

Dungeon062120 - Dungeon Level 1

Room # 1

Banquet - 20ft. long x 45ft. wide x 25ft. tall

mattress; idol; clashing; scream(ing)

Brass Door, Normal on the east wall leading to a 50ft. long x 15ft. wide x 15ft. tall hallway.

Sample Names: Xan the hostile Aqua- Felon (Abnormal brain function); Morenia the repugnant First Bird (Inertron)

Contact Helliron Trap; DL 1; Search DC 11 (20 Chr damage, no save)

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

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

616gp

fishing net

a sparkling white and gold mini skirt, 900gp

Bright Photo album: All your Psionicist classes use the "set XP

table"(3kxp at 2nd, doubles til 9th,600kxp at 10th,+300kxp per level afterward).; 1980gp

Amber Shortbow, composite [1d10] +1 Th/+0 dmg 20+/x3; 1Z: Sleep

your entire group (incl. yourself) (save); CL 7; SL 1, 1304gp

DL I Tiny Outer-NE Cthulhoid-Horrors x(16) x[6]

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

Str 14, Dex 16, Con 16, Int 16, Wis 12, Chr 16, 0.03kxp

Telepathy, immune acid and poison, resist cold, electricity, and fire., Has a bizarre anatomy, strange abilities, an alien mindset, o

Prepared effects:

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

Combat effects:

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

Dungeon062120 - Dungeon Level 1

Room # 2

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

Floors of Water; holy/unholy writings; metallic smell; knocking

Undead Door (has a trapped spirit/ghost) on the east wall leading to a 10ft. long x 15ft. wide x 20ft. tall hallway.

Sample Names: Leonide of Chernesck the egotistical Shadow Slayer (Hook); Usiisha the deviant Danger Heroes (Dark)

Door transforms into Elemental Vacuum Trap; DL 1; Search DC 11 (20 Dex damage/s, no resistance)

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

[x1] Gravity low 1/22 of a G (-4 Dex, move rate divided by 3, falling dmg = 0, Z actions reduced to 1/s, -1 Con/week)

39gp

dish

a bracer of power, +2 AC, 990gp

Cyan Armor, Heavy [AT+8] +2 AC/+3 Saves; 1P: Your weapon deals 4d6 acid damage.; CL 7; SL 1; 2490gp

Iron Stone, Normal, +1 damage, 8310gp

DL I Fine Cloud Elementals x(20) x[6]

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

Str 16, Dex 12, Con 13, Int 16, Wis 14, Chr 16, 0.03kxp

Fly with perfect maneuverability., Immune critical hits, poison, sleep, paralysis, stunning. Has no soul. Immune to its own elem

Prepared effects:

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

Combat effects:

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

Dungeon062120 - Dungeon Level 1

Room # 3

Shrine - 25ft. long x 35ft. wide x 35ft. tall

tun; candelabra; footsteps (behind); sneezing

Automatic Door (opens if anyone approaches) on the south wall leading to a 50ft. long x 5ft. wide x 5ft. tall hallway.

Sample Names: Della the smelly Wing Patrol (Zepplin); Omoc the deviant Poison Hammer (Droid)

Poisoned Blades Trap; DL 1; Search DC 11 (Attack +3 ranged, 10d2 Int damage)

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

[x1] Radiation (Psi9) of RS=8 (doesn't fluctuate)

356gp

cage

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

Prismatic Stone [1d4] +0 Th/+0 dmg 19+/x4; 1M: Target takes SL\*CL Fire

damage per segment for 1 round (no save); CL 5; SL 1, 283gp

Scarlet Talisman [AT+6] +5 AC/+2 Saves; 1V: Thief Abilities, LVL 4; CL 6; SL 1; 1725gp

DL I Diminutive Megaverse-Project Unlives x(4) x[4]

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

Str 16, Dex 17, Con 17, Int 17, Wis 13, Chr 16, 0.03kxp

StunR DL\*10%, No CON. Has Psi-7, Immune to crits, ability dmg, poison, sleep effects, paralysis, stunning, disease, death effects.

Prepared effects:

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

Combat effects:

[Psi-17 minor] (no name): Wand of Wonder effect



Dungeon062120 - Dungeon Level 1

Room # 4

Storage - 30ft. long x 15ft. wide x 50ft. tall

spoon, measuring; chair with straps; shuffling; cold current

Undead Door (has a trapped spirit/ghost) on the east wall leading to a 45ft. long x 25ft. wide x 15ft. tall hallway.

Sample Names: Therosa the handsome Lurking Titan (Extra-dimensional); Nillen the indescribable Winter Seven (Truck)

Razor-Wire Doorknob Trap; DL 1; Search DC 11 (20 damage, DC 11 RSW save for half)

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

773gp

glass cone

a thick collar and chain, +1 AC, 10gp

Silvery Rope [1d4] +2 Th/+2 dmg 17+/x4; 1P: Restores N hp to target (range touch); CL 5; SL 1, 1250gp

Carmine Money: +100 PSP's; 1390gp

DL I Tiny Priest-classes Goblin/Orcs x(7) x[5]

AC 12, HD 2, hp 8, RR 40% #Att 1, TH ÷ AC/Save DC by 2, dmg 3

Str 12, Dex 13, Con 17, Int 16, Wis 17, Chr 13, 0.03kxp

Knows Priest spells, Dark Vision, Stay conscious past Ohp. Light Sensitivity

Prepared effects:

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

Combat effects:

[Psi18 minor] Telekinesis: Lift & Move: 100\*LVL lbs.; object moves at 10\*LVL"

Dungeon062120 - Dungeon Level 1

Room # 5

Trophy Room - 40ft. long x 20ft. wide x 50ft. tall

chest of drawers; stool, high; thumping; snapping

Ice Door (transparent) on the north wall leading to a 40ft. long x 25ft. wide x 20ft. tall hallway.

Sample Names: Roven the valorous Robo- -naut (Neutralizer); Sadoimai the byzantine Battle Fang (Atomic)

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

Room (Floor) that (causes/has/or is) One-Way

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

545gp

pipe (smoking pipe)

a counter, 0gp

Topaz Robe [AT+6] +5 AC/+4 Saves; 1Z: SL^2 hp Armor spell, self

only, stacks with the (Wizard) Armor spell; CL 6; SL 1; 2205gp

Amethyst Flag: +1hQA Action(s); 2000gp

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

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

Str 13, Dex 15, Con 15, Int 14, Wis 13, Chr 15, 0.03kxp

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

Prepared effects:

[Psi81 minor] Damage Reduction, Energy, 25%: Take x0.75 damage from energy

Combat effects:

[Psi6G minor] Repair: Repairs an object (as per Mend spell); works on devices up to TechL = CL

Dungeon062120 - Dungeon Level 1

Room # 6

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

tube (container); offertory container; breeze, slight, damp; footsteps (approaching)

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

Sample Names: Argyth the righteous Insect Mutant (Spitballs); Darvian the extraordinary Admiral Widow (Shuttle)

Swinging Trapdoor Trap; DL 1; Search DC 11 (20 Dex damage, DC 11 Reflex save to negate)

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

[x1] Turning Undead is at +17 CL and -17 to the 1d20 turn roll (these are fixed amounts, rolled once)

38gp

wall basin/font

shortsword SparrowFlight, sword, 5d11 (30), 100gp

Orchid Armor, Heavy [AT+10] +1 AC/+0 Saves; 1M: Improved Invis.; +LVL% Rogue

abilities; +4/-4 pro.; vulnerable to Light and Fire; CL 5; SL 1; 1850gp

Rian's Prostate Glands: +3 to Con; 1P: Whenever someone targets you with an effect, they

suffer that Status Effect unless they make a save vs. Spell.; CL 7; SL 1; 1930gp

DL I Medium Jungle Avian/Birds x(13) x[6]

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

Str 16, Dex 17, Con 16, Int 13, Wis 17, Chr 14, 0.03kxp

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

Prepared effects:

[Psi4 minor] Spell \*1.25: One spell that you know has it's effect multiplied by 1.25, or costs only  $1/(1.25*2-1)$  of a spell slot

Combat effects:

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





Dungeon062120 - Dungeon Level 1

Room # 7

Animal Pens - 40ft. long x 45ft. wide x 5ft. tall

pot (huge); oil (barrel of); still; footsteps (behind)

Revolving/Swinging Door on the east wall leading to a 35ft. long x 5ft. wide x 15ft. tall hallway.

Sample Names: Mangar the aggressive Platypus Super-Villain (Spines); Eindridi the Hawk the dazzling Senor Monster (Extra-dime

Camouflaged Caltrops Trap; DL 1; Search DC 11 (Attack +14 melee, 10d2 Con damage)

Fountain that (causes/has/or is) Monster Generator: Ooze (summons an Ooze every segment)

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

480gp

large box

a ->\*<- breast plate, +7 AC, 1500gp

Greenish Necklace [AT+7] +1 AC/+0 Saves; 1F: Your hair has controlled movement; can do a

"Hair attack" (using your hair's P action) for 1dSL dmg; CL 5; SL 1; 985gp

Potion of Invulnerability (+2/+2 protection), 8320gp

DL I Tiny Alley Elf/Avalons x(19) x[4]

AC 12, HD 2, hp 8, #Att 1, TH ÷ AC/Save DC by 2, dmg 5

Str 16, Dex 13, Con 15, Int 17, Wis 12, Chr 16, 0.03kxp

Attacks as x2 DL., Immune sleep, aging

Prepared effects:

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

Combat effects:

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

Dungeon062120 - Dungeon Level 1

Room # 8

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

whistle; chair; still, warm (or hot); moaning

Mimic (the monster) on the east wall leading to a 40ft. long x 25ft. wide x 10ft. tall hallway.

Sample Names: Kirath the sublime Animal Mutant (Psycho-); Yovela the holy Colossal Frog (Bird)

Tripping Javelins Trap; DL 1; Search DC 11 (Attack +13 ranged, 10d2 Chr damage)

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

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

298gp

wooden bookcase

amethyst crown, +4 AC, 1875gp

Mierest's Starlit Sphere, 4340gp

Chrome Leg warmers: +1 Level(s) in a Monster Group Class; 2080gp

DL I Medium Custom-classes Undeads x(7) x[6]

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

Str 16, Dex 16, Con 17, Int 15, Wis 16, Chr 13, 0.03kxp

Has Custom abilities, No CON. Immune crits, ability dmg/drain, poison, sleep, paralysis, stunning, disease, death effects. Heal to 0

Prepared effects:

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

Combat effects:

[Psi72 minor] Paralysis: Paralyze one target (PPD save)

Dungeon062120 - Dungeon Level 1

Room # 9

Armory - 30ft. long x 15ft. wide x 30ft. tall

paintings/frescoes; tongs; putrid smell; squealing

Concealed (Hidden) Door on the north wall leading to a 45ft. long x 25ft. wide x 5ft. tall hallway.

Sample Names: Ellador the spiteful Thunder Genie (Bombs); Ilona the jovial Elasti- Canary (Shotgun)

Contact Silverglade Trap; DL 1; Search DC 11 (20 damage, no resistance)

Wall that (causes/has/or is) Distorted - Width/Length

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

716gp

padded bench

a comfortable bench seat, 0gp

Potion of Invulnerability (+2/+2 protection), 5440gp

Shocking pink Staff [1d20] +2 Th/+5 dmg 18+/x2; 1M: Hypnosis (SL saves); CL 6; SL 1, 1277gp

DL I Tiny Monster-classes Immortals x(12) x[8]

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

Str 16, Dex 16, Con 14, Int 16, Wis 12, Chr 17, 0.03kxp

Has Master Monster picks, Unaging

Prepared effects:

[Psi9 minor] Resistance to Poison: CH\*5% Poison Resistance (non-adj.)

Combat effects:

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



Dungeon062120 - Dungeon Level 1

Room # 10

Cistern (holds water) - 45ft. long x 35ft. wide x 10ft. tall

holy/unholy symbol(s); shrine; splashing; horn/trumpet sounding

Locked Door, Out of Phase on the east wall leading to a 20ft. long x 25ft. wide x 5ft. tall hallway.

Sample Names: Aart Pikewielder the charming Wonder Guardsman (Boomerang); Yeanasha the radioactive Gaseous Vulture (Zip

Air in room transforms into Elemental Anti-Radioactive Trap; DL 1; Search DC 11 (20 Wis damage/s, DC 11 Breath Weapon save f

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

[x1] Turning Undead is at -7 CL and +6 to the 1d20 turn roll (these are fixed amounts, rolled once)

243gp

padded chair

a Kratasian Mace, mace, 16d27 (224), 10454gp

Sea-green Medallion [AT+6] +3 AC/+2 Saves; 1M: +1 size; +2 Str; +2\*CL max hp; CL 5; SL 1; 1880gp

Rian's Coccyx bone: +2 to HNCL; 1P: One target nauseated,

takes SL^2 dmg and entangled for 1segment.; CL 6; SL 1; 1150gp

DL I Fine Outer-LE Weirds x(16) x[8]

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

Str 14, Dex 12, Con 14, Int 15, Wis 12, Chr 12, 0.03kxp

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

Prepared effects:

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

Combat effects:

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

Dungeon062120 - Dungeon Level 1

Room # 11

Chapel - 50ft. long x 35ft. wide x 50ft. tall

Priest/Religious Furnishings; vice; hissing; humming

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

Sample Names: Hjalti Godsblade the mordant Robot Rat (Tentacles); Plexor the virtuous Yak Midget (Sail)

Cone of Cold 1 Trap; DL 1; Search DC 11 (Cleric CL 2, no resistance)

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

[x1] War spells function at zero effect

10gp

dung

heather sprig, 'giant strength' 'stone skin' 'shield' ", 1000gp

Green Flag: +1 Level(s) in a Priest Group Class; 1670gp

loun Stone, Normal, +2 on # of Mentals calculation, 6120gp

DL I Small Plains Unlives x(4) x[4]

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

Str 14, Dex 13, Con 17, Int 16, Wis 15, Chr 15, 0.03kxp

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

Prepared effects:

[Psi9 minor] Resistance to Radiation: CH\*5% RR

Combat effects:

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

Dungeon062120 - Dungeon Level 1

Room # 12

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

kiln; dung heap; sneezing; drumming

Intelligent Door, might have ego score on the west wall leading to a 10ft. long x 15ft. wide x 25ft. tall hallway.

Sample Names: Mags the Pig the hostile Lightning Squirrel (SUV); Corinye the malevolent General Warlord (Gun)

Naturalize Trap; DL 1; Search DC 11 (Psionicist CL 2, DC 11 Breath Weapon save to negate)

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

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

559gp

amber rod

a pool table, 10gp

Ring of Dizziness, 5320gp

Incense of Obsession, 5320gp

DL I Tiny Joke Spirit-of-the-Lands x(18) x[4]

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

Str 16, Dex 15, Con 15, Int 12, Wis 13, Chr 15, 0.03kxp

Has Punomancy, Incorporeal

Prepared effects:

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

Combat effects:

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





Dungeon062120 - Dungeon Level 2

Room # 1

Bath / Bathing Room - 50ft. long x 30ft. wide x 50ft. tall

rug; dung heap; footsteps (receding); downdraft, slight

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

Sample Names: Zandra the kewl Violet Turtle (Chemical); Jingsa the beautiful Sir Pack (Skateboard)

Air in room transforms into Elemental Metal Trap; DL 2; Search DC 21 (80 Cml damage/s, DC 22 RSW save to negate)

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

[x1] Transmutation spells function at zero effect

1,406gp

cracks, wall

a brass stone, +1 AC, 500gp

Brilliant Arrows (20) [1d20] +3 Th/+4 dmg 19+/x3; 1M: Modify

Reality (least): Duplicate 1st-3rd level Alteration spell; CL 12; SL 2, 2807gp

Rian's Spinal Fluid: +3 to Con; 1P: 1bM: Damage that would put you below

1 hp this segment puts you at 1 hp ; CL 7; SL 2; 4530gp

DL II Tiny Time/Temporal Weirds x(9) x[4]

AC 44, HD 6, hp 40, #Att 1, TH ÷ AC/Save DC by 3, dmg 17

Str 15, Dex 21, Con 22, Int 14, Wis 23, Chr 14, 0.2kxp

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

Prepared effects:

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

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

Combat effects:

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

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

Dungeon062120 - Dungeon Level 2

Room # 2

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

pillow; pegs; footsteps (side); urine smell

Iron Door, Normal on the east wall leading to a 15ft. long x 25ft. wide x 5ft. tall hallway.

Sample Names: Marlon Tracehands the courteous Death Prodigy (Cycle); Fadeyka the Jaguar the jovial Magnetic Ray (Unobtaini

Built-to-Collapse Stairs Trap; DL 2; Search DC 22 (40 Int damage, no resistance)

Fireplace that (causes/has/or is) Points

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

2,454gp

guano

Paws of the Wolf, +2 AC, 1110gp

Orchid Armor, Light [AT+7] +5 AC/+9 Saves; 1M: Multiply your save rolls by 1.25, you automake saves on natural 21-1.25 or better (Minor is 19).; CL 14; SL 2; 3635gp

Horn of Fog, 6140gp

DL II Medium Arctic Illusionarys x(27) x[4]

AC 41, HD 10, hp 192, #Att 4, TH ÷ AC/Save DC by 3, dmg 26

Str 14, Dex 19, Con 16, Int 21, Wis 16, Chr 20, 0.2kxp

Immune cold. Double dmg from fire., Incorporeal

Prepared effects:

[Psi81 minor] Damage Reduction, Energy, 25%: Take x0.75 damage from energy

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

Combat effects:

[Psi-17 minor] (no name): Sleep your entire group (incl. yourself) (save)

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

Dungeon062120 - Dungeon Level 2

Room # 3

Dining / Feast Hall - 50ft. long x 20ft. wide x 45ft. tall

fresco (painting); parchment; rustling; creaking

Zombie Door (made of zombies) on the east wall leading to a 30ft. long x 25ft. wide x 20ft. tall hallway.

Sample Names: Zebulon the psychotic Quin- Elephant (Droid); Lannion the handsome Fire Emperor (Unicycle)

Earth Animation Trap; DL 2; Search DC 22 (Psionicist CL 4, no save)

Vegetation that (causes/has/or is) Enrages

[x1] War spells function at zero effect

2,793gp

nutshells

a keyboard, mace, 5d7 (20), 20gp

Rian's Thyroid: +2 to Con; 1M: LVLd6 Fireball that Dimension Doors the target.; CL 14; SL 2; 4960gp

Rian's Vastus lateralis muscle: +1 to LVL; 1P: Wizard Wish N-2 (min SL1).; CL 7; SL 2; 4270gp

DL II Small Jungle Intelligent-Trap/Trick/Specials x(35) x[8]

AC 44, HD 6, hp 96, #Att 4, TH ÷ AC/Save DC by 3, dmg 17

Str 18, Dex 13, Con 17, Int 17, Wis 18, Chr 17, 0.2kxp

Has mtg G spells, Incorporeal, Find/Remove Trap/Trick/Special halves hp

Prepared effects:

[Psi7 minor] (no name): Fear aura (anyone who enters your group) (Will save)

[Psi6G minor] Disease Immunity: Immunity to magical/nonmagical disease

Combat effects:

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

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



Dungeon062120 - Dungeon Level 2

Room # 4

Creamatorium - 20ft. long x 30ft. wide x 10ft. tall

mirror; kettle; breeze, gusting; scream(ing)

Golem Door (it's a Golem creature) on the north wall leading to a 15ft. long x 5ft. wide x 25ft. tall hallway.

Sample Names: Mourgos the naughty Copper League (Axe); Belphezza the bizarre Dragon Angel (Biotechnology)

Poisoned Javelins Trap; DL 2; Search DC 21 (Attack +12 melee, 20d4 Int damage)

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

[x1] Gravity low 1/5 of a G (-4 Dex, move rate divided by 3, falling dmg = 0, Z actions reduced to 1/s, -1 Con/week)

1,608gp

flour

the Potion of Power Enhancement, 'fireshield' 'iceshield' 'shockshield' 'hollyshield', 936gp

Chocolate Scroll: +200 Skill Points; 4150gp

Navy Nail clippers: +200 Skill Points; 4180gp

DL II Large Demi-Planes Aliens x(12) x[7]

AC 43, HD 10, hp 320, #Att 1, TH ÷ AC/Save DC by 3, dmg 18

Str 22, Dex 13, Con 19, Int 14, Wis 16, Chr 14, 0.2kxp

Immune hostile environments, Bars extradimensional travel, Does not breathe. Has Psi 8.

Prepared effects:

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

[Psi81 minor] Armor: -CL dmg distributed among /energy or /physical attacks

Combat effects:

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

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

Dungeon062120 - Dungeon Level 2

Room # 5

Hall, Great - 25ft. long x 20ft. wide x 35ft. tall

Walls of Glass; chest of drawers; drumming; chiming

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

Sample Names: Soma the noble Senor Lantern (Flute); Borich the rancorous Father Scavenger (Nano-)

Tripping Caltrops Trap; DL 2; Search DC 21 (Attack +40 melee, 10d2 damage)

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

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

1,832gp

ashes

a grey key, 0gp

Ring of Holiness (+1 Turn Undead roll; +1 Clr spell of SLs 1-3), 10530gp

Fuchsia Cup: Free Pink Bunny [Vermin Multiverse] Familiar; 4870gp

DL II Medium Demi-Planes Avian/Birds x(19) x[5]

AC 43, HD 12, hp 192, #Att 3, TH ÷ AC/Save DC by 3, dmg 26

Str 24, Dex 13, Con 16, Int 18, Wis 13, Chr 13, 0.2kxp

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

Prepared effects:

[Pri SL2] Goodberry 2: Creates 8 goodberries

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

Combat effects:

[Psi-12L minor] Force Shape & Wrench: Force Shapechange & Wrench (no save, get ER & aNR)

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

Dungeon062120 - Dungeon Level 2

Room # 6

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

lens (concave, convex, etc.); Walls of Water; giggling (faint); grunting

Sliding Door (slides left/right into wall) on the west wall leading to a 25ft. long x 5ft. wide x 20ft. tall hallway.

Sample Names: Credia the loony Baroness Ninjas (Crowbar); Zadore the groovilicious Mighty Friend (Griffon)

Tripping Jaws Trap; DL 2; Search DC 22 (Attack +10 melee, 10d2 damage)

Vegetation that (causes/has/or is) passwall

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

3,410gp

claw marks

the barrel, 2gp

loun Stone, Normal, +1 Str, 7220gp

Magenta Chocolate: +2hQA Action(s); 5100gp

DL II Large Rogue-classes Avian/Birds x(28) x[4]

AC 44, HD 10, hp 192, CR 68% #Att 4, TH ÷ AC/Save DC by 3, dmg 17

Str 24, Dex 20, Con 19, Int 22, Wis 14, Chr 18, 0.2kxp

Has Rogue abilities, Flys. Has 2 Wings, 2 talons, and a beak.

Prepared effects:

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

[Psi54 minor] Icing: SL/2 instances of Resist Cold/Ice

Combat effects:

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

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





Dungeon062120 - Dungeon Level 2

Room # 7

Court - 10ft. long x 35ft. wide x 50ft. tall

pail; lamp(s); still; metallic smell

Water Lock Door (holds back a lot of water) on the south wall leading to a 5ft. long x 15ft. wide x 25ft. tall hallway.

Sample Names: Zancudo the awful Super Girl (4x4); Ferin the jocular Quick Singer (Mortar)

Rolling Deathblades Trap; DL 2; Search DC 22 (Attack +28 melee, 10d4 damage)

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

[x1] DDZ (Dispel Damage Zone) - Damage effects get countered; existing damage effects have SL% of being dispelled/Week  
2,380gp

cold spot

the Shock Whip, whip, 4d5 (12), 7gp

Rian's Extensor digitorum longus muscle: +1 to Str; 1P: You and target held and can't take P actions.; CL 14; SL 2; 4680gp

Lens of Speed Reading, 7130gp

DL II Diminutive Star-Wars-Loop Lycanthropes x(9) x[6]

AC 44, HD 3, hp 24, #Att 1, TH ÷ AC/Save DC by 3, dmg 26

Str 18, Dex 16, Con 15, Int 21, Wis 19, Chr 23, 0.2kxp

Has force powers, Can polymorph to alternate form.

Prepared effects:

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

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

Combat effects:

[Psi45 minor] Mind Blast: SL\*CL Mental damage (1 group, no save)

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

Dungeon062120 - Dungeon Level 2

Room # 8

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

clamps; rushes (herbs); grunting; rustling

Secret Door on the west wall leading to a 10ft. long x 15ft. wide x 5ft. tall hallway.

Sample Names: Chemis the awesome Detective Flash (Sling); Miktyr the antagonistic Astro- Horde (Doohickey)

Earth Bolt Trap; DL 2; Search DC 22 (Psionicist CL 4, no save)

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

[x1] Nothing in the room can be affected by No Scent, Silence, Displacement

2,258gp

dust

imp's pitchfork, exotic, 6d15 (48), 740gp

Rian's Teres major muscle: +1 to LVL; 1V: Target gets +CL TH/dmg and flying 12" for 1t. ; CL 8; SL 2; 4590gp

Bottle green Age Cat. 4 Dragon, Blue Armor [AT+8] +1 AC/+9 Saves; 1P: -SL per physical attack; CL 9; SL 2; 3355gp

DL II Diminutive Mirror-Universe Giants x(26) x[5]

AC 42, HD 4, hp 24, RR 154% #Att 4, TH ÷ AC/Save DC by 3, dmg 17

Str 15, Dex 18, Con 21, Int 22, Wis 18, Chr 20, 0.2kxp

May have slight tweaks on other abilities., Minimum size category Large.

Prepared effects:

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

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

Combat effects:

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

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

Dungeon062120 - Dungeon Level 2

Room # 9

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

carving; arras (coin container); knocking; foggy

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

Sample Names: Zardon the valorous Sun Gang (-wing); Linvail the attractive Mister Harrier (Lunar)

Death Spell 2 Trap; DL 2; Search DC 22 (Cleric CL 4, no resistance)

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

[x1] Psi -3 powers function at zero effect

1,668gp

drapes

a pair of leather boots, +1 AC, 31gp

Rian's Pelvis bone: +7 to Int; 1M: CL room extra dimensional space in MC Escher style.; CL 9; SL 2; 4230gp

Rian's Frontal bone: +1 to LVL; 1P: Brand this Status Effect to one weapon (no save) ; CL 10; SL 2; 4460gp

DL II Tiny Island Oozes x(10) x[7]

AC 42, HD 2, hp 24, #Att 4, TH ÷ AC/Save DC by 3, dmg 25

Str 15, Dex 22, Con 19, Int 19, Wis 21, Chr 19, 0.2kxp

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

Prepared effects:

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

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

Combat effects:

[Pri SL2] Summon Nature's Ally II: 1 DL 2 or 1d3 DL 1 animals to fight for you {1 creature}

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



Dungeon062120 - Dungeon Level 2

Room # 10

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

hay (pile); cassocks (robes); chirping; poor oxygen

Time Door (goes to another time) on the north wall leading to a 35ft. long x 5ft. wide x 25ft. tall hallway.

Sample Names: Khemed the indescribable Wonder Disaster (Darts); Tanner the bewildering Super Miracle (Saber)

Spiked Spring Trap; DL 2; Search DC 22 (40 damage, no resistance)

Idol that (causes/has/or is) Gate (to random plane) in room (cannot be dispelled unless a x2 or higher being steps through from this side)

[x1] Law spells function at double effect

2,547gp

mercury

a ward minor, +4 AC, 144gp

Dimensional Mine, 2110gp

Puce Rope [1d20] +4 Th/+4 dmg 17+/x2; 1P: CL\*(SL+2) acid dmg to one target (no save); CL 9; SL 2, 2484gp

DL II Diminutive Cloud Faeries x(10) x[8]

AC 42, HD 4, hp 12, #Att 1, TH ÷ AC/Save DC by 3, dmg 26

Str 14, Dex 19, Con 20, Int 22, Wis 15, Chr 20, 0.2kxp

Flys with perfect maneuverability., Overwrite AC to |AC|, Flys, No target.

Prepared effects:

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

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

Combat effects:

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

[Psi18 minor] Hypnosis: 1 target: Hypnosis 1m (save)

Dungeon062120 - Dungeon Level 2

Room # 11

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

quill; ramp; bang, slam; footsteps (receding)

Locked Door, Magic/Psi on the north wall leading to a 50ft. long x 10ft. wide x 5ft. tall hallway.

Sample Names: Ssrith the wild Valiant Fox (Scissors); Imrian the artistic Air Twosome (Flail)

Air in room transforms into Elemental Pyre Trap; DL 2; Search DC 21 (80 Cml damage/s, no resistance)

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

[x1] Creation spells function at double effect

1,946gp

drum

a side of pork, 5gp

Rian's Urethra: +1 to ML; 1M: Your summons are Dust of Disappearanced ; CL 9; SL 2; 4340gp

Rian's Teres major muscle: +6 to Chr; 1M: You are immune to this status. Double Resist is SEL-1 and

Resist is SEL-2. So Double Resist Charm (SEL=3) is a 2nd level spell (SL=SEL-1=3-1). ; CL 12; SL 2; 4330gp

DL II Tiny Sea-of-Dust/Colorless Outers x(39) x[7]

AC 42, HD 3, hp 40, #Att 4, TH ÷ AC/Save DC by 3, dmg 18

Str 21, Dex 15, Con 22, Int 17, Wis 22, Chr 23, 0.2kxp

Immune alignment based/color based effects, No soul. Dark vision.

Prepared effects:

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

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

Combat effects:

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

[Psi-12L minor] Law Beam: CLxCL mental dmg in line (Reflex:½); C-align x2 dmg

Dungeon062120 - Dungeon Level 2

Room # 12

Cell - 10ft. long x 50ft. wide x 10ft. tall

sheet; wardrobe; foggy; chanting

Sliding Door (slides left/right into wall) on the east wall leading to a 45ft. long x 5ft. wide x 20ft. tall hallway.

Sample Names: Hedin Silvermark the dewy-eyed Quin- Zero (Saber); Valgon the athletic Aristocratic -teer (Force)

Dispel Radiation Trap; DL 2; Search DC 22 (Wizard CL 4, DC 22 PP save to negate)

Monster that (causes/has/or is) stuck

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

1,739gp

rag

a gold stone, +1 AC, 500gp

Beige Bottle cap: +3 Revive Slots; 4590gp

Maroon Chapter book: Free Little Lamb Familiar; 4780gp

DL II Tiny Jungle Insects x(21) x[6]

AC 42, HD 4, hp 48, CR 100% #Att 4, TH ÷ AC/Save DC by 3, dmg 26

Str 21, Dex 18, Con 16, Int 15, Wis 13, Chr 23, 0.2kxp

Has mtg G spells, No INT. Dark vision.

Prepared effects:

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

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

Combat effects:

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

[Psi-2 minor] Sight Less: Blindness (save); Deafness (save)





Dungeon062120 - Dungeon Level 3

Room # 1

Audience - 30ft. long x 10ft. wide x 5ft. tall

funnel; table, small; rattling; clashing

Trapped Door, Out of Phase on the west wall leading to a 35ft. long x 10ft. wide x 5ft. tall hallway.

Sample Names: Edana the infamous Yak Necromancer (Llama); Cahmir the caustic Moon Guardian (Mist)

Scything Spears Trap; DL 3; Search DC 31 (Attack +48 ranged, 30d6 Con damage)

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

[x1] Charm spells function at triple effect

8,935gp

keg

a steel knife, dagger, 10d10 (55), 500gp

Inky Stone [2d4] +15 Th/+5 dmg 20+/x3; 1M: Target gets Int set to 3; Insanity (save for each); CL 12; SL 3, 4784gp

Azur Clamp: +300 PSP's; 9450gp

DL III Tiny Outer-CE Elementals x(40) x[7]

AC 94, HD 4, hp 44, RR 360% #Att 4, TH ÷ AC/Save DC by 12, dmg 73

Str 14, Dex 15, Con 28, Int 14, Wis 21, Chr 14, 0.5kxp

Telepathy, immune electricity and poison, Resist acid, cold, and fire, Can summon other Outer CE, Immune critical hits, poison, s

Prepared effects:

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

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

[Psi4 minor] AC \*1.25: Your new AC = (old AC - 10) \* 1.25 + 10

Combat effects:

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

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

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

Dungeon062120 - Dungeon Level 3

Room # 2

Creamatorium - 50ft. long x 35ft. wide x 35ft. tall

Chimney; Floors of Webs; salty, wet smell; breeze, slight, damp

Tricked Door on the west wall leading to a 40ft. long x 15ft. wide x 25ft. tall hallway.

Sample Names: Glandar the illustrious Karate Mafia (Zip-line); Drelb the wondrous Living Wraith (Thunder)

Charming III Trap; DL 3; Search DC 31 (Cleric CL 6, no resistance), (multiple targets)

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

[x1] DEZ (Dispel Effects Zone) - Effects effects get countered; existing effects effects have SL% of being dispelled/Year  
3,414gp

brazier

skull earring, +2 AC, 100gp

Rian's Sweat: +5 to HNCL; 1Z: Choose an action with "ing" at the end of it and a negative

status effect of SEL=SL; You may take that action while under that status effect. ; CL 15; SL 3; 9220gp

Rose Button: +2 level(s) of exceptional Wis; 9980gp

DL III Diminutive Swamp Faeries x(45) x[8]

AC 91, HD 2, hp 22, #Att 4, TH ÷ AC/Save DC by 4, dmg 74

Str 27, Dex 23, Con 21, Int 30, Wis 24, Chr 28, 0.5kxp

Has mtg B spells, Overwrite AC to |AC|, Flys, No target.

Prepared effects:

[Psi9 minor] Damage Protection: +CH AC, -½CH dmg per attack

[Psi15 minor] Increase Breath Damage: +10% of current hp total to breath dmg [or (+1)d(+2) breath dmg if using set breath dice

[Psi-12C minor] Anti-Technological Armor: +5\*CL% TechR (or) Resist Technology

Combat effects:

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

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

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

Dungeon062120 - Dungeon Level 3

Room # 3

Workroom - 35ft. long x 5ft. wide x 35ft. tall

bunks; pipes (musical); scream(ing); misted

Automatic Door (opens if anyone approaches) on the west wall leading to a 50ft. long x 15ft. wide x 25ft. tall hallway.

Sample Names: Eyvind Crocfoot the amoral Hyper- Devil (Trick); Tufala the maleficent Platinum Octopus (Strobe)

Vent transforms into Elemental Plasma Trap; DL 3; Search DC 31 (60 Int damage/s, no resistance)

Tapestry that (causes/has/or is) Shifting

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

6,832gp

candle

the StormShield, +2 AC, 500gp

Off-white Armor, Heavy [AT+10] +5 AC/+37 Saves; 1M: Any Acrobat SL-1

pick; 5\*CL Rogue points in it; CL 15; SL 3; 7755gp

Pea green Sword, bastard [1d10] +16 Th/+4 dmg 17+/x5; 1M:

Create wall of your chosen energy type.; CL 15; SL 3, 5054gp

DL III Small Cloud Artifacts x(55) x[8]

AC 96, HD 4, hp 264, RR 49% #Att 5, TH ÷ AC/Save DC by 12, dmg 19

Str 24, Dex 28, Con 27, Int 30, Wis 25, Chr 27, 0.5kxp

Flys with perfect maneuverability., Ego Score, Can dominate things.

Prepared effects:

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

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

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

Combat effects:

[Psi3½ minor] Déjà Vu: Your target repeats his last action.

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

[Pri SL3] Creeping Doom 3: 40 insect dmg



Dungeon062120 - Dungeon Level 3

Room # 4

Game Room - 20ft. long x 40ft. wide x 25ft. tall

screen; caldron; scuttling; howling

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

Sample Names: Arvandor the cut-throat Seagoing Razor (Electrocution); Edmondstone the dewy-eyed Silver America (Knife)

Injected Splinters Trap; DL 3; Search DC 31 (40 damage, no resistance)

Wall that (causes/has/or is) Gravity - Nil

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

260gp

torch

a Grand Piano, 5000gp

Rian's Fibula bone: +8 to Dex; 1M: Your next spell has +1 target.; CL 12; SL 3; 9670gp

Necklace of Prayer Beads (each), 10250gp

DL III Fine Jungle Outers x(23) x[5]

AC 93, HD 9, hp 36, #Att 4, TH ÷ AC/Save DC by 4, dmg 73

Str 15, Dex 19, Con 31, Int 30, Wis 18, Chr 31, 0.5kxp

Has mtg G spells, No soul. Dark vision.

Prepared effects:

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

[Psi45 minor] Resist: Mental: SL/2 (round down) instances of Resist mental attacks

[Wiz SL3] Tenser's Transformation 3: +25% of max hp to current hp, -1 TH melee

Combat effects:

[Psi29 minor] Beam (Cone) of Cold:

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

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

Dungeon062120 - Dungeon Level 3

Room # 5

Strongroom/Vault - 30ft. long x 20ft. wide x 5ft. tall

idol(s); phial; smoky smell; laughter

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

Sample Names: Sulanok the astounding Slug Corona (Flaming); Adurant the evil Violet Longshoreman (Lucky Rabbit's Foot)

Inhaled Air Trap; DL 3; Search DC 32 (60 Con damage, DC 33 Fortitude save to negate)

Monster that (causes/has/or is) stuck

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

3,196gp

spike, rusted

a blue and white ginger jar, 300gp

Ring of Swimming, 10110gp

Crystal Hypnosis Ball, 6130gp

DL III Diminutive Jungle Humanoids x(58) x[6]

AC 96, HD 2, hp 72, #Att 5, TH ÷ AC/Save DC by 4, dmg 73

Str 17, Dex 26, Con 26, Int 18, Wis 19, Chr 17, 0.5kxp

Has mtg G spells, Has 2 arms, 2 legs, and 1 head.

Prepared effects:

[Psi29 minor] Missile Deflection:

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

[Psi45 minor] Hyper-Invention: (12-SL)M: Create a TechL=SL\*2-3 object (see [Q8], can have at most LVL of these objects)

Combat effects:

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

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

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

Dungeon062120 - Dungeon Level 3

Room # 6

Smithy/Forge - 40ft. long x 40ft. wide x 40ft. tall

Bridge, Log; table, small; footsteps (behind); scuttling

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

Sample Names: Nehele the acrobatic Femme Scavenger (Chariot); Kavala the cut-throat Doc Fox (Flute)

Flooding Stairs Trap; DL 3; Search DC 33 (40 damage, no save), (multiple targets)

Monster that (causes/has/or is) Intelligent

[x1] DSZ (Dispel Spell Zone) - Spell effects get countered; existing spell effects have SL% of being dispelled/Turn  
5,216gp

paper

The Armbands of Magi, +1 AC, 10gp

Rian's Spinal Cord: +3 to ML; 1M: Your next spell has +3 targets.; CL 21; SL 3; 10040gp

Brownny Cup: +2bQQE Action(s); 9850gp

DL III Medium Joke Cthulhoid-Horrors x(39) x[5]

AC 94, HD 8, hp 176, RR 363% #Att 4, TH ÷ AC/Save DC by 4, dmg 57

Str 19, Dex 16, Con 31, Int 22, Wis 21, Chr 23, 0.5kxp

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

Prepared effects:

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

[Psi9 minor] Extra Limbs: [+1d4 limbs] Can use them normally

[Wiz SL3] Prismatic Sphere 3: 1 Prismatic color

Combat effects:

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

[Psi29 minor] Fear:

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





Dungeon062120 - Dungeon Level 3

Room # 7

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

winch and pulley; stocks; humming; murmuring

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

Sample Names: Celis the boisterous Red Sword (Dinosaur); Ultham the wicked Bee Worm (Sonic)

Telepathy: Hypnosis Trap; DL 3; Search DC 33 (Psionicist CL 6, no resistance)

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

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

3,708gp

oar

a glass eye, 1gp

Ebony Rubber duck: +3bQS Action(s); 9720gp

Blue Greatsword [3d4] +3 Th/+3 dmg 17+/x5; 1Z: Color Beam (Spray); CL 12; SL 3, 2490gp

DL III Diminutive Outer-TN Lycanthropes x(12) x[4]

AC 95, HD 3, hp 24, #Att 5, TH ÷ AC/Save DC by 4, dmg 74

Str 25, Dex 29, Con 21, Int 27, Wis 22, Chr 20, 0.5kxp

Immune mind-affecting, positive energy, and negative energy. Resist cold, fire, and acid, Can polymorph to alternate form.

Prepared effects:

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

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

[Psi45 minor] Regeneration: Regenerate SL hp/s

Combat effects:

[Psi-1 minor] Premature Trigger: Set off someone else's trigger prematurely (no save, ER resists)

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

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

Dungeon062120 - Dungeon Level 3

Room # 8

Cell - 40ft. long x 10ft. wide x 5ft. tall

rug; pentacle; footsteps (side); scuttling

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

Sample Names: Ragrath the vicious Caped Ape (Whip); Gorgrael the indescribable Evil Duke (Metahuman)

Inhaled Air Trap; DL 3; Search DC 33 (80 damage, no resistance)

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

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

5,777gp

dampness, wall

a Potion of True Vision, 'detect invis' 'detect magic' 'detect hidden' 'detect poison', 230gp

Bronze Nail clippers: +4 Feat Slots; 9230gp

Lead Arrows (20) [2d12] +5 Th/+6 dmg 16+/x3; 1M: Assassination 10\*LVL%

(as Rogue ability), lasts for 1 attack; CL 16; SL 3, 3710gp

DL III Diminutive Plains Lycanthropes x(28) x[8]

AC 96, HD 6, hp 22, #Att 2, TH ÷ AC/Save DC by 4, dmg 75

Str 20, Dex 20, Con 21, Int 25, Wis 17, Chr 17, 0.5kxp

Has mtg W spells, Can polymorph to alternate form.

Prepared effects:

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

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

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

Combat effects:

[Psi45 minor] Sonic Generation: SL\*CL/2 Sound damage (no save) and SL/2 instances of deafness (save)

[Psi29 minor] Hold Person:

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

Dungeon062120 - Dungeon Level 3

Room # 9

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

phial; Floors of Bone; breeze, gusting; breeze, gusting

False Door on the west wall leading to a 40ft. long x 5ft. wide x 20ft. tall hallway.

Sample Names: Harsk the abusive Composite Duo (Dagger); Lormac the bewildering Father Flea (Pegasus)

Call Lightning 3 Trap; DL 3; Search DC 31 (Cleric CL 6, DC 33 PP save for half)

Illusion that (causes/has/or is) Sloping

[x1] Weather spells function at double effect

5,397gp

small rug

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

Rose Bracers [AT+9] +6 AC/+35 Saves; 1P: Dispel displacement effect, or

you ignore displacement for 1 turn; CL 14; SL 3; 7110gp

Flesh Eyes [3d4] +24 Th/+2 dmg 20+/x2; 1M: Random Oth (50%)

or 1st (50%) SL Wizard Invocation spell; CL 15; SL 3, 6324gp

DL III Diminutive Rakshasa-World Unlives x(23) x[5]

AC 95, HD 3, hp 20, #Att 3, TH ÷ AC/Save DC by 12, dmg 19

Str 26, Dex 31, Con 26, Int 14, Wis 18, Chr 28, 0.5kxp

Immune slain, Resist Slain, Vulnerable enchanted items., No CON. Has Psi-7, Immune to crits, ability dmg, poison, sleep effects, p

Prepared effects:

[Psi10 minor] Fire Protection \*: Resist Fire

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

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

Combat effects:

[Psi-17 minor] (no name): Chaos Ball your group (incl. yourself) for LVLd6 dmg

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

[Psi29 minor] Sleep:



Dungeon062120 - Dungeon Level 3

Room # 10

Hallway - 20ft. long x 35ft. wide x 40ft. tall

chest of drawers; mosaic; foggy near floor; whining

Trapped Door, Out of Phase on the east wall leading to a 30ft. long x 15ft. wide x 15ft. tall hallway.

Sample Names: Thalia the disgusting Countess Worm (Stilts); Belarian the loathsome Time Mutant (Boomerang)

Air in room transforms into Elemental Tempest Trap; DL 3; Search DC 33 (120 Chr damage/s, no resistance)

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

descends 2 levels and will not ascend for 30 turns.

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

3,410gp

iron boots

a Huge Morningstar, flail, 10d13 (70), 110gp

Chrome Stone [1d20] +5 Th/+5 dmg 16+/x3; 1M: One group is charmed (Will save), doesn't affect undead etc.; CL 15; SL 3, 3947gp

Pearly Plate: Free Linked Spells Feat: Can split a SL=F+1 slot into smaller slots that all go off at same time (F=#feats); 9110gp

DL III Huge Megaverse-Project Viruss x(36) x[7]

AC 91, HD 78, hp 704, CR 183% #Att 4, TH ÷ AC/Save DC by 4, dmg 74

Str 21, Dex 16, Con 23, Int 16, Wis 16, Chr 29, 0.5kxp

StunR DL\*10%, Can infect things. Immune mind-affecting, crits, gazes, illusions, poison, sleep, paralysis, polymorph, stunning.

Prepared effects:

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

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

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

Combat effects:

[Psi-12L minor] Law Beam: CLxCL mental dmg in line (Reflex:½); C-align x2 dmg

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

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

Dungeon062120 - Dungeon Level 3

Room # 11

Nest (animal) - 25ft. long x 30ft. wide x 40ft. tall

brazier; flask; downdraft, slight; coughing

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

Sample Names: Grianiel the furious Shining Dusk (Spores); Bevan the gelatinous Orange Thirteen (Unexplained)

Vent transforms into Elemental Creation Trap; DL 3; Search DC 31 (60 Int damage/s, no resistance)

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

[x1] Radiation (Psi9) of RS=42 (fluctuates each Year)

8,141gp

book (blank)

an auburn-colored orb, 'charm person', 470gp

Rian's Patella bone: +1 to HD; 1Z: Resurrect someone who's been killed within the past CL s. ; CL 15; SL 3; 9310gp

Bright Doll: All your Wizard classes use the "set XP table"(3kxp

at 2nd, doubles til 9th,600kxp at 10th,+300kxp per level afterward).; 9810gp

DL III Small Jungle Avian/Birds x(41) x[8]

AC 94, HD 6, hp 80, CR 58% #Att 5, TH ÷ AC/Save DC by 12, dmg 21

Str 27, Dex 30, Con 18, Int 22, Wis 31, Chr 14, 0.5kxp

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

Prepared effects:

[Psi18 minor] Innate Shield: 20\*CL hp shield vs. Innate abilities

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

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

Combat effects:

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

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

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

Dungeon062120 - Dungeon Level 3

Room # 12

Crypt / Burial Chamber - 50ft. long x 45ft. wide x 25ft. tall

Floors of Flesh; mat; foggy near ceiling; wind, strong, moaning

Stone Door, Normal on the east wall leading to a 30ft. long x 20ft. wide x 25ft. tall hallway.

Sample Names: Desreta the homicidal Master Paladin (Hydrofoil); Bashal the tone-deaf Orange Killer (Canoe)

Injected Adamantite Trap; DL 3; Search DC 31 (40 Wis damage, no save)

Force Field that (causes/has/or is) gesture trigger

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

6,578gp

sack

a long leather couch, 0gp

Black Rope [2d10] +7 Th/+4 dmg 18+/x2; 1M: Target takes (CL+2)d6 holy lightning dmg (save: ½); CL 14; SL 3, 3617gp

Green Stone [1d10] +2 Th/+4 dmg 17+/x3; 1M: Blink; CL 14; SL 3, 2654gp

DL III Large Rogue-classes Wurms x(17) x[7]

AC 95, HD 14, hp 352, #Att 6, TH ÷ AC/Save DC by 4, dmg 56

Str 26, Dex 29, Con 24, Int 20, Wis 31, Chr 16, 0.5kxp

Has Rogue abilities, Has no appendages.

Prepared effects:

[Psi18 minor] Cancel Magic and Earthpower: -LVL CL to all Magic/Ele-E affecting you

[Psi29 minor] Gaze Reflection:

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

Combat effects:

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

[Pri SL3] Flame Strike 3: CLd4 holy fire dmg (save:½)

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





Dungeon062120 - Dungeon Level 4

Room # 1

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

thurable (incense); book; steamy near floor; splashing

Archway (open) on the south wall leading to a 40ft. long x 15ft. wide x 25ft. tall hallway.

Sample Names: Thorbrand Greenring the unbeatable Night Turtle (Gateway); Oxa Firelash the magnificent Lieutenant Miser (Mo

Air in room transforms into Elemental Anti-Loop Trap; DL 4; Search DC 43 (180 Cml damage/s, no resistance)

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

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

12,032gp

grains

a wild mushroom, 0gp

Transparent Armor, Heavy [AT+30] +15 AC/+8 Saves; 1M: SL/2 (round

down) instances of Resist mental attacks; CL 14; SL 4; 8235gp

Navy Bolts, crossbow (10) [2d12] +4 Th/+16 dmg 20+/x2; 1M: 1bM: Target can't be

directly targetted; effects on him (including this) can still be targetted; CL 23; SL 4, 6937gp

DL IV Gargantuan Mirror-Universe Oozes x(72) x[7]

AC 165, HD 66, hp 9728, #Att 6, TH ÷ AC/Save DC by 5, dmg 66

Str 22, Dex 35, Con 32, Int 22, Wis 30, Chr 28, 1.5kxp

May have slight tweaks on other abilities., No INT. Immune mind-affecting, crits, gazes, illusions, poison, sleep, paralysis, polymo

Prepared effects:

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

[Psi1 minor] Automaton: Animate Object (as spell)

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

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

Combat effects:

[Pri SL3] Death's Door: Puts target (at negative hp) to 0 hp (1 hp if material comp.)

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

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

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

Dungeon062120 - Dungeon Level 4

Room # 2

Cistern (holds water) - 30ft. long x 20ft. wide x 10ft. tall

table, long; Bridge, Log; whining; grating

Plant Door (a door made of plants) on the north wall leading to a 45ft. long x 25ft. wide x 10ft. tall hallway.

Sample Names: Easan the byzantine Shambling Lantern (Paranormal); Kronar the repugnant Patchwork Pack (Water)

Wall of Ice Trap; DL 4; Search DC 41 (Psionicist CL 8, no save)

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

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

13,279gp

bell

an average key, 0gp

Bracers of Archery, Greater: (Wrists) Gain proficiency with all straight bows.

If already proficient, gain +2 bow attacks & +1 arrow damage., 27110gp

Silvery Axe, throwing [1d12] +37 Th/+6 dmg 16+/x5; 1M: Target gets -CL each to Int, Wis, and Chr (save for each point); CL 23; SL 4, 10120gp

DL IV Huge Inner-Planar Goblin/Orcs x(56) x[4]

AC 165, HD 35, hp 4864, #Att 4, TH ÷ AC/Save DC by 5, dmg 129

Str 29, Dex 28, Con 15, Int 17, Wis 28, Chr 33, 1.5kxp

Immune 1 element., Dark Vision, Stay conscious past 0hp. Light Sensitivity

Prepared effects:

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

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

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

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

Combat effects:

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

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

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

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

Dungeon062120 - Dungeon Level 4

Room # 3

Barracks / Quarters - 25ft. long x 50ft. wide x 15ft. tall

trough; pillar; hooting; whistling

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

Sample Names: Missathac the monstrous Underground Guy (Metahuman); Goffar the philanthropic Senor Walker (Elephant)

Drawer transforms into Elemental Creation Trap; DL 4; Search DC 44 (120 Dex damage/s, no resistance), (multiple targets)

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

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

1,023gp

pan

a stalactite, 0gp

Orchid Cube [2d4] +37 Th/+26 dmg 15+/x5; 1V: SL\*CL Fire damage (1 group, no save); CL 16; SL 4, 12807gp

Potion of Liquid Glass, 23240gp

DL IV Medium Star-Wars-Loop Golems x(80) x[6]

AC 162, HD 11, hp 320, #Att 8, TH ÷ AC/Save DC by 5, dmg 129

Str 17, Dex 22, Con 16, Int 18, Wis 19, Chr 26, 1.5kxp

Has force powers, Immune crits, ability dmg, energy drain, poison, sleep, paralysis, stunning, disease, mind-affecting effects.

Prepared effects:

[Pri SL3] Double Resist [E=2 element]: Pick an E=2 element, you double resist it (1/4 dmg, 1/10 if make save) for 1 hour.

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

[Pri SL4] Death Ward : Grants immunity to death spells and effects.

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

Combat effects:

[Wiz SL1] Prismatic Wall 1: 1 Prismatic color

[Wiz SL4] Fireball 4: CLd8 fire dmg to a group (save:½)

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

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



Dungeon062120 - Dungeon Level 4

Room # 4

Nest (animal) - 35ft. long x 5ft. wide x 15ft. tall

idol; keg; foggy near floor; thud

Unusual Material Door on the south wall leading to a 45ft. long x 20ft. wide x 15ft. tall hallway.

Sample Names: Gwythyn the intangible Teenage Centurion (Web); Nornagrym the wicked Rocket Guardsman (Trident)

Air in room transforms into Elemental Abyssal Water Trap; DL 4; Search DC 44 (60 Int damage/s, no resistance)

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

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

1,187gp

acorns

a basket of fruit, 20gp

White Armor/Griff Mountains, 27930gp

Hazel Flail, heavy [4d12] +24 Th/+37 dmg 18+/x2; 1P: Take half damage from one person for 1t; CL 18; SL 4, 12987gp

DL IV Small Outer-CE Cthulhoid-Horrors x(79) x[7]

AC 161, HD 8, hp 152, #Att 6, TH ÷ AC/Save DC by 20, dmg 35

Str 33, Dex 18, Con 17, Int 34, Wis 25, Chr 38, 1.5kxp

Telepathy, immune electricity and poison, Resist acid, cold, and fire, Can summon other Outer CE, Has a bizarre anatomy, strang

Prepared effects:

[Psi81 minor] Regeneration: Regenerate CL hp/s

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

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

[Psi9 minor] Resistance to Radiation: CH\*5% RR

Combat effects:

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

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

[Psi15 minor] Blink: Blink

[Psi18 minor] Telekinesis: Lift & Move: 100\*LVL lbs.; object moves at 10\*LVL"

Dungeon062120 - Dungeon Level 4

Room # 5

Animal Pens - 5ft. long x 40ft. wide x 10ft. tall

pit (shallow); tube (container); steamy; horn/trumpet sounding

Revolving/Swinging Door on the north wall leading to a 50ft. long x 10ft. wide x 20ft. tall hallway.

Sample Names: Belfarg the clueless Mud Scarab (Fire); Naergoth the dumbfounding Blood Lightning (Sleigh)

Command 4 Trap; DL 4; Search DC 44 (Cleric CL 8, no resistance)

Vegetation that (causes/has/or is) Sphere of Annihilation in room

[x1] Nothing in the room can be affected by Improved Invisibility, Mirage Arcana, Silent Image

9,950gp

club, splintered

Fruit Punch Gatorade, 30gp

Potion of Longevity, 6420gp

Rian's Skin: +4 to HNCL; 1M: Stops all spells or Will

save or become insane (as insanity spell).; CL 20; SL 4; 16720gp

DL IV Tiny Outer-CE Beholders x(30) x[6]

AC 162, HD 4, hp 76, #Att 7, TH ÷ AC/Save DC by 5, dmg 67

Str 27, Dex 21, Con 32, Int 15, Wis 38, Chr 17, 1.5kxp

Telepathy, immune electricity and poison, Resist acid, cold, and fire, Can summon other Outer CE, Has eye stalks, 1 mouth, and 1

Prepared effects:

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

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

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

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

Combat effects:

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

[Psi54 minor] Heat Vision: 1M to start: Every segment for 1 round, as a 0 action, deal SL heat dmg to one target (no save)

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

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

Dungeon062120 - Dungeon Level 4

Room # 6

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

beaker; carpet (largish); giggling (faint); downdraft, strong

Brass Door, Normal on the south wall leading to a 25ft. long x 20ft. wide x 10ft. tall hallway.

Sample Names: Lutzaen the fraudulent Cat Sword (Laser); Shez the groovilicious Ninja Patrol (Bombs)

Spiked Drawer Trap; DL 4; Search DC 44 (120 damage, DC 43 Breath Weapon save for 1/3), (multiple targets)

Ceiling that (causes/has/or is) Monster Generator: Ooze (summons an Ooze every segment)

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

3,346gp

horn

a glass of framboise, 8gp

Multi-prismatic Teddy bear: All your Psionicist classes use the "set XP

table"(3kxp at 2nd, doubles til 9th,600kxp at 10th,+300kxp per level afterward).; 17000gp

Garnet Age Cat. 5 Gold Dragon Armor [AT+69] +49 AC/+9 Saves;

1M: Your weapon is horribly poisonous.; CL 14; SL 4; 17725gp

DL IV Medium Internet Humanoids x(64) x[7]

AC 166, HD 44, hp 1280, MR 46% #Att 5, TH ÷ AC/Save DC by 5, dmg 99

Str 27, Dex 22, Con 28, Int 17, Wis 26, Chr 21, 1.5kxp

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

Prepared effects:

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

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

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

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

Combat effects:

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

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

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

[Psi10 minor] Dispel Exhaustion: Target heals 25% of damage taken





Dungeon062120 - Dungeon Level 4

Room # 7

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

charcoal bin; Bridge, Force (magical); earthy smell; cold current

Trapped Door, Out of Phase on the north wall leading to a 30ft. long x 5ft. wide x 15ft. tall hallway.

Sample Names: Miktyr the sophisticated Millennium Sorcerer (Air); Zaranda the infernal Mother -tech (Zepplin)

Fireball 4 Trap; DL 4; Search DC 43 (Cleric CL 8, no resistance)

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

[x1] DMZ (Dispel Magic Zone) - Magic effects get countered; existing magic effects have SL% of being dispelled/Day  
10,351gp

rotten egg

a frog, 0gp

Potion of Growth (Double base damage), 9110gp

Chestnut Sword, bastard [3d20] +6 Th/+36 dmg 17+/x4; 1P: Disease (SL saves); CL 20; SL 4, 10334gp

DL IV Gargantuan Dead-Timeline/Looporal Reptiles x(64) x[8]

AC 162, HD 65, hp 2560, MR 184% #Att 8, TH ÷ AC/Save DC by 20, dmg 35

Str 17, Dex 28, Con 37, Int 37, Wis 32, Chr 33, 1.5kxp

Reality/Loop stable., Half AC from AT. Resist Heat. Usually has a tail and claws

Prepared effects:

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

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

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

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

Combat effects:

[Psi3 minor] Astral Construct II: Create astral construct to fight for you.

[Psi3½ minor] Astral Construct: Creates astral construct to fight for you.

[Psi54 minor] Bio-Energy Blast: CL\*(SL+2) force dmg to one target (no save)

[Psi-12C minor] High-Frequency Sample: Generate a High-Frequency Sampler minor effect

Dungeon062120 - Dungeon Level 4

Room # 8

Cistern (holds water) - 40ft. long x 15ft. wide x 35ft. tall

tank (container); candle; still, very chill; twanging

Energy/Elemental Door on the north wall leading to a 20ft. long x 5ft. wide x 15ft. tall hallway.

Sample Names: Perdekop the frigid Gold Tarantula (Sceptre); Varlo the demented Wolf Miracle (Scooter)

Moving Statue Trap; DL 4; Search DC 42 (240 damage, no resistance)

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

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

4,413gp

dust

a small elven dagger, dagger, 9d11 (54), 471gp

Oil of Impact, 9620gp

Rian's Bone Marrow: +2 to Str; 1P: Wall of Cloud.; CL 14; SL 4; 16300gp

DL IV Gargantuan Outer-LE Unlives x(73) x[6]

AC 165, HD 68, hp 2176, #Att 7, TH ÷ AC/Save DC by 5, dmg 164

Str 29, Dex 21, Con 37, Int 36, Wis 27, Chr 19, 1.5kxp

Dark vision, Telepathy, immune fire and poison, resist acid and cold, Can summon other Outer LE, No CON. Has Psi-7, Immune to

Prepared effects:

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

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

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

[Psi2 minor] Iron Will: Can fully act up to -10 hp; Can act up to -15 hp

Combat effects:

[Psi45 minor] Mind Control: Minor: Command (save); Major: Domination (SL/3 saves)

[Psi-2 minor] Time Diminish: -3 M, -3 P, -3 V (save); -1 more each type

[Pri SL4] Limited Heal: Heal, target must Fort save vs. # hp down (+10 per other effect)

[Wiz SL4] Fireball 4: CLd8 fire dmg to a group (save:½)

Dungeon062120 - Dungeon Level 4

Room # 9

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

buffet; lectern; dank, mouldy smell; downdraft, strong

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

Sample Names: Galoa the cut-throat Frog Shadow (Pogo Stick); Alcolen the \$6 million Ruby Conundrum (Cannon)

Wall of Ice Trap; DL 4; Search DC 41 (Wizard CL 8, DC 43 Reflex save for 1/3)

Machine that (causes/has/or is) gesture trigger

[x1] Gas in room: Chr (all in room get +3 to that stat while in room)

1,207gp

wig

Pamela's Teddy, +5 AC, 500gp

Beige Armor Gemlet [AT+22] +5 AC/+9 Saves; 1M: SL/2 (round down) instances

of Resist telekinesis; +SL\*10% damage with telekinesis effects; CL 16; SL 4; 5810gp

Flavorful Bowl (adds flavor), 14110gp

DL IV Tiny Mountain Animals x(32) x[5]

AC 161, HD 24, hp 80, #Att 8, TH ÷ AC/Save DC by 5, dmg 67

Str 37, Dex 37, Con 27, Int 30, Wis 33, Chr 21, 1.5kxp

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

Prepared effects:

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

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

[Wiz SL3] Prismatic Sphere 3: 1 Prismatic color

[Psi15 minor] Add Resistance: Resist one normal (E=1) element, this can be taken twice for an E=2, thrice for an E=3, etc.

Combat effects:

[Psi29 minor] Telekinesis:

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

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

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



Dungeon062120 - Dungeon Level 4

Room # 10

Warrior's Chamber/Lab - 50ft. long x 30ft. wide x 35ft. tall

horn; brazier; groaning; clicking

Mimic (the monster) on the south wall leading to a 15ft. long x 10ft. wide x 15ft. tall hallway.

Sample Names: Skain the furious Mighty Imp (Anti-matter); Goblincrusher the extraordinary Crimson Wasp (Buggy)

Dropping Brick Trap; DL 4; Search DC 44 (120 Wis damage, no resistance)

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

[x1] Thought spells function at zero effect

8,756gp

wood billets

a small bright green hat, +1 AC, 118gp

Dark Girdle [AT+11] +5 AC/+4 Saves; 1P: DR (CL\*2)/(+CL/2) (or) WR 10\*CL% (or)

Others need a +CL-1 weapon to hit you; CL 24; SL 4; 4820gp

Obsidian Robe [AT+54] +63 AC/+5 Saves; 1M: CL\*SL\*3 hp ablative Force Field (vs. physical or energy attacks, only one enemy /s); CL 23; SL 4; 17615gp

DL IV Gargantuan Internet Eelements x(63) x[5]

AC 163, HD 68, hp 2304, #Att 7, TH ÷ AC/Save DC by 20, dmg 35

Str 29, Dex 25, Con 31, Int 24, Wis 35, Chr 17, 1.5kxp

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

Prepared effects:

[Pri SL4] Rusting Grasp : Your touch corrodes iron and alloys.

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

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

[Psi45 minor] Resist: Mental: SL/2 (round down) instances of Resist mental attacks

Combat effects:

[Psi5 minor] Reroll: (Z action) Reroll any die roll (yourself or other)

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

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

[Psi-12C minor] Contagion/Enervation: One target is hit by Contagion & Enervation (PPD for each)

Dungeon062120 - Dungeon Level 4

Room # 11

Office - 20ft. long x 45ft. wide x 40ft. tall

candles; candelabrum; steamy near floor; bang, slam

Phase Door (as the spell) on the south wall leading to a 25ft. long x 5ft. wide x 20ft. tall hallway.

Sample Names: Brilmara the brazen Alien Creeper (Spear); Tolenka the Wanderer the demented Armadillo Wing (Suction Cup)

Spring transforms into Elemental Anti-Magic {extra +1} Trap; DL 4; Search DC 43 (60 Dex damage/s, no save)

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

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

11,841gp

bandages

a toy axe, axe, 1d5 (3), 25gp

Blue Scarab [AT+10] +24 AC/+6 Saves; 1P: Take -N/2 dmg per physical

or energy attack (max N = level); CL 28; SL 4; 8290gp

Green Cyber/Bio-ware: +2 level(s) of exceptional Wis; 16320gp

DL IV Tiny Jungle Leechs x(19) x[6]

AC 166, HD 4, hp 72, PR 135% #Att 6, TH ÷ AC/Save DC by 5, dmg 161

Str 15, Dex 21, Con 26, Int 37, Wis 26, Chr 37, 1.5kxp

Has mtg G spells, 0, 1/half segment: Remove a SEL=DL status effect.

Prepared effects:

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

[Psi81 minor] Life Support, Resist Heat/Cold: Resist Heat/Cold

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

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

Combat effects:

[Psi-6N minor] Earth Bolt: Deal Nd10 Eldritch Earth dmg to one target (no save); max N=CL

[Psi-6E minor] Jovial Evil N: ½M, -4 current hp: 30' r: CLd6 unholy radiance (no save), good-align have no resist and take x2 dmg

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

[Psi2 minor] Cell Adjustment: 20\*level hp:1r;disease=+5 PSPs; Half cost in PSPs

Dungeon062120 - Dungeon Level 4

Room # 12

Training/Exercise/Practice - 35ft. long x 45ft. wide x 35ft. tall

desk; holy/unholy writings; squealing; sneezing

Wood Door, Normal on the west wall leading to a 50ft. long x 10ft. wide x 25ft. tall hallway.

Sample Names: Hyeric the brave Shatter Weirdo (Car); Saida the excessive Fly Storm (Axe)

Well-Camouflaged Arrows Trap; DL 4; Search DC 44 (Attack +48 melee, 40d2 damage)

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

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

3,588gp

tankard

a pile of rubble, 1gp

Silvery Cloak [AT+40] +6 AC/+65 Saves; 1P: You gain 3 temporary hit points.; CL 23; SL 4; 15900gp

Fuchsia Sand paper: +3 Familiar Slots; 16950gp

DL IV Tiny Alternate-Universe Viruss x(21) x[5]

AC 162, HD 3, hp 72, CR 78% #Att 6, TH ÷ AC/Save DC by 20, dmg 66

Str 21, Dex 38, Con 18, Int 17, Wis 19, Chr 25, 1.5kxp

Can affect Bosses and Big Bad's., Can infect things. Immune mind-affecting, crits, gazes, illusions, poison, sleep, paralysis, polymc

Prepared effects:

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

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

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

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

Combat effects:

[Wiz SL4] Charm Monster : Makes monster believe it is your ally.

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

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

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





Dungeon062120 - Dungeon Level 5

Room # 1

Animal Pens - 30ft. long x 5ft. wide x 25ft. tall

rushes (herbs); Chimney, Fire (for fireplace); breeze, slight; ringing

Locked Door, Out of Phase on the north wall leading to a 25ft. long x 5ft. wide x 10ft. tall hallway.

Sample Names: Thiandra the grim 'n' gritty Robo- Punisher (Chair); Tavira the hostile Digi-- Wing (Musket)

Razor-Wire Trapdoor Trap; DL 5; Search DC 54 (180 Chr damage, no resistance)

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

[x1] Gas in room: Str (all in room get -19 to that stat while in room)

3,071gp

spy glass

the wind boots, +1 AC, 520gp

Cobalt Bludgeoning Weapon [2d10] +99 Th/+5 dmg 20+/x5; 1M: Magic

Jar (as spell), save penalty -1/level; CL 25; SL 5, 21470gp

Armbands of Might: (Wrists) +2 bonus on Strength and Str-based checks. If the wearer is using Power Attack with at least a -2 penalty on the attack roll, he/she receives an additional +2 bonus on damage., 9320gp

DL V Diminutive Far-Realm/Ultrablack Aliens x(41) x[8]

AC 258, HD 3, hp 52, #Att 8, TH ÷ AC/Save DC by 6, dmg 255

Str 17, Dex 42, Con 45, Int 24, Wis 18, Chr 18, 5.25kxp

Can damage non-hp totals/scores., Does not breathe. Has Psi 8.

Prepared effects:

[Pri SL4] Resist Fire/Resist Cold 4: Take -60% dmg vs. fire or cold

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

[Psi81 Major] Invisibility: Improved Invisibility

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

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

Combat effects:

[Pri SL5] Conjure/Dismiss Normal Elemental: Summons or dismisses a Normal Elemental

[Psi100 minor] Domination: Domination (Will save), hits 2+CL/9 groups

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

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

[Psi6G Major] Second Level Priest Spell: Cast one 2nd level Priest spell at CL = 40

Dungeon062120 - Dungeon Level 5

Room # 2

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

table; chime(s); downdraft, strong; smoky

Water Lock Door (holds back a lot of water) on the south wall leading to a 45ft. long x 25ft. wide x 15ft. tall hallway.

Sample Names: Belita the charismatic Frog Finger (Chair); Najjar the acrobatic Morphin' Cyborg (Teleporter)

Wide-Mouth Brick Trap; DL 5; Search DC 53 (320 Dex damage, no resistance)

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

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

3,565gp

paste

a bunch of smurfberries, 'change sex' 'change sex' 'change sex' ", 100gp

Lime-green Cloak [AT+30] +5 AC/++7 Saves; 1Z: Immune to spell level 0 to

SL-2 effects; -(SL-1) per physical attack; ER 5\*SL%; CL 25; SL 5; 13595gp

Roseate Wand [1d12] +50 Th/+65 dmg 15+/x5; 1M: Similar to wizard spell "Feeblemind"; CL 25; SL 5, 23434gp

DL V Tiny Collectiverse/Gooneyverse/etc. Artifacts x(48) x[5]

AC 251, HD 40, hp 116, #Att 5, TH ÷ AC/Save DC by 6, dmg 53

Str 26, Dex 39, Con 18, Int 37, Wis 17, Chr 40, 5.25kxp

Immune disintegration and annihilation, Ego Score, Can dominate things.

Prepared effects:

[Psi60 minor] Armor: Melee:+LVL AC, -LVL/2 dmg per hit

[Psi16 minor] Golem Form: S=1,2: Unusual Material of S=1,2 (cannot exceed real S number)

[Psi10 minor] Pain Erase: Target heals 25% of damage taken; Take only 75% of damage received

[Pri SL5] Resist Fire/Resist Cold 5: Take -65% dmg vs. fire or cold

[Psi-12T Major] Tenser's Transformation: Tenser's Transformation

Combat effects:

[Psi0 Major] Death Touch: One attack: Death (save vs. PPD)

[Psi3½ minor] Astral Construct: Creates astral construct to fight for you.

[Psi-12L minor] Suggestion Blast: One group is suggested (Will save), all use same suggestion

[Psi12C minor] Confusion: Confusion (as spell)

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

Dungeon062120 - Dungeon Level 5

Room # 3

Strongroom/Vault - 10ft. long x 5ft. wide x 45ft. tall

sanctuary; trough; tapping; still, warm (or hot)

Locked Door, Mechanical on the north wall leading to a 10ft. long x 25ft. wide x 5ft. tall hallway.

Sample Names: Ariadne the battling Micro- Prowler (Jet Pack); Kelmaran the unkind Alien Thief (Tube)

Ingested Vibranium Trap; DL 5; Search DC 52 (320 damage, no resistance)

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

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

17,437gp

torch stub

rowan branch, 'mass healing', 2000gp

Rian's Skin: +13 to HD; 1P: 1bM: Counter a MTG

Black, Necromancy/Necromantic, or Psi7 power. ; CL 30; SL 5; 25150gp

Electric blue Pick, light [3d20] +8 Th/+7 dmg 19+/x4; 1P: Control M Actions (SL/2 saves); CL 35; SL 5, 8274gp

DL V Diminutive Modern Kobolds x(81) x[4]

AC 255, HD 7, hp 52, CR 275% #Att 1, TH ÷ AC/Save DC by 6, dmg 204

Str 34, Dex 40, Con 39, Int 19, Wis 34, Chr 35, 5.25kxp

Has Action points, Access to high tech items, Can overbear in numbers.

Prepared effects:

[Pri SL5] Troll-like Regeneration: You Troll-like Regenerate at CL hp per round

[Pri SL5] Golem: Makes a golem (you need raw materials)

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

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

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

Combat effects:

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

[Psi-2 Major] Degenerate: Degenerate (LVL /s); 2\*LVL /s

[Psi45 Major] Disruption: Minor: Target takes CL\*SL disruption damage (no save); Grand: The damage given plus a Disintegrate e

[Psi5 Major] Alter Reality (lesser): Duplicate 1st-5th level Alt, Ele, Hea

[Psi45 minor] Geoforce: 1bM: Stop or Create an Earthquake, Landslide, etc. Damage would be CL\*SL Earth to a group (save for 0



Dungeon062120 - Dungeon Level 5

Room # 4

Elevator Room - 50ft. long x 50ft. wide x 50ft. tall

columns/pillars; coal; ringing; foggy

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

Sample Names: Ralmek the battling Professor Paladin (Mythological god(ess)); Bjornin the satanic Gaseous Hitman (Ornithopter)

Fire Storm 5 Trap; DL 5; Search DC 52 (Cleric CL 10, no save)

Statue that (causes/has/or is) Talks - Nonsense

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

6,608gp

bed

The Jester's Steamer Trunk o' Goodies, 0gp

Beanie of +1 V action, 26250gp

Rian's Vastus lateralis muscle: +16 to Int; 1Z: 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 22; SL 5; 26070gp

DL V Fine City/Town Cthulhoid-Horrors x(23) x[6]

AC 256, HD 5, hp 150, #Att 9, TH ÷ AC/Save DC by 30, dmg 303

Str 24, Dex 36, Con 19, Int 43, Wis 45, Chr 43, 5.25kxp

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

Prepared effects:

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

[Psi1 Major] Pass-Way: Can pass through any material or Wall spell (no harm)

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

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

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

Combat effects:

[Psi14 minor] (no name): Summon CL Animals of the type that you are the Lycanthrope of, DL=LVL

[Pri SL5] Animate Dead Monsters: Animates CL dead monsters

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

[Wiz SL2] Magic Missile 2: (CL+1) missiles, each does 1d4+1 force dmg (no save)

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

Dungeon062120 - Dungeon Level 5

Room # 5

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

spoon, measuring; magic circle; drumming; creaking

Mimic (the monster) on the west wall leading to a 15ft. long x 5ft. wide x 25ft. tall hallway.

Sample Names: Muxos the zealous Whirl Ranger (Training); Narga the puerile Mind Raiders (Throwing Stars)

Flooding Door Trap; DL 5; Search DC 55 (400 Con damage, no resistance)

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

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

7,586gp

hammer head, cracked

a heap of nuts, 0gp

Electric blue Flag: +400 PSP's; 25720gp

Rian's Ears: +14 to HD; 1M: Resist Polymorph, Clone, Domination, Teleport Other.

Picking this a second time gives Immunity. ; CL 22; SL 5; 25920gp

DL V Colossal Mind-Flayer-World Dragons x(91) x[4]

AC 255, HD 163, hp 33280, PR 660% #Att 6, TH ÷ AC/Save DC by 30, dmg 155

Str 19, Dex 42, Con 36, Int 21, Wis 43, Chr 34, 5.25kxp

Has tentacles. Usually psionic., Flys, Breath weapon, dark vision, immune sleep and paralysis.

Prepared effects:

[Pri SL5] Golem: Makes a golem (you need raw materials)

[Psi27 minor] Synnslaver: Creatures with HD &lt; LVL must save to attack you. 1M: Sleep LVL HD (save).

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

[Wiz SL4] Tenser's Transformation 4: +50% of max hp to current hp

[Psi1 minor] Psionic Trigger: Contingency for 1 psi power (still need points)

Combat effects:

[Wiz SL3] Fireball 3: CLd6 fire dmg to a group (save:½)

[Psi6E Major] Hex Bolt: 1 dmg/DPP (Save:½), Curse/Blight

[Psi-12L minor] Force Shape & Wrench: Force Shapechange & Wrench (no save, get ER & aNR)

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

[Wiz SL4] Phantasmal Killer : Fearsome illusion kills subject or deals 3d6 damage.

Dungeon062120 - Dungeon Level 5

Room # 6

Map Room / Cartography - 25ft. long x 35ft. wide x 40ft. tall

Chasm, Constructed (purposely built); herbs; poor oxygen; rustling

Iris Door (seals as a spiral) on the west wall leading to a 35ft. long x 25ft. wide x 10ft. tall hallway.

Sample Names: Nelinderra the merciless Giant Nimbus (Slime); Avar the magnificent Captain Hitman (Spines)

Well-Camouflaged Caltrops Trap; DL 5; Search DC 53 (Attack +25 melee, 10d10 damage)

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

[x1] Conjuraton spells function at double effect

74gp

wolverine pelt

a Glass of Wine, 2gp

Rian's Cocyx bone: +13 to HD; 1P: Pick MF, PF, PsiF, TechF. Raise or lower it by N.; CL 35; SL 5; 25130gp

Chocolate Eyes [3d12] +82 Th/+7 dmg 19+/x3; 1M: Do SL instances of another Psi45 power you know; you are Spent and Harmed at the end of effect; CL 30; SL 5, 19344gp

DL V Huge Warrior-classes Golems x(89) x[7]

AC 258, HD 41, hp 8640, #Att 6, TH ÷ AC/Save DC by 6, dmg 105

Str 16, Dex 20, Con 41, Int 35, Wis 18, Chr 44, 5.25kxp

Has warrior picks, Immune crits, ability dmg, energy drain, poison, sleep, paralysis, stunning, disease, mind-affecting effects.

Prepared effects:

[Psi27 minor] Synnslaver: Creatures with HD < LVL must save to attack you. 1M: Sleep LVL HD (save).

[Psi16 minor] Golem Form: Wood: Immune Wood; 1M: Transmute Metal to Wood (owner PP saves)

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

[Psi-17 Major] (no name): Confusion shield (whoever hits you saves or is Confused)

[Pri SL4] Resist Fire/Resist Cold 4: Take -60% dmg vs. fire or cold

Combat effects:

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

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

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

[Psi3½ minor] Daze, Psionic: Humanoid creature of 4 HD or less loses next action.

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





Dungeon062120 - Dungeon Level 5

Room # 7

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

carafe (decanter); skull; clashing; scratching/scrabbling

Energy/Elemental Door on the west wall leading to a 10ft. long x 20ft. wide x 20ft. tall hallway.

Sample Names: Darkon the astonishing Forgotten Mouse (Glue); Vladik Zivonski the socio-pathic Rocket Duke (Atomic)

Fusillade of Blades Trap; DL 5; Search DC 53 (Attack +85 ranged, 10d8 damage), (multiple targets)

Arch that (causes/has/or is) Points

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

3,614gp

holly

Draco's Hoard, 500gp

Leaden Helmet: All your Warrior classes use the "set XP table"(3kxp at 2nd, doubles til 9th,600kxp at 10th,+300kxp per level afterward).; 25520gp

Lavender Medallion [AT+15] +7 AC/+36 Saves; 1M: Minor: Invisibility; Major: Improved Invisibility; Grand: Dust of Disappearance; CL 26; SL 5; 9650gp

DL V Medium Outer-NE Wurms x(38) x[4]

AC 255, HD 14, hp 2320, #Att 5, TH ÷ AC/Save DC by 6, dmg 302

Str 16, Dex 34, Con 42, Int 28, Wis 24, Chr 25, 5.25kxp

Telepathy, immune acid and poison, resist cold, electricity, and fire., Has no appendages.

Prepared effects:

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

[Psi3½ Major] Power Resistance: Grant PR equal to 12 + level.

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

[Psi4 Major] Damage \*1.5: Damage with one physical weapon is multiplied by 1.5

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

Combat effects:

[Pri SL3] Creeping Doom 3: 40 insect dmg

[Psi54 minor] Psychic Will: Wall of Force

[Psi15 Major] Color Spray: Color Spray

[Psi1 Major] Telekinesis: Max.Weight=3\*sum(level), accel. 2"/r move rate

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

Dungeon062120 - Dungeon Level 5

Room # 8

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

Floors of Magma; mound of rubble; still, warm (or hot); rattling

Ice Door (transparent) on the south wall leading to a 15ft. long x 5ft. wide x 5ft. tall hallway.

Sample Names: Leticia the artistic Senor Battalion (Dragon); Kevern the irritating Baroness Avalanche (Celestial)

Time Shift Other Trap; DL 5; Search DC 55 (Psionicist CL 10, DC 51 PPD save to negate)

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

[x1] Nothing in the room can be affected by Non-detection/loaction, Avoid Specials, Silence

13,419gp

fur hat

a bracelet of teeth, +2 AC, 100gp

Azur Cinder block: +3 level(s) of exceptional Con; 25330gp

Taupe Lance [4d10] +99 Th/+9 dmg 19+/x3; 1F: Forces subject to obey your will.; CL 30; SL 5, 22300gp

DL V Gargantuan Sea-of-Dust/Colorless Dragons x(66) x[5]

AC 260, HD 82, hp 18560, #Att 3, TH ÷ AC/Save DC by 30, dmg 255

Str 37, Dex 20, Con 37, Int 39, Wis 17, Chr 20, 5.25kxp

Immune alignment based/color based effects, Flys, Breath weapon, dark vision, immune sleep and paralysis.

Prepared effects:

[Psi14 Major] (no name): Pick LVL unusual materials to be immune to.

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

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

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

[Wiz SL4] Prismatic Sphere 4: 2 Prismatic colors

Combat effects:

[Wiz SL3] Paralyzation: Paralyzation (area) (save) (max HD = 2\*CL)

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

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

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

[Psi45 minor] Self-Revival: 0, (SL-1)/d: Heal self

Dungeon062120 - Dungeon Level 5

Room # 9

Kennel - 45ft. long x 20ft. wide x 15ft. tall

portcullis; Caved-in/Collapsed Area; giggling (faint); updraft, slight

Automatic Door (opens if anyone approaches) on the north wall leading to a 30ft. long x 15ft. wide x 25ft. tall hallway.

Sample Names: Shevarra the maleficent Animal Glory (Seahorse); Ruehar the wondrous Blonde Cow (Evolved artificially)

Scything Pendulums Trap; DL 5; Search DC 52 (Attack +30 melee, 20d8 damage)

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

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

11,871gp

chain, corroded

a pair of diamond slippers, +1 AC, 100gp

Wand of Water-Finding, 21450gp

Sea-green Siangham [5d4] +35 Th/+50 dmg 19+/x4; 1M: CLd6 normal ele. dmg (group, save:½); CL 30; SL 5, 18567gp

DL V Huge Priest-classes Leechs x(61) x[7]

AC 256, HD 45, hp 1920, IR 370% #Att 3, TH ÷ AC/Save DC by 6, dmg 104

Str 37, Dex 18, Con 23, Int 36, Wis 38, Chr 33, 5.25kxp

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

Prepared effects:

[Psi6E Major] Death Master Lore: Death Master's abilities of ½ level

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

[Psi23 Major] Dust Cloud: Very dry cloud of degeneration

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

[Psi4 minor] Item \*1.25: How many of an item exists is multiplied by 1.25 (you need a Grand to duplicate a x2 item)

Combat effects:

[Psi29 Major] Feeblemind:

[Wiz SL5] Magic Missile 5: (CL+1)\*5/2 missiles, each does 1d4+1 force dmg (no save)

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

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

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



Dungeon062120 - Dungeon Level 5

Room # 10

Creamatorium - 25ft. long x 5ft. wide x 50ft. tall

trash (pile); lamp(s); manure smell; downdraft, slight

Phase Door (as the spell) on the west wall leading to a 50ft. long x 5ft. wide x 10ft. tall hallway.

Sample Names: Nicos the devilish Morphin' Men (Gyro-); Lorn the raving Spider Monger (Barge)

Built-to-Collapse Drawer Trap; DL 5; Search DC 53 (200 Dex damage, no save)

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

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

[x1] Dimensional Mine Generator (one mine per turn, hits a random player or monster, takes 1d50 dmg and is Pain)  
10,356gp

sheet

a fur cloak, +1 AC, 191gp

Mirror of Opposition, 5120gp

Rian's Eyes: +14 to Wis; 1M: One target is charmed and gains iAllyR 50%.; CL 30; SL 5; 25120gp

DL V Small Desert/Arabian Giants x(24) x[7]

AC 254, HD 9, hp 216, #Att 1, TH ÷ AC/Save DC by 30, dmg 255

Str 23, Dex 34, Con 22, Int 44, Wis 19, Chr 35, 5.25kxp

Resist heat, Has mtg C spells, Minimum size category Large.

Prepared effects:

[Wiz SL5] Original Stoneskin 5: Block the next 2 P actions of attacks

[Pri SL5] Improved Free Action: Immune Capital S Stun, Stop, Hold, Paralysis, Summoning Sickness; Hold P,V actions

[Wiz SL5] Extra Group +1: The next spell you cast will affect +1 groups of monsters

[Psi6N minor] Thief Abilities, LVL 4: Get thief abilities of level 4 (max = your level)

[Psi23 minor] Muffling Cloud: Muffles sound, 30% spell failure

Combat effects:

[Psi2 Major] Death Field: Set amount of dmg(others save); You take ½ amount

[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

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

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

[Psi-2 Major] Endorphin Drain: 6 Int,Wis,or Chr dmg; 6 to all three

Dungeon062120 - Dungeon Level 5

Room # 11

Chapel - 50ft. long x 15ft. wide x 25ft. tall

herbs; phial; wind, strong, moaning; clicking

Sliding Door (slides left/right into wall) on the south wall leading to a 35ft. long x 20ft. wide x 20ft. tall hallway.

Sample Names: Spinel the sensational Fire Razor (Elephant); Esmeralle the winsome Underground Platypus (Rainbow)

Inhaled Lightning Trap; DL 5; Search DC 54 (120 Cml damage, DC 51 RSW save for 1/10)

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

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

21,779gp

silver fox pelt

an aloe plant, 'cure critical' 'cure critical' 'shield' 'reserved', 350gp

Rian's Urine: +5 to HNCL; 1M: Cast a spell at random that you know

of SL=LVL/2 or less. This spell slot then becomes memorized.; CL 26; SL 5; 25750gp

Braid of Dire Shifting: (Head) Enlarge Person (self only) while shifting., 1350gp

DL V Small Kara-Tur Kobolds x(50) x[5]

AC 253, HD 9, hullp 224, #Att 8, TH ÷ AC/Save DC by 30, dmg 301

Str 30, Dex 18, Con 26, Int 43, Wis 29, Chr 33, 5.25kxp

Has Martial Arts, Can overbear in numbers.

Prepared effects:

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

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

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

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

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

Combat effects:

[Pri SL5] Flame Strike 5: CLd8 holy fire dmg (save:½)

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

[Psi9 Major] Disintegration Beam: Disintegrate up to 100\*CH lbs. (save)

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

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

Dungeon062120 - Dungeon Level 5

Room # 12

Priest's Chamber/Lab - 10ft. long x 20ft. wide x 35ft. tall

font; stuffed animal; clanking; drumming

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

Sample Names: Cadelyn the adjectiveless Sun Reserve (Spoon); Boromar the noble Sand Thing (Flame)

Fusillade of Arrows Trap; DL 5; Search DC 54 (Attack +5 melee, 40d10 Int damage)

Container (Barrel, Jar, Vase, etc.) that (causes/has/or is) Gate (to random plane) in room

(cannot be dispelled unless a x2 or higher being steps through from this side)

[x1] Radiation (Psi9) of RS=5 (doesn't fluctuate)

9,103gp

drum

a black silk belt, +1 AC, 390gp

Rian's Hyoid bone: +10 to Int; 1M: Summon a DL V flying Djinn with 1M, 3/d: Limited Wish.; CL 30; SL 5; 25390gp

Greenish Rope [3d8] +9 Th/+5 dmg 19+/x6; 1M: SL\*CL Vibration damage (1 group, no save); CL 35; SL 5, 8077gp

DL V Fine Superhero Weirds x(98) x[4]

AC 258, HD 3, hp 140, #Att 8, TH ÷ AC/Save DC by 30, dmg 104

Str 31, Dex 20, Con 26, Int 30, Wis 30, Chr 45, 5.25kxp

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

Prepared effects:

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

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

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

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

[Psi29 minor] Gaze Reflection:

Combat effects:

[Psi54 minor] Telekinesis: Telekinesis CL\*SL\*10 lbs.

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

[Pri SL5] Heal 5: Cure to 75% of max hp (max Heal 5 can cure at once = 750 hp)

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

[Psi14 minor] (no name): Summon CL Animals of the type that you are the Lycanthrope of, DL=LVL





Dungeon062120 - Dungeon Level 6

Room # 1

Creamatorium - 15ft. long x 20ft. wide x 50ft. tall

chair with straps; tun; coughing; footsteps (receding)

Phase Door (as the spell) on the north wall leading to a 40ft. long x 10ft. wide x 15ft. tall hallway.

Sample Names: Alrus the greedy Green Bird (Evolved artificially); Amanis the infamous Evil Felon (Buggy)

Air in room transforms into Elemental Heat / Warmth Trap; DL 6; Search DC 64 (80 Chr damage/s, DC 66 Fortitude save for half)

Door that (causes/has/or is) Treasure hidden by Invisibility

[x2] Room is permanently/continuously \*Cursed\*ed, only creatures immune or bubbled against it can function here.

7,668gp

torch stub

a stone tray, +5 AC, 150gp

Ring of Radiation Resistance (per 10%), 20250gp

Rian's Ulna bone: +5 to Chr; 1P: Target loses his next action (Spell save) ; CL 37; SL 6; 36290gp

DL VI Titanic Rakshasa-World Undeads x(71) x[5]

AC 371, HD 2322, hp 18944, RR 67% #Att 12, TH ÷ AC/Save DC by 42, dmg 77

Str 30, Dex 31, Con 34, Int 27, Wis 51, Chr 46, 12kxp

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

Prepared effects:

[Psi6E Major] Bodily Restoration III: Troll-like Regeneration 6 hp/r

[Psi29 minor] Animate Object:

[Psi-9 minor] Blister-healer: [+1 TH, -1 dmg/att]

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

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

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

Combat effects:

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

[Pri SL6] Summon Nature's Ally VI : Calls creature to fight.

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

[Wiz SL6] Magic Missile 6: (CL+1)\*3 missiles, each does 1d4+1 force dmg (no save)

[Pri SL6] Creeping Doom 6: (1d3+5)\*80 insect dmg

[Pri SL5] Heal 5: Cure to 75% of max hp (max Heal 5 can cure at once = 750 hp)

Dungeon062120 - Dungeon Level 6

Room # 2

Throne Room - 25ft. long x 10ft. wide x 20ft. tall

condlestick; iron bars; roar(ing); chirping

Water Lock Door (holds back a lot of water) on the east wall leading to a 20ft. long x 15ft. wide x 20ft. tall hallway.

Sample Names: Vix the clever Master Golem (Hydrofoil); Malygris the electrifying Blood Bird (Darts)

Water-Filled Vent Trap; DL 6; Search DC 66 (120 Cml damage, no save)

Illusion that (causes/has/or is) Gaseous

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Segment  
15,621gp

bees wax

a brandy bottle, 10gp

Crimson Bullets, sling (10) [1d6] ++4 dmg 17+/x5; 1M: Cause Disease; CL 27; SL 6, 11847gp

Navy Tomato: All your Wizard classes use the "set XP table"(3kxp  
at 2nd, doubles til 9th,600kxp at 10th,+300kxp per level afterward).; 36250gp

DL VI Gargantuan Underdark Faeries x(64) x[7]

AC 370, HD 582, |hp| 28416, RR 98% #Att 5, TH ÷ AC/Save DC by 42, dmg 150

Str 25, Dex 24, Con 46, Int 41, Wis 26, Chr 18, 12kxp

Light Sensitivity, Overwrite AC to |AC|, Flies, No target.

Prepared effects:

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

[Psi12L Major] Strength of One: Strength of One (TM 71)

[Psi6G Major] Persistence Worm: Does a 1st Dominion power over and over (1 time per segment)

[Wiz SL5] Original Stoneskin 5: Block the next 2 P actions of attacks

[Psi4 Major] Money \*1.5: How much money you get in dungeon is multiplied by 1.5 (only affects you, not whole party)

[Psi23 Major] Dust Cloud: Very dry cloud of degeneration

Combat effects:

[Psi29 Major] Charm Monster:

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

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

[Wiz SL5] Dispel Exhaustion 5: Restore 75% of dmg taken, get an Original Haste 5 for 1 round

[Psi-9 Major] Trirestoration: Fix 1 effect that was dispelled within last r

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

Dungeon062120 - Dungeon Level 6

Room # 3

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

funnel; candelabrum; rustling; breeze, gusting

Concealed (Hidden) Door on the north wall leading to a 40ft. long x 25ft. wide x 20ft. tall hallway.

Sample Names: Otavalo the savage Mutant Pirate (Saxophone); Wirddan the sarcastic Whirl -oid (Analyzer)

Banishment, Psionic Trap; DL 6; Search DC 65 (Psionicist CL 12, DC 65 Spell save to negate)

Stairway that (causes/has/or is) gesture trigger

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Day  
34,236gp

paste

dried fruits and nuts, 0gp

Dull Girdle [AT+126] ++4 AC/++3 Saves; 1M: Gaze: Death (save); CL 27; SL 6; 21110gp

Copper Rubber duck: Free Acrobat Kit: +2 AC; 3 Tumbling slots,

3 Tightrope Walking slots, 3 Jumping slots, Free bonus Juggling proficiency; 36790gp

DL VI Gargantuan Nightmare-Dimension Golems x(65) x[4]

AC 371, HD 99, hp 4992, IR 121% #Att 6, TH ÷ AC/Save DC by 7, dmg 724

Str 24, Dex 30, Con 47, Int 25, Wis 44, Chr 40, 12kxp

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

Prepared effects:

[Pri SL5] Troll-like Regeneration: You Troll-like Regenerate at CL hp per round

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

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

[Psi16 Major] Golem Form: Metagolem: Immune lightning; 1M: Fireball; 1M: Major Missile

[Pri SL6] Spell Immunity 6: Be immune to 3 spells by name

[Wiz SL5] Fire Shield 5: Anyone who melees with you takes 100% dmg back

Combat effects:

[Psi18 Major] Pyrokinetic: Melt& Aflame: 30'r, LVLd20 fire damage (save:½)

[Wiz SL5] Feeblemind 5: -25 mental stat points (randomly distributed in packets of 5) (save per packet)

[Psi9 Major] Disintegration Beam: Disintegrate up to 100\*CH lbs. (save)

[Psi-12T Major] Feeblemind Blast: One group is feebleminded (Will save)

[Pri SL5] Limited Wish: 5th level spell: will duplicate any Wizard spell of levels 0-3 or Priest spell of levels 0-4.

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



Dungeon062120 - Dungeon Level 6

Room # 4

Dormitory - 35ft. long x 45ft. wide x 25ft. tall

catwalk; chair; "Bleah!" (off in the distance); downdraft, slight

Iron Door, Normal on the north wall leading to a 15ft. long x 25ft. wide x 20ft. tall hallway.

Sample Names: Sythaeryn the noble Fly Mouse (Barge); Amelita the awesome Android Claw (Dark)

Air in room transforms into Elemental Anti-Time Trap; DL 6; Search DC 65 (240 Str damage/s, no save)

Altar that (causes/has/or is) Distorted - Width/Length

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Segm  
22,852gp

pine tar

Gate Guard Wrist Guards, +1 AC, 50gp

Amber Helmet: All your Priest classes use the "set XP table"(3kxp

at 2nd, doubles til 9th,600kxp at 10th,+300kxp per level afterward).; 36670gp

Carnelian Gauntlets [AT+85] +80 AC/+13 Saves; 1M: CL\*SL\*3 hp ablative Force Field (vs.  
physical or energy attacks, only one enemy /s); CL 24; SL 6; 24730gp

DL VI Small Mirror-Universe Spirit-of-the-Lands x(119) x[4]

AC 370, HD 11, |hp| 312, PR 139% #Att 10, TH ÷ AC/Save DC by 7, dmg 219

Str 18, Dex 39, Con 17, Int 50, Wis 48, Chr 43, 12kxp

May have slight tweaks on other abilities., Incorporeal

Prepared effects:

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

[Psi81 Major] Life Support, Resist Radiation: Resist Radiation

[Psi45 Major] Power Simulation: The next Psi45 power you use will be resisted using MR instead of PR

[Psi29 minor] Mirror Image:

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

[Psi18 minor] Innate Shield: 20\*CL hp shield vs. Innate abilities

Combat effects:

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

[Psi-6G minor] Possess: Target dominated (Will save); takes (CL+3)^2 dmg/s; you can't use actions while this runs

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

[Wiz SL4] Charm Monster : Makes monster believe it is your ally.

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

[Psi1 Major] Magic Jar: Magic Jar (as spell), save penalty -1/level

Dungeon062120 - Dungeon Level 6

Room # 5

Trophy Room - 10ft. long x 5ft. wide x 50ft. tall

wall basin; flask; footsteps (ahead); updraft, strong

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

Sample Names: Duma the savage Miss Doom (Kryptonite); Arviden the nefarious Mind Albino (Venom)

Moving Room Trap; DL 6; Search DC 65 (20 damage, no save)

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

[x2] Room is permanently/continuously Alley Effected, only creatures immune or bubbled against it can function here.

10,512gp

rug

a bird cage, 125gp

Charcoal Gloves [AT+12] +5 AC/+99 Saves; 1P: Improved Invis.; +LVL% Rogue abilities;

+4/-4 pro.; vulnerable to Light and Fire; CL 24; SL 6; 16710gp

Bluish Armor, Heavy [AT+86] +50 AC/+9 Saves; 1P: Protection (random scroll); CL 28; SL 6; 21325gp

DL VI Medium Desert/Arabian Familiars x(84) x[5]

AC 362, HD 14, hp 3840, #Att 6, TH ÷ AC/Save DC by 7, dmg 221

Str 49, Dex 24, Con 47, Int 43, Wis 51, Chr 37, 12kxp

Resist heat, Has mtg C spells, Familiar Immunity

Prepared effects:

[Pri SL5] Resist Fire/Resist Cold 5: Take -65% dmg vs. fire or cold

[Psi4 Major] hp \*1.5: Multiply hp by 1.5

[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).

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

[Psi6E minor] Bodily Restoration II: Regeneration 3 hp/round, replace limbs

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

Combat effects:

[Pri SL2] Summon Nature's Ally II: 1 DL 2 or 1d3 DL 1 animals to fight for you {1 creature}

[Psi-5 Major] Beam of Nothing: CL\*CL dmg in a 30' line (no save); they lose next F action (save)

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

[Wiz SL5] Wacky Ball 5 / Normal / ½: Ld10, save: ½

[Psi-9 minor] You'll Shoot Your Eye Out!: Target loses 1 eye (no save)

[Wiz SL5] Lower Resistance : Lowers one's magic resistance

Dungeon062120 - Dungeon Level 6

Room # 6

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

pincers; fire pit; groaning; thumping

Time Door (goes to another time) on the east wall leading to a 45ft. long x 25ft. wide x 5ft. tall hallway.

Sample Names: Rox the smelly Armadillo Intruder (Nanotechnology); Shazzellim the opportunistic Insect Mutant (Knife)

Trapdoor transforms into Elemental Imprisonment Trap; DL 6; Search DC 64 (480 Str damage/s, no save)

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

[x2] Ultraplanar beings cannot hear, feel, or sense into this room unless they are actually there; Divine Intervention fails  
29,302gp

panther pelt

pomegranate potion, 'heal' 'bless' " " ", 295gp

Ice blue Necklace [AT+148] +9 AC/+5 Saves; 1V: -CL dmg per physical attack; CL 28; SL 6; 23020gp

Rian's Clavicle bone: +13 to Con; 1P: Two targets grouped and paralyzed SL segments.; CL 32; SL 6; 36110gp

DL VI Titanic Outer-CG Faeries x(87) x[7]

|AC| 370, HD 385, hp 19456, IR 138% #Att 10, TH ÷ AC/Save DC by 7, dmg 147

Str 45, Dex 38, Con 30, Int 20, Wis 47, Chr 20, 12kxp

Immune acid, cold, petrification. Resist electricity and fire. Protection from evil continuous. Tongues at will., Overwrite AC to |AC

Prepared effects:

[Psi10 Major] Pain Block: Target heals 50% of damage taken; Take only 50% of damage received

[Psi15 minor] Increase Breath Damage: +10% of current hp total to breath dmg [or (+1)d(+2) breath dmg if using set breath dice

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

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

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

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

Combat effects:

[Psi6G minor] Self-Sacrifice: All others can Escape but deva is left behind

[Wiz SL5] Telekinesis : Lifts or moves 25 lb./level at long range.

[Psi2 minor] Momentum Theft: Stop (200 lbs, each x2 is +5 PSPs); Held for 1r

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

[Pri SL5] Wall of Stone : 20 hp/four levels; can be shaped.

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





Dungeon062120 - Dungeon Level 6

Room # 7

Barracks / Quarters - 10ft. long x 5ft. wide x 50ft. tall

lens (concave, convex, etc.); grindstone; footsteps (receding); scream(ing)

Teleport Door (other side is far away) on the west wall leading to a 40ft. long x 25ft. wide x 15ft. tall hallway.

Sample Names: Fervira the omnivorous Chameleon Droid (Pony); Desh the aggressive Laser Family (Ancient lore)

Camouflaged Pendulums Trap; DL 6; Search DC 63 (Attack +12 ranged, 60d4 damage)

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

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

[x2] Room is permanently/continuously \*Cursed\*ed, only creatures immune or bubbled against it can function here.

27,612gp

tongs

a heavy laser cannon, exotic, 14d10 (77), 30gp

Sapphire Rope [5d4] +35 Th/+12 dmg 14+/x5; 1M: Summon any real-world animal

(your choice), you get CL/ML of them (round up); CL 42; SL 6, 14804gp

Rian's Spinal Fluid: +2 to Str; 1M: Target blind and you get 1

pick from T-Bear's bag (bag pick is only 1/d).; CL 28; SL 6; 36810gp

DL VI Gargantuan Buffverse Viruss x(55) x[6]

AC 372, HD 97, hp 4736, #Att 8, TH ÷ AC/Save DC by 42, dmg 293

Str 25, Dex 45, Con 21, Int 21, Wis 24, Chr 37, 12kxp

Has 50th Edition abilities, Can infect things. Immune mind-affecting, crits, gazes, illusions, poison, sleep, paralysis, polymorph, sti

Prepared effects:

[Psi12T Major] Damage Resistance: -1/die damage (from any source)

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

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

[Psi6E Major] Psi-Trap: Holds one power in area for triggering

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

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

Combat effects:

[Psi-1 minor] Object Writing: Item must make item saving throw or destroyed

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

[Wiz SL5] Dispel Magic 5: Dispel 3 magic effects

[Psi54 Major] Ice Animation: Summon a DL=SL Ice Elemental

[Wiz SL6] Semi-Imprisonment: Target is Imprisoned for CL segments (no save)

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

Dungeon062120 - Dungeon Level 6

Room # 8

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

boots (iron); coal; snapping; smoky smell

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

Sample Names: Cirelle the fantastic Extra-terrestrial Alliance (Grappling Hook); Nerian Attorsson the weird Platypus Doomsday (-

Dispel Evil 6 Trap; DL 6; Search DC 63 (Cleric CL 12, DC 64 PP save for 1/10)

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

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Round  
6,833gp

hammer

Skull Tattoo, +1 AC, 1gp

Rhun's Horned Cloak (tail), 26130gp

Crystalline Dust: +200 PSP's; 37010gp

DL VI Tiny Psionicist-classes Plants x(45) x[6]

AC 364, HD 6, hp 1008, #Att 1, TH ÷ AC/Save DC by 7, dmg 435

Str 31, Dex 43, Con 21, Int 21, Wis 22, Chr 21, 12kxp

Know a Psi frequency, Immune critical hits, poison, sleep, paralysis, stunning.

Prepared effects:

[Pri SL4] Dimensional Anchor : Bars extradimensional movement.

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

[Psi9 minor] Minormorph: Polymorph Self (as spell)

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

[Psi54 minor] Icing: SL/2 instances of Resist Cold/Ice

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

Combat effects:

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

[Wiz SL4] Death Spell 4: Slay 4d12 HD of creatures (save)

[Wiz SL3] Melf's Minute Meteors: CLd4 dmg earth to one target (no save)

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

[Psi5 Major] Dispel Psionics: Destroy maintained psionics (all freq.)

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

Dungeon062120 - Dungeon Level 6

Room # 9

Treasure Room - 30ft. long x 50ft. wide x 5ft. tall

casket; pegs; wind, strong, gusting; foggy near ceiling

Golem Door (it's a Golem creature) on the south wall leading to a 15ft. long x 10ft. wide x 25ft. tall hallway.

Sample Names: Veremund the abhorrent Wonder Gang (Barge); Kilimur the unethical Quick Midget (Cow)

Air in room transforms into Elemental Mist Trap; DL 6; Search DC 63 (120 Dex damage/s, no save)

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

[x2] Room is permanently/continuously \*Cursed\*ed, only creatures immune or bubbled against it can function here.

19,737gp

wax drippings

a Leather Bound Book on Titan Lore, 'sleep', 1062gp

Flesh Girdle [AT+13] +63 AC/+80 Saves; 1M: Minor: Invis.; Major:

Improved Invis.; Grand: Dust of Disappearance; CL 27; SL 6; 22105gp

Iridescent Watch: All your Custom classes use the "set XP table"(3kxp

at 2nd, doubles til 9th,600kxp at 10th,+300kxp per level afterward).; 36590gp

DL VI Colossal Outer-CE Dragons x(55) x[6]

AC 372, HD 1182, hp 9728, WR 103% #Att 3, TH ÷ AC/Save DC by 7, dmg 364

Str 26, Dex 25, Con 26, Int 26, Wis 25, Chr 27, 12kxp

Telepathy, immune electricity and poison, Resist acid, cold, and fire, Can summon other Outer CE, Flys, Breath weapon, dark visi

Prepared effects:

[Wiz SL5] Extra Group +1: The next spell you cast will affect +1 groups of monsters

[Psi-3 Major] Metaphysical Armor: Enemies need a +3 weapon to hit you.

[Pri SL4] Resist Fire/Resist Cold 4: Take -60% dmg vs. fire or cold

[Psi54 Major] Gadgetry: 1M, 1/d: Build a TechL=SL Psi8 item

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

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

Combat effects:

[Psi27 minor] Lord: Command (as spell) using LVL words, up to LVL creatures within LVL\*10' range

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

[Psi6G Major] First Level Priest Spells: Cast one 1st level Priest spell at CL = 30

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

[Wiz SL5] Enslave Monster: As Charm Monster, except the effect cannot be thrown off by being damaged, and there is no daily s

[Psi6N minor] Self-Preservation: Cure N\*4 hp of damage



Dungeon062120 - Dungeon Level 6

Room # 10

Dormitory - 45ft. long x 10ft. wide x 25ft. tall

stool, high; evil symbol; breeze, gusting; breeze, slight

Concealed (Hidden) Door on the south wall leading to a 20ft. long x 5ft. wide x 15ft. tall hallway.

Sample Names: Rhistiel the famous Stone Flower (Zeppelin); Janthra the illustrious Vibro Flea (RV)

Door transforms into Elemental Cold Trap; DL 6; Search DC 64 (300 Con damage/s, DC 66 Will save to negate)

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

[x2] Ultraplanar beings cannot taste, see, or sense into this room unless they are actually there; Divine Intervention fails  
11,041gp

altar

a wand of glinting yellow, 'detect invis', 58gp

Copper Robe [AT+70] +10 AC/+101 Saves; 1V: Add 1 to number of HD per level; CL 24; SL 6; 25175gp

Ivory Helm [AT+54] +10 AC/+11 Saves; 1M: SL/2 (round down) instances of

Resist gravity/falling damage; +SL\*10% damage with gravity/falling effects; CL 36; SL 6; 13455gp

DL VI Tiny Outer-NE Humanoids x(99) x[7]

AC 371, HD 6, |hp| 960, RR 134% #Att 7, TH ÷ AC/Save DC by 7, dmg 78

Str 48, Dex 38, Con 24, Int 34, Wis 20, Chr 48, 12kxp

Telepathy, immune acid and poison, resist cold, electricity, and fire., Has 2 arms, 2 legs, and 1 head.

Prepared effects:

[Pri SL6] Resist [E=6 element]: Pick an E=6 element, you resist it for 1 hour.

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

[Psi4 minor] Item \*1.25: How many of an item exists is multiplied by 1.25 (you need a Grand to duplicate a x2 item)

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

[Psi29 minor] Animate Dead:

[Wiz SL4] Prismatic Sphere 4: 2 Prismatic colors

Combat effects:

[Pri SL4] Heal 4: Cure to 50% of max hp (max Heal 4 can cure at once = 500 hp)

[Pri SL5] Remove Coma: Removes the Coma effect

[Wiz SL6] Vorp: Target is Vorpalled (PP save)

[Wiz SL4] Alley Summoning IV: Summons a DL VIII alley monster, under your control, 4% chance per segment of losing control

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

[Psi16 Major] Golem Jar: Magic Jar into a Golem (Magic Jar contest rules, which the golem will probably lose)

Dungeon062120 - Dungeon Level 6

Room # 11

Armory - 35ft. long x 50ft. wide x 50ft. tall

scroll tube; vice; breeze, gusting; tapping

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

Sample Names: Imrathan the daring Major Comet (Rickshaw); Virese the nefarious Father Fang (Pitchfork)

Inhaled Animation Trap; DL 6; Search DC 65 (100 damage, no save)

Force Field that (causes/has/or is) Treasure hidden by Invisibility

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Day  
18,262gp

coat

an exquisite cloisonnee vase, 1000gp

Pinkish Doll: +1 Level(s) in a Custom Group Class; 37100gp

Rian's Scapula bone: +24 to Str; 1M: You get +2TH, +2dmg. When one of your summons dies, you may recast a summon spell with a 0 action.; CL 42; SL 6; 36380gp

DL VI Medium Outer-NE Cthulhoid-Horrors x(32) x[7]

AC 363, HD 15, hullp 672, RR 129% #Att 4, TH ÷ AC/Save DC by 42, dmg 725

Str 17, Dex 50, Con 31, Int 49, Wis 39, Chr 17, 12kxp

Telepathy, immune acid and poison, resist cold, electricity, and fire., Has a bizarre anatomy, strange abilities, an alien mindset, o

Prepared effects:

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

[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.

[Psi6N Major] Null Field 7: All spells of SL 7 or higher don't work in 100'r

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

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

[Psi-2 Major] Insens. to Psychic Imp.: Resist Psionics; Resist Anti-Psionics

Combat effects:

[Psi-12C Major] Wild Invocation III: Random 4th (70%) or 5th (30%) SL Wizard Invocation spell

[Psi2 Major] Summon Planar Creature: Choice of plane but not exact; Creature not angry

[Pri SL5] Vulnerable Resistance: Target gains a Vulnerability to something which can only be used to counter a Resistance (Durat

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

[Pri SL3] Remove Paralysis (2): Removes paralysis. This spell will also remove stun and summoning sickness effects. This spell als

[Pri SL5] Flame Strike 5: CLd8 holy fire dmg (save:½)

Dungeon062120 - Dungeon Level 6

Room # 12

Smithy/Forge - 40ft. long x 25ft. wide x 10ft. tall

mat; Floors of Ooze; breeze, gusting; footsteps (ahead)

Wood Door, Normal on the east wall leading to a 35ft. long x 15ft. wide x 5ft. tall hallway.

Sample Names: Zimnicea the dumbfounding Albino Master (Symbiosis); Baiyen the valorous Dog Lord (Cow)

Collapsing Box Trap; DL 6; Search DC 62 (160 damage, no save), (multiple targets)

Stairway that (causes/has/or is) Spinning

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Turn 5,269gp

blanket

a bushy tail, flail, 10d18 (95), 1gp

Wand of Flame Extinguishing, 7440gp

Multi-prismatic Staff [4d6] +7 Th/+121 dmg 20+/x2; 1M:

Telekinesis: Maintenance cost=Initial/10 per round; CL 21; SL 6, 24864gp

DL VI Large Warrior-classes Familiars x(26) x[6]

AC 371, HD 29, hp 1248, RR 450% #Att 8, TH ÷ AC/Save DC by 42, dmg 438

Str 31, Dex 28, Con 38, Int 37, Wis 49, Chr 40, 12kxp

Has warrior picks, Familiar Immunity

Prepared effects:

[Psi72 minor] Shapeshift: Polymorph Self, max difference in weight = PL<sup>2</sup> lbs.

[Wiz SL6] Fire Shield 6: Anyone who melees with you takes 125% dmg back

[Pri SL5] Ironskin: Does not stop falling damage. Does not leak like Stoneskin. Any attack (hit or miss) knocks off an Ironskin, unl

[Psi16 minor] Golem Form: Wood: Immune Wood; 1M: Transmute Metal to Wood (owner PP saves)

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

[Wiz SL4] Prismatic Sphere 4: 2 Prismatic colors

Combat effects:

[Pri SL4] Blade Barrier 4: 6d6 dmg wall (shards)

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

[Psi72 minor] Energy Blast - Personal: One target takes PL energy dmg (no save)

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

[Psi54 Major] Telekinesis: Telekinesis CL\*SL\*10 lbs.

[Psi1 minor] Invisibility: Mental Invisibility, affects ä(level) in HD





Dungeon062120 - Dungeon Level 7

Room # 1

Reception - 10ft. long x 15ft. wide x 40ft. tall

cruet (flask); horn; twanging; still

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

Sample Names: Koraq the beautiful Atomic Rebel (Battleaxe); Thorbrand Bullslayer the mind-numbing Future Miracle (Musket)

Burning Passage Trap; DL 7; Search DC 73 (120 Cml damage, DC 76 PP save for 1/3)

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

[x2] Room is permanently/continuously \*Cursed\*ed, only creatures immune or bubbled against it can function here.

2,195gp

iron drill

The Amber Sceptre, +1 AC, 10gp

Rian's Clavicle bone: +5 to Dex; 1M: 1N, sacrifice a summon: Deal 10

dmg to one target (no save, TechR to resist) ; CL 39; SL 7; 49290gp

Rian's Quadriceps femoris muscle: +25 to HD; 1P: Astral Projection,

-CL physical stats, +CL mental stats.; CL 29; SL 7; 49390gp

DL VII Medium Shangri-La Intelligent-Trap/Trick/Specials x(45) x[4]

AC 498, HD 18, stunp 832, WR 74% #Att 14, TH ÷ AC/Save DC by 56, dmg 394

Str 33, Dex 50, Con 32, Int 30, Wis 32, Chr 40, 31.5kxp

Has no truename, Immune Lost, Incorporeal, Find/Remove Trap/Trick/Special halves hp

Prepared effects:

[Psi30 Major] Anti-Missile Barrier: Ranged:+½ AC,-1dmg per hit/succ

[Wiz SL3] Displacement : WR 50%

[Wiz SL7] Anti-Magic Shell 7: Anti-Magic of SL 0 to 6

[Psi7 Major] (no name): Immunity to ability drain

[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

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

[Pri SL7] Regenerate 7: Regenerates 1 hp /s

Combat effects:

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

[Psi3 minor] Ecto Puppet: You directly control an astral construct.

[Psi10 Major] Impact: (CL+3)d8 telekinetic dmg; one target; no save

[Pri SL4] Creeping Doom 4: 160 insect dmg

[Wiz SL3] Melf's Minute Meteors: CLd4 dmg earth to one target (no save)

[Wiz SL7] Time Stop 7: Stops time for 1d2 rounds

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

Dungeon062120 - Dungeon Level 7

Room # 2

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

brazier(s); Floors of Souls; rattling; laughter

Void Door (cannot see through doorway) on the north wall leading to a 40ft. long x 15ft. wide x 15ft. tall hallway.

Sample Names: Hatcher the altruistic Spider Guy (Golden); Sulhaut the astounding Lightning Valkyrie (Engine)

Falling Portcullis Trap; DL 7; Search DC 74 (240 Wis damage, DC 73 Spell save for 1/3)

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

[x2] Immortals cannot hear, taste, or sense into this room unless they are actually there; Divine Intervention fails  
44,505gp

dress

a sink, 0gp

Electric blue Bludgeoning Weapon [2d20] +9 Th/+10 dmg 20+/x7; 1M: Target becomes

Int=3, Wis=3, Chr=3, CL=0 (no save) for CL days; CL 26; SL 7, 7350gp

Rian's Stomach: +9 to CL; 1V: 1S: Breathe an E=1 1d8xLVL/2 dmg element.; CL 35; SL 7; 49230gp

DL VII Colossal Superhero Familiars x(123) x[7]

AC 500, HD 226, hp 14080, IR 1169% #Att 14, TH ÷ AC/Save DC by 56, dmg 1471

Str 19, Dex 43, Con 31, Int 57, Wis 33, Chr 36, 31.5kxp

Has sidekick spells, Familiar Immunity

Prepared effects:

[Pri SL6] Forbiddance : Denies area to creatures of another alignment.

[Pri SL7] Spell Immunity 7: Be immune to 4 spells by name

[Psi3½ Major] Truevenom Weapon: Your weapon is horribly poisonous.

[Psi3½ minor] Biofeedback: Gain damage reduction 2/-.

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

[Psi-6N minor] Adaptation ~: 1P or 1M: NaNR +CL\*10%; Immune to Hostile Environment; Need not breathe

[Wiz SL5] Original Stoneskin 5: Block the next 2 P actions of attacks

Combat effects:

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

[Wiz SL7] Dispel Exhaustion 7: Restore 90% of dmg taken, get an Original Haste 7 for 1 round

[Wiz SL5] Magic Missile 5: (CL+1)\*5/2 missiles, each does 1d4+1 force dmg (no save)

[Psi72 minor] Energy Field: Damaging shield, PL energy dmg for 1 turn

[Psi3½ Major] Psychic Crush: Brutally crush subject's mental essence, reducing subject to -1 hit points.

[Psi5 minor] Heal Self: Cure up to 100 hp, Regenerate (as spell)

[Psi29 Major] Charm Monster:

Dungeon062120 - Dungeon Level 7

Room # 3

Priest's Chamber/Lab - 40ft. long x 15ft. wide x 5ft. tall

bucket; sofa; footsteps (approaching); clanking

Double Door on the east wall leading to a 45ft. long x 25ft. wide x 15ft. tall hallway.

Sample Names: Belen the bizarre Lieutenant People (Club); Velbenda the electrifying Violet Sidekick (Air)

Crap Trap; DL 7; Search DC 75 (Cleric CL 14, no resistance)

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

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Year  
5,099gp

pillow

a Beautiful Silver RoachClip, 5000gp

Browny Hanger: All your Monster classes use the "set XP table"(3kxp

at 2nd, doubles til 9th,600kxp at 10th,+300kxp per level afterward).; 49950gp

Multi-colored Cube [4d10] +120 Th/+170 dmg 15+/x2; 1M: Astral damage; CL 30; SL 7, 53144gp

DL VII Gargantuan Outer-TN Hounds x(91) x[6]

AC 492, HD 114, hp 6400, PR 110% #Att 5, TH ÷ AC/Save DC by 56, dmg 987

Str 45, Dex 45, Con 27, Int 20, Wis 48, Chr 56, 31.5kxp

Immune mind-affecting, positive energy, and negative energy. Resist cold, fire, and acid, Has 4 legs, and at least 1 head

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

[Pri SL6] Forbiddance : Denies area to creatures of another alignment.

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

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

[Psi-15 minor] Add Tentacle: Tentacle does 1d(CL\*2) damage

[Pri SL4] Dimensional Anchor : Bars extradimensional movement.

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

Combat effects:

[Wiz SL4] Prismatic Wall 4: 4 Prismatic colors or 2 MultiPrismatic colors (may repeat colors in either mode)

[Psi6E Major] Cause Insanity: 3 saves: each fail is 1 insanity

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

[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

[Wiz SL5] Prismatic Wall 5: 5 Prismatic colors or 3 MultiPrismatic colors (may repeat colors in either mode)

[Wiz SL6] Cone of Cold 6: CLd12+CL cold dmg to a group (save:½)

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



Dungeon062120 - Dungeon Level 7

Room # 4

Armory - 30ft. long x 25ft. wide x 5ft. tall

bag; coal; footsteps (ahead); still, very chill

Water Lock Door (holds back a lot of water) on the north wall leading to a 25ft. long x 25ft. wide x 15ft. tall hallway.

Sample Names: Sidimir the brave Blue -teer (Light); Nithanalor the rabid Arduous Wave (Scimitar)

Air in room transforms into Elemental Shards Trap; DL 7; Search DC 72 (120 Dex damage/s, no save)

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

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Reset  
16,652gp

club, splintered

glowing star, 38gp

Oil of Armor, 5510gp

Beige Rope [6d12] +12 Th/+64 dmg 19+/x6; 1P: CLd20 acid damage; CL 49; SL 7, 20014gp

DL VII Medium Psionicist-classes Reptiles x(92) x[7]

Stun AC 491, HD 15, hullp 6160, CR 99% #Att 5, TH ÷ AC/Save DC by 56, dmg 198

Str 48, Dex 25, Con 59, Int 42, Wis 51, Chr 27, 31.5kxp

Know a Psi frequency, Half AC from AT. Resist Heat. Usually has a tail and claws

Prepared effects:

[Psi54 minor] Gravity Increase: Decrease gravity in room or object/person by SL G's (x1 Special)

[Wiz SL5] Original Stoneskin 5: Block the next 2 P actions of attacks

[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 SL5] Golem: Makes a golem (you need raw materials)

[Psi3½ Major] Inertial Barrier: Gain DR 5/-.

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

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

Combat effects:

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

[Wiz SL7] Banishment : Force a creature or creatures back to its own plane.

[Psi6E minor] Taunt: Similar to wizard spell "Taunt"

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

[Psi100 Major] Mass Domination: Domination (Will save at -CL), hits 3+CL/9 groups

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

[Wiz SL4] Phantasmal Killer : Fearsome illusion kills subject or deals 3d6 damage.

Dungeon062120 - Dungeon Level 7

Room # 5

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

grill; Chimney, Fire (for fireplace); jingling; slithering

Membrane Portal on the south wall leading to a 5ft. long x 10ft. wide x 25ft. tall hallway.

Sample Names: Nogano the acrid All-Star Patrol (Grenades); Gilmere the fantastic Time Imp (Scooter)

Air in room transforms into Elemental Anti-Magic {extra +1} Trap; DL 7; Search DC 76 (280 Str damage/s, no resistance)

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

[x2] Room is permanently/continuously Disjunct (effect)ed, only creatures immune or bubbled against it can function here.

25,402gp

wire

a red key, 0gp

Carmine Staff [7d20] +143 Th/+168 dmg 16+/x6; 1M: Suggestion (as spell) in

90'r area, but all commands must be the same; CL 32; SL 7, 56737gp

Pea green Knife: +400 PSP's; 50010gp

DL VII Medium Warrior-classes Kobolds x(28) x[4]

AC 500, HD 21, hullp 864, MR 826% #Att 12, TH ÷ AC/Save DC by 56, dmg 492

Str 57, Dex 53, Con 43, Int 44, Wis 22, Chr 58, 31.5kxp

Has warrior picks, Can overbear in numbers.

Prepared effects:

[Psi24 minor] Rogue points 10: This class gives an extra +10 Rogue points per level.

[Wiz SL5] Original Stoneskin 5: Block the next 2 P actions of attacks

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

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

[Wiz SL3] Tenser's Transformation 3: +25% of max hp to current hp, -1 TH melee

[Pri SL5] Antiplant Shell: Keeps out plants

[Pri SL5] Improved Free Action: Immune Capital S Stun, Stop, Hold, Paralysis, Summoning Sickness; Hold P,V actions

Combat effects:

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

[Psi7 minor] (no name): Curse (Spell save)

[Pri SL5] Dispel Innates: Dispels Innates

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

[Pri SL6] Call Lightning 6: (CL+2)d14 lightning dmg (save:½) (halve the die type if not outside)

[Psi-3 Major] Summon Monster II: Summons a DL II monster, can be in addition to astral destruct

[Psi-6N Major] Call of the Wild: Summon any real-world animal (your choice), you get CL/ML of them (round up)

Dungeon062120 - Dungeon Level 7

Room # 6

Bestiary - 10ft. long x 50ft. wide x 5ft. tall

boots (iron); closet (wardrobe); murmuring; ozone smell

Trapped Door, Mechanical on the north wall leading to a 40ft. long x 5ft. wide x 15ft. tall hallway.

Sample Names: Trueshield the clever Time-traveling -naut (Paranormal); Marek the iridescent Green Aardvark (Chemical)

Whirling Pendulums Trap; DL 7; Search DC 75 (Attack +56 melee, 10d10 Wis damage)

Well that (causes/has/or is) Directs

[x2] Room is permanently/continuously Alley Effected, only creatures immune or bubbled against it can function here.

44,459gp

pottery plate

a Sekonda analog watch, +2 AC, 150gp

Amulet of +50% PsiR, 16410gp

Rian's Sternum bone: +16 to CL; 1M: Summon a DL III Angel that has "1M, 1/s: +1 DL".; CL 26; SL 7; 49390gp

DL VII Large Modern Beholders x(39) x[5]

AC 501, HD 32, hullp 1696, TR 123% #Att 3, TH ÷ AC/Save DC by 56, dmg 300

Str 34, Dex 27, Con 56, Int 36, Wis 51, Chr 24, 31.5kxp

Has Action points, Access to high tech items, Has eye stalks, 1 mouth, and 1 central anti-magic eye. Can cast through eye stalks. I

Prepared effects:

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

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

[Psi-15 minor] Add Tentacle: Tentacle does 1d(CL\*2) damage

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

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

[Pri SL7] Regenerate 7: Regenerates 1 hp /s

[Psi2 minor] Time/Space Anchor: Cannot be teleported; --

Combat effects:

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

[Wiz SL5] Ray of Enfeeblement 5: -25 physical stat points (randomly distributed in packets of 5) (save per packet)

[Pri SL7] MultiHeal : Cure all dmg + disease,blind,insanity,feeblemind (6 targets)

[Wiz SL4] Phantasmal Killer : Fearsome illusion kills subject or deals 3d6 damage.

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

[Psi45 Major] Neural Manipulation: Minor: Seizure (-2 all rolls, save); Major: Paralysis (SL/3 saves)

[Psi19 Major] Bolt of Hatred: CLd6 force dmg to one target (no save)





Dungeon062120 - Dungeon Level 7

Room # 7

Waiting Room - 25ft. long x 10ft. wide x 15ft. tall

Flowstone (slippery); platform; bang, slam; steamy near ceiling

Brass Door, Normal on the south wall leading to a 10ft. long x 5ft. wide x 25ft. tall hallway.

Sample Names: Girkar the savage Miss Agent (Divine intervention); Skara the daring Hour Beetle (Astral)

Lock transforms into Elemental Vacid / Umbra Trap; DL 7; Search DC 71 (360 Con damage/s, no resistance)

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

[x2] Immortals cannot smell, feel, or sense into this room unless they are actually there; Divine Intervention fails

4,347gp

std rations

a dining table, 0gp

Staff of the Ninja (1 charge, whatever actions the power takes: Can use a 1st tier martial arts maneuver)., 25120gp

Iron Stone, Don, +1 Major in a Psi.Freq. (even under 0.51), 11540gp

DL VII Small Shangri-La Hounds x(87) x[6]

AC 494, HD 63, |hp| 408, #Att 1, TH ÷ AC/Save DC by 56, dmg 595

Str 19, Dex 46, Con 46, Int 25, Wis 24, Chr 22, 31.5kxp

Has no truename, Immune Lost, Has 4 legs, and at least 1 head

Prepared effects:

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

[Wiz SL5] Extra Group +1: The next spell you cast will affect +1 groups of monsters

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

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

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

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

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

Combat effects:

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

[Psi18 Major] Binding: Forcecage (as spell)

[Pri SL6] Fire Storm 6: (CL+2)d5 holy fire dmg, hits 1+1/2 groups (no save)

[Wiz SL6] Semi-Imprisonment: Target is Imprisoned for CL segments (no save)

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

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

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

Dungeon062120 - Dungeon Level 7

Room # 8

Wardrobe - 30ft. long x 25ft. wide x 5ft. tall

pot; sanctuary; still, very chill; hazy

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

Sample Names: Jhaldrym the radioactive War Walker (Giga-); Oathsmith the congenial Robot Goliath (Donkey)

Door transforms into Elemental Anti-Magic {extra +1} Trap; DL 7; Search DC 76 (240 Int damage/s, DC 77 Spell save for 1/3)

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

[x2] Room is permanently/continuously Alley Effected, only creatures immune or bubbled against it can function here.

1,758gp

cinders

a psychedelic potion, 'invisibility' 'heal' 'fly' ", 50gp

Cordovan Piercing Weapon [2d10] +145 Th/+8 dmg 16+/x3; 1M: Ice Bolt LVLd10; CL 35; SL 7, 30464gp

Rian's Trachea: +24 to Str; 1F: Travel through the 5th dimension to

any point in time/space within your character's natural lifespan.; CL 30; SL 7; 49850gp

DL VII Titanic Priest-classes Viruss x(93) x[5]

AC 493, HD 452, stunp 25600, IR 133% #Att 11, TH ÷ AC/Save DC by 8, dmg 104

Str 43, Dex 47, Con 35, Int 49, Wis 27, Chr 43, 31.5kxp

Knows Priest spells, Can infect things. Immune mind-affecting, crits, gazes, illusions, poison, sleep, paralysis, polymorph, stunning

Prepared effects:

[Psi45 Major] Illusory Duplication: Mirror Image (SL images)

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

[Psi3 Major] Dimensional Anchor: Bars extradimensional movement.

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

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

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

[Pri SL6] Goodberry 6: Creates 24 goodberries

Combat effects:

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

[Psi54 minor] Bio-Energy Blast: CL\*(SL+2) force dmg to one target (no save)

[Pri SL6] Summon Nature's Ally VI : Calls creature to fight.

[Psi3½ Major] Time Hop: Subject hops forward in time 1 round/level.

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

[Psi-6N Major] Life Essence: If target has less than N\*CL current hp, it is cured so it has N\*CL hp; minimum N = 1

[Psi-6G Major] Luminescence: 70' radius: Holy Fireball CLd6, Prismatic Spray effect, Chromatic Orb effect, Blind (save)

Dungeon062120 - Dungeon Level 7

Room # 9

Creamatorium - 40ft. long x 20ft. wide x 45ft. tall

condlestick; Bridge, Stone; squeaking; slithering

Archway (open) on the east wall leading to a 25ft. long x 25ft. wide x 5ft. tall hallway.

Sample Names: Athelm the weird Frog Miracle (Terra); Nurintha the idiotic Moon Mime (Demonic)

Scything Blades Trap; DL 7; Search DC 73 (Attack +77 ranged, 20d12 damage)

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

[x2] Room is permanently/continuously Blinded, only creatures immune or bubbled against it can function here.

8,080gp

funnel

a girdle of many pouches, 100gp

Olive Helm [AT+125] +14 AC/+14 Saves; 1M: Breath weapon is once per 3

rounds. Choose a normal (E=1) element. Breath = (CL+1)d(CL\*2+2).; CL 32; SL 7; 23075gp

Ring of Elemental Command \*, 51210gp

DL VII Huge Mirror-Universe Dragons x(95) x[5]

AC 498, HD 62, stunp 3328, TR 108% #Att 4, TH ÷ AC/Save DC by 56, dmg 589

Str 32, Dex 49, Con 26, Int 21, Wis 40, Chr 53, 31.5kxp

May have slight tweaks on other abilities., Flys, Breath weapon, dark vision, immune sleep and paralysis.

Prepared effects:

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

[Wiz SL5] Anti-Radioactive Shell:

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

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

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

[Psi24 Major] Level: other out of group: Get a "Level:" ability (your level or less) in class in any group (can take multiple times)

[Psi54 Major] Invisibility: Minor: Invisibility; Major: Improved Invisibility; Grand: Dust of Disappearance

Combat effects:

[Psi-9 minor] Loss of Limbs: Target is sharped (save)

[Psi-6G Major] Insist Power †: 1bM: Counter an effect which counters one of your effects

[Pri SL5] Wall of Stone : 20 hp/four levels; can be shaped.

[Psi29 Major] Deflection:

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

[Wiz SL5] Prismatic Wall 5: 5 Prismatic colors or 3 MultiPrismatic colors (may repeat colors in either mode)

[Psi12C Major] Destroy Clone: Kills a Clone, Simulacrum, or Shapechanger



Dungeon062120 - Dungeon Level 7

Room # 10

Harem/Seraglio - 25ft. long x 15ft. wide x 20ft. tall

Walls of Flesh; tun; wind, strong, moaning; foggy near ceiling

Undead Door (has a trapped spirit/ghost) on the north wall leading to a 50ft. long x 10ft. wide x 5ft. tall hallway.

Sample Names: Iolkos the lazy Armadillo Threesome (Boat); Hegoi of the Undying Face the lucky Scarlet -oid (Sai)

Cure Wounds 7 Trap; DL 7; Search DC 76 (Wizard CL 14, no resistance)

Well that (causes/has/or is) Polymorphing

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Turn  
13,698gp

vinegar

a marble altar, 0gp

Rian's Latissimus dorsi muscle: +6 to ML; 1M: Knockback CL/2 ft. ; CL 38; SL 7; 49190gp

Flesh-coloured Medallion [AT+55] +11 AC/+9 Saves; 1M: Animate Object; CL 38; SL 7; 14035gp

DL VII Huge Psionic Avian/Birds x(81) x[5]

AC 496, HD 58, hp 3456, #Att 13, TH ÷ AC/Save DC by 8, dmg 199

Str 51, Dex 26, Con 46, Int 41, Wis 56, Chr 29, 31.5kxp

Has a psionic frequency, Flies. Has 2 Wings, 2 talons, and a beak.

Prepared effects:

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

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

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

[Wiz SL7] First Level Magic-User Spells (DM1): Cast any four 1st level Wizard spells simultaneously when it is cast.

[Pri SL6] Antilife Shell : 10-ft. field hedges out living creatures.

[Psi-12T Major] Duplicate Natural Item: Duplicate a x0 or x1 Natural or Anti-Magical Item

[Psi1 Major] Body Control: Water Breathing, Resist environment 1 HD/level

Combat effects:

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

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

[Wiz SL3] Cone of Cold 3: CLd6+CL cold dmg to a group (save:½)

[Wiz SL5] Wall of Stone : 20 hp/four levels; can be shaped.

[Psi-12C Major] Weird Chaos: Two groups: One gets hit by Weird, the other Chaos (as spells)

[Wiz SL6] Prismatic Wall 6: 6 Prismatic colors or 4 MultiPrismatic colors (may repeat colors in either mode)

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

Dungeon062120 - Dungeon Level 7

Room # 11

Chapel - 40ft. long x 50ft. wide x 15ft. tall

brazier; Floors of Ooze; steamy near ceiling; acrid smell

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

Sample Names: Cudzu the hideous Master Agent (Flail); Movis the poisonous Slug Hammer (Turbo)

Brick transforms into Elemental Silence Trap; DL 7; Search DC 75 (120 Str damage/s, DC 72 Will save for half)

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

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Reset  
2,463gp

cloak

an elemental amulet, 86gp

Psi3 Drain Reducer (-1 Drain expended), 2800gp

Psi3 Drain Reducer (-1 Drain expended), 2800gp

DL VII Huge Internet Beholders x(44) x[6]

AC 497, HD 60, hp 3392, #Att 8, TH ÷ AC/Save DC by 56, dmg 1472

Str 26, Dex 58, Con 25, Int 21, Wis 46, Chr 25, 31.5kxp

Psilink, Immune Web, Has eye stalks, 1 mouth, and 1 central anti-magic eye. Can cast through eye stalks. Flys

Prepared effects:

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

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

[Psi6G Major] Persistence Worm: Does a 1st Dominion power over and over (1 time per segment)

[Wiz SL4] Globe of Invulnerability 4: Immune to spells with SL=0 to 3

[Wiz SL6] Prismatic Sphere 6: 4 Prismatic colors or 2 MultiPrismatic colors (may repeat colors in either mode)

[Psi-3 Major] Metaphysical Armor: Enemies need a +3 weapon to hit you.

[Wiz SL7] Anti-Magic Shell 7: Anti-Magic of SL 0 to 6

Combat effects:

[Pri SL6] Cure Wounds 6: Cures 21d8 hp (can take offer of 6 per die -> 126 hp)

[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

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

[Psi7 Major] (no name): Slay Living (save)

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

[Psi6G minor] Dispel Phantasm: Phantasms (non-corporeal undead of all types) are destroyed (no save)

[Psi18 minor] Paralysis Bolt: 1 target: Paralysis 1h (save)

Dungeon062120 - Dungeon Level 7

Room # 12

Animal Pens - 45ft. long x 10ft. wide x 5ft. tall

evil symbol; flask; clicking; twanging

Teleport Door (other side is far away) on the north wall leading to a 30ft. long x 20ft. wide x 15ft. tall hallway.

Sample Names: Segwardes the sublime Caped Man (Lance); Misca the invincible Rainbow Beetle (Cable)

Flooding Chute Trap; DL 7; Search DC 74 (40 damage, no save)

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

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Day  
1,239gp

drum

a Magical Potion of Teleportation, 'teleport' 'teleport' 'teleport' 'teleport', 131gp

Helmet of x2 Weapon Prof., 64140gp

Rian's Crap: +17 to HD; 1M: Spend 2 SL's: All your subordinates get +1 DL this segment; CL 34; SL 7; 49360gp

DL VII Titanic Sea-of-Dust/Colorless Giants x(48) x[4]

AC 499, HD 454, stunp 26112, #Att 9, TH ÷ AC/Save DC by 8, dmg 591

Str 47, Dex 42, Con 34, Int 31, Wis 53, Chr 20, 31.5kxp

Immune alignment based/color based effects, Minimum size category Large.

Prepared effects:

[Pri SL5] Double Resist [E=2 eeement]: Pick an EE=2 eeement, you double resist it (1/4 dmg, 1/10 if make save) for 1 hour.

[Pri SL5] Spell Immunity 5: Be immune to 2 spells by name

[Pri SL6] Resist [E=6 element]: Pick an E=6 element, you resist it for 1 hour.

[Psi-6N Major] Everhome: Your home plane is every plane; when this effect ends, your home plane = current plane

[Pri SL5] Improved Free Action: Immune Capital S Stun, Stop, Hold, Paralysis, Summoning Sickness; Hold P,V actions

[Psi3 Major] Displacement: Attacks miss subject 50% of the time.

[Wiz SL7] Globe of Invulnerability 7: Immune to spells with SL=0 to 6

Combat effects:

[Pri SL6] Hold Person/Monster 6: Hold 8 person or 6 monster targets (save)

[Wiz SL6] Immediate Monster Summoning VI: Summons a DL IV monster without summoning sickness

[Psi7 Major] (no name): Magic Jar / Possession (Will save)

[Psi3½ minor] Astral Construct: Creates astral construct to fight for you.

[Psi81 minor] Energy Blast I: [Pick an element] CL5 dmg of that element (one group, no save)

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

[Psi-6E Major] Evil Eye 2: As Evil Eye, but no save





Dungeon062120 - Dungeon Level 8

Room # 1

Heating Room (for warmth) - 20ft. long x 25ft. wide x 40ft. tall

chest, medium; grill; laughter; whispering

Automatic Door (opens if anyone approaches) on the north wall leading to a 20ft. long x 15ft. wide x 10ft. tall hallway.

Sample Names: Wilcannia the boisterous Sarge Gal (Shield); Huber the happy Squirrel Doomsday (Extra-dimensional)

Dropping Trapdoor Trap; DL 8; Search DC 87 (60 damage, no save)

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

[x2] Immortals cannot see, smell, or sense into this room unless they are actually there; Divine Intervention fails  
29,401gp

saddle

a small silver key, 0gp

Alabaster Piercing Weapon [3d12] +16 Th/+257 dmg 13+/x7; 1M: Summon a Wood Elemental:

AC 40, hp 80, #Att 2/1, TH +30, dmg 30; CL 36; SL 8, 51600gp

Rian's Deltoid muscle: +7 to Wis; 1V: Do this Status Effect to one group (Spell save: 0) ; CL 31; SL 8; 64610gp

DL VIII Tiny Demi-Planes Illusionarys x(138) x[7]

AC 654, HD 7, stunp 284, IR 173% #Att 9, TH ÷ AC/Save DC by 72, dmg 387

Str 44, Dex 48, Con 44, Int 27, Wis 47, Chr 37, 75kxp

Immune hostile environments, Bars extradimensional travel, Incorporeal

Prepared effects:

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

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

[Wiz SL8] Time/Reality Stability: Time/Reality Stability (duration 1 day), reverse removes it (Spell save)

[Psi2 Major] Nerve Manipulation: Touch: Pain 1d3 r; Stun 1d2 r

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

[Pri SL5] Resist [E=5 element]: Pick an E=5 element, you resist it for 1 hour.

[Pri SL8] Sphere Of Security: Friends get +2 AC,+2 saves, +50% MR, 4 Pro.scroll effects 1h

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

Combat effects:

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

[Psi-3 Major] Dimension Trade: Switch places with anyone you see (unwilling gets save)

[Wiz SL4] Prismatic Wall 4: 4 Prismatic colors or 2 MultiPrismatic colors (may repeat colors in either mode)

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

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

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

[Psi10 Major] Charm Person: Charm Person (make CL saves)

[Wiz SL7] Prismatic Wall 7: 7 Prismatic colors or 5 MultiPrismatic colors (may repeat colors in either mode)

Dungeon062120 - Dungeon Level 8

Room # 2

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

pentacle; door (broken); still, warm (or hot); grating

Trapped Door, Mechanical on the north wall leading to a 40ft. long x 5ft. wide x 25ft. tall hallway.

Sample Names: Kwera the gelatinous Bored -stroke (Zip-line); Elomar the battling Count Flower (Bike)

Deeper Doorknob Trap; DL 8; Search DC 81 (1600 Cml damage, no save)

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

[x2] Room is permanently/continuously Blinded, only creatures immune or bubbled against it can function here.

59,647gp

branding irons

a fireplace, 0gp

Multi-colored Handaxe [1d20] +101 Th/+8 dmg 16+/x5; 1M: SL\*CL

Mental damage (1 group, no save); CL 46; SL 8, 25454gp

Chestnut Lotion: +2 Henchmen Slots; 65050gp

DL VIII Huge Demi-Planes Outers x(151) x[8]

AC 646, HD 71, hp 4480, IR 720% #Att 3, TH ÷ AC/Save DC by 72, dmg 133

Str 55, Dex 50, Con 48, Int 38, Wis 64, Chr 48, 75kxp

Immune hostile environments, Bars extradimensional travel, No soul. Dark vision.

Prepared effects:

[Psi-12C Major] Mirror Mislead: Does a Mislead spell, a Mirror Image, and a Displacement

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

[Pri SL6] Anti-Animal Shell:

[Pri SL5] Summon Nature's Ally V : Summons a DL V animal (maintained)

[Pri SL8] Lady's Smile: Can choose result of 1 die roll within 2r

[Psi2 minor] Gird: Maintain powers w/o conc.; Maintain in sleep

[Psi100 Grand] Psionic Disruption: No psi powers (any freq.) can be used in 50'r

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

Combat effects:

[Wiz SL7] Immediate Monster Summoning VII: Summons a DL V monster without summoning sickness

[Wiz SL7] Crap: Target is crapped (Will save)

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

[Psi3½ Grand] Banishment, Psionic: Banishes extraplanar creatures.

[Psi6E minor] Continual Darkness: As the wizard spell "Continual Darkness"

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

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

[Psi-1 minor] Reverse ESP: 0, 1/r: Target hears your thoughts and must save or insane.

Dungeon062120 - Dungeon Level 8

Room # 3

Bath / Bathing Room - 20ft. long x 45ft. wide x 50ft. tall

pentacle; pillow; rustling; metallic smell

Mimic (the monster) on the north wall leading to a 5ft. long x 20ft. wide x 15ft. tall hallway.

Sample Names: Saeros the friendly, neighborhood Fatal Person (Broom); Cheslav Tolenkaski the homicidal Vibro Guy (Spoon)

Box transforms into Elemental Furnace Trap; DL 8; Search DC 84 (600 Int damage/s, DC 86 Spell save for 1/10)

Door, Secret that (causes/has/or is) Intelligent

[x2] Room is permanently/continuously **\*\*Cursed\*\*** (Ancient Foul Cursed)ed, only creatures immune or bubbled against it can fu  
3,733gp

leather bracers

Amber Armor, +3 AC, 10gp

Cinnamon Eye liner: +400 PSP's; 64920gp

Pearl of Power (/die), 4520gp

DL VIII Diminutive NPC Immortals x(137) x[8]

AC 654, HD 9, hp 140, WR 99% #Att 10, TH ÷ AC/Save DC by 9, dmg 518

Str 19, Dex 62, Con 38, Int 45, Wis 28, Chr 64, 75kxp

Has Fighter, Wizard, Priest, Rogue, Psi classed members w/sometimes Cus and Mon, Unaging

Prepared effects:

[Psi14 minor] (no name): Hit only by +LVL or better weapons

[Wiz SL7] Prismatic Sphere 7: 5 Prismatic colors or 3 MultiPrismatic colors (may repeat colors in either mode)

[Psi3½ Grand] Reddopsi: Powers targeting you rebound on manifester.

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

[Pri SL5] Protection from Lightning 5: Stop the next CL\*16 lightning dmg

[Wiz SL8] Tenser's Transformation 8: +150% of max hp to current hp, +4 TH melee

[Psi23 Grand] Prison Cloud: Captures one creature and holds there

[Pri SL5] Ironskin: Does not stop falling damage. Does not leak like Stoneskin. Any attack (hit or miss) knocks off an Ironskin, unl

Combat effects:

[Psi2 minor] Cell Adjustment: 20\*level hp:1r;disease=+5 PSPs; Half cost in PSPs

[Psi54 minor] Telekinesis: Telekinesis CL\*SL\*10 lbs.

[Psi10 Major] Automaton: Control target's V actions (save)

[Psi-5 Grand] Cone of Nothing: CL\*CL\*CL dmg in a 30' cone (no save); they lose next Opp action (save)

[Psi14 minor] (no name): Target gets a disease (PPD save)

[Wiz SL7] Death Spell 7: Slay 7d12 HD of creatures (save)

[Pri SL3] Creeping Doom 3: 40 insect dmg

[Psi3½ minor] Strength of My Enemy: Siphon away your enemy's strength and grow stronger.



Dungeon062120 - Dungeon Level 8

Room # 4

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

manacles; forge; drumming; footsteps (approaching)

Glass Door (transparent) (shatters if opened) on the north wall leading to a 40ft. long x 10ft. wide x 20ft. tall hallway.

Sample Names: Malergos the grim 'n' gritty October Gorilla (Scooter); Valsparn the puerile Baroness Surfer (Burro)

Pawn Trap; DL 8; Search DC 87 (Psionicist CL 16, DC 88 RSW save to negate)

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

[x2] Room is permanently/continuously Charmed, only creatures immune or bubbled against it can function here.

47,726gp

std rations

a slicing knife, dagger, 10d35 (180), 300gp

Cloak 'Colannon' [1,+15]; +3 to Stealth, Speed; Resist Acid, Nexus; It provides

light (radius 0) when fueled.; Activates for teleport every 45 turns, 113250gp

Orchid Pillow: Free Whirlwind Attack Feat: Can replace all

attacks with 1 attack on all opponents within 5'; 64200gp

DL VIII Large Jungle Faeries x(88) x[5]

AC 647, HD 34, hullp 2080, MR 161% #Att 7, TH ÷ AC/Save DC by 72, dmg 1925

Str 58, Dex 48, Con 20, Int 37, Wis 44, Chr 58, 75kxp

Has mtg G spells, Overwrite AC to |AC|, Flys, No target.

Prepared effects:

[Psi72 minor] Energy Control: -10% dmg to Cold, Darkness, Electricity, Fire, Gravity, Kinetic, Light, Magnetic, Radiation, Sonic, or 1

[Pri SL2] Goodberry 2: Creates 8 goodberries

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

[Pri SL7] Protection from Lightning 7: Stop the next CL\*24 lightning dmg

[Psi3½ Grand] True Metabolism: You regenerate 10 hit points/round.

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

[Psi-2 Major] Energy Release: +CL to CL on your next damaging power; --

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

Combat effects:

[Pri SL8] Fire Storm 8: (CL+2)d11 holy fire dmg, hits 3 groups (no save)

[Pri SL2] Summon Nature's Ally II: 1 DL 2 or 1d3 DL 1 animals to fight for you {1 creature}

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

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

[Psi18 Major] Pyrokinetic: Spont.Comb.: Spontaneously Combusts 1 target (save)

[Psi5 Grand] Time Stop: Time Stop (as spell, maintained 3/r)

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

[Wiz SL7] Prismatic Wall 7: 7 Prismatic colors or 5 MultiPrismatic colors (may repeat colors in either mode)

Dungeon062120 - Dungeon Level 8

Room # 5

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

beaker; statue (toppled); rustling; footsteps (behind)

Undead Door (has a trapped spirit/ghost) on the east wall leading to a 35ft. long x 25ft. wide x 10ft. tall hallway.

Sample Names: Nyanza the courteous Jet Duo (Evolved artificially); Brouthod the jolly Senorita Maximus (Hovercraft)

Scything Blades Trap; DL 8; Search DC 87 (Attack +152 ranged, 20d10 damage), (multiple targets)

Illusion that (causes/has/or is) Gravity - Greater

[x2] Ultraplanar beings cannot taste, feel, or sense into this room unless they are actually there; Divine Intervention fails  
2,313gp

wallet

Chaotic locker of the Lost and Found, 0gp

Mauve Wand [7d6] +100 Th/+12 dmg 17+/x5; 1M: Photon Kinetic: Laser

Beam (Psi 9): 10\*(CHd8) Light damage (save); CL 40; SL 8, 25084gp

Greenish Wand [5d20] +226 Th/+81 dmg 14+/x2; 1M: Meteor Swarm; CL 28; SL 8, 55354gp

DL VIII Colossal Outer-CN Illusionarys x(154) x[4]

Stun AC 641, HD 261, hp 16896, IR 99% #Att 12, TH ÷ AC/Save DC by 72, dmg 135

Str 35, Dex 24, Con 21, Int 29, Wis 24, Chr 34, 75kxp

Dark vision, Immune high frequency sampling, chaos effects, Resist law, Incorporeal

Prepared effects:

[Psi-6G Major] Fury †: 1bM: Troll regen 1/10 of max hp (round down) /s; Immune to Put Out of Misery / Coup de Grace

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

[Psi27 Grand] The Sorting: Shapechange, but can merge and assume qualities of LVL creature types.

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

[Pri SL4] Death Ward : Grants immunity to death spells and effects.

[Psi6E Grand] Shape Change: As the 9th level Wizard spell

[Pri SL5] Resist Vulnerability: Target gains a Resist to something which can only be used to counter a Vulnerability (Duration 1 hc

[Psi72 minor] Shapeshift: Polymorph Self, max difference in weight = PL<sup>2</sup> lbs.

Combat effects:

[Pri SL8] Heal 8: Cure to 150% of max hp (max Heal 8 can cure at once = 1500 hp)

[Psi6N Major] Dispel Magic: Dispel one magic effect

[Pri SL5] Ice Storm : Hail deals 5d6 damage in cylinder 40 ft. across.

[Psi0 Major] Lightning Stroke: Each time you miss this round you may reroll (you are actually making new 2nd attacks)

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

[Wiz SL6] Mass Suggestion : Suggestion to one creature per level

[Pri SL5] Flame Strike 5: CLd8 holy fire dmg (save:½)

[Wiz SL7] Insanity : Subject suffers continuous confusion.

Dungeon062120 - Dungeon Level 8

Room # 6

Music Room - 50ft. long x 50ft. wide x 15ft. tall

alembic (alchemical still); torches; groaning; chanting

Specialed Door on the west wall leading to a 30ft. long x 15ft. wide x 20ft. tall hallway.

Sample Names: Melek the revolting Dare- Rebel (Discs); Ontonkolos the rancorous Star Sword (Hyper-)

Lowering Floor Trap; DL 8; Search DC 88 (300 damage, no save)

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

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Segm  
51,621gp

urn

a grey key, 0gp

Electric blue Knife: Free Spell Mastery Feat: Can refer to

a number of spells = Int mod. without using spellbook; 64360gp

Rian's Spleen: +5 to HNCL; 1V: Summon a DL II Elf with

"1M: Gain 1d5 SL's back in a progression."; CL 56; SL 8; 64920gp

DL VIII Gargantuan Random(ite) Humanoids x(37) x[5]

Stun AC 643, HD 130, hp 9088, RR 175% #Att 10, TH ÷ AC/Save DC by 9, dmg 1928

Str 30, Dex 52, Con 57, Int 31, Wis 55, Chr 19, 75kxp

Has high frequency sampling, Has 2 arms, 2 legs, and 1 head.

Prepared effects:

[Pri SL8] Antimagic Field : Negates magic within 10 ft.

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

[Pri SL5] Golem: Makes a golem (you need raw materials)

[Pri SL6] Goodberry 6: Creates 24 goodberries

[Psi23 Grand] Chaos Cloud: Does random effects every round

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

[Psi-3 Major] Physical Barrier: -CL dmg per physical attack

[Psi1 minor] Telekinetic Barrier: Take -N dmg per physical attack (max N = level)

Combat effects:

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

[Wiz SL4] Time Stop 4: Stops time for 1d5 segments

[Wiz SL8] Immediate Monster Summoning VIII: Summons a DL VI monster without summoning sickness

[Psi60 Major] Toxin: Poison (as spell)

[Psi6G Major] Mass Preservation: All good creatures in sight healed N hp

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

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

[Psi7 Grand] (no name): Summon a DL VII Undead





Dungeon062120 - Dungeon Level 8

Room # 7

Wafer Closet/Toilet - 10ft. long x 10ft. wide x 25ft. tall

crucible; kettle; steamy; ozone smell

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

Sample Names: Cythera the heartless Hawk -naut (Hang Glider); Renzia the savage Bionic Virtuoso (Web)

Air in room transforms into Elemental Rot Trap; DL 8; Search DC 88 (1500 Dex damage/s, DC 88 Will save for 1/3)

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

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Month  
3,656gp

pewter cutlery

A Large Bunk, Ogp

Amber Sword, bastard [6d10] +8 Th/+12 dmg 20+/x7; 1M: SL\*CL/2 Telekinesis dmg and knock back

SL\*10' (1 target, no save, Str-SL\*2 check to avoid knock back); CL 40; SL 8, 9630gp

Multi-colored Staff [4d12] +99 Th/+8 dmg 15+/x6; 1Z:

2 saves:fail 1=insan., fail 2=ultrablast; CL 28; SL 8, 21670gp

DL VIII Fine Rakshasa-World Familiars x(151) x[6]

|AC| 642, HD 3, hp 67, #Att 15, TH ÷ AC/Save DC by 72, dmg 3201

Str 64, Dex 51, Con 29, Int 25, Wis 47, Chr 56, 75kxp

Immune slain, Resist Slain, Vulnerable enchanted items., Familiar Immunity

Prepared effects:

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

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

[Psi15 minor] Add Breath Weapon [1st]: Breath weapon is 3/d. Choose a normal (E=1) element. Breath = 50% of current hp tota

[Psi-12T Major] Tenser's Transformation: Tenser's Transformation

[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 SL8] Protection from Fire 8: Stop the next CL\*28 fire dmg

[Psi6G Grand] Aid Deva: You lose 1 multiplier, target gains 1 multiplier

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

Combat effects:

[Psi72 minor] Energy Blast - Personal: One target takes PL energy dmg (no save)

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

[Wiz SL5] Hold Monster : 1d4 creature Paralyzes creatures unless save is made

[Wiz SL3] Melf's Minute Meteors: CLd4 dmg earth to one target (no save)

[Wiz SL5] Cloudkill : Kills 3 HD or less; 4-6 HD save or die.

[Wiz SL4] Immediate Monster Summoning IV: Summons a DL II monster without summoning sickness

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

[Pri SL8] Summon Nature's Ally VIII : Calls creature to fight.

Dungeon062120 - Dungeon Level 8

Room # 8

Library - 40ft. long x 35ft. wide x 45ft. tall

sofa; table, small; earthy smell; scuttling

Mimic (the monster) on the east wall leading to a 40ft. long x 10ft. wide x 10ft. tall hallway.

Sample Names: Lembree the arrogant Night Mariner (Jet Pack); Salinese the famous Laser Falcon (Rainbow)

Camouflaged Javelins Trap; DL 8; Search DC 87 (Attack +48 melee, 10d10 damage)

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

[x2] Gods cannot hear, see, or sense into this room unless they are actually there; Divine Intervention fails

33,612gp

cracked flask

dove shaped gazebo, 10gp

Amulet: [x1] Protection from Curses; Immune to Curses., 24310gp

Beige Crossbow, hand [5d10] +14 Th/+255 dmg 15+/x4; 1M: Create a psionic trap (a minor High Frequency Sample effect); CL 44; SL 8, 51637gp

DL VIII Fine Water Kobolds x(121) x[5]

iAC 650, HD 6, hp 68, RR 101% #Att 3, TH ÷ AC/Save DC by 72, dmg 3207

Str 43, Dex 35, Con 54, Int 54, Wis 45, Chr 44, 75kxp

Resist cold. Double dmg from fire., Can overbear in numbers.

Prepared effects:

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

[Psi45 Major] Force Field: Immune to spell level 0 to SL-2 effects; -(SL-1) per physical attack; ER 5\*SL%

[Pri SL8] Regenerate 8: Regenerates 2 hp /s

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

[Pri SL3] Goodberry 3: Creates 12 goodberries

[Wiz SL8] Original Stoneskin 8: Block the next 5 P actions of attacks

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

[Psi30 Major] [creature type] Form: Polymorph Self (as spell)

Combat effects:

[Wiz SL8] Immediate Monster Summoning VIII: Summons a DL VI monster without summoning sickness

[Pri SL7] Treat Caused Wounds: Cure 70% of max hp

[Psi-6G Grand] Summon Angel: Summons a DL VIII Angel (good aligned Outer-planar creature)

[Pri SL6] Feeblemind:

[Psi9 Major] Disintegration Beam: Disintegrate up to 100\*CH lbs. (save)

[Pri SL7] Flame Strike 7: CLd12 holy fire dmg (save:½)

[Psi54 minor] Telekinesis: Telekinesis CL\*SL\*10 lbs.

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

Dungeon062120 - Dungeon Level 8

Room # 9

Bedroom/Boudior - 35ft. long x 15ft. wide x 35ft. tall

sofa; dung heap; cold current; clear

Teleport Door (other side is far away) on the north wall leading to a 5ft. long x 20ft. wide x 5ft. tall hallway.

Sample Names: Yenda the discourteous Martian -strike (Lance); Suleiman the insidious Bee Spider (Claws)

Swinging Passage Trap; DL 8; Search DC 86 (1400 Con damage, no resistance)

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

[x2] Room is permanently/continuously Alley Effected, only creatures immune or bubbled against it can function here.

28,226gp

couch

melting clock, 10gp

Halberd 'Osondir' (3d4) (+16,+19) [+5]; +3 to STR, CHR; Slay Evil, Undead, Giant;

Flame Tongue; Very sharp; Resist Fire, Light, Sound; Levitation; See Invisible; Permanent Light(1), 452340gp

Potion of Vitality, 8250gp

DL VIII Large Kara-Tur Undeads x(94) x[4]

AC 652, HD 36, hp 2080, #Att 15, TH ÷ AC/Save DC by 72, dmg 773

Str 19, Dex 36, Con 50, Int 56, Wis 41, Chr 21, 75kxp

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

Prepared effects:

[Psi-3 minor] Lesser Metaphys. Armor: Enemies need a +1 weapon to hit you.

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

[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.

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

[Pri SL6] Resist [E=6 element]: Pick an E=6 element, you resist it for 1 hour.

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

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

Combat effects:

[Psi29 Major] Control Body (Psi2):

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

[Psi72 minor] Snare: Target can't move (Reflex save)

[Psi45 Grand] Electrical Generation: SL\*CL Lightning damage (1 group, no save)

[Wiz SL8] Power Word Capital S Stun: Capital S Stuns a target with 130 current hp or less (no save)

[Wiz SL5] Wall of Stone : 20 hp/four levels; can be shaped.

[Psi3½ minor] Daze, Psionic: Humanoid creature of 4 HD or less loses next action.

[Pri SL5] Limited Cureall: Cureall, target must Fort save vs. # hp down (+10 per other effect)



Dungeon062120 - Dungeon Level 8

Room # 10

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

Walls of Plants; shelf; stale, fetid smell; misted

Iron Door, Normal on the west wall leading to a 15ft. long x 10ft. wide x 20ft. tall hallway.

Sample Names: Abkii the perverted Martian Avalanche (Hammer); Slean Jadelance the holy Ice Agent (Hydro-)

Falling Chute Trap; DL 8; Search DC 84 (240 damage, DC 83 Will save for 1/3)

Container (Barrel, Jar, Vase, etc.) that (causes/has/or is) Treasure hidden behind a loose stone in the wall

[x2] Room is permanently/continuously Blinded, only creatures immune or bubbled against it can function here.

58,928gp

hammer head

Grey Leather Gloves, +2 AC, 95gp

Puce Oil: All your Priest classes use the "set XP table"(3kxp

at 2nd, doubles til 9th,600kxp at 10th,+300kxp per level afterward).; 64840gp

Bluish Chair: Free Inverse Cleave Feat: If you spend all your attacks

in 1P on one target and he doesn't drop, get +1 attack; 64840gp

DL VIII Macro-Diminutive Underdark Elementals x(135) x[4]

Stun AC 642, HD 2055, hp 1.4E+5, CR 92% #Att 13, TH ÷ AC/Save DC by 72, dmg 517

Str 59, Dex 64, Con 45, Int 60, Wis 45, Chr 49, 75kxp

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

Prepared effects:

[Wiz SL8] Dust of Disappearance: Dust of Disappearance for 1 turn

[Wiz SL8] Second Level Magic-User Spells (DM1): Cast any four 2nd level Wizard spells simultaneously when it is cast.

[Psi27 minor] People's Bless: One die roll within 1 round is adjusted as you wish (max of ±LVL%).

[Psi18 Major] Telepathy: Psych. Shield: -LVL CL,+LVL saves on Psi effects vs.you; +LVL Wis: Willpower

[Psi4 Major] Money \*1.5: How much money you get in dungeon is multiplied by 1.5 (only affects you, not whole party)

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

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

[Psi6E Grand] Shape Change: As the 9th level Wizard spell

Combat effects:

[Psi-6E minor] Darkbeam N: ½M, -4 current hp: 60' line takes CLd6 darkness dmg (no save) and stun 2 segments (Para save at -CL

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

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

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

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

[Pri SL7] Dispel Evil 7: Dispel 3 evil targets (can target the same thing more than once) (save)

[Pri SL6] Cure Wounds 6: Cures 21d8 hp (can take offer of 6 per die -> 126 hp)

[Psi30 Grand] Acid Bolt: Acid damage, Con resists

Dungeon062120 - Dungeon Level 8

Room # 11

Meditation - 15ft. long x 20ft. wide x 45ft. tall

knives; rug; twanging; foggy near floor

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

Sample Names: Nevis the naughty Red Women (Blowgun); Mesi the valiant Arch- Engineer (Gyro-)

Door transforms into Elemental Magma / Lava Trap; DL 8; Search DC 82 (500 Str damage/s, DC 86 Breath Weapon save for half)

Pool that (causes/has/or is) Aging

[x2] Mortals cannot hear, smell, or sense into this room unless they are actually there; Divine Intervention fails

49,940gp

stand

a warp pill, 'teleport' 'change sex' " ", 30gp

Cordovan Helm [ATx5] +99 AC/+11 Saves; 1M: One spell that you know has it's effect

multiplied by 1.5, or costs only  $1/(1.5*2-1)$  of a spell slot; CL 32; SL 8; 28655gp

Ebony Amulet [AT+127] +195 AC/+256 Saves; 1M: Immune to next

Ego / Domination / Command-like effect; CL 32; SL 8; 76060gp

DL VIII Colossal Buffiverse Oozes x(116) x[6]

|AC| 649, HD 2104, ihp 16640, IR 107% #Att 2, TH ÷ AC/Save DC by 9, dmg 262

Str 42, Dex 20, Con 38, Int 57, Wis 44, Chr 32, 75kxp

Has 50th Edition abilities, No INT. Immune mind-affecting, crits, gazes, illusions, poison, sleep, paralysis, polymorph, and stunnin;

Prepared effects:

[Wiz SL4] Prismatic Sphere 4: 2 Prismatic colors

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

[Psi-1 Major] Hand-to-Hand Resistance: +level\*5% aWR; others you target -level\*5% aWR; no selective targetting penalties

[Psi1 Major] Wards: Pro.Evil&Scrying, no one can enter, break=150pts

[Pri SL8] Lady's Smile: Can choose result of 1 die roll within 2r

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

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

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

Combat effects:

[Wiz SL8] Fireball 8: CLd16 fire dmg to a group (save:½)

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

[Pri SL7] Wish: Duplicate any Wizard or Priest spell of levels 0-6.

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

[Psi5 minor] Natural Protection: (Z action) Natural Effect damage resistance 75% for 1s

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

[Pri SL5] Treat Deadly Wounds: Cure 50% of max hp

[Pri SL8] Circle Of Sunmotes: All friends get leveled6 hp,+1/+1 TH/dmg; enemies get reverse

Dungeon062120 - Dungeon Level 8

Room # 12

Animal Pens - 20ft. long x 45ft. wide x 25ft. tall

herbs; vial; snapping; ozone smell

Locked Door, Mechanical on the north wall leading to a 45ft. long x 20ft. wide x 25ft. tall hallway.

Sample Names: Gaedynn the sinful Orange Blood (Darts); Ephesus the grotesque Purple Thief (Slide)

Astral Construct IX Trap; DL 8; Search DC 82 (Psionicist CL 16, no save), (multiple targets)

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

[x2] Room is permanently/continuously Annihilateded, only creatures immune or bubbled against it can function here.

35,525gp

wheel

a crescent shaped patch, +1 AC, 200gp

Wand of Illusion, 13240gp

Coppery Dust: +600 Skill Points; 64710gp

DL VIII Small Outer-CN Faeries x(124) x[4]

Stun AC 647, HD 13, hp 4544, CR 1416% #Att 10, TH ÷ AC/Save DC by 72, dmg 3205

Str 43, Dex 39, Con 22, Int 50, Wis 47, Chr 45, 75kxp

Dark vision, Immune high frequency sampling, chaos effects, Resist law, Overwrite AC to |AC|, Flys, No target.

Prepared effects:

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

[Psi72 minor] Duplication: Create 1 Mirror Image (max = PL)

[Psi18 Major] Pyrokinetic: Heat Field: Fire Shield (as spell), +LVL Con:Health

[Psi45 Major] Power Simulation: The next Psi45 power you use will be resisted using MR instead of PR

[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.

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

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

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

Combat effects:

[Psi8 Grand] Repair Massive Damage: Cures 640 hp (64 Hull points) to a technological item, fixes Crashed/Hung status

[Pri SL5] Dispel Magic 5: Dispel 3 magic effects

[Psi45 Major] Hard Radiation: SL\*CL/2 Radiation damage and SL Con damage (1 group, no save)

[Psi54 Major] Water Animation: Summon a DL=SL Water Elemental

[Wiz SL7] Fireball 7: CLd14 fire dmg to a group (save:½)

[Pri SL7] Gate: Connects two planes for travel or summoning.

[Psi3½ Major] Dispel Psionics: Cancels psionic powers and effects.

[Psi45 minor] Geoforce: 1bM: Stop or Create an Earthquake, Landslide, etc. Damage would be CL\*SL Earth to a group (save for 0





Dungeon062120 - Dungeon Level 9

Room # 1

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

hamper; chest, medium; twanging; metallic smell

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

Sample Names: Orphrat the ever-loving, blue-eyed Human Mutant (Magnetic); Kirith the wild Golden Alliance (Sword)

Inhaled Sugar Trap; DL 9; Search DC 92 (300 Con damage, DC 93 Spell save for 1/3)

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

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Half S  
43,981gp

dampness, ceiling

a leather backpack, 100gp

Amulet vs. Undead (9th), 7410gp

loun Stone, Don, Get a "0" in next spell level in 1 class, 14420gp

DL IX Huge Outer-NE Animals x(115) x[6]

[AC] 815, HD 711, ihp 5312, MR 94% #Att 4, TH ÷ AC/Save DC by 90, dmg 1623

Str 40, Dex 49, Con 25, Int 53, Wis 49, Chr 36, 132kxp

Telepathy, immune acid and poison, resist cold, electricity, and fire., Overwrite INT score to 1 or 2. Usually have arms, legs, a head

Prepared effects:

[Psi23 Grand] Shadow Cloud: Causes weakness, fear, ability loss

[Psi24 Major] Level: other out of group: Get a "Level:" ability (your level or less) in class in any group (can take multiple times)

[Pri SL7] Protection from Death: Immune to slain and Slain

[Psi45 Major] Regeneration: Regenerate SL hp/s

[Psi-6G minor] Angelic Wall: DR 40/+CL

[Psi3 Major] Displacement: Attacks miss subject 50% of the time.

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

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

[Psi16 minor] Create Golem I: Create a DL I Golem (AC=3\*CL, hp=10\*CL, Str=2\*CL)

Combat effects:

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

[Wiz SL7] Wacky Ball 7 / Normal / ½: Ld20, save: ½

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

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

[Pri SL9] Unlimited Wish: Duplicate any Wizard or Priest spell of levels 0-8.

[Psi5 Major] Concentration Break: Target loses M Mentals (maintenance=+M/r)

[Psi2 Major] Banishment: Target in pocket;returns @ end; Cannot gate/teleport

[Pri SL5] Dispel Evil: Unsummons evil creatures (Outer-planar/summoned no save). If cast against 1 creature of the appropriate 1

[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

Dungeon062120 - Dungeon Level 9

Room # 2

Warrior's Chamber/Lab - 50ft. long x 45ft. wide x 20ft. tall

drum; hooks; splintering; footsteps (approaching)

Brass Door, Normal on the west wall leading to a 35ft. long x 5ft. wide x 10ft. tall hallway.

Sample Names: Hacathra the intangible Mutant Child (Glider); Beornhelm the dumbfounding Fire Hitmen (Wings)

Air in room transforms into Elemental Ooze / Mud Trap; DL 9; Search DC 95 (120 Chr damage/s, no resistance)

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

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Day  
31,245gp

pot

a pair of Levi 501's, +6 AC, 800gp

Ring: Lower Resistance -30%, 31140gp

Azur Shield [AT+174] +11 AC/+14 Saves; 1P: MArmor LVL\*10; Disenchant any magical effect you touch; 1M: Wild Surge; CL 38; SL 9; 29485gp

DL IX Large Black-Ice Immortals x(67) x[8]

AC 819, HD 39, hp 2880, RR 136% #Att 5, TH ÷ AC/Save DC by 90, dmg 1625

Str 52, Dex 35, Con 34, Int 41, Wis 36, Chr 61, 132kxp

Knows Bug spells, Unaging

Prepared effects:

[Psi-12T Major] Heal Self: 1/d (automatic): If you go below 0 hp, you are Healed

[Pri SL5] Extra Group +1: The next spell you cast will affect +1 groups of monsters

[Psi3½ Grand] Dispelling Buffer: Subject is buffered from one dispel psionics effect.

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

[Psi16 Major] Golem Form: Juggernaut: +12" move rate; 1V, charging: 10d10 dmg to one target

[Pri SL3] Double Resist [E=2 element]: Pick an E=2 element, you double resist it (1/4 dmg, 1/10 if make save) for 1 hour.

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

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

[Psi6E Major] Death Master Lore: Death Master's abilities of ½ level

Combat effects:

[Psi6N minor] Self-Preservation: Cure N\*4 hp of damage

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

[Wiz SL5] Enslave Monster: As Charm Monster, except the effect cannot be thrown off by being damaged, and there is no daily s

[Psi72 Major] Mental Blast: Stun one target (Will save)

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

[Wiz SL7] Ray of Enfeeblement 7: -35 physical stat points (randomly distributed in packets of 5) (save per packet)

[Psi-6G Major] Chorus: Your summoned creatures are dispelled; gain their combined hp (can go above max)

[Wiz SL6] Wacky Ball 6 / Normal / ½: Ld12, save: ½

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

Dungeon062120 - Dungeon Level 9

Room # 3

Strongroom/Vault - 15ft. long x 50ft. wide x 45ft. tall

firepit; hole (blasted); giggling (faint); rotting vegetation smell

Brass Door, Normal on the north wall leading to a 25ft. long x 5ft. wide x 15ft. tall hallway.

Sample Names: Zasheir the sophisticated Wombat Rebel (Lance); Aitana the perverted Baron Ninjas (Helicopter)

Ingested Splinters Trap; DL 9; Search DC 95 (1400 Chr damage, no resistance)

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

[x2] Room is permanently/continuously **\*\*Cursed\*\*** (Ancient Foul Cursed)ed, only creatures immune or bubbled against it can fu  
830gp

nails

a blue potion, 'harm' 'harm' 'harm' ', 210gp

Amulet of the Planes, 63550gp

Rian's Adductor longus muscle: +5 to LVL; 1F: You and  
allies' mounts have +1V and +1E action.; CL 54; SL 9; 81800gp

DL IX Gargantuan Internet Illusionarys x(146) x[6]

AC 822, HD 145, hp 11264, #Att 10, TH ÷ AC/Save DC by 90, dmg 490

Str 68, Dex 57, Con 23, Int 38, Wis 73, Chr 48, 132kxp

Psilink, Immune Web, Incorporeal

Prepared effects:

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

[Psi-12L Major] Effect Immunity: Pick any spell or power. You are immune to that effect.

[Pri SL8] Sphere Of Security: Friends get +2 AC,+2 saves, +50% MR, 4 Pro.scroll effects 1h

[Wiz SL9] Elemental Aura : Element Protect from one element, it's plane, and it's creatures

[Psi45 Major] Force Field: Immune to spell level 0 to SL-2 effects; -(SL-1) per physical attack; ER 5\*SL%

[Psi19 Grand] Paladin Lore: Abilities as per a Paladin of half level (round up); your light-saber is a "holy avenger"

[Psi2 minor] Time/Space Anchor: Cannot be teleported; --

[Psi54 minor] Magic Shield: Stops SL/2 magical attacks on you

[Psi16 Major] Golem Form: Clay: Unarmed damage you deal can be cured only by a CL=17+ Heal spell (or better)

Combat effects:

[Psi3½ minor] Strength of My Enemy: Siphon away your enemy's strength and grow stronger.

[Pri SL7] Summon Monster VII : Calls outsider to fight for you.

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

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

[Psi-12L Grand] Law Quadruple Beam: CLxCLx2 mental dmg in 4 lines (no save); C-align x3 dmg

[Psi45 minor] Sleep-Induced: Sleep (SL/2 saves)

[Psi54 minor] Heat Vision: 1M to start: Every segment for 1 round, as a 0 action, deal SL heat dmg to one target (no save)

[Psi-3 Grand] Recall Birth: Foe vividly recalls its birth, and gains CL negative levels (no save)

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



Dungeon062120 - Dungeon Level 9

Room # 4

Wafer Closet/Toilet - 45ft. long x 25ft. wide x 15ft. tall

pipes (musical); Floors of Webs; whistling; buzzing

Iris Door (seals as a spiral) on the north wall leading to a 5ft. long x 15ft. wide x 5ft. tall hallway.

Sample Names: Sanat the cut-throat Digi-- -naut (Nuclear); Kezaf the gallant Ghost Nimbus (Gravi-)

True Vulnerability Trap; DL 9; Search DC 93 (Psionicist CL 18, no save)

Fireplace that (causes/has/or is) Teleports

[x2] Room is permanently/continuously Alley Effected, only creatures immune or bubbled against it can function here.

16,543gp

rivulet

The Shield of Auras, +2 AC, 10gp

Long Bow of Bard (x3) (+17,+19); +2 to DEX, Speed, Might; Free Action, 203210gp

Rian's Clavicle bone: +4 to ML; 1F: 50% chance of using each action type/s.; CL 54; SL 9; 81600gp

DL IX Macro-Diminutive Dead-Timeline/Looporal Immortals x(176) x[6]

AC 821, HD 2312, hp 1.6E+6, WR 1224% #Att 2, TH ÷ AC/Save DC by 90, dmg 494

Str 47, Dex 67, Con 56, Int 51, Wis 38, Chr 25, 132kxp

Reality/Loop stable., Unaging

Prepared effects:

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

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

[Psi23 Major] Wight Cloud: Energy drains unnatural creatures

[Pri SL9] Goodberry 9: Creates 36 goodberries

[Wiz SL8] Armor 8: +CL\*16 current hp

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

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

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

[Psi0 Grand] Shock Treatment: Immune Lightning; 1 POP, 1V: Deal KiL damage to one target (save: ½)

Combat effects:

[Pri SL9] Remove Curse 9: Cure 6 curse effects (reverse causes that many, save for each)

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

[Pri SL8] Command 8: Target makes 8 saves, each missed save allows 1 word for a command to be given

[Psi54 minor] Sonic Beam: CL\*(SL+2) sound dmg to one target (no save)

[Wiz SL8] Dispel Exhaustion 8: Restore 95% of dmg taken, get an Original Haste 8 for 1 round

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

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

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

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

Dungeon062120 - Dungeon Level 9

Room # 5

Game Room - 40ft. long x 30ft. wide x 50ft. tall

fresco (painting); wall basin and font; foggy near floor; misted

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

Sample Names: Legyrd the ignoble Shatter Marauder (Saxophone); Iliphel the iridescent Composite Friend (Blade)

Ingested The Nothing Trap; DL 9; Search DC 97 (280 Cml damage, no resistance)

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

[x2] Gods cannot smell, taste, or sense into this room unless they are actually there; Divine Intervention fails  
30,884gp

pottery shards

a large stone table, 0gp

Chartreuse Water bottle: +60 Proficiency Slots; 81820gp

Cobalt Girdle [AT+230] +15 AC/+13 Saves; 1M: Those inside fortress take only half damage from all powers and psi-like abilities until your next action.; CL 33; SL 9; 35705gp

DL IX Macro-Tiny Outer-LE Undeads x(52) x[4]

AC 822, HD 4614, hp 3.2E+6, TR 113% #Att 5, TH ÷ AC/Save DC by 10, dmg 333

Str 55, Dex 68, Con 59, Int 50, Wis 22, Chr 33, 132kxp

Dark vision, Telepathy, immune fire and poison, resist acid and cold, Can summon other Outer LE, No CON. Immune crits, ability

Prepared effects:

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

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

[Pri SL5] Golem: Makes a golem (you need raw materials)

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

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

[Wiz SL6] Globe of Invulnerability 6: Immune to spells with SL=0 to 5

[Wiz SL7] Fire Shield 7: Anyone who melees with you takes 150% dmg back

[Psi54 minor] Invisibility: Minor: Invisibility; Major: Improved Invisibility; Grand: Dust of Disappearance

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

Combat effects:

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

[Psi100 Grand] Death Stare: Death or Stun 2d4r (if over 2\*level HD) (Fort save); affects 2+CL/9 groups

[Psi54 Grand] Bio-Energy Blast: CL\*(SL+2) force dmg to one target (no save)

[Psi16 Major] Golem Jar: Magic Jar into a Golem (Magic Jar contest rules, which the golem will probably lose)

[Psi9 minor] Laser Vision: [see in dark] Laser Beam CHd8 dmg (save)

[Psi-2 minor] Taste Less: Cannot taste, drink potions, eat pills (save); Target cannot smell

[Psi72 minor] Dazzle: Blind one sense to everyone in one group (RSW save)

[Wiz SL6] Capital S Stun Ball: Area effect Capital S Stun (PPD save)

[Psi45 Major] Combustion: An object explodes (item save), the person carrying it takes CL\*SL/2 damage (save)

Dungeon062120 - Dungeon Level 9

Room # 6

Wizard's Chamber/Lab - 25ft. long x 30ft. wide x 20ft. tall

chest of drawers; altar; bang, slam; jingling

Automatic Door (opens if anyone approaches) on the west wall leading to a 5ft. long x 15ft. wide x 10ft. tall hallway.

Sample Names: Havelock the antagonistic Wind Witch (-wagon); Thersos the unloved Time Wight (Cow)

Air in room transforms into Elemental Storm Trap; DL 9; Search DC 97 (480 Chr damage/s, no resistance)

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

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Week  
79,348gp

demon ichor

the Phoenix orb, Ogp

Rian's Lungs: +6 to Chr; 1Z: Slay a creature in your group, target creature loses 3 SL's and target creature takes 50 vile dmg. Your cured 50hp, gain 3SL's, and revive a dead subordinate.; CL 42; SL 9; 82020gp

Mauve Scarab [AT+127] +13 AC/+8 Saves; 1M: Animate Objects as if they were a DL=SL Golem summon; CL 39; SL 9; 22625gp

DL IX Large Buffyverse Cthulhoid-Horrors x(145) x[7]

AC 812, HD 43, stunp 2656, CR 1575% #Att 8, TH ÷ AC/Save DC by 90, dmg 651

Str 28, Dex 28, Con 35, Int 72, Wis 52, Chr 36, 132kxp

Has 50th Edition abilities, Has a bizarre anatomy, strange abilities, an alien mindset, or any combination of the three.

Prepared effects:

[Pri SL8] Goodberry 8: Creates 32 goodberries

[Psi3½ Major] Truevenom Weapon: Your weapon is horribly poisonous.

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

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

[Wiz SL9] Extra Group +2: The next spell you cast will affect +2 groups of monsters

[Psi-2 Grand] Elemental Composition: Can be any Normal/Para/Quasi Eele ; Can be Semi Eele

[Psi45 minor] Resist: Magic: SL/4 (round down) instances of Resist magic

[Pri SL8] Robe Of Healing: Get 20 1d4+4 healing effects (self or other) every round for 1h

[Psi9 Major] Bio Force: Invulnerability: +CH AC, -½CH dmg per attack (incl.spells)

Combat effects:

[Psi0 Grand] Chi Kung Healing: Cure X\*KiL hp to one target

[Psi45 Grand] Sleep-Induced: Sleep (SL/2 saves)

[Psi-6G Grand] Holy Beam: Holy Bolt (1 group)

[Psi45 Major] Summoning: Summon a DL=SL Outer

[Psi12L Major] Charm Lawful Creature: Charm (no save) only vs. Lawful creatures

[Psi-6E minor] Evil Eye: Target's AC becomes 66-CL<sup>2</sup> (Petrif save at -CL); "/cr" means "per complete round"

[Psi-6G minor] Brimstone: Three 35' radius areas: CL<sup>2</sup> holy fire dmg (no save)

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

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





Dungeon062120 - Dungeon Level 9

Room # 7

Well - 50ft. long x 10ft. wide x 30ft. tall

cabinet; Bridge, Log; steamy near floor; ringing

Specialed Door on the west wall leading to a 25ft. long x 15ft. wide x 10ft. tall hallway.

Sample Names: Cargwig the merciless Fire Falcon (Force); Therianaixius the astonishing Stone Dwarf (Juggernaut)

Inhaled Fungus/Seaweed Trap; DL 9; Search DC 97 (80 Cml damage, no resistance), (multiple targets)

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

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Mont  
64,387gp

hammer head, cracked

a bowl of fruit, 0gp

Olive drab Ring: Free Noble Warrior Kit: +225 gp per reset (including before

the game starts if you begin with this kit), Free bonus Heraldry proficiency; 81240gp

Chestnut Magnet: +800 Skill Points; 81730gp

DL IX Diminutive Megaverse-Project Hounds x(64) x[7]

AC 826, HD 9, hp 176, RR 188% #Att 8, TH ÷ AC/Save DC by 90, dmg 163

Str 60, Dex 24, Con 50, Int 57, Wis 68, Chr 42, 132kxp

StunR DL\*10%, Has 4 legs, and at least 1 head

Prepared effects:

[Wiz SL5] Anti-Magic Shell 5: Anti-Magic of SL 0 to 4

[Psi1 Major] Wards: Pro.Evil&Scrying, no one can enter, break=150pts

[Psi3½ Major] Teleport Trigger: Predetermined event triggers teleport.

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

[Psi-15 Major] Dial-a-Breath Eelement (&lt;): You can use any eelement with EE factor less than your normal breath.

[Psi-15 minor] Add Tentacle: Tentacle does 1d(CL\*2) damage

[Pri SL5] Summon Monster V : Summons a DL V monster (1 turn)

[Wiz SL6] Anti-Magic Shell 6: Anti-Magic of SL 0 to 5

[Pri SL5] Double Resist [E=2 eelement]: Pick an EE=2 eelement, you double resist it (1/4 dmg, 1/10 if make save) for 1 hour.

Combat effects:

[Wiz SL7] Ray of Enfeeblement 7: -35 physical stat points (randomly distributed in packets of 5) (save per packet)

[Pri SL5] Remove Coma: Removes the Coma effect

[Wiz SL7] Dispel Exhaustion 7: Restore 90% of dmg taken, get an Original Haste 7 for 1 round

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

[Psi29 Grand] Time Stop:

[Psi81 Grand] Dispel 8: Dispel a SL 0-8 effect

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

[Psi-12L minor] Charm Blast: One group is charmed (Will save), doesn't affect undead etc.

[Psi-6E minor] Evil Eye: Target's AC becomes 66-CL^2 (Petrif save at -CL); "/cr" means "per complete round"

Dungeon062120 - Dungeon Level 9

Room # 8

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

dome; weapon rack; steamy near floor; creaking

Archway (open) on the west wall leading to a 10ft. long x 5ft. wide x 20ft. tall hallway.

Sample Names: Jelline the secretive Blood Bird (Spines); Sedlirr the mighty Wing Guardsman (Harpoon)

Flash Trap; DL 9; Search DC 92 (Psionicist CL 18, no save)

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

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Turn  
61,122gp

runes

a scroll of recall, " " " ", 290gp

Rian's Pectoralis major muscle: +12 to HD; 1Z: Ultrawhite Gate.; CL 38; SL 9; 81270gp

Gladiator Sword [Size M; 2d6/1d6] +7/+2; extra +7/+2 and double damage vs. bipeds, 68520gp

DL IX Small Psionicist-classes Weirds x(49) x[7]

Stun AC 811, HD 18, ihp 664, WR 139% #Att 15, TH ÷ AC/Save DC by 90, dmg 980

Str 67, Dex 42, Con 23, Int 36, Wis 27, Chr 59, 132kxp

Know a Psi frequency, Immune critical hits, poison, sleep, paralysis, stunning. Has no soul.

Prepared effects:

[Psi54 Major] Invisibility: Minor: Invisibility; Major: Improved Invisibility; Grand: Dust of Disappearance

[Psi72 minor] Reincarnate: You Reincarnate upon death, inactive and Feign Death for the rest of this combat

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

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

[Psi3½ minor] Dissolving Weapon: Your weapon deals 4d6 acid damage.

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

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

[Psi2 minor] Strength of the Land: +25 hp,+3 TH,+3 dmg,25% MR; Lasts 5r after maint.

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

Combat effects:

[Psi-12L Grand] Law Quadruple Beam: CLxCLx2 mental dmg in 4 lines (no save); C-align x3 dmg

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

[Pri SL3] Death's Door: Puts target (at negative hp) to 0 hp (1 hp if material comp.)

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

[Pri SL9] Death's Door 9: Target (currently at negative hp) goes to 32 hp (can't go above max)

[Wiz SL7] Monster Swarm Summoning VII: Summons CL\*1.5 (round down) DL VI monsters

[Psi6E Grand] Gate: As the 9th level Wizard spell

[Psi60 Major] Blink: Blink (controlled)

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

Dungeon062120 - Dungeon Level 9

Room # 9

Hall, Great - 5ft. long x 35ft. wide x 35ft. tall

candle; scroll tube; footsteps (approaching); hazy

Iris Door (seals as a spiral) on the west wall leading to a 45ft. long x 25ft. wide x 5ft. tall hallway.

Sample Names: Nidrich the infamous Winged Brotherhood (Flute); Oryستا the warped Brunette Sorceress (Surfboard)

Air in room transforms into Elemental Vibranium Trap; DL 9; Search DC 96 (300 Chr damage/s, DC 91 Fortitude save for 1/10)

Room (Floor) that (causes/has/or is) Treasure hidden by Invisibility

[x2] Mortals cannot taste, hear, or sense into this room unless they are actually there; Divine Intervention fails

26,768gp

nutshells

a bottle of milk, 0gp

Rian's Small Intestine: +32 to Dex; 1M: CL\*5 % Avoid Fate [xSL].; CL 58; SL 9; 81140gp

Drab Piercing Weapon [4d8] x5 Th/+10 dmg 20+/x8; 1M: Chain Lightning: as spell, but

jumps randomly (not closest person), can hit someone more than once; CL 46; SL 9, 29667gp

DL IX Gargantuan Underdark Humanoids x(83) x[7]

Stun AC 822, HD 145, hullp 11520, WR 128% #Att 7, TH ÷ AC/Save DC by 90, dmg 2437

Str 22, Dex 50, Con 23, Int 66, Wis 43, Chr 66, 132kxp

Light Sensitivity, Has 2 arms, 2 legs, and 1 head.

Prepared effects:

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

[Psi0 Major] Focus: Magic Resistance: KiL\*5% MR for 1r

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

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

[Wiz SL7] Anti-Psionic Shell:

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

[Psi45 minor] Resist: Mental: SL/2 (round down) instances of Resist mental attacks

[Wiz SL8] Prismatic Sphere 8: 6 Prismatic colors or 4 MultiPrismatic colors (may repeat colors in either mode)

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

Combat effects:

[Wiz SL6] Vorp: Target is Vorpalled (PP save)

[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

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

[Psi1 Grand] Severance: Save; stops use of any 1 ability in creature

[Pri SL2] Summon Nature's Ally II: 1 DL 2 or 1d3 DL 1 animals to fight for you {1 creature}

[Pri SL8] Fire Storm 8: (CL+2)d11 holy fire dmg, hits 3 groups (no save)

[Psi-12C minor] Dispel Radiation/Tech: Dispels one Radioactive, Wild/Chaos, or Technological effect

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

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



Dungeon062120 - Dungeon Level 9

Room # 10

Pool - 15ft. long x 35ft. wide x 20ft. tall

U rack; grill; ringing; breeze, slight

Iris Door (seals as a spiral) on the south wall leading to a 20ft. long x 20ft. wide x 10ft. tall hallway.

Sample Names: Haltharad the attractive Quick Titan (Invisi--); Amerine the hideous Squirrel Longshoreman (Suction Cup)

Nightmare: Physical Blast Trap; DL 9; Search DC 96 (Psionicist CL 18, no save)

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

[x2] Immortals cannot smell, taste, or sense into this room unless they are actually there; Divine Intervention fails

56,407gp

torch

a silken favor, Ogp

Carnelian Screw: +1 Level(s) in a Custom Group Class; 81730gp

Chocolate Wand [2d4] +224 Th/++16 dmg 14+/x5; 1V: One attack: Target is disarmed (no save); CL 42; SL 9, 81880gp

DL IX Macro-Fine Rakshasa-World Humanoids x(179) x[6]

AC 826, HD 1159, ihp 89088, RR 146% #Att 17, TH ÷ AC/Save DC by 90, dmg 1628

Str 59, Dex 20, Con 53, Int 28, Wis 37, Chr 36, 132kxp

Immune slain, Resist Slain, Vulnerable enchanted items., Has 2 arms, 2 legs, and 1 head.

Prepared effects:

[Psi6N Grand] Null Field 4: All spells of SL 4 or higher don't work in 100'r

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

[Psi81 minor] Density Increase 2: x2 mass; +2 Str; -2/attack (physical or energy)

[Psi45 Major] Force Field vs. Emotion: Immune to spell level 0 to SL-1 enchantment/charm effects

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

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

[Psi27 Grand] The Call: Choose a creature type: summons (LVL-DL)^2 of them. (DL is creature's DL).

[Wiz SL5] Prismatic Sphere 5: 3 Prismatic colors or 1 MultiPrismatic colors (may repeat colors in either mode)

[Wiz SL5] Animate Dead : Creates undead skeletons and zombies.

Combat effects:

[Psi16 minor] Repair Golem Damage: Cures 10\*CL hp (CL Hull points) to a Golem

[Pri SL8] Mass Heal : As heal, but with several subjects.

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

[Pri SL7] Earthquake: Intense tremor shakes 5-ft./level radius.

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

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

[Psi29 Grand] Mana Bolt LVLd8:

[Psi15 Major] Darkness: Darkness CL\*10' radius

[Wiz SL9] Lightning Bolt 9: CLd18 lightning dmg to a group (save:½)

Dungeon062120 - Dungeon Level 9

Room # 11

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

side chair(s); side chair(s); gong; breeze, slight

Trapped Door, Magic/Psi on the east wall leading to a 15ft. long x 25ft. wide x 20ft. tall hallway.

Sample Names: Riawin the opportunistic Mutant Marvel (Suction Cup); Mara the magnificent Voodoo Dervish (Mortar)

In the Eye of Chaos (Psi 11R) (target needs double actions to do things) Trap; DL 9; Search DC 94 (Psionicist CL 18, DC 92 Breath V

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

[x2] Mortals cannot feel, see, or sense into this room unless they are actually there; Divine Intervention fails

52,821gp

screen

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

Rian's Semitendinosus muscle: +27 to Wis; 1M: Your saves for ½ (or partial

effect) are instead for 0 for 1 turn. ; CL 46; SL 9; 81230gp

Fuchsia Stone [5d6] +19 Th/+195 dmg 17+/x3; 1M: Rotting Limb:

One limb useless, degenerate 1 hp/r; CL 36; SL 9, 40877gp

DL IX Macro-Diminutive Ultraplanar/Annihilation Unlives x(162) x[6]

|AC| 828, HD 2306, ihp 1.8E+5, RR 177% #Att 5, TH ÷ AC/Save DC by 90, dmg 163

Str 28, Dex 43, Con 39, Int 20, Wis 27, Chr 52, 132kxp

Immune disintegration and annihilation, No CON. Has Psi-7, Immune to crits, ability dmg, poison, sleep effects, paralysis, stunnin

Prepared effects:

[Pri SL7] Time/Reality Stability: Time/Reality Stability (duration 1 day), reverse removes it (Spell save)

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

[Psi10 Major] Ground \*: Immune Lightning, must be touching the ground

[Pri SL8] Antimagic Field : Negates magic within 10 ft.

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

[Wiz SL9] Fire Shield 9: Anyone who melees with you takes 200% dmg back

[Pri SL6] Anti-Animal Shell:

[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

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

Combat effects:

[Psi54 Major] Psychic Will: Wall of Force

[Psi6N Major] Dispel Non-Balance: Dispel Evil but vs. non-Neutral creatures

[Psi-12C Grand] Cthulhoid Swarm VII: Summon CL\*6 Monsters using ML VII "Weird" chart (random)

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

[Psi-6G Major] Insist Power †: 1bM: Counter an effect which counters one of your effects

[Psi0 Major] Shockwave: Earthquake KiL' r (as spell)

[Psi12C Grand] Summon Chaotic Creature: Gate (as spell) for Chaotic creature or for an Earth or Fire Elemental

[Psi6G Grand] Summon Greater Deva: Summons a x2 Angel or Greater Deva

[Pri SL6] Summon Nature's Ally VI : Calls creature to fight.

Dungeon062120 - Dungeon Level 9

Room # 12

Animal Pens - 45ft. long x 35ft. wide x 35ft. tall

mound of rubble; rushes (herbs); grating; urine smell

Intelligent Door, might have ego score on the east wall leading to a 45ft. long x 20ft. wide x 25ft. tall hallway.

Sample Names: Ugaitz of the Stinking Keep the unethical Voodoo Pirate (Doohickey); Spinyon the psychotic Suicide Eight (Hyper-Brick transforms into Elemental Silverglade Trap; DL 9; Search DC 93 (400 Int damage/s, no save)

Door, Secret that (causes/has/or is) push-brick trigger

[x2] Room is permanently/continuously Berserked, only creatures immune or bubbled against it can function here.

73,651gp

wall basin/font

a black leather bodysuit, +6 AC, 10gp

Olive drab Armor Gemlet [AT+18] +224 AC/+195 Saves; 1Z: The next Psi45 power you

use will be resisted using MR instead of PR; CL 63; SL 9; 61680gp

Rian's Spleen: +33 to Str; 1M: You can ignore this status while you are affected by it.; CL 36; SL 9; 81810gp

DL IX Large Far-Realm/Ultrablack Dragons x(58) x[8]

||AC|| 819, HD 38, hullp 2848, RR 185% #Att 8, TH ÷ AC/Save DC by 90, dmg 653

Str 60, Dex 51, Con 43, Int 59, Wis 49, Chr 73, 132kxp

Can damage non-hp totals/scores., Flys, Breath weapon, dark vision, immune sleep and paralysis.

Prepared effects:

[Wiz SL3] Prismatic Sphere 3: 1 Prismatic color

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

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

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

[Psi-12C minor] Know Next Dice Rolls: 0,1/r: Roll dice ahead of time before action, can choose not to

[Psi-6G Grand] Armageddon †: 1bM: Can use +1M/s this round; Immune Cold; Immune Shadow

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

[Psi29 minor] Gaze Reflection:

[Wiz SL9] Anti-Magic Shell 9: Anti-Magic of SL 0 to 8

Combat effects:

[Pri SL8] Cure Wounds 8: Cures 36d8 hp (can take offer of 6 per die -> 216 hp)

[Wiz SL2] Magic Missile 2: (CL+1) missiles, each does 1d4+1 force dmg (no save)

[Wiz SL3] Cone of Cold 3: CLd6+CL cold dmg to a group (save:½)

[Pri SL4] Creeping Doom 4: 160 insect dmg

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

[Pri SL3] Remove Paralysis (2): Removes paralysis. This spell will also remove stun and summoning sickness effects. This spell als

[Wiz SL6] Power Word Blind 6: Blinds & stuns a creature if current hp &lt; 40 (no save)

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

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





Dungeon062120 - Dungeon Level 10

Room # 1

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

lectern; couch; scream(ing); coughing

Ice Door (transparent) on the east wall leading to a 30ft. long x 5ft. wide x 20ft. tall hallway.

Sample Names: Deira the caustic Platypus Terrorist (Dinosaur); Dimitri the Lame the grim Astro- Squid (Sleigh)

Water-Filled Chute Trap; DL 10; Search DC 101 (320 Str damage, no save), (multiple targets)

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

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Year  
59,300gp

boots

a stiff and frozen rope, +5 AC, 76gp

Rian's Sinuses: +21 to Chr; 1F: Spells cost ½ as many

slots to memorize and subordinates get +1DL.; CL 47; SL 10; 100380gp

Black Armor, Medium [AT+22] +20 AC/+120 Saves; 1M: People need a 20+CH to Autohit you; CL 45; SL 10; 25845gp

DL X Huge NPC Illusionarys x(189) x[8]

AC 1010, HD 87, hp 6656, ER 159% #Att 17, TH ÷ AC/Save DC by 110, dmg 808

Str 22, Dex 51, Con 68, Int 61, Wis 23, Chr 58, 240kxp

Has Fighter, Wizard, Priest, Rogue, Psi classed members w/sometimes Cus and Mon, Incorporeal

Prepared effects:

[Psi3 minor] Biocurrent: Continuous bioelectrical current deals 1d4 electrical dmg/r to up to 2 cr.

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

[Wiz SL10] Transform Dweomer: Shapechange permanently, to creature or object

[Psi30 Major] [creature type] Form: Polymorph Self (as spell)

[Pri SL6] Protection from Lightning 6: Stop the next CL\*20 lightning dmg

[Psi3½ Major] Truevenom Weapon: Your weapon is horribly poisonous.

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

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

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

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

Combat effects:

[Wiz SL9] Create Any Monster:

[Wiz SL6] Disintegrate : Disintegrates a single victim

[Pri SL6] Hold Person/Monster 6: Hold 8 person or 6 monster targets (save)

[Psi3 Major] Dismissal: Forces a creature to return to a native plane.

[Psi0 Major] Lightning Stroke: Each time you miss this round you may reroll (you are actually making new 2nd attacks)

[Psi15 Grand] Suggestion: Suggestion (up to CL targets)

[Wiz SL5] Lightning Bolt 5: CLd10 lightning dmg to a group (save:½)

[Wiz SL10] Prismatic Wall 10: 10 Prismatic colors or 8 MultiPrismatic colors (may repeat colors in either mode)

[Psi27 Grand] Ritual of Assimilation: Touch: Target loses all of his current hp's, you are healed that amount (no save)

[Psi-2 minor] Time Halve: Lose one instance of "Q" on all action types; -4 AC/save; -2 TH

Dungeon062120 - Dungeon Level 10

Room # 2

Elevator Room - 15ft. long x 25ft. wide x 40ft. tall

fireplace & wood; pot; hooting; dusty

Energy/Elemental Door on the north wall leading to a 35ft. long x 15ft. wide x 20ft. tall hallway.

Sample Names: Idaeus the lucky Miss Lightning (Spike); Damia the mighty War -meister (Horse)

Air in room transforms into Elemental Vibranium Trap; DL 10; Search DC 103 (360 Int damage/s, no save)

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

[x2] Mortals cannot see, hear, or sense into this room unless they are actually there; Divine Intervention fails  
38,864gp

drum

the claws of the head demon, +2 AC, 1000gp

Rian's Thymus: +7 to LVL; 1M: Whenever one of your summons physically attacks, you are cured N hp, where N is their DL. ; CL 47; SL 10; 100440gp

Leaden Scroll: +5 level(s) of exceptional Chr; 100560gp

DL X Titanic Sigil/Maelstrom Leeches x(173) x[8]

||AC|| 1009, HD 647, hp 53248, ER 185% #Att 7, TH ÷ AC/Save DC by 110, dmg 5002

Str 52, Dex 80, Con 47, Int 76, Wis 37, Chr 64, 240kxp

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

Prepared effects:

[Psi29 minor] Mirror Image:

[Pri SL5] Resist [E=5 element]: Pick an E=5 element, you resist it for 1 hour.

[Psi9 minor] Poison Claws: CHd4 damage poison in fingernails (save)

[Wiz SL8] Fire Shield 8: Anyone who melees with you takes 175% dmg back

[Psi16 minor] Golem Form: S=1,2: Unusual Material of S=1,2 (cannot exceed real S number)

[Psi6G Grand] Field of Peace: Everyone within 30' (incl. Deva) can use only V and Z actions

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

[Psi27 Grand] Diversify: Your next Psi27 power that has one target has LVL targets instead

[Psi81 Grand] Desolidification: You pass through objects as if they weren't there

[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

Combat effects:

[Psi1 Major] Mass Domination: Save-4; Max.=5 creatures of level HD

[Wiz SL5] Wall of Iron : 30 hp/four levels; can topple onto foes.

[Pri SL9] Creeping Doom 9: (1d6+8)\*140 insect dmg

[Psi3 Grand] Mass Suggestion: Many targets follow suggested action.

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

[Psi-12T Major] Bring Animals III: Summon CL Animals using ML III chart, you pick the result

[Wiz SL3] Dispel Illusion : Dispels illusions in area

[Wiz SL6] Fireball 6: CLd12 fire dmg to a group (save:½)

[Wiz SL10] Power Word Blind 10: Blinds & stuns a creature if current hp < 200 (no save)

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

Dungeon062120 - Dungeon Level 10

Room # 3

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

sheet; balcony; metallic smell; groaning

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

Sample Names: Velgess the deadly Doc Twosome (-copter); Shala the psychotic Bored Panther (Extra-dimensional)

Well-Camouflaged Pendulums Trap; DL 10; Search DC 101 (Attack +200 ranged, 80d100 Con damage)

Fireplace that (causes/has/or is) gesture trigger

[x2] Mortals cannot taste, feel, or sense into this room unless they are actually there; Divine Intervention fails

31,198gp

fountain

a Kratasian Double-Bladed Axe, axe, 16d28 (232), 10556gp

Onyx Armor Gemlet [AT+23] +121 AC/+325 Saves; 1M: You are

immune to scrying and mental effects.; CL 60; SL 10; 65915gp

Steely Scarab [ATxx3] +14 AC/+169 Saves; 1M: Your psionic powers are resisted using a different resistance (MR, IR, etc., but not anti's or GR/XR); CL 65; SL 10; 33010gp

DL X Macro-Fine Sigil/Maelstrom Undeads x(138) x[8]

|AC| 1006, HD 1285, |hp| 1.1E+5, PR 183% #Att 6, TH ÷ AC/Save DC by 110, dmg 204

Str 56, Dex 21, Con 40, Int 76, Wis 22, Chr 69, 240kxp

Immune Maze effects, No CON. Immune crits, ability dmg/drain, poison, sleep, paralysis, stunning, disease, death effects. Heal to

Prepared effects:

[Psi-5 minor] Immune to Fear: Target is immune to fear & beguiling

[Psi81 Major] Life Support, Immune Disease: Immune Disease

[Psi6E Major] Necromancer Lore: Necromancer's abilities of ½ level

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

[Wiz SL7] Tenser's Transformation 7: +125% of max hp to current hp, +3 TH melee

[Psi-6G Grand] Worship: Immune Opposition (as in Mirror), Truename Erased, Annihilation

[Pri SL6] Antilife Shell : 10-ft. field hedges out living creatures.

[Wiz SL4] Armor 4: +CL\*8 current hp

[Wiz SL5] Extra Group +1: The next spell you cast will affect +1 groups of monsters

[Psi23 Major] Wight Cloud: Energy drains unnatural creatures

Combat effects:

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

[Wiz SL5] Wall of Stone : 20 hp/four levels; can be shaped.

[Wiz SL7] Cone of Cold 7: CLd14+CL cold dmg to a group (save:½)

[Psi29 Grand] Mana Bolt LVLd8:

[Wiz SL8] Power Word Kill 8: Kills a creature if current hp &lt; 90 (no save)

[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

[Wiz SL6] Wacky Ball 6 / Normal / ½: Ld12, save: ½

[Wiz SL8] Dispel Exhaustion 8: Restore 95% of dmg taken, get an Original Haste 8 for 1 round

[Wiz SL7] Death Spell 7: Slay 7d12 HD of creatures (save)

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



Dungeon062120 - Dungeon Level 10

Room # 4

Smithy/Forge - 5ft. long x 5ft. wide x 50ft. tall

stool, high; portcullis; footsteps (behind); earthy smell

Undead Door (has a trapped spirit/ghost) on the south wall leading to a 15ft. long x 20ft. wide x 10ft. tall hallway.

Sample Names: Vergis the jocular Compu- Mist (Crowbar); Lar Lancethruster the despicable Astro- Pain (Dark)

Basic Caltrops Trap; DL 10; Search DC 102 (Attack +10 ranged, 60d10 idamage)

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

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Mont  
7,219gp

branding irons

a jet black ->\*<- helm, +4 AC, 1000gp

Carmine Sand paper: Free Crippling Strike Feat: 0, while attacking: Each hit causes 1 Str dmg; 100990gp

Alabaster Sword, short [2d4] x3 Th/+14 dmg 17+/x5; 1M: Ele.Earth damage,Con resist; CL 40; SL 10, 10914gp

DL X Medium Alley Avian/Birds x(118) x[8]

||AC|| 1014, HD 30, lifep 1728, AIR 167% #Att 6, TH ÷ AC/Save DC by 110, dmg 1001

Str 61, Dex 27, Con 66, Int 70, Wis 73, Chr 34, 240kxp

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

Prepared effects:

[Wiz SL10] Fire Shield 10: Anyone who melees with you takes 225% dmg back

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

[Psi23 Major] Dust Cloud: Very dry cloud of degeneration

[Pri SL4] Resist Fire/Resist Cold 4: Take -60% dmg vs. fire or cold

[Psi-12T minor] Touch Reflection: Touch effects are reflected back to opponent

[Psi2 Grand] Cosmic Awareness: Detect "Everything" CL\*30'; Range is sight

[Psi29 minor] Mirror Image:

[Wiz SL6] Original Stoneskin 6: Block the next 3 P actions of attacks

[Wiz SL9] Shape Change : Changes the caster to someone else, he adopt it powers and vulnerabilities save that depends upon int

[Wiz SL10] Armor 10: +CL\*20 current hp

Combat effects:

[Pri SL7] Cureall: Cure all dmg + remove all non-divine ailments

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

[Pri SL8] UltraCureAll: As Cureall but full set of phantom hit points.

[Psi60 Major] Toxin: Poison (as spell)

[Psi9 Major] Bio Force: Force Beam: Target in cocoon (save), no P/V actions

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

[Psi18 minor] Hypnosis: 1 target: Hypnosis 1m (save)

[Wiz SL3] Cone of Cold 3: CLd6+CL cold dmg to a group (save:½)

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

[Psi29 Grand] Escape:

Dungeon062120 - Dungeon Level 10

Room # 5

Strongroom/Vault - 25ft. long x 25ft. wide x 35ft. tall

crystal ball; manacles; chlorine smell; music

Undead Door (has a trapped spirit/ghost) on the west wall leading to a 50ft. long x 5ft. wide x 25ft. tall hallway.

Sample Names: Selwyn the naughty Terra- Nova (Bombs); Ziddim the unkind Chimp Vandal (Radiation)

Inhaled Forbiddance Trap; DL 10; Search DC 107 (2100 Str damage, no save)

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

[x2] Room is permanently/continuously Annihilateded, only creatures immune or bubbled against it can function here.

69,354gp

single bed

a water trough, 0gp

Lily-white Bullets, sling (10) [9d8] +169 Th/+20 dmg 19+/x2; 1P: Heals 60% max hp (3 succ); CL 47; SL 10, 39394gp

Rian's Tarsus bone: +5 to Int; 1M: You fly and get +20' movement and +2AC.; CL 60; SL 10; 100620gp

DL X Fine Alternate-Universe Humanoids x(150) x[8]

AC 1005, HD 5, ihp 110, MR 189% #Att 5, TH ÷ AC/Save DC by 110, dmg 3007

Str 54, Dex 65, Con 25, Int 37, Wis 56, Chr 34, 240kxp

Can affect Bosses and Big Bad's., Has 2 arms, 2 legs, and 1 head.

Prepared effects:

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

[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.

[Psi3½ Major] Power Resistance: Grant PR equal to 12 + level.

[Psi14 Grand] (no name): Your gaze causes Charm (no save, IR)

[Psi-9 Grand] Energy Kinetic: Amplify: Add 3\*CH dice to your next energy attack

[Psi45 minor] Force Field vs. Emotion: Immune to spell level 0 to SL-1 enchantment/charm effects

[Psi3½ minor] Prevenom: Your claws gain a poison coating.

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

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

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

Combat effects:

[Psi--2 Major] Alter Reality: Alter Reality (any Psi major); Double CL effect

[Wiz SL7] Steal Enchantment : Transfer the enchantment of one spell to an another

[Psi54 Major] Psychic Will: Wall of Force

[Psi-12T Grand] Bring Animals VI: Summon CL\*3 Animals using ML VI chart, you pick the result

[Psi6N minor] Force Shapechange: +20 CPPs to also Wrench the target

[Psi1 Major] Dispel Exhaustion: Mental Surgery (1) but all in psi link affected

[Wiz SL7] Feeblemind 7: -35 mental stat points (randomly distributed in packets of 5) (save per packet)

[Wiz SL8] Dispel Exhaustion 8: Restore 95% of dmg taken, get an Original Haste 8 for 1 round

[Wiz SL5] Prismatic Wall 5: 5 Prismatic colors or 3 MultiPrismatic colors (may repeat colors in either mode)

[Wiz SL10] Change Reality: Will duplicate any Wizard spell of levels 0-9 or any other spell of levels 0-8.

Dungeon062120 - Dungeon Level 10

Room # 6

Wafer Closet/Toilet - 35ft. long x 15ft. wide x 20ft. tall

bottle; beaker; footsteps (receding); cold current

Void Door (cannot see through doorway) on the south wall leading to a 40ft. long x 15ft. wide x 20ft. tall hallway.

Sample Names: Dulsær the raving Mega- Genie (Staff); Attor the Stonemason the boisterous Killer Comet (Kite)

Door transforms into Elemental Diamond Trap; DL 10; Search DC 105 (2400 Str damage/s, no save)

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

[x2] Room is permanently/continuously Berserked, only creatures immune or bubbled against it can function here.

18,921gp

crystal beads

some iron rations, 5gp

Sepia Staff [10d8] +10 Th/++17 dmg 13+/x6; 1P: Disease (SL saves); CL 47; SL 10, 57180gp

Rian's Semitendinosus muscle: +32 to Con; 1Z: 1bM: Redirect any amount

of dmg from you to a subordinate. ; CL 48; SL 10; 100340gp

DL X Large Lost-Planes/Anguinum-Synod Avian/Birds x(79) x[4]

|AC| 1015, HD 44, |hp| 3392, TR 196% #Att 1, TH ÷ AC/Save DC by 110, dmg 3002

Str 34, Dex 75, Con 34, Int 56, Wis 73, Chr 69, 240kxp

Has Miniclass picks, Flies. Has 2 Wings, 2 talons, and a beak.

Prepared effects:

[Psi81 Major] Shape Shift: Polymorph Self

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

[Pri SL7] Symbol : Triggered runes have array of effects.

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

[Wiz SL8] Armor 8: +CL\*16 current hp

[Pri SL7] Time/Reality Stability: Time/Reality Stability (duration 1 day), reverse removes it (Spell save)

[Psi16 Major] Golem Form: Metagolem: Immune lightning; 1M: Fireball; 1M: Major Missile

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

[Wiz SL9] Armor 9: +CL\*18 current hp

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

Combat effects:

[Wiz SL9] Mass Enslave: As Mass Charm, except the effect cannot be thrown off by being damaged, and there is no daily save ch

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

[Pri SL10] Cure Wounds 10: Cures 55d8 hp (can take offer of 6 per die -> 330 hp)

[Psi-12L Grand] Law Quadruple Beam: CLxCLx2 mental dmg in 4 lines (no save); C-align x3 dmg

[Wiz SL4] Fireball 4: CLd8 fire dmg to a group (save:½)

[Wiz SL8] Cone of Cold 8: CLd16+CL cold dmg to a group (save:½)

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

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

[Pri SL5] Vulnerable Resistance: Target gains a Vulnerability to something which can only be used to counter a Resistance (Durat

[Psi29 minor] Fear:





Dungeon062120 - Dungeon Level 10

Room # 7

Dressing Room - 40ft. long x 35ft. wide x 5ft. tall

cage; Floors of Glass; downdraft, strong; splashing

Plane Shift Door (other side is on another plane) on the south wall leading to a 15ft. long x 20ft. wide x 5ft. tall hallway.

Sample Names: Ulastel the violent Alien Apostle (Electro-); Vianne the maniacal Rat Gladiator (Symbiosis)

Feeblemind 10 Trap; DL 10; Search DC 105 (Cleric CL 20, no resistance)

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

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Week  
61,421gp

paddle lock

a beautiful iron breast plate, +2 AC, 320gp

Alabaster Sword, bastard [6d6] +99 Th/+145 dmg 14+/x2; 1P: Continual

Darkness: As the wizard spell "Continual Darkness"; CL 65; SL 10, 50680gp

Dull Sword, bastard [8d8] +15 Th/+257 dmg 19+/x5; 1M: Deals 5d4

black ice damage in 20 ft. radius.; CL 44; SL 10, 52637gp

DL X Diminutive Modern Mutants x(76) x[4]

AC 1013, HD 6, hullp 218, WR 157% #Att 2, TH ÷ AC/Save DC by 110, dmg 1005

Str 76, Dex 61, Con 72, Int 59, Wis 35, Chr 52, 240kxp

Has Action points, Access to high tech items, Immune radiation

Prepared effects:

[Pri SL6] Protection from Fire 6: Stop the next CL\*20 fire dmg

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

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

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

[Psi2 Grand] Elemental Composition: Can be any Normal/Para/Quasi Ele ; Can be Semi Ele

[Wiz SL9] Third Level Magic-User Spells (DM2): Can cast one 3rd Level Wizard spell per round as Z action

[Psi81 Major] Damage Reduction, Physical, 50%: Take x0.5 damage from physical attacks

[Wiz SL9] Globe of Invulnerability 9: Immune to spells with SL=0 to 8

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

[Pri SL9] Spell Immunity 9: Be immune to 6 spells by name

Combat effects:

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

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

[Pri SL6] Command 6: Target makes 6 saves, each missed save allows 1 word for a command to be given

[Psi-17 Grand] (no name): Call Chaos: LVL random groups take 75 Chaos dmg (include PC in possibilities)

[Psi3½ Major] Psychic Crush: Brutally crush subject's mental essence, reducing subject to -1 hit points.

[Psi19 Major] Blood Boil: 1M: Target takes CLd6 blood dmg (no save); target must have blood to do this

[Pri SL5] Raise Dead : Restores life to subject who died up to 1 day/level ago. What you get is the full character at 1 hit point (he

[Pri SL9] Down a Hole: Target is put Down a Hole (no save)

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

[Pri SL7] Blade Barrier 7: 9d9 dmg wall (shards)

Dungeon062120 - Dungeon Level 10

Room # 8

Corridor - 50ft. long x 15ft. wide x 25ft. tall

chair, padded; bed; chiming; clashing

Intelligent Door, might have ego score on the east wall leading to a 35ft. long x 20ft. wide x 15ft. tall hallway.

Sample Names: Kinthar the chivalrous Seagoing Cephalopod (Bombs); Zadore the cowardly Magnetic Seven (Juggernaut)

Ingested Magma / Lava Trap; DL 10; Search DC 109 (1000 Cml damage, no resistance), (multiple targets)

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

[x2] Room is permanently/continuously Alley Effected, only creatures immune or bubbled against it can function here.

52,991gp

clothing

a Potion of Revitalization, 'heal' 'cure critical' 'cure critical' 'cure critical', 900gp

Coppery Armor, Light [AT++11] +360 AC/+256 Saves; 1M: Multiply Move Rate by 2; CL 65; SL 10; 97385gp

Ochre Armor, Heavy [AT+16] +289 AC/+15 Saves; 1Z: +CH AC,-½CH dmg per attack (incl.spells); CL 60; SL 10; 47050gp

DL X Colossal Tarrasque-World Dragons x(149) x[4]

||AC|| 1010, HD 323, |hp| 28160, RR 1020% #Att 17, TH ÷ AC/Save DC by 110, dmg 10003

Str 27, Dex 51, Con 62, Int 80, Wis 21, Chr 49, 240kxp

Mreflection DL\*10%, Flys, Breath weapon, dark vision, immune sleep and paralysis.

Prepared effects:

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

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

[Wiz SL4] Globe of Invulnerability 4: Immune to spells with SL=0 to 3

[Psi18 minor] Innate Shield: 20\*CL hp shield vs. Innate abilities

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

[Wiz SL10] Original Stoneskin 10: Block the next 7 P actions of attacks

[Psi2 minor] Mind Bar: 75% vs. Ench/Cha;immune Telep.; +5 in contests

[Psi-6G Grand] Wrath †: 1bM: Can use an extra 1P each segment this round; Immune to Fire and Negative

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

[Psi-3 Major] Physical Barrier: -CL dmg per physical attack

Combat effects:

[Pri SL7] Dispel Evil 7: Dispel 3 evil targets (can target the same thing more than once) (save)

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

[Psi45 Major] Sonic Generation: SL\*CL/2 Sound damage (no save) and SL/2 instances of deafness (save)

[Pri SL6] Neutralize Poison 6: Cure 3 poison effects (reverse causes that many, save for each)

[Psi8 minor] Mend: Mend As spell

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

[Pri SL8] Dispel Magic 8: Dispel 6 magic effects

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

[Psi18 Grand] Mass Heal: LVL targets: Heal

[Wiz SL10] Time Stop 10: Stops time for 1d5 rounds

Dungeon062120 - Dungeon Level 10

Room # 9

Aviary - 10ft. long x 50ft. wide x 10ft. tall

Floors of Glass; sunken area; murmuring; humming

Water Lock Door (holds back a lot of water) on the east wall leading to a 30ft. long x 10ft. wide x 20ft. tall hallway.

Sample Names: Sealmyd the infernal Shambling Pirate (Balloon); Paddin the damnable Compu-Monkey (Bombs)

Inhaled Vibration Trap; DL 10; Search DC 102 (300 idamage, no resistance)

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

[x2] Immortals cannot smell, taste, or sense into this room unless they are actually there; Divine Intervention fails

56,040gp

crystal beads

some pinkish herbs, " 'cure poison' " ", 43gp

Pitch-black Stone [4d4] +18 Th/+101 dmg 20+/x4; 1P: Wall of

Fire: As the 4th level Wizard spell; CL 45; SL 10, 26994gp

Gladiator Sword [Size M; 2d6/1d6] +7/+2; extra +7/+2 and double damage vs. bipeds, 68310gp

DL X Fine Outer-CG Insects x(49) x[4]

|iAC| 1003, HD 120, hullp 103, RR 191% #Att 14, TH ÷ AC/Save DC by 110, dmg 207

Str 69, Dex 56, Con 56, Int 31, Wis 73, Chr 32, 240kxp

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

Prepared effects:

[Psi3 Grand] Contingency: Sets trigger condition for another power.

[Pri SL9] Duplicate Mechanism: duplicate a technology item

[Wiz SL10] Reflect Dweomer: One action or effect is reflected to caster (no save)

[Pri SL6] Anti-Animal Shell:

[Psi8 minor] Hard Resistance to Radiation: Double resist radiation (1/4, save for 1/10), Ignore gaining Psi9/18/27 powers due to f

[Psi1 minor] Psionic Trigger: Contingency for 1 psi power (still need points)

[Psi30 Major] [creature type] Form: Polymorph Self (as spell)

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

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

[Psi4 Major] Actions \*1.5: Pick one action type (M, P, V). Your number of actions of that type is multiplied by 1.5

Combat effects:

[Wiz SL6] Death Spell 6: Slay 6d12 HD of creatures (save)

[Psi15 minor] Charm Person: Charm Person

[Psi3 Major] Lesser Domination: Forces subject to obey your will.

[Psi2 minor] Control Body: Control all P,V actions; Auto. win Contest

[Pri SL4] Treat Critical Wounds: Cure 40% of max

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

[Wiz SL4] Charm Monster : Makes monster believe it is your ally.

[Wiz SL7] Time Stop 7: Stops time for 1d2 rounds

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

[Wiz SL10] Immediate Monster Summoning X: Summons a DL VIII monster without summoning sickness



Dungeon062120 - Dungeon Level 10

Room # 10

Closet - 20ft. long x 45ft. wide x 15ft. tall

fresco (painting); Bridge, with car and pulley system; acrid smell; still, warm (or hot)

Energy/Elemental Door on the north wall leading to a 30ft. long x 20ft. wide x 25ft. tall hallway.

Sample Names: Diriya the obscene Doctor Bee (Unexplained); Rhen the carnivorous Moon Avenger (Psychic)

Passage transforms into Elemental Rot Trap; DL 10; Search DC 103 (120 Dex damage/s, no resistance)

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

[x2] Gods cannot taste, see, or sense into this room unless they are actually there; Divine Intervention fails

59,239gp

dry leaves/twigs

the spray, getting drenched as you pass, 0gp

Tan Sword, short [4d10] x3 Th/+168 dmg 19+/x2; 1M: SL\*CL/2 Light damage

(no save) and SL/2 instances of blindness (save); CL 60; SL 10, 41244gp

Scroll of Spell Research, Wizard (1/d: A new spell

(randomly researched) of levels 1-10 appears on the scroll.), 101530gp

DL X Macro-Tiny City/Town Plants x(70) x[7]

|iAC| 1006, HD 5121, lifep 4.5E+5, CR 151% #Att 2, TH ÷ AC/Save DC by 110, dmg 407

Str 43, Dex 62, Con 61, Int 30, Wis 68, Chr 52, 240kxp

Has hirelings, Immune critical hits, poison, sleep, paralysis, stunning.

Prepared effects:

[Pri SL10] Spell Immunity 10: Be immune to 7 spells by name

[Psi-6G Grand] Wrath †: 1bM: Can use an extra 1P each segment this round; Immune to Fire and Negative

[Psi45 Grand] Illusory Duplication: Mirror Image (SL images)

[Psi0 minor] Catfall: Land on feet, get a Dex check versus each die of the falling damage

[Pri SL5] Immune [E=2 element]: Pick an E=2 element, you are immune to it for 1 hour. (This immunity does not "spread" into other elements)

[Psi54 minor] Magic Shield: Stops SL/2 magical attacks on you

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

[Psi2 minor] Mind Bar: 75% vs. Ench/Cha; immune Telep.; +5 in contests

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

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

Combat effects:

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

[Psi54 Grand] Psychic Will: Wall of Force

[Pri SL5] Dispel Evil: Unsummons evil creatures (Outer-planar/summoned no save). If cast against 1 creature of the appropriate level

[Psi29 Grand] Grease Bolt LVLd8:

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

[Wiz SL10] Immediate Monster Summoning X: Summons a DL VIII monster without summoning sickness

[Wiz SL9] Power Word Blind 9: Blinds & stuns a creature if current hp < 160 (no save)

[Psi54 minor] Sonic Beam: CL\*(SL+2) sound dmg to one target (no save)

[Psi-6N Major] Force of Nature III: Summon a Root Elemental: AC 60, hp 180, #Att 3/1, TH +50, dmg 50

[Wiz SL6] Semi-Imprisonment: Target is Imprisoned for CL segments (no save)

Dungeon062120 - Dungeon Level 10

Room # 11

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

portcullis; decanter; laughter; whispering

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

Sample Names: Loxar the handsome Count Dog (Knife); Coel the polite Dare- Condor (Cycle)

Flooding Trapdoor Trap; DL 10; Search DC 105 (560 Cml damage, no save)

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

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Turn 7,778gp

holy symbol

a sprig of a torment pine, 'harm', 100gp

Multi-colored Model car: Free Improved Trip Feat: +1 attack if you successfully trip someone; 100870gp

loun Stone, Normal, +1 Chr, 6420gp

DL X Gargantuan Plains Familiars x(103) x[7]

iAC 1020, HD 169, |hp| 13440, MR 106% #Att 8, TH ÷ AC/Save DC by 110, dmg 1207

Str 56, Dex 53, Con 59, Int 42, Wis 25, Chr 57, 240kxp

Has mtg W spells, Familiar Immunity

Prepared effects:

[Psi7 minor] (no name): Whenever you touch someone, they get a disease (PPD save)

[Psi30 Grand] Flame Shield: Protection from Fire

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

[Pri SL8] Antimagic Field : Negates magic within 10 ft.

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

[Pri SL5] Resist [E=5 element]: Pick an E=5 element, you resist it for 1 hour.

[Pri SL7] Regenerate 7: Regenerates 1 hp /s

[Psi0 Grand] Cobra Charm: Gaze, target must save vs. RSW or he cannot use any actions next segment, maintain 1M

[Psi-6E Grand] Bringer: Immune Illusions; Immune Disease; Immune Reverse Healing

[Psi29 Grand] Duplicate Magic Item (x1):

Combat effects:

[Psi54 minor] Bio-Energy Blast: CL\*(SL+2) force dmg to one target (no save)

[Psi29 Major] Rust Metal:

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

[Wiz SL8] As You Will Be: +1 ML for 1 turn, you will Twilight at end of effect (no resistance)

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

[Wiz SL9] Imprisonment: Entombs subject beneath the earth

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

[Pri SL5] Animate Dead Monsters: Animates CL dead monsters

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

[Psi45 Major] Summoning: Summon a DL=SL Outer

Dungeon062120 - Dungeon Level 10

Room # 12

Lounge - 15ft. long x 50ft. wide x 15ft. tall

Walls of Magma; Chasm, Constructed (purposely built); roar(ing); still, warm (or hot)

Locked Door, Magic/Psi on the north wall leading to a 35ft. long x 25ft. wide x 20ft. tall hallway.

Sample Names: Angelar the zealous Wild Felon (Zepplin); Arbane the idiotic Flaming Claw (Catapult)

Tripping Pendulums Trap; DL 10; Search DC 102 (Attack +160 ranged, 40d8 idamage)

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

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Segment  
87,480gp

caldron

a Jade Chain, +2 AC, 10gp

Bottle green Flag: +2 Level(s) in a Monster Group Class; 100450gp

Whip of Gothmog (3d6) (+13,+15); -2 to INT, WIS, DEX; Slay Animal, Person, Xdragon; Flame Tongue; Immunity to Fire; Resist Lightning, Dark; Permanent Light; Aggravates; When activated, it fires a large fire ball, 253210gp  
DL X Huge Custom-classes Reptiles x(149) x[7]

iAC 1007, HD 88, lifep 6528, ER 193% #Att 19, TH ÷ AC/Save DC by 110, dmg 407

Str 22, Dex 41, Con 42, Int 51, Wis 30, Chr 64, 240kxp

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

Prepared effects:

[Wiz SL5] Tenser's Transformation 5: +75% of max hp to current hp, +1 TH melee

[Pri SL6] Spell Immunity 6: Be immune to 3 spells by name

[Wiz SL5] Animal Growth : One animal/two levels doubles in size, HD.

[Psi2 minor] Strength of the Land: +25 hp,+3 TH,+3 dmg,25% MR; Lasts 5r after maint.

[Wiz SL7] First Level Magic-User Spells (DM2): Can cast one 1st Level Wizard spell per round as Z action

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

[Psi-3 Major] Physical Barrier: -CL dmg per physical attack

[Pri SL7] Protection from Lightning 7: Stop the next CL\*24 lightning dmg

[Wiz SL5] Original Stoneskin 5: Block the next 2 P actions of attacks

[Psi45 minor] Invisibility: Improved Invis.

Combat effects:

[Pri SL7] Fire Storm 7: (CL+2)d8 holy fire dmg, hits 2 groups (no save)

[Psi29 Major] Drain Magic Items:

[Wiz SL7] Wacky Ball 7 / Normal / ½: Ld20, save: ½

[Psi100 Major] Dispel Exhaustion: Mental Surgery (1) but all in psi link affected

[Psi30 Grand] Stun Blast /Sleep: Astral stunning

[Wiz SL7] Summon Monster VII : Calls outsider to fight for you.

[Psi72 Major] Healing: Cure PL hp; Can use 5 to cure Nausea, 10 to cure Stun

[Wiz SL5] Monster Swarm Summoning V: Summons CL\*2.5 (round down) DL IV monsters

[Wiz SL9] Power Word Blind 9: Blinds & stuns a creature if current hp &lt; 160 (no save)

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

