Major] Assume Ethereal Form: Dual existance (Prime / Border Ethereal); +1 more needed to hit you

[Wiz SL8] Dust of Disappearance: Dust of Disappearance for 1 turn

Combat effects:

[Psi3 Super] True Telekinesis: Lift or move 500 lb./level at long range.

[Psi6N Grand] Gate: As spell

[Psi29 Ultra] Solid Stun Bolt (-LVL all actions):

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

[Psi6N Grand] Gate: As spell

[Psi14 Ultra] (no name): 1V, while attacking: Your natural attacks Cascade Rams one group

[Wiz SL5] Monster Swarm Summoning V: Summons CL*2.5 (round down) DL IV monsters

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

[Psi-6E minor] Darkbeam N: ½M, -4 current hp: 60' line takes CLd6 darkness dmg (no save) and stun 2 segments (Para save at -CL

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

Dungeon052920 - Dungeon Level 10

Room # 5

Empty (completely clean) - 20ft. long x 15ft. wide x 15ft. tall

pipe (large cask); pit (shallow); giggling (faint); salty, wet smell

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

Sample Names: Ebrin the charismatic Hate Duo (Psycho-); Ashmedai the altruistic Chimp Criminal (Force)

Steal Attunement Trap; DL 10; Search DC 108 (Psionist CL 20, DC 105 Reflex save to negate)

Tapestry that (causes/has/or is) Directs

[x2] Immortals cannot feel, taste, or sense into this room unless they are actually there; Divine Intervention fails

89,738gp

candle

a harmonica, +1 AC, 35gp

Iron-grey Staff [9d10] ++11 dmg 16+/x3; 1V: Random 2nd (60%)

or 3rd (40%) SL Wizard Invocation spell; CL 55; SL 10, 68430gp

Indigo Toothbrush: Free Improved Two-Weapon Fight. Feat: +1 attack with off-hand weapon (max 2); 100580gp

DL X Small Outer-LE Animals x(116) x[5]

iAC 1016, HD 15, lifep 872, MR 134% #Att 17, TH ÷ AC/Save DC by 110, dmg 5004

Str 30, Dex 32, Con 73, Int 42, Wis 63, Chr 39, 20kxp

Dark vision, Telepathy, immune fire and poison, resist acid and cold, Can summon other Outer LE, Overwrite INT score to 1 or 2.

Prepared effects:

[Pri SL7] Spell Immunity 7: Be immune to 4 spells by name

[Psi10 Major] Mental Guard: Imm. Charm, Confusion, Fear, Feeblemind, Possession, Soul Trap, Suggestion

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

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

[Wiz SL10] Prismatic Solid: Add a "Special" to entire room of Prismatic-ness (1 prismatic effect per person per segment)

[Psi6E Super] Astral Form Blockade Field: Stops Astral Psi./Proj., Dim. Doors

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

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

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

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

Combat effects:

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

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

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

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

[Wiz SL10] Dispel Magic 10: Dispel 8 magic effects

[Psi2 Major] Detonate: (level)d6 damage (save:½); (2*level)d6 damage

[Wiz SL9] Dispel Exhaustion 9: Restore 96% of dmg taken, get an Original Haste 9 for 1 round

[Psi6E Super] Bodily Restoration IV: Troll-like Regeneration - of max hp/r

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

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

Dungeon052920 - Dungeon Level 10

Room # 6

Antechamber (Entry room into larger room) - 50ft. long x 45ft. wide x 10ft. tall

ladder; Bridge, Rope; wind, strong, moaning; sobbing

Specialed Door on the west wall leading to a 40ft. long x 20ft. wide x 5ft. tall hallway.

Sample Names: Tencendor the wicked All-Star Squirrel (Ice); Sirendra the arrogant Mind Warrior (Lycanthropy)

Contact Time / Temporal Trap; DL 10; Search DC 106 (24 Dex damage, DC 104 Fortitude save to negate)

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

[x2] Room is permanently/continuously Capital F Folded, only creatures immune or bubbled against it can function here.

4,001gp

tools

the Black Portal, Ogp

Green Toothbrush: +800 PSP's; 100440gp

Ruby Deck: Free Noble Warrior Kit: +225 gp per reset (including before the game starts if you begin with this kit), Free bonus Heraldry proficiency; 101030gp

DL X Small Mirror-Universe Goblin/Orcs x(37) x[4]

AC 1010, HD 12, hp 816, AIR 161% #Att 19, TH ÷ AC/Save DC by 110, dmg 10005

Str 38, Dex 22, Con 74, Int 41, Wis 57, Chr 59, 20kxp

May have slight tweaks on other abilities., Dark Vision, Stay conscious past 0hp. Light Sensitivity

Prepared effects:

[Pri SL8] Protection from Lightning 8: Stop the next CL*28 lightning dmg

[Psi54 Ultra] Truesight: Minor: Detect Invis./Illusion; Major: True Seeing; Grand: Cosmic Awareness

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

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

[Psi45 Ultra] Force Field vs. Physical: -SL per physical attack

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

[Pri SL9] Regenerate 9: Regenerates 4 hp /s

[Wiz SL9] Prismatic Sphere 9: 7 Prismatic colors or 5 MultiPrismatic colors (may repeat colors in either mode)

[Pri SL6] Resist Fire/Resist Cold 6: Take -70% dmg vs. fire or cold

[Psi16 Major] Golem Form: Amber: Tracking/Trailing prof.; Clairnascience; Detect Invis. cont.

Combat effects:

[Psi15 minor] Magic Missile: Magic Missile

[Psi-6G minor] Blinding Light: Target is blinded (RSW save), halves his AC (Spell save), loses next P action (BW save)

[Psi3 Super] True Telekinesis: Lift or move 500 lb./level at long range.

[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] Limited Wish: 5th level spell: will duplicate any Wizard spell of levels 0-3 or Priest spell of levels 0-4.

[Psi54 Grand] Flame Animation: Summon a DL=SL Fire Elemental

[Psi15 minor] Magic Missile: Magic Missile

[Psi-3 Super] Astral Destruct IX: Astral destruct fights for you.

[Psi10 Major] Static Charge: Target takes (2+CL/3)d4 lightning dmg, this effect can be Delayed Blasted

[Pri SL1] Cure Light Wounds (3): Cure 2d8+L (choose 1 die), reverse has save:½ {Touch, 1 creature}

Dungeon052920 - Dungeon Level 10

Room # 7

Music Room - 20ft. long x 30ft. wide x 5ft. tall

sconce; table, low; breeze, gusting; scuttling

Automatic Door (opens if anyone approaches) on the south wall leading to a 20ft. long x 20ft. wide x 25ft. tall hallway.

Sample Names: Taerl the immoral Flying Intruder (Crowbar); Thasean the furious Hour-wave (Web)

Air in room transforms into Elemental Anti-Loop Trap; DL 10; Search DC 108 (72 Con damage/s, DC 104 Breath Weapon save for Ceiling that (causes/has/or is) Releases - Gem/Jewelry

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Year
14,022gp

scorch marks

the steel boots, +2 AC, 0gp

Rian's Frontal bone: +6 to HD; 1M: When charging with at least 100

Henchmen, all who see this are Feared (Will save). ; CL 52; SL 10; 100320gp

Aquamarine Shield [AT+++5] +20 AC/++16 Saves; 1M: You regenerate 10 hit points/round.; CL 45; SL 10; 42325gp

DL X Large Alternate-Universe Illusionarys x(63) x[3]

|iAC| 1013, HD 440, hp 3264, BlahR 150% #Att 6, TH ÷ AC/Save DC by 110, dmg 803

Str 53, Dex 62, Con 58, Int 68, Wis 35, Chr 34, 20kxp

Can affect Bosses and Big Bad's., Incorporeal

Prepared effects:

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

[Psi45 minor] Energy Doppelganger: Mirror Image (1 image), it has SL^3 hp; it flies at SL*3"; you can cast Psi45 effects through it

[Psi12L Super] Clone/Simulacrum: Clone (or) Simulacrum (as the MU spells)

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

[Wiz SL8] Fire Shield 8: Anyone who melees with you takes 175% dmg back

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

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

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

[Psi16 Major] Golem Form: Rock: Resist earth; Any weapon that hits you saves vs. crushing blow or destroyed

[Wiz SL10] Prismatic Sphere 10: 8 Prismatic colors or 6 MultiPrismatic colors (may repeat colors in either mode)

Combat effects:

[Wiz SL6] Flesh to Stone : Makes living thing to become stone

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

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

[Psi54 Ultra] Telekinesis: Telekinesis CL*SL*10 lbs.

[Psi7 Major] (no name): Wrench

[Psi-3 Super] Astral Destruct IX: Astral destruct fights for you.

[Wiz SL10] Feeblemind 10: -50 mental stat points (randomly distributed in packets of 5) (save per packet)

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

[Pri SL8] Dispel Evil 8: Dispel 4 evil targets (can target the same thing more than once) (save)

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

Dungeon052920 - Dungeon Level 10

Room # 8

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

prism; dome; clashing; squeaking

Phase Door (as the spell) on the east wall leading to a 40ft. long x 5ft. wide x 5ft. tall hallway.

Sample Names: Scathach the stupendous Adolescent Android (Burro); Zandego the righteous Vibro Hillbilly (Slime)

Injected Fungus/Seaweed Trap; DL 10; Search DC 108 (100 idamage, DC 103 Fortitude save for half)

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

[x2] Gods cannot feel, see, or sense into this room unless they are actually there; Divine Intervention fails

4,851gp

chisel

elven chainmail, +2 AC, 108gp

Rian's Sweat: +10 to HNCL; 1M: 1bM: Counter a Divine Intervention.; CL 40; SL 10; 100620gp

Maroon Sword, short [1d10] +11 Th/+225 dmg 16+/x6; 1V: Summon

a DL=SL-2 Golem or Technological monster; CL 52; SL 10, 48050gp

DL X Diminutive Outer-CE Familiars x(45) x[6]

AC 1010, HD 8, ihp 208, WR 180% #Att 9, TH ÷ AC/Save DC by 110, dmg 3004

Str 48, Dex 33, Con 21, Int 57, Wis 28, Chr 50, 20kxp

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

Prepared effects:

[Wiz SL9] Elemental Aura : Element Protect from one element, it's plane, and it's creatures

[Psi8 Ultra] Create Technological Monster IV: Create a DL XII Technological Monster (iAC=CL/8, ihp=CL/8, Str=8*CL)

[Psi3½ Grand] Mind Blank, Psionic: Subject immune to mental/emotional effects, scrying, and remote viewing.

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

[Psi45 Ultra] Resist: Mental: SL/2 (round down) instances of Resist mental attacks

[Pri SL6] No Save: The next spell you cast does not have a saving throw

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

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

[Wiz SL10] Globe of Invulnerability 10: Immune to spells with SL=0 to 9

[Psi16 minor] Golem Form: Scarecrow: 1M, gaze: Fascinate (1 target, Will save); Punches are Fascinate branded

Combat effects:

[Psi30 Grand] Ram Beam /Wrecker: 1 hull point damage/succ

[Psi-12T Super] Bring Animals VIII: Summon CL*5 Animals using ML VIII chart, you pick the result

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

[Wiz SL5] Ray of Enfeeblement 5: -25 physical stat points (randomly distributed in packets of 5) (save per packet)

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

[Pri SL5] Command 5: Target makes 5 saves, each missed save allows 1 word for a command to be given

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

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

[Wiz SL5] Death Spell 5: Slay 5d12 HD of creatures (save)

[Psi-6G Grand] Holy Beam: Holy Bolt (1 group)

Dungeon052920 - Dungeon Level 10

Room # 9

Chantry (Shrine) - 5ft. long x 25ft. wide x 10ft. tall

pedestal; divan; splashing; metallic smell

Double Door on the south wall leading to a 50ft. long x 25ft. wide x 10ft. tall hallway.

Sample Names: Fansalia the odious Detective Blade (Willpower); Jarthon the horrible Battle Falcon (Bludgeon)

Tripping Spears Trap; DL 10; Search DC 110 (Attack +100 melee, 6d8 idamage)

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

[x2] Room is permanently/continuously Disjunct (effect)ed, only creatures immune or bubbled against it can function here.

3,491gp

rags

a Cell key, 0gp

Wand: [x1] of Gravity [98/100 ch] 0,1 ch: Slow Gravity; 1V,1 ch: Stop Gravity; 1P,1 ch: Alter Gravity up to

90 degrees out of plane; 1M, 1 ch: Reverse Gravity; 1V,1P,1M,3 ch: Gravity Beam (120' long, 18d20, save for none), 154310gp

Topaz Girdle [AT++21] +120 AC/+20 Saves; 1V: Gaze: Petrification (save); CL 55; SL 10; 74885gp

DL X Macro-Small Technological Viruss x(146) x[5]

AC 1016, HD 10248, hp 8.8E+5, MR 122% #Att 16, TH ÷ AC/Save DC by 110, dmg 10004

Str 66, Dex 38, Con 75, Int 59, Wis 63, Chr 34, 20kxp

Has Psi 8/16/24 items, Can infect things. Immune mind-affecting, crits, gazes, illusions, poison, sleep, paralysis, polymorph, stunn

Prepared effects:

[Psi15 Grand] Add Global Resistance: Resist all E=1 elements, this can be taken twice for E=2 (doesn't include E=1), thrice for E=3

[Psi12L Super] Clone/Simulacrum: Clone (or) Simulacrum (as the MU spells)

[Pri SL9] Protection from Lightning 9: Stop the next CL*32 lightning dmg

[Wiz SL9] Armor 9: +CL*18 current hp

[Psi9 Grand] Control Earth: Armor: +CH AC, Armor has 10*CH hp

[Psi81 Ultra] Damage Reduction, Energy, 90%: Take x0.1 damage from energy

[Wiz SL10] Prismatic Sphere 10: 8 Prismatic colors or 6 MultiPrismatic colors (may repeat colors in either mode)

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

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

[Psi3½ Major] Evade Burst: You take no damage from a burst on a successful Reflex save.

Combat effects:

[Psi19 Grand] Improved Health: 1M, 1V: Heal hp of damage and/or restore stats; C=number of stat pts restored

[Psi27 Grand] Death: Target is slain (save)

[Wiz SL5] Dismissal : Send a creature back to it's own plane

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

[Wiz SL8] Extract: Extracts memories and thoughts from target (no save)

[Psi19 Grand] Improved Health: 1M, 1V: Heal hp of damage and/or restore stats; C=number of stat pts restored

[Pri SL10] Call Lightning 10: (CL+2)d22 lightning dmg (save:½) (halve the die type if not outside)

[Psi0 Major] Death Touch: One attack: Death (save vs. PPD)

[Psi100 Ultra] Telekinetic Crush: X*X*X telekinetic damage (no save); affects 1+CL/9 groups

[Psi10 Major] Fire Blast: One group takes (8+CL/5)d6 fire dmg (save:½)

Dungeon052920 - Dungeon Level 10

Room # 10

Treasure Room - 10ft. long x 10ft. wide x 5ft. tall

shrine; rug; putrid smell; snapping

Trapped Door, Magic/Psi on the south wall leading to a 45ft. long x 15ft. wide x 25ft. tall hallway.

Sample Names: Ironhand the frigid Random Villain (Nuclear); Achates the noxious Sky Necromancer (Derringer)

Electrified Statue Trap; DL 10; Search DC 104 (8 idamage, DC 102 Will save for half)

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

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Half Segment
91,479gp

book (blank)

a beautiful olive tree, 0gp

Ebony Medallion [AT+148] +144 AC/+16 Saves; 1M: DR 40/+CL; CL 48; SL 10; 44130gp

Jet-black Medallion [AT+127] ++19 AC/+120 Saves; 1M: Resist magic; CL 47; SL 10; 76815gp

DL X Fine Inner-Planar Insects x(73) x[6]

||AC|| 1016, HD 6, hp 104, BlahR 194% #Att 15, TH ÷ AC/Save DC by 110, dmg 10008

Str 45, Dex 51, Con 47, Int 71, Wis 79, Chr 41, 20kxp

Immune 1 element., No INT. Dark vision.

Prepared effects:

[Psi9 Ultra] Thought: Incr.Wisdom: +CH Wis, all rolls are 2 dice (choose)

[Pri SL9] Petition: auto make next divine intervention roll

[Psi54 Grand] Mystic Shield: SR SL*CL

[Psi45 Ultra] Resist: Magic: SL/4 (round down) instances of Resist magic

[Psi18 Major] Pyrokinetic: Heat Field: Fire Shield (as spell), +LVL Con:Health

[Pri SL9] Protection from Lightning 9: Stop the next CL*32 lightning dmg

[Pri SL10] Protection from Lightning 10: Stop the next CL*36 lightning dmg

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

[Wiz SL5] Anti-Radioactive Shell:

[Psi3 Major] Freedom of Movement: Move normally despite impediments.

Combat effects:

[Pri SL8] Animal Horde: Summon your choice of 10*level HD of animals

[Pri SL5] Call Lightning 5: (CL+2)d12 lightning dmg (save:½) (halve the die type if not outside)

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

[Pri SL8] Really Really Put of Misery: Target being that is Capital S Slain is removed from the timeline (no save)

[Psi-17 Major] (no name): Create a random trick (only enemies trigger it)

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

[Wiz SL6] Summon Monster VI : Calls outsider to fight for you.

[Psi45 Ultra] Mind Control: Minor: Command (save); Major: Domination (SL/3 saves)

[Pri SL5] Hold Person/Monster 5: Hold 7 person or 5 monster targets (save)

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

Dungeon052920 - Dungeon Level 10

Room # 11

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

Chute, Flesh (acid damage); pillory; whining; steamy near floor

Sliding Door (slides left/right into wall) on the west wall leading to a 25ft. long x 10ft. wide x 20ft. tall hallway.

Sample Names: Merredin the acrobatic Android Scarab (Boat); Geirstein the Leopard the hideous Armadillo Torpedo (Stilts)

Air in room transforms into Elemental Prismatic Trap; DL 10; Search DC 106 (80 Str damage/s, DC 110 Will save for half)

Well that (causes/has/or is) Talks - Yells/Screams

[x2] Room is permanently/continuously Berserked, only creatures immune or bubbled against it can function here.

72,829gp

tube

a pile of bird droppings, 0gp

Cobalt Eyes [7d12] +16 Th/+197 dmg 17+/x2; 1F: 1M: Target takes CLd6 blood

dmg (no save); target must have blood to do this; CL 38; SL 10, 41074gp

Flesh-coloured Bookmark: +5 level(s) of exceptional Dex; 100820gp

DL X Macro-Small Plains Plants x(66) x[3]

AC 1020, HD 10246, hp 8.3E+6, CR 1060% #Att 5, TH ÷ AC/Save DC by 110, dmg 401

Str 62, Dex 46, Con 48, Int 71, Wis 75, Chr 50, 20kxp

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

Prepared effects:

[Psi81 Major] Invisibility: Improved Invisibility

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

[Psi--2 Grand] UltraArmor [--X]: iunPaPaaPaaaPR CL*2%; CL*4 instead

[Psi45 Ultra] Cosmic Awareness: Grand: Cosmic Awareness

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

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

[Wiz SL6] Contingency: Each creature can only have 1 Contingency spell on him. If the contingency spell is dispelled, the effect ir

[Psi-12T Grand] Bring Animals VII: Summon CL*4 Animals using ML VII chart, you pick the result

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

[Wiz SL5] Anti-Magic Shell 5: Anti-Magic of SL 0 to 4

Combat effects:

[Pri SL9] Remove Curse 9: Cure 6 curse effects (reverse causes that many, save for each)

[Wiz SL8] Power Word Blind 8: Blinds & stuns a creature if current hp < 120 (no save)

[Psi18 Grand] Mass Telekinesis: LVL tons, each lb. can do 1 dmg

[Wiz SL10] Time Stop 10: Stops time for 1d5 rounds

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

[Psi15 minor] Blink: Blink

[Psi2 Major] Detonate: (level)d6 damage (save:½); (2*level)d6 damage

[Psi-12C Super] Cthulhoid Swarm VIII: Summon CL*9 Monsters using ML VIII "Weird" chart (random)

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

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

Dungeon052920 - Dungeon Level 10

Room # 12

Divination - 45ft. long x 10ft. wide x 15ft. tall

Priest/Religious Furnishings; cassocks (robes); "Bleah!" (off in the distance); steamy near floor

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

Sample Names: Thersas the ignorant Metal Elephant (Spear); Karam Taj the diabolical Freedom Lass (Horse)

Scything Jaws Trap; DL 10; Search DC 106 (Attack +50 ranged, 10d100 Wis damage)

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

[x2] Room is permanently/continuously Berserked, only creatures immune or bubbled against it can function here.

23,980gp

words (scrawled)

a suit of ringmail, +1 AC, 18gp

Aquamarine Chalk: +2 Level(s) in a Custom Group Class; 100440gp

Greenish Toe ring: +2 Level(s) in a Custom Group Class; 100470gp

DL X Fine Outer-NE Plants x(128) x[6]

iAC 1002, HD 6, ihp 106, MR 115% #Att 7, TH ÷ AC/Save DC by 110, dmg 2010

Str 31, Dex 57, Con 49, Int 60, Wis 64, Chr 48, 20kxp

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

Prepared effects:

[Pri SL9] Spell Immunity 9: Be immune to 6 spells by name

[Pri SL9] Petition: auto make next divine intervention roll

[Psi-1 Grand] Anti-Psionic Disruption: No Anti-Psi powers (any freq.) can be used in 50' r

[Wiz SL6] Planar Displace: Planar Displacement for 1 turn

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

[Psi6E Major] Bodily Restoration III: Troll-like Regeneration 6 hp/r

[Psi3½ Super] Metamorphosis, Greater: Assume shape of any nonunique creature or object each round.

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

[Pri SL10] Resist Fire/Resist Cold 10: Take -90% dmg vs. fire or cold

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

Combat effects:

[Psi12L Super] Enslave: Target creature's AL switches to L, all of it's actions under control of caster (no save)

[Psi30 Grand] Acid Bolt: Acid damage, Con resists

[Pri SL6] Blade Barrier 6: 8d8 dmg wall (shards)

[Wiz SL4] Cone of Cold 4: CLd8+CL cold dmg to a group (save:½)

[Pri SL9] True Resurrection : As resurrection, plus remains aren't needed.

[Psi60 Ultra] Barrier: Wall that blocks psionics (1 way)

[Psi9 Ultra] Shielder: Bolt: CHxCHd8 Force damage, ignores defenses

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

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

[Psi12L Super] Enslave: Target creature's AL switches to L, all of it's actions under control of caster (no save)

