

Dungeon061720 - Dungeon Level 1

Room # 1

Gardens - 45ft. long x 15ft. wide x 45ft. tall

furnace; Walls of Magma; twanging; rustling

Time Door (goes to another time) on the west wall leading to a 10ft. long x 25ft. wide x 5ft. tall hallway.

Sample Names: Faline the egotistical Lurking Yak (Particle); Guerin Tracethoughts the devious Admiral Cronie (Truncheon)

Panic Trap; DL 1; Search DC 11 (Cleric CL 2, no save)

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

[x1] Gravity low 1/27 of a G (-4 Dex, move rate divided by 3, falling dmg = 0, Z actions reduced to 1/s, -1 Con/week)

757gp

grill

a potion of divine protection, 'blindness' 'plague' 'teleport' ", 300gp

Crystalline Necklace [AT+6] +3 AC/+3 Saves; 1P: Tentacle does 1d(CL\*2) damage; CL 5; SL 1; 1845gp

Philter of Stammering&St., 2340gp

DL I Fine Alley Spirit-of-the-Lands x(9) x[3]

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

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

Attacks as x2 DL., Incorporeal

Prepared effects:

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

Combat effects:

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

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Room # 2

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

pit (shallow); stocks; rotting vegetation smell; updraft, slight

Locked Door, Magic/Psi on the east wall leading to a 15ft. long x 10ft. wide x 5ft. tall hallway.

Sample Names: Mitya the mesmerizing Master Brain (Portal); Balmundos the quarrelsome Time Assassin (Portal)

Well-Camouflaged Pendulums Trap; DL 1; Search DC 11 (Attack +8 melee, 10d2 damage), (multiple targets)

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

[x1] Divination spells function at zero effect

56gp

arrow, broken

smithy's hammer, mace, 25d3 (50), 680gp

Rian's Clavicle bone: +2 to HD; 1M: Summon an angel & devil of DL SL-1.; CL 5; SL 1; 1390gp

Crystalline Bludgeoning Weapon [1d4] +3 Th/+3 dmg 20+/x3; 1M: An object explodes (item save), the person carrying it takes CL\*SL/2 damage (save); CL 5; SL 1, 1814gp

DL I Small Ultraplantar/Annihilation Aliens x(13) x[3]

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

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

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

Prepared effects:

[Psi-2 minor] NoBlink: Blinking does not function within 100'; within 1000'

Combat effects:

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

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Room # 3

Entry/Vestibule - 10ft. long x 40ft. wide x 45ft. tall

wire; Floors of Ice; scream(ing); clicking

Stone Door, Normal on the north wall leading to a 30ft. long x 10ft. wide x 5ft. tall hallway.

Sample Names: Galia the devilish Imperial Champion (Spines); Stanislov of Goroshin the rabid Suicide Empire (Sai)

Tripping Jaws Trap; DL 1; Search DC 11 (Attack +1 melee, 10d2 damage)

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

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

404gp

iron bar, bent, rusted

a large beautiful fountain, 0gp

Ochre Gloves [AT+7] +3 AC/+1 Saves; 1M: Mult. power (Max=level/5+1); CL 6; SL 1; 1255gp

Obsidian Age Cat. 3 Red Dragon Armor [AT+5] +1 AC/+2 Saves; 1Z: Add 1.25-1 to your multiplier (see [X]). Using a Minor does nothing. Using a Major: +1 mult. in offense or defense (not both).; CL 7; SL 1; 1715gp

DL I Diminutive Wizard-classes Artifacts x(14) x[3]

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

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

Knows Wizard spells, Ego Score, Can dominate things.

Prepared effects:

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

Combat effects:

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



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Room # 4

Wardrobe - 15ft. long x 5ft. wide x 40ft. tall

lens (concave, convex, etc.); couch; steamy near ceiling; grunting

Void Door (cannot see through doorway) on the north wall leading to a 20ft. long x 10ft. wide x 5ft. tall hallway.

Sample Names: Tholan the non-politically correct Suicide Reaper (Bombs); Evaine the aggressive Injustice Shield (Paddleboat)

Secret Spring Trap; DL 1; Search DC 11 (20 damage, DC 11 PPD save for 1/3)

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

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

945gp

panther pelt

a #2 potion, 'heal' 'reserved' 'reserved' 'reserved', 150gp

Potion of Extra Psychic Power (x2 PSPs, +2 Int, +2 Wis for 1 turn), 6530gp

Ivory Armor, Light [AT+7] +4 AC/+2 Saves; 1P: Get a "Level:" ability in your class 4 levels early (this can be taken multiple times); CL 7; SL 1; 1970gp

DL I Diminutive Superhero Weirds x(14) x[4]

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

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

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

Prepared effects:

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

Combat effects:

[Psi12C minor] Confusion: Confusion (as spell)

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Room # 5

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

Stalactites (some might fall); pulpit; scream(ing); groaning

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

Sample Names: Maenala the gelatinous Alpha Virtuoso (Strobe); Maeus the strange Wombat Maximus (Spitballs)

Tripping Pendulums Trap; DL 1; Search DC 11 (Attack +3 melee, 10d2 Dex damage)

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

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

52gp

wig

a bottle of lager, 25gp

Mierest's Starlit Sphere, 7130gp

Alabaster Helm [AT+10] +1 AC/+1 Saves; 1Z: 10\*LVL hp shield vs. physical,energy,TK; CL 5; SL 1; 1755gp

DL I Diminutive Swamp Oozes x(8) x[3]

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

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

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

Prepared effects:

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

Combat effects:

[Psi18 minor] Psi: Spray: LVL targets:1d10 telekinetic dmg(save:½)

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Room # 6

Map Room / Cartography - 5ft. long x 25ft. wide x 50ft. tall

bell (huge); pit (shallow); footsteps (receding); buzzing

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

Sample Names: Arbane the obscene Space Mage (Meditation); Arien the enigmatic Animal Paladin (Stellar)

Electrified Container Trap; DL 1; Search DC 11 (20 Chr damage, DC 11 PP save for 1/10)

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

[x1] Turning Undead is at -12 CL and -7 to the 1d20 turn roll (these are fixed amounts, rolled once)

379gp

javelin head, blunt

quicksilver's white boots, +1 AC, 10gp

Cordovan Shield [AT+10] +4 AC/+2 Saves; 1V: Immunity I: Immune to poison, non-silver weapons; CL 6; SL 1; 2780gp

Pale Flag: +1bQE Action(s); 1770gp

DL I Diminutive Outer-NE Plants x(14) x[4]

AC 11, HD 2, hp 4, RR 31% #Att 1, TH ÷ AC/Save DC by 2, dmg 3

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

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

Prepared effects:

[Psi100 minor] Telekinetic Barrier: Take -N/2 dmg per physical or energy attack (max N = level)

Combat effects:

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





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Room # 7

Bedroom/Boudior - 30ft. long x 25ft. wide x 10ft. tall

gong; Floors of Fire; steamy near ceiling; ozone smell

Dimension Door (as the spell) on the west wall leading to a 50ft. long x 15ft. wide x 10ft. tall hallway.

Sample Names: Thazal the bizarre Omega Scout (Portal); Shurik the Dog the intangible Cosmic Yak (Starship)

Inhaled Harming Trap; DL 1; Search DC 11 (20 damage, DC 11 PP save to negate)

Door, Secret that (causes/has/or is) Resisting - General

[x1] Gravity low 1/34 of a G (-4 Dex, move rate divided by 3, falling dmg = 0, Z actions reduced to 1/s, -1 Con/week)

41gp

trunk

quest Prize, 0gp

Alabaster Cloak [AT+7] +1 AC/+5 Saves; 1M: Muffles sound, 30% spell failure; CL 6; SL 1; 2125gp

Fuchsia Armor, Light [AT+5] +1 AC/+3 Saves; 1M: Immunity I:

Immune to poison, non-silver weapons; CL 7; SL 1; 1760gp

DL I Diminutive Desert/Arabian Lycanthropes x(13) x[5]

AC 11, HD 2, hp 4, RR 17% #Att 1, TH ÷ AC/Save DC by 2, dmg 3

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

Resist heat, Has mtg C spells, Can polymorph to alternate form.

Prepared effects:

[Psi29 minor] Mirror Image:

Combat effects:

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

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Room # 8

Wizard's Chamber/Lab - 15ft. long x 20ft. wide x 25ft. tall

hay (pile); chair with straps; updraft, slight; ringing

Glass Door (transparent) (shatters if opened) on the west wall leading to a 25ft. long x 15ft. wide x 5ft. tall hallway.

Sample Names: Totugo the irresistible Mega- Sorceress (Gun); Riderich the devious Terra- Lackey (Blaster)

Well-Camouflaged Deathblades Trap; DL 1; Search DC 11 (Attack +6 melee, 10d2 damage)

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

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

236gp

arras

a pile of hay, 1gp

Slate Oil: +100 PSP's; 1270gp

Philter of Beauty, 2950gp

DL I Fine NPC Insects x(5) x[4]

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

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

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

Prepared effects:

[Psi6G minor] Field of Stillness: 70' x 70' Stun field (save vs. RSW -level); lasts for 7 rounds

Combat effects:

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

Dungeon061720 - Dungeon Level 1

Room # 9

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

steps; trash (pile); knocking; jingling

Energy/Elemental Door on the east wall leading to a 40ft. long x 10ft. wide x 25ft. tall hallway.

Sample Names: Triel the terrible Android Cyborg (Blaster); Respen the astonishing Dynamo Blood (Prototype)

Flooding Pit Trap; DL 1; Search DC 11 (20 Cml damage, no resistance)

Force Field that (causes/has/or is) up-sliding

[x1] Dimensional Mine Generator (one mine per month, hits a random player or monster, takes 1d12 dmg and is Reduced/Dimin  
638gp

dry leaves/twigs

Overseer Sword, sword, 1d1 (1), 500gp

Beige Gloves [AT+6] +1 AC/+3 Saves; 1P: CHd6 damage poison in mouth (save); CL 5; SL 1; 1115gp

Brilliant Book: +1 Level(s) in a Psionicist Group Class; 2080gp

DL I Medium Modern Elf/Avalons x(12) x[3]

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

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

Has Action points, Access to high tech items, Immune sleep, aging

Prepared effects:

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

Combat effects:

[Psi3 minor] Lesser Cell Adjustment: You heal 1d8 hp, +1 to next poison/disease save, or heal 1 ability point.



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Room # 10

Strongroom/Vault - 10ft. long x 15ft. wide x 10ft. tall

stand; Bridge, Ice; twanging; drumming

Energy/Elemental Door on the north wall leading to a 35ft. long x 5ft. wide x 10ft. tall hallway.

Sample Names: Pianoro the imbecilic Crime Hornet (Vibranium); Aleria the noxious Emerald Dog (Dragon)

Cause Fear Trap; DL 1; Search DC 11 (Cleric CL 2, DC 11 Breath Weapon save for 1/10)

Pit that (causes/has/or is) One-Way

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

268gp

corn extract

a tiny smurf stone necklace, +1 AC, 55gp

Rian's Blood: +3 to CL; 1F: Deals 10\*N fire dmg to target. If target drops, Slain+no remains.; CL 5; SL 1; 2050gp

Rian's Gastrocnemius muscle: +3 to HD; 1M: At the top of each segment, deal 10\*X eldritch heat damage to a creature, where X is 4 minus the number of prepared effects on that it.; CL 6; SL 1; 1480gp

DL I Medium Monster-classes Avian/Birds x(14) x[5]

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

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

Has Master Monster picks, Flys. Has 2 Wings, 2 talons, and a beak.

Prepared effects:

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

Combat effects:

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

Dungeon061720 - Dungeon Level 1

Room # 11

Workroom - 45ft. long x 40ft. wide x 30ft. tall

bag; catwalk; sobbing; coughing

Mimic (the monster) on the east wall leading to a 30ft. long x 5ft. wide x 10ft. tall hallway.

Sample Names: Lynne the despicable Time Rider (Spinach); Oltin the congenial Shadow Six (Portal)

Injected Rainbow Trap; DL 1; Search DC 11 (20 Cml damage, no resistance)

Pedestal that (causes/has/or is) Talks - Singing

[x1] Nothing in the room can be affected by Mirage Arcana, Disguise Self, Hallucinatory Terrain

457gp

anvil

a jug of beer, 1gp

Lens of Ultravision, 8250gp

Navy Helm [AT+7] +0 AC/+1 Saves; 1M: +1 arm, +1 tail, +2 legs, or +2 tentacles; CL 5; SL 1; 1075gp

DL I Medium Outer-NG Wurms x(4) x[5]

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

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

Immune acid, cold, petrification. Resist electricity and fire. Protection from evil continuous. Tongues at will., Has no appendages.

Prepared effects:

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

Combat effects:

[Psi81 minor] Dispel 2: Dispel a SL 0-2 effect

Dungeon061720 - Dungeon Level 1

Room # 12

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

coat rack; stool; steamy near ceiling; updraft, strong

Water Lock Door (holds back a lot of water) on the south wall leading to a 45ft. long x 20ft. wide x 25ft. tall hallway.

Sample Names: Pandrasus the maniacal Ruby Blade (Psychic); Thammuz the deviant Black Necromancer (Invisi--)

Water-Filled Spring Trap; DL 1; Search DC 11 (20 Wis damage, DC 11 PPD save for 1/3)

Fireplace that (causes/has/or is) Polymorphing

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

651gp

vial

an Iron Sword, sword, 5d9 (25), 1820gp

Amber Cup: +1slowQS Action(s); 1990gp

Charm of Pro. from Disease, 6550gp

DL I Small Sea-of-Dust/Colorless Mutants x(9) x[3]

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

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

Immune alignment based/color based effects, Immune radiation

Prepared effects:

[Psi45 minor] Invisibility: Improved Invis.

Combat effects:

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





Dungeon061720 - Dungeon Level 2

Room # 1

Well - 20ft. long x 5ft. wide x 35ft. tall

Bridge, with car and pulley system; retort (glass jug with long neck for alchemy); putrid smell; horn/trumpet sounding

Trapped Door, Out of Phase on the north wall leading to a 15ft. long x 25ft. wide x 10ft. tall hallway.

Sample Names: Erythos the demented Scarab Star (Katana); Oldra the unloved Android Bird (Saucer)

Dropping Vent Trap; DL 2; Search DC 22 (20 Str damage, no save)

Fire that (causes/has/or is) Talks - Yells/Screams

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

1,650gp

spy glass

a black cross, +2 AC, 600gp

Beige Rope [2d6] +3 Th/+10 dmg 16+/x3; 1F: Create a random trap (only enemies trigger it); CL 9; SL 2, 3107gp

Russet Wand [1d8] +4 Th/+2 dmg 17+/x2; 1M: Telekinesis; CL 10; SL 2, 1977gp

DL II Fine Collectiverse/Gooneyverse/etc. Familiars x(19) x[5]

AC 41, HD 6, hp 5, #Att 3, TH ÷ AC/Save DC by 3, dmg 26

Str 24, Dex 19, Con 18, Int 15, Wis 22, Chr 24, 0.05kxp

Immune disintegration and annihilation, Familiar Immunity

Prepared effects:

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

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

Combat effects:

[Wiz SL2] Prismatic Wall 2: 2 Prismatic colors

[Psi-6E minor] Simulacrum: (borrow 1M from future to use) Redirect an effect targetting you to one of your summons

Dungeon061720 - Dungeon Level 2

Room # 2

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

chair, podded, arm; balcony; chiming; rustling

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

Sample Names: Abdel the super-intelligent Sea Five (Shuttle); Kanzaz the dumbfounding Element Fang (Evolved artificially)

Spirit Adjustment Trap; DL 2; Search DC 21 (Psionicist CL 4, no save)

Idol that (causes/has/or is) Invisible

[x1] Gas in room: Con (all in room get +5 to that stat while in room)

802gp

net

a Dwarven Everlasting Lantern, 15gp

Rian's Kidneys: +4 to CL; 1P: Summon CL DL (LVL+2)/2 Storm Troopers.; CL 8; SL 2; 4440gp

Cinnamon Coasters: +100 Skill Points; 4570gp

DL II Tiny Black-Ice Oozes x(7) x[4]

AC 43, HD 4, hp 24, #Att 1, TH ÷ AC/Save DC by 3, dmg 18

Str 15, Dex 23, Con 22, Int 18, Wis 20, Chr 14, 0.05kxp

Knows Bug spells, No INT. Immune mind-affecting, crits, gazes, illusions, poison, sleep, paralysis, polymorph, and stunning.

Prepared effects:

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

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

Combat effects:

[Psi9 minor] Electricity Generator: 4d10'long, CHd6 dmg (save:½)

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

Dungeon061720 - Dungeon Level 2

Room # 3

Heating Room (for warmth) - 15ft. long x 35ft. wide x 5ft. tall

hole (blasted); statue; rustling; putrid smell

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

Sample Names: Beremundo the Laughing Wizard the maniacal Hawk Avalanche (Submarine); Gelanne the holy Earth Worm (Psy

Well-Camouflaged Pendulums Trap; DL 2; Search DC 22 (Attack +38 melee, 20d4 Cml damage)

Room (Floor) that (causes/has/or is) Takes/Steals

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

1,370gp

crystal beads

a fur lined tunic, +2 AC, 210gp

Pinky Rope [2d20] +8 Th/+8 dmg 19+/x3; 1M: Target creature is dominated

(save vs. Will at -CL penalty) for CL rounds; CL 7; SL 2, 3674gp

Red Psi Crystal: Free Zocchihedron Pocket Dragon Familiar; 4500gp

DL II Medium Shangri-La Humanoids x(22) x[6]

AC 42, HD 6, hp 160, #Att 3, TH ÷ AC/Save DC by 6, dmg 10

Str 24, Dex 23, Con 15, Int 24, Wis 20, Chr 21, 0.05kxp

Has no truename, Immune Lost, Has 2 arms, 2 legs, and 1 head.

Prepared effects:

[Psi29 minor] Animate Dead:

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

Combat effects:

[Psi2 minor] Phase Object: Object out of phase; May disintegrate

[Psi54 minor] Cell Rot: Cell Adjustment (reversed) CL\*SL\*2 dmg (no save)



Dungeon061720 - Dungeon Level 2

Room # 4

Gardens - 50ft. long x 40ft. wide x 5ft. tall

table (large); mirror; music; urine smell

Flesh Door on the west wall leading to a 40ft. long x 10ft. wide x 25ft. tall hallway.

Sample Names: Tureen the wingless Astro- Four (RV); Wulfstan the strange Time Eyeball (Stallion)

Whirling Pendulums Trap; DL 2; Search DC 22 (Attack +8 melee, 20d2 damage)

Vegetation that (causes/has/or is) Monster Generator: Reptile (summons a Reptile every segment)

[x1] DWZ (Dispel Weapon Zone) - Weapon effects get countered; existing weapon effects have SL% of being dispelled/Month  
15gp

acorns

a Cimmerian sword, sword, 5d8 (22), 80gp

Brilliant Screw: +1 Level(s) in a Custom Group Class; 4640gp

Potion of Lycanthropy (Gain Lycanthropy (no save / MR)), 6510gp

DL II Medium Tarrasque-World Beholders x(28) x[5]

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

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

Mreflection DL\*10%, Has eye stalks, 1 mouth, and 1 central anti-magic eye. Can cast through eye stalks. Flys

Prepared effects:

[Psi81 minor] Regeneration: Regenerate CL hp/s

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

Combat effects:

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

[Psi30 minor] Treat Light Wounds: Heals 10% max hp (1 succ)

Dungeon061720 - Dungeon Level 2

Room # 5

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

Chasm, Natural; dome; foggy; "Bleah!" (off in the distance)

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

Sample Names: Zepheria the majestic Brother Victory (Flight Ring); Dernhelm the grim 'n' gritty Composite Mist (Suction Cup)

Deeper Chute Trap; DL 2; Search DC 21 (20 damage, no resistance)

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

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

703gp

javelin

Green Goblin Goo, 'frenzy' 'bless' 'stone skin' ", 885gp

Chocolate Spring: +1 level(s) of exceptional Str; 4590gp

Burgundy Girdle [AT+13] +3 AC/+4 Saves; 1F: -CL\*SL/2 dmg per attack; CL 10; SL 2; 3140gp

DL II Large Henchmen Elementals x(13) x[3]

AC 44, HD 10, hp 160, #Att 1, TH ÷ AC/Save DC by 6, dmg 18

Str 18, Dex 22, Con 13, Int 24, Wis 15, Chr 23, 0.05kxp

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

Prepared effects:

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

[Psi10 minor] Resistance to Sleep: Immune Sleep

Combat effects:

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

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

Dungeon061720 - Dungeon Level 2

Room # 6

Laboratory - 35ft. long x 40ft. wide x 40ft. tall

pegs; beaker; still, very chill; wind, strong, moaning

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

Sample Names: Tolinev the uncaring Sister Octopus (Solar); Guerin Wilyhands the atrocious Blood Hulk (Pillow)

Scything Deathblades Trap; DL 2; Search DC 21 (Attack +34 melee, 10d4 Chr damage)

Machine that (causes/has/or is) Suggests

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

3,890gp

metal bookcase

a bridesmaid dress, +1 AC, 30gp

Rian's Eyes: +2 to CL; 1P: 1bM: Counter a MTG Black, Necromancy/Necromantic, or Psi7 power. ; CL 9; SL 2; 4140gp

Rian's Humerus bone: +2 to ML; 1M: Target gets +3 TH, dmg, AC, and saves this round. ; CL 12; SL 2; 4890gp

DL II Large Swamp Avian/Birds x(16) x[3]

AC 42, HD 9, hp 192, #Att 1, TH ÷ AC/Save DC by 3, dmg 26

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

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

Prepared effects:

[Psi3 minor] Invisibility: Subject is invisible for 10 min./level or until it attacks.

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

Combat effects:

[Psi-6G minor] Pentecost: 35' radius: All targets make Will save (extra -CL-N\*3 penalty) or Confused CL rounds

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





Dungeon061720 - Dungeon Level 2

Room # 7

Laboratory - 30ft. long x 45ft. wide x 5ft. tall

rack; incense burner(s); earthy smell; howling

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

Sample Names: Nathlum the impolite Sarge Four (Shooter); Raum the odious Wombat Panther (Doohickey)

Falling Doorknob Trap; DL 2; Search DC 22 (40 Int damage, no resistance)

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

[x1] Psi 19 powers function at triple effect

2,269gp

dish

excalibur, sword, 8d4 (20), 800gp

Electric blue Helm [AT+9] +4 AC/+8 Saves; 1Z: Mirror Image (1 image), it has SL^3 hp;

it flies at SL\*3"; you can cast Psi45 effects through it; CL 10; SL 2; 3975gp

Ice blue Armor Gemlet [AT+20] +2 AC/+8 Saves; 1M: CH\*5% Poison Resistance (non-adj.); CL 14; SL 2; 4910gp

DL II Small Space Weirds x(26) x[3]

AC 41, HD 6, hp 96, #Att 4, TH ÷ AC/Save DC by 6, dmg 9

Str 16, Dex 19, Con 22, Int 13, Wis 17, Chr 14, 0.05kxp

Immune hostile environments, Immune critical hits, poison, sleep, paralysis, stunning. Has no soul.

Prepared effects:

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

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

Combat effects:

[Psi2 minor] Ballistic Attack: Roll TH; (level)d4 damage; (level)d8 damage

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

Dungeon061720 - Dungeon Level 2

Room # 8

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

wall basin and font; crystal ball; humming; whispering

Glass Door (transparent) (shatters if opened) on the north wall leading to a 40ft. long x 25ft. wide x 5ft. tall hallway.

Sample Names: Erian Eldergrove the invulnerable Ambush Death (4x4); Jorma the demented Living Comet (Houseboat)

Wall transforms into Elemental The Nothing Trap; DL 2; Search DC 21 (40 Wis damage/s, no resistance)

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

[x1] Radiation (Psi9) of RS=15 (doesn't fluctuate)

3,073gp

mold

demon's wings, +3 AC, 1500gp

Azur Magnet: +200 Rogue Points; 4890gp

Rian's Spinal Cord: +1 to HNCL; 1P: Combine 2 groups of enemies into one group (no save). Reverse of this spell splits one group into 2 groups.; CL 10; SL 2; 4290gp

DL II Medium Mind-Flayer-World Wurms x(23) x[4]

AC 41, HD 12, hp 192, #Att 4, TH ÷ AC/Save DC by 3, dmg 17

Str 21, Dex 18, Con 15, Int 15, Wis 14, Chr 16, 0.05kxp

Has tentacles. Usually psionic., Has no appendages.

Prepared effects:

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

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

Combat effects:

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

[Wiz SL2] Cone of Eldritch Shards {Acid}: CLd6 eldritch shards {acid} damage, area 40' cone, no save

Dungeon061720 - Dungeon Level 2

Room # 9

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

Floors of Water; box; tapping; laughter

Specialed Door on the east wall leading to a 25ft. long x 20ft. wide x 5ft. tall hallway.

Sample Names: Sergei the Lean the noxious Mighty -noid (Truncheon); Yuri of Ushitsa the irritating Chameleon Jackal (Divine int)

Fusillade of Arrows Trap; DL 2; Search DC 22 (Attack +6 ranged, 20d4 damage)

Pillar or Column that (causes/has/or is) Polymorphing

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

585gp

club

a blank scroll, " " " ", 5gp

Elixir of Health, 7730gp

Blackened Armor, Medium [AT+13] +8 AC/+3 Saves; 1M: Immune Lightning, must be touching the ground; CL 10; SL 2; 3500gp

DL II Medium Water Faeries x(22) x[6]

AC 44, HD 10, hp 192, #Att 2, TH ÷ AC/Save DC by 3, dmg 25

Str 16, Dex 13, Con 13, Int 18, Wis 19, Chr 20, 0.05kxp

Resist cold. Double dmg from fire., Overwrite AC to |AC|, Flys, No target.

Prepared effects:

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

[Psi54 minor] Mystic Shield: SR SL\*CL

Combat effects:

[Psi81 minor] Energy Blast I: [Pick an element] CLd5 dmg of that element (one group, no save)

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



Dungeon061720 - Dungeon Level 2

Room # 10

Corridor - 5ft. long x 40ft. wide x 40ft. tall

Walls of Glass; pentagram; poor oxygen; chiming

Wood Door, Normal on the east wall leading to a 35ft. long x 15ft. wide x 10ft. tall hallway.

Sample Names: Dorn the attractive Purple Rage (Giraffe); Maledictor the socio-pathic Composite Octopus (Mutagen)

Loss of Limbs Trap; DL 2; Search DC 22 (Psionicist CL 4, no save), (multiple targets)

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

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

3,960gp

straw mattress

a glittering diamond, 600gp

Lime-green Sword, bastard [2d6] +3 Th/+5 dmg 16+/x2; 1Z: One group will

attack you on their next action (no save); CL 12; SL 2, 3124gp

Rian's Gluteus maximus muscle: +1 to ML; 1M: Summon a DL=2 Myr ; CL 14; SL 2; 4660gp

DL II Medium Outer-LE Hounds x(17) x[6]

AC 42, HD 12, hp 96, #Att 4, TH ÷ AC/Save DC by 3, dmg 26

Str 24, Dex 24, Con 16, Int 19, Wis 17, Chr 23, 0.05kxp

Dark vision, Telepathy, immune fire and poison, resist acid and cold, Can summon other Outer LE, Has 4 legs, and at least 1 head

Prepared effects:

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

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

Combat effects:

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

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

Dungeon061720 - Dungeon Level 2

Room # 11

Garbage Room - 25ft. long x 15ft. wide x 30ft. tall

chair; Chimney; ringing; coughing

Mimic (the monster) on the south wall leading to a 50ft. long x 5ft. wide x 15ft. tall hallway.

Sample Names: Tomek the odious Atomic Robot (Lance); Lazaemon the rabid Scarlet Gathering (Solar)

Tripping Blades Trap; DL 2; Search DC 22 (Attack +6 ranged, 20d4 Con damage)

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

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

3,072gp

loom

an enormous axe, axe, 7d5 (21), 250gp

Bronze Talisman [AT+21] +1 AC/+9 Saves; 1M: Deflect 1 missile per P attack; CL 8; SL 2; 4385gp

Magenta Arrows (20) [2d4] +10 Th/+3 dmg 18+/x3; 1Z: Blindness and Deafness; CL 8; SL 2, 3300gp

DL II Diminutive Dead-Timeline/Looporal Illusionarys x(7) x[5]

AC 44, HD 4, hp 10, RR 162% #Att 2, TH ÷ AC/Save DC by 3, dmg 26

Str 15, Dex 23, Con 17, Int 14, Wis 19, Chr 14, 0.05kxp

Reality/Loop stable., Incorporeal

Prepared effects:

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

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

Combat effects:

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

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

Dungeon061720 - Dungeon Level 2

Room # 12

Banquet - 50ft. long x 5ft. wide x 40ft. tall

chains; wall basin; stale, fetid smell; sneezing

Trapped Door, Out of Phase on the north wall leading to a 25ft. long x 5ft. wide x 15ft. tall hallway.

Sample Names: Kizzaf the invincible Martian Wraith (Supernatural); Anfiel the lucky Winged Carrot (Unicycle)

Inhaled Grave Trap; DL 2; Search DC 22 (40 damage, no resistance)

Fireplace that (causes/has/or is) Points

[x1] Psi 13 powers function at zero effect

2,280gp

foodstuffs (spoiled)

a Long-Clothed Turban, +8 AC, 175gp

Electric blue Warhammer [1d20] +3 Th/+17 dmg 19+/x2; 1M: Summons a DL

II monster, can be in addition to astral destruct; CL 10; SL 2, 4960gp

Burgundy Robe [AT+10] +8 AC/+1 Saves; 1V: Improved Invis.: it's +SL AC instead of +4; CL 14; SL 2; 3535gp

DL II Fine Sigil/Maelstrom Plants x(30) x[4]

AC 42, HD 2, hp 5, #Att 2, TH ÷ AC/Save DC by 6, dmg 18

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

Immune Maze effects, Immune critical hits, poison, sleep, paralysis, stunning.

Prepared effects:

[Psi15 minor] Alter Resistances: Alter two resistances (or one immunity) to be of different element(s) (Pick an E factor ≤ original

[Psi15 minor] Alter Resistances: Alter two resistances (or one immunity) to be of different element(s) (Pick an E factor ≤ original

Combat effects:

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

[Psi-17 minor] (no name): Create a random trap (only enemies trigger it)





Dungeon061720 - Dungeon Level 3

Room # 1

Hallway - 45ft. long x 15ft. wide x 45ft. tall

table, low; kettle; clear; grunting

Mimic (the monster) on the south wall leading to a 15ft. long x 20ft. wide x 25ft. tall hallway.

Sample Names: Nenad the amphibious Secret Alien (Biplane); Betharra the diseased Human Wraith (Giga-)

Summon Planar Energies Trap; DL 3; Search DC 33 (Psionist CL 6, no save)

Machine that (causes/has/or is) illusory wall

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

4,757gp

teeth/fangs, scattered

The Midnight Sunstone, 10gp

Cobalt Book: +1 Level(s) in a Priest Group Class; 9850gp

Dull Gauntlets [AT+15] +3 AC/+5 Saves; 1Z: Destroys evil creatures/magic

items (save); 1 attempt per round; CL 12; SL 3; 3565gp

DL III Tiny Modern Golems x(40) x[4]

AC 94, HD 5, hp 48, #Att 5, TH ÷ AC/Save DC by 4, dmg 39

Str 16, Dex 28, Con 22, Int 16, Wis 23, Chr 17, 0.1kxp

Has Action points, Access to high tech items, Immune crits, ability dmg, energy drain, poison, sleep, paralysis, stunning, disease, i

Prepared effects:

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

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

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

Combat effects:

[Psi54 minor] Ice Control: Wall of Ice

[Psi54 minor] Ice Control: Wall of Ice

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

Dungeon061720 - Dungeon Level 3

Room # 2

Chantry (Shrine) - 40ft. long x 45ft. wide x 40ft. tall

fire pit; box; ozone smell; still

Locked Door, Magic/Psi on the south wall leading to a 40ft. long x 20ft. wide x 5ft. tall hallway.

Sample Names: Novomira the uncaring Vector Aardvark (Spitballs); Deandra the illustrious Wonder Champion (Lance)

Air in room transforms into Elemental Crapulence Trap; DL 3; Search DC 31 (40 Dex damage/s, DC 32 Will save to negate)

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

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

[x1] Sun spells function at triple effect

8,955gp

dais

a box, 3gp

Electric blue Cube [2d10] +37 Th/+7 dmg 20+/x4; 1M: One target is

hit by Contagion & Elevation (PPD for each); CL 14; SL 3, 8837gp

Claret Wand [3d12] +3 Th/+5 dmg 16+/x3; 1F: Damaging shield, PL energy dmg for 1 turn; CL 14; SL 3, 3707gp

DL III Fine Mind-Flayer-World Artifacts x(41) x[3]

AC 95, HD 6, hp 10, MR 92% #Att 1, TH ÷ AC/Save DC by 4, dmg 75

Str 25, Dex 23, Con 23, Int 14, Wis 24, Chr 17, 0.1kxp

Has tentacles. Usually psionic., Ego Score, Can dominate things.

Prepared effects:

[Pri SL2] Goodberry 2: Creates 8 goodberries

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

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

Combat effects:

[Psi45 Major] Absorption Power: bM: Absorb energy, gain 100/(12-SL)% of it in temporary hp

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

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

Dungeon061720 - Dungeon Level 3

Room # 3

Empty (completely clean) - 15ft. long x 25ft. wide x 20ft. tall

vial; wall basin and font; footsteps (behind); cold current

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

Sample Names: Ormod Yellowskin the unloved Extra-terrestrial -jack (Scythe); Famal the deviant Meteor Plunderer (-tron)

Ingested Acid Trap; DL 3; Search DC 32 (40 damage, no resistance)

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

[x1] Roll 1d100+1 times on the x1 Special table; duplicated results are doubled/tripled/quadrupled/etc.

6,574gp

glue

the Xavier fountain, 0gp

Rian's Sphenoid bone: +8 to CL; 1M: Whenever a spell is cast, unless

1 extra SL is spent, regain 1 SL. ; CL 16; SL 3; 9190gp

Necklace of Strangulation, 4210gp

DL III Diminutive Inner-Planar Kobolds x(45) x[6]

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

Str 17, Dex 20, Con 28, Int 23, Wis 17, Chr 15, 0.1kxp

Immune 1 element., Can overbear in numbers.

Prepared effects:

[Psi45 Major] Resist: Energy: SL/3 (round down) instances of Resist energy attacks

[Wiz SL3] Psionic Resistance: PsiR 40+CL\*5% [duration 3 hours]

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

Combat effects:

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

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

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



Dungeon061720 - Dungeon Level 3

Room # 4

Guardroom - 40ft. long x 25ft. wide x 20ft. tall

quilt; grill; dank, mouldy smell; putrid smell

Automatic Door (opens if anyone approaches) on the south wall leading to a 25ft. long x 15ft. wide x 10ft. tall hallway.

Sample Names: Delagoth the smelly Forgotten Hitman (Spines); Drivous the bombastic Hate Canary (Spinach)

Treat Serious Wounds Trap; DL 3; Search DC 31 (Wizard CL 6, no resistance)

Well that (causes/has/or is) Magical Throne: Has an Ego score of 1d100,

gives person +1d10 Chr and +1QM action while sitting in the chair

[x1] Abjuration spells function at double effect

6,526gp

mink pelt

a skull key, 10gp

Carnelian Arrows (20) [2d12] +15 Th/+25 dmg 19+/x5; 1Z: ½M,

-16 current hp: Twist (dispel) CL effects; CL 14; SL 3, 8390gp

Amethyst Shield [AT+15] +36 AC/+5 Saves; 1M: Whenever you are struck by an attack sequence, you randomly blink away after damage; CL 15; SL 3; 8135gp

DL III Fine Outer-LN Giants x(37) x[5]

AC 95, HD 3, hp 10, #Att 5, TH ÷ AC/Save DC by 4, dmg 20

Str 21, Dex 31, Con 19, Int 18, Wis 14, Chr 31, 0.1kxp

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

Prepared effects:

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

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

[Psi7 Major] (no name): Vampiric Regen (CL-3)\*10% of damage you deal

Combat effects:

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

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

[Psi29 Major] Slay Living:

Dungeon061720 - Dungeon Level 3

Room # 5

Conjuring - 20ft. long x 10ft. wide x 10ft. tall

table (small); Bridge, Stone; dusty; downdraft, slight

Bronze Door, Normal on the south wall leading to a 35ft. long x 10ft. wide x 20ft. tall hallway.

Sample Names: Prespa the conspiratorial Soviet -ette (Hubcap); Besyrwan Bloodmark the heartless Suicide -tech (Prototype)

Hail of Caltrops Trap; DL 3; Search DC 32 (Attack +3 ranged, 30d6 damage)

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

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

3,319gp

words (scrawled)

a chain mail shirt, +2 AC, 132gp

Brazier of Sleep Smoke, 5210gp

Rian's Large Intestine: +7 to HD; 1P: 1bM: 31.4 dmg of type pie to a target.; CL 14; SL 3; 9780gp

DL III Huge Water Faeries x(23) x[3]

AC 95, HD 78, hp 768, #Att 4, TH ÷ AC/Save DC by 12, dmg 37

Str 24, Dex 31, Con 16, Int 25, Wis 21, Chr 29, 0.1kxp

Resist cold. Double dmg from fire., Overwrite AC to |AC|, Flys, No target.

Prepared effects:

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

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

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

Combat effects:

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

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

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

Dungeon061720 - Dungeon Level 3

Room # 6

Wine Cellar - 50ft. long x 35ft. wide x 40ft. tall

Stalagmites; chest, medium; creaking; still, warm (or hot)

Zombie Door (made of zombies) on the east wall leading to a 40ft. long x 15ft. wide x 15ft. tall hallway.

Sample Names: Vence the ignorant Star Flash (Omni-); Halogil the smelly Space Manhunter (Golden)

Brick transforms into Elemental Helliron Trap; DL 3; Search DC 31 (80 Con damage/s, DC 31 Fortitude save for 1/3)

Fountain that (causes/has/or is) Enrages

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

3,214gp

holy symbol

a padded helm, +2 AC, 10gp

Twinkling Ioun Stone: Free Amazon Kit: +2 TH in first

round; +2 dmg in first round, Free bonus Riding proficiency; 9890gp

Hat of Difference, 9540gp

DL III Small Alternate-Universe Goblin/Orcs x(32) x[4]

AC 96, HD 12, hp 80, #Att 6, TH ÷ AC/Save DC by 4, dmg 55

Str 22, Dex 21, Con 30, Int 16, Wis 28, Chr 17, 0.1kxp

Can affect Bosses and Big Bad's., Dark Vision, Stay conscious past Ohp. Light Sensitivity

Prepared effects:

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

[Wiz SL3] Displacement : WR 50%

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

Combat effects:

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

[Psi72 minor] Stun: Stun one target (Fort save)

[Psi12C Major] Random Telekinetics: All objects in 60'r area randomly telekinetic around, creatures in area take 1d6\*1d10 dmg/r





Dungeon061720 - Dungeon Level 3

Room # 7

Wizard's Chamber/Lab - 5ft. long x 45ft. wide x 35ft. tall

retort (glass jug with long neck for alchemy); curtain; chlorine smell; earthy smell

Concealed (Hidden) Door on the east wall leading to a 30ft. long x 25ft. wide x 15ft. tall hallway.

Sample Names: Zernez the winsome Hate Criminal (Rattan Cane); Aniari the fearless Mega- Canary (Magnetic)

Poisoned Pendulums Trap; DL 3; Search DC 31 (Attack +27 ranged, 20d2 Str damage), (multiple targets)

Tapestry that (causes/has/or is) Magical Thrones: There are two thrones;

If a person sits in each one: they magic jar

[x1] Nothing in the room can be affected by Improved Invisibility, No target, Immune Gravity

8,140gp

wood pieces, rotting

a steel shin guard, +2 AC, 755gp

Rian's Gluteus medius muscle: +10 to HD; 1P: 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 12; SL 3; 9770gp

Iron-grey Checkbook: +3bQB Action(s); 9190gp

DL III Large Tarrasque-World Animals x(17) x[4]

AC 92, HD 13, hp 1056, RR 105% #Att 5, TH ÷ AC/Save DC by 12, dmg 55

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

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

Prepared effects:

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

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

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

Combat effects:

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

[Pri SL3] Summon Insects: Summons DL 3 insects

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

Dungeon061720 - Dungeon Level 3

Room # 8

Dormitory - 5ft. long x 50ft. wide x 40ft. tall

Floors of Bone; lens (concave, convex, etc.); hooting; coughing

Intelligent Door, might have ego score on the south wall leading to a 45ft. long x 25ft. wide x 10ft. tall hallway.

Sample Names: Hobarth the poisonous Danger Women (Silver); Pergamino the quarrelsome Composite Dude (Sleigh)

Built-to-Collapse Door Trap; DL 3; Search DC 31 (120 damage, DC 31 PP save for 1/3)

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

[x1] Gravity high 13 G's (-48 Str, /move rate by 14, falling dmg x14, Z actions reduced by 13/s)

2,446gp

loaf of bread

a diary, 'create food' 'create spring' 'create water' ", 50gp

Robe of Powerlessness, 2420gp

Oil of Slipperiness, 6150gp

DL III Fine Wizard-classes Oozes x(11) x[3]

AC 92, HD 3, hp 36, #Att 4, TH ÷ AC/Save DC by 4, dmg 21

Str 28, Dex 31, Con 14, Int 25, Wis 27, Chr 22, 0.1kxp

Knows Wizard spells, No INT. Immune mind-affecting, crits, gazes, illusions, poison, sleep, paralysis, polymorph, and stunning.

Prepared effects:

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

[Psi45 minor] Force Field vs. Mental: Immune to spell level 0 to SL-1 mental attacks

[Wiz SL3] Prismatic Sphere 3: 1 Prismatic color

Combat effects:

[Psi29 Major] Slay Living:

[Psi6E Major] Summon Shapeless Horror: As per Demons supplement description

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

Dungeon061720 - Dungeon Level 3

Room # 9

Barracks / Quarters - 20ft. long x 5ft. wide x 20ft. tall

painting; table, large; grunting; steamy near floor

Iron Door, Normal on the north wall leading to a 5ft. long x 5ft. wide x 15ft. tall hallway.

Sample Names: Rashedralle the horrible Mistress Blaster (Zip Gun); Henesh the uncaring Stone Family (Gel)

Swinging Lock Trap; DL 3; Search DC 33 (40 damage, no save)

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

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

3,506gp

cracks, wall

a marble chop, 20gp

Ashworm Pellet: Becomes an Ashworm 1 round after pellet thrown on ground. If pellet disintegrated or dealt 50 hp damage, then no Ashworm. The Ashworm remains for 10 mins or until slain., 11035gp

Carmine Gem: +3 Revive Slots; 9150gp

DL III Medium Water Mutants x(19) x[5]

AC 93, HD 27, hp 576, RR 75% #Att 2, TH ÷ AC/Save DC by 4, dmg 21

Str 17, Dex 29, Con 15, Int 17, Wis 27, Chr 20, 0.1kxp

Resist cold. Double dmg from fire., Immune radiation

Prepared effects:

[Psi23 Major] Conjunction Cloud: Cloud/Radiance elemental to do service

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

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

Combat effects:

[Psi1 Major] Mental Surgery: 1=Dispel Exhaustion,5=Feeblemind,6=Cure Insanity

[Psi10 minor] Break: Break an object (item save); S = Str score desired (max = Int)

[Psi1 Major] Mental Surgery: 1=Dispel Exhaustion,5=Feeblemind,6=Cure Insanity



Dungeon061720 - Dungeon Level 3

Room # 10

Animal Pens - 15ft. long x 40ft. wide x 10ft. tall

carpet; oil (barrel of); thumping; earthy smell

Plant Door (as the spell) on the east wall leading to a 15ft. long x 20ft. wide x 5ft. tall hallway.

Sample Names: Talmen the attractive Baron Mane (Web); Prespa the grotesque Speed Rebel (Flame)

Scything Caltrops Trap; DL 3; Search DC 32 (Attack +9 melee, 30d4 Str damage)

Pool that (causes/has/or is) Shoots

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

7,252gp

vial

book of Loner, 1gp

Snow-white Cloak [AT+11] +4 AC/+26 Saves; 1M: All your non-permanent die rolls of NdS

instead are rolled as (2\*N)dS, choose N best dice; CL 18; SL 3; 6695gp

Pea green Cup: +200 Rogue Points; 9690gp

DL III Diminutive Superhero Immortals x(17) x[6]

AC 96, HD 2, hp 20, #Att 3, TH ÷ AC/Save DC by 4, dmg 21

Str 14, Dex 20, Con 23, Int 27, Wis 21, Chr 28, 0.1kxp

Has sidekick spells, Unaging

Prepared effects:

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

[Psi6N minor] Druid Spells, LVL 4: Get a druid progression of level 4 (max = your level)

[Wiz SL3] Psionic Resistance: PsiR 40+CL\*5% [duration 3 hours]

Combat effects:

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

[Psi6E minor] Charm Person: Similar to wizard spell "Charm Person"

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

Dungeon061720 - Dungeon Level 3

Room # 11

Chantry (Shrine) - 35ft. long x 35ft. wide x 30ft. tall

Flowstone (slippery); condlestick; cold current; acrid smell

Trapped Door, Mechanical on the north wall leading to a 10ft. long x 15ft. wide x 5ft. tall hallway.

Sample Names: Chasesk the mighty Scarab Rebel (Symbiosis); Molydeus the deadly Warrior Werewolf (Hovercraft)

Lightning Trap; DL 3; Search DC 31 (Psionist CL 6, DC 32 PPD save for 1/3)

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

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

3,324gp

rag

the Incubus crest ring, +2 AC, 500gp

Horn of the Vast Swamp, 12220gp

Pea green Robe [AT+9] +17 AC/+4 Saves; 1M: SL/2 (round down) instances

of Resist magnetism; +SL\*10% damage with magnetism effects; CL 16; SL 3; 5690gp

DL III Huge Outer-CG Intelligent-Trap/Trick/Specials x(40) x[5]

AC 96, HD 26, hp 1920, #Att 3, TH ÷ AC/Save DC by 12, dmg 75

Str 26, Dex 14, Con 24, Int 24, Wis 29, Chr 23, 0.1kxp

Immune acid, cold, petrification. Resist electricity and fire. Protection from evil continuous. Tongues at will., Incorporeal, Find/Re

Prepared effects:

[Psi45 minor] Force Field vs. Energy: Immune to spell level 0 to SL-1 energy attacks

[Psi45 Major] Cosmic Awareness: Grand: Cosmic Awareness

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

Combat effects:

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

[Psi6E Major] Howling Thunder: Randomly summons 6d20 abyssal spirits

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

Dungeon061720 - Dungeon Level 3

Room # 12

Nest (animal) - 50ft. long x 45ft. wide x 5ft. tall

brazier(s); kiln; earthy smell; clashing

Plant Door (a door made of plants) on the west wall leading to a 10ft. long x 15ft. wide x 5ft. tall hallway.

Sample Names: Avaron the wild Adolescent Prowler (Bulldozer); Halvard Greenbird the sinful Imperial Storm (Ship)

Injected Grave Trap; DL 3; Search DC 32 (120 damage, no resistance)

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

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

6,866gp

corn extract

the vibroblade, dagger, 12d24 (150), 1300gp

Bag of Tricks – Gray: Summon up to 10 creatures per

week, chosen randomly from bat, rat, cat, weasel, & badger., 6230gp

Pinkish Water bottle: +2 level(s) of exceptional Chr; 9540gp

DL III Medium Cloud Mutants x(34) x[5]

AC 95, HD 7, hp 160, #Att 2, TH ÷ AC/Save DC by 4, dmg 73

Str 23, Dex 18, Con 22, Int 29, Wis 22, Chr 22, 0.1kxp

Fly with perfect maneuverability., Immune radiation

Prepared effects:

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

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

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

Combat effects:

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

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

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





Dungeon061720 - Dungeon Level 4

Room # 1

Wizard's Chamber/Lab - 35ft. long x 15ft. wide x 10ft. tall

pail; catwalk; scuttling; laughter

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

Sample Names: Gilesia the fantastic Mud Centurion (Seahorse); Wirddan the philosophical Red Gods (Saw)

Basic Deathblades Trap; DL 4; Search DC 44 (Attack +24 melee, 30d2 damage)

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

[x1] Turning Undead is at +5 CL and -11 to the 1d20 turn roll (these are fixed amounts, rolled once)

11,878gp

bunks

a small wooden shield, +1 AC, 51gp

Rian's Tibialis anterior muscle: +2 to LVL; 1Z: 1bM: Counter an item ability. ; CL 18; SL 4; 17090gp

Dove-grey Stone [4d10] +65 Th/+50 dmg 20+/x2; 1M: Turn (Command) Golems

(need to make a turning roll as usual); CL 24; SL 4, 22587gp

DL IV Huge Island Oozes x(57) x[4]

AC 168, HD 140, hp 1216, MR 74% #Att 2, TH ÷ AC/Save DC by 5, dmg 100

Str 20, Dex 19, Con 16, Int 18, Wis 32, Chr 26, 0.25kxp

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

Prepared effects:

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

[Psi81 minor] Regeneration: Regenerate CL hp/s

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

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

Combat effects:

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

[Psi29 Major] Deflection:

[Psi3½ Major] Psionic Revivify: Return the dead to life before the psyche leaves the corpse.

[Wiz SL4] Sharp: Target is Sharped (loses a limb at random) (PP save)

Dungeon061720 - Dungeon Level 4

Room # 2

Class - 5ft. long x 30ft. wide x 5ft. tall

parchment; ropes; sneezing; squealing

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

Sample Names: Anfiel the battling Alien Lightning (Armor); Arnthora the electrifying Screaming -naut (Bulldozer)

Basic Pendulums Trap; DL 4; Search DC 44 (Attack +8 melee, 10d4 Chr damage)

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

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

14,474gp

cloth cape

a black staff, 'energy drain', 530gp

Nut-brown Lotion: +1 Level(s) in a Warrior Group Class; 16240gp

Brilliant Teddy bear: +4scrQQA Action(s); 16390gp

DL IV Small Custom-classes Familiars x(35) x[3]

AC 163, HD 28, hp 136, #Att 5, TH ÷ AC/Save DC by 5, dmg 131

Str 21, Dex 20, Con 20, Int 35, Wis 34, Chr 33, 0.25kxp

Has Custom abilities, Familiar Immunity

Prepared effects:

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

[Wiz SL3] Displacement : WR 50%

[Psi2 minor] Ectoplasmic Form: Pass through solid objects; Maintenance 3/r

[Psi4 Major] Ability Score \*1.5: Choose one ability score. New score = (old score - 10) \* 1.5 + 10

Combat effects:

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

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

[Pri SL4] Summon Nature's Ally IV : Summons a DL IV animal (maintained)

[Psi-6E Major] Darkcone N: ½M, -9 current hp: 60' cone takes CLd8 darkness dmg (no save) and stun 3 segments (Para save at -C)

Dungeon061720 - Dungeon Level 4

Room # 3

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

rushes (herbs); table, low; bong; steamy near ceiling

Plane Shift Door (other side is on another plane) on the south wall leading to a 35ft. long x 5ft. wide x 25ft. tall hallway.

Sample Names: Zeldara the acrid Techni- Infantry (Harpoon); Golo the mordant Shark Sisterhood (Sleigh)

Chorus Trap; DL 4; Search DC 42 (Psionist CL 8, no save)

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

[x1] Divination spells function at zero effect

13,826gp

glass rod

a scroll with githyanki writings on it, 'lightning bolt' 'lightning bolt' " ", 124gp

Potion of Double Shots (x2 number of attacks with missile weapons), 1740gp

Carmine Tissue box: +1 Level(s) in a Custom Group Class; 17030gp

DL IV Huge Buffyverse Weirds x(24) x[3]

AC 164, HD 34, hp 1088, MR 66% #Att 6, TH ÷ AC/Save DC by 5, dmg 66

Str 21, Dex 33, Con 29, Int 23, Wis 25, Chr 37, 0.25kxp

Has 50th Edition abilities, Immune critical hits, poison, sleep, paralysis, stunning. Has no soul.

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 creature

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

[Psi9 Major] Control Body Molecules: Shapechange (as spell), even to objects

[Psi3½ Major] Metamorphosis: Assume shape of creature or object.

Combat effects:

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

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

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

[Wiz SL4] Dispel Psionics: Dispel Psionics



Dungeon061720 - Dungeon Level 4

Room # 4

Privy/Secret - 15ft. long x 5ft. wide x 15ft. tall

Bridge, with car and pulley system; lamp; downdraft, slight; stale, fetid smell

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

Sample Names: Ysfalla the hideous Spider Dazzler (Giga-); Ganelon Slightthoughts the strange Red Mask (Truck)

Spring transforms into Elemental Furnace Trap; DL 4; Search DC 41 (180 Con damage/s, DC 43 Spell save for 1/3)

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

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

15,998gp

iron maiden

a pint of Kronenbourg 1664, 6gp

Rian's Sphenoid bone: +8 to HD; 1F: Target takes 30 lightning dmg (Spell save for 0); CL 16; SL 4; 16730gp

Golden Shield [AT+12] +37 AC/+5 Saves; 1P: Contingency for 2 psi powers (still need points); CL 24; SL 4; 9620gp

DL IV Fine Demi-Planes Familiars x(21) x[4]

AC 163, HD 5, hp 19, #Att 1, TH ÷ AC/Save DC by 5, dmg 98

Str 27, Dex 16, Con 38, Int 30, Wis 37, Chr 37, 0.25kxp

Immune hostile environments, Bars extradimensional travel, Familiar Immunity

Prepared effects:

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

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

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

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

Combat effects:

[Psi1 minor] Hypnosis: Level>10 or Int16=save; Max.HD=ä(level)

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

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

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

Dungeon061720 - Dungeon Level 4

Room # 5

Closet - 50ft. long x 35ft. wide x 20ft. tall

table, round; stuffed animal; sneezing; drumming

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

Sample Names: Arridad the spectacular Miss Bat (Hydro-); Assim of the Countless Masters the cold-blooded Mind Hammer (Psi--

Suffocate Trap; DL 4; Search DC 42 (Psionist CL 8, no resistance)

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

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

9,800gp

crow bar

some orangish herbs, " " 'cure light' ", 15gp

Fuchsia Lotion: All your Wizard classes use the "set XP table"(3kxp

at 2nd, doubles til 9th,600kxp at 10th,+300kxp per level afterward).; 16660gp

Rhun's Horned Cloak (tail), 30510gp

DL IV Medium Concordant-classes Leeches x(38) x[3]

AC 162, HD 48, hp 304, #Att 2, TH ÷ AC/Save DC by 20, dmg 33

Str 18, Dex 16, Con 27, Int 38, Wis 26, Chr 33, 0.25kxp

Knows Concordant spells, 0, 1/half segment: Remove a SEL=DL status effect.

Prepared effects:

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

[Psi2 minor] Phase: Out of phase; cannot attack; x2 move rate

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

[Psi2 minor] Prolong: Range & area of powers +50%; Range & area +100%

Combat effects:

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

[Psi-12C minor] Confusion Blast: One group is confused (Will save)

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

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

Dungeon061720 - Dungeon Level 4

Room # 6

Divination - 25ft. long x 30ft. wide x 35ft. tall

carafe (decanter); workbench; splintering; horn/trumpet sounding

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

Sample Names: Calira the opportunistic Doc Scavenger (Sleigh); Vladislav the wingless Scarlet Engineer (Thingamabob)

Falling Lock Trap; DL 4; Search DC 42 (60 Int damage, DC 42 PPD save to negate)

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

[x1] DNZ (Dispel Natural Zone) - Natural effects get countered; existing natural effects have SL% of being dispelled/Half Segment  
2,104gp

box

a Potion of Basic Protection, 'bless' 'armor' 'shield' 'haste', 300gp

Rian's Pectoralis major muscle: +2 to LVL; 1P: Sleep 1 group.; CL 20; SL 4; 16620gp

Dark Money: Free Trample Feat: Mount can trample over opponent (1 hoof attack); 16900gp

DL IV Fine Swamp Animals x(43) x[6]

AC 164, HD 4, hp 19, PR 504% #Att 5, TH ÷ AC/Save DC by 5, dmg 98

Str 31, Dex 27, Con 36, Int 35, Wis 21, Chr 30, 0.25kxp

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

Prepared effects:

[Psi60 Major] Anti-Missile Barrier: Ranged: +LVL/2 AC, -LVL dmg per hit/succ

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

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

[Psi54 Major] Acrobatics: Any Acrobat SL-1 pick; 5\*CL Rogue points in it

Combat effects:

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

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

[Wiz SL4] Wall of Ice : Passing through wall deals 2\*CL or 3d10 dmg ice

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





Dungeon061720 - Dungeon Level 4

Room # 7

Map Room / Cartography - 15ft. long x 10ft. wide x 50ft. tall

ledge; peephole; horn/trumpet sounding; footsteps (ahead)

Iris Door (seals as a spiral) on the north wall leading to a 35ft. long x 15ft. wide x 20ft. tall hallway.

Sample Names: Godric Daggerbreaker the philosophical Ninja Women (SUV); Argen the enigmatic Onyx Lantern (Ether)

Crushing Doorknob Trap; DL 4; Search DC 43 (20 Con damage, DC 44 Will save for 1/3)

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

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

631gp

table

a large desk chair, 0gp

Rian's Gluteus maximus muscle: +1 to HNCL; 1P: Target loses flying and

takes double normal falling damage (no save). ; CL 20; SL 4; 17090gp

Amulet of Deception: (Neck) Detect Scrying, 6310gp

DL IV Fine Psionic Lycanthropes x(58) x[6]

AC 161, HD 5, hp 17, #Att 7, TH ÷ AC/Save DC by 5, dmg 34

Str 22, Dex 19, Con 29, Int 27, Wis 33, Chr 29, 0.25kxp

Has a psionic frequency, Can polymorph to alternate form.

Prepared effects:

[Pri SL4] Spell Immunity : Subject is immune to one spell per four levels

[Psi100 Major] Mind Bar: Ench/Charm, Magic Jar, Domination, Invis. can't be used in room (x1 Special)

[Psi10 minor] Fire Protection \*: Resist Fire

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

Combat effects:

[Wiz SL4] Lightning Bolt 4: CLd8 lightning dmg to a group (save:½)

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

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

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

Dungeon061720 - Dungeon Level 4

Room # 8

Waiting Room - 20ft. long x 30ft. wide x 25ft. tall

pit (shallow); cloth (altar); bang, slam; murmuring

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

Sample Names: Errolan of the Bleak Island the wretched Millennium Cyborg (Paddleboat); Terndira the cut-throat Mega- Lightni

Air in room transforms into Elemental Loop / Looporal Trap; DL 4; Search DC 43 (120 Con damage/s, no save)

Dome that (causes/has/or is) Gaseous

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

13,389gp

wood billets

The Chain of the Lensman, +1 AC, 120gp

Multi-prismatic Helm [AT+55] +7 AC/+4 Saves; 1M: +SL/2 (round down) to SL of next Psi45 power; CL 16; SL 4; 10260gp

Rian's Urine: +12 to HD; 1M: When you take this power, pick Radiation, Magic, Psi, or Innate. 1M or 1T:

Dispel an effect of the type chosen. Picking this more than once gives you another pick. ; CL 24; SL 4; 16300gp

DL IV Small Monster-classes Spirit-of-the-Lands x(36) x[3]

AC 166, HD 8, hp 576, #Att 7, TH ÷ AC/Save DC by 20, dmg 34

Str 22, Dex 16, Con 32, Int 34, Wis 33, Chr 30, 0.25kxp

Has Master Monster picks, Incorporeal

Prepared effects:

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

[Psi2 Major] Kinetic Control: Take only 2+leak vs. physical attacks; Reflect 1d10 dmg

[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.

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

Combat effects:

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

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

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

[Psi-6N minor] Force of Nature I: Summon a Plant Elemental: AC 20, hp 20, #Att 1/1, TH +10, dmg 10

Dungeon061720 - Dungeon Level 4

Room # 9

Pen/Prison - 50ft. long x 50ft. wide x 10ft. tall

Walls of Glass; Chimney; downdraft, slight; cold current

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

Sample Names: Querase the philanthropic Dog Racer (-copter); Margalo the happy Omega Gang (Unexplained)

Razor-Wire Wall Trap; DL 4; Search DC 43 (80 Con damage, DC 43 Spell save for 1/3)

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

[x1] Dimensional Mine Generator (one mine per day, hits a random player or monster, takes 1d10 dmg and is Berserk)  
8,174gp

couch

a mithril bracer, +1 AC, 154gp

Onyx Tweezers: Free Resistance to Magic Feat: SR LVL; 16980gp

Dull Axe, throwing [2d20] +65 Th/+65 dmg 15+ /x4; 1V: Cold ray deals 3d6 damage to foe.; CL 24; SL 4, 25107gp

DL IV Large Technological Mutants x(22) x[6]

AC 165, HD 19, hp 2304, #Att 6, TH ÷ AC/Save DC by 20, dmg 131

Str 35, Dex 35, Con 26, Int 24, Wis 30, Chr 28, 0.25kxp

Has Psi 8/16/24 items, Immune radiation

Prepared effects:

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

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

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

[Psi24 minor] Level: other in group: Get a "Level:" ability (your level or less) in another class in same group (can take multiple)

Combat effects:

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

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

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

[Psi29 Major] Rust Metal:



Dungeon061720 - Dungeon Level 4

Room # 10

Heating Room (for warmth) - 35ft. long x 25ft. wide x 15ft. tall

fetters; Flowstone (slippery); cold current; whining

Ice Door (transparent) on the north wall leading to a 35ft. long x 10ft. wide x 25ft. tall hallway.

Sample Names: Vala the unholy Justice Death (Demonic); Neniele the enigmatic Invisible Aardvark (Grenades)

Air in room transforms into Elemental Disintegration Trap; DL 4; Search DC 43 (240 Cml damage/s, DC 44 Fortitude save for 1/10

Door, Secret that (causes/has/or is) Changes - Alignment

[x1] Gravity low 1/42 of a G (-4 Dex, move rate divided by 3, falling dmg = 0, Z actions reduced to 1/s, -1 Con/week)

11,110gp

engraving

a trendy suit, +5 AC, 778gp

Jet-black Mace, heavy [1d8] +49 Th/+37 dmg 15+/x2; 1M: Disbelieve Death: (absolute

0 action, can do mult.) CL% chance: Not dead; CL 23; SL 4, 17477gp

loun Stone, Normal, +3 in a single save category, 6250gp

DL IV Medium Plains Mutants x(53) x[3]

AC 165, HD 10, hp 1088, #Att 2, TH ÷ AC/Save DC by 5, dmg 164

Str 26, Dex 27, Con 22, Int 37, Wis 38, Chr 31, 0.25kxp

Has mtg W spells, Immune radiation

Prepared effects:

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

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

[Psi7 Major] (no name): Immunity to critical hits

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

Combat effects:

[Pri SL4] Neutralize Poison 4: Cure 1 poison effect (reverse causes that many, save)

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

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

[Psi29 minor] Magic Missile:

Dungeon061720 - Dungeon Level 4

Room # 11

Barracks / Quarters - 45ft. long x 10ft. wide x 5ft. tall

lens (concave, convex, etc.); stool, high; stale, fetid smell; breeze, gusting

Membrane Portal on the west wall leading to a 35ft. long x 5ft. wide x 15ft. tall hallway.

Sample Names: Oleg of Ezsk the sinful Doom Scout (Pickup Truck); Sulward the brazen Snow Warlord (Taxi)

Fusillade of Spears Trap; DL 4; Search DC 41 (Attack +16 ranged, 10d8 Wis damage)

Arch that (causes/has/or is) passwall

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

2,417gp

pole

a dragon tailed whip, whip, 4d5 (12), 153gp

Ivory Gloves [AT+21] +7 AC/+35 Saves; 1M: SL/2 instances of Resist Poison/Drugs; CL 20; SL 4; 9935gp

Cordovan Eyes [2d12] +9 Th/+64 dmg 19+/x5; 1V: Telekinesis; CL 18; SL 4, 14577gp

DL IV Gargantuan Psionicist-classes Cthulhoid-Horrors x(24) x[3]

AC 168, HD 66, hp 9728, #Att 3, TH ÷ AC/Save DC by 5, dmg 66

Str 21, Dex 30, Con 18, Int 34, Wis 17, Chr 28, 0.25kxp

Know a Psi frequency, Has a bizarre anatomy, strange abilities, an alien mindset, or any combination of the three.

Prepared effects:

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

[Wiz SL4] Polymorph Self : You assume a new form (no innate abilities)

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

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

Combat effects:

[Psi-3 Major] Darkness Blast: Darkness blast inflicts 9d4 damage in 20' radius.

[Psi-3 Major] Darkness Blast: Darkness blast inflicts 9d4 damage in 20' radius.

[Wiz SL4] Wall of Ice : Passing through wall deals 2\*CL or 3d10 dmg ice

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

Dungeon061720 - Dungeon Level 4

Room # 12

Meeting Room - 10ft. long x 40ft. wide x 15ft. tall

Bridge, Chain; flask; creaking; squeaking

Void Door (cannot see through doorway) on the east wall leading to a 35ft. long x 25ft. wide x 25ft. tall hallway.

Sample Names: Iyarim the excessive Demolition Crustacean (Gravi-); Velia the frigid Brunette Bureau (Machine Gun)

Tripping Blades Trap; DL 4; Search DC 41 (Attack +16 melee, 20d2 Dex damage)

Fire that (causes/has/or is) Talks - Singing

[x1] Gravity high 3 G's (-8 Str, /move rate by 4, falling dmg x4, Z actions reduced by 3/s)

10,951gp

spiders

a platinum bracelet., +1 AC, 145gp

Iron Stone, Normal, +1 Str, 5410gp

Indigo Armor, Medium [AT+21] +65 AC/+7 Saves; 1P: Get TechL "Techskins", each absorbs one technological attack (can't use with Stoneskin); CL 20; SL 4; 13565gp

DL IV Tiny Synnibarr Leeches x(16) x[5]

AC 168, HD 6, hp 320, #Att 3, TH ÷ AC/Save DC by 20, dmg 36

Str 31, Dex 34, Con 34, Int 15, Wis 25, Chr 24, 0.25kxp

+10^DL (DL tenths!) to dmg, 0, 1/half segment: Remove a SEL=DL status effect.

Prepared effects:

[Psi6E Major] Sinuous Horrors: Transforms arms to poisonous/acid snakes

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

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

[Psi6E Major] Sinuous Horrors: Transforms arms to poisonous/acid snakes

Combat effects:

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

[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

[Psi30 Major] Blackout: Blast:Cause Blindness(as spell)

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





Dungeon061720 - Dungeon Level 5

Room # 1

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

caldron; Chute, Sand/Quicksand; downdraft, slight; footsteps (receding)

Concealed (Hidden) Door on the north wall leading to a 50ft. long x 10ft. wide x 20ft. tall hallway.

Sample Names: Bladud the criminal Fire -lock (Flute); Urthrax the happy Tiger Light (Tentacles)

Meteor Swarm Trap; DL 5; Search DC 55 (Psionicist CL 10, no resistance)

Machine that (causes/has/or is) Fruit

[x1] Psi 3 powers function at double effect

19,959gp

silver plate

a deliciously juicy rack of lamb, 0gp

Broom of Flying, 15240gp

Peacock blue Toe ring: Free Spectator Familiar; 25660gp

DL V Gargantuan Buffyverse Kobolds x(21) x[5]

AC 254, HD 81, hp 3456, CR 103% #Att 10, TH ÷ AC/Save DC by 6, dmg 155

Str 38, Dex 40, Con 21, Int 38, Wis 22, Chr 45, 0.75kxp

Has 50th Edition abilities, Can overbear in numbers.

Prepared effects:

[Wiz SL4] Dimensional Anchor : Bars extradimensional movement.

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

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

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

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

Combat effects:

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

[Psi5 Grand] Alter Reality (greater): Alter Reality (as spell)

[Pri SL5] Blade Barrier 5: 7d7 dmg wall (shards)

[Psi3½ minor] Body Adjustment: You heal 1d12 damage.

[Psi3 Grand] Plane Shift: Up to eight subjects travel to another plane.

Dungeon061720 - Dungeon Level 5

Room # 2

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

balance & weights; vestry (clothing); grating; hazy

Mobile Door (door moves around in dungeon) on the east wall leading to a 25ft. long x 15ft. wide x 25ft. tall hallway.

Sample Names: Malavarax the spectacular Bat Ray (Flight Ring); Chania the immoral Dark Barbarian (Atomic)

Ingested Silverglade Trap; DL 5; Search DC 53 (240 damage, no resistance)

Container (Barrel, Jar, Vase, etc.) that (causes/has/or is) Sphere of Annihilation in room

[x1] Gravity low 1/6 of a G (-4 Dex, move rate divided by 3, falling dmg = 0, Z actions reduced to 1/s, -1 Con/week)

23,368gp

copper cutlery

a cantalope, 50gp

Potion of Heal, 5030gp

Ruddy Age Cat. 5 Jacinth Dragon Armor [AT+70] +100 AC/+80 Saves; 1M:

Target is immune to fear & beguiling; CL 22; SL 5; 33270gp

DL V Huge Shangri-La Plants x(15) x[3]

AC 257, HD 44, hp 1792, #Att 8, TH ÷ AC/Save DC by 6, dmg 52

Str 27, Dex 27, Con 30, Int 38, Wis 37, Chr 30, 0.75kxp

Has no truename, Immune Lost, Immune critical hits, poison, sleep, paralysis, stunning.

Prepared effects:

[Psi3½ Major] Vampiric Blade: You heal half of your base weapon damage.

[Psi1 Major] Pass-Way: Can pass through any material or Wall spell (no harm)

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

[Psi3½ Major] Vampiric Blade: You heal half of your base weapon damage.

[Pri SL5] Improved Free Action: Immune Capital S Stun, Stop, Hold, Paralysis, Summoning Sickness; Hold P,V actions

Combat effects:

[Psi6G Major] First Level Priest Spells: Cast one 1st level Priest spell at CL = 30

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

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

[Psi45 minor] Mechanical Creation: Summon a DL=SL-2 Golem or Technological monster

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

Dungeon061720 - Dungeon Level 5

Room # 3

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

Bridge, Wood; rushes (herbs); scratching/scrabbling; footsteps (ahead)

Mimic (the monster) on the north wall leading to a 45ft. long x 20ft. wide x 15ft. tall hallway.

Sample Names: Thantul the impolite Shatter Gal (Dagger); Lodin the Staff the sublime Stone Shrike (Rapier)

Turn to Goo Trap; DL 5; Search DC 53 (Psionicist CL 10, DC 52 PP save for 1/3)

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

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

1,466gp

strong acid

an imperial war banner, +1 AC, 144gp

Brownish Helm [AT+11] +8 AC/+8 Saves; 1P: You cannot be detected/located

using psionics, magic, or innates (incl. anti-versions); CL 30; SL 5; 6315gp

Ivory Robe [AT+55] +8 AC/+26 Saves; 1M: -CL\*SL/2 dmg per attack; CL 22; SL 5; 13795gp

DL V Colossal Rogue-classes Lycanthropes x(28) x[6]

AC 251, HD 815, hp 6912, RR 87% #Att 1, TH ÷ AC/Save DC by 30, dmg 302

Str 34, Dex 39, Con 20, Int 28, Wis 24, Chr 29, 0.75kxp

Has Rogue abilities, Can polymorph to alternate form.

Prepared effects:

[Psi-6G minor] Trumpet: Each segment, if an enemy combatant does \*not\* attack you, he takes CL dmg (no save)

[Wiz SL3] Psionic Resistance: PsiR 40+CL\*5% [duration 3 hours]

[Wiz SL4] Tenser's Transformation 4: +50% of max hp to current hp

[Psi3½ Grand] Reddopsi: Powers targeting you rebound on manifester.

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

Combat effects:

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

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

[Wiz SL5] Death Spell 5: Slay 5d12 HD of creatures (save)

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

[Psi-3 Grand] Astral Destruct VI: Astral destruct fights for you.



Dungeon061720 - Dungeon Level 5

Room # 4

Strongroom/Vault - 50ft. long x 5ft. wide x 15ft. tall

trash (pile); chute; sneezing; rattling

Double Door on the east wall leading to a 45ft. long x 10ft. wide x 5ft. tall hallway.

Sample Names: Holdat the wonderful Digi-- Shark (Mutant); Faeryl the imbecilic Hour Freak (Supernatural)

Contact Chromatic Trap; DL 5; Search DC 53 (160 damage, no resistance)

Fountain that (causes/has/or is) Monster Generator: Ooze (summons an Ooze every segment)

[x1] Radiation (Psi9) of RS=9 (fluctuates each Day)

10,504gp

silver symbol

the Jaws of Cessation, exotic, 10d11 (60), 0gp

Greenish Crossbow, repeating heavy [3d10] +26 Th/+81 dmg 18+/x6;

1M: Banishes extraplanar creatures.; CL 30; SL 5, 22244gp

Pitch-black Button: +3 Revive Slots; 25930gp

DL V Diminutive Shangri-La Giants x(33) x[3]

AC 256, HD 6, hp 58, IR 53% #Att 1, TH ÷ AC/Save DC by 30, dmg 55

Str 36, Dex 42, Con 42, Int 40, Wis 33, Chr 30, 0.75kxp

Has no truename, Immune Lost, Minimum size category Large.

Prepared effects:

[Psi45 Major] Invisibility: Improved Invis.

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

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

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

[Psi1 Grand] Psionic Amplification: Multiplies a power; Max.=level/4+1

Combat effects:

[Psi29 Major] Suggestion:

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

[Psi-17 Major] (no name): Chain Lightning: as spell, but jumps randomly (not closest person), can hit someone more than once

[Wiz SL5] Dispel Magic 5: Dispel 3 magic effects

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

Dungeon061720 - Dungeon Level 5

Room # 5

Cell - 40ft. long x 50ft. wide x 30ft. tall

stuffed beast; Floors of Glass; twanging; snapping

Stone Door, Normal on the west wall leading to a 40ft. long x 10ft. wide x 25ft. tall hallway.

Sample Names: Orland the unbeatable Masked Super-Villain (Broom); Athelm the hypocritical Brunette Tarantula (Tentacles)

Contact Fog Trap; DL 5; Search DC 53 (320 damage, DC 55 RSW save to negate)

Illusion that (causes/has/or is) Aging

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

3,901gp

grinder

a plate of Buffalo Wings, 50gp

Iron Pit of the Icy Sea, 8410gp

Rian's Skin: +3 to CL; 1Z: No target, group no target, and DT 1.; CL 25; SL 5; 25110gp

DL V Fine Far-Realm/Ultrablack Leechs x(30) x[6]

AC 260, HD 4, hullp 27, #Att 4, TH ÷ AC/Save DC by 6, dmg 253

Str 37, Dex 29, Con 35, Int 38, Wis 25, Chr 19, 0.75kxp

Can damage non-hp totals/scores., 0, 1/half segment: Remove a SEL=DL status effect.

Prepared effects:

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

[Psi6E Grand] Forbiddance: As the 6th level Priest spell

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

[Psi10 Major] Mental Guard: Imm. Charm,Confusion,Fear,Feeblemind,Possession,Soul Trap,Suggestion

[Psi2 minor] Phase: Out of phase; cannot attack; x2 move rate

Combat effects:

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

[Psi3 Grand] Improved Telekinesis: Lift or move 50 lb./level at long range.

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

[Psi29 Major] Suggestion:

[Wiz SL5] Dispel Innates:

Dungeon061720 - Dungeon Level 5

Room # 6

Nest (animal) - 15ft. long x 20ft. wide x 45ft. tall

wardrobe; retort (glass jug with long neck for alchemy); steamy; chanting

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

Sample Names: Laurelin the dumbfounding Major Vandal (Tentacles); Arcen the evil Omega Assassin (Kryptonite)

Swinging Trapdoor Trap; DL 5; Search DC 54 (500 Con damage, no resistance)

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

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

15,283gp

dried blood

a water jug, 20gp

Rian's Stomach: +1 to ML; 1F: Convert a creature spell not on the list from MTG to D&D.; CL 22; SL 5; 25340gp

Claret Age Cat. 5 Topaz Dragon Armor [AT++10] +7 AC/++8 Saves;

1M: Deflect 1 missile per P attack; CL 30; SL 5; 23050gp

DL V Diminutive Mind-Flayer-World Kobolds x(44) x[4]

AC 259, HD 20, hp 58, #Att 9, TH ÷ AC/Save DC by 6, dmg 301

Str 32, Dex 39, Con 31, Int 18, Wis 42, Chr 34, 0.75kxp

Has tentacles. Usually psionic., Can overbear in numbers.

Prepared effects:

[Wiz SL4] Prismatic Sphere 4: 2 Prismatic colors

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

[Psi15 minor] Flame Walk: Flame Walk (self)

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

[Pri SL5] Extra Group +1: The next spell you cast will affect +1 groups of monsters

Combat effects:

[Wiz SL3] Dispel Illusion : Dispels illusions in area

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

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

[Pri SL1] Cure Light Wounds (3): Cure 2d8+L (choose 1 die), reverse has save:½ {Touch, 1 creature}

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





Dungeon061720 - Dungeon Level 5

Room # 7

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

urn; candelabra; updraft, slight; rattling

Wood Door, Normal on the west wall leading to a 5ft. long x 10ft. wide x 20ft. tall hallway.

Sample Names: Hardrada the contemptible Underground Zero (Meditation); Cronan the bothersome Jet Paladin (Symbiosis)

Burning Statue Trap; DL 5; Search DC 52 (100 damage, no save)

Well that (causes/has/or is) illusory wall

[x1] Gravity high 18 G's (-68 Str, /move rate by 19, falling dmg x19, Z actions reduced by 18/s)

14,328gp

drum

a bat's wing, +5 AC, 0gp

Chartreuse Armor, Medium [AT+15] +50 AC/+7 Saves; 1M: SL/2 (round down) instances

of Resist lightning; +SL\*10% damage with lightning effects; CL 30; SL 5; 12690gp

Amethyst Talisman [AT+9] +101 AC/+37 Saves; 1P: Immune Lightning, must be touching the ground; CL 26; SL 5; 21675gp

DL V Diminutive Superhero Elf/Avalons x(20) x[4]

AC 251, HD 3, hp 54, MR 56% #Att 4, TH ÷ AC/Save DC by 6, dmg 51

Str 34, Dex 36, Con 41, Int 20, Wis 37, Chr 31, 0.75kxp

Has sidekick spells, Immune sleep, aging

Prepared effects:

[Psi9 minor] Damage Protection: +CH AC, -½CH dmg per attack

[Psi-1 Grand] Anti-Psionic Disruption: No Anti-Psi powers (any freq.) can be used in 50' r

[Psi45 minor] Power Simulation: The next Psi45 power you use will be resisted using MR instead of PR

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

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

Combat effects:

[Wiz SL5] Twilight: Target is Twilighted for CL segments (Will save)

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

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

[Psi81 Grand] Dispel 8: Dispel a SL 0-8 effect

[Wiz SL3] Paralyzation: Paralyzation (area) (save) (max HD = 2\*CL)

Dungeon061720 - Dungeon Level 5

Room # 8

Heating Room (for warmth) - 5ft. long x 30ft. wide x 30ft. tall

altar; crucible; footsteps (approaching); drumming

Glass Door (transparent) (shatters if opened) on the east wall leading to a 40ft. long x 25ft. wide x 20ft. tall hallway.

Sample Names: Karglain the handsome Freedom Champion (Electro-); Rauwen the majestic Delta Claw (Motorhome)

Contact Water Trap; DL 5; Search DC 54 (240 Int damage, DC 54 PP save for half)

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

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

12,927gp

amaryllis stock

a cherry, 'high explosive' 'none' 'none' 'none', 5gp

Golden Rope [1d8] +9 Th/+4 dmg 20+/x3; 1M: Restores N hp to Deva; CL 30; SL 5, 7247gp

Flesh-coloured Cloak [AT+42] +49 AC/+82 Saves; 1V: -CL\*2 dmg distributed

among /energy or /physical attacks; CL 22; SL 5; 24365gp

DL V Huge Mind-Flayer-World Immortals x(74) x[4]

AC 256, HD 210, hullp 8320, IR 143% #Att 6, TH ÷ AC/Save DC by 6, dmg 51

Str 21, Dex 40, Con 42, Int 27, Wis 16, Chr 45, 0.75kxp

Has tentacles. Usually psionic., Unaging

Prepared effects:

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

[Psi6N Major] Druid Spells, LVL 7: Get a druid progression of level 7 (max = your level)

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

[Psi4 Grand] Spell \*2: One spell that you know has it's effect multiplied by 2, or costs only 1/(2\*2-1) of a spell slot

[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

Combat effects:

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

[Psi45 Grand] Mechanical Creation: Summon a DL=SL-2 Golem or Technological monster

[Pri SL5] Remove Coma: Removes the Coma effect

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

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

Dungeon061720 - Dungeon Level 5

Room # 9

Workshop - 15ft. long x 20ft. wide x 45ft. tall

vestments; table, small; moaning; drumming

Energy/Elemental Door on the south wall leading to a 35ft. long x 20ft. wide x 15ft. tall hallway.

Sample Names: Lannion the unloved Blue Rider (Unicycle); Thalion the irritating Suicide Golem (Axe)

Ingested Rot Trap; DL 5; Search DC 51 (500 Wis damage, no save)

Door 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] DTZ (Dispel Tech Zone) - Tech effects get countered; existing tech effects have SL% of being dispelled/Month  
7,291gp

helmet dented

a Sekonda analog watch, +2 AC, 150gp

Drab Amulet [AT+15] +24 AC/+10 Saves; 1M: +5\*CL% AntiMR; +2\*CL% ER; CL 26; SL 5; 8795gp

Drab Amulet [AT+15] +24 AC/+10 Saves; 1M: +5\*CL% AntiMR; +2\*CL% ER; CL 26; SL 5; 8795gp

DL V Gargantuan Mirror-Universe Beholders x(21) x[4]

AC 254, HD 81, hullp 3840, #Att 6, TH ÷ AC/Save DC by 6, dmg 204

Str 28, Dex 30, Con 16, Int 16, Wis 33, Chr 25, 0.75kxp

May have slight tweaks on other abilities., Has eye stalks, 1 mouth, and 1 central anti-magic eye. Can cast through eye stalks. Fly

Prepared effects:

[Wiz SL3] Tenser's Transformation 3: +25% of max hp to current hp, -1 TH melee

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

[Pri SL5] Resist Vulnerability: Target gains a Resist to something which can only be used to counter a Vulnerability (Duration 1 hc

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

[Psi-12T Grand] Bring Animals VII: Summon CL\*4 Animals using ML VII chart, you pick the result

Combat effects:

[Psi29 Grand] Temporal: Time Bolt (Psi 9): Ages target 10\*(CHd4) years (save:½):

[Psi29 Grand] Temporal: Time Bolt (Psi 9): Ages target 10\*(CHd4) years (save:½):

[Psi45 minor] Energy Sponge: bM: SL\*10% chance to absorb an entire energy attack

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

[Pri SL4] Restoration (3): Restores level and ability score drains.



Dungeon061720 - Dungeon Level 5

Room # 10

Wine Cellar - 15ft. long x 50ft. wide x 25ft. tall

bed; chest of drawers; bellow (ing); metallic smell

Bronze Door, Normal on the west wall leading to a 50ft. long x 10ft. wide x 25ft. tall hallway.

Sample Names: Sarevok the naughty Mammoth Jackal (Rollerblades); Myrymma the socio-pathic Spider Lion (Mystic)

Collapsing Lock Trap; DL 5; Search DC 53 (300 Cml damage, DC 52 PPD save for 1/3)

Door 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] Turning Undead is at +3 CL and -4 to the 1d20 turn roll (these are fixed amounts, rolled once)

6,291gp

bucket

a large stone table, Ogp

Blackened Armor, Medium [AT+70] +4 AC/+10 Saves; 1V: + or - SL to your next die roll; CL 35; SL 5; 14195gp

Aqua Fake flowers: +1 Level(s) in a Priest Group Class; 25930gp

DL V Tiny Outer-TN Viruss x(24) x[4]

AC 253, HD 7, hp 116, #Att 10, TH ÷ AC/Save DC by 30, dmg 105

Str 37, Dex 25, Con 19, Int 37, Wis 24, Chr 40, 0.75kxp

Immune mind-affecting, positive energy, and negative energy. Resist cold, fire, and acid, Can infect things. Immune mind-affectir

Prepared effects:

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

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

[Psi-15 Major] Dial-a-Breath Eelement (&lt;): You can use any eelement with EE factor less than your normal breath.

[Psi45 Major] Force Field vs. Mental: Immune to spell level 0 to SL-1 mental attacks

[Psi18 Grand] Scty: Confined Defender: Shield vs. magic/psionics 1000\*LVL hp

Combat effects:

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

[Psi45 minor] Sleep-Induced: Sleep (SL/2 saves)

[Wiz SL5] Fireball 5: CLd10 fire dmg to a group (save:½)

[Wiz SL4] Dispel Psionics: Dispels Psionics

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

Dungeon061720 - Dungeon Level 5

Room # 11

Observatory - 30ft. long x 35ft. wide x 45ft. tall

dome; chest of drawers; clanking; grunting

Plant Door (as the spell) on the east wall leading to a 40ft. long x 5ft. wide x 10ft. tall hallway.

Sample Names: Tanthea the disgusting Ant Avenger (Thunder); Olvir the Dagger the acrid Speed -strike (Unicycle)

Wall of Force Trap; DL 5; Search DC 51 (Wizard CL 10, no resistance)

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

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

16,670gp

skull

a Key Lime Pie, 'refresh' 'heal' " ", 150gp

Flesh-coloured Talisman [AT+12] +24 AC/+7 Saves; 1F: Immune to slay and Capital S Slay;

do not die at any negative hp total (still unconscious); CL 25; SL 5; 7860gp

Vacuous Grimoire, 3350gp

DL V Medium Rakshasa-World Cthulhoid-Horrors x(72) x[5]

AC 258, HD 13, hp 2400, #Att 2, TH ÷ AC/Save DC by 30, dmg 302

Str 22, Dex 30, Con 40, Int 41, Wis 33, Chr 32, 0.75kxp

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

Prepared effects:

[Psi3½ Major] Truevenom Weapon: Your weapon is horribly poisonous.

[Psi3½ Major] Truevenom Weapon: Your weapon is horribly poisonous.

[Psi29 minor] Mirror Image:

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

[Pri SL5] Improved Free Action: Immune Capital S Stun, Stop, Hold, Paralysis, Summoning Sickness; Hold P,V actions

Combat effects:

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

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

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

[Wiz SL4] Lightning Bolt 4: CLd8 lightning dmg to a group (save:½)

[Psi45 minor] Energy Sponge: bM: SL\*10% chance to absorb an entire energy attack

Dungeon061720 - Dungeon Level 5

Room # 12

Kennel - 40ft. long x 5ft. wide x 50ft. tall

quill; fireplace with mantle; sneezing; steamy

Plant Door (a door made of plants) on the east wall leading to a 5ft. long x 25ft. wide x 5ft. tall hallway.

Sample Names: Kanoi the fantastic Caped Friend (Pegasus); Dorna the sinful Bullet Shrike (Saw)

(no name) Trap; DL 5; Search DC 51 (Psionicist CL 10, DC 51 PPD save to negate)

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

[x1] Thought spells function at zero effect

19,478gp

perfume

a bowl of beef stew, 2gp

Carmine Photo album: +3 level(s) of exceptional Chr; 26080gp

Rian's Heart: +14 to HD; 1M: Charm a target and convert it to your religion. ; CL 19; SL 5; 25220gp

DL V Large Outer-NG Plants x(51) x[3]

AC 259, HD 25, hp 960, #Att 6, TH ÷ AC/Save DC by 6, dmg 54

Str 17, Dex 22, Con 23, Int 42, Wis 32, Chr 22, 0.75kxp

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

Prepared effects:

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

[Psi45 Major] Force Field vs. Physical: -SL per physical attack

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

[Psi29 Grand] Duplicate Magic Item (x1):

[Psi45 Major] Force Field vs. Physical: -SL per physical attack

Combat effects:

[Psi10 minor] Suggest: Suggestion (save)

[Psi6G Major] Disk of Seven Heavens: Roll TH: If target hit is sent to Seven Heavens (no save)

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

[Psi3 Grand] Astral Construct VI: Astral construct fights for you.

[Psi-12L Major] Law Triple Beam: CLxCL mental dmg in 3 lines (Reflex:½); C-align x2 dmg





Dungeon061720 - Dungeon Level 6

Room # 1

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

U rack; brazier; footsteps (ahead); still, very chill

Undead Door (has a trapped spirit/ghost) on the north wall leading to a 30ft. long x 20ft. wide x 25ft. tall hallway.

Sample Names: Corusk the violent Emerald Commando (Torpedos); Thaviel the damnable Digi-- Racer (Zebra)

Scything Spears Trap; DL 6; Search DC 66 (Attack +24 melee, 40d12 Cml damage)

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

[x2] Room is permanently/continuously Berserked, only creatures immune or bubbled against it can function here.

10,375gp

wooden armchair

a bloody bone throne, 0gp

Ring of 3rd arm growth, 27250gp

Rian's Pituitary Gland: +12 to HD; 1V: Group slain and TWE'ed one DL lower.; CL 27; SL 6; 36590gp

DL VI Fine Mirror-Universe Undeads x(46) x[3]

AC 367, HD 4, |hp| 40, WR 151% #Att 12, TH ÷ AC/Save DC by 7, dmg 289

Str 36, Dex 25, Con 38, Int 26, Wis 22, Chr 26, 1.5kxp

May have slight tweaks on other abilities., No CON. Immune crits, ability dmg/drain, poison, sleep, paralysis, stunning, disease, d

Prepared effects:

[Wiz SL6] Prismatic Sphere 6: 4 Prismatic colors or 2 MultiPrismatic colors (may repeat colors in either mode)

[Psi16 minor] Construct Psi16 Item 1: Create a Psi16 item (see next page) of TechL=CL, each TechL takes 1S action

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

[Wiz SL4] Original Stoneskin 4: Block the next 1 P action of attacks

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

[Psi23 Grand] Breath Weapon Cloud: Forms into a breath weapon if triggered

Combat effects:

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

[Pri SL6] Creeping Doom 6: (1d3+5)\*80 insect dmg

[Psi12T Grand] Magic Jar: Magic Jar (as spell)

[Pri SL6] Mass Remove Curse: Remove Curse on 6 targets or 1 group

[Psi3 Major] Astral Construct V: Astral construct fights for you.

[Psi12C Grand] Summon Chaotic Creature: Gate (as spell) for Chaotic creature or for an Earth or Fire Elemental

Dungeon061720 - Dungeon Level 6

Room # 2

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

table, large; arras (coin container); splashing; thumping

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

Sample Names: Dyerwaen the smelly Insect Intruder (Shooter); Cenodel the holy Countess Witch (Chain)

Inhaled Rainbow Silver Trap; DL 6; Search DC 63 (300 damage, no resistance)

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

[x2] Room is permanently/continuously \*Cursed\*ed, only creatures immune or bubbled against it can function here.

23,786gp

oil barrel

a dragonscale shield, +1 AC, 350gp

Chocolate Ranseur [1d20] +10 Th/+13 dmg 15+/x6; 1P: Summon a Wood Elemental: AC

40, hp 80, #Att 2/1, TH +30, dmg 30; CL 28; SL 6, 7930gp

Iron Stone, Super, +1 arm, 31250gp

DL VI Colossal Alternate-Universe Dragons x(23) x[6]

AC 364, HD 193, |hp| 9728, WR 102% #Att 7, TH ÷ AC/Save DC by 42, dmg 149

Str 31, Dex 18, Con 44, Int 25, Wis 28, Chr 22, 1.5kxp

Can affect Bosses and Big Bad's., Flys, Breath weapon, dark vision, immune sleep and paralysis.

Prepared effects:

[Psi45 Major] Cosmic Awareness: Grand: Cosmic Awareness

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

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

[Pri SL2] Goodberry 2: Creates 8 goodberries

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

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

Combat effects:

[Psi81 Grand] Energy Blast III: [Pick an element] CLd20 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.)

[Wiz SL6] Cone of Cold 6: CLd12+CL cold dmg to a group (save:½)

[Pri SL4] Heal 4: Cure to 50% of max hp (max Heal 4 can cure at once = 500 hp)

[Wiz SL5] Immediate Monster Summoning V: Summons a DL III monster without summoning sickness

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

Dungeon061720 - Dungeon Level 6

Room # 3

Throne Room - 50ft. long x 10ft. wide x 10ft. tall

crystal ball; Floors of Souls; buzzing; drumming

Zombie Door (made of zombies) on the north wall leading to a 35ft. long x 10ft. wide x 15ft. tall hallway.

Sample Names: Phlogiston the monstrous Dynamo Lass (Hyper-); Kanan the valiant Dark Turtle (Nag)

Doorknob transforms into Elemental Darkness, Light Trap; DL 6; Search DC 63 (600 Dex damage/s, DC 61 PP save for half)

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

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Week  
18,752gp

iron maiden

a potion of cure hunger, 'create food' 'create food' 'create food' ", 5gp

Cinnamon Cookbook: +6hhIQQC Action(s); 36810gp

Crimson Rope [5d20] +80 Th/++3 dmg 18+/x6; 1M: Petrify one target (save vs. petrif  
at extra -CL), if save take CL^2 holy salt dmg; CL 32; SL 6, 19704gp

DL VI Colossal Far-Realm/Ultrablack Elementals x(76) x[3]

AC 368, HD 195, hp 10240, PR 98% #Att 3, TH ÷ AC/Save DC by 7, dmg 436

Str 35, Dex 30, Con 40, Int 27, Wis 49, Chr 32, 1.5kxp

Can damage non-hp totals/scores., Immune critical hits, poison, sleep, paralysis, stunning. Has no soul. Immune to its own eleme

Prepared effects:

[Psi14 Grand] (no name): You have a breath weapon, half hp (pick acid, poison, skunk; pick 3/d or 1/3r)

[Psi14 Grand] (no name): You have a breath weapon, half hp (pick acid, poison, skunk; pick 3/d or 1/3r)

[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 SL5] Resist [E=5 element]: Pick an E=5 element, you resist it for 1 hour.

[Psi16 Grand] Golem Form: Stone: Immune earth; set Str 22+LVL; 1V: Slow

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

Combat effects:

[Psi-3 Major] Cone of Earthquake: Earthquake inflicts 5d4 sonic damage (group)

[Psi3½ Major] Telekinetic Thrust: Hurl objects with the force of your mind.

[Pri SL6] Call Lightning 6: (CL+2)d14 lightning dmg (save:½) (halve the die type if not outside)

[Pri SL6] Mass Remove Curse: Remove Curse on 6 targets or 1 group

[Psi-3 Major] Cone of Earthquake: Earthquake inflicts 5d4 sonic damage (group)

[Pri SL4] Dispel Psionics: Cancels psionic effects



Dungeon061720 - Dungeon Level 6

Room # 4

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

platform; hourglass; rustling; wind, strong, gusting

Trapped Door, Out of Phase on the west wall leading to a 40ft. long x 10ft. wide x 5ft. tall hallway.

Sample Names: Ruulam the fantastic Atomic Star (Wheel); Batreans the wretched Speed Warlord (Lunar)

Inhaled Annihilation Trap; DL 6; Search DC 61 (100 Str damage, DC 65 Fortitude save for 1/3)

Pool that (causes/has/or is) Poison

[x2] Ultraplanoar beings cannot hear, smell, or sense into this room unless they are actually there; Divine Intervention fails  
33,580gp

clay

Gloves of Tomorrow's Dawn, +2 AC, 10gp

Brown Sword, bastard [2d20] +13 Th/+50 dmg 16+/x5; 1M: Line, all in area

CLd6 heat dmg (save:½), immunity to non-magical heat works; CL 36; SL 6, 15660gp

Brownish Eyes [3d10] +11 Th/+7 dmg 16+/x2; 1M: Summon CL

Monsters using ML I "Weird" chart (random); CL 32; SL 6, 7684gp

DL VI Gargantuan Inner-Planar Artifacts x(85) x[4]

AC 366, HD 98, hp 4992, #Att 12, TH ÷ AC/Save DC by 7, dmg 434

Str 48, Dex 39, Con 17, Int 33, Wis 47, Chr 43, 1.5kxp

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

Prepared effects:

[Psi1 Grand] Psionic Disruption: No psi powers (any freq.) can be used in 50'r

[Psi1 Grand] Psionic Disruption: No psi powers (any freq.) can be used in 50'r

[Psi1 Grand] Psionic Disruption: No psi powers (any freq.) can be used in 50'r

[Pri SL4] Goodberry 4: Creates 16 goodberries

[Psi1 Grand] Amplify Power: +N to CL (or) +N\*10% effect to next Psi1 power (max N=CL)

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

Combat effects:

[Psi-12C minor] High-Frequency Sample: Generate a High-Frequency Sampler minor effect

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

[Psi6N Major] Reverse Psionics: Casts reverse of psi, N=SL of effect (max = your level/2)

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

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

[Psi-17 Major] (no name): Create a random trick (only enemies trigger it)

Dungeon061720 - Dungeon Level 6

Room # 5

Wafer Closet/Toilet - 5ft. long x 45ft. wide x 40ft. tall

tun; blanket; clashing; bong

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

Sample Names: Oathkeeper the electrifying Platypus Sentinel (Catapult); Zephyrus the astonishing Speed Team (Trick)

Poisoned Balls Trap; DL 6; Search DC 63 (Attack +72 melee, 50d12 Str damage)

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

[x2] Gods cannot feel, taste, or sense into this room unless they are actually there; Divine Intervention fails

13,356gp

glass rod

freedom sword of Braveheart, sword, 15d20 (157), 8000gp

Obsidian Nail clippers: Free Dodge Feat: +1 AC vs. one opponent (change on each of your actions); 37000gp

Crimson Robe [AT+13] +11 AC/+11 Saves; 1M: Can see

through alterations/illusions/possession; Astral Perception; CL 27; SL 6; 7200gp

DL VI Medium Lost-Planes/Anguinum-Synod Beholders x(21) x[6]

AC 371, HD 16, hp 640, CR 63% #Att 3, TH ÷ AC/Save DC by 42, dmg 724

Str 29, Dex 31, Con 50, Int 23, Wis 37, Chr 32, 1.5kxp

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

Prepared effects:

[Pri SL2] Goodberry 2: Creates 8 goodberries

[Psi54 Grand] Acrobatics: Any Acrobat SL-1 pick; 5\*CL Rogue points in it

[Pri SL6] Double Resist [E=5 element]: Pick an E=5 element, you double resist it (1/4 dmg, 1/10 if make save) for 1 hour.

[Psi6E Grand] Immunity III: Immune:lightning/acid, +2 weapon to hit

[Psi18 Grand] Scty: Flight Blockade: [permanent] No flying in area

[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:

[Psi54 minor] Lightning: CL\*SL lightning dmg to one group (no save)

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

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

[Psi60 Grand] Cure Serious Wounds: Cure 6d8+6\*LVL hp

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

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

Dungeon061720 - Dungeon Level 6

Room # 6

Meeting Room - 5ft. long x 40ft. wide x 25ft. tall

chest; wardrobe; grunting; squealing

Archway (open) on the east wall leading to a 15ft. long x 15ft. wide x 10ft. tall hallway.

Sample Names: Bellinus the grim 'n' gritty Composite Warlord (Scissors); Kasia the dewy-eyed Captain Felon (Hammer)

Doorknob transforms into Elemental Steam Trap; DL 6; Search DC 62 (400 Wis damage/s, no resistance)

Pedestal that (causes/has/or is) Attacks

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Half S  
4,393gp

ashes

a pile of plush pillows, 0gp

Indigo Chocolate: Free Quicken Spell Feat: 1 quickened spell can

be cast for free per round. Spell has +4 SL.; 36860gp

Rian's Femur bone: +9 to HD; 1M: x1 Special on room: Everyone has +1 summon slot for Birds; All spells and psi are countered, get N DL I Bird summons instead, where N=SL. ; CL 27; SL 6; 36450gp

DL VI Titanic Henchmen Elf/Avalons x(18) x[6]

AC 365, HD 390, hp 19456, #Att 3, TH ÷ AC/Save DC by 42, dmg 74

Str 42, Dex 42, Con 33, Int 49, Wis 45, Chr 42, 1.5kxp

Has henchmen spells, Immune sleep, aging

Prepared effects:

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

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

[Pri SL3] Double Resist [E=2 element]: Pick an E=2 element, you double resist it (1/4 dmg, 1/10 if make save) for 1 hour.

[Pri 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.

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

Combat effects:

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

[Pri SL4] Death's Door 4: Target (currently at negative hp) goes to 1 hp

[Pri SL4] Death's Door 4: Target (currently at negative hp) goes to 1 hp

[Psi45 Grand] Self-Revival: 0, (SL-1)/d: Heal self

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

[Psi45 Grand] Self-Revival: 0, (SL-1)/d: Heal self





Dungeon061720 - Dungeon Level 6

Room # 7

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

pulpit; phial; smoky; chirping

Unusual Material Door on the south wall leading to a 30ft. long x 25ft. wide x 10ft. tall hallway.

Sample Names: Akil the daring He-- Empire (Saucer); Dunixi of the Glowing Mesa the invulnerable Blood Enigma (Cow)

Dropping Brick Trap; DL 6; Search DC 64 (120 damage, DC 66 Breath Weapon save for 1/3)

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

[x2] Gods cannot taste, hear, or sense into this room unless they are actually there; Divine Intervention fails

25,426gp

harpoon

(\_I\_), 0gp

Iridescent Lace: +3 level(s) of exceptional Con; 36640gp

Rian's Scapula bone: +3 to HNCL; 1F: Summon a DL=3 Myr ; CL 36; SL 6; 36510gp

DL VI Small Modern Eelementals x(31) x[6]

AC 364, HD 7, hullp 328, #Att 6, TH ÷ AC/Save DC by 42, dmg 725

Str 27, Dex 42, Con 47, Int 48, Wis 18, Chr 34, 1.5kxp

Has Action points, Access to high tech items, Immune critical hits, poison, sleep, paralysis, stunning. Has no soul. Immune to its o

Prepared effects:

[Psi0 Grand] Acid Breath: Breathe Acid (as per dragon)

[Psi45 minor] Fire Control: SL/2 (round down) instances of Resist fire; +SL\*10% damage with fire 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 SL1] Shield (1): Immune Force; AC2 source; +1 saves {self only}

[Psi3½ Grand] Breath of the Black Dragon: Breathe acid for 11d6 damage.

[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:

[Psi7 minor] (no name): Summon a DL I Undead

[Wiz SL6] Dispel Magic 6: Dispel 4 magic effects

[Pri SL2] Summon Nature's Ally II: 1 DL 2 or 1d3 DL 1 animals to fight for you {1 creature}

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

[Wiz SL6] Summon Monster VI : Calls outsider to fight for you.

[Wiz SL4] Phantasmal Killer : Fearsome illusion kills subject or deals 3d6 damage.

Dungeon061720 - Dungeon Level 6

Room # 8

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

paintings/frescoes; brazier; steamy near floor; hazy

Plant Door (a door made of plants) on the east wall leading to a 50ft. long x 15ft. wide x 25ft. tall hallway.

Sample Names: Otkel the Club the deviant Spider Prodigy (Extra-dimensional); Forak the acerbic Blood Witch (Surfboard)

Air in room transforms into Elemental Metal Trap; DL 6; Search DC 65 (20 Wis damage/s, DC 64 PPD save to negate)

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

[x2] Mortals cannot taste, hear, or sense into this room unless they are actually there; Divine Intervention fails

18,141gp

broken arrow

Blade of Mortality, exotic, +2 AC, 16d19 (160), 125gp

Rian's Extensor digitorum longus muscle: +4 to LVL; 1P: Windwalk as spell.; CL 28; SL 6; 36960gp

Flesh-coloured Thread: All your Wizard classes use the "set XP table"(3kxp at 2nd, doubles til 9th,600kxp at 10th,+300kxp per level afterward).; 36500gp

DL VI Tiny Cloud Animals x(88) x[5]

AC 365, HD 5, hp 148, #Att 1, TH ÷ AC/Save DC by 42, dmg 289

Str 43, Dex 47, Con 47, Int 17, Wis 44, Chr 21, 1.5kxp

Fly with perfect maneuverability., Overwrite INT score to 1 or 2. Usually have arms, legs, a head, a tail, and/or wings.

Prepared effects:

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

[Psi45 Grand] Power Simulation: The next Psi45 power you use will be resisted using MR instead of PR

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

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

[Pri SL5] Goodberry 5: Creates 20 goodberries

[Pri SL6] Resist Fire/Resist Cold 6: Take -70% dmg vs. fire or cold

Combat effects:

[Wiz SL5] Immediate Monster Summoning V: Summons a DL III monster without summoning sickness

[Psi3 Major] Astral Construct III: Astral construct fights for you.

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

[Psi15 Grand] Suggestion: Suggestion

[Psi1 minor] Hypnosis: Level>10 or Int16=save; Max.HD=ä(level)

[Wiz SL4] Dispel Psionics: Dispels Psionics

Dungeon061720 - Dungeon Level 6

Room # 9

Waiting Room - 10ft. long x 25ft. wide x 25ft. tall

cassocks (robes); sideboard (china closet); giggling (faint); clear

Mobile Door (door moves around in dungeon) on the west wall leading to a 35ft. long x 5ft. wide x 15ft. tall hallway.

Sample Names: Farica the unholy Grey -noid (Wand); Iskruel the devilish Magnetic Corp (Portal)

Electrified Passage Trap; DL 6; Search DC 65 (60 Int damage, no save)

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

[x2] Ultraplanar beings cannot feel, hear, or sense into this room unless they are actually there; Divine Intervention fails  
32,812gp

sword blade, broken

[=\* Jewelled Collar \*==], 1000gp

Cordovan Robe [AT+54] +49 AC/+9 Saves; 1M: Destroys evil creatures/magic items (save); 1 attempt per round; CL 32; SL 6; 17860gp

Glassy Staff [4d10] ++8 dmg 14+/x2; 1M: Target gets a disease (PPD save); CL 28; SL 6, 14417gp

DL VI Gargantuan Monster-classes Illusionarys x(41) x[3]

AC 370, HD 98, hp 4864, MR 64% #Att 12, TH ÷ AC/Save DC by 7, dmg 726

Str 20, Dex 27, Con 19, Int 44, Wis 17, Chr 45, 1.5kxp

Has Master Monster picks, Incorporeal

Prepared effects:

[Wiz SL6] No Save: The next spell you cast does not have a saving throw

[Pri SL4] Goodberry 4: Creates 16 goodberries

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

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

[Pri SL6] Protection from Lightning 6: Stop the next CL\*20 lightning dmg

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

Combat effects:

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

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

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

[Psi3 minor] Astral Construct II: Create astral construct to fight for you.

[Wiz SL5] Time Stop 5: Stops time for 1d10 segments

[Psi30 Grand] Psi Sword II: Roll TH (+succ), dmg=ä(succ), can hit nonliving



Dungeon061720 - Dungeon Level 6

Room # 10

Privy/Secret - 10ft. long x 45ft. wide x 25ft. tall

cask; desk; footsteps (approaching); scream(ing)

Loop Door (goes to another timeline) on the south wall leading to a 15ft. long x 25ft. wide x 5ft. tall hallway.

Sample Names: Galadaster the mesmerizing Lieutenant Glory (Bulldozer); Coronal the sarcastic Hyper- Beast (Shotgun)

Rolling Caltrops Trap; DL 6; Search DC 64 (Attack +96 melee, 50d6 Con damage)

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

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Day

33,118gp

grain alcohol

a tub of LJ, special brand, chocolate, 5gp

Olive drab Cinder block: +6hIRM Action(s); 36490gp

Magenta Medallion [AT+68] +35 AC/+12 Saves; 1M: Immune insects, edged

weapons, piercing weapons; Cannot hold weapons; CL 37; SL 6; 18920gp

DL VI Small Psionic Golems x(84) x[5]

AC 365, HD 42, hp 296, MR 82% #Att 7, TH ÷ AC/Save DC by 42, dmg 434

Str 20, Dex 50, Con 40, Int 33, Wis 20, Chr 48, 1.5kxp

Has a psionic frequency, Immune crits, ability dmg, energy drain, poison, sleep, paralysis, stunning, disease, mind-affecting effects

Prepared effects:

[Psi10 Major] Detect Invisible Creatures: Detect Life; Detect Invisibility; Detect Dust of Disappearance

[Wiz SL6] Tenser's Transformation 6: +100% of max hp to current hp, +2 TH melee

[Psi6N Major] Null Field 7: All spells of SL 7 or higher don't work in 100'r

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

[Pri SL4] Resist Fire/Resist Cold 4: Take -60% dmg vs. fire or cold

[Wiz SL4] Polymorph Self : You assume a new form (no innate abilities)

Combat effects:

[Pri SL3] Summon Insects: Summons DL 3 insects

[Wiz SL3] Dispel Illusion : Dispels illusions in area

[Psi-12C Grand] Wild Invocation V: Random 8 (90%) or 1d4+8 (10%) SL Wizard Invocation spell

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

[Wiz SL4] Phantasmal Killer : Fearsome illusion kills subject or deals 3d6 damage.

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

Dungeon061720 - Dungeon Level 6

Room # 11

Nest (animal) - 25ft. long x 30ft. wide x 5ft. tall

alembic (alchemical still); Floors of Water; bang, slam; shuffling

Glass Door (transparent) (shatters if opened) on the north wall leading to a 10ft. long x 15ft. wide x 20ft. tall hallway.

Sample Names: Hollyn the vicious Ice Viking (Police Box); Kelgore the courageous Giant -streak (Motorcycle)

Crushing Drawer Trap; DL 6; Search DC 63 (80 damage, DC 64 Will save for 1/10)

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

[x2] Room is permanently/continuously Disjunct (effect)ed, only creatures immune or bubbled against it can function here.

11,121gp

silver symbol

a leather sofa, 10gp

Rian's Gluteus maximus muscle: +2 to CL; 1M:

1bM: Counter/Dispel a command/domination effect.; CL 27; SL 6; 36460gp

Obsidian Water bottle: Free Naturalist Kit: NaNR (Wis+Chr-26)\*10%, Free bonus Nature Lore proficiency; 36720gp

DL VI Tiny Outer-CG Faeries x(37) x[5]

AC 370, HD 4, |hp| 156, #Att 2, TH ÷ AC/Save DC by 7, dmg 78

Str 20, Dex 51, Con 26, Int 52, Wis 29, Chr 28, 1.5kxp

Immune acid, cold, petrification. Resist electricity and fire. Protection from evil continuous. Tongues at will., Overwrite AC to |AC

Prepared effects:

[Pri SL5] Spell Resistance : Subject gains +12 +1/level SR.

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

[Wiz SL6] Armor 6: +CL\*12 current hp

[Pri SL6] Anti-Animal Shell:

[Pri SL6] Spell Immunity 6: Be immune to 3 spells by name

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

Combat effects:

[Pri SL6] MultiCure Deadly Wounds : Cure 8d8+10 or 58 to 6 different targets

[Wiz SL5] Hold Monster : 1d4 creature Paralyzes creatures unless save is made

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

[Wiz SL4] Prismatic Wall 4: 4 Prismatic colors or 2 MultiPrismatic colors (may repeat colors in either mode)

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

[Psi-5 Major] Energy Drain: Target is energy drained CL levels in every class (1 save for each level)

Dungeon061720 - Dungeon Level 6

Room # 12

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

candelabra; vial; wind, strong, gusting; sobbing

Bone Door (shrieks loudly if opened) on the east wall leading to a 20ft. long x 5ft. wide x 20ft. tall hallway.

Sample Names: Cailynn the loathsome Ruby Justice (Sai); Kemena the holy Tomorrow Protector (Plane)

Basic Pendulums Trap; DL 6; Search DC 66 (Attack +102 melee, 50d12 damage)

Idol that (causes/has/or is) Monster Generator: Elemental (summons an Elemental every segment)

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Week  
34,903gp

tray

a drow dagger, dagger, 5d5 (15), 463gp

Rian's Sinuses: +2 to LVL; 1M: Sacrifice a summon: Target is slain (PPD save); CL 28; SL 6; 36830gp

Chartreuse Girdle [AT++4] +49 AC/+48 Saves; 1P: Target cannot lose sanity for the day; +7 mental saves for the day; CL 27; SL 6; 17350gp

DL VI Tiny Priest-classes Leeches x(53) x[5]

|AC| 364, HD 8, |hp| 160, WR 492% #Att 7, TH ÷ AC/Save DC by 42, dmg 291

Str 43, Dex 32, Con 43, Int 25, Wis 43, Chr 42, 1.5kxp

Knows Priest spells, 0, 1/half segment: Remove a SEL=DL status effect.

Prepared effects:

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

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

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

[Psi45 Major] Force Field vs. Physical: -SL per physical attack

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

[Psi45 Major] Force Field vs. Physical: -SL per physical attack

Combat effects:

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

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

[Psi3½ Major] Telekinetic Thrust: Hurl objects with the force of your mind.

[Wiz SL6] Wacky Ball 6 / Normal / ½: Ld12, save: ½

[Wiz SL4] Dispel Psionics: Dispel Psionics

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





Dungeon061720 - Dungeon Level 7

Room # 1

Trophy Room - 25ft. long x 5ft. wide x 25ft. tall

Chasm, Constructed (purposely built); shrine; poor oxygen; smoky

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

Sample Names: Danvia the marvelous Cyber- Goliath (Barge); Rashedralle the maleficent Astro- Woman (Zip Gun)

Electrified Portcullis Trap; DL 7; Search DC 74 (1000 Str damage, DC 73 PP save for 1/10)

Fireplace that (causes/has/or is) stuck

[x2] Room is permanently/continuously Charmed, only creatures immune or bubbled against it can function here.

12,837gp

bitumen

Gate Guard Wrist Guards, +1 AC, 50gp

Beige Toilet: Free Empower Spell Feat: Spell does +50% effect. Spell has +2 SL.; 49480gp

Burgundy Longbow, composite [2d12] +13 Th/+170 dmg 20+/x5; 1M: You

and ally or two allies switch positions.; CL 35; SL 7, 36404gp

DL VII Gargantuan Arctic Goblin/Orcs x(83) x[6]

AC 497, HD 119, hp 6912, CR 116% #Att 4, TH ÷ AC/Save DC by 56, dmg 594

Str 26, Dex 32, Con 49, Int 53, Wis 25, Chr 49, 3.5kxp

Immune cold. Double dmg from fire., Dark Vision, Stay conscious past Ohp. Light Sensitivity

Prepared effects:

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

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

[Pri SL7] Regenerate 7: Regenerates 1 hp /s

[Wiz SL5] Tenser's Transformation 5: +75% of max hp to current hp, +1 TH melee

[Psi4 Major] Ability Score \*1.5: Choose one ability score. New score = (old score - 10) \* 1.5 + 10

[Wiz SL6] Anti-Magic Shell 6: Anti-Magic of SL 0 to 5

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

Combat effects:

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

[Psi-6E minor] Drain Life N: ½M, -1 current hp: Target takes N unholy negative vile grave dmg (no save); gain N hp (can go above

[Psi29 Grand] Raise Dead Fully/Slay Living Fully:

[Wiz SL4] Magic Missile 4: (CL+1)\*2 missiles, each does 1d4+1 force dmg (no save)

[Wiz SL4] Fireball 4: CLd8 fire dmg to a group (save:½)

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

[Psi10 Major] Hold: Hold Monster (save)

Dungeon061720 - Dungeon Level 7

Room # 2

Entry/Vestibule - 15ft. long x 10ft. wide x 35ft. tall

tank (container); jar; clashing; squeaking

Specialed Door on the south wall leading to a 25ft. long x 10ft. wide x 15ft. tall hallway.

Sample Names: Karmuk the nefarious American Witch (Extra-terrestrial); Merdecia the righteous Duke Team (Light)

Secret Drawer Trap; DL 7; Search DC 71 (160 Dex damage, DC 75 PPD save for 1/10), (multiple targets)

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

[x2] Room is permanently/continuously Charmed, only creatures immune or bubbled against it can function here.

39,159gp

cleaver

a snake headed whip, whip, 4d14 (30), 0gp

Burgundy Lotion: +500 Skill Points; 50050gp

Comb of Contentment (Calm Animals), 15130gp

DL VII Large Underdark Reptiles x(61) x[4]

AC 493, HD 224, hp 11200, PR 917% #Att 1, TH ÷ AC/Save DC by 56, dmg 202

Str 26, Dex 21, Con 39, Int 27, Wis 44, Chr 30, 3.5kxp

Light Sensitivity, Half AC from AT. Resist Heat. Usually has a tail and claws

Prepared effects:

[Psi-12T Major] Improved Inallability: Improved Invisibility (sight/sound/smell), can't be touched

[Wiz SL7] Fire Shield 7: Anyone who melees with you takes 150% dmg back

[Psi45 minor] Power Simulation: The next Psi45 power you use will be resisted using MR instead of PR

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

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

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

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

Combat effects:

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

[Pri SL7] Flame Strike 7: CLd12 holy fire dmg (save:½)

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

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

[Psi100 Major] Mass Domination: Domination (Will save at -CL), hits 3+CL/9 groups

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

[Pri SL6] Summon Nature's Ally VI : Calls creature to fight.

Dungeon061720 - Dungeon Level 7

Room # 3

Harem/Seraglio - 50ft. long x 20ft. wide x 45ft. tall

stool, normal; chute; steamy near floor; sobbing

Time Door (goes to another time) on the east wall leading to a 30ft. long x 25ft. wide x 25ft. tall hallway.

Sample Names: Thuba the virtuous Lightning Freak (Celestial); Ysona the deceitful Bored Crystal (Phone Booth)

Well-Camouflaged Javelins Trap; DL 7; Search DC 72 (Attack +7 melee, 60d10 damage)

Ceiling that (causes/has/or is) Gate (to random plane) in room (cannot be dispelled unless a x2 or higher being steps through from this side)

[x2] Room is permanently/continuously Blinded, only creatures immune or bubbled against it can function here.

24,408gp

horn

a mussel, 1gp

Rian's Sacrum bone: +16 to HD; 1M: Stops all spells or

Will save or become insane (as insanity spell).; CL 26; SL 7; 49440gp

Dull Teddy bear: Free Barbarian Kit: -2 NPC reactions;

Gain Exceptional Str and Con, Free bonus Endurance proficiency; 49930gp

DL VII Large Monster-classes Oozes x(91) x[5]

AC 492, HD 210, hp 1664, #Att 9, TH ÷ AC/Save DC by 56, dmg 981

Str 58, Dex 54, Con 58, Int 53, Wis 20, Chr 52, 3.5kxp

Has Master Monster picks, No INT. Immune mind-affecting, crits, gazes, illusions, poison, sleep, paralysis, polymorph, and stunni

Prepared effects:

[Psi1 minor] Telekinetic Barrier: Take -N dmg per physical attack (max N = level)

[Psi2 minor] Time/Space Anchor: Cannot be teleported; --

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

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

[Psi19 Major] Hibernation Trance: Resist damage, need not breathe/eat/drink/sleep, cannot use any actions

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

[Psi72 Major] Absorption - Energy: -PL dmg per energy attack

Combat effects:

[Wiz SL4] Wacky Ball 4 / Normal / ½ : Ld8 dmg normal element (area) (save: ½)

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

[Pri SL4] Command 4: Target makes 4 saves, each missed save allows 1 word for a command to be given

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

[Pri SL5] Conjure/Dismiss Normal Elemental: Summons or dismisses a Normal Elemental

[Pri SL5] Command 5: Target makes 5 saves, each missed save allows 1 word for a command to be given

[Pri SL7] Flame Strike 7: CLd12 holy fire dmg (save:½)



Dungeon061720 - Dungeon Level 7

Room # 4

Bath / Bathing Room - 25ft. long x 15ft. wide x 50ft. tall

bow; buffet; "Bleah!" (off in the distance); sneezing

Trapped Door, Magic/Psi on the north wall leading to a 35ft. long x 20ft. wide x 10ft. tall hallway.

Sample Names: Eleasea the kewl Violet Spear (Elephant); Movis the rancorous Masked Canary (Nanotechnology)

Contact Poison Trap; DL 7; Search DC 75 (80 damage, no resistance)

Statue that (causes/has/or is) Spinning

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Year  
34,039gp

incense

a portal, 0gp

Green Eyes [4d12] +7 Th/+10 dmg 15+/x4; 1P: Chain Lightning: as spell, but jumps randomly (not closest person), can hit someone more than once; CL 30; SL 7, 7524gp

Tawny Armor, Heavy [AT+14] +14 AC/++4 Saves; 1P: How many of an item exists is multiplied by 1.5 (you need a Grand to duplicate a x2 item); CL 34; SL 7; 8320gp

DL VII Macro-Fine Outer-LE Viruss x(96) x[5]

AC 494, HD 903, stunp 54272, #Att 7, TH ÷ AC/Save DC by 56, dmg 299

Str 39, Dex 53, Con 20, Int 47, Wis 22, Chr 43, 3.5kxp

Dark vision, Telepathy, immune fire and poison, resist acid and cold, Can summon other Outer LE, Can infect things. Immune mir

Prepared effects:

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

[Wiz SL7] Tenser's Transformation 7: +125% of max hp to current hp, +3 TH melee

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

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

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

[Pri SL5] Improved Free Action: Immune Capital S Stun, Stop, Hold, Paralysis, Summoning Sickness; Hold P,V actions

[Psi6E Super] Lich Lore: Lich powers of ½ level

Combat effects:

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

[Psi-6G Major] Desolation: All psionic pools (including yours and friends) within 70' radius are emptied (use antiPsiR)

[Pri SL5] Wall of Thorns : Thorns damage anyone who tries to pass.

[Wiz SL6] Feeblemind 6: -30 mental stat points (randomly distributed in packets of 5) (save per packet)

[Psi29 Grand] Meteor Swarm:

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

[Psi6E Super] Dark Storm: 6 Dark Thunderbolts (pay DPP cost once)

Dungeon061720 - Dungeon Level 7

Room # 5

Training/Exercise/Practice - 45ft. long x 10ft. wide x 50ft. tall

firkin (small barrel); quilt; thud; steamy near floor

Loop Door (goes to another timeline) on the north wall leading to a 40ft. long x 25ft. wide x 20ft. tall hallway.

Sample Names: Elarenia the secretive Injustice Gladiator (Chariot); Thandell the repulsive Alien Wind (Blade)

Swinging Lock Trap; DL 7; Search DC 76 (720 damage, no save)

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

[x2] Room is permanently/continuously Disjunct (effect)ed, only creatures immune or bubbled against it can function here.

33,626gp

grill

The Knights Sword, sword, 1d1 (1), 600gp

Aqua Wallet: All your Warrior classes use the "set XP table"(3kxp

at 2nd, doubles til 9th,600kxp at 10th,+300kxp per level afterward).; 49470gp

Scroll of Pro. from Illusions, 17450gp

DL VII Colossal Random(ite) Immortals x(89) x[3]

|AC| 494, HD 1582, hp 100352, TR 149% #Att 6, TH ÷ AC/Save DC by 56, dmg 300

Str 34, Dex 25, Con 25, Int 45, Wis 41, Chr 54, 3.5kxp

Has high frequency sampling, Unaging

Prepared effects:

[Psi45 Major] Force Field vs. Energy: Immune to spell level 0 to SL-1 energy attacks

[Psi3½ Major] Metamorphosis: Assume shape of creature or object.

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

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

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

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

[Psi-6N Major] Gaea's Avenger ~: 1P or 1M: Immune to xN and lower artifact effects that you (or your party) do not control; max

Combat effects:

[Pri SL6] Dispel Evil 6: Dispel 2 evil targets (can target the same thing more than once) (save)

[Pri SL6] Feeblemind:

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

[Psi-12C minor] Taunt Blast: One group will attack you on their next action (no save)

[Psi29 Major] Hold Monster:

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

[Wiz SL7] Alter Reality (1): Will duplicate any Wizard or Priest spell of levels 0-6.

Dungeon061720 - Dungeon Level 7

Room # 6

Office - 20ft. long x 35ft. wide x 15ft. tall

brazier; Walls of Webs; hooting; moaning

Time Door (goes to another time) on the south wall leading to a 40ft. long x 5ft. wide x 20ft. tall hallway.

Sample Names: Gisel the vile Miss Guard (Kite); Loan the abhorrent First Jet (Whip)

Ingested Positive Energy / Life Trap; DL 7; Search DC 72 (500 Cml damage, DC 72 PPD save for 1/10)

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

[x2] Room is permanently/continuously Blinded, only creatures immune or bubbled against it can function here.

40,365gp

holy symbol

a black cauldron, Ogp

Lavender Shirt: +700 Skill Points; 49840gp

Gem of Retaliation, 23550gp

DL VII Macro-Fine Water Wurms x(77) x[4]

AC 498, HD 6286, |hp| 5.6E+4, #Att 14, TH ÷ AC/Save DC by 56, dmg 591

Str 52, Dex 18, Con 45, Int 18, Wis 46, Chr 18, 3.5kxp

Resist cold. Double dmg from fire., Has no appendages.

Prepared effects:

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

[Pri SL5] Protection from Fire 5: Stop the next CL\*16 fire dmg

[Psi3 Grand] Improved Vigor: You gain 13 temporary hit points.

[Psi3½ Super] Affinity Field: Effects that affect you also affect others.

[Psi3 Grand] Improved Vigor: You gain 13 temporary hit points.

[Psi6E Super] Immunity IV: Globe/Invuln., Immune:1st-2nd Dominions

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

Combat effects:

[Wiz SL6] Fireball 6: CLd12 fire dmg to a group (save:½)

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

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

[Wiz SL7] Forcecage : Hold creatures in cube of force.

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

[Psi100 Major] Energy Control: Max.=CL/2 in HD damage, must be energy attack, affects everyone in group

[Wiz SL3] Paralyzation: Paralyzation (area) (save) (max HD = 2\*CL)





Dungeon061720 - Dungeon Level 7

Room # 7

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

stuffed beast; arch; rustling; shuffling

Plant Door (a door made of plants) on the east wall leading to a 35ft. long x 5ft. wide x 10ft. tall hallway.

Sample Names: Lulea the scowling Blackbelt Shrike (Sai); Zargal the irresistible Thunder Hornet (Evolved artificially)

Contact Air Trap; DL 7; Search DC 77 (800 damage, no save)

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

[x2] Mortals cannot smell, see, or sense into this room unless they are actually there; Divine Intervention fails

23,741gp

lamp

an old key, 0gp

Rian's Metatarsal bones: +16 to CL; 1Z: 1M: A group gets +CL B actions (no save) ; CL 32; SL 7; 49670gp

Twinkling Book: +1 Level(s) in a Psionicist Group Class; 49980gp

DL VII Gargantuan Outer-CG Unlives x(42) x[6]

AC 498, HD 115, hp 7168, PR 791% #Att 4, TH ÷ AC/Save DC by 56, dmg 1475

Str 29, Dex 23, Con 44, Int 19, Wis 38, Chr 23, 3.5kxp

Immune acid, cold, petrification. Resist electricity and fire. Protection from evil continuous. Tongues at will., No CON. Has Psi-7, I

Prepared effects:

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

[Psi81 minor] Armor: -CL dmg distributed among /energy or /physical attacks

[Psi-12C Super] Anti-Commotion Resist.: +CL\*5% aaAllR (Anti-Anti R vs. everything)

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

[Psi6E Super] Lich Lore: Lich powers of ½ level

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

[Psi54 Grand] Icing: SL/2 instances of Resist Cold/Ice

Combat effects:

[Psi54 Major] Spiritual Drain: Target loses CL\*SL hp (necromantic, no save), you gain CL\*SL hp (not above max)

[Wiz SL6] Power Word Blind 6: Blinds & stuns a creature if current hp < 40 (no save)

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

[Wiz SL4] Lightning Bolt 4: CLd8 lightning dmg to a group (save:½)

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

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

[Pri SL4] Creeping Doom 4: 160 insect dmg

Dungeon061720 - Dungeon Level 7

Room # 8

Workshop - 35ft. long x 20ft. wide x 15ft. tall

shrine; fireplace with mantle; breeze, slight, damp; whispering

Plane Shift Door (other side is on another plane) on the north wall leading to a 50ft. long x 15ft. wide x 25ft. tall hallway.

Sample Names: Jervois the superlative Brain Cow (Griffon); Paien Silkthoughts the congenial Iron Rocket (Spines)

Chute transforms into Elemental Animation Trap; DL 7; Search DC 75 (160 Str damage/s, DC 75 Spell save for half)

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

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Segm  
10,870gp

amaryllis stock

brass sleeves, +1 AC, 128gp

Crystalline Talisman [AT+68] +169 AC/++3 Saves; 1P: You are immune

to scrying and mental effects.; CL 32; SL 7; 34005gp

Rian's Gluteus medius muscle: +22 to HD; 1F: Summon CL DL=SL-2 Dancing Potion Bottles.; CL 35; SL 7; 49710gp

DL VII Small Collectiverse/Gooveyverse/etc. Outers x(83) x[4]

AC 500, HD 13, hullp 424, #Att 13, TH ÷ AC/Save DC by 56, dmg 201

Str 20, Dex 38, Con 43, Int 46, Wis 33, Chr 48, 3.5kxp

Immune disintegration and annihilation, No soul. Dark vision.

Prepared effects:

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

[Psi-12C Major] Mirror Mislead: Does a Mislead spell, a Mirror Image, and a Displacement

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

[Psi3½ Major] Clairtangent Hand: Emulate far hand at a distance.

[Wiz SL3] Prismatic Sphere 3: 1 Prismatic color

[Psi14 minor] (no name): Regen CL hp/s

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

Combat effects:

[Wiz SL4] Prismatic Wall 4: 4 Prismatic colors or 2 MultiPrismatic colors (may repeat colors in either mode)

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

[Pri SL6] Blade Barrier : Blades encircling you deal 1d6 damage/level.

[Psi-6N minor] Earth Bolt: Deal Nd10 Eldritch Earth dmg to one target (no save); max N=CL

[Pri SL7] Raise Dead Fully: What you get is the full character at full hit points, but with no spells or psionic points. He loses 1 Con

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

[Psi54 Grand] Ice Control: Wall of Ice

Dungeon061720 - Dungeon Level 7

Room # 9

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

chime(s); bellows; hooting; bellow (ing)

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

Sample Names: Phaeress the courageous Jet Sidekick (Neutralizer); Lysirial the fearless Silver Cult (Mythological god(ess))

Ray of Enfeeblement 7 Trap; DL 7; Search DC 76 (Cleric CL 14, no resistance), (multiple targets)

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

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Half Segment  
24,239gp

leaf-oak

Judy's Gavel, mace, 25d50 (637), 1gp

Ice blue Sickle [6d12] +7 Th/+48 dmg 18+/x2; 1M: 1 hull point damage/succ; CL 44; SL 7, 15930gp

Silvery Armor Gemlet [AT+17] +8 AC/+++ Saves; 1M: Your psionic powers are resisted using a different resistance (MR, IR, etc., but not anti's or GR/XR); CL 30; SL 7; 8595gp

DL VII Tiny Swamp Oozes x(29) x[3]

Stun AC 491, HD 6, hp 212, #Att 9, TH ÷ AC/Save DC by 8, dmg 494

Str 47, Dex 40, Con 21, Int 40, Wis 46, Chr 30, 3.5kxp

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

Prepared effects:

[Pri SL6] Immune [E=3 element]: Pick an E=3 element, you are immune to it for 1 hour. (This immunity does not "spread" into ot

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

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

[Psi12L Super] Clone/Simulacrum: Clone (or) Simulacrum (as the MU spells)

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

[Psi7 Major] (no name): You emit a stench like a gha

[Psi54 Grand] Acrobatics: Any Acrobat SL-1 pick; 5\*CL Rogue points in it

Combat effects:

[Psi6E Super] Bodily Restoration IV: Troll-like Regeneration - of max hp/r

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

[Psi3½ minor] Charm, Psionic: Makes one person your friend.

[Wiz SL5] Wall of Force: The wall only stops spell effects, hurled objects, and breath weapons. People and psionic effects can pa

[Wiz SL7] Prismatic Wall 7: 7 Prismatic colors or 5 MultiPrismatic colors (may repeat colors in either mode)

[Psi-12C Major] Weird Chaos: Two groups: One gets hit by Weird, the other Chaos (as spells)

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



Dungeon061720 - Dungeon Level 7

Room # 10

Chantry (Shrine) - 30ft. long x 5ft. wide x 15ft. tall

recess; Stalactites (some might fall); knocking; shuffling

Energy/Elemental Door on the south wall leading to a 35ft. long x 25ft. wide x 20ft. tall hallway.

Sample Names: Aldaron the raving Ghost Bird (Biplane); Trinette the invincible Death Shrike (Nunchucks)

Burning Door Trap; DL 7; Search DC 72 (240 damage, DC 77 Breath Weapon save for 1/3)

Room (Floor) that (causes/has/or is) Wish Fulfillment, Reversal

[x2] Immortals cannot see, hear, or sense into this room unless they are actually there; Divine Intervention fails

29,916gp

padded chair

a wolf's paw, +3 AC, 0gp

Brownie Rubber duck: +1 Level(s) in a Wizard Group Class; 49510gp

Brownish Pick, light [2d20] +49 Th/+11 dmg 15+/x4; 1Z: Wrench; CL 34; SL 7, 15617gp

DL VII Gargantuan Synnibarr Lycanthropes x(84) x[6]

AC 496, HD 115, hp 6400, RR 105% #Att 5, TH ÷ AC/Save DC by 56, dmg 201

Str 24, Dex 29, Con 53, Int 52, Wis 26, Chr 33, 3.5kxp

+10^DL (DL tenths!) to dmg, Can polymorph to alternate form.

Prepared effects:

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

[Psi2 minor] Time/Space Anchor: Cannot be teleported; --

[Pri SL5] Ironskin: Does not stop falling damage. Does not leak like Stoneskin. Any attack (hit or miss) knocks off an Ironskin, unl

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

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

[Psi6E Super] Astral Form Blockade Field: Stops Astral Psi./Proj., Dim.Doors

[Psi6E minor] Immunity I: Immune to poison, non-silver weapons

Combat effects:

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

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

[Wiz SL5] Lower Resistance : Lowers one's magic resistance

[Psi45 Grand] Hard Radiation: SL\*CL/2 Radiation damage and SL Con damage (1 group, no save)

[Pri SL7] Resist Fire/Resist Cold 7: Take -75% dmg vs. fire or cold

[Psi10 Grand] Mind Quench: Death Spell 3d20 HD (save vs. Death Magic), creatures w/ Int 1-8 get no save

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

Dungeon061720 - Dungeon Level 7

Room # 11

Dining / Feast Hall - 10ft. long x 45ft. wide x 25ft. tall

loom; pot (huge); bellow (ing); steamy near floor

Flesh Door on the west wall leading to a 30ft. long x 5ft. wide x 15ft. tall hallway.

Sample Names: Helera the electrifying Patchwork Bird (Energy); Paros the infernal Turbo- Chimp (Cart)

Injected Smoke Trap; DL 7; Search DC 77 (720 Int damage, DC 77 Fortitude save for half)

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

[x2] Mortals cannot see, hear, or sense into this room unless they are actually there; Divine Intervention fails

42,693gp

armoire

flexible steel body armor, +4 AC, 10gp

Rian's Radius bone: +2 to ML; 1M: Target loses flying and

takes double normal falling damage (no save). ; CL 30; SL 7; 49490gp

Crystalline Knife: Free Jester Kit: +1 Chr; 1 Juggling slot;

1 Comedy slot; 1 Acting slot, Free bonus Singing proficiency; 49280gp

DL VII Titanic Plains Hounds x(54) x[6]

AC 499, HD 452, |hp| 26624, IR 756% #Att 7, TH ÷ AC/Save DC by 56, dmg 983

Str 43, Dex 30, Con 25, Int 42, Wis 36, Chr 52, 3.5kxp

Has mtg W spells, Has 4 legs, and at least 1 head

Prepared effects:

[Pri SL6] Protection from Lightning 6: Stop the next CL\*20 lightning dmg

[Wiz SL5] Prismatic Sphere 5: 3 Prismatic colors or 1 MultiPrismatic colors (may repeat colors in either mode)

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

[Psi81 Major] Invisibility: Improved Invisibility

[Psi45 minor] Resist: Magic: SL/4 (round down) instances of Resist magic

[Pri SL7] Regenerate 7: Regenerates 1 hp /s

[Psi45 minor] True Invulnerability: SL instances of Resist distributed as you like (medium categories: a school, an element, etc.)

Combat effects:

[Psi-12C minor] Chromatic Blast: Area effect Chromatic (50%) / Metallic (50%) Orb; CL=1d12

[Psi-3 Super] Pawn: Pawn someone (gets a Will and a Spell save, making either is a make)

[Psi0 Grand] Sonic Boom: KiLd4 dmg, KiL' radius (sound damage) (save:½, if made save again for 0)

[Pri SL6] Remove \*Curse\*: Removes \*Curse\*, Capital C Curse (but not Ancient Foul Curse)

[Psi19 Grand] Improved Health: 1M, 1V: Heal hp of damage and/or restore stats; C=number of stat pts restored

[Psi54 minor] Flame Project: CL\*(SL+2) fire dmg to one target (no save)

[Pri SL4] Blade Barrier 4: 6d6 dmg wall (shards)

Dungeon061720 - Dungeon Level 7

Room # 12

Nest (animal) - 50ft. long x 40ft. wide x 25ft. tall

tub; desk; misted; knocking

Mimic (the monster) on the south wall leading to a 30ft. long x 5ft. wide x 5ft. tall hallway.

Sample Names: Merredin the daring Admiral America (Grenades); Thrade the quarrelsome Nuclear Yak (Blunderbuss)

Fusillade of Caltrops Trap; DL 7; Search DC 73 (Attack +14 ranged, 70d12 damage)

Door, Secret that (causes/has/or is) Directs

[x2] Immortals cannot feel, taste, or sense into this room unless they are actually there; Divine Intervention fails

4,713gp

tinderbox

white boots, +1 AC, 51gp

Primrose Shirt: +1 Level(s) in a Wizard Group Class; 49860gp

Steely Clock: Free Kobold Familiar; 49390gp

DL VII Colossal Arctic Undeads x(58) x[6]

AC 491, HD 229, stunp 13056, RR 111% #Att 13, TH ÷ AC/Save DC by 56, dmg 981

Str 47, Dex 54, Con 44, Int 38, Wis 55, Chr 33, 3.5kxp

Immune cold. Double dmg from fire., No CON. Immune crits, ability dmg/drain, poison, sleep, paralysis, stunning, disease, death

Prepared effects:

[Psi8 Grand] Create Technological Monster III: Create a DL VIII Technological Monster (AC=16\*CL, hp=8\*(CL^3), Str=6\*CL)

[Psi12L Super] Clone/Simulacrum: Clone (or) Simulacrum (as the MU spells)

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

[Psi6E Super] Immunity IV: Globe/Invuln., Immune:1st-2nd Dominions

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

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

[Wiz SL7] Original Stoneskin 7: Block the next 4 P actions of attacks

Combat effects:

[Psi29 Grand] Meteor Swarm:

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

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

[Pri SL5] Call Lightning 5: (CL+2)d12 lightning dmg (save:½) (halve the die type if not outside)

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

[Wiz SL5] Fireball 5: CLd10 fire dmg to a group (save:½)

[Pri SL7] Resurrection: What you get is the full character at 1 hit point, with the spells and psionic points he had when killed. He





Dungeon061720 - Dungeon Level 8

Room # 1

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

trough; pipette; salty, wet smell; putrid smell

Archway (open) on the north wall leading to a 45ft. long x 10ft. wide x 15ft. tall hallway.

Sample Names: Preawyn the deviant Shining Speedster (Tube); Saleas the wonderful Yellow Crustacean (Giraffe)

Mass Energy Drain Trap; DL 8; Search DC 85 (Psionicist CL 16, DC 81 Breath Weapon save for half)

Altar that (causes/has/or is) Sphere of Annihilation in room

[x2] Gods cannot see, taste, or sense into this room unless they are actually there; Divine Intervention fails

49,457gp

adder stomach

a portrait, 0gp

Patch (AC +0) +5/+5, can be placed on top of any other item, Untwistable (this

item can't be twisted), whatever this item is on cannot be twisted or dispelled., 401350gp

Rian's Thymus: +1 to LVL; 1Z: Summon 3 DL=LVL/2 Henchmen dressed like you.; CL 36; SL 8; 64420gp

DL VIII Gargantuan Wizard-classes Kobolds x(111) x[5]

|AC| 646, HD 130, hp 8448, ER 161% #Att 8, TH ÷ AC/Save DC by 9, dmg 519

Str 46, Dex 62, Con 54, Int 39, Wis 35, Chr 53, 7.5kxp

Knows Wizard spells, Can overbear in numbers.

Prepared effects:

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

[Psi-5 Major] Immune to Poison: Target is immune to poison & disease

[Pri SL6] Resist [E=3 element]: Pick an EE=3 element, you resist it for 1 hour.

[Pri SL5] Double Resist [E=2 element]: Pick an EE=2 element, you double resist it (1/4 dmg, 1/10 if make save) for 1 hour.

[Psi18 Grand] Scty: Spell Trap: Contingency for any 1 power (Magic/Psi/Innate)

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

[Pri SL6] Goodberry 6: Creates 24 goodberries

[Psi6G Super] Reduplication: Duplicates one (non-magical, non-psionic) item; max TechL = CL

Combat effects:

[Psi-6G Grand] Counterspell †: 1bM: Counter an effect

[Wiz SL7] Immediate Monster Summoning VII: Summons a DL V monster without summoning sickness

[Psi-3 Super] Armageddon: Destroy a demiplane (will probably get Objected to unless it's empty)

[Psi3 Super] Monster Domination: Dominates any creature for less time.

[Pri SL5] Remove Curse 5: Cure 2 curse effects (reverse causes that many, save for each)

[Psi45 Major] Neural Manipulation: Minor: Seizure (-2 all rolls, save); Major: Paralysis (SL/3 saves)

[Psi54 minor] Phobia: Fear (SL saves)

[Psi-12C minor] Taunt Blast: One group will attack you on their next action (no save)

Dungeon061720 - Dungeon Level 8

Room # 2

Kitchen - 25ft. long x 15ft. wide x 10ft. tall

horn; bookcase; music; metallic smell

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

Sample Names: Seralath the frigid Professor -streak (Droid); Galena the virtuous Winter Cult (Doohickey)

Brick transforms into Elemental Adamantite Trap; DL 8; Search DC 83 (800 Chr damage/s, no save)

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

[x2] Room is permanently/continuously Disjunct (effect)ed, only creatures immune or bubbled against it can function here.

47,630gp

brazier/coal

wee silvery pool, 300gp

Rian's Finger Nails: +15 to HD; 1M: Creates a x2 Terrain Feature that

you and your henchmen get +1 to multiplier. ; CL 36; SL 8; 64820gp

Rian's Liver: +15 to HD; 1P: Target forgets how to cast 3 spells or effects by name ; CL 44; SL 8; 64750gp

DL VIII Gargantuan Outer-LG Undeads x(33) x[3]

AC 642, HD 133, hp 8448, IR 83% #Att 13, TH ÷ AC/Save DC by 72, dmg 390

Str 63, Dex 25, Con 19, Int 36, Wis 23, Chr 24, 7.5kxp

Immune acid, cold, petrification. Resist electricity and fire. Protection from evil continuous. Tongues at will., No CON. Immune cr

Prepared effects:

[Wiz SL5] Anti-Radioactive Shell:

[Psi3½ Super] Metamorphosis, Greater: Assume shape of any nonunique creature or object each round.

[Wiz SL6] Planar Displace: Planar Displacement for 1 turn

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

[Wiz SL8] Second Level Magic-User Spells (DM1): Cast any four 2nd level Wizard spells simultaneously when it is cast.

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

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

[Wiz SL8] Anti-Magic Shell 8: Anti-Magic of SL 0 to 7

Combat effects:

[Psi2 Grand] Megakinesis: TK, X=(lbs.)\*(speed in ")/|v|^2; PSP cost halved

[Psi3 Super] Dissolution: You Disintegrate really large objects or creatures.

[Pri SL7] Hold Person/Monster 7: Hold 9 person or 7 monster targets (save)

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

[Psi-1 minor] Resume Animation: Remove one instance of Paralysis, Stun, Hold, etc. on yourself

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

[Pri SL4] Lesser Planar Ally : Summons a DL IV outer-planar (payment determines duration)

[Psi-6N Major] Force of Nature IV: Summon a Thicket Elemental: AC 80, hp 320, #Att 4/1, TH +70, dmg 70

Dungeon061720 - Dungeon Level 8

Room # 3

Laboratory - 30ft. long x 25ft. wide x 20ft. tall

carpet (largish); armoire; wind, strong; scream(ing)

Locked Door, Mechanical on the west wall leading to a 10ft. long x 25ft. wide x 20ft. tall hallway.

Sample Names: Pylia the hostile Sun Twosome (Spatula); Sinyalla the deviant Obsidian Flame (Flight Ring)

Tripping Arrows Trap; DL 8; Search DC 87 (Attack +144 ranged, 10d12 Cml damage)

Monster that (causes/has/or is) Sphere of Annihilation in room

[x2] Room is permanently/continuously Alley Effected, only creatures immune or bubbled against it can function here.

21,915gp

scattered stones

the silver helm of the Titans, +2 AC, 691gp

Fuchsia Rope [6d10] +10 Th/+9 dmg 18+/x4; 1M: Telekinesis 1 evil target away

(no save); Move rate =  $CL * 100 / (\text{weight of target})$ ; CL 56; SL 8, 12430gp

Amethyst Scarab [AT++9] +17 AC/+8 Saves; 1V: How many of an item exists is multiplied

by 1.5 (you need a Grand to duplicate a x2 item); CL 46; SL 8; 17655gp

DL VIII Small Outer-CE Illusionarys x(64) x[4]

AC 643, HD 12, hp 576, RR 138% #Att 15, TH ÷ AC/Save DC by 72, dmg 1921

Str 32, Dex 52, Con 66, Int 24, Wis 57, Chr 40, 7.5kxp

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

Prepared effects:

[Psi-12C Super] Anti-Commotion Resist.:  $+CL * 5\%$  aaAllR (Anti-Anti R vs. everything)

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

[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.

[Pri SL7] Protection from Death: Immune to slain and Slain

[Psi72 minor] Reincarnate: You Reincarnate upon death, inactive and Feign Death for the rest of this combat

[Psi29 Grand] Duplicate Magic Item (x1):

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

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

Combat effects:

[Psi-12C Super] Wild Invocation VI: Random 10 (95%) or 2m4+10 (5%) SL Wizard Invocation spell

[Psi-12C Super] Wild Invocation VI: Random 10 (95%) or 2m4+10 (5%) SL Wizard Invocation spell

[Pri SL5] Wall of Stone : 20 hp/four levels; can be shaped.

[Psi6E Super] Dark Storm: 6 Dark Thunderbolts (pay DPP cost once)

[Psi-12C Super] Wild Invocation VI: Random 10 (95%) or 2m4+10 (5%) SL Wizard Invocation spell

[Psi-12L Super] Law Quintuple Beam: CLxCLx3 mental dmg in 5 lines (no save); C-align x4 dmg

[Psi3½ Grand] Retrieve: Teleport to your hand an item you can see.

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



Dungeon061720 - Dungeon Level 8

Room # 4

Music Room - 35ft. long x 25ft. wide x 45ft. tall

paintings/frescoes; bell (huge); thumping; giggling (faint)

Undead Door (has a trapped spirit/ghost) on the east wall leading to a 45ft. long x 5ft. wide x 25ft. tall hallway.

Sample Names: Revani the deadly Composite Swarm (Vibranium); Urreth the mordant Vibro Reserve (Pig)

Scything Javelins Trap; DL 8; Search DC 81 (Attack +64 melee, 80d4 Cml damage)

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

[x2] Immortals cannot see, hear, or sense into this room unless they are actually there; Divine Intervention fails  
56,756gp

hair/fur bits

a pile of bird droppings, 0gp

Iron-grey Armor Gemlet [AT+15] +143 AC/+15 Saves; 1M: Pick any one specific spell or psionic power. You are immune to it.; CL 37; SL 8; 26250gp

Hazel Cup: +8deadIQB Action(s); 64770gp

DL VIII Tiny Mountain Hounds x(44) x[5]

Stun AC 653, HD 9, hp 268, MR 109% #Att 3, TH ÷ AC/Save DC by 72, dmg 1923

Str 60, Dex 29, Con 23, Int 40, Wis 43, Chr 39, 7.5kxp

Has mtg R spells, Has 4 legs, and at least 1 head

Prepared effects:

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

[Psi16 Grand] Golem Form: Emerald: Immune acid; iNR 50%; 1M: Lightning Bolt

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

[Psi16 Grand] Golem Form: Emerald: Immune acid; iNR 50%; 1M: Lightning Bolt

[Psi45 minor] Hyper-Invention: (12-SL)M: Create a TechL=SL\*2-3 object (see [Q8], can have at most LVL of these objects)

[Psi-12L Major] Choose Die Result: Choose result of one die roll (not "deep", only affects one die)

[Pri SL5] Troll-like Regeneration: You Troll-like Regenerate at CL hp per round

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

Combat effects:

[Psi6N minor] Telekinesis:  $N=(\text{weight lifted}) * (\text{move rate in inches}) / 100$

[Psi12T Grand] Magic Jar: Magic Jar (as spell)

[Pri SL8] Command 8: Target makes 8 saves, each missed save allows 1 word for a command to be given

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

[Psi-12T Super] Bring Animals VIII: Summon CL\*5 Animals using ML VIII chart, you pick the result

[Psi15 Super] Summon Insects: Summon Insects

[Psi12L Grand] Order Reality: Alter Reality, but effect must be Lawful intent

[Pri SL7] Call Lightning 7: (CL+2)d16 lightning dmg (save:½) (halve the die type if not outside)

Dungeon061720 - Dungeon Level 8

Room # 5

Class - 40ft. long x 5ft. wide x 10ft. tall

candle; retort (glass jug with long neck for alchemy); hazy; jingling

Brass Door, Normal on the south wall leading to a 30ft. long x 10ft. wide x 10ft. tall hallway.

Sample Names: Kanan the wondrous Chameleon Gorilla (Catamaran); Gundron the manipulative Dawn Fighter (Shotgun)

Mass Feeblemind Trap; DL 8; Search DC 84 (Psionicist CL 16, no save)

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

[x2] Room is permanently/continuously Blinded, only creatures immune or bubbled against it can function here.

57,799gp

teeth/fangs, scattered

an angle, exotic, 7d5 (21), 200gp

Minor Globe of Invulnerability: +12 AC, +5 Dex ("ioun stone" slot), 301320gp

Mirror of Enlightenment, 11220gp

DL VIII Medium Black-Ice Mutants x(96) x[5]

AC 644, HD 22, hullp 1056, ER 106% #Att 3, TH ÷ AC/Save DC by 9, dmg 1928

Str 65, Dex 26, Con 39, Int 27, Wis 59, Chr 46, 7.5kxp

Knows Bug spells, Immune radiation

Prepared effects:

[Psi-6G Major] Iridescence †: 1bM: Immune Fire (all variants), Positive, Prismatic, Chromatic, Light, Radiance, Blindness

[Wiz SL8] Permanency: ANY spell in the game can be made permanent.

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

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

[Wiz SL5] Anti-Magic Shell 5: Anti-Magic of SL 0 to 4

[Psi19 Grand] Assassin Lore: Abilities as per an Assassin of half level (round up)

[Wiz SL8] Anti-Magic Shell 8: Anti-Magic of SL 0 to 7

[Psi6E Major] Body Double: Transform a larva into a clone

Combat effects:

[Wiz SL5] Enslave Monster: As Charm Monster, except the effect cannot be thrown off by being damaged, and there is no daily s

[Psi45 Major] Hypnotic Control: Hypnosis (SL/2 saves)

[Wiz SL2] Lightning Bolt 2: CL4 lightning dmg to a group (save:½)

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

[Pri SL6] Heal: Cure all dmg + disease,blind,insanity,feeblemind

[Psi-12T Super] Bring Animals VIII: Summon CL\*5 Animals using ML VIII chart, you pick the result

[Pri SL7] Confusion:

[Pri SL5] Dispel Evil: Unsummons evil creatures (Outer-planar/summoned no save). If cast against 1 creature of the appropriate s

Dungeon061720 - Dungeon Level 8

Room # 6

Treasure Room - 45ft. long x 30ft. wide x 50ft. tall

Bridge, Swinging (like a swing); candles; steamy; creaking

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

Sample Names: Preawyn the spiteful Warrior Avenger (Suction Cup); Viktor of Braila the \$6 million American -jack (Biotechnology)

Hypnotism Trap; DL 8; Search DC 84 (Psionicist CL 16, no save)

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

[x2] Immortals cannot feel, hear, or sense into this room unless they are actually there; Divine Intervention fails

43,434gp

skull

a shiny war trophy, 1gp

Crimson Armor, Heavy [AT+229] +64 AC/+14 Saves; 1M: You have a breath weapon, half

hp (pick acid, poison, skunk; pick 3/d or 1/3r); CL 41; SL 8; 43400gp

Chrome Girdle [AT+16] +10 AC/+9 Saves; 1M: Minor: Invis.; Major:

Improved Invis.; Grand: Dust of Disappearance; CL 46; SL 8; 9435gp

DL VIII Gargantuan NPC Humanoids x(80) x[4]

AC 650, HD 133, hullp 71680, MR 108% #Att 12, TH ÷ AC/Save DC by 72, dmg 1284

Str 46, Dex 64, Con 55, Int 47, Wis 61, Chr 50, 7.5kxp

Has Fighter, Wizard, Priest, Rogue, Psi classed members w/sometimes Cus and Mon, Has 2 arms, 2 legs, and 1 head.

Prepared effects:

[Pri SL6] Protection from Lightning 6: Stop the next CL\*20 lightning dmg

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

[Pri SL6] Resist Fire/Resist Cold 6: Take -70% dmg vs. fire or cold

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

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

[Wiz SL8] Second Level Magic-User Spells (DM1): Cast any four 2nd level Wizard spells simultaneously when it is cast.

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

[Pri SL8] Duplicate Monster: Duplicate a x1 monster (not incl. classes)

Combat effects:

[Psi10 minor] Break: Break an object (item save); S = Str score desired (max = Int)

[Wiz SL7] Prismatic Spray : Seven multicolored ray flash from the caster hand, each causing different damage and other effects

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

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

[Psi60 Major] Blink: Blink (controlled)

[Psi3½ Super] Tornado Blast: Vortex of air subjects your foes to 17d6 damage and moves them.

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

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





Dungeon061720 - Dungeon Level 8

Room # 7

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

sack; Walls of Webs; earthy smell; rotting vegetation smell

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

Sample Names: Alemanni the athletic Mind Singer (Hook); Frikhesp the spellbinding Golden -wave (Teleporter)

Air in room transforms into Elemental Bone Trap; DL 8; Search DC 88 (1600 Int damage/s, no save)

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

[x2] Immortals cannot smell, hear, or sense into this room unless they are actually there; Divine Intervention fails  
17,624gp

wallet

a pair of studded leather gloves, +1 AC, 17gp

Orchid Robe [AT+262] +101 AC/+11 Saves; 1M: All your effects from one class

are at double CL (for effect and BlahR adj.); CL 56; SL 8; 53340gp

Ring of Weakness, 2120gp

DL VIII Medium Swamp Beholders x(49) x[5]

AC 649, HD 20, hp 1040, #Att 12, TH ÷ AC/Save DC by 9, dmg 772

Str 55, Dex 54, Con 43, Int 46, Wis 23, Chr 51, 7.5kxp

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

Prepared effects:

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

[Wiz SL6] Globe of Invulnerability 6: Immune to spells with SL=0 to 5

[Psi4 minor] To Hit \*1.25: Multiply your to hit rolls by 1.25, you autohit on natural 21-1.25 or better (Minor is 19).

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

[Psi2 minor] Displacement: As per Displacer Beast; AC bonus is +4

[Psi6E Super] Astral Form Blockade Field: Stops Astral Psi./Proj., Dim.Doors

[Wiz SL8] Time/Reality Stability: Time/Reality Stability (duration 1 day), reverse removes it (Spell save)

[Psi16 Major] Golem-mind: Class VI/Esper-blind to all frequencies non-divisible by 8

Combat effects:

[Psi30 Grand] Bind: Stopped & -½ Str/succ

[Wiz SL7] Lightning Bolt 7: CLd14 lightning dmg to a group (save:½)

[Psi30 Grand] Bind: Stopped & -½ Str/succ

[Psi-12T Super] Bring Animals VIII: Summon CL\*5 Animals using ML VIII chart, you pick the result

[Psi-6E Major] Stench of Evil N: ½M, -9 current hp: 30'r: CL^3 stench dmg (save:½), they can use X PSP (any freq/spells, use Q11)

[Psi29 Grand] Maze:

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

[Psi45 Grand] Energy Solidification: Minor: Web; Major: Iron Bands of Bilarro; Grand: Solid Wall of Force; Super: Forcecage

Dungeon061720 - Dungeon Level 8

Room # 8

Privy/Secret - 50ft. long x 30ft. wide x 5ft. tall

spinning wheel; couch; humming; bong

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

Sample Names: Palitane the cut-throat Earth Shogun (Gadgets); Krylac the insidious Flying Tyrant (Darts)

Air in room transforms into Elemental Vibranium Trap; DL 8; Search DC 81 (1400 Con damage/s, DC 88 Spell save for 1/3)

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

[x2] Room is permanently/continuously **\*\*Cursed\*\*** (Ancient Foul Cursed)ed, only creatures immune or bubbled against it can fu  
44,403gp

hourglass

a bottle of lager, 25gp

Orange Age Cat. 7 Electrum Dragon Armor [ATx5] +13 AC/+145 Saves; 1F: +10% of current hp total

to breath dmg [or (+1)d(+2) breath dmg if using set breath dice]; CL 56; SL 8; 35325gp

Potion of Dragon Control \*, 10350gp

DL VIII Diminutive Jungle Undeads x(51) x[3]

AC 651, HD 7, stunp 140, PR 168% #Att 11, TH ÷ AC/Save DC by 9, dmg 385

Str 47, Dex 63, Con 47, Int 22, Wis 64, Chr 45, 7.5kxp

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

Prepared effects:

[Pri SL5] Antiplant Shell: Keeps out plants

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

[Psi60 minor] Armor: Melee:+LVL AC, -LVL/2 dmg per hit

[Wiz SL8] Anti-Magic Shell 8: Anti-Magic of SL 0 to 7

[Psi29 Grand] Duplicate Monster (Clone) (x1):

[Wiz SL6] Globe of Invulnerability 6: Immune to spells with SL=0 to 5

[Psi6G Grand] Astral Eyes: Can see through alterations/illusions/possession; Astral Perception

[Pri SL8] Protection from Fire 8: Stop the next CL\*28 fire dmg

Combat effects:

[Psi-12T Super] Crapulence Aura: Enemies in sight takes CL\*3 crapulence dmg /s (no resistance)

[Psi2 Major] Mass Domination: Up to 5 creatures Dominated; Range 100y

[Pri SL8] UltraCureAll: As Cureall but full set of phantom hit points.

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

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

[Psi-2 Grand] Weakness of the World: -9/-9 AC/saves, -25% RR/MR/PsiR; Lasts 5r after maint.

[Wiz SL5] Magic Missile 5: (CL+1)\*5/2 missiles, each does 1d4+1 force dmg (no save)

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

Dungeon061720 - Dungeon Level 8

Room # 9

Wine Cellar - 50ft. long x 10ft. wide x 50ft. tall

pot (huge); Stalagmites; jingling; moaning

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

Sample Names: Keryvian the arrogant Mammoth Platypus (Spitballs); Tarithi the winsome Bullet Wight (Griffon)

Bring Animals VIII Trap; DL 8; Search DC 84 (Psionicist CL 16, no save)

Container (Barrel, Jar, Vase, etc.) that (causes/has/or is) Talks - Spell Casting

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Turn  
43,361gp

torch

[=\* Jewelled Collar \*==], 1000gp

Dove-grey Armor Gemlet [AT+17] +65 AC/+99 Saves; 1M: Mult. power (Max=level/5+1); CL 51; SL 8; 28950gp

loun Stone, Super, Immune to Annihilation, 35250gp

DL VIII Large Post-Apocalyptic/Cybernetic Avian/Birds x(55) x[4]

|AC| 645, HD 37, stunp 2272, #Att 15, TH ÷ AC/Save DC by 72, dmg 386

Str 27, Dex 21, Con 36, Int 36, Wis 25, Chr 47, 7.5kxp

Class VI Esper Blind, Flys. Has 2 Wings, 2 talons, and a beak.

Prepared effects:

[Wiz SL7] Anti-Magic Shell 7: Anti-Magic of SL 0 to 6

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

[Wiz SL8] Permanency: ANY spell in the game can be made permanent.

[Psi6E Major] Necromancer Lore: Necromancer's abilities of ½ level

[Psi24 Major] Rogue points 20: This class gives an extra +20 Rogue points per level.

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

[Psi8 Grand] Anti-Technological Shell: Reduce all technological objects within 30' by -CL TechL (min TechL=0)

[Wiz SL7] Fire Shield 7: Anyone who melees with you takes 150% dmg back

Combat effects:

[Psi45 Major] Iron Will: 1bM: One effect that's hitting you is delayed for SL segments (it will still resolve even if the caster is drop

[Wiz SL1] 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] Wall of Thorns : Thorns damage anyone who tries to pass.

[Psi30 Grand] Stun Blast /Sleep: Astral stunning

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

[Psi6E Super] Fear VI (Fear Contagion): As the Quest level Priest spell

[Psi10 Grand] Disintegrate: Disintegrate (save)

[Wiz SL6] Feeblemind 6: -30 mental stat points (randomly distributed in packets of 5) (save per packet)



Dungeon061720 - Dungeon Level 8

Room # 10

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

table, low; ropes; metallic smell; drumming

Loop Door (goes to another timeline) on the east wall leading to a 30ft. long x 20ft. wide x 5ft. tall hallway.

Sample Names: Sparte the idiotic Star Tornado (Tentacles); Oxa Axewielder the criminal Voodoo Dragon (Ship)

Falling Lock Trap; DL 8; Search DC 84 (800 damage, DC 88 Reflex save for 1/10)

Wall that (causes/has/or is) Monster Generator: Giant (summons a Giant every segment)

[x2] Room is permanently/continuously Charmed, only creatures immune or bubbled against it can function here.

20,824gp

spike, rusted

a lice infested cloak, +2 AC, 0gp

Amber Age Cat. 7 Midgard Dragon Armor [AT++5] x5 AC/+169 Saves;

1M: Shield vs. magic/psionics 1000\*LVL hp; CL 56; SL 8; 40120gp

Amber Piercing Weapon [5d4] x5 Th/+255 dmg 15+/x5; 1Z: Every segment,

a random SL=1d10 effect hits a random target; CL 37; SL 8, 64864gp

DL VIII Huge Outer-CG Plants x(38) x[3]

AC 644, HD 67, |hp| 36352, ER 120% #Att 13, TH ÷ AC/Save DC by 72, dmg 263

Str 45, Dex 54, Con 37, Int 40, Wis 47, Chr 63, 7.5kxp

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

Prepared effects:

[Psi8 Grand] Hard Resistance to Anti-Matter: Double resist anti-matter (1/4, save for 1/10), Can survive in anti-matter based prin

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

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

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

[Psi8 Grand] Hard Resistance to Anti-Matter: Double resist anti-matter (1/4, save for 1/10), Can survive in anti-matter based prin

[Psi-3 Grand] Rebound: MPaPReflection CL\*15%

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

[Pri SL5] Antiplant Shell: Keeps out plants

Combat effects:

[Psi3 Super] Astral Construct IX: Astral construct fights for you.

[Psi12C Super] Chaos Storm: All in 120'r area are affected by Weird, Maze, and Chaos (as spells) every round

[Psi12L Super] Imprisonment: Imprisonment (as spell)

[Pri SL5] Neutralize Poison 5: Cure 2 poison effects (reverse causes that many, save for each)

[Wiz SL7] Prismatic Wall 7: 7 Prismatic colors or 5 MultiPrismatic colors (may repeat colors in either mode)

[Wiz SL4] Sharp: Target is Sharped (loses a limb at random) (PP save)

[Pri SL8] Hold Person/Monster 8: Hold 10 person or 8 monster targets (save)

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

Dungeon061720 - Dungeon Level 8

Room # 11

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

boots (iron); Walls of Insects; jingling; tapping

Locked Door, Out of Phase on the east wall leading to a 5ft. long x 5ft. wide x 25ft. tall hallway.

Sample Names: Lamordia the naughty Sir Enigma (Thingamabob); Darvian the heartless Brunette Octopus (Kite)

Hail of Caltrops Trap; DL 8; Search DC 84 (Attack +56 melee, 80d2 damage)

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

[x2] Gods cannot taste, see, or sense into this room unless they are actually there; Divine Intervention fails

53,735gp

leaves (dry) & twigs

a bracer, +1 AC, 100gp

Olive drab Spiked shield, heavy [7d8] +8 Th/+9 dmg 18+/x4; 1P: Domination; CL 34; SL 8, 8560gp

Stonefist Sword of Rage [Two-Handed Sword; 2d6/5d4] +2/+2; 1P, 1/t: +1 TH, +3 dmg, +20 hp, -2 AC for 1t, 52140gp

DL VIII Titanic Alley Aliens x(58) x[5]

AC 654, HD 514, hp 34816, TR 105% #Att 11, TH ÷ AC/Save DC by 72, dmg 520

Str 37, Dex 60, Con 34, Int 24, Wis 24, Chr 61, 7.5kxp

Attacks as x2 DL., Does not breathe. Has Psi 8.

Prepared effects:

[Psi8 Major] Techskin: Get TechL "Techskins", each absorbs one technological attack (can't use with Stoneskin)

[Pri SL7] Spell Immunity 7: Be immune to 4 spells by name

[Pri SL6] No Save: The next spell you cast does not have a saving throw

[Wiz SL8] Original Stoneskin 8: Block the next 5 P actions of attacks

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

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

[Psi3½ Super] Affinity Field: Effects that affect you also affect others.

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

Combat effects:

[Pri SL7] Conjure/Dismiss Quasi Elemental: Summons or dismisses a Quasi Elemental

[Psi-6G minor] Bloodboil: Target takes CL holy blood dmg (no save) per segment

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

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

[Psi-6E Grand] Infernal Spawn of Infernal Spawn of Evil: Summon a Demon Child: AC 80, hp 800, #Att 8/1, TH +80, dmg 80, 1M: 2

[Psi-12T Super] Bring Animals VIII: Summon CL\*5 Animals using ML VIII chart, you pick the result

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

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

Dungeon061720 - Dungeon Level 8

Room # 12

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

chasm; waterclock; clear; shuffling

Ice Door (transparent) on the north wall leading to a 50ft. long x 25ft. wide x 5ft. tall hallway.

Sample Names: Vunoon the abhorrent Sarge Vampire (Blimp); Trienn the uncanny Mademoiselle Lad (Cow)

Fusillade of Pendulums Trap; DL 8; Search DC 88 (Attack +152 ranged, 40d12 Str damage)

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

[x2] Immortals cannot feel, hear, or sense into this room unless they are actually there; Divine Intervention fails  
62,227gp

wheel

a Wheat Cake, 3gp

Mirror of Foresight (1/d), 22340gp

Mistletoe Leaf of set 2000 hp, 403450gp

DL VIII Macro-Diminutive Priest-classes Giants x(40) x[6]

AC 641, HD 2050, hullp 1.5E+5, CR 93% #Att 1, TH ÷ AC/Save DC by 72, dmg 259

Str 66, Dex 27, Con 27, Int 52, Wis 59, Chr 20, 7.5kxp

Knows Priest spells, Minimum size category Large.

Prepared effects:

[Wiz SL6] Contingency: Each creature can only have 1 Contingency spell on him. If the contingency spell is dispelled, the effect ir

[Psi12T Super] Psionic Turning: Spell Turning but affects Psionic effects

[Psi-12T Super] Spirit Preservation: +5\*CL% aXR

[Psi6E Super] Immunity IV: Globe/Invuln., Immune:1st-2nd Dominions

[Psi10 minor] Fire Protection \*: Resist Fire

[Psi-2 minor] NoBlink: Blinking does not function within 100'; within 1000'

[Wiz SL6] Contingency: Each creature can only have 1 Contingency spell on him. If the contingency spell is dispelled, the effect ir

[Psi16 Grand] Golem Form: Stone: Immune earth; set Str 22+LVL; 1V: Slow

Combat effects:

[Wiz SL5] Wall of Iron : 30 hp/four levels; can topple onto foes.

[Wiz SL5] Cone of Cold 5: CLd10+CL cold dmg to a group (save:½)

[Psi27 Major] Drake: You can breathe an Inner Element once this round equal to your hp in dmg.

[Pri SL5] Creeping Doom 5: (1d2+4)\*60 insect dmg

[Psi3½ Super] Timeless Body: Ignore all harmful, and helpful, effects for 1 round.

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

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

[Pri SL6] Conjure/Dismiss Para Elemental: Summons or dismisses a Para Elemental





Dungeon061720 - Dungeon Level 9

Room # 1

Creamatorium - 30ft. long x 15ft. wide x 50ft. tall

oubliette (pit); barrel; foggy; foggy near floor

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

Sample Names: Maginsa the unholy Dark Blur (Shield); Hamoch the rabid Dream Savage (Gel)

Hold Person/Monster 9 Trap; DL 9; Search DC 94 (Cleric CL 18, DC 91 Spell save for 1/10)

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

[x2] Room is permanently/continuously Berserked, only creatures immune or bubbled against it can function here.

25,219gp

large chest

a ][+][ helm, +4 AC, 800gp

Tome of Clear Thought, 85240gp

Dream Cap of Veluna, 17430gp

DL IX Large Sea-of-Dust/Colorless Viruss x(133) x[4]

Stun AC 815, HD 42, hp 2624, RR 157% #Att 4, TH ÷ AC/Save DC by 90, dmg 978

Str 45, Dex 60, Con 49, Int 46, Wis 30, Chr 21, 12kxp

Immune alignment based/color based effects, Can infect things. Immune mind-affecting, crits, gazes, illusions, poison, sleep, par.

Prepared effects:

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

[Wiz SL9] Prismatic Sphere 9: 7 Prismatic colors or 5 MultiPrismatic colors (may repeat colors in either mode)

[Psi-6G minor] Angelic Wall: DR 40/+CL

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

[Wiz SL7] First Level Magic-User Spells (DM2): Can cast one 1st Level Wizard spell per round as Z action

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

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

[Psi2 minor] Iron Will: Can fully act up to -10 hp; Can act up to -15 hp

[Pri SL5] Golem: Makes a golem (you need raw materials)

Combat effects:

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

[Wiz SL9] Power Word Stun 9: Stuns a creature if current hp &lt; 320 (no save)

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

[Wiz SL8] Wacky Ball 8 / Normal / ½: Ld30, save: ½

[Wiz SL6] Ray of Enfeeblement 6: -30 physical stat points (randomly distributed in packets of 5) (save per packet)

[Psi6N minor] Remove Alteration: Dispels one Alteration, Polymorph, or Tranmutation effect

[Psi-12L minor] Suggestion Blast: One group is suggested (Will save), all use same suggestion

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

[Psi-12C minor] Dispel Radiation/Tech: Dispels one Radioactive, Wild/Chaos, or Technological effect

Dungeon061720 - Dungeon Level 9

Room # 2

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

Floors of Webs; idol(s); stale, fetid smell; rattling

Brass Door, Normal on the west wall leading to a 15ft. long x 20ft. wide x 5ft. tall hallway.

Sample Names: Imvanie the diseased Radioactive Duo (Celestial); Nalana the poisonous Gamma Terrorist (Ionizer)

Dropping Trapdoor Trap; DL 9; Search DC 94 (600 Cml damage, no resistance), (multiple targets)

Door, Secret that (causes/has/or is) Moves/Rolls

[x2] Gods cannot smell, feel, or sense into this room unless they are actually there; Divine Intervention fails

56,966gp

wood pieces

a pair of pruning shears, exotic, 12d7 (48), 100gp

Rian's Lungs: +28 to HD; 1V: Counters the first SL attacks (melee).

Breaks an attacker's bone for each attack countered. ; CL 45; SL 9; 81670gp

Blackened Shirt: +300 PSP's; 81280gp

DL IX Fine City/Town Elf/Avalons x(104) x[5]

AC 822, HD 9, hp 86, MR 181% #Att 9, TH ÷ AC/Save DC by 90, dmg 168

Str 54, Dex 42, Con 51, Int 36, Wis 53, Chr 59, 12kxp

Has hirelings, Immune sleep, aging

Prepared effects:

[Wiz SL7] Armor 7: +CL\*14 current hp

[Psi4 Major] hp \*1.5: Multiply hp by 1.5

[Psi81 minor] Stretching: Can attack (CL+3)/4 groups per segment without actually entering them

[Pri SL3] Goodberry 3: Creates 12 goodberries

[Pri SL8] Protection from Lightning 8: Stop the next CL\*28 lightning dmg

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

[Psi81 minor] Stretching: Can attack (CL+3)/4 groups per segment without actually entering them

[Psi-9 minor] Electricity Suppressor: Resist Lightning

[Psi29 Grand] Duplicate Magic Item (x1):

Combat effects:

[Wiz SL1] Prismatic Wall 1: 1 Prismatic color

[Pri SL8] Conjure Greater Elemental: Conjures a 36 HD Elemental Lord (x2 being)

[Wiz SL1] Prismatic Wall 1: 1 Prismatic color

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

[Wiz SL9] Time Stop 9: Stops time for 1d4 rounds

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

[Pri SL7] Raise Dead Fully: What you get is the full character at full hit points, but with no spells or psionic points. He loses 1 Con

[Psi-12L Super] Law Quintuple Beam: CLxCLx3 mental dmg in 5 lines (no save); C-align x4 dmg

[Psi30 Ultra] Air Blast: Ele.Air damage, Dex resists

Dungeon061720 - Dungeon Level 9

Room # 3

Robing Room - 35ft. long x 30ft. wide x 25ft. tall

trough; couch; creaking; scratching/scrabbling

Wood Door, Normal on the north wall leading to a 50ft. long x 20ft. wide x 15ft. tall hallway.

Sample Names: Daudir the famous Teen Squid (Chariot); Durhan the incredible Bullet Fury (Scimitar)

Polycancellation Trap; DL 9; Search DC 97 (Psionicist CL 18, DC 92 Spell save to negate)

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

[x2] Mortals cannot feel, taste, or sense into this room unless they are actually there; Divine Intervention fails

54,393gp

razor

a Designer Backpack, 1500gp

Mage School Robe (-1 on 1 school SL), 27530gp

Elven Cloak 'Holcolleth' [2,+15]; +2 to INT, WIS, Stealth;

Resist Acid; Activates for Sleep II every 55 turns, 132350gp

DL IX Tiny Megaverse-Project Oozes x(68) x[5]

AC 815, HD 6, hp 336, TR 189% #Att 5, TH ÷ AC/Save DC by 90, dmg 330

Str 64, Dex 21, Con 40, Int 64, Wis 62, Chr 53, 12kxp

StunR DL\*10%, No INT. Immune mind-affecting, crits, gazes, illusions, poison, sleep, paralysis, polymorph, and stunning.

Prepared effects:

[Wiz SL6] Original Stoneskin 6: Block the next 3 P actions of attacks

[Psi29 Ultra] Symbol of Wizardry:

[Pri SL6] Anti-Animal Shell:

[Psi4 minor] Actions \*1.25: Pick one action type (M, P, V). Your number of actions of that type is multiplied by 1.25

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

[Psi29 Ultra] Symbol of Wizardry:

[Psi-12T Major] Duplicate Natural Item: Duplicate a x0 or x1 Natural or Anti-Magical Item

[Pri SL8] Sphere Of Security: Friends get +2 AC,+2 saves, +50% MR, 4 Pro.scroll effects 1h

[Pri SL5] Summon Nature's Ally V : Summons a DL V animal (maintained)

Combat effects:

[Wiz SL7] Cone of Cold 7: CLd14+CL cold dmg to a group (save:½)

[Psi12L Super] Imprisonment: Imprisonment (as spell)

[Wiz SL2] Magic Missile 2: (CL+1) missiles, each does 1d4+1 force dmg (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

[Psi12L Super] Imprisonment: Imprisonment (as spell)

[Psi6G Super] Destroy Evil Spirit: Evil creature loses N stat points and N^2 permanent hp (no resistance, can use GR)

[Wiz SL7] Cone of Cold 7: CLd14+CL cold dmg to a group (save:½)

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



Dungeon061720 - Dungeon Level 9

Room # 4

Crypt / Burial Chamber - 30ft. long x 25ft. wide x 50ft. tall

lamp; pot (huge); gong; slithering

Phase Door (as the spell) on the west wall leading to a 50ft. long x 25ft. wide x 20ft. tall hallway.

Sample Names: Arion the \$6 million Dynamo Singer (Atomic); Kherris the loony Chimp Blaster (Meditation)

Energy Kin.: Super Blast Trap; DL 9; Search DC 95 (Psionicist CL 18, no resistance)

Pillar or Column that (causes/has/or is) Combination lock

[x2] Room is permanently/continuously Blinded, only creatures immune or bubbled against it can function here.

3,792gp

pail

a white paint stripe, +3 AC, 125gp

Belt of Neutralizing Poison (Immune to Poison; 1P, touch: Neutralize Poison), 51330gp

Mirror (Scrying; Communication; Teleportation), 51540gp

DL IX Medium Psionic Plants x(93) x[6]

AC 815, HD 27, |hp| 1392, PR 149% #Att 4, TH ÷ AC/Save DC by 10, dmg 812

Str 41, Dex 64, Con 23, Int 27, Wis 45, Chr 50, 12kxp

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

Prepared effects:

[Psi45 Grand] Force Field vs. Mental: Immune to spell level 0 to SL-1 mental attacks

[Psi24 Major] HD type: Add +1d+0: Add 1 to number of HD per level

[Pri SL7] Protection from Lightning 7: Stop the next CL\*24 lightning dmg

[Wiz SL6] Planar Displace: Planar Displacement for 1 turn

[Wiz SL4] Tenser's Transformation 4: +50% of max hp to current hp

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

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

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

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

Combat effects:

[Wiz SL5] Cone of Cold 5: CLd10+CL cold dmg to a group (save:½)

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

[Wiz SL7] Magic Missile 7: (CL+1)\*7/2 missiles, each does 1d4+1 force dmg (no save)

[Psi30 Ultra] Treat Deadly Wounds: Heals 100% max hp (4 succ)

[Psi-3 minor] Muscle Lock: Subject cannot move or take any physical actions.

[Psi7 Ultra] (no name): As You Are

[Psi6N minor] Remove Alteration: Dispels one Alteration, Polymorph, or Tranmutation effect

[Pri SL7] Raise Dead Fully: What you get is the full character at full hit points, but with no spells or psionic points. He loses 1 Con

[Wiz SL8] Monster Swarm Summoning VIII: Summons CL\*1 DL VII monsters

Dungeon061720 - Dungeon Level 9

Room # 5

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

tub; chest, medium; hissing; knocking

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

Sample Names: Waelina the beautiful Quin- Eagle (Paranormal); Arten the wild Martian Jet (Javelin)

Camouflaged Javelins Trap; DL 9; Search DC 95 (Attack +180 ranged, 40d6 idamage)

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

[x2] Room is permanently/continuously Alley Effected, only creatures immune or bubbled against it can function here.

72,657gp

large table

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

Peacock blue Dart [3d12] +19 Th/+196 dmg 15+/x5; 1M: Invisibility

but can attack and remain Invis.; CL 36; SL 9, 41654gp

Cloak of the Shield, 18520gp

DL IX Small Outer-CN Elf/Avalons x(130) x[5]

AC 823, HD 17, hp 704, #Att 6, TH ÷ AC/Save DC by 90, dmg 981

Str 72, Dex 51, Con 28, Int 53, Wis 41, Chr 39, 12kxp

Dark vision, Immune high frequency sampling, chaos effects, Resist law, Immune sleep, aging

Prepared effects:

[Pri SL7] Protection from Death: Immune to slain and Slain

[Psi6G Major] Forsake Material Form: Deva can use other object as body

[Psi8 Ultra] Hard Resistance to Time: Double resist time (1/4, save for 1/10), Immune to Time Stop / Temporal Stasis

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

[Pri SL5] Spell Immunity 5: Be immune to 2 spells by name

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

[Pri SL9] Duplicate Mechanism: duplicate a technology item

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

[Psi12T Super] Psionic Turning: Spell Turning but affects Psionic effects

Combat effects:

[Psi29 Grand] Temporal: Time Bolt (Psi 9): Ages target 10\*(CHd4) years (save:½):

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

[Wiz SL7] Power Word Kill 7: Kills a creature if current hp &lt; 60 (no save)

[Psi29 Major] Dispel Magic:

[Wiz SL7] Monster Swarm Summoning VII: Summons CL\*1.5 (round down) DL VI monsters

[Pri SL7] Dispel Magic 7: Dispel 5 magic effects

[Psi6E Major] Power Word Blind: 200 hp of creatures blinded (no save)

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

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

Dungeon061720 - Dungeon Level 9

Room # 6

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

buffet; thumb screws; buzzing; jingling

Loop Door (goes to another timeline) on the north wall leading to a 25ft. long x 20ft. wide x 10ft. tall hallway.

Sample Names: Sieber the groovilicious Ghost Assassin (Flute); Fanshaw the super-intelligent Nuclear Soarer (Zip-line)

Inhaled Negative Energy / Death Trap; DL 9; Search DC 98 (80 Wis damage, no resistance)

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

[x2] Room is permanently/continuously Capital F Folded, only creatures immune or bubbled against it can function here.

30,174gp

unholy water

an energy pill, 'haste' " " ", 50gp

Copper Eyes [3d20] +325 Th/+18 dmg 17+/x2; 1P: Hypnosis (SL/2 saves); CL 43; SL 9, 63584gp

Sapphire Shield [AT+15] +8 AC/+13 Saves; 1M: Stops SL/2 magical attacks on you; CL 45; SL 9; 10035gp

DL IX Macro-Fine Psionic Familiars x(78) x[6]

AC 820, HD 1161, stunp 811008, ER 116% #Att 12, TH ÷ AC/Save DC by 90, dmg 818

Str 73, Dex 39, Con 56, Int 29, Wis 40, Chr 41, 12kxp

Has a psionic frequency, Familiar Immunity

Prepared effects:

[Wiz SL7] Tenser's Transformation 7: +125% of max hp to current hp, +3 TH melee

[Psi-12C Super] Anti-Commotion Resist.: +CL\*5% aaAllR (Anti-Anti R vs. everything)

[Wiz SL7] Anti-Psionic Shell:

[Wiz SL5] Tenser's Transformation 5: +75% of max hp to current hp, +1 TH melee

[Psi12L Super] Clone/Simulacrum: Clone (or) Simulacrum (as the MU spells)

[Wiz SL8] Prismatic Sphere 8: 6 Prismatic colors or 4 MultiPrismatic colors (may repeat colors in either mode)

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

[Psi-12L Super] Spirit Resistance: +5\*CL% XR

[Psi-12L Super] Spirit Resistance: +5\*CL% XR

Combat effects:

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

[Psi54 Ultra] Phobia: Fear (SL saves)

[Wiz SL4] Alley Summoning IV: Summons a DL VIII alley monster, under your control, 4% chance per segment of losing control

[Psi15 Super] Summon Insects: Summon Insects

[Psi12T Super] Mass Feeblemind: Feeblemind (as spell) in 90'r area

[Psi-2 Major] Acidify: (level)d6 acid dmg (save:½); (2\*level)d6 acid damage

[Psi30 Ultra] Mana Blast: Astral damage

[Psi-3 Major] Cone of Earthquake: Earthquake inflicts 5d4 sonic damage (group)

[Wiz SL7] Ray of Enfeeblement 7: -35 physical stat points (randomly distributed in packets of 5) (save per packet)





Dungeon061720 - Dungeon Level 9

Room # 7

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

Chimney, Fire (for fireplace); cupboard; salty, wet smell; coughing

Void Door (cannot see through doorway) on the west wall leading to a 5ft. long x 10ft. wide x 25ft. tall hallway.

Sample Names: Stigand the fraudulent Fire Imp (Hammer); Svein Lodinsen the unethical Warrior Jackal (Balloon)

Spiked Vent Trap; DL 9; Search DC 92 (1080 idamage, DC 92 Will save for 1/3)

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

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Mont  
68,145gp

nutshells

a white marble box, 1200gp

Dragonrider Coat of T'ron/Mardra (AT +9) +25/x2, +5 Int/Con/Chr, Sustain Int/Con/Chr, +25% all rogue abilities,  
+4 A actions, Immune Cold, Resist Acid/Lightning/Fear/Blind/Confusion/Nexus, MReflection 100%, Fire Shield cont., Free Action,  
Rian's Adductor longus muscle: +21 to CL; 1M: All your subordinates get +1 DL. 1M,  
spend 3 SL's: Slay target creature that damaged you this segment.; CL 53; SL 9; 82020gp

DL IX Small Ultraplanar/Annihilation Elemental x(102) x[6]

AC 827, HD 18, hp 688, WR 99% #Att 1, TH ÷ AC/Save DC by 90, dmg 494

Str 45, Dex 56, Con 30, Int 32, Wis 28, Chr 34, 12kxp

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

Prepared effects:

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

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

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

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

[Psi-12T Super] Spirit Preservation: +5\*CL% aXR

[Psi4 Grand] AC \*2: Your new AC = (old AC - 10) \* 2 + 10

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

[Pri SL9] Duplicate Mechanism: duplicate a technology item

[Wiz SL7] First Level Magic-User Spells (DM2): Can cast one 1st Level Wizard spell per round as Z action

Combat effects:

[Pri SL4] Creeping Doom 4: 160 insect dmg

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

[Psi29 Ultra] Reconstruct:

[Pri SL8] Hold Person/Monster 8: Hold 10 person or 8 monster targets (save)

[Wiz SL9] Energy Drain: Subject gains 2d4 negative levels.

[Pri SL8] Undead Plague: Summon 1000 skeletons

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

[Pri SL5] Wall of Stone : 20 hp/four levels; can be shaped.

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

Dungeon061720 - Dungeon Level 9

Room # 8

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

sconce, wall; statue(s); scuttling; stale, fetid smell

Iron Door, Normal on the west wall leading to a 40ft. long x 15ft. wide x 10ft. tall hallway.

Sample Names: Yuri of Torchesk the indescribable Senorita Irregular (Phone Booth); Qipley the sophisticated Albino Women (Tel

Flooding Spring Trap; DL 9; Search DC 91 (900 idamage, no resistance)

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

[x2] Room is permanently/continuously Berserked, only creatures immune or bubbled against it can function here.

22,833gp

paper

dwarven gloves, +1 AC, 200gp

Rian's Hyoid bone: +35 to HD; 1M: Slay a creature attacking you. Doesn't have to target. May use 1bM to

cast. Storm (When you cast this spell, fork it for each spell cast before it this segment.); CL 45; SL 9; 81370gp

Drab Gloves [AT+200] +289 AC/+3 Saves; 1P: Death Master's abilities of ½ level; CL 48; SL 9; 68240gp

DL IX Fine Buffyverse Outers x(119) x[5]

AC 816, HD 9, hp 84, MR 123% #Att 15, TH ÷ AC/Save DC by 90, dmg 812

Str 66, Dex 32, Con 73, Int 37, Wis 20, Chr 62, 12kxp

Has 50th Edition abilities, No soul. Dark vision.

Prepared effects:

[Wiz SL9] Extra Group +2: The next spell you cast will affect +2 groups of monsters

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

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

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

[Psi72 Major] Absorption - Energy: -PL dmg per energy attack

[Pri SL8] Antimagic Field : Negates magic within 10 ft.

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

[Psi-1 Ultra] Villain Element: Casts any one 1st level Villain spell

[Wiz SL7] Anti-Magic Shell 7: Anti-Magic of SL 0 to 6

Combat effects:

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

[Psi6E Super] Bodily Restoration IV: Troll-like Regeneration - of max hp/r

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

[Wiz SL8] Immediate Monster Summoning VIII: Summons a DL VI monster without summoning sickness

[Pri SL7] Call Lightning 7: (CL+2)d16 lightning dmg (save:½) (halve the die type if not outside)

[Wiz SL9] Death Spell 9: Slay 9d12 HD of creatures (save)

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

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

[Psi29 Grand] Lightning Bolt LVLd10:

Dungeon061720 - Dungeon Level 9

Room # 9

Divination - 15ft. long x 20ft. wide x 50ft. tall

statue (toppled); firkin (small barrel); groaning; chanting

Stone Door, Normal on the north wall leading to a 5ft. long x 20ft. wide x 5ft. tall hallway.

Sample Names: Zagya the bad Mademoiselle Force (Nullifier); Reipoc the attractive Fire Viking (Juggernaut)

Contact Imprisonment Trap; DL 9; Search DC 98 (280 Int damage, no resistance)

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

[x2] Room is permanently/continuously \*Cursed\*ed, only creatures immune or bubbled against it can function here.

15,022gp

large table

a brocaded couch, 0gp

Red Stone [5d8] +13 Th/+197 dmg 16+/x4; 1Z: Take control of foe's concentration power.; CL 42; SL 9, 42080gp

Burgundy Shield [AT+174] +290 AC/+9 Saves; 1P: Decrease gravity in room or object/person by SL G's (x1 Special); CL 46; SL 9; 64235gp

DL IX Tiny Kara-Tur Outers x(124) x[5]

AC 817, HD 10, |hp| 356, IR 99% #Att 5, TH ÷ AC/Save DC by 90, dmg 2435

Str 73, Dex 20, Con 49, Int 70, Wis 41, Chr 26, 12kxp

Has Martial Arts, No soul. Dark vision.

Prepared effects:

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

[Psi18 minor] Telekinesis: Shield: 10\*LVL hp shield vs. physical,energy,TK

[Wiz SL6] No Save: The next spell you cast does not have a saving throw

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

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

[Psi45 Grand] Reflection: MPIWReflection 5\*SL%

[Pri SL8] Forever Minions: All dead in area raise as zombies in 1r; spell is permanent

[Psi2 minor] Mind Bar: 75% vs. Ench/Cha;immune Telep.; +5 in contests

[Psi3½ Major] Truevenom Weapon: Your weapon is horribly poisonous.

Combat effects:

[Psi14 Major] (no name): [0 action to use] Change form immediately

[Wiz SL4] Wall of Ice : Passing through wall deals 2\*CL or 3d10 dmg ice

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

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

[Psi6E Super] Fear VI (Fear Contagion): As the Quest level Priest spell

[Psi2 Major] Disintegrate: Disintegrate 8 cu.' (save); (save-5);16 cu.'

[Psi29 minor] Confusion:

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

[Pri SL5] Command 5: Target makes 5 saves, each missed save allows 1 word for a command to be given



Dungeon061720 - Dungeon Level 9

Room # 10

Dormitory - 20ft. long x 25ft. wide x 15ft. tall

bookcase; carafe (decanter); poor oxygen; howling

Automatic Door (opens if anyone approaches) on the north wall leading to a 45ft. long x 25ft. wide x 25ft. tall hallway.

Sample Names: Calbraith the merciless Monsieur Men (Willpower); Murtosa the groovilicious American Mime (Dagger)

Deeper Vent Trap; DL 9; Search DC 92 (140 idamage, DC 99 RSW save for 1/10)

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

[x2] Room is permanently/continuously Charmed, only creatures immune or bubbled against it can function here.

33,335gp

straw

a Cloak of DesertBeest Leather, +3 AC, 100gp

Boccob's Blessed Book: 12" x 8" x 1" waterproof spellbook that has 1,000 pages, 13640gp

Carmine Talisman [AT+17] +257 AC/+16 Saves; 1V: You are buffered

from one Negate Psionics effect.; CL 33; SL 9; 40475gp

DL IX Macro-Diminutive Warrior-classes Mutants x(131) x[5]

AC 816, HD 2313, ihp 1.8E+5, ER 174% #Att 4, TH ÷ AC/Save DC by 90, dmg 2434

Str 30, Dex 46, Con 44, Int 53, Wis 37, Chr 38, 12kxp

Has warrior picks, Immune radiation

Prepared effects:

[Psi8 Grand] Construct Power/Defensive Item 4: Create a "Power" type item (see next page) of TechL=CL, each 4 TechL takes 1S

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

[Wiz SL3] Tenser's Transformation 3: +25% of max hp to current hp, -1 TH melee

[Psi60 minor] Armor: Melee:+LVL AC, -LVL/2 dmg per hit

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

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

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

[Psi-6N Major] Gaea's Embrace ~: 1P or 1M: Target gains +3 AC/saves/TH/dmg and Troll-like regen CL hp/r

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

Combat effects:

[Psi30 Ultra] Decrease Constitution: -1 Con/succ

[Psi-9 Ultra] DeAmplification: (can borrow 1M) ÷CH effect on any effect

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

[Pri SL9] Energy Drain : Subject gains 2d4 negative levels.

[Wiz SL4] Alley Summoning IV: Summons a DL VIII alley monster, under your control, 4% chance per segment of losing control

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

[Wiz SL4] Wacky Ball 4 / Normal / ½ : Ld8 dmg normal element (area) (save: ½)

[Wiz SL4] Wacky Ball 4 / Normal / ½ : Ld8 dmg normal element (area) (save: ½)

[Pri SL9] Cure Wounds 9: Cures 45d8 hp (can take offer of 6 per die -> 270 hp)

Dungeon061720 - Dungeon Level 9

Room # 11

Creamatorium - 30ft. long x 35ft. wide x 25ft. tall

quill; Floors of Air; downdraft, strong; music

Brass Door, Normal on the north wall leading to a 40ft. long x 20ft. wide x 15ft. tall hallway.

Sample Names: Tamerlin the noxious Future Zero (Amplifier); Adalia the rebellious Android Battalion (Ancient lore)

Tripping Deathblades Trap; DL 9; Search DC 97 (Attack +63 ranged, 60d50 Wis damage)

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

[x2] Room is permanently/continuously Capital F Folded, only creatures immune or bubbled against it can function here.

51,392gp

pulpit

a mandolin, 'cure critical', 280gp

Wand of Water-Finding, 23210gp

Olive drab Rope [5d6] +16 Th/+16 dmg 17+/x4; 1P: Necromantic damage; CL 46; SL 9, 12940gp

DL IX Diminutive Outer-CE Spirit-of-the-Lands x(98) x[4]

AC 826, HD 6, hp 170, TR 120% #Att 18, TH ÷ AC/Save DC by 90, dmg 816

Str 55, Dex 26, Con 60, Int 23, Wis 73, Chr 55, 12kxp

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

Prepared effects:

[Wiz SL5] Tenser's Transformation 5: +75% of max hp to current hp, +1 TH melee

[Psi16 Ultra] Golem Form: Diamond: Immune lightning, acid; iNR 75%; 1M: Diamond wacky ball (LVLd8, no save); 1M: Sunray

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

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

[Psi15 Super] Luckscale: (Must have scales to use) Luckstone effect for 1 day

[Psi5 Major] No Target: Cannot be directly targetted with effects

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

[Pri SL7] Phoenix Sanctuary: You take half damage from any source (duration 1 turn, cannot be made permanent)

[Psi16 minor] Golem Form: S=1,2: Unusual Material of S=1,2 (cannot exceed real S number)

Combat effects:

[Psi6E Grand] Gate: As the 9th level Wizard spell

[Psi29 Grand] Water Bolt LVLd12:

[Pri SL8] Really Really Put of Misery: Target being that is Capital S Slain is removed from the timeline (no save)

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

[Pri SL5] Limited Cureall: Cureall, target must Fort save vs. # hp down (+10 per other effect)

[Pri SL5] Call Lightning 5: (CL+2)d12 lightning dmg (save:½) (halve the die type if not outside)

[Wiz SL8] Power Word Blind 8: Blinds & stuns a creature if current hp &lt; 120 (no save)

[Pri SL5] Limited Cureall: Cureall, target must Fort save vs. # hp down (+10 per other effect)

[Psi27 Ultra] People's Army: Mass Charm Person up to LVL^3 people (no save)

Dungeon061720 - Dungeon Level 9

Room # 12

Smithy/Forge - 40ft. long x 25ft. wide x 40ft. tall

ladder; door (broken); footsteps (ahead); wind, strong, gusting

Teleport Door (other side is far away) on the north wall leading to a 30ft. long x 25ft. wide x 20ft. tall hallway.

Sample Names: Faulkas the foul Power Death (Fork); Jhaldrym the rabid Millennium Sentinel (Portal)

Razor-Wire Box Trap; DL 9; Search DC 93 (40 idamage, no save), (multiple targets)

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

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Day  
16,711gp

shuriken

the glass cabinet, 0gp

Flesh Scarab [AT+17] ++4 AC/+11 Saves; 1M: set Str 20+LVL; Immune Priest magic; CL 58; SL 9; 11955gp

Ring of Power 'Vilya' (+10,+10); +3 to All stats, Speed; Immunity to Lightning; Resist Lightning, Poison, Disenchantment; Sustain S  
Slow Digestion; Feather Falling; Regeneration; See Invisible; Free Action; Hold Life; Activates for large lightning ball (250) every 2  
DL IX Titanic Modern Eelements x(32) x[4]

||AC|| 824, HD 579, hp 44032, MR 161% #Att 18, TH ÷ AC/Save DC by 90, dmg 1629

Str 61, Dex 25, Con 61, Int 26, Wis 27, Chr 52, 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:

[Wiz SL5] Armor 5: +CL\*10 current hp

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

[Psi54 Major] Gravity Increase: Decrease gravity in room or object/person by SL G's (x1 Special)

[Pri SL9] Goodberry 9: Creates 36 goodberries

[Psi5 minor] Invisibility Realm: Improved Invis., can see other Invis.

[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

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

[Psi7 Ultra] (no name): Your unarmed attacks are Vile damage and hard to heal (healing effects are divided by CL-16)

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

Combat effects:

[Psi-3 Super] Armageddon: Destroy a demiplane (will probably get Objected to unless it's empty)

[Psi12L Super] Imprisonment: Imprisonment (as spell)

[Psi3 minor] Brain Lock: Subject cannot move or take any mental actions.

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

[Psi15 Super] Summon Insects: Summon Insects

[Pri SL5] Wall of Stone : 20 hp/four levels; can be shaped.

[Psi-3 Super] Armageddon: Destroy a demiplane (will probably get Objected to unless it's empty)

[Wiz SL6] Prismatic Wall 6: 6 Prismatic colors or 4 MultiPrismatic colors (may repeat colors in either mode)

[Psi6G Super] Fifth Level Priest Spell: Cast one 5th level Priest spell at CL = 70





Dungeon061720 - Dungeon Level 10

Room # 1

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

ropes; Floors of Water; rustling; smoky

Mimic (the monster) on the north wall leading to a 30ft. long x 25ft. wide x 5ft. tall hallway.

Sample Names: Phaere the amoral Dark Horror (Thorns); Tyrre the fantastic Platinum Beast (Lasso)

Door transforms into Elemental Quicksand Trap; DL 10; Search DC 109 (800 Wis damage/s, no save)

Machine that (causes/has/or is) Spinning

[x2] Room is permanently/continuously Capital F Folded, only creatures immune or bubbled against it can function here.

32,292gp

glass

a ward minor, +4 AC, 144gp

Cloak: [x1] Each reset pick 3 Superior Familiar abilities to use until next reset., 151120gp

Rian's Bladder: +6 to ML; 1P: 0, sacrifice a

maintained effect: Dispel a maintained effect.; CL 56; SL 10; 100960gp

DL X Fine Outer-NG Mutants x(71) x[3]

AC 1005, HD 6, ihp 106, ER 161% #Att 3, TH ÷ AC/Save DC by 110, dmg 10006

Str 22, Dex 54, Con 80, Int 78, Wis 45, Chr 31, 20kxp

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

Prepared effects:

[Pri SL7] Protection from Death: Immune to slain and Slain

[Pri SL8] Forever Minions: All dead in area raise as zombies in 1r; spell is permanent

[Psi5 Ultra] Shapechange: Shapechange (as spell,phys.innates gained)

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

[Wiz SL7] First Level Magic-User Spells (DM1): Cast any four 1st level Wizard spells simultaneously when it is cast.

[Psi6E Super] Astral Form Blockade Field: Stops Astral Psi./Proj., Dim.Doors

[Pri SL4] Dimensional Anchor : Bars extradimensional movement.

[Psi12L Major] Strength of One: Strength of One (TM 71)

[Wiz SL9] Prismatic Sphere 9: 7 Prismatic colors or 5 MultiPrismatic colors (may repeat colors in either mode)

[Pri SL9] Goodberry 9: Creates 36 goodberries

Combat effects:

[Pri SL7] Dispel Evil 7: Dispel 3 evil targets (can target the same thing more than once) (save)

[Wiz SL7] Time Stop 7: Stops time for 1d2 rounds

[Pri SL9] Reset Self: Reset self

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

[Psi3 Super] True Telekinesis: Lift or move 500 lb./level at long range.

[Pri SL7] Dispel Evil 7: Dispel 3 evil targets (can target the same thing more than once) (save)

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

[Wiz SL10] Change Reality: Will duplicate any Wizard spell of levels 0-9 or any other spell of levels 0-8.

[Psi100 minor] Domination: Domination (Will save), hits 2+CL/9 groups

[Wiz SL5] Conjure Elemental : Conjures a 8 HD elemental

Dungeon061720 - Dungeon Level 10

Room # 2

Kennel - 45ft. long x 20ft. wide x 35ft. tall

holy/unholy writings; Walls of Flesh; roar(ing); stale, fetid smell

Secret Door on the west wall leading to a 50ft. long x 20ft. wide x 5ft. tall hallway.

Sample Names: Hollyn the crazy Mighty Two (Seahorse); Malnangar the sophisticated Bionic Sidekick (Mace)

Stairs transforms into Elemental Colorpool Trap; DL 10; Search DC 104 (540 Con damage/s, no resistance)

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

[x2] Room is permanently/continuously Disjunct (effect)ed, only creatures immune or bubbled against it can function here.

8,619gp

slime

a bee's hive tentatively....., 0gp

Amulet of Faramir (+18,+0); +2 to Stealth; Resist Confusion; Sustain DEX;

Activates for dispel small life (damage 8) every 55+d55 turns, 254440gp

Glassy Armor Gemlet [AT+330] +144 AC/+12 Saves; 1P: Create a "Power" type item (see next page) of TechL=CL, each TechL takes 1S action; CL 55; SL 10; 67695gp

DL X Titanic Megaverse-Project Kobolds x(131) x[3]

AC 1006, HD 650, ihp 51712, CR 113% #Att 14, TH ÷ AC/Save DC by 110, dmg 3002

Str 53, Dex 40, Con 27, Int 65, Wis 47, Chr 64, 20kxp

StunR DL\*10%, Can overbear in numbers.

Prepared effects:

[Wiz SL8] Tenser's Transformation 8: +150% of max hp to current hp, +4 TH melee

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

[Pri SL8] Sphere Of Security: Friends get +2 AC,+2 saves, +50% MR, 4 Pro.scroll effects 1h

[Psi3½ Super] Affinity Field: Effects that affect you also affect others.

[Pri SL6] Protection from Lightning 6: Stop the next CL\*20 lightning dmg

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

[Psi6E Grand] Shape Change: As the 9th level Wizard spell

[Wiz SL5] Prismatic Sphere 5: 3 Prismatic colors or 1 MultiPrismatic colors (may repeat colors in either mode)

[Wiz SL5] Extra Group +1: The next spell you cast will affect +1 groups of monsters

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

Combat effects:

[Wiz SL4] Wall of Ice : Passing through wall deals 2\*CL or 3d10 dmg ice

[Psi9 Ultra] Nightmare: Removal Beam: -CH/6 to being's multiplier (save:½)

[Wiz SL5] Wall of Force: The wall only stops spell effects, hurled objects, and breath weapons. People and psionic effects can pa

[Wiz SL8] Fireball 8: CLd16 fire dmg to a group (save:½)

[Psi1 Grand] Severance: Save; stops use of any 1 ability in creature

[Psi2 Grand] Grand Detonate: CLd20 shards damage; Use d30's

[Wiz SL9] Death Spell 9: Slay 9d12 HD of creatures (save)

[Psi3½ Super] Timeless Body: Ignore all harmful, and helpful, effects for 1 round.

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

[Psi29 Grand] Temporal: Time Bolt (Psi 9): Ages target 10\*(CHd4) years (save:½):

Dungeon061720 - Dungeon Level 10

Room # 3

Pool - 10ft. long x 45ft. wide x 45ft. tall

mosaic; herbs; humming; footsteps (side)

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

Sample Names: Cinnard the insane Mighty Collector (ATV); Vadalma the marvelous American Sorceress (Discs)

Inhaled Force Trap; DL 10; Search DC 107 (20 Con damage, no resistance)

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

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Week  
40,331gp

wood pieces, rotting

a jar of Marmite, 7gp

Azur Tooth picks: All your Monster classes use the "set XP

table"(3kxp at 2nd, doubles til 9th,600kxp at 10th,+300kxp per level afterward).; 101000gp

Rian's Small Intestine: +30 to CL; 1M: 1bM or 1 OppM: Copy target magical/psionic effect. ; CL 47; SL 10; 100750gp

DL X Titanic Synnibarr Insects x(71) x[4]

AC 1007, HD 646, hullp 532480, CR 197% #Att 2, TH ÷ AC/Save DC by 110, dmg 10004

Str 70, Dex 74, Con 79, Int 64, Wis 37, Chr 40, 20kxp

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

Prepared effects:

[Wiz SL10] Tenser's Transformation 10: +200% of max hp to current hp, +6 TH melee

[Pri SL5] Goodberry 5: Creates 20 goodberries

[Psi3 Grand] Ablating: You are buffered from one Negate Psionics effect.

[Psi45 Ultra] Force Field vs. Physical: -SL per physical attack

[Pri SL5] Extra Group +1: The next spell you cast will affect +1 groups of monsters

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

[Psi9 minor] Minormorph: Polymorph Self (as spell)

[Wiz SL4] Armor 4: +CL\*8 current hp

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

[Psi3½ Major] Dimensional Anchor, Psionic: Bars extra dimensional movement.

Combat effects:

[Pri SL7] Earthquake: Intense tremor shakes 5-ft./level radius.

[Pri SL8] Death's Door 8: Target (currently at negative hp) goes to 16 hp (can't go above max)

[Psi29 Major] Hold Monster:

[Wiz SL4] Lightning Bolt 4: CLd8 lightning dmg to a group (save:½)

[Psi-12L minor] Dispel Anti-Psi: Dispels one anti-Psi effect

[Wiz SL10] Prismatic Wall 10: 10 Prismatic colors or 8 MultiPrismatic colors (may repeat colors in either mode)

[Pri SL6] Command 6: Target makes 6 saves, 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

[Pri SL9] Heal 9: Cure to 175% of max hp (max Heal 9 can cure at once = 1750 hp)

[Psi-6E Major] Festering Evil: Each segment, all non-E creatures within sight take CL unholy grave dmg (no save)



Dungeon061720 - Dungeon Level 10

Room # 4

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

carafe (decanter); stool, normal; still; horn/trumpet sounding

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

Sample Names: Preawyn the strange Grim Skier (Surfboard); Pharaun the hideous Ruby Company (Mind)

Air in room transforms into Elemental Heat / Warmth Trap; DL 10; Search DC 109 (2000 Chr damage/s, no save)

Idol that (causes/has/or is) Magical Pool: Heal (75%) or Poison (death/40) (25%)

[x2] Immortals cannot taste, hear, or sense into this room unless they are actually there; Divine Intervention fails

69,324gp

pole

a plate of filet mignon with mange tou, 'armor' 'protection good' 'refresh' ", 40gp

Dull Cloak [ATxx3] +12 AC/x3 Saves; 1F: You take no damage from

a burst on a successful Reflex save.; CL 70; SL 10; 14045gp

Cordovan Stone [5d6] ++12 dmg 17+/x6; 1P: LVL targets: Heal; CL 60; SL 10, 54124gp

DL X Macro-Tiny Random(ite) Weirds x(52) x[6]

||AC|| 1019, HD 5129, hp 4.1E+5, IR 1820% #Att 2, TH ÷ AC/Save DC by 110, dmg 210

Str 48, Dex 73, Con 69, Int 77, Wis 53, Chr 71, 20kxp

Has high frequency sampling, Immune critical hits, poison, sleep, paralysis, stunning. Has no soul.

Prepared effects:

[Psi12T Super] Psionic Turning: Spell Turning but affects Psionic effects

[Wiz SL10] Original Stoneskin 10: Block the next 7 P actions of attacks

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

[Pri SL6] Resist [E=3 eelement]: Pick an EE=3 eelement, you resist it for 1 hour.

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

[Psi4 Grand] Damage \*2: Damage with one physical weapon is multiplied by 2

[Psi-12T Major] Globe of Mid Resistance: Immune to SL 2-4 (all types), Resist SL 1 & 3 (all types)

[Pri SL10] Protection from Fire 10: Stop the next CL\*36 fire dmg

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

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

Combat effects:

[Pri SL6] Creeping Doom 6: (1d3+5)\*80 insect dmg

[Pri SL10] Hold Person/Monster 10: Hold 12 person or 10 monster targets (save)

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

[Pri SL6] Treat Harmful Wounds: Cure 60% of max hp

[Wiz SL10] Neja's Irresistible Plea: Suggestion (no save)

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

[Psi29 Ultra] Annihilation Bolt LVLd20:

[Psi6E Grand] Fear V (Vision of Weakness): Lose 1d6 levels, -6 Str/Dex/Con (save)

[Psi1 Grand] Limited Wish: Limited Wish (as spell)

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

Dungeon061720 - Dungeon Level 10

Room # 5

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

divan; bell(s); drumming; footsteps (approaching)

Water Lock Door (holds back a lot of water) on the north wall leading to a 35ft. long x 20ft. wide x 10ft. tall hallway.

Sample Names: Kaggen the irresistible Colossal Force (Caustic); Amanis the psychotic Water Super-Villain (Rod)

Bomb Trap; DL 10; Search DC 105 (Psionicist CL 20, no resistance)

Arch that (causes/has/or is) Teleports

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Half Segment  
18,491gp

flail

a black leather hood, +5 AC, 173gp

Hazel Wand [3d12] +196 Th/+17 dmg 18+/x4; 1V: Animate a dead body as a Zombie with DL=SL; CL 45; SL 10, 43010gp

Green Wallet: Free Naturalist Kit: NaNR (Wis+Chr-26)\*10%, Free bonus Nature Lore proficiency; 100750gp

DL X Macro-Small Outer-CG Oozes x(66) x[3]

|iAC| 1013, HD 10247, hullp 8.6E+5, AIIR 107% #Att 6, TH ÷ AC/Save DC by 110, dmg 5010

Str 80, Dex 24, Con 55, Int 32, Wis 30, Chr 24, 20kxp

Immune acid, cold, petrification. Resist electricity and fire. Protection from evil continuous. Tongues at will., No INT. Immune mir

Prepared effects:

[Psi16 Ultra] Golem Form: Gargoyle: +LVL weapon needed to hit you; You punches are petrification branded

[Pri SL9] Shapechange : Transforms you into any creature, and change forms once per round.

[Psi45 Grand] Resist: Mental: SL/2 (round down) instances of Resist mental attacks

[Wiz SL4] Evard's Black Tentacles : 1d4 +1/level tentacles grapple randomly within 15 ft.

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

[Pri SL8] Protection from Lightning 8: Stop the next CL\*28 lightning dmg

[Pri SL8] Antimagic Field : Negates magic within 10 ft.

[Psi1 Ultra] Shotokan Spirit: Know and can use all Psi0 minor/major/grand powers

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

[Psi3 Super] Affinity Field: Effects that affect you also affect others.

Combat effects:

[Wiz SL5] Twilight: Target is Twilighted for CL segments (Will save)

[Wiz SL10] Afflict Dweomer: Target cannot make saving throws (no save)

[Psi0 Major] Shockwave: Earthquake KiL' r (as spell)

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

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

[Psi-12T Super] Bring Animals VIII: Summon CL\*5 Animals using ML VIII chart, you pick the result

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

[Psi6G Super] MassTelepathicCommand: Suggestion (no save) up to CL targets

[Pri SL8] Conjure Greater Elemental: Conjures a 36 HD Elemental Lord (x2 being)

[Wiz SL9] Gate: Connects two planes for travel or summoning.

Dungeon061720 - Dungeon Level 10

Room # 6

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

crate; manger; clashing; jingling

Concealed (Hidden) Door on the north wall leading to a 15ft. long x 15ft. wide x 25ft. tall hallway.

Sample Names: Gelasia the tone-deaf Warrior Light (Teleporter); Eravian the demented Mother -noid (Hyper-)

Ingested Anti-Godly Trap; DL 10; Search DC 103 (7000 Wis damage, no save)

Wall that (causes/has/or is) up-sliding

[x2] Gods cannot feel, smell, or sense into this room unless they are actually there; Divine Intervention fails

85,705gp

talc

a silver stirring spoon, 15gp

Staff of Curing, 33540gp

Clear Amulet [AT+25] +225 AC/+16 Saves; 1V: Another being can use your body; CL 48; SL 10; 38770gp

DL X Medium Mirror-Universe Aliens x(113) x[6]

AC 1003, HD 26, ihp 1616, ER 181% #Att 18, TH ÷ AC/Save DC by 110, dmg 1004

Str 50, Dex 73, Con 32, Int 55, Wis 67, Chr 34, 20kxp

May have slight tweaks on other abilities., Does not breathe. Has Psi 8.

Prepared effects:

[Wiz SL5] Animate Dead : Creates undead skeletons and zombies.

[Wiz SL5] Animate Dead : Creates undead skeletons and zombies.

[Psi-12L Super] Spirit Resistance: +5\*CL% XR

[Psi12T Super] Psionic Turning: Spell Turning but affects Psionic effects

[Wiz SL10] Nazzar's Nullification: Creates a DMZ (Dispel Magic Zone)

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

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

[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.

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

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

Combat effects:

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

[Psi2 Major] Detonate: (level)d6 damage (save:½); (2\*level)d6 damage

[Psi29 minor] Lightning Bolt:

[Wiz SL6] Power Word Kill 6: Kills a creature if current hp &lt; 30 (no save)

[Psi2 Major] Detonate: (level)d6 damage (save:½); (2\*level)d6 damage

[Pri SL10] Dispel Evil 10: Dispel 6 evil targets (can target the same thing more than once) (save)

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

[Pri SL7] Cure Wounds 7: Cures 28d8 hp (can take offer of 6 per die -> 168 hp)

[Wiz SL10] Time Stop 10: Stops time for 1d5 rounds

[Psi3 Grand] Mass Domination: Many targets subject to your will.





Dungeon061720 - Dungeon Level 10

Room # 7

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

candelabrum; trash (pile); misted; whining

Plant Door (a door made of plants) on the east wall leading to a 20ft. long x 5ft. wide x 20ft. tall hallway.

Sample Names: Dhalmass the noble Count Defender (Secret Decoder); Ugaitz of the Stinking Keep the dewy-eyed Mademoiselle

Injected Harming Trap; DL 10; Search DC 101 (1600 Cml damage, no save)

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

[x2] Immortals cannot see, smell, or sense into this room unless they are actually there; Divine Intervention fails

42,051gp

lasso

a black key, 0gp

Crystalline Thread: Free Wyrmslayer Kit: +4 TH and x+1 dmg

vs. Dragons and Dragon-kin, Free bonus Dragon Lore proficiency; 100370gp

Greenish Wand [9d4] +20 Th/+143 dmg 14+/x5; 1M: 20\*level hp:1r;disease=+5 PSPs; CL 60; SL 10, 37087gp

DL X Fine Warrior-classes Mutants x(39) x[3]

AC 1006, HD 12, hp 102, RR 182% #Att 14, TH ÷ AC/Save DC by 110, dmg 1206

Str 56, Dex 65, Con 30, Int 68, Wis 73, Chr 34, 20kxp

Has warrior picks, Immune radiation

Prepared effects:

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

[Pri SL8] Regenerate 8: Regenerates 2 hp /s

[Wiz SL8] Prismatic Sphere 8: 6 Prismatic colors or 4 MultiPrismatic colors (may repeat colors in either mode)

[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.

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

[Psi6N Super] Create/Destroy Conduit: Creates or Destroys 1 Conduit, Wormhole, Gate, Color Pool

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

[Psi16 Major] Golem Form: Metagolem: Immune lightning; 1M: Fireball; 1M: Major Missile

[Psi18 Ultra] Caprenium Silence: 100'r, 100% irreducible InnateR, PsiR, or MR

[Psi7 minor] (no name): Fear aura (anyone who enters your group) (Will save)

Combat effects:

[Psi3 minor] Astral Construct II: Create astral construct to fight for you.

[Pri SL9] Down a Hole: Target is put Down a Hole (no save)

[Psi-12T Super] Bring Animals VIII: Summon CL\*5 Animals using ML VIII chart, you pick the result

[Wiz SL9] Lightning Bolt 9: CLd18 lightning dmg to a group (save:½)

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

[Wiz SL10] Banish Dweomer: Sends target to its home plane (no save, half MR/iMR)

[Pri SL6] Blade Barrier : Blades encircling you deal 1d6 damage/level.

[Psi27 Grand] Imprisonment/Freedom: Imprisonment (as spell) or its reverse

[Pri SL5] Dispel Evil: Unsummons evil creatures (Outer-planar/summoned no save). If cast against 1 creature of the appropriate 1

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

Dungeon061720 - Dungeon Level 10

Room # 8

Fountain/Pool Room - 45ft. long x 20ft. wide x 45ft. tall

waterclock; rushes (herbs); foggy near ceiling; snapping

Bronze Door, Normal on the east wall leading to a 20ft. long x 25ft. wide x 20ft. tall hallway.

Sample Names: Ilona the terrible Miracle Walker (Flute); Trymman Wreganson the friendly, neighborhood Tomorrow Pack (Ioniz

Creeping Doom 10 Trap; DL 10; Search DC 106 (Wizard CL 20, no resistance)

Room (Floor) that (causes/has/or is) Takes/Steals

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Turn  
28,961gp

dried blood

a candlestick, 1gp

Chalice of Faith (+1 Priest level; +5 Wis; +2 Chr), 112450gp

Rian's Vastus lateralis muscle: +6 to LVL; 1M: Target can use 2M this segment. ; CL 47; SL 10; 100850gp

DL X Macro-Tiny Joke Humanoids x(52) x[4]

AC 1018, HD 5124, hp 4.3E+5, RR 182% #Att 7, TH ÷ AC/Save DC by 110, dmg 201

Str 45, Dex 73, Con 38, Int 55, Wis 74, Chr 42, 20kxp

Has Punomancy, Has 2 arms, 2 legs, and 1 head.

Prepared effects:

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

[Psi12T Super] Psionic Turning: Spell Turning but affects Psionic effects

[Pri SL5] Double Resist [E=2 element]: Pick an EE=2 element, you double resist it (1/4 dmg, 1/10 if make save) for 1 hour.

[Psi3½ Major] Claws of the Vampire: Heal half of your claw's base damage.

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

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

[Psi3½ Major] Claws of the Vampire: Heal half of your claw's base damage.

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

[Wiz SL7] Prismatic Sphere 7: 5 Prismatic colors or 3 MultiPrismatic colors (may repeat colors in either mode)

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

Combat effects:

[Psi18 Ultra] Mass Mind Control: 250'r, all are Hypnotised (no save)

[Psi45 Major] Summoning: Summon a DL=SL Outer

[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.

[Pri SL8] Treat Terrible Wounds: Cure 80% of max hp

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

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

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

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

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

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

Dungeon061720 - Dungeon Level 10

Room # 9

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

dome; dish; scratching/scrabbling; still, very chill

Wood Door, Normal on the east wall leading to a 5ft. long x 20ft. wide x 5ft. tall hallway.

Sample Names: Kol Elephantmaster the insidious Lion Queen (Stallion); Vengeancehammer the omnivorous Giant Miracle (Partic

Compacting Passage Trap; DL 10; Search DC 109 (300 idamage, no resistance)

Statue that (causes/has/or is) Animated

[x2] Gods cannot feel, taste, or sense into this room unless they are actually there; Divine Intervention fails

51,079gp

herb tea

a Shining Gateway to Mega-City One., 0gp

Ice blue Rope [3d20] +15 Th/++20 dmg 18+/x8; 1M: Restores N hp to Deva; CL 56; SL 10, 71817gp

Pearly Rapier [7d6] +99 Th/+17 dmg 20+/x6; 1M: 1bM: Absorb up to CL

HD of an energy attack, affects everyone in your group; CL 56; SL 10, 28317gp

DL X Colossal Island Weirds x(137) x[3]

||AC|| 1007, HD 323, hp 27648, ER 113% #Att 1, TH ÷ AC/Save DC by 110, dmg 606

Str 40, Dex 39, Con 73, Int 30, Wis 40, Chr 24, 20kxp

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

Prepared effects:

[Pri SL7] Regenerate 7: Regenerates 1 hp /s

[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.

[Psi6N Super] Create/Destroy Conduit: Creates or Destroys 1 Conduit, Wormhole, Gate, Color Pool

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

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

[Psi45 Grand] Invisibility: Improved Invis.

[Wiz SL4] Dimensional Anchor : Bars extradimensional movement.

[Wiz SL3] Prismatic Sphere 3: 1 Prismatic color

[Wiz SL6] Tenser's Transformation 6: +100% of max hp to current hp, +2 TH melee

[Psi6E Super] Permanency: Makes a Demon psi power permanent

Combat effects:

[Psi30 Grand] Control Actions: Caster controls ½P action/succ

[Psi54 Major] Lightning: CL\*SL lightning dmg to one group (no save)

[Pri SL10] Hold Person/Monster 10: Hold 12 person or 10 monster targets (save)

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

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

[Psi81 Ultra] Energy Blast IV: [Pick an element] CLd30 dmg of that element (one group, no save)

[Psi3½ Grand] Crystallize: Turn subject permanently to crystal.

[Psi6G Grand] Suneagle: Summons a Phoenix (see Monstrous Compendium)

[Psi54 Ultra] Animal Summoning: Summon a DL=SL-1 Animal

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



Dungeon061720 - Dungeon Level 10

Room # 10

Empty (completely clean) - 50ft. long x 35ft. wide x 15ft. tall

cruet (flask); Bridge, Web; hazy; salty, wet smell

Energy/Elemental Door on the west wall leading to a 10ft. long x 15ft. wide x 5ft. tall hallway.

Sample Names: Edusascar the demented Imperial Dusk (Grappling Hook); Nikos the sarcastic Aqua- Masochist (Hyper-)

Moving Stairs Trap; DL 10; Search DC 107 (2400 idamage, no resistance)

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

[x2] Room is permanently/continuously Disjunct (effect)ed, only creatures immune or bubbled against it can function here.

22,980gp

hair/fur bits

a pile of hay, 0gp

Scarab of Death, 4240gp

Rian's Abdominal external oblique muscle: +19 to HNCL; 1V: Summon a DL VIII Dragon with fly

CCL", is unaffected by summoning sickness, has dragonlancing, and regenerates CCL\*10 hp/s.; CL 38; SL 10; 101040gp

DL X Tiny Sea-of-Dust/Colorless Lycanthropes x(63) x[5]

|iAC| 1008, HD 12, stunp 404, PR 160% #Att 4, TH ÷ AC/Save DC by 110, dmg 3006

Str 48, Dex 47, Con 79, Int 31, Wis 79, Chr 42, 20kxp

Immune alignment based/color based effects, Can polymorph to alternate form.

Prepared effects:

[Pri SL4] Rusting Grasp : Your touch corrodes iron and alloys.

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

[Psi4 Grand] Multiplier \*2: Add 2-1 to your multiplier (see [X]). Using a Minor does nothing. Using a Major: +1 mult. in offense o

[Psi-12T Major] Duplicate Natural Item: Duplicate a x0 or x1 Natural or Anti-Magical Item

[Psi81 minor] Regeneration: Regenerate CL hp/s

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

[Pri SL7] Symbol : Triggered runes have array of effects.

[Psi6N Super] Create/Destroy Conduit: Creates or Destroys 1 Conduit, Wormhole, Gate, Color Pool

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

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

Combat effects:

[Psi12T Super] Aura of Non-Sentience: All creatures within 120' of caster (incl. the caster) lose all levels of experience, have a cor

[Psi10 minor] Feeblemind: Feeblemind (save)

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

[Psi6E minor] Hypnotic Pattern: As the 2nd level Wizard spell

[Wiz SL7] Monster Swarm Summoning VII: Summons CL\*1.5 (round down) DL VI monsters

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

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

[Wiz SL10] Down a Hole: Target is put Down a Hole (no save)

[Wiz SL10] Mordenkainen's Disjunction 10: Disjunct 2 effects (any type)

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

Dungeon061720 - Dungeon Level 10

Room # 11

Salon - 5ft. long x 50ft. wide x 20ft. tall

loom; pincers; bang, slam; splashing

Golem Door (it's a Golem creature) on the west wall leading to a 35ft. long x 15ft. wide x 5ft. tall hallway.

Sample Names: Scythia the ugly Demolition Yak (Psycho-); Hollyn the dazzling Time-traveling Skier (Bludgeon)

Wide-Mouth Wall Trap; DL 10; Search DC 109 (1500 idamage, no resistance)

Well that (causes/has/or is) Polymorphing

[x2] Ultraplanar beings cannot feel, hear, or sense into this room unless they are actually there; Divine Intervention fails  
31,564gp

dust

clan chattan bagpipes, +2 AC, 450gp

Staff of the Serpent, 27430gp

Green Chocolate: Free Leadership Feat: [Collective Ruling] You can command a bunch of people J; 101100gp

DL X Small Joke Golems x(132) x[4]

AC 1011, HD 18, hp 856, PR 145% #Att 19, TH ÷ AC/Save DC by 110, dmg 206

Str 39, Dex 40, Con 48, Int 67, Wis 46, Chr 47, 20kxp

Has Punomancy, Immune crits, ability dmg, energy drain, poison, sleep, paralysis, stunning, disease, mind-affecting effects.

Prepared effects:

[Psi2 minor] Prolong: Range & area of powers +50%; Range & area +100%

[Wiz SL9] Globe of Invulnerability 9: Immune to spells with SL=0 to 8

[Pri SL5] Immune [E=2 element]: Pick an E=2 element, you are immune to it for 1 hour. (This immunity does not "spread" into ot

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

[Pri SL9] Protection from Lightning 9: Stop the next CL\*32 lightning dmg

[Psi6N Ultra] Thief Abilities, LVL 12: Get thief abilities of level 12 (max = your level)

[Wiz SL4] Dimensional Anchor : Bars extradimensional movement.

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

[Wiz SL8] Second Level Magic-User Spells (DM1): Cast any four 2nd level Wizard spells simultaneously when it is cast.

[Psi45 minor] Force Field vs. Physical: -SL per physical attack

Combat effects:

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

[Psi-12C minor] Dispel Radiation/Tech: Dispels one Radioactive, Wild/Chaos, or Technological effect

[Psi45 Grand] Absorption Power: bM: Absorb energy, gain 100/(12-SL)% of it in temporary hp

[Psi2 minor] Opposite Reaction: Missile returns at attacker; Breaks missile

[Psi3 Grand] Astral Construct VI: Astral construct fights for you.

[Wiz SL5] Wall of Stone : 20 hp/four levels; can be shaped.

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

[Pri SL3] Summon Insects: Summons DL 3 insects

[Psi29 Grand] Wild Surge:

[Pri SL8] Death's Door 8: Target (currently at negative hp) goes to 16 hp (can't go above max)

Dungeon061720 - Dungeon Level 10

Room # 12

Music Room - 5ft. long x 50ft. wide x 45ft. tall

chalk; carafe (decanter); foggy; smoky smell

Bronze Door, Normal on the west wall leading to a 50ft. long x 20ft. wide x 20ft. tall hallway.

Sample Names: Halian the dewy-eyed Imperial Crustacean (Spitballs); Skurp the polite Father Lightning (Cart)

Lowering Room Trap; DL 10; Search DC 101 (240 Con damage, DC 109 Fortitude save for half)

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

[x2] Room is permanently/continuously Berserked, only creatures immune or bubbled against it can function here.

63,202gp

feather mattress

a red steel visor, +4 AC, 145gp

Brownish Rope [7d8] +401 Th/+9 dmg 13+/x8; 1M: Sleep Bolt; CL 45; SL 10, 75694gp

Lime-green Necklace [AT+23] +195 AC/+11 Saves; 1V: AT +CL\*3

source; -CL/attack (physical or energy); CL 44; SL 10; 33825gp

DL X Titanic Psionic Elf/Avalons x(57) x[4]

AC 1014, HD 650, hullp 54272, IR 139% #Att 9, TH ÷ AC/Save DC by 110, dmg 1008

Str 41, Dex 67, Con 37, Int 48, Wis 60, Chr 35, 20kxp

Has a psionic frequency, Immune sleep, aging

Prepared effects:

[Wiz SL9] Anti-Magic Shell 9: Anti-Magic of SL 0 to 8

[Pri SL7] Protection from Fire 7: Stop the next CL\*24 fire dmg

[Psi-12L Super] Spirit Resistance: +5\*CL% XR

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

[Pri SL5] Golem: Makes a golem (you need raw materials)

[Psi4 Grand] Money \*2: How much money you get in dungeon is multiplied by 2 (only affects you, not whole party)

[Psi6E Super] Astral Form Blockade Field: Stops Astral Psi./Proj., Dim.Doors

[Pri SL10] Spell Immunity 10: Be immune to 7 spells by name

[Wiz SL10] Fall Short: all spells with finite range cannot affect you for 1t

[Wiz SL6] Anti-Magic Shell 6: Anti-Magic of SL 0 to 5

Combat effects:

[Psi5 Major] Magic Jar: Magic Jar (as spell), save at -level

[Wiz SL5] Monster Swarm Summoning V: Summons CL\*2.5 (round down) DL IV monsters

[Psi6E Grand] Improved Phantasmal Killer: As the 4th level Wizard spell (no save)

[Psi6E Grand] Steal Item: Target saves or demon gets 1 random item

[Psi45 minor] Hard Radiation: SL\*CL/2 Radiation damage and SL Con damage (1 group, no save)

[Pri SL7] Dispel Evil 7: Dispel 3 evil targets (can target the same thing more than once) (save)

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

[Pri SL7] Earthquake: Intense tremor shakes 5-ft./level radius.

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

[Psi29 Major] Drain Magic Items:

