

Dungeon103020 - Dungeon Level 1

Room # 1

Trophy Room - 25ft. long x 10ft. wide x 35ft. tall

workbench; lamp; clicking; wind, strong

Golem Door (it's a Golem creature) on the east wall leading to a 45ft. long x 20ft. wide x 5ft. tall hallway.

Sample Names: Bedal the spellbinding Caped Twosome (Zamboni); Citronella the heroic Prince Fox (Hydrofoil)

Razor-Wire Wall Trap; DL 1; Search DC 11 (10 Str damage, no save), (multiple targets)

Altar that (causes/has/or is) Asks

[x1] Healing spells function at triple effect

321gp

metal bookcase

golden dragonscale sleeves, +2 AC, 280gp

Drab Rope [1d12] +0 Th/+0 dmg 18+/x2; 1Z: Deal 3d6 energy damage to up to five subjects.; CL 3; SL 1, 270gp

Dull Bottle cap: Free Earth Focus Feat: Earth-based spells you cast get +3 CL; 1260gp

DL I Fine Megaverse-Project Weirds x(4) x[7]

AC 22, HD 3, hp 4, #Att 1, TH ÷ AC/Save DC by 4, dmg 5

Str 16, Dex 14, Con 13, Int 17, Wis 15, Chr 17, 0.02kxp

Convert hp to Stunhp at 10:1 ratio, Immune critical hits/poison/sleep/paralysis/stunning. Has no soul.

Prepared effects:

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

Combat effects:

[Psi54 minor] Mind Blast: SL Int dmg to one target (no save)

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Room # 2

Museum - 25ft. long x 25ft. wide x 10ft. tall

bookcase; fireplace & wood; scratching/scrabbling; slithering

Water Lock Door (holds back a lot of water) on the east wall leading to a 40ft. long x 20ft. wide x 15ft. tall hallway.

Sample Names: Faranos the unpleasant Platypus Woman (Zip Gun); Weydan the strange Quick Marvel (Surfboard)

Camouflaged Pendulums Trap; DL 1; Search DC 11 (Attack +11 ranged, 10d2 Wis damage)

Dome that (causes/has/or is) Collapsing

[x1] Nothing in the room can be affected by Mirage Arcana, Don't generate "!"s, Major Image

697gp

hammer head

A pill bottle, 100gp

Inventor's Sword of Valeron: Equip: Pay 2 Int and "Equipped creature gets +6 to hit/dmg and +11 AC/saves and 6 hp and has Defender and Denimwalk.; 1590gp

Riot of Distinction: Equip: Pay 30 Skill Point(s) and "Equipped creature gets +6 to hit/dmg and +9 AC/saves and 5 hp and has Ingest and Denimwalk.; 1220gp

DL I Fine Desert/Arabian Mutants x(4) x[8]

AC 21, HD 3, hp 4, #Att 1, TH ÷ AC/Save DC by 4, dmg 5

Str 15, Dex 15, Con 16, Int 13, Wis 16, Chr 16, 0.02kxp

Resist heat, Has mtg C spells, Immune radiation, has Psi freq divisible by 9

Prepared effects:

[Psi16 minor] Golem Form: Wood: Immune Wood; 1M: Transmute Metal to Wood (owner PP saves)

Combat effects:

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

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Room # 3

Waiting Room - 45ft. long x 50ft. wide x 40ft. tall

vial; brazier & charcoal; poor oxygen; giggling (faint)

Plane Shift Door (other side is on another plane) on the west wall leading to a 25ft. long x 20ft. wide x 15ft. tall hallway.

Sample Names: Shareef Miksa the acerbic Armadillo Prodigy (Spike); Iljura the unpleasant Bored Beast (Hubcap)

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

Pillar or Column that (causes/has/or is) Gravity - Lesser

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

442gp

pot

blade of the trustworthy sword, sword, 10d17 (90), 0gp

Gauntlets of Fumbling, 3210gp

Gauntlets of Fumbling, 3210gp

DL I Medium Outer-NE Elf/Avalons x(7) x[5]

AC 22, HD 4, hp 64, #Att 1, TH ÷ AC/Save DC by 4, dmg 5

Str 12, Dex 12, Con 16, Int 17, Wis 12, Chr 12, 0.02kxp

Telepathy, immune acid/poison, resist cold/electricity/fire., Immune sleep, aging

Prepared effects:

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

Combat effects:

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

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Room # 4

Laboratory - 50ft. long x 10ft. wide x 5ft. tall

Floors of Air; barrel; hooting; splintering

Mobile Door (door moves around in dungeon) on the east wall leading to a 40ft. long x 25ft. wide x 20ft. tall hallway.

Sample Names: Lodin Clubthrazer the daring Gold Miracle (Sword); Neznam the bombastic Brother Marvel (Ancient lore)

Spiked Vent Trap; DL 1; Search DC 11 (10 Str damage, no resistance)

Dome that (causes/has/or is) Gravity - Greater

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

649gp

grains

a bottle of wine, 650gp

Lime-green Helm [AT+4] +1 AC/+2 Saves; 1V: Mirror Image (1 image), it has SL^3 hp;

it flies at SL*3"; you can cast Psi45 effects through it; CL 3; SL 1; 1330gp

Mirror of Opposition, 3220gp

DL I Medium Star-Trek-Loop Weirds x(7) x[4]

AC 22, HD 4, hp 64, #Att 1, TH ÷ AC/Save DC by 4, dmg 5

Str 15, Dex 16, Con 16, Int 16, Wis 12, Chr 16, 0.02kxp

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

Prepared effects:

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

Combat effects:

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

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Room # 5

Wardrobe - 10ft. long x 25ft. wide x 25ft. tall

peephole; cloth (altar); shuffling; whispering

Locked Door, Out of Phase on the east wall leading to a 15ft. long x 25ft. wide x 20ft. tall hallway.

Sample Names: Melarn the discourteous Magna- Doom (Capsule); Secarr the abhorrent Teenage Disaster (Unicorn)

Lock transforms into Elemental Shadow Trap; DL 1; Search DC 11 (10 Int damage/s, no save)

Vegetation that (causes/has/or is) Illusionary wall concealing a chute below

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

334gp

cloth cloak

the halberd, polearm, 2d14 (15), 162gp

Thimble of Yellowy Semen:: 1M: Teaser Bolt-On: Do this Status Effect

to one target (Spell save: 0) ; CL 3; SL 1; 1460gp

Rian's Finger Nails: +4 to Dex; 1/2P: Summon CL Dwarves of DL I; As each one

dies, it deals 10 dmg or 1 rdmg to one target. ; CL 4; SL 1; 2050gp

DL I Fine Megaverse-Project Leeches x(8) x[4]

AC 21, HD 3, hp 4, #Att 1, TH ÷ AC/Save DC by 4, dmg 5

Str 16, Dex 14, Con 16, Int 16, Wis 15, Chr 14, 0.02kxp

Convert hp to Stunhp at 10:1 ratio, 0, 1/half segment: Remove a SEL=DL status effect.

Prepared effects:

[Psi-1 minor] Visibility: Everything within 30'r is visible (counters hidden and Disappearance too)

Combat effects:

[Psi-6G minor] Exorcise: CL dmg & CL^3 lbs. telekinesis in a 70' line (no save); for objects, can force item saves

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Room # 6

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

ladle; skin; ringing; thumping

Double Door on the west wall leading to a 15ft. long x 10ft. wide x 25ft. tall hallway.

Sample Names: Ibron the congenial Hawk Albino (Biotechnology); Andalusia the impossible Professor Intruder (Gun)

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

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

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

105gp

paste

a blue steel visor, +4 AC, 195gp

Drab Cyber/Bio-ware: +1 Revive Slots; 1180gp

Bluish Necklace [AT+4] +5 AC/+2 Saves; 1attack: +25 hp,+3 TH,+3 dmg,25% MR; CL 3; SL 1; 1690gp

DL I Medium Jungle Undeads x(5) x[4]

AC 22, HD 4, hp 64, #Att 2, TH ÷ AC/Save DC by 4, dmg 5

Str 17, Dex 14, Con 15, Int 14, Wis 12, Chr 15, 0.02kxp

Has mtg G spells, No CON. Has Psi 7. Heal to dmg. Undead traits from PHB3

Prepared effects:

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

Combat effects:

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

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Room # 7

Crypt / Burial Chamber - 50ft. long x 45ft. wide x 10ft. tall

Chute, Flesh (acid damage); ramp; tapping; steamy

Membrane Portal on the north wall leading to a 25ft. long x 20ft. wide x 5ft. tall hallway.

Sample Names: Geranco the warped Sky Lad (Chariot); Banning Maccusson the adjectiveless Robo- Paladin (Sling)

Inhaled Shards Trap; DL 1; Search DC 11 (10 Int damage, no resistance)

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

[x1] Psi 18 powers function at triple effect

794gp

wax drippings

an apology note, 0gp

Rian's Deltoid muscle: +1 to Wis; 1P: Clerical Miracle N.; CL 3; SL 1; 1140gp

Pariah's of the Gods: Equip: Pay 2 SL(s) and "Equipped creature gets +5 to hit/dmg and +5 AC/saves and 7 hp".; 1650gp

DL I Fine Post-Apocalyptic/Cybernetic Mutants x(4) x[6]

AC 22, HD 3, hp 4, #Att 2, TH ÷ AC/Save DC by 4, dmg 5

Str 17, Dex 16, Con 15, Int 15, Wis 13, Chr 13, 0.02kxp

Class VI Esper Blind, Immune radiation, has Psi freq divisible by 9

Prepared effects:

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

Combat effects:

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

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Room # 8

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

dais (raised platform); bellows; moaning; poor oxygen

Zombie Door (made of zombies) on the north wall leading to a 10ft. long x 25ft. wide x 5ft. tall hallway.

Sample Names: Floshin the charismatic Time -wing (Omni-); Scadra the amphibious Mother Lass (-O-matic)

Dropping Pit Trap; DL 1; Search DC 11 (20 damage, DC 11 PPD save for 1/10)

Door that (causes/has/or is) Polymorphing

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

326gp

tinderbox

a pair of sub issue leggings, +1 AC, 8gp

Rian's Rectus femoris muscle: +1 to HD; 1attack: Create a

force dagger attack 1/r for 1d6, 19+.; CL 4; SL 1; 1350gp

loun Stone of Sha'ir (Know all allowed spells up to spell level 3), 5220gp

DL I Fine Nightmare-Dimension Humanoids x(7) x[5]

AC 22, HD 3, hp 4, #Att 2, TH ÷ AC/Save DC by 4, dmg 9

Str 13, Dex 14, Con 15, Int 17, Wis 15, Chr 15, 0.02kxp

Sleep Aura, ER DL *5%, Has 2 arms, 2 legs, and 1 head.

Prepared effects:

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

Combat effects:

[Psi-2 minor] Weakness of the Land: 25 dmg, -3 TH, -3 dmg, -25% MR; Lasts 5r after maint.

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Room # 9

Harem/Seraglio - 5ft. long x 5ft. wide x 15ft. tall

ledge; candelabrum; updraft, slight; downdraft, slight

Intelligent Door, might have ego score on the south wall leading to a 30ft. long x 10ft. wide x 10ft. tall hallway.

Sample Names: Talaudrym the \$6 million Masked Phantom (Kinetic); Oleg of Ezsk the frigid Golden Widow (SUV)

Deeper Drawer Trap; DL 1; Search DC 11 (10 Wis damage, no resistance)

Vegetation that (causes/has/or is) Distorted - Height/Depth

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

917gp

throne

a dog kennel, 0gp

loun Stone, Normal, +1 Wis, 5120gp

Adventuring Kit: Equip: Pay 49 Skill Point(s) and "Equipped creature gets +8 to hit/dmg and +4 AC/saves and 8 hp".; 1200gp

DL I Small Swamp Golems x(4) x[8]

AC 22, HD 3, hp 32, #Att 1, TH ÷ AC/Save DC by 4, dmg 9

Str 15, Dex 16, Con 12, Int 12, Wis 15, Chr 16, 0.02kxp

Has mtg B spells, Has Psi 16. Construct traits from PHB3

Prepared effects:

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

Combat effects:

[Psi6G minor] Remove Demon Influence: Removes possession, domination, charm, etc.; Does not have to be evil source

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Room # 10

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

table, trestle; Bridge, Swinging (like a swing); downdraft, slight; knocking

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

Sample Names: Yendari the clueless Extra-terrestrial Blade (Submarine); Nelinderra the beautiful Sun Flare (Cow)

Tripping Pendulums Trap; DL 1; Search DC 11 (Attack +18 ranged, 10d2 Cml damage)

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

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

440gp

bandages

canine, dagger, 5d11 (30), 200gp

Cinnamon Longbow, composite [1d10] +5 Th/+2 dmg 18+/x2; 1P: Create

a random trap (only enemies trigger it); CL 4; SL 1, 1014gp

Phylactery of Monstrous Attention, 3210gp

DL I Fine Black-Ice Lycanthropes x(8) x[5]

AC 22, HD 3, hp 4, #Att 2, TH ÷ AC/Save DC by 4, dmg 5

Str 14, Dex 17, Con 15, Int 12, Wis 15, Chr 12, 0.02kxp

Knows Bug/Brass Gnat spells, Can polymorph to alternate form.

Prepared effects:

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

Combat effects:

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

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Room # 11

Bedroom/Boudior - 40ft. long x 45ft. wide x 50ft. tall

incense burner(s); pillar; ozone smell; smoky smell

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

Sample Names: Stonecrusher the diseased Sister Glider (Knife); Verbek the nefarious Obsidian -strike (Web)

Contact Holy Water Trap; DL 1; Search DC 11 (20 damage, DC 11 Will save for half)

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

[x1] Elemental spells function at triple effect

16gp

shuriken

a Potion of the Final Conflict!, 'detect evil' 'detect invis' 'protection evil' 'detect hidden', 30gp

Rose-coloured Button: +1 Level(s) in a Warrior Group Class; 1800gp

Hammer Song Lyre: Equip: Pay 2 SL(s) and "Equipped creature gets +10 to hit/dmg and

+4 AC/saves and 8 hp and has Ingest, Protection from two-word names and Deathtouch.; 1930gp

DL I Diminutive Priest-classes Intelligent-Trap/Trick/Specials x(4) x[5]

AC 21, HD 3, hp 8, #Att 2, TH ÷ AC/Save DC by 4, dmg 5

Str 16, Dex 13, Con 12, Int 14, Wis 15, Chr 13, 0.02kxp

Knows Priest spells, Incorporeal, Find/Remove Trap/Trick/Special halves hp

Prepared effects:

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

Combat effects:

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

Dungeon103020 - Dungeon Level 1

Room # 12

Cell - 15ft. long x 45ft. wide x 5ft. tall

Stalactites (some might fall); waterclock; clear; bellow (ing)

Locked Door, Magic/Psi on the south wall leading to a 15ft. long x 25ft. wide x 10ft. tall hallway.

Sample Names: Teryani the abhorrent Wombat Sadists (Zip Gun); Martek the clueless Do-Gooder Creeper (Cow)

Ingested Negative Energy / Death Trap; DL 1; Search DC 11 (20 damage, DC 11 Spell save for 1/10)

Container (Barrel, Jar, Vase, etc.) that (causes/has/or is) Magical Pool/Throne: Does a High Frequency Sample

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

562gp

sword

a pair of fake diamond earrings, +1 AC, 100gp

Egg of Desire, 6120gp

Gallon of Emerald Breast Milk; 1M: Abe Lincoln Beam: Do this

Status Effect to one target (no save) ; CL 3; SL 1; 2080gp

DL I Small City/Town Reptiles x(4) x[8]

AC 21, HD 3, hp 32, #Att 2, TH ÷ AC/Save DC by 4, dmg 5

Str 17, Dex 14, Con 17, Int 13, Wis 13, Chr 13, 0.02kxp

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

Prepared effects:

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

Combat effects:

[Psi29 minor] Blindness:

Dungeon103020 - Dungeon Level 2

Room # 1

Temple - 50ft. long x 15ft. wide x 40ft. tall

Bridge, Log; Bridge, with car and pulley system; footsteps (side); music

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

Sample Names: Cailynn the horrible Ruby Terror (Axe); Zemio the fearless Black Legion (Lucky Rabbit's Foot)

Bloodboil Trap; DL 2; Search DC 22 (Psionicist CL 4, DC 22 PPD save for 1/10)

Statue that (causes/has/or is) Collapsing

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

597gp

pottery shard

The Plate Of Arbitrator, 500gp

Bluish Staff [1d10] +2 Th/+4 dmg 19+/x3; 1/2Z: -3xCL" move rate (no

save); loses Dex bonus to saves & AC (save); CL 5; SL 2, 1234gp

Cobbled Plate: Equip: Pay 2 Int and "Equipped creature gets +2 to hit/dmg and +9 AC/saves and 40 hp"; 4170gp

DL II Diminutive Dead-Timeline/Looporal Humanoids x(10) x[8]

AC 84, HD 10, hp 20, RR 104% #Att 3, TH ÷ AC/Save DC by 12, dmg 50

Str 22, Dex 14, Con 20, Int 19, Wis 22, Chr 20, 0.1kxp

Reality/Loop stable., Has 2 arms, 2 legs, and 1 head.

Prepared effects:

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

[Psi23 minor] Obscuring Cloud: Blocks all forms of vision (inf,ult,x-r)

Combat effects:

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

[Psi7 minor] (no name): Summon a DL I Undead

Dungeon103020 - Dungeon Level 2

Room # 2

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

bellows; statue; bang, slam; bellow (ing)

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

Sample Names: Yulash the boisterous Pubescent Five (-wagon); Ashdown the illustrious Shambling -noid (Horse)

Camouflaged Arrows Trap; DL 2; Search DC 22 (Attack +2 ranged, 10d2 Wis damage)

Room (Floor) that (causes/has/or is) Electrical Shock

[x1] Radiation (Psi9) of RS=3 (doesn't fluctuate)

3,139gp

broken bottle

a dish of fish, 50gp

Syringe of Electric Blue Tears;; 1P: Arabian Sunglasses Brand: Brand this

Status Effect to one weapon (no save) ; CL 8; SL 2; 4290gp

Helm of Broken Glass: Equip: Pay 3 Luck and "Equipped creature

gets +8 to hit/dmg and +10 AC/saves and 10 hp".; 4220gp

DL II Diminutive Outer-CE Elf/Avalons x(12) x[7]

AC 82, HD 5, hp 48, #Att 2, TH ÷ AC/Save DC by 12, dmg 34

Str 17, Dex 15, Con 21, Int 15, Wis 17, Chr 20, 0.1kxp

Telepathy, immune electricity/poison, Resist acid/cold/fire, Immune sleep, aging

Prepared effects:

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

[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:

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

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

Dungeon103020 - Dungeon Level 2

Room # 3

Audience - 45ft. long x 35ft. wide x 40ft. tall

screen; bench; stale, fetid smell; knocking

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

Sample Names: Calingnon the atrocious Magnetic America (Lasso); Rivkah the rabid Extra-terrestrial Dude (Omni-)

Contact Minerals Trap; DL 2; Search DC 22 (40 Con damage, no resistance), (multiple targets)

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

[x1] Dimensional Mine Generator (one mine per half segment, hits a random player or monster, takes 1d10 dmg and is Cannot N
2,848gp

cloth

a savage broadsword, sword, 5d8 (22), 50gp

Needle of Scarlet Sweat;; 1Z: Pleaser Blast: Do this Status Effect to one group (no save) ; CL 8; SL 2; 4360gp

Sunpouncer: Equip: Pay 77 Rogue Point(s) and "Equipped creature gets

+11 to hit/dmg and +3 AC/saves and 7 hp"; 5070gp

DL II Tiny Demi-Planes Kobolds x(9) x[7]

AC 81, HD 3, hp 40, #Att 2, TH ÷ AC/Save DC by 6, dmg 49

Str 17, Dex 13, Con 21, Int 16, Wis 13, Chr 17, 0.1kxp

Immune hostile environments, Bars extradimensional travel, Can overbear in numbers.

Prepared effects:

[Psi2 minor] Awe: Won't attack caster (save); No save

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

Combat effects:

[Psi10 minor] Suggest: Suggestion (save)

[Psi72 minor] Dazzle: Blind one sense to everyone in one group (RSW save)

Dungeon103020 - Dungeon Level 2

Room # 4

Chantry (Shrine) - 10ft. long x 35ft. wide x 35ft. tall

blanket; charcoal bin; clear; murmuring

Golem Door (it's a Golem creature) on the north wall leading to a 5ft. long x 20ft. wide x 25ft. tall hallway.

Sample Names: Wyndemere the mad Omega Demon (Giraffe); Brunn the immoral Earth Doom (Prototype)

Inhaled Radiance Trap; DL 2; Search DC 21 (20 damage, no resistance)

Monster that (causes/has/or is) Gaseous

[x1] Roll 1d50+1 times on the x1 Special table; duplicated results are doubled/tripled/quadrupled/etc.

2,377gp

pick handle

a tassled jester's hat, +5 AC, 250gp

Multi-prismatic Sword, two-bladed [1d10] +9 Th/+15 dmg 18+/x2; 1/2attack: Assassination 10*LVL%

(as Rogue ability), lasts for 1 attack; CL 5; SL 2, 4754gp

Cup of Pinkish Urine;; 1/2attack: Alaskan Pipeline Brand: Brand this Status

Effect to one weapon (no save) ; CL 8; SL 2; 4610gp

DL II Tiny Alley Goblin/Orcs x(13) x[5]

AC 82, HD 3, hp 80, #Att 2, TH ÷ AC/Save DC by 6, dmg 49

Str 16, Dex 21, Con 21, Int 24, Wis 22, Chr 16, 0.1kxp

Attacks as x2 DL., Dark Vision, Stay conscious past 0hp. Light Sensitivity

Prepared effects:

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

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

Combat effects:

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

[Psi-1 minor] Object Writing: Item must make item saving throw or destroyed

Dungeon103020 - Dungeon Level 2

Room # 5

Cistern (holds water) - 20ft. long x 40ft. wide x 35ft. tall

Floors of Plants; Floors of Webs; "Bleah!" (off in the distance); bong

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

Sample Names: Silath the athletic Human Wombat (Gadgets); Yendari the clueless Princess Photon (Belt)

Wide-Mouth Chute Trap; DL 2; Search DC 21 (20 Con damage, DC 22 Spell save to negate), (multiple targets)

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

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

628gp

books

a bardiche, polearm, 2d6 (7), 27gp

Rian's Tears: +6 to Con; 1P: Summon a DL=II Rat with

"when summoned, erase a spell/power from a target".; CL 6; SL 2; 4220gp

Kusari- Reforged: Equip: Pay 3 Str and "Equipped creature gets +2 to hit/dmg and +10 AC/saves and 9 hp and has Exploit and Dethrone.; 4200gp

DL II Small Plains Artifacts x(14) x[6]

AC 82, HD 6, hp 80, #Att 4, TH ÷ AC/Save DC by 12, dmg 49

Str 24, Dex 20, Con 19, Int 17, Wis 23, Chr 14, 0.1kxp

Has mtg W spells, Ego Score, Can dominate things.

Prepared effects:

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

[Psi30 minor] Armor: Melee:+½ AC,-1dmg per hit/succ

Combat effects:

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

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

Dungeon103020 - Dungeon Level 2

Room # 6

Closet - 30ft. long x 35ft. wide x 40ft. tall

pedestal; knives; earthy smell; dank, mouldy smell

Plant Door (a door made of plants) on the east wall leading to a 35ft. long x 15ft. wide x 20ft. tall hallway.

Sample Names: Tusmit the obscene Bat Bat (Derringer); Shaartael the daring Earth Viking (Ice)

Lowering Drawer Trap; DL 2; Search DC 21 (20 damage, no resistance), (multiple targets)

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

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

889gp

wooden bench

Drug Cabinet, 50gp

Ochre Necklace [AT+5] +15 AC/+15 Saves; 1attack: Fear by sight (SL saves); CL 5; SL 2; 4700gp

Copper Staff [2d6] +5 Th/+4 dmg 20+/x3; 1attack: One group is charmed (Will save), doesn't affect undead etc.; CL 6; SL 2, 1990gp

DL II Small Time/Temporal Elf/Avalons x(8) x[4]

AC 82, HD 12, hp 80, #Att 1, TH ÷ AC/Save DC by 6, dmg 34

Str 23, Dex 24, Con 13, Int 20, Wis 17, Chr 14, 0.1kxp

Time/Reality stable., Immune sleep, aging

Prepared effects:

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

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

Combat effects:

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

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

Dungeon103020 - Dungeon Level 2

Room # 7

Creamatorium - 25ft. long x 15ft. wide x 10ft. tall

Walls of Ooze; chair with straps; chirping; slithering

Time Door (goes to another time) on the south wall leading to a 20ft. long x 5ft. wide x 15ft. tall hallway.

Sample Names: Ulinda the wonderful Hawk Scavenger (Rainbow); Nayalita the uncanny Tattered Queen (Burro)

Contact Metallic Trap; DL 2; Search DC 22 (40 damage, DC 21 Spell save for 1/3)

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

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

1,299gp

trident

a pellet of rabbit food, 'haste' " " ", 50gp

Vial of Dove-Grey Mucus;; 1P: Alaskan Pipeline Bolt-On: Do this Status

Effect to one target (Spell save: 0) ; CL 5; SL 2; 4710gp

Rian's Deltoid muscle: +2 to Wis; 1M: Gain "All Priest" group abilities. ; CL 6; SL 2; 4980gp

DL II Large Outer-LG Familiars x(10) x[8]

AC 81, HD 24, hp 384, #Att 4, TH ÷ AC/Save DC by 6, dmg 49

Str 13, Dex 23, Con 13, Int 16, Wis 16, Chr 23, 0.1kxp

Immune acid/cold/petrification. Resist electricity/fire. Pro evil, Familiar Immunity until offensive

Prepared effects:

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

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

Combat effects:

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

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

Dungeon103020 - Dungeon Level 2

Room # 8

Lounge - 30ft. long x 35ft. wide x 45ft. tall

forge; table; scuttling; ozone smell

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

Sample Names: Gaut the socio-pathic Power Quartet (Lycanthropy); Alima the atrocious Grey Irregular (Ship)

Poisoned Blades Trap; DL 2; Search DC 21 (Attack +20 ranged, 20d4 Wis damage), (multiple targets)

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

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

1,350gp

pail

an iron bracer, +1 AC, 115gp

Skull of Avacyn: Equip: Pay 60 hp(s) and "Equipped creature gets +3 to hit/dmg and +6 AC/saves and 8 hp".; 4570gp

Spy of Immolation: Equip: Pay 27 Skill Point(s) and "Equipped creature gets +4 to hit/dmg and +3 AC/saves and 32 hp".; 4800gp

DL II Diminutive Outer-CE Beholders x(10) x[5]

AC 81, HD 10, hp 24, #Att 2, TH ÷ AC/Save DC by 6, dmg 50

Str 14, Dex 16, Con 13, Int 17, Wis 18, Chr 16, 0.1kxp

Telepathy, immune electricity/poison, Resist acid/cold/fire, Has eye stalks/1 mouth/1 central anti-magic eye. Can cast through e

Prepared effects:

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

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

Combat effects:

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

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

Dungeon103020 - Dungeon Level 2

Room # 9

Laboratory - 50ft. long x 40ft. wide x 10ft. tall

cloth (altar); tripod; murmuring; squealing

Water Lock Door (holds back a lot of water) on the west wall leading to a 30ft. long x 15ft. wide x 5ft. tall hallway.

Sample Names: Paddin the friendly, neighborhood Sovereign Photon (Barge); Kirian the super-intelligent Doctor -iac (Near-death

Stairs transforms into Elemental Silence Trap; DL 2; Search DC 22 (10 Con damage/s, no save), (multiple targets)

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

[x1] DIZ (Dispel Innate Zone) - Innate effects get countered; existing innate effects have SL% of being dispelled/Year
2,564gp

bag

tartan tam of MacGregor, +5 AC, 3000gp

Kite Takeno's Daisho: Equip: Pay 3 Con and "Equipped creature gets +5 to hit/dmg and +8 AC/saves and 7 hp"; 4640gp

Sun Axe: Equip: Pay 3 Int and "Equipped creature gets +6 to hit/dmg and +7 AC/saves and 28 hp"; 4400gp

DL II Diminutive Outer-NE Kobolds x(13) x[7]

AC 82, HD 5, hp 48, #Att 3, TH ÷ AC/Save DC by 6, dmg 50

Str 15, Dex 24, Con 19, Int 24, Wis 20, Chr 19, 0.1kxp

Telepathy, immune acid/poison, resist cold/electricity/fire., Can overbear in numbers.

Prepared effects:

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

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

Combat effects:

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

[Psi-3 minor] Muscle Lock: Subject cannot move or take any physical actions.

Dungeon103020 - Dungeon Level 2

Room # 10

Dining / Feast Hall - 35ft. long x 20ft. wide x 40ft. tall

fetters; Floors of Water; sobbing; twanging

Stone Door, Normal on the north wall leading to a 40ft. long x 5ft. wide x 20ft. tall hallway.

Sample Names: Magnild Whiteworm the holy Scarlet Conglomerate (Mystic); Aleris the raving Fighting Demon (Portal)

Shatter Trap; DL 2; Search DC 21 (Wizard CL 4, DC 21 Fortitude save for half), (multiple targets)

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

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

2,555gp

harpoon

the red helmet of Magneto, +3 AC, 10gp

Pale Cube [1d8] +2 Th/+3 dmg 19+/x3; 1M: Compels subject to follow suggested action.; CL 5; SL 2, 1277gp

Rian's Clavicle bone: +1 to Chr; 1P: Combine a group with your group.; CL 5; SL 2; 4370gp

DL II Diminutive Technological Mutants x(9) x[4]

AC 83, HD 10, hp 40, #Att 3, TH ÷ AC/Save DC by 6, dmg 18

Str 13, Dex 22, Con 23, Int 23, Wis 17, Chr 21, 0.1kxp

Has Psi 8/16/24 items, Immune radiation, has Psi freq divisible by 9

Prepared effects:

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

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

Combat effects:

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

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

Dungeon103020 - Dungeon Level 2

Room # 11

Elevator Room - 40ft. long x 30ft. wide x 35ft. tall

parchment; funnel; creaking; rustling

Sliding Door (slides left/right into wall) on the south wall leading to a 10ft. long x 20ft. wide x 15ft. tall hallway.

Sample Names: Vokos the superlative Cyber- Blitzkrieg (Kinetic); Numestra the unlucky Zoo Lord (Unicycle)

Door transforms into Elemental Composite Trap; DL 2; Search DC 22 (40 Con damage/s, no save)

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

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

1,380gp

books

Owl eyes, +5 AC, 900gp

Hat of Difference, 7220gp

Rian's Urine: +2 to Dex; 1attack: 1V, 1/reset: Destroy a magic item, effect, or creature (creature gets PPD save) ; CL 6; SL 2; 4990gp

DL II Tiny Mirror-Universe Faeries x(8) x[7]

AC 82, HD 6, hp 80, RR 111% #Att 3, TH ÷ AC/Save DC by 6, dmg 50

Str 18, Dex 21, Con 18, Int 15, Wis 15, Chr 16, 0.1kxp

May have slight tweaks on other abilities., Overwrite AC to |AC|, Flys, No target.

Prepared effects:

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

[Psi54 minor] Invisibility: Minor: Invisibility; Major: Improved Invisibility; Grand: Dust of Disappearance

Combat effects:

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

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

Dungeon103020 - Dungeon Level 2

Room # 12

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

vial; Floors of Air; laughter; sobbing

Plant Door (a door made of plants) on the west wall leading to a 20ft. long x 25ft. wide x 15ft. tall hallway.

Sample Names: Esmeralle the spiteful Jet Light (Donkey); Setkoth the savage Bored Fury (Cloud)

Hypnotic Pattern (1) Trap; DL 2; Search DC 21 (Wizard CL 4, no resistance)

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

[x1] Gravity low 1/7 of a G (-4 Dex, move rate divided by 3, falling dmg = 0, Z actions reduced to 1/s, -1 Con/week)
2,851gp

corpse (adventurer)

an easy chair, 0gp

Hammer Plate: Equip: Pay 70 Rogue Point(s) and "Equipped creature gets +4 to hit/dmg and +9 AC/saves and 20 hp".; 4320gp

Aqua Glasses: All your Monster classes use the "set XP table"(3kxp at 2nd, doubles til 9th,600kxp at 10th,+300kxp per level afterward).; 4780gp

DL II Tiny Outer-CN Intelligent-Trap/Trick/Specials x(11) x[5]

AC 82, HD 10, hp 80, #Att 4, TH ÷ AC/Save DC by 6, dmg 33

Str 15, Dex 18, Con 20, Int 19, Wis 24, Chr 18, 0.1kxp

Dark vision, Immune high freq samp, chaos effects, Resist law, Incorporeal, Find/Remove Trap/Trick/Special halves hp

Prepared effects:

[Psi-6G minor] Trumpet: Each segment, if an enemy combatant does *not* attack you, he takes CL dmg (no save)

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

Combat effects:

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

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

Dungeon103020 - Dungeon Level 3

Room # 1

Psionicist's Chamber/Lab - 15ft. long x 45ft. wide x 45ft. tall

chair with straps; Walls of Insects; dank, mouldy smell; groaning

Bone Door (shrieks loudly if opened) on the east wall leading to a 20ft. long x 10ft. wide x 25ft. tall hallway.

Sample Names: Ramila the omnivorous Bored Alien (Hammer); Jilith the excessive Flaming Albino (Skis)

Rolling Deathblades Trap; DL 3; Search DC 32 (Attack +36 ranged, 20d2 Dex damage), (multiple targets)

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

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

6,190gp

grill

a yellow rose, +1 AC, 800gp

Lavender Amulet [AT+28] +6 AC/+5 Saves; 1P: Any Thief SL-1 pick; 5*CL Rogue points in it; CL 8; SL 3; 5925gp

Slagwurm Arbalest: Equip: Pay 2 Con and "Equipped creature gets

+7 to hit/dmg and +19 AC/saves and 40 hp"; 9690gp

DL III Tiny Outer-NE Intelligent-Trap/Trick/Specials x(15) x[8]

AC 185, HD 6, hp 288, MR 68% #Att 5, TH ÷ AC/Save DC by 8, dmg 110

Str 17, Dex 14, Con 15, Int 23, Wis 14, Chr 17, 0.2kxp

Telepathy, immune acid/poison, resist cold/electricity/fire., Incorporeal, Find/Remove Trap/Trick/Special halves hp

Prepared effects:

[Psi81 minor] Life Support, Resist Vacuum: Resist Vacuum and High Pressure

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

[Psi72 minor] Shapeshift: Polymorph Self, max difference in weight = PL² lbs.

Combat effects:

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

[Psi7 minor] (no name): Summon a DL I Undead

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

Dungeon103020 - Dungeon Level 3

Room # 2

Well - 5ft. long x 25ft. wide x 50ft. tall

mirror; chest, large; footsteps (approaching); cold current

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

Sample Names: Donatien the virtuous Gorilla Dazzler (BBs); Nalanda the demented Cyber- Detective (Sling)

Burning Trapdoor Trap; DL 3; Search DC 31 (80 damage, no resistance)

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

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

4,829gp

hourglass

The Blade of the Quest Beast, sword, 1d1 (1), 0gp

True-Faith Warclub: Equip: Pay 3 Int and "Equipped creature gets

+3 to hit/dmg and +10 AC/saves and 54 hp"; 9690gp

Marauder's Warhammer: Equip: Pay 58 PSP(s) and "Equipped creature gets

+4 to hit/dmg and +5 AC/saves and 45 hp"; 9930gp

DL III Small Outer-LE Familiars x(23) x[8]

AC 185, HD 27, hp 160, CR 162% #Att 3, TH ÷ AC/Save DC by 24, dmg 110

Str 15, Dex 19, Con 31, Int 14, Wis 31, Chr 26, 0.2kxp

Telepathy, immune fire and poison, resist acid and cold, Familiar Immunity until offensive

Prepared effects:

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

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

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

Combat effects:

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

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

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

Dungeon103020 - Dungeon Level 3

Room # 3

Bedroom/Boudior - 25ft. long x 5ft. wide x 45ft. tall

stuffed beast; whistle; coughing; "Bleah!" (off in the distance)

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

Sample Names: Ulara the jolly Justice Terror (Terra); Jinorus the dumbfounding Arch-Sisterhood (Gun)

Creeping Doom 3 Trap; DL 3; Search DC 31 (Wizard CL 6, no save)

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

[x1] Turning Undead is at -7 CL and +2 to the 1d20 turn roll (these are fixed amounts, rolled once)

5,789gp

clay

flecked ruby, 500gp

Rian's Skull bone: +3 to LVL; 1M: 1bM, lose 40% of current

hp: counter an effect that targets you. ; CL 10; SL 3; 9540gp

Vanguard'ssail: Equip: Pay 2 SL(s) and "Equipped creature gets +4 to hit/dmg and +7 AC/saves and 54 hp"; 9390gp

DL III Tiny Mirror-Universe Aliens x(15) x[6] x[[[[[3]]]]]

AC 186, HD 6, hp 80, MR 177% #Att 5, TH ÷ AC/Save DC by 8, dmg 38

Str 25, Dex 16, Con 14, Int 29, Wis 31, Chr 24, 0.2kxp

May have slight tweaks on other abilities., Does not breathe. Has Psi 8.

Prepared effects:

[Wiz SL3] Prismatic Sphere 3: 1 Prismatic color

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

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

Combat effects:

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

[Psi-12L minor] Charm Blast: One group is charmed (Will save), doesn't affect undead etc.

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

Dungeon103020 - Dungeon Level 3

Room # 4

Observatory - 35ft. long x 40ft. wide x 10ft. tall

bow; boots (iron); wind, strong, gusting; clicking

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

Sample Names: Gildas the Arrowsmith the amphibious Composite King (Kryptonite); Vestele the cut-throat Techni- Person (Adan

Razor-Wire Wall Trap; DL 3; Search DC 33 (10 Cml damage, DC 31 Will save for 1/10)

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

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

6,044gp

slimy coating, wall

elven boots, +4 AC, 120gp

Rian's Phalanx bone: +4 to HNCL; 1/3P: +CL*5 AC or Wall of Force CL*10 ft. ; CL 10; SL 3; 9360gp

Dark Sword, short [1d12] +5 Th/+4 dmg 19+/x2; 1V: Hypnotic

Pattern: As the 2nd level Wizard spell; CL 12; SL 3, 3130gp

DL III Tiny Plains Weirds x(21) x[4] x[[[3]]] x[[[[3]]]] x[[[[[3]]]]]

AC 186, HD 8, hp 96, #Att 4, TH ÷ AC/Save DC by 24, dmg 38

Str 15, Dex 21, Con 25, Int 22, Wis 30, Chr 19, 0.2kxp

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

Prepared effects:

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

[Psi14 minor] (no name): Regen CL hp/s

[Psi15 minor] Versatile Breath Element: You can alternatively use a second element, with E factor equal or less than your norma

Combat effects:

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

[Pri SL3] Summon Insects: Summons DL 3 insects

[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

Dungeon103020 - Dungeon Level 3

Room # 5

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

Bridge, Web; statue(s); rattling; music

Bone Door (shrieks loudly if opened) on the west wall leading to a 25ft. long x 5ft. wide x 25ft. tall hallway.

Sample Names: Zavalla the sinful Vibro Cronie (Astral); Olezka the Wanderer the devious Dare- Mariner (Phone Booth)

Contact Holy {incl. Eldritch / Unholy} Trap; DL 3; Search DC 32 (60 Str damage, DC 31 Will save to negate)

Passage that (causes/has/or is) Treasure hidden by Invisibility

[x1] DAZ (Dispel All Zone) - All effects get countered; existing all effects have SL% of being dispelled/Turn
5,497gp

dragon blood

shot of whiskey, 250gp

Ivory Carrots: +200 Rogue Points; 10090gp

Jet-black Lace: +300 PSP's; 9370gp

DL III Small Lost-Planes/Anguinum-Synod Undeads x(15) x[5] x[[[3]]] x[[[3]]]

AC 182, HD 9, hp 176, MR 93% #Att 5, TH ÷ AC/Save DC by 24, dmg 110

Str 18, Dex 16, Con 15, Int 14, Wis 21, Chr 25, 0.2kxp

Has Miniclass picks, flys, breath E=DL element, No CON. Has Psi 7. Heal to dmg. Undead traits from PHB3

Prepared effects:

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

[Psi23 minor] Acid Cloud: 1 point acid damage per round in area

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

Combat effects:

[Psi29 minor] Blindness:

[Pri SL3] Cure Disease: Cures Disease

[Psi100 minor] Command: Command (Will save), hits 2+CL/9 groups

Dungeon103020 - Dungeon Level 3

Room # 6

Hall, Great - 40ft. long x 15ft. wide x 35ft. tall

Stalactites (some might fall); spinning wheel; scratching/scrabbling; poor oxygen

Plane Shift Door (other side is on another plane) on the north wall leading to a 20ft. long x 15ft. wide x 5ft. tall hallway.

Sample Names: Varundil the wretched Blood Android (Golden); Reule Slystep the greedy Demolition Platoon (Vampirism)

Air in room transforms into Elemental Nether Trap; DL 3; Search DC 31 (30 Wis damage/s, no resistance)(multiple targets)

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

[x1] Gas in room: Int (all in room get +31 to that stat while in room)

7,565gp

cobwebs

a pair of yellow socks, +1 AC, 1gp

Rian's Clavicle bone: +4 to Str; 1Z: 0, sacrifice a summon: Get back 2 SL in progression ; CL 10; SL 3; 9130gp

Rian's Quadriceps femoris muscle: +6 to HNCL; 1M: Change one mathematical operator to a different symbol. + or - = SL

2, * or / = SL 5, ^ or √ = SL 8, ^^ or √√ = SL 11.; CL 12; SL 3; 9400gp

DL III Medium Shangri-La Cthulhoid-Horrors x(23) x[6] x[[[[[3]]]]]

AC 181, HD 10, hp 320, #Att 1, TH ÷ AC/Save DC by 24, dmg 73

Str 28, Dex 27, Con 30, Int 16, Wis 31, Chr 23, 0.2kxp

Has no truename, Immune Lost, Immune called shots and crits, can high freq samp, mind blank

Prepared effects:

[Psi14 minor] (no name): Regen CL hp/s

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

[Psi54 minor] Mystic Shield: SR SL*CL

Combat effects:

[Psi9 minor] Laser Vision: [see in dark] Laser Beam CHd8 dmg (save)

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

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

Dungeon103020 - Dungeon Level 3

Room # 7

Creamatorium - 35ft. long x 30ft. wide x 5ft. tall

sheet; blanket; smoky smell; foggy near ceiling

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

Sample Names: Hessa the perverted Mammoth Walker (Chakram); Stanislov the Tiger the omnivorous New Mime (Invisi--)

Whirling Deathblades Trap; DL 3; Search DC 32 (Attack +6 melee, 20d2 Cml damage)

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

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

3,640gp

wood (scraps)

a green key, 0gp

Spy Censer: Equip: Pay 79 hp(s) and "Equipped creature gets +10 to hit/dmg and +3

AC/saves and 5 hp and has Exploit, Exalted, Protection from two-word names and Dethrone.; 10070gp

Rian's Spinal Cord: +2 to LVL; 1/2M: Summon a DL III Human Wizard,

it can refresh some of your spell/psi progressions. ; CL 12; SL 3; 9370gp

DL III Huge City/Town Outers x(20) x[7]

AC 182, HD 26, hp 4224, MR 147% #Att 2, TH ÷ AC/Save DC by 8, dmg 147

Str 15, Dex 17, Con 25, Int 16, Wis 21, Chr 23, 0.2kxp

Has hirelings, No soul. Dark vision.

Prepared effects:

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

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

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

Combat effects:

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

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

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

Dungeon103020 - Dungeon Level 3

Room # 8

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

ladder; pedestal; grunting; howling

Locked Door, Mechanical on the east wall leading to a 40ft. long x 25ft. wide x 10ft. tall hallway.

Sample Names: Ixaka of the Dead Sea the unloved Colossal Cyborg (Giraffe); Amael the puerile Baron Fox (Blimp)

Contact Ooze / Mud Trap; DL 3; Search DC 31 (60 Cml damage, DC 31 PP save for half)

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

Monster Generator: Reptile (summons a Reptile every segment)

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

8,614gp

decanter

The Torch of Royalty, 2gp

Thimble of Ice Blue Tears;; 1M: Jewish Lightning Blast: Do this

Status Effect to one group (no save) ; CL 10; SL 3; 9940gp

Rian's Prostate Glands: +10 to Dex; 1P: Convert a spell not on the list from MTG to D&D and lose half your Hp.; CL 10; SL 3; 10010gp

DL III Large Space Leechs x(16) x[4] x[[[3]]] x[[[[3]]]] x[[[[[3]]]]]

AC 186, HD 14, hp 1920, #Att 5, TH ÷ AC/Save DC by 24, dmg 109

Str 27, Dex 23, Con 26, Int 25, Wis 17, Chr 30, 0.2kxp

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

Prepared effects:

[Psi16 minor] Golem Form: S=1,2: Unusual Material of S=1,2 (cannot exceed real S number)

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

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

Combat effects:

[Psi-1 minor] Reverse ESP: 0, 1/r: Target hears your thoughts and must save or insane.

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

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

Dungeon103020 - Dungeon Level 3

Room # 9

Closet - 15ft. long x 10ft. wide x 45ft. tall

sunken area; loom; cold current; squealing

Locked Door, Mechanical on the west wall leading to a 45ft. long x 5ft. wide x 10ft. tall hallway.

Sample Names: Keelia the loathsome Ambush Flare (Chair); Shelgarn the irritating Wolf Intruder (Zeppelin)

Fusillade of Javelins Trap; DL 3; Search DC 32 (Attack +30 melee, 20d4 damage)

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

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

392gp

paddle

mottled cape, 200gp

Catboots (always land on feet; no falling damage), 12110gp

Cobalt Shovel: +300 PSP's; 9610gp

DL III Medium Nightmare-Dimension Illusionarys x(14) x[7]

AC 184, HD 24, hp 1056, #Att 2, TH ÷ AC/Save DC by 8, dmg 147

Str 20, Dex 18, Con 21, Int 21, Wis 27, Chr 25, 0.2kxp

Sleep Aura, ER DL *5%, Incorporeal, Successful disbelief check halves hp

Prepared effects:

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

[Psi-9 minor] Blister-healer: [+1 TH, -1 dmg/att]

[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:

[Psi-12T minor] Bring Animals II: Summon CL Animals using ML II chart, you pick the result

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

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

Dungeon103020 - Dungeon Level 3

Room # 10

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

beaker; hourglass; wind, strong, moaning; rustling

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

Sample Names: Aerad the impolite Cyber- Longshoreman (Police Box); Melesca the mind-numbing Extra-terrestrial Reserve (Glid

Death's Door Trap; DL 3; Search DC 31 (Wizard CL 6, no resistance)

Machine that (causes/has/or is) up-sliding

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

1,132gp

padded bench

a campfire, 0gp

Helm of Telepathy, 16110gp

Flask of Clear Mucus; 1V: Hot Carl Blast: Do this Status Effect to one group (no save) ; CL 10; SL 3; 9900gp

DL III Small Island Elementals x(19) x[4] x[[[3]]] x[[[[3]]]] x[[[[[3]]]]]

AC 184, HD 9, hp 480, #Att 3, TH ÷ AC/Save DC by 8, dmg 111

Str 14, Dex 18, Con 27, Int 17, Wis 23, Chr 30, 0.2kxp

Has mtg U spells, Has Psi 15. Has no soul. Immune to its own element.

Prepared effects:

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

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

[Psi54 minor] Mystic Shield: SR SL*CL

Combat effects:

[Psi6E minor] Sticks to Snakes: As the 4th level Priest spell

[Psi6E minor] Suggestion: As the 3rd level Wizard spell

[Psi29 minor] Sleep:

Dungeon103020 - Dungeon Level 3

Room # 11

Dressing Room - 35ft. long x 20ft. wide x 10ft. tall

Floors of Webs; skull; foggy; laughter

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

Sample Names: Akim Amare the hideous Seagoing -noid (Bullets); Adalwulf the smelly Dawn Atom (Zip-line)

Wide-Mouth Lock Trap; DL 3; Search DC 33 (20 damage, no save)

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

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

1,849gp

nails

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

Aquamarine Arrows (20) [1d8] +26 Th/+8 dmg 19+/x3; 1M: Summon CL Animals of

the type that you are the Lycanthrope of, DL=LVL; CL 9; SL 3, 6377gp

Pale Helm [AT+6] +26 AC/+5 Saves; 1P: Immune to XP/Stat Drain; Immune Aging; CL 8; SL 3; 5245gp

DL III Huge Black-Ice Undeads x(16) x[7]

AC 183, HD 28, hp 1536, #Att 6, TH ÷ AC/Save DC by 24, dmg 74

Str 30, Dex 25, Con 25, Int 14, Wis 23, Chr 29, 0.2kxp

Knows Bug/Brass Gnat spells, No CON. Has Psi 7. Heal to dmg. Undead traits from PHB3

Prepared effects:

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

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

[Psi15 minor] Add Breath Weapon [1st]: Breath weapon is 3/d. Choose a normal (E=1) element. Breath = 50% of current hp total

Combat effects:

[Psi54 minor] Flame Project: CL*(SL+2) fire dmg to one target (no save)

[Pri SL3] Blade Barrier 3: 5d5 dmg wall (shards)

[Psi29 minor] Chromatic Orb:

Dungeon103020 - Dungeon Level 3

Room # 12

Meeting Room - 50ft. long x 5ft. wide x 45ft. tall

alembic (alchemical still); statue(s); rotting vegetation smell; tinkling

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

Sample Names: Mera the infamous Doctor Prowler (Hook); Maruk the carnivorous Air Shadow (Buggy)

Injected Animation Trap; DL 3; Search DC 31 (60 Dex damage, DC 33 RSW save for 1/10)

Altar that (causes/has/or is) Sloping

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

6,660gp

trident

a small brass key, 0gp

Spade of Colossal Excavation, 12210gp

Rian's Tibialis anterior muscle: +9 to Con; 1M: Summon a Plant Elemental: AC

20, hp 20, #Att 1/1, TH +10, dmg 10 ; CL 10; SL 3; 9720gp

DL III Tiny Wizard-classes Wurms x(24) x[6] x[[[[[3]]]]]

AC 186, HD 6, hp 88, #Att 2, TH ÷ AC/Save DC by 8, dmg 37

Str 26, Dex 19, Con 17, Int 16, Wis 29, Chr 16, 0.2kxp

Knows Wizard spells, Has no appendages.

Prepared effects:

[Psi54 minor] Invisibility: Minor: Invisibility; Major: Improved Invisibility; Grand: Dust of Disappearance

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

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

Combat effects:

[Psi6N minor] Sleep Bolt: +20 CPPs to give no save; affects one target

[Psi29 minor] Double Pain (Psi2):

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

Dungeon103020 - Dungeon Level 4

Room # 1

Shrine - 45ft. long x 30ft. wide x 50ft. tall

altar; wire; murmuring; clicking

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

Sample Names: Nishta the incredible Lurking Turtle (Venom); Bui Axethrasher the cowardly Mega- -noid (Rollerblades)

Hail of Balls Trap; DL 4; Search DC 42 (Attack +72 ranged, 10d6 Str damage)

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

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

11,507gp

bell

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

Crystalline Staff [3d20] +6 Th/+5 dmg 17+/x3; 1/2attack:

Dissipates ectoplasmic targets and effects.; CL 16; SL 4, 3710gp

Sea-green Water bottle: Free Wyrmslayer Kit: +4 TH and x+1

dmg vs. Dragons and Dragon-kin, Free bonus Dragon Lore proficiency; 16150gp

DL IV Gargantuan Mind-Flayer-World Immortals x(20) x[4] x[[3]] x[[[3]]] x[[[[3]]]] x[[[[[3]]]]]

AC 323, HD 68, hp 4608, CR 67% #Att 8, TH ÷ AC/Save DC by 10, dmg 132

Str 35, Dex 24, Con 20, Int 37, Wis 17, Chr 25, 0.5kxp

Has tentacles. Usually psionic., Unaging, Legend Lore halves hp

Prepared effects:

[Wiz SL4] Prismatic Sphere 4: 2 Prismatic colors

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

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

[Psi29 minor] Animate Object:

Combat effects:

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

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

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

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

Dungeon103020 - Dungeon Level 4

Room # 2

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

sanctuary; oven; ringing; horn/trumpet sounding

Locked Door, Mechanical on the north wall leading to a 30ft. long x 15ft. wide x 15ft. tall hallway.

Sample Names: Olit the diseased Scarlet Atom (4x4); Yaksha the vicious Imperial Blaster (Bludgeon)

Spiked Statue Trap; DL 4; Search DC 41 (80 damage, no resistance)

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

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

5,204gp

branding irons

an Island Helmet, +1 AC, 150gp

Prowler's Armaments: Equip: Pay 3 Chr and "Equipped creature gets

+3 to hit/dmg and +5 AC/saves and 32 hp"; 16260gp

Drab Helm [AT+9] +16 AC/+4 Saves; 1Z: Immune to SL 2-4 (all

types), Resist SL 1 & 3 (all types); CL 10; SL 4; 4245gp

DL IV Medium Outer-NG Spirit-of-the-Lands x(22) x[7] x[[[[[3]]]]]

AC 325, HD 10, hp 544, #Att 6, TH ÷ AC/Save DC by 10, dmg 131

Str 18, Dex 22, Con 26, Int 28, Wis 25, Chr 21, 0.5kxp

Immune acid/cold/petrification. Resist electricity/fire. Pro evil, Incorporeal, can be turned as undead

Prepared effects:

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

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

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

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

Combat effects:

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

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

[Psi9 minor] Scattershot: CH Energy Pellets, 1d4 dmg ea. (no save)

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

Dungeon103020 - Dungeon Level 4

Room # 3

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

manacles; cask; salty, wet smell; wind, strong

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

Sample Names: Thymraecus the unbeatable Fly Cyborg (Thingamabob); Eloysia the arrogant Dynamo Hornet (Net)

Charm Person Trap; DL 4; Search DC 42 (Psionicist CL 8, no save)

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

[x1] DNZ (Dispel Natural Zone) - Natural effects get countered; existing natural effects have SL% of being dispelled/Half Segment
10,618gp

shrine

elemental wand of lightning, 'lightning bolt', 142gp

Flesh Slashing Weapon [1d6] +4 Th/+4 dmg 19+/x3; 1M: Target's AC becomes 66-CL²

(Petrif save at -CL); "/cr" means "per complete round"; CL 16; SL 4, 3260gp

Inky Scarab [AT+5] +7 AC/+17 Saves; 1M: SL/2 (round

down) instances of Resist enchantment/charm; CL 11; SL 4; 4630gp

DL IV Medium Jungle Lycanthropes x(26) x[5] x[[[3]]] x[[[[3]]]] x[[[[[3]]]]]

AC 328, HD 56, hp 608, #Att 1, TH ÷ AC/Save DC by 10, dmg 195

Str 33, Dex 18, Con 17, Int 28, Wis 35, Chr 33, 0.5kxp

Has mtg G spells, Can polymorph to alternate form.

Prepared effects:

[Pri SL2] Resist [E=2 element]: Pick an E=2 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.

[Psi16 minor] Golem Form: Scarecrow: 1M, gaze: Fascinate (1 target, Will save); Punches are Fascinate branded

[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:

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

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

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

[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

Dungeon103020 - Dungeon Level 4

Room # 4

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

bucket; Chute, Flesh (acid damage); scream(ing); rustling

Archway (open) on the south wall leading to a 25ft. long x 20ft. wide x 5ft. tall hallway.

Sample Names: Saeros the tone-deaf Prince Sailor (Holy); Zaria the puerile Quin- Brain (Flail)

Telekinesis Trap; DL 4; Search DC 42 (Psionicist CL 8, no resistance), (multiple targets)

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

[x1] Radiation (Psi9) of RS=24 (fluctuates each Segment)

4,234gp

padded chair

green potion, 'reserved' 'reserved' 'reserved' 'reserved', 800gp

Iridescent Lace: +2hQC' Action(s); 16440gp

Candle of Invocation, 7210gp

DL IV Tiny Alley Mutants x(19) x[8] x[[[[[3]]]]]

AC 327, HD 4, hp 144, MR 70% #Att 8, TH ÷ AC/Save DC by 10, dmg 321

Str 19, Dex 32, Con 34, Int 15, Wis 29, Chr 32, 0.5kxp

Attacks as x2 DL., Immune radiation, has Psi freq divisible by 9

Prepared effects:

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

[Psi18 minor] Telekineses: Tactile: Can touch up to LVL*100'; incl. T spells

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

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

Combat effects:

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

[Psi-12L minor] Charm Blast: One group is charmed (Will save), doesn't affect undead etc.

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

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

Dungeon103020 - Dungeon Level 4

Room # 5

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

trunk; wall basin; salty, wet smell; chirping

Void Door (cannot see through doorway) on the north wall leading to a 20ft. long x 25ft. wide x 25ft. tall hallway.

Sample Names: Krimri the ever-loving, blue-eyed Hour Crusader (Solar); Olwen the avaricious Robo- Sentinel (Unicycle)

Rolling Jaws Trap; DL 4; Search DC 44 (Attack +64 melee, 40d6 damage)

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

10,199gp

candelabra

a queerly shaped rod, 0gp

Azur Crystal Ball: +1 Summon Slots; 16310gp

Greenish Armor, Heavy [AT+51] +49 AC/+5 Saves; 1P: Multiply hp by 1.25; CL 11; SL 4; 14470gp

DL IV Huge Custom-classes Eelementals x(25) x[8] x[[[[[3]]]]]

AC 325, HD 40, hp 2176, MR 512% #Att 1, TH ÷ AC/Save DC by 40, dmg 193

Str 16, Dex 38, Con 20, Int 30, Wis 37, Chr 21, 0.5kxp

Has Custom abilities, Has Psi -15. Has no soul. Immune to its own element.

Prepared effects:

[Psi-1 minor] Steadiness: Immune Telekinesis, Falling Damage, Teleport Away, Gates/DimDoors

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

[Psi27 minor] Synslaver: Creatures with HD < LVL must save to attack you. 1M: Sleep LVL HD (save).

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

Combat effects:

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

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

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

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

Dungeon103020 - Dungeon Level 4

Room # 6

Empty (completely clean) - 10ft. long x 40ft. wide x 50ft. tall

ladle; armchair; updraft, strong; rattling

Loop Door (goes to another timeline) on the south wall leading to a 25ft. long x 15ft. wide x 20ft. tall hallway.

Sample Names: Daeos the heroic Tomorrow Man (Prototype); Markos the acrobatic All-Star Longshoreman (Gel)

Block transforms into Elemental Time / Temporal Trap; DL 4; Search DC 43 (120 Dex damage/s, no resistance)

Monster that (causes/has/or is) Gate (to random plane) in room (can be dispelled,

or closed by a x1 or higher being passing through from this side)

[x1] Radiation (Psi9) of RS=1 (fluctuates each Turn)

10,543gp

cracked flask

a mop, polearm, 2d10 (11), 20gp

Jet-black Wand [3d20] +35 Th/+4 dmg 18+/x4; 1Z: Str-CH check or move CH*10' (& fall dmg); CL 11; SL 4, 7664gp

Scroll of Pro. from Possession, 21210gp

DL IV Gargantuan Modern Avian/Birds x(26) x[4] x[[3]] x[[[3]]] x[[[[3]]]] x[[[[[3]]]]]

AC 323, HD 68, hp 5120, #Att 7, TH ÷ AC/Save DC by 10, dmg 322

Str 29, Dex 27, Con 18, Int 32, Wis 37, Chr 21, 0.5kxp

Has Action points, Access to high tech items, Flies. Has 2 Wings, 2 talons, and a beak.

Prepared effects:

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

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

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

[Pri SL4] Dimensional Anchor : Bars extradimensional movement.

Combat effects:

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

[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

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

[Wiz SL4] Phantasmal Killer : Fearsome illusion kills subject or deals 3d6 damage.

Dungeon103020 - Dungeon Level 4

Room # 7

Refectory (Monestary Dining Room) - 30ft. long x 30ft. wide x 40ft. tall

table; stool, high; rattling; smoky smell

Phase Door (phases in/out every so often) on the west wall leading to a 20ft. long x 20ft. wide x 15ft. tall hallway.

Sample Names: Valmaxian the cold-blooded Arduous Mask (Evolved artificially); Akienta the bombastic Composite Bolt (Hatchet,

Flooding Door Trap; DL 4; Search DC 43 (30 Cml damage, no save), (multiple targets)

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

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

7,094gp

fish hook

a stuffed jaguar, 0gp

Livewire Dagger: Equip: Pay 3 Con and "Equipped creature gets +15 to hit/dmg

and +19 AC/saves and 40 hp and has Frenzy 2 and Blurry.; 16530gp

Lash Whip: Equip: Pay 2 Str and "Equipped creature gets +21 to hit/dmg and +28 AC/saves and 36 hp".; 16880gp

DL IV Huge Mountain Elf/Avalons x(27) x[6] x[[[3]]] x[[[[3]]]]

AC 324, HD 40, hp 9216, PR 116% #Att 8, TH ÷ AC/Save DC by 40, dmg 322

Str 24, Dex 26, Con 38, Int 32, Wis 29, Chr 17, 0.5kxp

Has mtg R spells, Immune sleep, aging

Prepared effects:

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

[Psi-5 minor] Immune to Hold: Target is immune to hold & stop

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

[Psi6E minor] Bodily Restoration II: Regeneration 3 hp/round, replace limbs

Combat effects:

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

[Wiz SL4] Death Spell 4: Slay 4d12 HD of creatures (save)

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

[Psi3 minor] Brain Lock: Subject cannot move or take any mental actions.

Dungeon103020 - Dungeon Level 4

Room # 8

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

mosaic; side chair(s); tapping; squeaking

Tricked Door on the south wall leading to a 25ft. long x 10ft. wide x 25ft. tall hallway.

Sample Names: Ryfoss the foul Thunder Tiger (Spinach); Celian the handsome Grim Super-Villain (Stationwagon)

Call Lightning 4 Trap; DL 4; Search DC 43 (Cleric CL 8, no save)

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

[x1] Psi -17 powers function at triple effect

15,936gp

straw

a silver chased cabinet, 0gp

Wonderful Hand, 16210gp

Carnelian Spring: +2 level(s) of exceptional Dex; 16370gp

DL IV Small Far-Realm/Ultrablack Giants x(19) x[6] x[[[3]]] x[[[3]]]

AC 327, HD 6, hp 304, CR 544% #Att 7, TH ÷ AC/Save DC by 40, dmg 260

Str 26, Dex 27, Con 25, Int 37, Wis 24, Chr 36, 0.5kxp

Can damage non-hp totals/scores., Minimum size category Large.

Prepared effects:

[Wiz SL4] Original Stoneskin 4: Block the next 1 P action of attacks

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

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

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

Combat effects:

[Wiz SL4] Dispel Psionics: Dispels Psionics

[Psi0 minor] Arrow Cutting: You get a Dex check (with penalty = enemy's level) for each missile shot at you this round

[Psi54 minor] Phobia: Fear (SL saves)

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

Dungeon103020 - Dungeon Level 4

Room # 9

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

Bridge, Conjured (magical); peephole; updraft, strong; grating

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

Sample Names: Egor the Guardian the acrid Obsidian Dragon (Nullifier); Wyliath the heartless Adolescent Cow (Llama)

Neutralize Poison 4 Trap; DL 4; Search DC 42 (Cleric CL 8, no resistance)

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

[x1] DPZ (Dispel Psionic Zone) - Psionic effects get countered; existing psionic effects have SL% of being dispelled/Segment
8,046gp

coal

a pair of winged sandals, +7 AC, 300gp

Dagger Blade: Equip: Pay 4 Str and "Equipped creature gets +3

to hit/dmg and +19 AC/saves and 32 hp and has Haste.; 16670gp

Off-white Helm [AT+10] +26 AC/+4 Saves; 1attack: Regen CL hp/s; CL 14; SL 4; 6070gp

DL IV Huge Inner-Planar Humanoids x(26) x[8] x[[[[[3]]]]]]

AC 321, HD 36, hp 2176, #Att 6, TH ÷ AC/Save DC by 10, dmg 193

Str 30, Dex 33, Con 34, Int 21, Wis 34, Chr 17, 0.5kxp

Immune all E=DL elements, Has 2 arms, 2 legs, and 1 head.

Prepared effects:

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

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

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

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

Combat effects:

[Psi14 minor] (no name): Target gets a disease (PPD save)

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

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

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

Dungeon103020 - Dungeon Level 4

Room # 10

Bedroom/Boudior - 35ft. long x 50ft. wide x 25ft. tall

desk; spoon, measuring; breeze, gusting; foggy near ceiling

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

Sample Names: Artilia the charismatic Sister Mummy (Bow); Segori the satanic Arduous Avenger (Slide)

Air in room transforms into Elemental Eldritchiron Trap; DL 4; Search DC 44 (30 Con damage/s, no resistance)(multiple targets)

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

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

7,501gp

rivulet

a lavender opal, 20gp

Bag of Whitish Tears;; 1M: Gassed Beam: Do this Status Effect to one target (no save) ; CL 12; SL 4; 16700gp

Ioun Stone, Don, x2 effect on any Normal Ioun Stone, 11120gp

DL IV Large Outer-CN Humanoids x(21) x[8] x[[[[[3]]]]]

AC 325, HD 20, hp 1280, #Att 8, TH ÷ AC/Save DC by 40, dmg 66

Str 35, Dex 22, Con 19, Int 37, Wis 20, Chr 26, 0.5kxp

Dark vision, Immune high freq sump, chaos effects, Resist law, Has 2 arms, 2 legs, and 1 head.

Prepared effects:

[Psi54 minor] Force Shield: CL*SL*3 hp ablative Force Field (vs. physical or energy attacks, only one enemy /s)

[Psi0 minor] Catfall: Land on feet, get a Dex check versus each die of the falling damage

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

[Psi72 minor] Reincarnate: You Reincarnate upon death, inactive and Feign Death for the rest of this combat

Combat effects:

[Psi-2 minor] Deflect: Deflect a melee attack; --

[Wiz SL4] Charm Monster : Makes monster believe it is your ally.

[Wiz SL3] Dispel Illusion : Dispels illusions in area

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

Dungeon103020 - Dungeon Level 4

Room # 11

Game Room - 45ft. long x 5ft. wide x 50ft. tall

collapsed wall; Chasm, Constructed (purposely built); urine smell; dusty

Stone Door, Normal on the south wall leading to a 35ft. long x 15ft. wide x 5ft. tall hallway.

Sample Names: Neenal the mad Wild Mane (Ancient lore); Tardold the merciless Dog Samurai (Tube)

Contact Anti-Godly Trap; DL 4; Search DC 41 (60 Cml damage, no save)

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

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

10,835gp

food scraps

Flowing Robe, +2 AC, 500gp

Rian's Frontal bone: +6 to HNCL; 1M: You defend as a [x2] being;

when rolling saving throws, roll 2 and keep 1.; CL 14; SL 4; 16950gp

Phial of Burgundy Tears;; 1P: Angry Dragon PFA: Whenever someone targets you with an effect, they suffer that Status Effect unless they make a save vs. Spell.; CL 16; SL 4; 16500gp

DL IV Huge Alley Unlives x(27) x[5] x[[[3]]] x[[[[3]]] x[[[[[3]]]]]

AC 328, HD 36, hp 10240, CR 276% #Att 2, TH ÷ AC/Save DC by 10, dmg 259

Str 20, Dex 35, Con 22, Int 28, Wis 23, Chr 17, 0.5kxp

Attacks as x2 DL., No CON. Has Psi -7

Prepared effects:

[Pri SL4] Goodberry 4: Creates 16 goodberries

[Psi8 minor] Hard Resistance to Radiation: Double resist radiation (1/4, save for 1/10), Ignore gaining Psi9/18/27 powers due to f

[Psi45 minor] Resist: Emotion: SL/2 (round down) instances of Resist enchantment/charm

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

Combat effects:

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

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

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

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

Dungeon103020 - Dungeon Level 4

Room # 12

Hall, Great - 10ft. long x 45ft. wide x 25ft. tall

tun; Stalagmites; chirping; clear

Undead Door (has a trapped spirit/ghost) on the north wall leading to a 35ft. long x 5ft. wide x 20ft. tall hallway.

Sample Names: Zandra the congenial Frog Prince (Electrocution); Borneheld the mind-numbing Imperial Hamster (Police Box)

Inhaled Chromatic Trap; DL 4; Search DC 41 (80 Dex damage, no save)

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

[x1] Psi 30 powers function at triple effect

7,246gp

shelf

dull eyes, +2 AC, 1266gp

Rian's Scapula bone: +14 to Int; 1P: One target is cured 30 hp, or

(1bM action) prevent the next 30 dmg to a target. ; CL 10; SL 4; 16800gp

Dagger Arrows: Equip: Pay 116 Rogue Point(s) and "Equipped creature gets +9 to hit/dmg and +41 AC/saves and 160 hp and has Flanking, Evolve, Frenzy 3, Frenzy 3 and Vigilance.; 16310gp

DL IV Diminutive Water Golems x(24) x[8] x[[[[[3]]]]]

AC 327, HD 5, hp 288, #Att 6, TH ÷ AC/Save DC by 10, dmg 194

Str 21, Dex 22, Con 37, Int 22, Wis 35, Chr 33, 0.5kxp

Resist cold. Double dmg from fire., Has Psi 16. Construct traits from PHB3

Prepared effects:

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

[Psi18 minor] Psi: Shield: Pick Phys,Magic,Psi: 10*LVL hp shield

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

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

Combat effects:

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

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

[Psi72 minor] Deflection: Take -PL^2 dmg on one physical attack

[Psi54 minor] Bomb: CL*SL explosion dmg to your group (no save, hole in the middle)

Dungeon103020 - Dungeon Level 5

Room # 1

Chantry (Shrine) - 30ft. long x 5ft. wide x 5ft. tall

fountain; table, small; hissing; salty, wet smell

Iron Door, Normal on the south wall leading to a 30ft. long x 20ft. wide x 5ft. tall hallway.

Sample Names: Jortheyn the charming Mister Warlord (Vibranium); Vagn Jaguarfoot the violent Whirl Five (Catamaran)

Swinging Chute Trap; DL 5; Search DC 55 (40 Dex damage, no save)

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

[x1] Gas in room: Int (all in room get -17 to that stat while in room)

6,720gp

metal bracers

a cup of 'yum cha', 'fly' 'refresh' " ", 0gp

Rian's Skin: +9 to Str; 1M: You fly and get +20' movement and +2AC.; CL 16; SL 5; 25640gp

Claret Staff [1d8] +7 Th/+6 dmg 19+/x2; 1M: CLxCLx2 mental dmg

in 4 lines (no save); C-align x3 dmg; CL 18; SL 5, 4937gp

DL V Huge NPC Beholders x(26) x[4] x[[3]] x[[[3]]] x[[[[3]]]] x[[[[[3]]]]]

AC 501, HD 46, hullp 3456, #Att 7, TH ÷ AC/Save DC by 60, dmg 503

Str 18, Dex 43, Con 24, Int 41, Wis 16, Chr 33, 1.5kxp

Has FMCTP classed members w/sometimes Cus/Mon, Has eye stalks/1 mouth/1 central anti-magic eye. Can cast through eye sta

Prepared effects:

[Psi1 Major] Body Control: Water Breathing, Resist environment 1 HD/level

[Psi5 Major] No Target: Cannot be directly targetted with effects

[Psi3½ Major] Freedom of Movement, Psionic: You cannot be held or otherwise rendered immobile.

[Wiz SL4] Original Stoneskin 4: Block the next 1 P action of 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.

Combat effects:

[Wiz SL1] Charming I: Charms a monster, gets a new save every round

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

[Pri SL4] Lesser Planar Ally : Summons a DL IV outer-planar (payment determines duration)

[Psi-3 Major] Astral Destruct V: Astral destruct fights for you.

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

Dungeon103020 - Dungeon Level 5

Room # 2

Pantry - 25ft. long x 50ft. wide x 50ft. tall

dish; wall basin and font; rotting vegetation smell; moaning

Phase Door (as the spell) on the west wall leading to a 50ft. long x 25ft. wide x 15ft. tall hallway.

Sample Names: Necrom the poisonous Shatter Blaze (Dinosaur); Elholyn the insidious Thunder Eagle (Scythe)

Collapsing Box Trap; DL 5; Search DC 53 (160 damage, no resistance)

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

[x1] DWZ (Dispel Weapon Zone) - Weapon effects get countered; existing weapon effects have SL% of being dispelled/Month
9,898gp

sword blade, broken

loaded leather gloves, +3 AC, 900gp

Peacock blue Cube [2d4] +8 Th/+101 dmg 17+/x4; 1M: Astral damage; CL 18; SL 5, 21197gp

Brownish Greatsword [2d6] +10 Th/+49 dmg 16+/x3; 1/2P: Major: 1M: Do 2 Minor powers that
you know; Grand: 1M: Do 2 Major powers that you know; etc.; CL 15; SL 5, 11574gp

DL V Diminutive Outer-LG Spirit-of-the-Lands x(39) x[8] x[[[4]]] x[[[[3]]]]

AC 501, HD 40, hp 540, MR 91% #Att 1, TH ÷ AC/Save DC by 60, dmg 605

Str 18, Dex 44, Con 37, Int 34, Wis 31, Chr 19, 1.5kxp

Immune acid/cold/petrification. Resist electricity/fire. Pro evil, Incorporeal, can be turned as undead

Prepared effects:

[Psi3 Major] Displacement: Attacks miss subject 50% of the time.

[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).

[Pri SL4] Immune [E=1 element]: Pick an E=1 element, you are immune to it for 1 hour. (This immunity does not "spread" into ot

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

[Psi0 Major] Focus: Magic Resistance: KiL*5% MR for 1r

Combat effects:

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

[Wiz SL5] Confusion No Save: Confusion one target (no save)

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

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

[Pri SL5] Call Lightning 5: (CL+2)d12 lightning dmg (save:½) (halve the die type if not outside)

Dungeon103020 - Dungeon Level 5

Room # 3

Game Room - 40ft. long x 35ft. wide x 20ft. tall

votive light/candle; sack; putrid smell; foggy near floor

Automatic Door (opens if anyone approaches) on the north wall leading to a 50ft. long x 20ft. wide x 10ft. tall hallway.

Sample Names: Nimar the battling Princess Lass (Shotgun); Yacheetes the foul Yellow Reserve (Omni-)

Tripping Balls Trap; DL 5; Search DC 53 (Attack +85 melee, 40d10 Dex damage)

Fire that (causes/has/or is) Intelligent

[x1] DPowZ (Dispel Power Zone) - Power effects get countered; existing power effects have SL% of being dispelled/Turn
5,008gp

amber rod

a platinum key, 0gp

Lyre of Building, 26110gp

Aqua Shuriken (5) [3d20] +37 Th/+24 dmg 19+/x4; 1/3M: Astral construct fights for you.; CL 16; SL 5, 12584gp

DL V Colossal Outer-CN Artifacts x(29) x[8] x[[[4]]] x[[[3]]]

AC 507, HD 168, hullp 15360, #Att 6, TH ÷ AC/Save DC by 60, dmg 105

Str 25, Dex 42, Con 29, Int 30, Wis 21, Chr 22, 1.5kxp

Dark vision, Immune high freq samp, chaos effects, Resist law, Ego Score, Can dominate things.

Prepared effects:

[Pri SL5] Summon Nature's Ally V : Summons a DL V animal (maintained)

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

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

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

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

Combat effects:

[Pri SL5] Wall of Thorns : Thorns damage anyone who tries to pass.

[Psi5 minor] Modify Reality (least): Duplicate 1st-3rd level Alteration spell

[Psi30 Major] Mana Touch: Astral damage

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

[Psi29 minor] Ray of Enfeeblement:

Dungeon103020 - Dungeon Level 5

Room # 4

Entry/Vestibule - 15ft. long x 10ft. wide x 20ft. tall

Bridge, Chain; grindstone; ozone smell; tinkling

Sliding Door (slides left/right into wall) on the south wall leading to a 20ft. long x 10ft. wide x 25ft. tall hallway.

Sample Names: Milran the impolite Machine Claw (Atomic); Azan the dazzling Blind Scarab (Saxophone)

Air in room transforms into Elemental Heaveniron Trap; DL 5; Search DC 52 (100 Con damage/s, DC 55 PP save for 1/3)(multiple :

Passage that (causes/has/or is) false wall

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

5,256gp

drum

a bracer, +1 AC, 100gp

Leering Lash: Equip: Pay 3 Int and "Equipped creature gets +36 to hit/dmg and +16 AC/saves and 9 hp"; 25700gp

Rose Armor, Medium [AT+65] +81 AC/+48 Saves; 1P: Gaze: Death (save); CL 20; SL 5; 26780gp

DL V Tiny Rogue-classes Oozes x(21) x[8] x[[[4]]] x[[[3]]]

AC 501, HD 7, hp 1120, IR 60% #Att 7, TH ÷ AC/Save DC by 60, dmg 501

Str 18, Dex 21, Con 24, Int 44, Wis 17, Chr 20, 1.5kxp

Has Rogue abilities, No INT. Immune mind-affecting, crits, anything requiring fort/ppd save.

Prepared effects:

[Psi7 minor] (no name): Whenever you touch someone, they get a disease (PPD save)

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

[Pri SL5] Goodberry 5: Creates 20 goodberries

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

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

Combat effects:

[Wiz SL4] Wacky Ball 4 / Normal / ½ : Ld8 dmg normal element (area) (save: ½)

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

[Psi-6G Major] Locusts: Creeping doom with CL^3 insects (each having 1 hp and doing 1 dmg)

[Pri SL3] Blade Barrier 3: 5d5 dmg wall (shards)

[Psi54 Major] Water Animation: Summon a DL=SL Water Elemental

Dungeon103020 - Dungeon Level 5

Room # 5

Hall, Great - 45ft. long x 15ft. wide x 25ft. tall

recess; pit (shallow); grating; metallic smell

Teleport Door (other side is far away) on the east wall leading to a 30ft. long x 25ft. wide x 25ft. tall hallway.

Sample Names: Morain the unethical Martian Bat (Amplifier); Sheol the scowling Madame Comet (Surfboard)

Fusillade of Javelins Trap; DL 5; Search DC 54 (Attack +40 ranged, 30d2 Wis damage)

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

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

23,760gp

pewter cutlery

moonbeams, 0gp

Black Talisman [AT+8] +25 AC/+7 Saves; 1M: Invisibility; immune to Light/Radiance; CL 18; SL 5; 7020gp

Mirror Mantle: Equip: Pay 203 PSP(s) and "Equipped creature gets +16 to hit/dmg

and +19 AC/saves and 45 hp and has Melee 5, Menace and Flanking.; 25610gp

DL V Huge Sea-of-Dust/Colorless Dragons x(36) x[4] x[[3]] x[[[3]]] x[[[[3]]]] x[[[[[3]]]]] x[[[[[[3]]]]]]

AC 509, HD 50, hp 3840, #Att 3, TH ÷ AC/Save DC by 60, dmg 305

Str 20, Dex 33, Con 31, Int 22, Wis 45, Chr 38, 1.5kxp

Immune alignment based/color based effects, Flys, Breath weapon, dark vision, immune sleep and paralysis.

Prepared effects:

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

[Psi6G Major] Aid Mortals: Super bless effect (+8 saves,+40% MR/CR) on target

[Psi6E Major] Psi-Trap: Holds one power in area for triggering

[Psi16 minor] Construct Psi16 Item 1: Create a Psi16 item (see next page) of TechL=CL, each TechL takes 1S action

[Psi-12T Major] Effect Familiarity: Pick any spell/power. You resist it; and at +50% when using it.

Combat effects:

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

[Psi9 minor] Scattershot: CH Energy Pellets, 1d4 dmg ea. (no save)

[Psi72 minor] Dazzle: Blind one sense to everyone in one group (RSW save)

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

[Psi19 Major] Health: 1M, 1V, touch: Heal hp of damage and/or restore Con; C=number of Con restored

Dungeon103020 - Dungeon Level 5

Room # 6

Bedroom/Boudior - 15ft. long x 20ft. wide x 30ft. tall

lamp; pallet; rotting vegetation smell; howling

Teleport Door (other side is far away) on the north wall leading to a 20ft. long x 10ft. wide x 15ft. tall hallway.

Sample Names: Caliaastro the gallant Arch-Samurai (Technology); Tabor Slymover the deceitful Tattered Bullet (Slide)

Brick transforms into Elemental Inertia Trap; DL 5; Search DC 52 (50 Chr damage/s, DC 52 Fortitude save for half)

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

[x1] Distance Distortion: Everyone in the room is in the same "group"; "Hole in the Middle" does function
2,508gp

candle snuffer

a fine red thread, 4gp

Rian's Rectus femoris muscle: +6 to Chr; 1M: You can speak with Birds and

ask them questions, which they will give reasonable answers to. ; CL 15; SL 5; 25660gp

Cup of Spruce Saliva.; 1Z: Tapped PFA: Whenever someone targets you with an effect, they suffer that Status Effect unless they make a save vs. Spell.; CL 16; SL 5; 25380gp

DL V Huge Outer-LG Elf/Avalons x(37) x[4] x[[3]] x[[[3]]] x[[[[3]]]] x[[[[[3]]]]]

AC 510, HD 48, hp 17920, MR 350% #Att 6, TH ÷ AC/Save DC by 60, dmg 402

Str 24, Dex 35, Con 19, Int 21, Wis 26, Chr 31, 1.5kxp

Immune acid/cold/petrification. Resist electricity/fire. Pro evil, Immune sleep, aging

Prepared effects:

[Psi4 Major] hp *1.5: Multiply hp by 1.5

[Wiz SL5] Tenser's Transformation 5: +75% of max hp to current hp, +1 TH melee

[Psi-3 Major] Metaphysical Armor: Enemies need a +3 weapon to hit you.

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

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

Combat effects:

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

[Psi6E Major] Blackfire: Polymorph Any Object to Ashes (6d10 Hp)

[Psi-6G Major] To Salt: Petrify one target (save vs. petrif at extra -CL), if save take CL^2 holy salt dmg

[Pri SL4] Command 4: Target makes 4 saves, each missed save allows 1 word for a command to be given

[Psi30 Major] Petrify/Reverse Petrify: Flesh to Stone, Con resists

Dungeon103020 - Dungeon Level 5

Room # 7

Audience - 20ft. long x 30ft. wide x 35ft. tall

Walls of Magma; Walls of Plants; footsteps (receding); ringing

Glass Door (transparent) (shatters if opened) on the south wall leading to a 30ft. long x 10ft. wide x 5ft. tall hallway.

Sample Names: Festillard the weird Lurking Crusader (-wing); Gildas Knifewielder the enigmatic Beta Titan (Unexplained)

Moving Trapdoor Trap; DL 5; Search DC 55 (80 damage, no save)

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

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

1,803gp

spike, rusted

a bronze key, 0gp

Drum of Orange Tears;; 1V: Capital S Skinned Bolt-On: Do this Status

Effect to one target (Spell save: 0) ; CL 20; SL 5; 25880gp

Neurok Boots: Equip: Pay 2 Chr and "Equipped creature gets +26 to hit/dmg and +37 AC/saves and 20 hp"; 25250gp

DL V Small Demi-Planes Artifacts x(38) x[5] x[[4]] x[[[3]]] x[[[[3]]]] x[[[[[3]]]]]

AC 501, HD 7, hp 416, #Att 9, TH ÷ AC/Save DC by 60, dmg 601

Str 43, Dex 17, Con 23, Int 21, Wis 24, Chr 28, 1.5kxp

Immune hostile environments, Bars extradimensional travel, Ego Score, Can dominate things.

Prepared effects:

[Pri SL5] Summon Monster V : Summons a DL V monster (1 turn)

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

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

[Psi81 minor] Extra Limbs: +1 arm, +1 tail, +2 legs, or +2 tentacles

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

Combat effects:

[Psi29 Major] Rust Metal:

[Psi81 Major] Force Wall: Solid Wall of Force

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

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

[Psi45 Major] Radiowave Generation: SL*CL/2 Radiowave damage (1 group, no save, the effect can go through a SL' wall)

Dungeon103020 - Dungeon Level 5

Room # 8

Bath / Bathing Room - 15ft. long x 35ft. wide x 15ft. tall

Floors of Magma; U rack; bang, slam; horn/trumpet sounding

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

Sample Names: Vladlan the byzantine Vector Rocket (Vibranium); Penrith Axethruster the devious Bullet Warrior (Spores)

Drawer transforms into Elemental Thorns/Thicket Trap; DL 5; Search DC 51 (30 Wis damage/s, no save)

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

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

23,679gp

dampness, wall

Gate Guards Plate Mail, +3 AC, 90gp

Sanctuary Axe: Equip: Pay 3 Str and "Equipped creature gets +10 to hit/dmg and +29 AC/saves and 72 hp"; 25580gp

Rian's Quadriceps femoris muscle: +14 to CL; 1/2M: Summon a DL=LVL Nameless Wizard.; CL 18; SL 5; 25660gp

DL V Fine Kara-Tur Outers x(20) x[4] x[[3]] x[[[3]]] x[[[[3]]]] x[[[[[3]]]]]

AC 509, HD 9, hullp 52, IR 96% #Att 3, TH ÷ AC/Save DC by 12, dmg 205

Str 21, Dex 35, Con 41, Int 36, Wis 36, Chr 18, 1.5kxp

Has Martial Arts, No soul. Dark vision.

Prepared effects:

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

[Psi3 Major] Dissolving Touch: Your acid touch deals 7d6 acid damage.

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

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

[Psi6E minor] Immunity I: Immune to poison, non-silver weapons

Combat effects:

[Pri SL4] Creeping Doom 4: 160 insect dmg

[Psi6E minor] Suggestion: As the 3rd level Wizard spell

[Psi27 Major] Liturgy of Despair: 30' radius: Insanity (save) and all must make Morale rolls (even if save made)

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

[Psi1 Major] Telekinesis: Max.Weight=3*sum(level), accel. 2"/r move rate

Dungeon103020 - Dungeon Level 5

Room # 9

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

wall basin; hooks; misted; wind, strong

Golem Door (it's a Golem creature) on the south wall leading to a 45ft. long x 10ft. wide x 25ft. tall hallway.

Sample Names: Eldath the astonishing Ninja -wave (Thunder); Famiem the impolite Rainbow Tornado (Spike)

Electrified Trapdoor Trap; DL 5; Search DC 54 (100 Con damage, no resistance)

Room (Floor) that (causes/has/or is) Electrical Shock

[x1] Gas in room: Cml (all in room get +19 to that stat while in room)

4,588gp

mercury

a pair of thick spectacles, +2 AC, 5gp

Jet-black Amulet [AT++7] +6 AC/+6 Saves; 1P: Any Thief SL-1 pick; 5*CL Rogue points in it; CL 13; SL 5; 7510gp

Rian's Hamstring muscle: +5 to LVL; 1M: You can speak with Birds and ask them questions, which they will give reasonable answers to. ; CL 18; SL 5; 25520gp

DL V Fine Custom-classes Leeches x(34) x[4] x[[3]] x[[[3]]] x[[[[3]]]] x[[[[[3]]]]]

AC 503, HD 7, hullp 58, PR 79% #Att 7, TH ÷ AC/Save DC by 60, dmg 304

Str 32, Dex 18, Con 25, Int 40, Wis 35, Chr 23, 1.5kxp

Has Custom abilities, 0, 1/half segment: Remove a SEL=DL status effect.

Prepared effects:

[Psi2 minor] Magnify: Mult. power (Max=level/5+1); M+1, no extra cost

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

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

[Psi10 Major] Ground *: Immune Lightning, must be touching the ground

[Psi-12C Major] Globe of High Resistance: Immune to SL 4-6 (all types), Resist SL 2-3 (all types)

Combat effects:

[Pri SL4] Command 4: Target makes 4 saves, each missed save allows 1 word for a command to be given

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

[Wiz SL4] Prismatic Wall 4: 4 Prismatic colors or 2 MultiPrismatic colors (may repeat colors in either mode)

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

[Wiz SL4] Phantasmal Killer : Fearsome illusion kills subject or deals 3d6 damage.

Dungeon103020 - Dungeon Level 5

Room # 10

Game Room - 25ft. long x 30ft. wide x 35ft. tall

clamps; candles; music; ringing

Trapped Door, Out of Phase on the north wall leading to a 45ft. long x 10ft. wide x 10ft. tall hallway.

Sample Names: Velamo the diabolical Do-Gooder Musketeer (Taxi); Rhedrian the furious Grey Mouse (Unknown)

Spiked Vent Trap; DL 5; Search DC 52 (30 Chr damage, 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] Proof against Detection and Location (includes scrying, crystal balls, etc.; nothing sees into or out of without looking)

18,890gp

leaf-oak

shilk sheets, +12 AC, 600gp

Grifter's Helm: Equip: Pay 2 Luck and "Equipped creature gets +11

to hit/dmg and +41 AC/saves and 150 hp and has Infect.; 25390gp

Drum of Sea-Green Sweat.; 1F: Jonah and the Whale Shield: Whenever someone hits you with a melee attack, they suffer that Status Effect unless they make a save vs. Spell.; CL 18; SL 5; 25980gp

DL V Large Nightmare-Dimension Eelementals x(27) x[8] x[[[4]]] x[[[[3]]]]

AC 509, HD 30, hullp 1856, #Att 7, TH ÷ AC/Save DC by 60, dmg 605

Str 35, Dex 18, Con 19, Int 40, Wis 31, Chr 18, 1.5kxp

Sleep Aura, ER DL *5%, Has Psi -15. Has no soul. Immune to its own element.

Prepared effects:

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

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

[Psi72 minor] Force Field: +PL current hp

[Psi16 Major] Golem Form: Juggernaut: +12" move rate; 1V, charging: 10d10 dmg to one target

[Wiz SL3] Prismatic Sphere 3: 1 Prismatic color

Combat effects:

[Psi29 minor] Confusion:

[Wiz SL5] Wall of Stone : 20 hp/four levels; can be shaped.

[Psi6G Major] Disk of Seven Heavens: Roll TH: If target hit is sent to Seven Heavens (no save)

[Psi100 minor] Domination: Domination (Will save), hits 2+CL/9 groups

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

Dungeon103020 - Dungeon Level 5

Room # 11

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

bell(s); sofa; humming; still

Iron Door, Normal on the east wall leading to a 10ft. long x 5ft. wide x 20ft. tall hallway.

Sample Names: Adeliza the charming October Sailor (Energy); Meradwyn the scowling Magnetic Witch (Turbo)

Scything Jaws Trap; DL 5; Search DC 52 (Attack +5 ranged, 10d10 Cml damage)

Pedestal that (causes/has/or is) Sliding

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

24,999gp

quiver

a dark horned helmet, +1 AC, 0gp

Ebony Crossbow, heavy [2d20] +8 Th/++6 dmg 20+/x4; 1/3Z: Summon a Root Elemental:

AC 60, hp 180, #Att 3/1, TH +50, dmg 50; CL 13; SL 5, 9210gp

Thimble of Burgundy Mucus; 1/2P: Tapped Bolt-On: Do this Status Effect

to one target (Spell save: 0) ; CL 20; SL 5; 25820gp

DL V Huge Space Artifacts x(22) x[4] x[[3]] x[[[3]]] x[[[[3]]]] x[[[[[3]]]]]

AC 502, HD 42, hp 3328, MR 131% #Att 8, TH ÷ AC/Save DC by 12, dmg 603

Str 38, Dex 39, Con 38, Int 35, Wis 19, Chr 16, 1.5kxp

Immune hostile environments, Ego Score, Can dominate things.

Prepared effects:

[Psi27 minor] People's Bless: One die roll within 1 round is adjusted as you wish (max of ±LVL%).

[Psi-6G Major] Warp Time †: 1bM: Double AC vs. missiles; Resist breath weapons and area effects

[Psi7 Major] (no name): Immunity to poison

[Pri SL5] Resist Vulnerability: Target gains a Resist to something which can only be used to counter a Vulnerability (Duration 1 hc

[Pri SL2] Goodberry 2: Creates 8 goodberries

Combat effects:

[Psi-5 minor] Bolt of Nothing: CL dmg to one target (no save); that targets loses next M action (save)

[Psi10 minor] Lift: TK up/down only; w = ln(weight in lbs.); S = ln(speed in ")

[Pri SL1] Command 1: Target makes 1 save, each missed save allows 1 word for a command to be given

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

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

Dungeon103020 - Dungeon Level 5

Room # 12

Robing Room - 10ft. long x 20ft. wide x 40ft. tall

sanctuary; armoire; snapping; horn/trumpet sounding

Plant Door (as the spell) on the west wall leading to a 45ft. long x 20ft. wide x 25ft. tall hallway.

Sample Names: Burnel the fraudulent Spider Horror (Buggy); Alsinnara the heartless Shambling Elephant (Wings)

Air in room transforms into Elemental Aexus Trap; DL 5; Search DC 51 (30 Wis damage/s, DC 55 PP save for 1/10)(multiple target

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

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

1,515gp

tube

The Breadfruit Tree, Ogp

Gallon of Inky Semen;; 1Z: Embalmed Balls: Do this Status Effect

to one group (Spell save: 0) ; CL 15; SL 5; 26010gp

loun Stone, Don, Get a "0" in next spell level in 1 class, 11220gp

DL V Medium Tarrasque-World Weirds x(20) x[5] x[[4]] x[[[3]]] x[[[[3]]]] x[[[[[3]]]]]

AC 508, HD 12, hullp 896, CR 115% #Att 7, TH ÷ AC/Save DC by 60, dmg 201

Str 21, Dex 39, Con 30, Int 28, Wis 38, Chr 29, 1.5kxp

Mreflection DL*10%, Immune critical hits/poison/sleep/paralysis/stunning. Has no soul.

Prepared effects:

[Wiz SL5] Globe of Invulnerability 5: Immune to spells with SL=0 to 4

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

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

[Psi3 Major] Energy Barrier: You convert energy attacks to harmless light.

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

Combat effects:

[Wiz SL3] Fireball 3: CLd6 fire dmg to a group (save:½)

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

[Psi10 Major] Agony: -3 Int, -4 Wis, -3 saves, -3 TH, -3 dmg, can't use magic/psi, slow (save each)

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

[Pri SL5] Wall of Thorns : Thorns damage anyone who tries to pass.

Dungeon103020 - Dungeon Level 6

Room # 1

Temple - 45ft. long x 45ft. wide x 5ft. tall

chair, padded, arm; bag; coughing; clanking

Time Door (goes to another time) on the west wall leading to a 20ft. long x 15ft. wide x 20ft. tall hallway.

Sample Names: Sarlic Broganson the loathsome Fire Virtuoso (Wind); Thillunrian the grotesque Future Widow (Wand)

Rolling Deathblades Trap; DL 6; Search DC 65 (Attack +108 ranged, 50d6 damage)

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

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Segm
35,221gp

quill pen

the stocks, 190gp

Rian's Rectus abdominis muscle: +17 to Wis; 1Z: One of your summoned creatures is dispelled; Add it's hp/10 in SL to your memorization ; CL 24; SL 6; 37060gp

Lens of Detection, 4210gp

DL VI Tiny Nightmare-Dimension Immortals x(27) x[8] x[[[5]]] x[[[[4]]]] x[[[[[3]]]]]

AC 725, HD 13, hp 304, IR 588% #Att 2, TH ÷ AC/Save DC by 14, random stat dmg 725

Str 24, Dex 29, Con 30, Int 40, Wis 44, Chr 46, 3kxp

Sleep Aura, ER DL*5%, Unaging, Legend Lore halves hp

Prepared effects:

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

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

[Psi16 minor] Golem Form: Scarecrow: 1M, gaze: Fascinate (1 target, Will save); Punches are Fascinate branded

[Pri SL2] Double Resist [E=1 element]: Pick an E=1 element, you double resist it (1/4 dmg, 1/10 if make save) for 1 hour.

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

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

Combat effects:

[Pri SL6] Blade Barrier : Blades encircling you deal 1d6 damage/level.

[Psi100 Major] Telekinesis: Telekinesis CL*10' falling dmg (assuming size M); affects 2+CL/9 groups

[Psi5 minor] Natural Protection: (Z action) Natural Effect damage resistance 75% for 1s

[Psi29 minor] Sleep:

[Psi6G Major] Whispy Stuff: White fog 20' r; evil that enters are Blinded (save /s) and Numbed (save /s)

[Pri SL6] Conjure/Dismiss Para Elemental: Summons or dismisses a Para Elemental

Dungeon103020 - Dungeon Level 6

Room # 2

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

Bridge, Stone; oubliette (pit); wind, strong, moaning; bong

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

Sample Names: Darsidian the infernal October -oid (Surfboard); Thjodolf Badgertooth the sublime Lurking Flare (Rollerblades)

Fusillade of Blades Trap; DL 6; Search DC 63 (Attack +48 melee, 10d6 Cml damage)

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

[x2] Immortals cannot hear, taste, or sense into this room unless they are actually there; Divine Intervention fails

19,416gp

shovel

a MAGNIFICENT treasure!, 0gp

Rian's Heart: +16 to Str; 1P: All your subordinates can't be interposed by higher DL

enemies. Spend 5 SL's: All your subordinates get +1 DL this segment.; CL 20; SL 6; 36970gp

Drum of Cyan Cerebrospinal Fluid.; 1V: Rusty Trombone Bolt-On: Do this Status

Effect to one target (Spell save: 0) ; CL 18; SL 6; 36860gp

DL VI Colossal Outer-CE Immortals x(38) x[5] x[[4]] x[[[3]]] x[[[[3]]]] x[[[[[3]]]]]

AC 726, HD 196, hp 18944, IR 142% #Att 7, TH ÷ AC/Save DC by 84, dmg 1442

Str 23, Dex 25, Con 35, Int 51, Wis 31, Chr 39, 3kxp

Telepathy, immune electricity/poison, Resist acid/cold/fire, Unaging, Legend Lore halves hp

Prepared effects:

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

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

[Psi8 Major] Construct Control Item 2: Create a "Control" type item (see next page) of TechL=CL, each 2 TechL takes 1S action

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

[Wiz SL6] Armor 6: +CL*12 current hp

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

Combat effects:

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

[Psi29 Major] Slay Living:

[Pri SL5] Heal 5: Cure to 75% of max hp (max Heal 5 can cure at once = 750 hp)

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

[Psi-12C Major] Strip Down (Nude Bomb): Choose 1 target; he removes/drops 1 item /s (no save)

[Psi45 minor] Iron Will: 1bM: One effect that's hitting you is delayed for SL segments (it will still resolve even if the caster is drop

Dungeon103020 - Dungeon Level 6

Room # 3

Torture Chamber - 35ft. long x 20ft. wide x 50ft. tall

table; lamp(s); rustling; twanging

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

Sample Names: Shoikan the devilish Valiant Six (Scimitar); Cellarius the unholy Flaming Guard (Strobe)

Injected Shards Trap; DL 6; Search DC 63 (50 Wis damage, no save)

Fire that (causes/has/or is) Resisting - Specific

[x2] Room is permanently/continuously Blinded, only creatures immune or bubbled against it can function here.

2,756gp

high soft boots

a couple of beer cans, 0gp

Rian's Kidneys: +16 to Con; 1/3M: [may cast even if at -29

hp] Counterspell, Gain 30hp; caster takes 30 dmg.; CL 17; SL 6; 36570gp

Aquamarine Scroll: +300 PSP's; 36860gp

DL VI Diminutive Monster-classes Dragons x(43) x[5] x[[4]] x[[[3]]] x[[[[3]]]] x[[[[[3]]]]]

AC 730, HD 14, hp 168, IR 108% #Att 6, TH ÷ AC/Save DC by 84, random stat dmg 1443

Str 27, Dex 26, Con 42, Int 21, Wis 27, Chr 37, 3kxp

Has Master Monster picks, Flys, Breath weapon, dark vision, immune sleep and paralysis.

Prepared effects:

[Wiz SL4] Prismatic Sphere 4: 2 Prismatic colors

[Wiz SL5] Tenser's Transformation 5: +75% of max hp to current hp, +1 TH melee

[Psi-6G minor] Angelfire: Spend Q psi points from non-Psi(-6) pools you have: Your next attack does +Q dmg

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

[Psi-1 Major] Hand-to-Hand Resistance: +level*5% aWR; others you target -level*5% aWR; no selective targetting penalties

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

Combat effects:

[Pri SL5] Fire Storm 5: (CL+2)d2 holy fire dmg, hits 1 group (no save)

[Wiz SL5] Magic Jar : Life force change between the caster and someone else

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

[Pri SL6] Creeping Doom 6: (1d3+5)*80 insect dmg

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

[Psi3½ Major] Psychic Crush: Brutally crush subject's mental essence, reducing subject to -1 hit points.

Dungeon103020 - Dungeon Level 6

Room # 4

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

whips; book; howling; tinkling

Bone Door (shrieks loudly if opened) on the south wall leading to a 5ft. long x 5ft. wide x 25ft. tall hallway.

Sample Names: Gaius the raving Brother Battalion (Flail); Ikshada the friendly, neighborhood Princess Valkyrie (Pickup Truck)

Grand Acidify Trap; DL 6; Search DC 61 (Psionicist CL 12, DC 64 RSW save to negate)

Container (Barrel, Jar, Vase, etc.) that (causes/has/or is) Talks - Poetry / Rhymes

[x2] Ultraplanar beings cannot feel, see, or sense into this room unless they are actually there; Divine Intervention fails

33,773gp

apron

shadowy handprints, +2 AC, 0gp

Pearl Flag: Free Eidetic Memory Feat: Eidetic Memory / Photographic Memory; 36850gp

Charcoal Greatsword [5d20] +8 Th/+12 dmg 16+/x5; 1Z: Astral stunning; CL 15; SL 6, 5694gp

DL VI Large Space Cthulhoid-Horrors x(48) x[7] x[[[5]]] x[[[[4]]]] x[[[[[3]]]]]

AC 721, HD 192, hp 2432, #Att 3, TH ÷ AC/Save DC by 84, dmg 577

Str 32, Dex 18, Con 49, Int 28, Wis 30, Chr 29, 3kxp

Immune hostile environments, Immune called shots and crits, can high freq samp, mind blank

Prepared effects:

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

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

[Psi16 minor] Golem Form: Skeletal: +2 arms (new group of limbs), but all your arms get -10/-10 TH/dmg

[Psi72 Major] Absorption - Energy: -PL dmg per energy attack

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

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

Combat effects:

[Pri SL5] Ice Storm : Hail deals 5d6 damage in cylinder 40 ft. across.

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

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

[Psi3 minor] Charm Person: Makes one person your friend.

[Psi5 Major] Irresistible Charm: Charm Monster, no save

[Psi9 Major] Disintegration Beam: Disintegrate up to 100*CH lbs. (save)

Dungeon103020 - Dungeon Level 6

Room # 5

Kitchen - 30ft. long x 5ft. wide x 25ft. tall

wall basin; brazier; shuffling; jingling

Concealed (Hidden) Door on the south wall leading to a 50ft. long x 20ft. wide x 5ft. tall hallway.

Sample Names: Famulus the iridescent American Monkey (Whip); Mantari the self-righteous General Pirate (Cable)

Passage transforms into Elemental Furnace Trap; DL 6; Search DC 66 (90 Wis damage/s, no resistance)

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

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Half Segment
13,080gp

fire pit

a palm tree, 8gp

Gallon of Nut-Brown Feces;; 1M: Tea Bag Bolt-On: Do this Status

Effect to one target (Spell save: 0) ; CL 18; SL 6; 36480gp

Rian's Adductor longus muscle: +17 to Int; 1/2attack: Summon a Thicket Elemental: AC

80, hp 320, #Att 4/1, TH +70, dmg 70 ; CL 18; SL 6; 36440gp

DL VI Colossal Rakshasa-World Goblin/Orcs x(31) x[5] x[[4]] x[[[3]]] x[[[[3]]]] x[[[[[3]]]]]

|AC| 726, HD 1164, hullp 20480, #Att 4, TH ÷ AC/Save DC by 84, dmg 867

Str 37, Dex 42, Con 47, Int 40, Wis 41, Chr 45, 3kxp

Immune slain, Resist Slain, Vulnerable enchanted items., Dark Vision, Stay conscious past Ohp. Light Sensitivity

Prepared effects:

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

[Pri SL6] Antilife Shell : 10-ft. field hedges out living creatures.

[Pri SL3] Goodberry 3: Creates 12 goodberries

[Psi3½ minor] Biofeedback: Gain damage reduction 2/-.

[Psi8 Major] Construct Power/Defensive Item 2: Create a "Power" type item (see next page) of TechL=CL, each 2 TechL takes 1S :

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

Combat effects:

[Wiz SL4] Charm Monster : Makes monster believe it is your ally.

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

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

[Pri SL6] MultiCure Deadly Wounds : Cure 8d8+10 or 58 to 6 different targets

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

[Psi10 Major] Dream Suggestion: Suggestion (CL/2 saves vs.spell)

Dungeon103020 - Dungeon Level 6

Room # 6

Gas Chamber - 45ft. long x 40ft. wide x 50ft. tall

armoire; magic circle; chiming; rattling

Secret Door on the west wall leading to a 50ft. long x 10ft. wide x 15ft. tall hallway.

Sample Names: Thasean the uncanny Random Monster (Bike); Celon the hypocritical Speed Punisher (Camel)

Spiked Portcullis Trap; DL 6; Search DC 65 (100 Wis damage, no save)

Fire that (causes/has/or is) Gaseous

[x2] Mortals cannot feel, taste, or sense into this room unless they are actually there; Divine Intervention fails
23,015gp

large table

a long knife, dagger, 5d20 (52), 621gp

Browny Trident [2d6] +8 Th/++3 dmg 17+/x4; 1M: Target believes what you want

him to believe (Will save), 1 item per segment; CL 20; SL 6, 6117gp

Shimmering Toe ring: Free Weasel [1] Familiar; 36340gp

DL VI Colossal Lost-Planes/Anguinum-Synod Undeads x(48) x[4] x[[3]] x[[[3]]] x[[[[3]]]] x[[[[[3]]]]]

AC 722, HD 194, hp 21504, RR 92% #Att 1, TH ÷ AC/Save DC by 84, dmg 581

Str 38, Dex 17, Con 50, Int 27, Wis 17, Chr 34, 3kxp

Has Miniclass picks, flys, breath E=DL element, No CON. Has Psi 7. Heal to dmg. Undead traits from PHB3

Prepared effects:

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

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

[Psi27 minor] People's Bless: One die roll within 1 round is adjusted as you wish (max of ±LVL%).

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

[Psi54 Major] Invisibility: Minor: Invisibility; Major: Improved Invisibility; Grand: Dust of Disappearance

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

Combat effects:

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

[Psi2 Major] Project Force: (level)d6 damage (save:½); Knock down M target

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

[Pri SL3] Summon Insects: Summons DL 3 insects

[Psi2 Major] Telekinesis: Object move rate 6; Can move 2nd object

[Psi6G Major] Escape: Everyone that deva wills (including self) can Escape home

Dungeon103020 - Dungeon Level 6

Room # 7

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

magic circle; chest of drawers; scuttling; clashing

Mimic (the monster) on the east wall leading to a 45ft. long x 5ft. wide x 15ft. tall hallway.

Sample Names: Gridhan the unethical Rainbow Midget (Fungal); Glaemril the naughty Copper Wizard (Invisi--)

Spiked Room Trap; DL 6; Search DC 61 (160 damage, no save)

Fountain that (causes/has/or is) Enrages

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Turn 32,777gp

bitumen

can of coke, 30gp

Rian's Skin: +5 to ML; 1attack: Summon a (CL+2)/2 young human with "1V: alter self".; CL 18; SL 6; 36170gp

Saffron Piercing Weapon [4d12] +81 Th/+7 dmg 17+/x3; 1F: Free Action (and) Remove Paralysis

(and) Remove Domination (or) gives a path to escape local authorities; CL 20; SL 6, 17290gp

DL VI Large Psionic Cthulhoid-Horrors x(29) x[8] x[[[5]]] x[[[[4]]] x[[[[[3]]]]]

AC 726, HD 32, hullp 2560, MR 83% #Att 3, TH ÷ AC/Save DC by 84, dmg 1443

Str 25, Dex 29, Con 51, Int 40, Wis 27, Chr 29, 3kxp

Has a psionic frequency, Immune called shots and crits, can high freq samp, mind blank

Prepared effects:

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

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

[Pri SL4] Immune [E=1 element]: Pick an E=1 element, you are immune to it for 1 hour. (This immunity does not "spread" into ot

[Psi24 minor] Caster Level Increase 2: +2 Caster Level (this can be taken multiple times)

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

[Pri SL5] Resist Fire/Resist Cold 5: Take -65% dmg vs. fire or cold

Combat effects:

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

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

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

[Psi45 Major] Undead Control: Turn Undead at CL=(SL-2)*2

[Pri SL4] Summon Monster IV : Summons a DL IV monster (1 turn)

[Psi-5 minor] Bolt of Nothing: CL dmg to one target (no save); that targets loses next M action (save)

Dungeon103020 - Dungeon Level 6

Room # 8

Treasure Room - 50ft. long x 15ft. wide x 25ft. tall

pot (huge); barrel; scream(ing); footsteps (receding)

Phase Door (phases in/out every so often) on the west wall leading to a 25ft. long x 20ft. wide x 25ft. tall hallway.

Sample Names: Inalee the congenial Caped Light (Taxi); Kerisis the dreadful Professor Friend (Lucky Rabbit's Foot)

Falling Container Trap; DL 6; Search DC 62 (240 damage, no save)

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

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Turn
30,967gp

wall basin/font

an apron, +2 AC, 10gp

Staff (25 charges. 0, 1 ch.: +1 TH, dmg, AC, or saves for 1t), 6110gp

Syringe of Green Breast Milk;; 1P: Double-Shocker Blast: Do this Status

Effect to one group (no save) ; CL 24; SL 6; 36760gp

DL VI Small Modern Leeches x(30) x[6] x[[5]] x[[[4]]] x[[[[3]]]] x[[[[[3]]]]]

AC 724, HD 16, |hp| 672, MR 77% #Att 11, TH ÷ AC/Save DC by 84, random stat dmg 434

Str 20, Dex 45, Con 36, Int 52, Wis 45, Chr 31, 3kxp

Has Action points, Access to high tech items, 0, 1/half segment: Remove a SEL=DL status effect.

Prepared effects:

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

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

[Pri SL4] Goodberry 4: Creates 16 goodberries

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

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

[Psi54 Major] Magic Shield: Stops SL/2 magical attacks on you

Combat effects:

[Pri SL6] Cure Wounds 6: Cures 21d8 hp (can take offer of 6 per die -> 126 hp)

[Psi10 minor] Lift: TK up/down only; w = ln(weight in lbs.); S = ln(speed in ")

[Wiz SL5] Hold Monster : 1d4 creature Paralyzes creatures unless save is made

[Psi72 minor] Telekinesis: TK 100*PL lbs.

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

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

Dungeon103020 - Dungeon Level 6

Room # 9

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

pentacle; skull; footsteps (ahead); bang, slam

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

Sample Names: Shotheri the frigid Suicide Conqueror (Plane); Agramant Smoothcuts the mad Water Thing (Mythological god(ess

Poisoned Jaws Trap; DL 6; Search DC 65 (Attack +36 ranged, 60d8 damage)

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

[x2] Room is permanently/continuously Blinded, only creatures immune or bubbled against it can function here.

34,775gp

sound (unexplained)

an engraved broadsword, sword, 10d14 (75), 0gp

Rian's Tarsus bone: +6 to LVL; 1Z: Summon a Unique DL VII Praetor with Vigilance and "All

your subordinates get +2 DL. All your opponents' subordinates get -2 DL."; CL 16; SL 6; 36180gp

Sword Bracers: Equip: Pay 6 Int and "Equipped creature gets +2 to hit/dmg and

+17 AC/saves and 32 hp and has Defender, Squirrellink, Myriad, Outlast and Vigilance.; 37030gp

DL VI Huge Random(ite) Familiars x(34) x[7] x[[[5]]] x[[[[4]]]] x[[[[[3]]]]]

AC 724, HD 52, hp 4736, CR 618% #Att 4, TH ÷ AC/Save DC by 84, dmg 723

Str 20, Dex 27, Con 21, Int 41, Wis 39, Chr 24, 3kxp

Has high frequency sampling, Familiar Immunity until offensive

Prepared effects:

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

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

[Psi7 Major] (no name): Whenever you touch someone, they are energy drained (CL+3)/6 levels (no save)

[Wiz SL5] Extra Group +1: The next spell you cast will affect +1 groups of monsters

[Psi100 Major] Controlled Blinking: Blink CL' each segment

[Wiz SL5] Improved Free Action: Immune Capital S Stun, Stop, Hold, Paralysis, Summoning Sickness; Hold P,V actions

Combat effects:

[Psi--2 minor] Cell Arrangement: cures 5*N% of max hp (max N=CL*5+35); Half cost in PSPs

[Psi18 Major] Telepathic: Control: LVL/3 targets: Domination (save)

[Psi-5 minor] Bolt of Nothing: CL dmg to one target (no save); that targets loses next M action (save)

[Psi1 minor] Telekinetic Blade: Base damage CLdCL, considered +CL/3 weapon, mental weapon

[Wiz SL5] Twilight: Target is Twilighted for CL segments (Will save)

[Wiz SL5] Monster Swarm Summoning V: Summons CL*2.5 (round down) DL IV monsters

Dungeon103020 - Dungeon Level 6

Room # 10

Water Closet/Toilet - 20ft. long x 35ft. wide x 15ft. tall

candlestick; scroll; urine smell; foggy near ceiling

Trapped Door, Out of Phase on the east wall leading to a 5ft. long x 25ft. wide x 10ft. tall hallway.

Sample Names: Ranaea the rebellious Future Beetle (Flight Ring); Unhath the foul Earth Conundrum (Stilts)

Energy Kinetic: L.Blast Trap; DL 6; Search DC 62 (Psionicist CL 12, no save)

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

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Day
22,464gp

javelin head

a gleaming white sword, sword, 5d11 (30), 1000gp

Lavender Medallion [AT+145] +13 AC/++9 Saves; 1M: SL/3 (round down) instances of Resist disenchantment; CL 18; SL 6; 31825gp

Pint of Blackened Earwax;; 1/3P: Tea Bag Brand: Brand this Status

Effect to one weapon (no save) ; CL 18; SL 6; 36750gp

DL VI Titanic Rogue-classes Elementals x(39) x[5] x[[4]] x[[[3]]] x[[[[3]]]] x[[[[[3]]]]]

|AC| 731, HD 392, hp 43008, PR 115% #Att 1, TH ÷ AC/Save DC by 84, dmg 438

Str 17, Dex 42, Con 18, Int 41, Wis 28, Chr 49, 3kxp

Has Rogue abilities, Has Psi 15. Has no soul. Immune to its own element.

Prepared effects:

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

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

[Psi29 Major] Serten's Spell Immunity:

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

[Psi-9 minor] Specific Reduction: takes -1d4 dmg/m on contact w/ substance

[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.

Combat effects:

[Psi27 minor] Innocents: You cannot physically attack this segment. You are healed LVL^2 hp.

[Psi15 Major] Darkness: Darkness CL*10' radius

[Pri SL5] Neutralize Poison 5: Cure 2 poison effects (reverse causes that many, save for each)

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

[Psi18 Major] Binding: Forcecage (as spell)

[Psi45 Major] Energy Sponge: bM: SL*10% chance to absorb an entire energy attack

Dungeon103020 - Dungeon Level 6

Room # 11

Psionicist's Chamber/Lab - 45ft. long x 40ft. wide x 40ft. tall

mosaic; boots (iron); howling; dusty

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

Sample Names: Thorhall the Hawk the acrobatic Duke Lantern (Unicorn); Rasha the gelatinous Light Work (Hyper-)

Scything Pendulums Trap; DL 6; Search DC 62 (Attack +102 melee, 40d6 Cml damage)

Fireplace that (causes/has/or is) Gaseous

[x2] Room is permanently/continuously Charmed, only creatures immune or bubbled against it can function here.

7,246gp

dipper

heather wand, 'identify', 425gp

Sigil Kit: Equip: Pay 41 hp(s) and "Equipped creature gets +9 to hit/dmg and +49 AC/saves and 45 hp".; 36490gp

Gallon of Red Vomit.; 1/2V: Rusty Trombone Blast: Do this Status

Effect to one group (no save) ; CL 15; SL 6; 36920gp

DL VI Small Cloud Immortals x(36) x[5] x[[4]] x[[[3]]] x[[[[3]]]] x[[[[[3]]]]]

AC 727, HD 12, hullp 608, #Att 11, TH ÷ AC/Save DC by 84, dmg 868

Str 38, Dex 41, Con 51, Int 34, Wis 44, Chr 42, 3kxp

Flys with perfect maneuverability., Unaging, Legend Lore halves hp

Prepared effects:

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

[Wiz SL5] Prismatic Sphere 5: 3 Prismatic colors or 1 MultiPrismatic colors (may repeat colors in either mode)

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

[Psi10 minor] Resistance to Sleep: Immune Sleep

[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

[Psi6G Major] Champion Lore: Paladin's abilities of level = ½*CL

Combat effects:

[Psi60 minor] Stun Touch: LVL*5 dmg + stun (save)

[Wiz SL5] Wall of Iron : 30 hp/four levels; can topple onto foes.

[Pri SL5] Limited Cureall: Cureall, target must Fort save vs. # hp down (+10 per other effect)

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

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

[Psi27 Major] Liturgy of Despair: 30' radius: Insanity (save) and all must make Morale rolls (even if save made)

Dungeon103020 - Dungeon Level 6

Room # 12

Laboratory - 30ft. long x 50ft. wide x 45ft. tall

crystal ball; Chute, Flesh (acid damage); chanting; breeze, gusting

Trapped Door, Out of Phase on the east wall leading to a 50ft. long x 15ft. wide x 15ft. tall hallway.

Sample Names: Steelshadow the revolting Violet Hive (Pitchfork); Grilion the annoying Sub-- Company (Wind)

Flooding Chute Trap; DL 6; Search DC 61 (60 damage, DC 64 Reflex save for half)

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

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Month 14,516gp

eagle eye

a black spiked helm, +8 AC, 2500gp

loun Stone of Sha'ir (Know all allowed spells up to spell level 3), 4110gp

Gallon of Ultramarine Ass Juice;; 1M: Tea Bag Blast: Do this

Status Effect to one group (no save) ; CL 18; SL 6; 36870gp

DL VI Titanic Island Reptiles x(36) x[7] x[[[5]]] x[[[[4]]]] x[[[[[3]]]]]]

AC 724, HD 386, hp 37888, #Att 1, TH ÷ AC/Save DC by 84, dmg 866

Str 49, Dex 31, Con 25, Int 34, Wis 48, Chr 22, 3kxp

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

Prepared effects:

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

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

[Psi81 Major] Damage Reduction, Energy, 50%: Take x0.5 damage from energy

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

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

[Psi7 Major] (no name): Immunity to poison

Combat effects:

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

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

[Psi12L Major] Charm Lawful Creature: Charm (no save) only vs. Lawful creatures

[Pri SL6] Conjure/Dismiss Para Elemental: Summons or dismisses a Para Elemental

[Psi3½ Major] Ectoplasmic Cocoon: You encapsulate a foe so it can't move.

[Psi45 Major] Energy Conversion: 0, SL/t: Convert an element in an effect to another element (max E factor = SL/2, round down)

Dungeon103020 - Dungeon Level 7

Room # 1

Dormitory - 20ft. long x 50ft. wide x 25ft. tall

tub; Walls of Souls; breeze, slight, damp; whining

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

Sample Names: Genubath the valiant War Boy (Net); Horizakaul the secretive Water Engineer (Van)

Electrified Statue Trap; DL 7; Search DC 76 (360 Chr damage, no save)

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

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Reset
36,267gp

torch

a platinum bracelet., +1 AC, 145gp

Aroma of Dreams: If applied to a creature like a perfume, the creature is surrounded by a 10' radius invisible cloud that moves w

If the bottle is left open or poured out, a 5' radius invisible and immobile cloud forms. In either case, the cloud's effect is an Inha

Rope of Entanglement, 9120gp

DL VII Gargantuan Outer-LG Wurms x(32) x[8] x[[[5]]] x[[[[4]]]] x[[[[[3]]]]]

AC 985, HD 116, |hp| 13824, TR 112% #Att 13, TH ÷ AC/Save DC by 112, dmg 592

Str 27, Dex 56, Con 56, Int 21, Wis 32, Chr 35, 7kxp

Immune acid/cold/petrification. Resist electricity/fire. Pro evil, Has no appendages.

Prepared effects:

[Psi24 minor] Caster Level Increase 2: +2 Caster Level (this can be taken multiple times)

[Pri SL5] Extra Group +1: The next spell you cast will affect +1 groups of monsters

[Psi4 Major] AC *1.5: Your new AC = (old AC - 10) * 1.5 + 10

[Psi3½ Major] Power Resistance: Grant PR equal to 12 + level.

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

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

[Psi81 minor] Damage Reduction, Physical, 25%: Take x0.75 damage from physical attacks

Combat effects:

[Pri SL7] Treat Caused Wounds: Cure 70% of max hp

[Psi29 Major] Harm:

[Psi29 Major] Feeblemind:

[Psi10 Major] Mindreave: Target gets Int set to 3; Insanity; lose all spells; lose all PSPs (save for each)

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

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

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

Dungeon103020 - Dungeon Level 7

Room # 2

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

prism; mirror; chirping; ozone smell

Void Door (cannot see through doorway) on the west wall leading to a 50ft. long x 5ft. wide x 20ft. tall hallway.

Sample Names: Elaide the spellbinding Sea Turtle (Helicopter); Edus the congenial Living Dusk (Slide)

Neutralize Poison 7 Trap; DL 7; Search DC 77 (Cleric CL 14, no save)

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

[x2] Ultraplanar beings cannot feel, hear, or sense into this room unless they are actually there; Divine Intervention fails
13,836gp

herb tea

a marble fountain, 0gp

Electric blue Cinder block: Free Thug Kit: +1 dmg; 0, -level

TH this segment: +level dmg this segment, Free bonus Gaming proficiency; 49660gp

Hazel Ring: +500 Rogue Points; 49450gp

DL VII Gargantuan Far-Realm/Ultrablack Wurms x(53) x[4] x[[3]] x[[[3]]] x[[[[3]]]] x[[[[[3]]]]]

|AC| 987, HD 118, hp 13312, TR 156% #Att 11, TH ÷ AC/Save DC by 112, dmg 982

Str 57, Dex 38, Con 59, Int 59, Wis 52, Chr 28, 7kxp

Can damage non-hp totals/scores., Has no appendages.

Prepared effects:

[Psi24 minor] Caster Level Increase 2: +2 Caster Level (this can be taken multiple times)

[Psi7 Major] (no name): Regenerate at CL-3 hp /s

[Psi19 Major] Hibernation Trance: Resist damage, need not breathe/eat/drink/sleep, cannot use any actions

[Psi-12T Major] Improved Inallability: Improved Invisibility (sight/sound/smell), can't be touched

[Pri SL4] Resist [E=2 eeement]: Pick an EE=2 eeement, you resist it for 1 hour.

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

[Psi45 minor] Resist: Magic: SL/4 (round down) instances of Resist magic

Combat effects:

[Wiz SL7] Ray of Enfeeblement 7: -35 physical stat points (randomly distributed in packets of 5) (save per packet)

[Psi29 Major] Charm Monster:

[Psi-6N Major] Force of Nature III: Summon a Root Elemental: AC 60, hp 180, #Att 3/1, TH +50, dmg 50

[Psi-17 Major] (no name): Chain Lightning: as spell, but jumps randomly (not closest person), can hit someone more than once

[Pri SL7] Remove Curse 7: Cure 4 curse effects (reverse causes that many, save for each)

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

[Pri SL7] Heal 7: Cure to 125% of max hp (max Heal 7 can cure at once = 1250 hp)

Dungeon103020 - Dungeon Level 7

Room # 3

Salon - 50ft. long x 45ft. wide x 15ft. tall

pincers; manger; acrid smell; manure smell

Golem Door (it's a Golem creature) on the south wall leading to a 15ft. long x 20ft. wide x 5ft. tall hallway.

Sample Names: Jamina the friendly, neighborhood First Mask (Kite); Melina the super-intelligent Platypus Disaster (Plasma)

Room transforms into Elemental Forbiddance Trap; DL 7; Search DC 71 (200 Chr damage/s, no resistance)

Container (Barrel, Jar, Vase, etc.) that (causes/has/or is) Distorted - Width/Length

[x2] Immortals cannot feel, taste, or sense into this room unless they are actually there; Divine Intervention fails

5,791gp

oil (scented)

a misty potion, 'pass door' 'faerie fire' " ", 92gp

Iron-grey Wand [7d10] +12 Th/+15 dmg 19+/x4; 1/2P: Command (as spell); CL 20; SL 7, 7434gp

Black Crown of Aerdy, 4120gp

DL VII Medium Warrior-classes Faeries x(37) x[4] x[[3]] x[[[3]]] x[[[[3]]]] x[[[[[3]]]]]

|AC| 991, HD 20, stunp 1696, CR 161% #Att 14, TH ÷ AC/Save DC by 16, idmg 986

Str 32, Dex 25, Con 58, Int 18, Wis 27, Chr 41, 7kxp

Has warrior picks, Overwrite AC to |AC|, Flies, No target.

Prepared effects:

[Pri SL5] Double Resist [E=4 element]: Pick an E=4 element, you double resist it (1/4 dmg, 1/10 if make save) for 1 hour.

[Wiz SL7] First Level Magic-User Spells (DM1): Cast any four 1st level Wizard spells simultaneously when it is cast.

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

[Psi10 minor] Resistance to Sleep: Immune Sleep

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

[Psi6E Major] Cloak of Darkness: Imp.Invis., Immune to Detection/Location

[Psi54 minor] Magic Shield: Stops SL/2 magical attacks on you

Combat effects:

[Psi30 Major] Stun Bolt: Astral stunning

[Psi-5 minor] Bolt of Nothing: CL dmg to one target (no save); that targets loses next M action (save)

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

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

[Pri SL4] Summon Monster IV : Summons a DL IV monster (1 turn)

[Psi3½ minor] Daze, Psionic: Humanoid creature of 4 HD or less loses next action.

[Psi45 minor] Sleep-Induced: Sleep (SL/2 saves)

Dungeon103020 - Dungeon Level 7

Room # 4

Antechamber (Entry room into larger room) - 25ft. long x 40ft. wide x 40ft. tall

chair, padded, arm; coal; foggy near floor; steamy

Water Lock Door (holds back a lot of water) on the north wall leading to a 5ft. long x 10ft. wide x 20ft. tall hallway.

Sample Names: Zubova the scowling Evil Corona (Ship); Mais the infamous Random -noid (Invisi--)

Hail of Arrows Trap; DL 7; Search DC 75 (Attack +70 melee, 30d2 damage)

Wall 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/Year
11,618gp

loom

leather leggings with a grey insignia, +2 AC, 300gp

Witches' Boomerang: Equip: Pay 5 SL(s) and "Equipped creature gets +57 to hit/dmg and +16

AC/saves and 32 hp and has Protection from loose lips and Protection from watermarks.; 49790gp

Mauve Helmet: All your Monster classes use the "set XP table"(3kxp

at 2nd, doubles til 9th,600kxp at 10th,+300kxp per level afterward).; 49820gp

DL VII Huge Ultraplanar/Annihilation Dragons x(31) x[6] x[[5]] x[[[4]]] x[[[[3]]]] x[[[[[3]]]]]

AC 993, HD 68, hullp 6912, IR 167% #Att 14, TH ÷ AC/Save DC by 112, dmg 2947

Str 42, Dex 49, Con 25, Int 55, Wis 48, Chr 20, 7kxp

Immune disintegration/annihilation, Flys, Breath weapon, dark vision, immune sleep and paralysis.

Prepared effects:

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

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

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

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

[Wiz SL7] Tenser's Transformation 7: +125% of max hp to current hp, +3 TH melee

[Psi24 Major] Level: other out of group: Get a "Level:" ability (your level or less) in class in any group (can take multiple times)

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

Combat effects:

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

[Pri SL5] Remove Curse 5: Cure 2 curse effects (reverse causes that many, save for each)

[Psi7 minor] (no name): Moan: One group is feared (Will save)

[Wiz SL7] Immediate Monster Summoning VII: Summons a DL V monster without summoning sickness

[Psi3½ minor] Brain Lock: Subject cannot move or take any mental actions.

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

[Pri SL3] Creeping Doom 3: 40 insect dmg

Dungeon103020 - Dungeon Level 7

Room # 5

Animal Pens - 25ft. long x 40ft. wide x 15ft. tall

mosaics; tongs; breeze, slight; earthy smell

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

Sample Names: Al'lyrr the kewl Ruby Mime (Staff); Efnisien the superlative Teenage -stroke (Gateway)

Contact Sound Trap; DL 7; Search DC 73 (300 damage, DC 75 Will save to negate)

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

[x2] Mortals cannot taste, see, or sense into this room unless they are actually there; Divine Intervention fails
23,328gp

rope

a gold wedding band, 1000gp

Universal Solvent, 12120gp

Phial of Roseate Blood Serum; 1M: Prince Albert Balls: Do this Status

Effect to one group (Spell save: 0) ; CL 20; SL 7; 49470gp

DL VII Large Psionicist-classes Oozes x(39) x[7] x[[6]] x[[[5]]] x[[[[4]]]] x[[[[[3]]]]]

|AC| 986, HD 32, hullp 3392, #Att 9, TH ÷ AC/Save DC by 16, idmg 592

Str 28, Dex 46, Con 34, Int 58, Wis 31, Chr 38, 7kxp

Know a Psi frequency, No INT. Immune mind-affecting, crits, anything requiring fort/ppd save.

Prepared effects:

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

[Wiz SL6] Globe of Invulnerability 6: Immune to spells with SL=0 to 5

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

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

[Psi-17 Major] (no name): Confusion shield (whoever hits you saves or is Confused)

[Psi15 minor] Polymorph Self: Polymorph Self

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

Combat effects:

[Pri SL7] Earthquake: Intense tremor shakes 5-ft./level radius.

[Psi6N Major] Dispel Non-Balance: Dispel Evil but vs. non-Neutral creatures

[Psi19 minor] Telekinesis: TK, weight W*10 lbs., max W=LVL^2, move rate=W ", throw does W dmg (roll TH)

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

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

[Psi6N minor] Remove Alteration: Dispels one Alteration, Polymorph, or Tranmutation effect

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

Dungeon103020 - Dungeon Level 7

Room # 6

Water Closet/Toilet - 20ft. long x 5ft. wide x 20ft. tall

chime(s); cask; twanging; rattling

Mobile Door (door moves around in dungeon) on the east wall leading to a 10ft. long x 25ft. wide x 15ft. tall hallway.

Sample Names: Gaedynn the repugnant Thunder Longshoreman (Spinach); Elenna the puerile Jet Brain (Atomic)

Steal Soul III Trap; DL 7; Search DC 74 (Psionicist CL 14, no save)

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

[x2] Room is permanently/continuously Berserked, only creatures immune or bubbled against it can function here.

11,724gp

soap

a potion, 'refresh' 'protection evil' " ", 24gp

Shield Claw: Equip: Pay 2 Cml and "Equipped creature gets +6 to hit/dmg and +16 AC/saves and 63 hp"; 49310gp

Armband of 18 Str, 9610gp

DL VII Fine Collectiverse/Gooyverse/etc. Immortals x(54) x[8] x[[[5]]] x[[[[4]]] x[[[[[3]]]]]

AC 990, HD 5, hp 112, CR 84% #Att 14, TH ÷ AC/Save DC by 112, dmg 397

Str 38, Dex 36, Con 33, Int 29, Wis 25, Chr 54, 7kxp

Immune disintegration and annihilation, Unaging, Legend Lore halves hp

Prepared effects:

[Psi3½ Major] Truevenom: Your natural weapons are covered in horrible poison.

[Wiz SL5] Anti-Magic Shell 5: Anti-Magic of SL 0 to 4

[Wiz SL6] Tenser's Transformation 6: +100% of max hp to current hp, +2 TH melee

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

[Wiz SL5] Improved Free Action: Immune Capital S Stun, Stop, Hold, Paralysis, Summoning Sickness; Hold P,V actions

[Pri SL6] Anti-Animal Shell:

[Psi7 minor] (no name): Whenever you touch someone, they get a disease (PPD save)

Combat effects:

[Psi7 Major] (no name): Summon a DL IV Undead

[Pri SL6] Hold Person/Monster 6: Hold 8 person or 6 monster targets (save)

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

[Pri SL5] Limited Cureall: Cureall, target must Fort save vs. # hp down (+10 per other effect)

[Pri SL7] Conjure/Dismiss Quasi Elemental: Summons or dismisses a Quasi Elemental

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

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

Dungeon103020 - Dungeon Level 7

Room # 7

Library - 25ft. long x 35ft. wide x 40ft. tall

Walls of Webs; urn; ringing; twanging

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

Sample Names: Aberik the sophisticated Tattered Blur (Blimp); Wildcat Fyrenson the deadly Sun Glider (Adamantium)

Ingested Disintegration Trap; DL 7; Search DC 77 (420 damage, DC 73 PPD save for half)

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

[x2] Room is permanently/continuously Berserked, only creatures immune or bubbled against it can function here.

29,352gp

foodstuffs (spoiled)

an ornate mask, +4 AC, 1100gp

Rian's Ulna bone: +22 to Dex; 1V: Convert a artifact/enchantment spell

not on the list from MTG to D&D.; CL 28; SL 7; 49110gp

Bowl of Blood, 6120gp

DL VII Colossal Psionicist-classes Weirds x(45) x[4] x[[3]] x[[[3]]] x[[[[3]]]] x[[[[[3]]]]]

Stun AC 993, HD 226, |hp| 1.9E+5, CR 169% #Att 3, TH ÷ AC/Save DC by 112, dmg 1963

Str 56, Dex 44, Con 50, Int 20, Wis 46, Chr 32, 7kxp

Know a Psi frequency, Immune critical hits/poison/sleep/paralysis/stunning. Has no soul.

Prepared effects:

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

[Pri SL6] Protection from Fire 6: Stop the next CL*20 fire dmg

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

[Psi45 minor] Power Simulation: The next Psi45 power you use will be resisted using MR instead of PR

[Psi29 Major] Protection (random scroll):

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

[Psi10 Major] Mind Block: Can't be mentally targetted; auto make Will/Mental saves; can't be scryed

Combat effects:

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

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

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

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

[Psi30 Major] Petrify/Reverse Petrify: Flesh to Stone, Con resists

[Wiz SL7] Death Spell 7: Slay 7d12 HD of creatures (save)

[Wiz SL5] Dismissal : Send a creature back to it's own plane

Dungeon103020 - Dungeon Level 7

Room # 8

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

portcullis; dais (raised platform); breeze, slight, damp; ringing

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

Sample Names: Rakham the lucky October Slayer (Talons); Namarra the raving Millennium Bat (Spinach)

Well-Camouflaged Blades Trap; DL 7; Search DC 76 (Attack +105 melee, 20d12 Str damage)

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

[x2] Mortals cannot see, feel, or sense into this room unless they are actually there; Divine Intervention fails

46,784gp

throwing axe

a blueberry danish, 1gp

Multi-prismatic Crossbow, hand [4d10] +81 Th/+80 dmg 19+/x4; 1M: You get a Dex check (with penalty = enemy's level) for each missile shot at you this round; CL 18; SL 7, 29594gp

Needle of Pale Ass Juice; 1V: Glass Bottom Boat Brand: Brand this

Status Effect to one weapon (no save) ; CL 24; SL 7; 50040gp

DL VII Large Outer-NG Viruss x(33) x[7] x[[6]] x[[[5]]] x[[[[4]]]] x[[[[[3]]]]]

AC 994, HD 34, hp 3264, MR 116% #Att 9, TH ÷ AC/Save DC by 112, dmg 199

Str 27, Dex 24, Con 37, Int 22, Wis 57, Chr 30, 7kxp

Immune acid/cold/petrification. Resist electricity/fire. Pro evil, Can infect things. Immune mind-affecting, crits, anything requirin

Prepared effects:

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

[Wiz SL5] Anti-Magic Shell 5: Anti-Magic of SL 0 to 4

[Pri SL5] Goodberry 5: Creates 20 goodberries

[Wiz SL6] Planar Displace: Planar Displacement for 1 turn

[Pri SL6] Resist [E=3 eeement]: Pick an EE=3 eeement, you resist it for 1 hour.

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

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

Combat effects:

[Wiz SL6] Dispel Magic 6: Dispel 4 magic effects

[Psi45 Major] Disintegration: Major: Disintegrate (save)

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

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

[Pri SL5] Rainbow: Creates a rainbow bridge (or) CL bolts d8 dmg 1 target each

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

Dungeon103020 - Dungeon Level 7

Room # 9

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

dish; Walls of Insects; thumping; music

Automatic Door (opens if anyone approaches) on the south wall leading to a 5ft. long x 10ft. wide x 15ft. tall hallway.

Sample Names: Ulinda the arrogant Freedom Avenger (Mystic); Helevorn the hypocritical Gaseous Killer (Portal)

Enslave Trap; DL 7; Search DC 75 (Psionicist CL 14, no save)

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

[x2] Room is permanently/continuously Alley Effected, only creatures immune or bubbled against it can function here.

42,395gp

curtains

an amber spear, staff, 3d4 (7), 3gp

Rian's Hamstring muscle: +8 to Int; 1M: Your subordinates can use 2S+1V actions

this segment (this spell has duration 1 segment) ; CL 21; SL 7; 49380gp

Rian's Urine: +4 to ML; 1M: Shield vs. physical attacks (100% damage back; MR to resist); CL 24; SL 7; 49460gp

DL VII Gargantuan Random(ite) Hounds x(40) x[7] x[[6]] x[[[5]]] x[[[[4]]]] x[[[[[3]]]]]

|AC| 988, HD 114, hullp 13056, WR 167% #Att 6, TH ÷ AC/Save DC by 112, idmg 593

Str 58, Dex 27, Con 29, Int 53, Wis 45, Chr 56, 7kxp

Has high frequency sampling, Has 4 legs, and at least 1 head

Prepared effects:

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

[Pri SL4] Resist Fire/Resist Cold 4: Take -60% dmg vs. fire or cold

[Psi16 Major] Golem Form: Glass: Improved Invis.; 1M: Prismatic Spray your group (hole in the middle)

[Psi4 minor] Multiplier *1.25: Add 1.25-1 to your multiplier (see [X]). Using a Minor does nothing. Using a Major: +1 mult. in off

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

[Psi6G Major] Persistence Worm: Does a 1st Dominion power over and over (1 time per segment)

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

Combat effects:

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

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

[Wiz SL5] Dismissal : Send a creature back to it's own plane

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

[Psi9 Major] Nova Bolt: CHd12 Fire damage, Heats Metal (save:½)

[Wiz SL6] Immediate Monster Summoning VI: Summons a DL IV monster without summoning sickness

[Wiz SL6] Magic Missile 6: (CL+1)*3 missiles, each does 1d4+1 force dmg (no save)

Dungeon103020 - Dungeon Level 7

Room # 10

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

magic circle; sheet; humming; rotting vegetation smell

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

Sample Names: Kasbeel the poisonous Onyx Slayer (Zamboni); Grelif the sophisticated Vector Society (Wind)

Portcullis transforms into Elemental Abyssal Water Trap; DL 7; Search DC 77 (240 Con damage/s, no save)

Passage that (causes/has/or is) Asks

[x2] Room is permanently/continuously Blinded, only creatures immune or bubbled against it can function here.

29,844gp

fish hook

a glass of water, 1gp

Dragon Throne of Tarkir: Equip: Pay 231 Skill Point(s) and "Equipped creature gets +7 to hit/dmg and +13 AC/saves and 112 hp".; 49200gp

Bluish Clothes: Free Corrupt Mage Feat: One of your spells

that does elemental damage adds "Negative" to it's element; 49660gp

DL VII Colossal Psionicist-classes Spirit-of-the-Lands x(29) x[6] x[[5]] x[[[4]]] x[[[[3]]]] x[[[[[3]]]]]

AC 990, HD 228, |hp| 26624, MR 102% #Att 13, TH ÷ AC/Save DC by 112, dmg 595

Str 45, Dex 53, Con 29, Int 39, Wis 31, Chr 30, 7kxp

Know a Psi frequency, Incorporeal, can be turned as undead

Prepared effects:

[Psi72 minor] Duplication: Create 1 Mirror Image (max = PL)

[Psi-15 Major] Dial-a-Breath Element (<): You can use any element with EE factor less than your normal breath.

[Psi72 minor] Shapeshift: Polymorph Self, max difference in weight = PL^2 lbs.

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

[Psi-12C minor] Commotion Resistance: +CL*5% RR; Resist own effects; Resist Wild Surges

[Pri SL5] Summon Nature's Ally V : Summons a DL V animal (maintained)

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

Combat effects:

[Psi16 Major] Golem Jar: Magic Jar into a Golem (Magic Jar contest rules, which the golem will probably lose)

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

[Psi3 Major] Lesser Domination: Forces subject to obey your will.

[Wiz SL6] Ray of Enfeeblement 6: -30 physical stat points (randomly distributed in packets of 5) (save per packet)

[Psi0 Major] Death Touch: One attack: Death (save vs. PPD)

[Pri SL7] Creeping Doom 7: (1d4+6)*100 insect dmg

[Wiz SL1] Charming I: Charms a monster, gets a new save every round

Dungeon103020 - Dungeon Level 7

Room # 11

Bath / Bathing Room - 15ft. long x 50ft. wide x 35ft. tall

font; couch; still; sobbing

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

Sample Names: Rabmag the antagonistic Injustice Plunderer (Zebra); Burgrum the idiotic Magnetic Sidekick (Ancient lore)

Monster Domination Trap; DL 7; Search DC 77 (Psionicist CL 14, DC 73 PPD save for half)

Passage that (causes/has/or is) false wall

[x2] Mortals cannot see, taste, or sense into this room unless they are actually there; Divine Intervention fails

14,174gp

equipment (broken)

Mark of Gabrian, +5 AC, 200gp

Multi-prismatic Tomato: Free Lhee Familiar; 49670gp

Vial of Topaz Ass Juice;; 1P: Glass Bottom Boat Balls: Do this

Status Effect to one group (Spell save: 0) ; CL 28; SL 7; 49280gp

DL VII Large Water Intelligent-Trap/Trick/Specials x(46) x[5] x[4] x[[[3]]] x[[[[3]]]] x[[[[[3]]]]]

AC 993, HD 266, stunp 3264, #Att 8, TH ÷ AC/Save DC by 112, random stat dmg 394

Str 33, Dex 33, Con 23, Int 48, Wis 50, Chr 40, 7kxp

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

Prepared effects:

[Psi-1 Major] Hand-to-Hand Resistance: +level*5% aWR; others you target -level*5% aWR; no selective targeting penalties

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

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

[Pri SL6] Antilife Shell : 10-ft. field hedges out living creatures.

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

[Psi3 Major] Displacement: Attacks miss subject 50% of the time.

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

Combat effects:

[Psi10 Major] Fire Missiles: Shoot (CL-2)/2 fire missiles, each does 1d4+1 fire dmg

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

[Wiz SL5] Wall of Iron : 30 hp/four levels; can topple onto foes.

[Pri SL4] Remove Capital S Stun: Removes Capital S Stun

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

[Psi72 minor] Snare: Target can't move (Reflex save)

[Pri SL6] Call Lightning 6: (CL+2)d14 lightning dmg (save:½) (halve the die type if not outside)

Dungeon103020 - Dungeon Level 7

Room # 12

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

Flowstone (slippery); pentagram; jingling; roar(ing)

Mobile Door (door moves around in dungeon) on the west wall leading to a 25ft. long x 25ft. wide x 15ft. tall hallway.

Sample Names: Feronia the naughty Arduous Octopus (Nano-); Ephesus the mighty Extreme Wasp (SUV)

Air in room transforms into Elemental Anti-Time Trap; DL 7; Search DC 76 (600 Dex damage/s, no resistance)(multiple targets)

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

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Round 46,805gp

table

a pair of dirty flip-flops, +1 AC, 5gp

Girdle of Quickness (can make 1 attack first each round; +3 initiative), 22210gp

Drum of Magenta Breast Milk.; 1M: Pink Sock Shield: Whenever someone hits you with a melee attack, they suffer that Status Effect unless they make a save vs. Spell.; CL 18; SL 7; 49600gp

DL VII Large Outer-CN Unlives x(45) x[8] x[[[5]]] x[[[[4]]]] x[[[[[3]]]]]

Stun AC 991, HD 38, stunp 3328, CR 118% #Att 12, TH ÷ AC/Save DC by 112, dmg 198

Str 26, Dex 46, Con 48, Int 39, Wis 47, Chr 39, 7kxp

Dark vision, Immune high freq samp, chaos effects, Resist law, No CON. Has Psi -7

Prepared effects:

[Psi16 Major] Golem Form: S=3,4,5: Unusual Material of S=3,4,5 (cannot exceed real S number)

[Psi16 Major] Golem Form: Juggernaut: +12" move rate; 1V, charging: 10d10 dmg to one target

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

[Wiz SL5] Improved Free Action: Immune Capital S Stun, Stop, Hold, Paralysis, Summoning Sickness; Hold P,V actions

[Psi2 minor] Strength of the Land: +25 hp,+3 TH,+3 dmg,25% MR; Lasts 5r after maint.

[Pri SL7] Protection from Death: Immune to slain and Slain

[Psi30 Major] Animate: Animate Object (as spell)

Combat effects:

[Wiz SL5] Lower Resistance : Lowers one's magic resistance

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

[Wiz SL7] Fireball 7: CLd14 fire dmg to a group (save:½)

[Psi18 Major] Pyrokinetic: Melt& Aflame: 30'r, LVLd20 fire damage (save:½)

[Psi3½ minor] Dimension Swap: You and ally or two allies switch positions.

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

[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

Dungeon103020 - Dungeon Level 8

Room # 1

Game Room - 35ft. long x 15ft. wide x 15ft. tall

Floors of Ice; tube (container); giggling (faint); roar(ing)

Stone Door, Normal on the east wall leading to a 5ft. long x 20ft. wide x 10ft. tall hallway.

Sample Names: Anise the damnable Samurai Rider (Flight Ring); Delsenora the polite Ruby Gorilla (Staff)

Air in room transforms into Elemental Rot Trap; DL 8; Search DC 86 (280 Wis damage/s, DC 84 Spell save for 1/3)(multiple target)

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

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Turn
58,182gp

cup

Bath Robe, +3 AC, 300gp

Rian's Trapezius muscle: +2 to LVL; 1M: Physically dominate a target's heart and control its heart rate.; CL 20; SL 8; 64910gp

Sylvok Armor: Equip: Pay 193 Skill Point(s) and "Equipped creature gets +5 to hit/dmg and +2 AC/saves and 384 hp".; 64850gp

DL VIII Large Modern Faeries x(55) x[6] x[[5]] x[[[4]]] x[[[[3]]]] x[[[[[3]]]]]

AC 1285, HD 44, hp 4608, PR 154% #Att 10, TH ÷ AC/Save DC by 144, dmg 772

Str 47, Dex 56, Con 38, Int 54, Wis 57, Chr 47, 15kxp

Has Action points, Access to high tech items, Overwrite AC to |AC|, Flies, No target.

Prepared effects:

[Psi2 Grand] Elemental Composition: Can be any Normal/Para/Quasi Ele ; Can be Semi Ele

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

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

[Pri SL4] Goodberry 4: Creates 16 goodberries

[Psi2 minor] Biofeedback: -2 dmg/att;+level/3 AC bonus; +level AC bonus

[Psi23 Grand] Prison Cloud: Captures one creature and holds there

[Psi45 Major] Body Transformation: Change your body to be of an E=SL/2 element

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

Combat effects:

[Pri SL5] Creeping Doom 5: (1d2+4)*60 insect dmg

[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

[Psi2 Grand] Megakinesis: TK, X=(lbs.)*(speed in ")/lvl^2; PSP cost halved

[Pri SL6] Hold Person/Monster 6: Hold 8 person or 6 monster targets (save)

[Pri SL5] Flame Strike 5: CLd8 holy fire dmg (save:½)

[Psi5 Major] Magic Jar: Magic Jar (as spell), save at -level

[Pri SL5] Call Lightning 5: (CL+2)d12 lightning dmg (save:½) (halve the die type if not outside)

[Psi9 Major] Bio Force: Force Beam: Target in cocoon (save), no P/V actions

Dungeon103020 - Dungeon Level 8

Room # 2

Game Room - 10ft. long x 10ft. wide x 5ft. tall

chandelier; ledge; chirping; whispering

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

Sample Names: Bertil Whitefish the self-righteous Black Armadillo (Spines); Aart Staffthruuster the tasteless Mademoiselle Heroe;

Well-Camouflaged Blades Trap; DL 8; Search DC 81 (Attack +16 melee, 60d8 damage)

Fireplace that (causes/has/or is) Sloping

[x2] Mortals cannot hear, feel, or sense into this room unless they are actually there; Divine Intervention fails

2,240gp

twine

a leather flying helmet, +2 AC, 120gp

Rian's Bronchi: +16 to Int; 1M: 1M: A group gets +LVL set Str.; CL 30; SL 8; 64330gp

Cinnamon Gloves [AT++4] +10 AC/+11 Saves; 1V: Immune to spell level 0 to SL-1 mental attacks; CL 24; SL 8; 6980gp

DL VIII Tiny Sea-of-Dust/Colorless Intelligent-Trap/Trick/Specials x(37) x[6] x[[5]] x[[[4]]] x[[[[3]]]] x[[[[[3]]]]]

AC 1294, HD 18, ihp 544, RR 96% #Att 7, TH ÷ AC/Save DC by 144, iidmg 264

Str 46, Dex 38, Con 27, Int 23, Wis 63, Chr 44, 15kxp

Immune alignment based/color based effects, Incorporeal, Find/Remove Trap/Trick/Special halves hp

Prepared effects:

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

[Psi7 Grand] (no name): Immunity to death or slay effects

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

[Wiz SL6] Planar Displace: Planar Displacement for 1 turn

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

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

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

[Psi2 Grand] Elemental Composition: Can be any Normal/Para/Quasi Ele ; Can be Semi Ele

Combat effects:

[Pri SL8] Shooting Stars: All enemies within 120' take 6d10+192 (no save) (fire+lightning)

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

[Psi29 Grand] Ice Bolt LVLd10:

[Psi10 Major] Kinetic Dome: Kinetic Wall (see above) but is a hemisphere

[Pri SL6] Creeping Doom 6: (1d3+5)*80 insect dmg

[Psi29 minor] Blink:

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

[Psi-2 minor] Taste Less: Cannot taste, drink potions, eat pills (save); Target cannot smell

Dungeon103020 - Dungeon Level 8

Room # 3

Hallway - 45ft. long x 50ft. wide x 30ft. tall

pool; Bridge, Conjured (magical); twanging; whining

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

Sample Names: Lomela the tone-deaf War Mask (Griffon); Izmirlian of the Many Evils the courageous Pubescent Wing (Gas)

Camouflaged Pendulums Trap; DL 8; Search DC 85 (Attack +144 ranged, 40d12 Wis damage)

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

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Turn
16,826gp

corpse (adventurer)

a carved wooden throne, 0gp

Ronin of Xathrid: Equip: Pay 91 hp(s) and "Equipped creature gets +10 to

hit/dmg and +65 AC/saves and 294 hp and has Protection from loose lips.; 64820gp

Chestnut Tissue box: Free Spell Affinity Feat: Can use one spell

slot as if it was 1 SL higher (Twilighting applies); 64640gp

DL VIII Diminutive Rogue-classes Hounds x(35) x[5] x[[4]] x[[[3]]] x[[[[3]]]] x[[[[[3]]]]]

Stun AC 1284, HD 4, hp 264, PR 148% #Att 13, TH ÷ AC/Save DC by 144, random stat dmg 3846

Str 57, Dex 29, Con 21, Int 51, Wis 26, Chr 66, 15kxp

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

Prepared effects:

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

[Psi18 Grand] Psi: Web: 100'r, any flying creature is Imprisoned

[Psi-12T Major] Globe of Mid Resistance: Immune to SL 2-4 (all types), Resist SL 1 & 3 (all types)

[Wiz SL8] Time/Reality Stability: Time/Reality Stability (duration 1 day), reverse removes it (Spell save)

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

[Wiz SL7] Original Stoneskin 7: Block the next 4 P actions of attacks

[Psi16 minor] Golem Form: Wood: Immune Wood; 1M: Transmute Metal to Wood (owner PP saves)

[Psi8 Grand] Anti-Technological Shell: Reduce all technological objects within 30' by -CL TechL (min TechL=0)

Combat effects:

[Psi29 Grand] Temporal Stasis:

[Psi27 Grand] Ritual of Assimilation: Touch: Target loses all of his current hp's, you are healed that amount (no save)

[Psi9 Major] Incendiary Blast: Con-CH check or CHd12 damage

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

[Wiz SL7] Lightning Bolt 7: CLd14 lightning dmg to a group (save:½)

[Psi-9 Major] AntiBio Force: No Flight: Target cannot Fly/Levitate (no save)

[Pri SL4] Blade Barrier 4: 6d6 dmg wall (shards)

[Psi1 minor] Telekinetic Blade: Base damage CLdCL, considered +CL/3 weapon, mental weapon

Dungeon103020 - Dungeon Level 8

Room # 4

Closet - 50ft. long x 40ft. wide x 10ft. tall

pail; bench; "Bleah!" (off in the distance); hazy

False Door on the west wall leading to a 10ft. long x 20ft. wide x 25ft. tall hallway.

Sample Names: Ali Nasim the marvelous Miracle Finger (Mist); Goffar the self-righteous American Storm (Spiritual)

Scything Spears Trap; DL 8; Search DC 84 (Attack +152 melee, 50d20 Wis damage), (multiple targets)

Tapestry that (causes/has/or is) Directs

[x2] Room is permanently/continuously Charmed, only creatures immune or bubbled against it can function here.

53,141gp

dragon blood

a wicked, spiked shield, +1 AC, 100gp

Ice blue Armor, Medium [AT+171] +9 AC/++10 Saves; 1P: Multiply Move Rate by 2; CL 24; SL 8; 35140gp

Saffron Screw: Free Blink Woolly Mammoth Familiar; 64790gp

DL VIII Medium Rogue-classes Animals x(36) x[8] x[[6]] x[[[5]]] x[[[[4]]]] x[[[[[3]]]]]

|AC| 1282, HD 22, ihp 2112, #Att 1, TH ÷ AC/Save DC by 18, dmg 6403

Str 32, Dex 26, Con 30, Int 66, Wis 55, Chr 22, 15kxp

Has Rogue abilities, Overwrite INT score to 1 or 2. Usually have arms/legs/head/tail/wings.

Prepared effects:

[Psi18 Major] Metamorph: Shapechange (as spell), +LVL Dex:Balance

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

[Wiz SL8] Second Level Magic-User Spells (DM1): Cast any four 2nd level Wizard spells simultaneously when it is cast.

[Pri SL8] Goodberry 8: Creates 32 goodberries

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

[Pri SL6] Protection from Fire 6: Stop the next CL*20 fire dmg

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

[Pri SL6] Goodberry 6: Creates 24 goodberries

Combat effects:

[Psi45 Major] Gestalt: Major: 1M: Do 2 Minor powers that you know; Grand: 1M: Do 2 Major powers that you know; etc.

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

[Psi-6G minor] Angelic Heal: Cure N hp to one target (max N = 5+CL^2)

[Wiz SL8] Force Field:

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

[Psi10 Major] Suggestion: Suggestion (make CL saves)

[Pri SL3] Cure Disease: Cures Disease

[Wiz SL7] Time Stop 7: Stops time for 1d2 rounds

Dungeon103020 - Dungeon Level 8

Room # 5

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

overhang; bottle; footsteps (behind); groaning

Mobile Door (door moves around in dungeon) on the west wall leading to a 25ft. long x 20ft. wide x 15ft. tall hallway.

Sample Names: Rothos the grotesque Ice Cephalopod (Meditation); Nillen the gelatinous Terra- Bat (Blowgun)

Scything Blades Trap; DL 8; Search DC 81 (Attack +88 melee, 40d8 Str damage), (multiple targets)

Altar that (causes/has/or is) Talks - Nonsense

[x2] Gods cannot hear, smell, or sense into this room unless they are actually there; Divine Intervention fails

23,682gp

bowl

The Knights Dagger, dagger, 1d1 (1), 400gp

Aquamarine Stone [1d4] +11 Th/+10 dmg 19+/x6; 1M: TK punch:roll TH, dmg= $\frac{1}{2}$ *ä(succ); CL 22; SL 8, 7267gp

Crystalline Longsword [6d4] +13 Th/+255 dmg 20+/x5; 1/3attack:

Astral destruct fights for you.; CL 21; SL 8, 47757gp

DL VIII Huge Swamp Familiars x(47) x[4] x[[3]] x[[[3]]] x[[[[3]]]] x[[[[[3]]]]]

AC 1291, HD 70, hp 68608, MR 161% #Att 14, TH ÷ AC/Save DC by 18, dmg 3844

Str 44, Dex 37, Con 42, Int 21, Wis 61, Chr 44, 15kxp

Has mtg B spells, Familiar Immunity until offensive

Prepared effects:

[Pri SL8] Protection from Fire 8: Stop the next CL*28 fire dmg

[Psi9 minor] Resistance to Psionics: CH*5% Psionic Resistance (adj.@12th)

[Wiz SL6] Prismatic Sphere 6: 4 Prismatic colors or 2 MultiPrismatic colors (may repeat colors in either mode)

[Wiz SL6] Globe of Invulnerability 6: Immune to spells with SL=0 to 5

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

[Pri SL2] Goodberry 2: Creates 8 goodberries

[Psi45 Grand] Force Field vs. Physical: -SL per physical attack

[Pri SL8] Duplicate Monster: Duplicate a x1 monster (not incl. classes)

Combat effects:

[Psi--2 Major] Alter Reality: Alter Reality (any Psi major); Double CL effect

[Psi54 Grand] Ice Production: CL*(SL+2) ice dmg to one target (no save)

[Psi0 minor] Disarm: One attack: Target is disarmed (no save)

[Wiz SL6] Lightning Bolt 6: CLd12 lightning dmg to a group (save: $\frac{1}{2}$)

[Psi29 minor] Beam (Cone) of Cold:

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

[Psi54 minor] Flame Project: CL*(SL+2) fire dmg to one target (no save)

[Pri SL7] Creeping Doom 7: (1d4+6)*100 insect dmg

Dungeon103020 - Dungeon Level 8

Room # 6

Bestiary - 20ft. long x 35ft. wide x 25ft. tall

bell (huge); vial; breeze, gusting; hazy

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

Sample Names: Mileth the infamous Zoo Glider (Home study course); Thalasia the deviant Human Apostle (Cosmic)

Well-Camouflaged Jaws Trap; DL 8; Search DC 82 (Attack +88 ranged, 80d2 damage)

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

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Year
57,162gp

decanter

a Leather Couch, 0gp

Phial of Bronze Ass Juice;; 1P: Munging Blast: Do this Status Effect to one group (no save) ; CL 22; SL 8; 64770gp

Book of +1 level (any one class, can use even if you've already used a book for that class), 402210gp

DL VIII Gargantuan Shangri-La Artifacts x(51) x[7] x[[6]] x[[[5]]] x[[[[4]]]] x[[[[[3]]]]]

AC 1291, HD 130, hullp 1.8E+4, #Att 6, TH ÷ AC/Save DC by 18, iidmg 1032

Str 52, Dex 57, Con 56, Int 34, Wis 29, Chr 33, 15kxp

Has no truename, Immune Lost, Ego Score, Can dominate things.

Prepared effects:

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

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

[Psi16 minor] Construct Psi16 Item 1: Create a Psi16 item (see next page) of TechL=CL, each TechL takes 1S action

[Pri SL5] Spell Resistance : Subject gains +12 +1/level SR.

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

[Psi16 Grand] Golem Form: Stone: Immune earth; set Str 22+LVL; 1V: Slow

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

[Psi8 minor] Technological Shield: DR (CL*2)/(+CL/2) (or) WR 10*CL% (or) Others need a +CL-1 weapon to hit you

Combat effects:

[Psi--2 minor] Cell Arrangement: cures 5*N% of max hp (max N=CL*5+35); Half cost in PSPs

[Wiz SL5] Time Stop 5: Stops time for 1d10 segments

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

[Psi3 Major] Greater Concussion: Pummel foe for 5d6 damage.

[Wiz SL6] Prismatic Wall 6: 6 Prismatic colors or 4 MultiPrismatic colors (may repeat colors in either mode)

[Psi-12L Major] Law Triple Beam: CLxCL mental dmg in 3 lines (Reflex:½); C-align x2 dmg

[Pri SL7] Holy Word: Double the Hit Dice brackets. A creature does not have to "hear" the spell in order for it to take effect.

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

Dungeon103020 - Dungeon Level 8

Room # 7

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

chest of drawers; tub; footsteps (behind); hazy

Brass Door, Normal on the west wall leading to a 40ft. long x 5ft. wide x 5ft. tall hallway.

Sample Names: Ahazu the philanthropic Screaming Platoon (Chakram); Coel the smelly Seagoing -strike (Whip)

Timeless Body Trap; DL 8; Search DC 85 (Psionicist CL 16, DC 88 PP save for half)

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

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Half Segment
4,557gp

wood pieces, rotting

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

Pale Book: All your Priest classes use the "set XP table"(3kxp

at 2nd, doubles til 9th,600kxp at 10th,+300kxp per level afterward).; 64120gp

Vulshoksplitter: Equip: Pay 5 Con and "Equipped creature gets +15 to hit/dmg and

+21 AC/saves and 343 hp and has Bushido 6, Vigilance and Provoke.; 64200gp

DL VIII Small Outer-NG Artifacts x(34) x[5] x[[4]] x[[[3]]] x[[[[3]]]] x[[[[[3]]]]]

AC 1281, HD 16, ihp 1136, #Att 15, TH ÷ AC/Save DC by 144, random stat dmg 6402

Str 50, Dex 40, Con 23, Int 44, Wis 45, Chr 64, 15kxp

Immune acid/cold/petrification. Resist electricity/fire. Pro evil, Ego Score, Can dominate things.

Prepared effects:

[Wiz SL6] Contingency: Each creature can only have 1 Contingency spell on him. If the contingency spell is dispelled, the effect ir

[Wiz SL5] Tenser's Transformation 5: +75% of max hp to current hp, +1 TH melee

[Psi19 Grand] Assassin Lore: Abilities as per an Assassin of half level (round up)

[Psi45 minor] Cosmic Awareness: Grand: Cosmic Awareness

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

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

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

[Wiz SL7] Armor 7: +CL*14 current hp

Combat effects:

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

[Wiz SL5] Death Spell 5: Slay 5d12 HD of creatures (save)

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

[Pri SL7] Call Lightning 7: (CL+2)d16 lightning dmg (save:½) (halve the die type if not outside)

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

[Pri SL5] Remove Coma: Removes the Coma effect

[Wiz SL8] Incurse (Rewrite Out of Time): Target being or object is Rewritten out of time (i.e. Incursed) (RSW save)

[Psi5 Grand] Alter Reality (greater): Alter Reality (as spell)

Dungeon103020 - Dungeon Level 8

Room # 8

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

Walls of Air; balcony; still; breeze, slight, damp

Unusual Material Door on the north wall leading to a 50ft. long x 25ft. wide x 20ft. tall hallway.

Sample Names: Fadeyka the Jaguar the acrobatic Voodoo Mafia (Grenades); Imran the annoying Wombat Quasar (Trick)

Box transforms into Elemental Aexus Trap; DL 8; Search DC 82 (1050 Str damage/s, no save)

Furnishings that (causes/has/or is) Wish Fulfillment

[x2] Immortals cannot hear, see, or sense into this room unless they are actually there; Divine Intervention fails
6,527gp

cloth cloak

an iron crown, +1 AC, 105gp

Flask of Multi-Colored Breast Milk;; 1/3M: Raped Blast: Do this Status

Effect to one group (no save) ; CL 24; SL 8; 64700gp

Chrome Sling [1d8] +80 Th/+15 dmg 19+/x5; 1P: SL*CL Mental damage (1 group, no save); CL 24; SL 8, 19084gp

DL VIII Huge Psionicist-classes Kobolds x(51) x[4] x[[3]] x[[[3]]] x[[[[3]]]] x[[[[[3]]]]]

AC 1295, HD 72, hp 8832, #Att 12, TH ÷ AC/Save DC by 144, dmg 1029

Str 52, Dex 29, Con 22, Int 25, Wis 65, Chr 28, 15kxp

Know a Psi frequency, Can overbear in numbers.

Prepared effects:

[Pri SL8] Antimagic Field : Negates magic within 10 ft.

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

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

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

[Wiz SL4] Original Stoneskin 4: Block the next 1 P action of attacks

[Pri SL5] Spell Immunity 5: Be immune to 2 spells by name

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

[Psi3 Grand] Ablating: You are buffered from one Negate Psionics effect.

Combat effects:

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

[Psi2 minor] Invincible Foes: Next hit drops target 1t; --

[Psi3½ Major] Dismiss Ectoplasm: Dissipates ectoplasmic targets and effects.

[Pri SL8] Finger of Death : Kills one subject.

[Psi5 Grand] Time Stop: Time Stop (as spell, maintained 3/r)

[Psi29 Grand] Death Bolt (save or dead):

[Psi72 minor] Plant Control: Entangle

[Psi54 Major] Ice Production: CL*(SL+2) ice dmg to one target (no save)

Dungeon103020 - Dungeon Level 8

Room # 9

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

vestry (clothing); fireplace & wood; urine smell; tapping

Unusual Material Door on the south wall leading to a 30ft. long x 5ft. wide x 10ft. tall hallway.

Sample Names: Ondath the awesome Sarge Zero (Bombs); Salino the valorous Animal Bull (Wand)

Crapulence Aura Trap; DL 8; Search DC 88 (Psionicist CL 16, no save)

Door that (causes/has/or is) stuck

[x2] Gods cannot smell, see, or sense into this room unless they are actually there; Divine Intervention fails

41,202gp

broken bottle

a Demon Clan Signet, +1 AC, 191gp

Hot Claw: Equip: Pay 5 Int and "Equipped creature gets +21 to hit/dmg and +29

AC/saves and 490 hp and has Protection from odd collector numbers and Menace.; 65040gp

Puce Horn: +800 PSP's; 65080gp

DL VIII Diminutive Demi-Planes Spirit-of-the-Lands x(55) x[6] x[[5]] x[[[4]]] x[[[[3]]]] x[[[[[3]]]]]

|AC| 1284, HD 14, hp 280, PR 99% #Att 16, TH ÷ AC/Save DC by 144, dmg 258

Str 32, Dex 25, Con 54, Int 64, Wis 39, Chr 30, 15kxp

Immune hostile environments, Bars extradimensional travel, Incorporeal, can be turned as undead

Prepared effects:

[Psi29 Major] Anti-Anti-Magic Ray:

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

[Wiz SL8] Prismatic Sphere 8: 6 Prismatic colors or 4 MultiPrismatic colors (may repeat colors in either mode)

[Psi6E Major] Symbol or Glyph/Warding: Similar to respective priest spells

[Psi54 Major] Gadgetry: 1M, 1/d: Build a TechL=SL Psi8 item

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

[Psi1 Major] Controlled Blinking: Blink 10'/level each round (no action after 1st)

[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:

[Psi-12T minor] Dust Aura: Enemies in your group takes CL dust dmg /s (no save)

[Wiz SL7] Power Word Stun 7: Stuns a creature if current hp < 160 (no save)

[Psi45 Grand] Kinetic Bolt: SL*CL/2 Telekinesis dmg and knock back SL*10' (1 target, no save, Str-SL*2 check to avoid knock back)

[Psi-6G minor] Bloodboil: Target takes CL holy blood dmg (no save) per segment

[Wiz SL7] Cone of Cold 7: CLd14+CL cold dmg to a group (save:½)

[Wiz SL8] Wacky Ball 8 / Normal / ½: Ld30, save: ½

[Psi3 Major] Astral Construct IV: Astral construct fights for you.

[Wiz SL7] Feeblemind 7: -35 mental stat points (randomly distributed in packets of 5) (save per packet)

Dungeon103020 - Dungeon Level 8

Room # 10

Torture Chamber - 25ft. long x 25ft. wide x 35ft. tall

Floors of Air; cauldron; scream(ing); chiming

Phase Door (as the spell) on the south wall leading to a 40ft. long x 15ft. wide x 5ft. tall hallway.

Sample Names: Nithian the caustic Copper Blitzkrieg (Blaster); Zulma the spectacular Random Clan (4x4)

Ingested Metal Trap; DL 8; Search DC 81 (160 damage, no save)

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

[x2] Mortals cannot taste, feel, or sense into this room unless they are actually there; Divine Intervention fails
57,016gp

urn

leather couch, 0gp

Rian's Gastrocnemius muscle: +26 to Wis; 1P: One group takes CL^3 yellow dmg.; CL 24; SL 8; 64780gp

Puce Tweezers: +1 Level(s) in a Warrior Group Class; 65020gp

DL VIII Diminutive Sigil/Maelstrom Plants x(51) x[7] x[[6]] x[[[5]]] x[[[[4]]]] x[[[[[3]]]]]

|AC| 1293, HD 16, stunp 276, PR 107% #Att 13, TH ÷ AC/Save DC by 144, dmg 262

Str 41, Dex 30, Con 42, Int 38, Wis 40, Chr 24, 15kxp

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

Prepared effects:

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

[Psi81 minor] Regeneration: Regenerate CL hp/s

[Pri SL4] Resist [E=2 eelement]: Pick an EE=2 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.

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

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

[Pri SL2] Goodberry 2: Creates 8 goodberries

[Psi54 Major] Magic Shield: Stops SL/2 magical attacks on you

Combat effects:

[Psi3 Grand] Mass Domination: Many targets subject to your will.

[Psi54 Major] Water Control: Wall of Water / Part Water / Lower Water

[Psi1 minor] Telekinetic Blade: Base damage CLdCL, considered +CL/3 weapon, mental weapon

[Pri SL6] Blade Barrier : Blades encircling you deal 1d6 damage/level.

[Psi54 Major] Flame Animation: Summon a DL=SL Fire Elemental

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

[Psi30 Grand] Treat Serious Wounds: Heals 60% max hp (3 succ)

[Wiz SL6] Summon Monster VI : Calls outsider to fight for you.

Dungeon103020 - Dungeon Level 8

Room # 11

Music Room - 30ft. long x 50ft. wide x 20ft. tall

firepit; knives; buzzing; giggling (faint)

Ice Door (transparent) on the north wall leading to a 10ft. long x 20ft. wide x 20ft. tall hallway.

Sample Names: Hegoi of the Undying Face the ugly Secret Flower (Blowgun); Meserach the sinful Alien Blaze (Nano-)

Ingested Sound Trap; DL 8; Search DC 85 (80 Chr damage, no resistance)

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

[x2] Gods cannot taste, see, or sense into this room unless they are actually there; Divine Intervention fails

26,028gp

dish

a pile of hay, 1gp

Jug of Brownish Sweat:: 1/2M: Double-Spocker Blast: Do this Status

Effect to one group (no save) ; CL 24; SL 8; 64230gp

Needle of Orangey Female Squirt:: 1attack: Prolapsed Balls: Do this Status

Effect to one group (Spell save: 0) ; CL 22; SL 8; 64880gp

DL VIII Small Swamp Humanoids x(63) x[7] x[[6]] x[[[5]]] x[[[[4]]]] x[[[[[3]]]]]

AC 1283, HD 12, ihp 1088, MR 151% #Att 11, TH ÷ AC/Save DC by 18, dmg 1288

Str 26, Dex 28, Con 36, Int 53, Wis 31, Chr 19, 15kxp

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

Prepared effects:

[Psi72 minor] Duplication: Create 1 Mirror Image (max = PL)

[Wiz SL5] Improved Free Action: Immune Capital S Stun, Stop, Hold, Paralysis, Summoning Sickness; Hold P,V actions

[Wiz SL4] Original Stoneskin 4: Block the next 1 P action of attacks

[Psi45 minor] Force Field: Immune to spell level 0 to SL-2 effects; -(SL-1) per physical attack; ER 5*SL%

[Psi16 minor] Golem Form: Scarecrow: 1M, gaze: Fascinate (1 target, Will save); Punches are Fascinate branded

[Psi54 minor] Mystic Shield: SR SL*CL

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

[Pri SL5] Antiplant Shell: Keeps out plants

Combat effects:

[Wiz SL6] Summon Monster VI : Calls outsider to fight for you.

[Psi-3 Major] Wall of Element: Pick an element, it's a wall of it. Damage = CLd4 if you pass through.

[Wiz SL8] Fireball 8: CLd16 fire dmg to a group (save:½)

[Psi1 minor] Telekinetic Blade: Base damage CLdCL, considered +CL/3 weapon, mental weapon

[Wiz SL2] Magic Missile 2: (CL+1) missiles, each does 1d4+1 force dmg (no save)

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

[Psi6E Major] Hex Bolt: 1 dmg/DPP (Save:½), Curse/Blight

[Pri SL7] Neutralize Poison 7: Cure 4 poison effects (reverse causes that many, save for each)

Dungeon103020 - Dungeon Level 8

Room # 12

Hall, Great - 15ft. long x 35ft. wide x 15ft. tall

mirror; spoon, measuring; squeaking; earthy smell

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

Sample Names: Erith the insidious Do-Gooder Detective (Sling); Henesh the wretched Silver Lightning (Ring)

Inhaled Salt Trap; DL 8; Search DC 88 (100 damage, DC 81 PP save for 1/3), (multiple targets)

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

[x2] Room is permanently/continuously Alley Effected, only creatures immune or bubbled against it can function here.

38,650gp

ladder

the morning star, mace, 4d24 (50), 75gp

Rod: [x2] of Omens [1/8 ch] 3M,1 ch: Cast one 8th level Priest spell

(CL=40); 3P,1 ch: Divination & Make a Divine Intervention roll; 3V,1 ch: Identify Self., 282120gp

Marauder's Cloak: Equip: Pay 2 Cml and "Equipped creature gets +13 to hit/dmg and

+57 AC/saves and 392 hp and has Indestructible, Indestructible, Lifelink, Horsemanship and Outlast.; 64280gp

DL VIII Fine Internet Insects x(50) x[5] x[[4]] x[[[3]]] x[[[[3]]]] x[[[[[3]]]]]

iAC 1294, HD 17, hp 136, ER 153% #Att 5, TH ÷ AC/Save DC by 18, dmg 3844

Str 20, Dex 23, Con 39, Int 46, Wis 22, Chr 39, 15kxp

Psilink, Immune Web, No INT. Dark vision.

Prepared effects:

[Psi45 Major] Resist: Magic: SL/4 (round down) instances of Resist magic

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

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

[Psi45 minor] Regeneration: Regenerate SL hp/s

[Psi3½ Major] Intellect Fortress: Those inside fortress take only half damage from all powers and psi-like abilities until your next

[Wiz SL8] Tenser's Transformation 8: +150% of max hp to current hp, +4 TH melee

[Psi8 Grand] Hard Resistance to Anti-Matter: Double resist anti-matter (1/4, save for 1/10), Can survive in anti-matter based prin

[Pri SL5] Double Resist [E=4 element]: Pick an E=4 element, you double resist it (1/4 dmg, 1/10 if make save) for 1 hour.

Combat effects:

[Wiz SL5] Time Stop 5: Stops time for 1d10 segments

[Pri SL8] Treat Terrible Wounds: Cure 80% of max hp

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

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

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

[Psi7 Grand] (no name): Death Spell a group (total CL*CL HD, max HD affected = CL)

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

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

Dungeon103020 - Dungeon Level 9

Room # 1

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

pentacle; shrine; urine smell; snapping

Golem Door (it's a Golem creature) on the west wall leading to a 35ft. long x 10ft. wide x 25ft. tall hallway.

Sample Names: Ingi the Mace the grotesque Orange Pharaoh (Bludgeon); Dindrane the avaricious Android Eight (Burro)

Hail of Javelins Trap; DL 9; Search DC 97 (Attack +108 melee, 70d50 idamage)

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

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Reset
64,672gp

dipping water

some mithril sleeves, +1 AC, 270gp

Brownish Cloak [AT+170] +195 AC/+10 Saves; 1M: Druid Abilities, LVL 7; CL 28; SL 9; 50385gp

Mask Trident: Equip: Pay 6 Int and "Equipped creature gets +13 to hit/dmg and +6 AC/saves and 512 hp"; 81150gp

DL IX Large Demi-Planes Eelements x(46) x[8] x[[6]] x[[[5]]] x[[[[4]]] x[[[[[3]]]]]

|AC| 1628, HD 38, ihp 5696, TR 153% #Att 6, TH ÷ AC/Save DC by 180, idmg 8107

Str 73, Dex 24, Con 41, Int 44, Wis 31, Chr 25, 24kxp

Immune hostile environments, Bars extradimensional travel, Has Psi -15. Has no soul. Immune to its own element.

Prepared effects:

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

[Psi0 Grand] Energy Reflection: As Arrow Cutting (above), except vs. magical missiles (even vs. Meteor Swarms & such)

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

[Psi8 Grand] Create Technological Monster III: Create a DL VIII Technological Monster (AC=16*CL, hp=8*(CL^3), Str=6*CL)

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

[Wiz SL6] No Save: The next spell you cast does not have a saving throw

[Psi19 Grand] Greater Force Shield: AT +CL*3 source; -CL/attack (physical or energy)

[Psi3½ Major] Power Resistance: Grant PR equal to 12 + level.

[Wiz SL9] Third Level Magic-User Spells (DM2): Can cast one 3rd Level Wizard spell per round as Z action

Combat effects:

[Psi6N Major] Dispel Magic: Dispel one magic effect

[Psi1 Major] Energy Control: Max.=level in HD damage, must be energy attack

[Psi29 minor] Charm Person:

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

[Pri SL6] Neutralize Poison 6: Cure 3 poison effects (reverse causes that many, save for each)

[Pri SL6] Blade Barrier : Blades encircling you deal 1d6 damage/level.

[Wiz SL6] Fireball 6: CLd12 fire dmg to a group (save:½)

[Wiz SL7] Power Word Stun 7: Stuns a creature if current hp < 160 (no save)

[Psi54 Major] Spiritual Drain: Target loses CL*SL hp (necromantic, no save), you gain CL*SL hp (not above max)

Dungeon103020 - Dungeon Level 9

Room # 2

Elevator Room - 45ft. long x 35ft. wide x 35ft. tall

crystal ball; forge; metallic smell; smoky smell

Phase Door (phases in/out every so often) on the north wall leading to a 35ft. long x 10ft. wide x 25ft. tall hallway.

Sample Names: Korek the unpleasant Onyx Sorcerer (Vortex); Valmath the amazing Cyber- Bee (Warhorse)

Air in room transforms into Elemental Sound Trap; DL 9; Search DC 93 (100 Chr damage/s, no resistance)(multiple targets)

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

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Mont
29,722gp

skull

the safe, 0gp

Brilliant Horn: Free Pest Controller Kit: # Attacks = LVL

vs. Size T or smaller creatures, Free bonus Running proficiency; 81720gp

Olive drab Gauntlets [AT+15] +325 AC/x3 Saves; 1P: Create a DL

VIII Technological Monster (AC=16*CL, hp=8*(CL^3), Str=6*CL); CL 30; SL 9; 47775gp

DL IX Titanic Alternate-Universe Spirit-of-the-Lands x(48) x[6] x[[5]] x[[[4]]] x[[[[3]]]] x[[[[[3]]]]]

AC 1634, HD 592, ihp 91136, IR 102% #Att 1, TH ÷ AC/Save DC by 180, random stat dmg 1626

Str 37, Dex 68, Con 30, Int 39, Wis 73, Chr 68, 24kxp

Can affect Bosses and Big Bad's., Incorporeal, can be turned as undead

Prepared effects:

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

[Psi3½ Major] Inertial Barrier: Gain DR 5/-.

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

[Psi7 Major] (no name): You emit a stench like a ghast

[Psi45 Grand] Force Field vs. Physical: -SL per physical attack

[Wiz SL4] Globe of Invulnerability 4: Immune to spells with SL=0 to 3

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

[Psi6N Grand] Thief Abilities, LVL 9: Get thief abilities of level 9 (max = your level)

[Pri SL9] Shapechange : Transforms you into any creature, and change forms once per round.

Combat effects:

[Psi30 Grand] Control Actions: Caster controls ½P action/succ

[Pri SL8] Mass Heal : As heal, but with several subjects.

[Wiz SL9] Energy Drain: Subject gains 2d4 negative levels.

[Wiz SL9] Mordenkainen's Disjunction 9: Disjunct 1 effect (any type)

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

[Wiz SL7] Power Word Kill 7: Kills a creature if current hp < 60 (no save)

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

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

[Psi6E Major] Wall of Fire: As the 4th level Wizard spell

Dungeon103020 - Dungeon Level 9

Room # 3

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

trough; tube (container); chanting; clicking

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

Sample Names: Tethbec the tasteless Blonde Lady (Blaster); Avramson the vengeful Ambush Champion (Spores)

Container transforms into Elemental Blizzard Trap; DL 9; Search DC 97 (600 Dex damage/s, no resistance)

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

[x2] Room is permanently/continuously ****Cursed**** (Ancient Foul Cursed)ed, only creatures immune or bubbled against it can fu
74,251gp

tub

golden key, 100000gp

Jet-black Staff [4d12] +15 Th/++4 dmg 15+/x4; 1M: Create a LVL *10' Wall

of Stone with random orientation in the room; CL 24; SL 9, 8017gp

Blackened Pillow: +1 Level(s) in a Wizard Group Class; 81850gp

DL IX Large Water Immortals x(48) x[8] x[[6]] x[[[5]]] x[[[[4]]]] x[[[[[3]]]]]

||AC|| 1630, HD 48, stunp 5440, IR 187% #Att 5, TH ÷ AC/Save DC by 180, iidmg 974

Str 38, Dex 29, Con 28, Int 50, Wis 33, Chr 38, 24kxp

Resist cold. Double dmg from fire., Unaging, Legend Lore halves hp

Prepared effects:

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

[Pri SL5] Double Resist [E=4 element]: Pick an E=4 element, you double resist it (1/4 dmg, 1/10 if make save) for 1 hour.

[Wiz SL5] Tenser's Transformation 5: +75% of max hp to current hp, +1 TH melee

[Pri SL5] Summon Monster V : Summons a DL V monster (1 turn)

[Psi6E Major] Assassin Lore: Assassin's abilities of ½ level

[Psi18 Grand] Psi: Web: 100'r, any flying creature is Imprisoned

[Wiz SL9] Globe of Invulnerability 9: Immune to spells with SL=0 to 8

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

[Psi-3 Major] Outcarnate: One anti-psionic effect is permanent.

Combat effects:

[Psi-6G minor] Blinding Light: Target is blinded (RSW save), halves his AC (Spell save), loses next P action (BW save)

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

[Psi-6G minor] Lightning: Target takes (CL+2)d6 holy lightning dmg (save: ½)

[Wiz SL5] Conjure Elemental : Conjures a 8 HD elemental

[Psi10 minor] Suggest: Suggestion (save)

[Psi-6E Major] Lurking Evil 2 N: ½M, -16 current hp: Summon CL Horrors: AC 60, hp 600, Att 6, TH+60, dmg 60; sac Horror: 6 dmg

[Psi3½ minor] Mind Thrust: Deal 1d10 damage.

[Wiz SL4] Cone of Cold 4: CLd8+CL cold dmg to a group (save:½)

[Psi18 Major] Binding: Forcecage (as spell)

Dungeon103020 - Dungeon Level 9

Room # 4

Wine Cellar - 20ft. long x 50ft. wide x 10ft. tall

Walls of Souls; Floors of Magma; steamy near floor; splashing

Archway (open) on the west wall leading to a 35ft. long x 20ft. wide x 5ft. tall hallway.

Sample Names: Henesh the unbeatable Atomic Squad (Thunder); Crobbel the invincible Gamma -lock (-wing)

Compacting Portcullis Trap; DL 9; Search DC 94 (480 idamage, no save)

Pool that (causes/has/or is) Magical Pool: Heal (75%) or Poison (death/40) (25%)

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Day
24,230gp

workbench

a set of adamantium claws, exotic, 10d14 (75), 10gp

Azur Armor, Heavy [AT+18] ++16 AC/+12 Saves; 1M: Target is immune to hold & stop; CL 25; SL 9; 34895gp

Vial of Sky-Blue Ass Juice;; 1V: Triple-shocker Shield: Whenever someone hits you with a melee attack, they suffer that Status Effect unless they make a save vs. Spell.; CL 30; SL 9; 81900gp

DL IX Small Custom-classes Spirit-of-the-Lands x(50) x[7] x[[6]] x[[[5]]] x[[[[4]]]] x[[[[[3]]]]]

iAC 1624, HD 11, |hp| 1376, MR 134% #Att 4, TH ÷ AC/Save DC by 180, iidmg 1621

Str 41, Dex 61, Con 57, Int 26, Wis 68, Chr 60, 24kxp

Has Custom abilities, Incorporeal, can be turned as undead

Prepared effects:

[Pri SL5] Spell Resistance : Subject gains +12 +1/level SR.

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

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

[Wiz SL7] Armor 7: +CL*14 current hp

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

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

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

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

[Pri SL9] Shapechange : Transforms you into any creature, and change forms once per round.

Combat effects:

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

[Pri SL5] Insect Plague : Insect horde limits vision, inflicts damage, creatures flee.

[Psi-9 Major] Trirestoration: Fix 1 effect that was dispelled within last r

[Psi100 minor] Automaton: Animate CL objects as DL I Golems (count as your summon)

[Pri SL9] Cure Wounds 9: Cures 45d8 hp (can take offer of 6 per die -> 270 hp)

[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

[Psi6N minor] Remove Alteration: Dispel one Alteration, Polymorph, or Tranmutation effect

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

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

Dungeon103020 - Dungeon Level 9

Room # 5

Storage - 15ft. long x 20ft. wide x 45ft. tall

Floors of Webs; Floors of Magma; foggy near ceiling; hissing

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

Sample Names: Kairn the wondrous Psychic Shrike (-mobile); Garafena the chivalrous All-Star Vulture (Abnormal brain function)

Spiked Portcullis Trap; DL 9; Search DC 97 (300 Chr damage, no resistance)

Door, Secret that (causes/has/or is) Gravity - Varying

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Reset
72,917gp

metal bracers

a gruesome bec de corbin, polearm, 12d12 (78), 300gp

Champion's Axe: Equip: Pay 9 Cml and "Equipped creature gets +37 to hit/dmg and +5 AC/saves and 40 hp and has Flanking, Triple Strike, Protection from loose lips, Defender and Trample.; 82100gp

CopperTe: Equip: Pay 5 Dex and "Equipped creature gets +49 to hit/dmg and +10

AC/saves and 441 hp and has Flanking, Frenzy 8, Haste, Fear and Afterlife 1.; 81930gp

DL IX Diminutive City/Town Intelligent-Trap/Trick/Specials x(50) x[5] x[[4]] x[[[3]]] x[[[[3]]]] x[[[[[3]]]]]

||AC|| 1628, HD 117, ihp 356, MR 161% #Att 12, TH ÷ AC/Save DC by 180, random stat dmg 4866

Str 31, Dex 34, Con 39, Int 66, Wis 50, Chr 27, 24kxp

Has hirelings, Incorporeal, Find/Remove Trap/Trick/Special halves hp

Prepared effects:

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

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

[Wiz SL5] Improved Free Action: Immune Capital S Stun, Stop, Hold, Paralysis, Summoning Sickness; Hold P,V actions

[Psi45 minor] Reality Alteration: + or - SL to your next die roll

[Pri SL4] Dimensional Anchor : Bars extradimensional movement.

[Pri SL8] Forever Minions: All dead in area raise as zombies in 1r; spell is permanent

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

[Psi-12L Major] See Through: See through Dust of Disappearance & Mirage Arcana effects

[Psi0 Grand] Yoga Flame: Breathe Fire (as per dragon)

Combat effects:

[Wiz SL2] Magic Missile 2: (CL+1) missiles, each does 1d4+1 force dmg (no save)

[Psi60 Grand] AEther Bolt: LVL*10 dmg AEther, ignores PsiR

[Psi29 Grand] Wild Surge:

[Pri SL7] MultiHeal : Cure all dmg + disease,blind,insanity,feeblemind (6 targets)

[Pri SL9] Reset Self: Reset self

[Psi45 Grand] Disintegration: Major: Disintegrate (save)

[Wiz SL5] Alley Summoning V: Summons a DL X alley monster, under your control, 5% chance per segment of losing control

[Wiz SL4] Magic Missile 4: (CL+1)*2 missiles, each does 1d4+1 force dmg (no save)

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

Dungeon103020 - Dungeon Level 9

Room # 6

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

Priest/Religious Furnishings; vestments; laughter; downdraft, strong

Stone Door, Normal on the east wall leading to a 50ft. long x 5ft. wide x 20ft. tall hallway.

Sample Names: Comitia the bewildering Robot Angel (Mutagen); Wyndemere the impolite Global Guy (Yak)

Electrified Stairs Trap; DL 9; Search DC 94 (600 idamage, no resistance)

Tapestry that (causes/has/or is) side-sliding

[x2] Immortals cannot feel, smell, or sense into this room unless they are actually there; Divine Intervention fails

30,603gp

thongs

an elemental bracelet, 58gp

Opaque Money: +5 level(s) of exceptional Con; 81830gp

Pint of Sooty Saliva.; 1Z: Triple-shocker Shield: Whenever someone hits you with a melee attack, they suffer that Status Effect unless they make a save vs. Spell.; CL 24; SL 9; 81600gp

DL IX Small Psionicist-classes Wurms x(53) x[7] x[[6]] x[[[5]]] x[[[[4]]]] x[[[[[3]]]]]

iAC 1629, HD 13, |hp| 1376, IR 113% #Att 1, TH ÷ AC/Save DC by 180, iidmg 8108

Str 69, Dex 25, Con 62, Int 64, Wis 64, Chr 20, 24kxp

Know a Psi frequency, Has no appendages.

Prepared effects:

[Pri SL8] Goodberry 8: Creates 32 goodberries

[Psi72 minor] Shapeshift: Polymorph Self, max difference in weight = PL^2 lbs.

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

[Psi12T Major] Magic Resistance: Level*5% MR

[Psi45 minor] Cosmic Awareness: Grand: Cosmic Awareness

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

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

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

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

Combat effects:

[Wiz SL8] Wacky Ball 8 / Normal / ½: Ld30, save: ½

[Wiz SL5] Twilight: Target is Twilighted for CL segments (Will save)

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

[Pri SL3] Creeping Doom 3: 40 insect dmg

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

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

[Pri SL6] Flame Strike 6: CLd10 holy fire dmg (save:½)

[Psi100 Grand] Severance: Save; stops use of any 1 ability in creature; affects 2+CL/9 groups

[Psi-6G minor] Lightning: Target takes (CL+2)d6 holy lightning dmg (save: ½)

Dungeon103020 - Dungeon Level 9

Room # 7

Kennel - 40ft. long x 10ft. wide x 20ft. tall

robes; mirror; whining; chirping

Loop Door (goes to another timeline) on the south wall leading to a 30ft. long x 25ft. wide x 10ft. tall hallway.

Sample Names: Cargwig the atrocious Shambling Genie (Chain); Senas the acrid Mighty Hawk (Throwing Stars)

Fusillade of Spears Trap; DL 9; Search DC 95 (Attack +72 melee, 40d50 Cml damage)

Room (Floor) that (causes/has/or is) Gate (to random plane) in room (cannot

be dispelled unless a x2 or higher being steps through from this side)

[x2] Gods cannot smell, feel, or sense into this room unless they are actually there; Divine Intervention fails

39,642gp

ear spoon

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

Chrome Clock: All your Psionicist classes use the "set XP table"(3kxp

at 2nd, doubles til 9th,600kxp at 10th,+300kxp per level afterward).; 81260gp

Clear Scarab [AT+145] +80 AC/x5 Saves; 1V: Change your body to be of an E=SL/2 element; CL 30; SL 9; 46155gp

DL IX Huge Star-Wars-Loop Humanoids x(59) x[4] x[[3]] x[[[3]]] x[[[[3]]]] x[[[[[3]]]]]

||AC|| 1626, HD 80, ihp 11264, WR 1539% #Att 6, TH ÷ AC/Save DC by 180, iidmg 1299

Str 73, Dex 23, Con 46, Int 71, Wis 67, Chr 36, 24kxp

Has force powers, Has 2 arms, 2 legs, and 1 head.

Prepared effects:

[Psi45 minor] Power Simulation: The next Psi45 power you use will be resisted using MR instead of PR

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

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

[Pri SL8] Protection from Fire 8: Stop the next CL*28 fire dmg

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

[Psi-12T Major] Resurrect Self: Teleport Away when killed, Resurrect Self 1 round later

[Psi2 Grand] Elemental Composition: Can be any Normal/Para/Quasi Ele ; Can be Semi Ele

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

[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:

[Psi-5 Major] Zombify: Target gets -CL each to Int, Wis, and Chr (save for each point)

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

[Wiz SL7] Reverse Gravity : Objects and creatures fall upward.

[Wiz SL6] Dispel Magic 6: Dispel 4 magic effects

[Wiz SL8] Immediate Monster Summoning VIII: Summons a DL VI monster without summoning sickness

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

[Wiz SL8] Fireball 8: CLd16 fire dmg to a group (save:½)

[Wiz SL5] Feeblemind 5: -25 mental stat points (randomly distributed in packets of 5) (save per packet)

[Psi9 Grand] Temporal: Stop Time: CH*3' radius Time Stop

Dungeon103020 - Dungeon Level 9

Room # 8

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

Floors of Souls; pipette; grunting; howling

Plane Shift Door (other side is on another plane) on the south wall leading to a 20ft. long x 5ft. wide x 5ft. tall hallway.

Sample Names: Robaire the foul Shark Raiders (Van); Dei of the Evening Heart the winsome Millennium Fury (Plasma)

Inhaled Negative Energy / Death Trap; DL 9; Search DC 96 (200 Chr damage, no save)

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

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Segm
63,239gp

bark

an ogre war club, mace, 7d8 (31), 88gp

Gallon of Carnelian Feces;; 1V: Rusty Venture Beam: Do this Status

Effect to one target (no save) ; CL 28; SL 9; 81200gp

Bronze Horn: Free Earth Adept Feat: +1 bonus on weapon damage

if both you and your opponent are touching the ground; 81170gp

DL IX Macro-Fine Buffyverse Reptiles x(37) x[8] x[[6]] x[[[5]]] x[[[[4]]]] x[[[[[3]]]]]

||AC|| 1627, HD 1158, ihp 1.7E+5, PR 1521% #Att 17, TH ÷ AC/Save DC by 180, iidmg 974

Str 29, Dex 48, Con 51, Int 36, Wis 23, Chr 36, 24kxp

Has 50th Edition abilities, Half AC from AT. Resist Heat. Usually has a tail and claws

Prepared effects:

[Psi30 Major] Animate: Animate Object (as spell)

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

[Psi8 Grand] Construct Power/Defensive Item 4: Create a "Power" type item (see next page) of TechL=CL, each 4 TechL takes 1S

[Pri SL6] Protection from Fire 6: Stop the next CL*20 fire dmg

[Psi19 minor] Control Disease: Immune to disease

[Psi16 minor] Create Golem I: Create a DL I Golem (AC=3*CL, hp=10*CL, Str=2*CL)

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

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

[Psi16 minor] Golem Form: S=1,2: Unusual Material of S=1,2 (cannot exceed real S number)

Combat effects:

[Psi30 Grand] Control Movement: Caster controls ½V action/succ

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

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

[Wiz SL8] Immediate Monster Summoning VIII: Summons a DL VI monster without summoning sickness

[Psi-3 minor] Lesser Spirit Adjustment: You heal 1d8 hp, +1 to next PP save, or restore 1 negative level.

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

[Wiz SL8] Alter Reality (DM): Will duplicate any Wizard spell of levels 0-7 or any other spell of levels 0-6.

[Psi54 Grand] Vampirism: Target gets SL/2 negative levels (energy drain, no save), you gain CL*SL hp (not above max)

[Psi54 Major] Hypnotism: Hypnosis (SL saves)

Dungeon103020 - Dungeon Level 9

Room # 9

Entry/Vestibule - 25ft. long x 15ft. wide x 20ft. tall

table (large); spatula; breeze, slight; hissing

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

Sample Names: Evenwood the superlative Blonde -streak (Truncheon); Dhulark the sepulchral Father Blitzkrieg (Raised by anima

Missile Creation Trap; DL 9; Search DC 94 (Psionicist CL 18, DC 98 Breath Weapon save for 1/10)

Wall that (causes/has/or is) Collapsing

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Segment
42,668gp

rags

a heavy book, mace, 6d11 (36), 100gp

Mauve Rope [1d20] +122 Th/+14 dmg 18+/x3; 1Z: 1bM: Stop or Create an Earthquake, Landslide,
etc. Damage would be CL*SL Earth to a group (save for 0); CL 25; SL 9, 26514gp

Conqueror's Wand: Equip: Pay 7 Dex and "Equipped creature gets
+64 to hit/dmg and +7 AC/saves and 10 hp"; 81750gp

DL IX Diminutive Wizard-classes Plants x(44) x[5] x[[4]] x[[[3]]] x[[[[3]]]] x[[[[[3]]]]]

Stun AC 1624, HD 21, ihp 360, TR 135% #Att 4, TH ÷ AC/Save DC by 180, idmg 651

Str 38, Dex 70, Con 72, Int 66, Wis 46, Chr 70, 24kxp

Knows Wizard spells, Immune critical hits, poison, sleep, paralysis, stunning.

Prepared effects:

[Pri SL6] Double Resist [E=5 element]: Pick an E=5 element, you double resist it (1/4 dmg, 1/10 if make save) for 1 hour.

[Pri SL8] Sphere Of Security: Friends get +2 AC,+2 saves, +50% MR, 4 Pro.scroll effects 1h

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

[Pri SL6] Forbiddance : Denies area to creatures of another alignment.

[Psi10 Major] Mind Block: Can't be mentally targetted; auto make Will/Mental saves; can't be scryed

[Wiz SL4] Tenser's Transformation 4: +50% of max hp to current hp

[Psi7 Major] (no name): You emit a stench like a ghast

[Psi18 Grand] Scty: Flight Blockade: [permanent] No flying in area

Combat effects:

[Psi3½ Major] Dispel Psionics: Cancels psionic powers and effects.

[Wiz SL5] Wall of Iron : 30 hp/four levels; can topple onto foes.

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

[Psi45 minor] Control: 1bM: Redirect an effect (caster makes SL/4 saves)

[Pri SL5] Ice Storm : Hail deals 5d6 damage in cylinder 40 ft. across.

[Psi54 Major] Telekinesis: Telekinesis CL*SL*10 lbs.

[Psi45 minor] Radiowave Generation: SL*CL/2 Radiowave damage (1 group, no save, the effect can go through a SL' wall)

[Pri SL7] Summon Nature's Ally VII : Calls creature to fight.

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

Dungeon103020 - Dungeon Level 9

Room # 10

Torture Chamber - 25ft. long x 25ft. wide x 45ft. tall

chair, padded, arm; tank (container); foggy near ceiling; downdraft, slight

Zombie Door (made of zombies) on the north wall leading to a 50ft. long x 15ft. wide x 25ft. tall hallway.

Sample Names: Calitha the odious Radioactive Scavenger (Wind); Riffirin the cowardly Magna- One (Burro)

Camouflaged Pendulums Trap; DL 9; Search DC 99 (Attack +36 melee, 50d4 Dex damage), (multiple targets)

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

[x2] Room is permanently/continuously Disjunct (effect)ed, only creatures immune or bubbled against it can function here.

71,412gp

ink

a pair of handcuffs, +1 AC, 3gp

Pale Amulet [AT++19] +226 AC/++4 Saves; 1Z: Duplicate a x0 or x1 Technology Item; CL 23; SL 9; 73820gp

Chestnut Eyes [1d8] ++5 dmg 20+/x3; 1V: CHd10 Disruption damage (save:½); CL 23; SL 9, 8070gp

DL IX Diminutive Outer-NE Mutants x(54) x[8] x[[6]] x[[[5]]] x[[[[4]]]] x[[[[[3]]]]]

iAC 1627, HD 13, ihp 336, RR 185% #Att 16, TH ÷ AC/Save DC by 180, iidmg 3243

Str 71, Dex 35, Con 27, Int 64, Wis 71, Chr 54, 24kxp

Telepathy, immune acid/poison, resist cold/electricity/fire., Immune radiation, has Psi freq divisible by 9

Prepared effects:

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

[Psi60 minor] Armor: Melee:+LVL AC, -LVL/2 dmg per hit

[Psi6N Major] Null Field 7: All spells of SL 7 or higher don't work in 100'r

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

[Wiz SL9] Tenser's Transformation 9: +175% of max hp to current hp, +5 TH melee

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

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

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

[Wiz SL8] Second Level Magic-User Spells (DM2): Can cast one 2nd Level Wizard spell per round as Z action

Combat effects:

[Wiz SL5] Wall of Stone : 20 hp/four levels; can be shaped.

[Pri SL8] Conjure Greater Elemental: Conjures a 36 HD Elemental Lord (x2 being)

[Psi54 Grand] Bomb: CL*SL explosion dmg to your group (no save, hole in the middle)

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

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

[Pri SL5] Cure Wounds 5: Cures 15d8 hp (can take offer of 6 per die -> 90 hp)

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

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

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

Dungeon103020 - Dungeon Level 9

Room # 11

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

holy/unholy writings; screen; still, warm (or hot); squeaking

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

Sample Names: Fenuku the amazing Ruby -lock (Katana); Izmur the vicious Shatter Flare (Saucer)

Inhaled Napalm Trap; DL 9; Search DC 92 (120 Con damage, DC 95 PP save for half)

Door, Secret that (causes/has/or is) Polymorphing

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Mont
60,772gp

feather mattress

a brilliant sapphire, 200gp

Rian's Rectus femoris muscle: +5 to LVL; 1V: You breath

Prismatic Steam (dmg=hp+prismatic spray, save for half).; CL 24; SL 9; 81330gp

Browny Wand [5d8] ++16 dmg 17+/x4; 1V: Makes a column of
fire (10' wide by 10*CL' high), 1d10 dmg; CL 26; SL 9, 48157gp

DL IX Huge Monster-classes Immortals x(40) x[8] x[[6]] x[[[5]]] x[[[[4]]]] x[[[[[3]]]]]

||AC|| 1631, HD 88, ihp 11008, BlahR 1647% #Att 18, TH ÷ AC/Save DC by 180, iidmg 3243

Str 42, Dex 31, Con 43, Int 59, Wis 72, Chr 37, 24kxp

Has Master Monster picks, Unaging, Legend Lore halves hp

Prepared effects:

[Psi29 minor] Mirror Image:

[Psi-3 minor] Tail of the Rat: Gain a tail; your base tail attack does 1d4 damage.

[Psi18 Major] Metamorph: Shapechange (as spell), +LVL Dex:Balance

[Wiz SL7] Original Stoneskin 7: Block the next 4 P actions of attacks

[Pri SL5] Immune [E=2 element]: Pick an E=2 element, you are immune to it for 1 hour. (This immunity does not "spread" into ot

[Psi81 Major] Damage Reduction, Physical, 50%: Take x0.5 damage from physical attacks

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

[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 SL6] Tenser's Transformation 6: +100% of max hp to current hp, +2 TH melee

Combat effects:

[Pri SL6] Death's Door 6: Target (currently at negative hp) goes to 4 hp (can't go above max)

[Wiz SL9] Gate: Connects two planes for travel or summoning.

[Psi29 Major] Suggestion:

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

[Psi6E Grand] Gate: As the 9th level Wizard spell

[Psi54 Major] Spiritual Drain: Target loses CL*SL hp (necromantic, no save), you gain CL*SL hp (not above max)

[Psi29 Major] Death Ray:

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

[Wiz SL7] Finger of Death : 60 yard Slay one victim, there is saving throw vs. death

Dungeon103020 - Dungeon Level 9

Room # 12

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

stool; staff, normal; slithering; coughing

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

Sample Names: Rathdaen the gelatinous Whirl Rider (Gyro-); Melisenda the demonic Master Virtuoso (Undead)

Collapsing Passage Trap; DL 9; Search DC 94 (450 Str damage, no save)

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

[x2] Room is permanently/continuously Alley Effected, only creatures immune or bubbled against it can function here.

49,590gp

torch

an electrum sword, sword, 4d3 (8), 93gp

Bottle green Cube [4d10] +120 Th/+14 dmg 20+/x2; 1M: One limb useless, degenerate 1 hp/r; CL 23; SL 9, 25937gp

Brownish Armor, Light [AT+170] +13 AC/+10 Saves; 1M: Your psionic powers appear to be a different form of energy (magic, innate, etc.) to Detection effects; CL 23; SL 9; 26480gp

DL IX Diminutive Island Lycanthropes x(64) x[7] x[[6]] x[[[5]]] x[[[[4]]] x[[[[[3]]]]]

Stun AC 1631, HD 13, ihp 360, #Att 16, TH ÷ AC/Save DC by 180, iidmg 16202

Str 34, Dex 34, Con 26, Int 67, Wis 63, Chr 73, 24kxp

Has mtg U spells, Can polymorph to alternate form.

Prepared effects:

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

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

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

[Pri SL9] Goodberry 9: Creates 36 goodberries

[Psi3½ Major] Intellect Fortress: Those inside fortress take only half damage from all powers and psi-like abilities until your next

[Psi3½ Grand] Mind Blank, Personal: You are immune to scrying and mental effects.

[Pri SL5] Improved Free Action: Immune Capital S Stun, Stop, Hold, Paralysis, Summoning Sickness; Hold P,V actions

[Psi2 minor] Magnify: Mult. power (Max=level/5+1); M+1, no extra cost

[Wiz SL7] Anti-Magic Shell 7: Anti-Magic of SL 0 to 6

Combat effects:

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

[Psi72 Major] Energy Blast - Explosive: One group takes PL energy dmg (no save)

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

[Psi30 Major] Stun Beam: Astral stunning

[Psi6G Major] Mass Preservation: All good creatures in sight healed N hp

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

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

[Pri SL9] Reset Self: Reset self

[Psi3 Grand] Mass Suggestion: Many targets follow suggested action.

Dungeon103020 - Dungeon Level 10

Room # 1

Animal Pens - 15ft. long x 10ft. wide x 30ft. tall

casket; pulpit; tapping; wind, strong, gusting

Zombie Door (made of zombies) on the north wall leading to a 30ft. long x 15ft. wide x 15ft. tall hallway.

Sample Names: Valeria the intangible Rainbow Flash (Turbo); Yoncalla the anarchic Master Syndicate (Spatula)

Dispel Magic 10 Trap; DL 10; Search DC 108 (Cleric CL 20, no save)

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

[x2] Mortals cannot taste, see, or sense into this room unless they are actually there; Divine Intervention fails
46,470gp

bowl

a paper bag, 0gp

Rian's Thyroid: +18 to Chr; 1attack: Whenever you get a new subordinate,

all your subordinates get +1 DL this segment.; CL 32; SL 10; 100590gp

Rian's Thyroid: +18 to Chr; 1F: One group is sent to Seven Heavens (no save).; CL 30; SL 10; 100350gp

DL X Tiny Outer-NE Faeries x(63) x[8] x[[6]] x[[[5]]] x[[[[4]]]] x[[[[[3]]]]]

|AC| 2004, HD 7, ihp 816, RR 120% #Att 12, TH ÷ AC/Save DC by 220, iidmg 1608

Str 26, Dex 44, Con 32, Int 50, Wis 57, Chr 23, 40kxp

Telepathy, immune acid/poison, resist cold/electricity/fire., Overwrite AC to |AC|, Flys, No target.

Prepared effects:

[Psi7 Major] (no name): Immunity to ability drain

[Psi4 Grand] Saves *2: Multiply your save rolls by 2, you automake saves on natural 21-2 or better (Minor is 19).

[Wiz SL8] Permanency: ANY spell in the game can be made permanent.

[Psi-5 Major] Immune to Poison: Target is immune to poison & disease

[Pri SL6] Protection from Fire 6: Stop the next CL*20 fire dmg

[Psi6G Major] Spare Silver Cord: Have an extra Silver Cord (can raise multiple times)

[Wiz SL10] Globe of Invulnerability 10: Immune to spells with SL=0 to 9

[Wiz SL9] Prismatic Sphere 9: 7 Prismatic colors or 5 MultiPrismatic colors (may repeat colors in either mode)

[Pri SL8] Regenerate 8: Regenerates 2 hp /s

[Pri SL7] Protection from Lightning 7: Stop the next CL*24 lightning dmg

Combat effects:

[Pri SL5] Limited Cureall: Cureall, target must Fort save vs. # hp down (+10 per other effect)

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

[Psi6E Grand] Dark Thunderbolt: 1 dmg/DPP (darkness & sound) (no save)

[Psi30 Major] Death Touch: Necromantic damage

[Psi29 Grand] Anti-Technology Ray:

[Wiz SL7] Steal Enchantment : Transfer the enchantment of one spell to an another

[Pri SL4] Death's Door 4: Target (currently at negative hp) goes to 1 hp

[Wiz SL4] Dispel Psionics: Dispel Psionics

[Wiz SL8] Power Word Blind 8: Blinds & stuns a creature if current hp < 120 (no save)

[Psi1 minor] Command: Command (as spell)

Dungeon103020 - Dungeon Level 10

Room # 2

Antechamber (Entry room into larger room) - 5ft. long x 40ft. wide x 50ft. tall

pot (huge); carafe (decanter); hazy; drumming

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

Sample Names: Galeno the grotesque Colossal Creeper (Rocket); Iskruel the furious Valiant Threesome (Radiation)

Hail of Javelins Trap; DL 10; Search DC 105 (Attack +170 melee, 30d20 idamage), (multiple targets)

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

[x2] Room is permanently/continuously Disjunct (effect)ed, only creatures immune or bubbled against it can function here.

54,527gp

small rug

Fruit Punch Gatorade, 30gp

Puce Age Cat. 6 Drake, Wooddrake Armor [AT+403] +14 AC/+13

Saves; 1/2V: Mult. power (Max=level/5+1); CL 38; SL 10; 57680gp

Nemesis Suit: Equip: Pay 3 Con and "Equipped creature gets +91 to

hit/dmg and +17 AC/saves and 175 hp and has Protection from watermarks.; 100700gp

DL X Gargantuan Star-Trek-Loop Elementals x(59) x[5] x[[4]] x[[[3]]] x[[[[3]]]] x[[[[[3]]]]]

iAC 2013, HD 164, ihp 26368, TR 135% #Att 16, TH ÷ AC/Save DC by 220, iidmg 2006

Str 67, Dex 42, Con 72, Int 55, Wis 49, Chr 65, 40kxp

Has captain spells, Has Psi 15. Has no soul. Immune to its own element.

Prepared effects:

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

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

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

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

[Pri SL5] Protection from Fire 5: Stop the next CL*16 fire dmg

[Psi45 minor] Resist: Magic: SL/4 (round down) instances of Resist magic

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

[Psi16 Major] Golem Form: Amber: Tracking/Trailing prof.; Clairnascience; Detect Invis. cont.

[Psi6E Grand] Forbiddance: As the 6th level Priest spell

[Wiz SL7] First Level Magic-User Spells (DM2): Can cast one 1st Level Wizard spell per round as Z action

Combat effects:

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

[Psi9 Major] Sonic Wail: 3*CH' radius: Unc. CH m (save)

[Pri SL6] Really Put of Misery: Target being that is slain is Capital S Slain (no save)

[Psi-2 Grand] Grand Acidify: CLd20 acid damage; Use d30's

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

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

[Psi-9 Major] AntiBio Force: No Flight: Target cannot Fly/Levitate (no save)

[Pri SL5] Limited Cureall: Cureall, target must Fort save vs. # hp down (+10 per other effect)

[Pri SL6] Neutralize Poison 6: Cure 3 poison effects (reverse causes that many, save for each)

[Psi54 Grand] Bomb: CL*SL explosion dmg to your group (no save, hole in the middle)

Dungeon103020 - Dungeon Level 10

Room # 3

Waiting Room - 40ft. long x 35ft. wide x 30ft. tall

Walls of Water; carving; thud; steamy near floor

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

Sample Names: Quorash the charismatic Cyber- Bug (Hydro-); Oresme the brave Screaming Rage (Psi--)

Crushing Brick Trap; DL 10; Search DC 110 (320 idamage, no resistance)

Idol that (causes/has/or is) Changes - Attribute

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Year
15,021gp

candle

a deep red stone, 55gp

Scythe Amulet: Equip: Pay 268 Skill Point(s) and "Equipped creature gets +71 to hit/dmg and +64 AC/saves and 216 hp and has Protection from die rolls and Annihilator 4.; 100910gp

Brilliant Book: +2 Level(s) in a Wizard Group Class; 100960gp

DL X Huge Space Beholders x(64) x[7] x[[6]] x[[[5]]] x[[[[4]]]] x[[[[[3]]]]]

AC 2012, HD 98, ihp 13184, CR 122% #Att 16, TH ÷ AC/Save DC by 220, dmg 20001

Str 29, Dex 32, Con 59, Int 45, Wis 40, Chr 49, 40kxp

Immune hostile environments, Has eye stalks/1 mouth/1 central anti-magic eye. Can cast through eye stalks. Flies

Prepared effects:

[Psi54 Grand] Stretching: Can melee up to SL people per round that aren't in your group

[Psi-6N Major] Gaea's Liege ~: 1P or 1M: Your max hp is CL^3 (and/or) Your TH bonus is +CL^2 (no other adj. can be added)

[Psi9 Major] Stone Eyes: Gaze: Petrification (save)

[Pri SL6] Goodberry 6: Creates 24 goodberries

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

[Pri SL7] Time/Reality Stability: Time/Reality Stability (duration 1 day), reverse removes it (Spell save)

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

[Pri SL9] Duplicate Mechanism: duplicate a technology item

[Pri SL5] Resist Vulnerability: Target gains a Resist to something which can only be used to counter a Vulnerability (Duration 1 hc

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

Combat effects:

[Psi54 minor] Spiritual Drain: Target loses CL*SL hp (necromantic, no save), you gain CL*SL hp (not above max)

[Pri SL4] Lesser Planar Ally : Summons a DL IV outer-planar (payment determines duration)

[Pri SL8] Remove Curse 8: Cure 5 curse effects (reverse causes that many, save for each)

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

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

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

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

[Pri SL5] Wall of Fire : Passing through wall deals 2d6 +1/level.

[Wiz SL10] Change Reality: Will duplicate any Wizard spell of levels 0-9 or any other spell of levels 0-8.

[Wiz SL9] Imprisonment: Entombs subject beneath the earth

Dungeon103020 - Dungeon Level 10

Room # 4

Bath / Bathing Room - 25ft. long x 40ft. wide x 10ft. tall

iron bars; sofa; steamy near floor; whispering

Secret Door on the south wall leading to a 40ft. long x 5ft. wide x 15ft. tall hallway.

Sample Names: Burnel the scowling Fighting Thing (Bike); Corinye the uncaring Colossal Cult (ATV)

Trapdoor transforms into Elemental Godly Trap; DL 10; Search DC 103 (150 Chr damage/s, no resistance)

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

[x2] Room is permanently/continuously Annihilateded, only creatures immune or bubbled against it can function here.

73,624gp

mat

a sub issue axe, axe, 1d6 (3), 35gp

Claret Shuriken (5) [9d6] +224 Th/+144 dmg 19+/x5; 1M: Feeblemind; CL 29; SL 10, 65817gp

Needle of Ultramarine Breast Milk;; 1M: Double-Fisted Shield: Whenever someone hits you with a melee attack, they suffer that Status Effect unless they make a save vs. Spell.; CL 32; SL 10; 100600gp

DL X Fine Rogue-classes Hounds x(77) x[5] x[[4]] x[[[3]]] x[[[[3]]]] x[[[[[3]]]]]

Stun AC 2019, HD 4, stunp 202, RR 154% #Att 11, TH ÷ AC/Save DC by 220, idmg 6009

Str 33, Dex 27, Con 75, Int 25, Wis 66, Chr 37, 40kxp

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

Prepared effects:

[Wiz SL5] Armor 5: +CL*10 current hp

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

[Psi7 minor] (no name): Whenever you touch someone, they get a disease (PPD save)

[Psi-15 Major] Dial-a-Breath Eelement (<): You can use any eelement with EE factor less than your normal breath.

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

[Wiz SL9] Prismatic Sphere 9: 7 Prismatic colors or 5 MultiPrismatic colors (may repeat colors in either mode)

[Psi8 Major] Construct Control Item 2: Create a "Control" type item (see next page) of TechL=CL, each 2 TechL takes 1S action

[Wiz SL3] Displacement : WR 50%

[Psi60 minor] Armor: Melee:+LVL AC, -LVL/2 dmg per hit

[Pri SL6] Protection from Lightning 6: Stop the next CL*20 lightning dmg

Combat effects:

[Wiz SL7] Power Word Kill 7: Kills a creature if current hp < 60 (no save)

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

[Psi5 Major] Dispel Psionics: Destroy maintained psionics (all freq.)

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

[Wiz SL5] Death Spell 5: Slay 5d12 HD of creatures (save)

[Pri SL8] Conjure/Dismiss Semi Elemental: Summons or dismisses a Semi Elemental

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

[Psi-6G minor] Avenge: Choose a target, you deal double weapon damage to that target this combat

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

[Psi72 minor] Telekinesis: TK 100*PL lbs.

Dungeon103020 - Dungeon Level 10

Room # 5

Torture Chamber - 10ft. long x 30ft. wide x 20ft. tall

hamper; mortar & pestle; snapping; horn/trumpet sounding

Trapped Door, Out of Phase on the south wall leading to a 5ft. long x 20ft. wide x 10ft. tall hallway.

Sample Names: Aniva the frigid Ruby Seven (Vibro-); Nelwen the annoying Quick Shark (Magno-)

Collapsing Pit Trap; DL 10; Search DC 101 (40 idamage, DC 107 PP save for half)

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

[x2] Mortals cannot smell, feel, or sense into this room unless they are actually there; Divine Intervention fails
19,658gp

table

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

Drum of Olive Blood Serum:; 1F: Despair(gloom) Balls: Do this Status

Effect to one group (Spell save: 0) ; CL 30; SL 10; 101040gp

Ring of Tulkas; +4 to STR, DEX, CON, Speed; Activates for haste self (75+d75 turns) every 150+d150 turns, 1751210gp

DL X Medium Collectiverse/Gooveyverse/etc. Faeries x(54) x[7] x[[6]] x[[[5]]] x[[[[4]]]] x[[[[[3]]]]]

||AC|| 2020, HD 22, lifep 3328, CR 133% #Att 6, TH ÷ AC/Save DC by 220, dmg 10003

Str 61, Dex 30, Con 50, Int 48, Wis 45, Chr 26, 40kxp

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

Prepared effects:

[Psi45 Major] Illusory Invisibility: Minor: Invis.; Major: Improved Invis.; Grand: Dust of Disappearance

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

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

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

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

[Psi54 Grand] Force Shield: CL*SL*3 hp ablative Force Field (vs. physical or energy attacks, only one enemy /s)

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

[Psi18 Grand] Scty: Invisibile Defender: Shield vs. physical/energy 1000*LVL hp

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

[Wiz SL6] Planar Displace: Planar Displacement for 1 turn

Combat effects:

[Psi1 Grand] Grand Domination: Save at penalty equal to level; no HD limit

[Wiz SL8] Alter Reality (DM): Will duplicate any Wizard spell of levels 0-7 or any other spell of levels 0-6.

[Psi45 Major] Disintegration: Major: Disintegrate (save)

[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

[Psi29 Grand] Death Bolt (save or dead):

[Psi3½ Major] Dismiss Ectoplasm: Dissipates ectoplasmic targets and effects.

[Pri SL8] Circle Of Sunmotes: All friends get leveled6 hp,+1/+1 TH/dmg; enemies get reverse

[Wiz SL5] Wall of Stone : 20 hp/four levels; can be shaped.

[Wiz SL5] Wacky Ball 5 / Normal / ½: Ld10, save: ½

[Pri SL8] Blade Barrier 8: 10d10 dmg wall (shards)

Dungeon103020 - Dungeon Level 10

Room # 6

Creamatorium - 45ft. long x 10ft. wide x 45ft. tall

peephole; iron bars; still, warm (or hot); poor oxygen

Double Door on the north wall leading to a 10ft. long x 5ft. wide x 25ft. tall hallway.

Sample Names: Sircyn the vile Professor Horde (Near-death experience); Orgouian the amazing Giant Rocket (Bubble)

Ingested Harming Trap; DL 10; Search DC 101 (600 idamage, no save), (multiple targets)

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

[x2] Room is permanently/continuously ****Cursed**** (Ancient Foul Cursed)ed, only creatures immune or bubbled against it can fu
61,998gp

book (blank)

Hand of Shocking Grasp, 'shocking grasp', 530gp

Darksteel Lance: Equip: Pay 4 SL(s) and "Equipped creature gets +17 to hit/dmg and +2 AC/saves

and 810 hp and has Indestructible, Menace, Evolve, Protection from odd collector numbers and Intimidate.; 100870gp

Rian's Spleen: +27 to Int; 1P: Whenever you summon a creature,

you get 2 instead (+1 slot too); CL 32; SL 10; 101060gp

DL X Huge Outer-LN Leechs x(67) x[8] x[[6]] x[[[5]]] x[[[[4]]]] x[[[[[3]]]]]

iAC 2004, HD 94, lifep 136960, RR 175% #Att 13, TH ÷ AC/Save DC by 220, iidmg 810

Str 39, Dex 55, Con 78, Int 63, Wis 49, Chr 37, 40kxp

Dark vision, immune mine-affecting, resist acid/cold., 0, 1/half segment: Remove a SEL=DL status effect.

Prepared effects:

[Psi6E Major] Cloak of Darkness: Imp.Invis., Immune to Detection/Location

[Psi18 Grand] Scty: Confined Defender: Shield vs. magic/psionics 1000*LVL hp

[Psi-1 Major] Inverse Magic Jar: Another being can use your body

[Pri SL8] Antimagic Field : Negates magic within 10 ft.

[Psi16 Major] Golem Form: Glass: Improved Invis.; 1M: Prismatic Spray your group (hole in the middle)

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

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

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

[Wiz SL8] Globe of Invulnerability 8: Immune to spells with SL=0 to 7

[Psi12T Major] Magic Resistance: Level*5% MR

Combat effects:

[Psi-5 Grand] Spectrify: Target gets -CL each to Str, Dex, and Con (save for each point)

[Pri SL4] Remove Capital S Stun: Removes Capital S Stun

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

[Psi6N minor] Mental Ball 2: 20'r; take 2*level*(# of freq.) damage; no save

[Wiz SL5] Fireball 5: CLd10 fire dmg to a group (save:½)

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

[Psi9 Major] Incendiary Blast: Con-CH check or CHd12 damage

[Pri SL6] Create Undead : Ghouls, shadows, ghastrs, wights, or wraiths.

[Pri SL8] Dispel Magic 8: Dispel 6 magic effects

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

Dungeon103020 - Dungeon Level 10

Room # 7

Training/Exercise/Practice - 50ft. long x 50ft. wide x 25ft. tall

chest; pentagram; ringing; scratching/scrabbling

Loop Door (goes to another timeline) on the west wall leading to a 30ft. long x 10ft. wide x 25ft. tall hallway.

Sample Names: Stanislov Borisovich the infernal Teenage Thirteen (Burro); Aghairon the immoral New Champion (Turbo)

Burning Vent Trap; DL 10; Search DC 102 (600 idamage, no resistance)

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

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Year
66,049gp

bottle

a large round shield, +1 AC, 176gp

Kuroth's Quill [x3 artifact], 1102120gp

Opaque Cube [5d6] +170 Th/+361 dmg 16+/x4; 1/3P: Summon a DL=SL Earth Elemental; CL 29; SL 10, 92784gp

DL X Huge Outer-LN Mutants x(61) x[4] x[[3]] x[[[3]]] x[[[[3]]]] x[[[[[3]]]]]

|AC| 2017, HD 96, lifep 13568, CR 150% #Att 14, TH ÷ AC/Save DC by 220, iidmg 1204

Str 48, Dex 66, Con 58, Int 34, Wis 36, Chr 76, 40kxp

Dark vision, immune mine-affecting, resist acid/cold., Immune radiation, has Psi freq divisible by 9

Prepared effects:

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

[Psi54 Major] Force Shield: CL*SL*3 hp ablative Force Field (vs. physical or energy attacks, only one enemy /s)

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

[Pri SL9] Protection from Lightning 9: Stop the next CL*32 lightning dmg

[Wiz SL8] Anti-Magic Shell 8: Anti-Magic of SL 0 to 7

[Psi18 Grand] Scty: Peripheral Defender: -7*LVL dmg on all physical & energy attacks

[Pri SL5] Goodberry 5: Creates 20 goodberries

[Psi6G Major] Warden Lore: Abilites for warnings, advice, prophecy (undefined until a Warden class is written)

[Psi5 minor] Invisibility Realm: Improved Invis., can see other Invis.

[Wiz SL8] Time/Reality Stability: Time/Reality Stability (duration 1 day), reverse removes it (Spell save)

Combat effects:

[Pri SL8] Mass Heal : As heal, but with several subjects.

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

[Pri SL6] Creeping Doom 6: (1d3+5)*80 insect dmg

[Pri SL3] Blade Barrier 3: 5d5 dmg wall (shards)

[Psi3 Major] Greater Domination: Subject obeys your will.

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

[Wiz SL7] Feeblemind 7: -35 mental stat points (randomly distributed in packets of 5) (save per packet)

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

[Pri SL10] Hold Person/Monster 10: Hold 12 person or 10 monster targets (save)

[Wiz SL8] Summon Monster VIII : Calls outsider to fight for you.

Dungeon103020 - Dungeon Level 10

Room # 8

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

chime(s); hamper; chanting; moaning

Void Door (cannot see through doorway) on the north wall leading to a 45ft. long x 5ft. wide x 15ft. tall hallway.

Sample Names: Erath the diseased Sand Intruder (Talons); Vasilek the uncanny Nuclear Reserve (Saucer)

Inhaled Heat / Warmth Trap; DL 10; Search DC 103 (80 idamage, DC 104 RSW save for 1/10)

Altar that (causes/has/or is) Asks

[x2] Gods cannot see, hear, or sense into this room unless they are actually there; Divine Intervention fails
6,044gp

powdered carrot

a pair of open-toe boots, +1 AC, 100gp

Amber Sword, two-bladed [2d20] +169 Th/+12 dmg 15+/x2; 1M: Summon

a DL=SL-2 Golem or Technological monster; CL 34; SL 10, 35514gp

Jug of Sepia Sweat:: 1/3attack: Despair(gloom) Blast: Do this Status

Effect to one group (no save) ; CL 28; SL 10; 100170gp

DL X Colossal Alley Reptiles x(63) x[4] x[[3]] x[[[3]]] x[[[[3]]]] x[[[[[3]]]]]

||AC|| 2016, HD 326, lifep 54784, WR 141% #Att 2, TH ÷ AC/Save DC by 220, idmg 20004

Str 57, Dex 77, Con 50, Int 48, Wis 49, Chr 44, 40kxp

Attacks as x2 DL., Half AC from AT. Resist Heat. Usually has a tail and claws

Prepared effects:

[Psi23 minor] Obscuring Cloud: Blocks all forms of vision (inf,ult,x-r)

[Psi72 Major] Alternate Form - Energy: Nonsolid (still take damage normally); Cannot attack; Fly PL"; Immune to one form of ene

[Psi6E minor] Bodily Restoration II: Regeneration 3 hp/round, replace limbs

[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.

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

[Pri SL8] Antimagic Field : Negates magic within 10 ft.

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

[Psi5 Major] No Target: Cannot be directly targetted with effects

[Psi4 minor] Item *1.25: How many of an item exists is multiplied by 1.25 (you need a Grand to duplicate a x2 item)

[Wiz SL5] Anti-Magic Shell 5: Anti-Magic of SL 0 to 4

Combat effects:

[Psi29 Grand] Prismatic Beam (Spray):

[Pri SL4] Summon Monster IV : Summons a DL IV monster (1 turn)

[Wiz SL5] Confusion No Save: Confusion one target (no save)

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

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

[Wiz SL7] Finger of Death : 60 yard Slay one victim, there is saving throw vs. death

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

[Wiz SL8] Immediate Monster Summoning VIII: Summons a DL VI monster without summoning sickness

[Pri SL5] Dispel Magic 5: Dispel 3 magic effects

[Psi-3 Grand] Mass Confusion: Confusion a group (Will save)

Dungeon103020 - Dungeon Level 10

Room # 9

Gardens - 30ft. long x 50ft. wide x 40ft. tall

table (small); evil symbol; still; steamy near ceiling

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

Sample Names: Mealiden the lazy Bionic Giant (Saxophone); Methild the nefarious Bionic Yak (Motorcycle)

Well-Camouflaged Blades Trap; DL 10; Search DC 105 (Attack +20 ranged, 90d30 idamage)

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

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Round 49,428gp

wood billets

a gold black stone, 65gp

Broad Sword 'Chainsword' (11d5) (-30,+7); +2 to DEX, CHR, Attacks, Speed; Slay Orc, Troll; Very sharp; See Invisible; Aggravates, 668870gp

Indigo Clock: Free Resistance to Poison Feat: Resist poison (death poisons still lethal unless take this twice, then it's 40 dmg); 100850gp

DL X Titanic Cloud Beholders x(80) x[4] x[[3]] x[[[3]]] x[[[[3]]]] x[[[[[3]]]]]

iAC 2009, HD 658, |hp| 1.1E+5, CR 191% #Att 5, TH ÷ AC/Save DC by 220, iidmg 6002

Str 41, Dex 39, Con 68, Int 68, Wis 61, Chr 63, 40kxp

Flys with perfect maneuverability., Has eye stalks/1 mouth/1 central anti-magic eye. Can cast through eye stalks. Flies

Prepared effects:

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

[Psi-6G Grand] Armageddon †: 1bM: Can use +1M/s this round; Immune Cold; Immune Shadow

[Wiz SL6] Fire Shield 6: Anyone who melees with you takes 125% dmg back

[Wiz SL5] Anti-Magic Shell 5: Anti-Magic of SL 0 to 4

[Psi54 minor] Magic Shield: Stops SL/2 magical attacks on you

[Psi8 Grand] Construct Control Item 4: Create a "Control" type item (see next page) of TechL=CL, each 4 TechL takes 1S action

[Psi54 minor] Stretching: Can melee up to SL people per round that aren't in your group

[Pri SL8] Lady's Smile: Can choose result of 1 die roll within 2r

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

[Psi45 Grand] Power Simulation: The next Psi45 power you use will be resisted using MR instead of PR

Combat effects:

[Psi-6E Major] Stench of Evil N: ½M, -9 current hp: 30'r: CL^3 stench dmg (save:½), they can use X PSP (any freq/spells, use Q11)

[Pri SL5] Neutralize Poison 5: Cure 2 poison effects (reverse causes that many, save for each)

[Pri SL8] Holy Bolt: Dispels undead, evil, outer-planar & 20 dmg/lvl

[Wiz SL10] Summon Dweomer: Summons a creature (your choice, not random) with HD < CL

[Pri SL5] Remove Coma: Removes the Coma effect

[Wiz SL9] Magic Missile 9: (CL+1)*9/2 missiles, each does 1d4+1 force dmg (no save)

[Psi72 minor] Disintegration: Disintegrate one nonliving object

[Psi30 Grand] Confusion: Confusion (as spell)

[Pri SL5] Heal 5: Cure to 75% of max hp (max Heal 5 can cure at once = 750 hp)

[Pri SL8] Dispel Magic 8: Dispel 6 magic effects

Dungeon103020 - Dungeon Level 10

Room # 10

Refectory (Monestary Dining Room) - 45ft. long x 30ft. wide x 45ft. tall

chalk; candelabra; downdraft, strong; dank, mouldy smell

Archway (open) on the west wall leading to a 40ft. long x 5ft. wide x 25ft. tall hallway.

Sample Names: Mysia the criminal Cyber- Brotherhood (Grenades); Melastirth the odious Wonder Plague (Truck)

Camouflaged Pendulums Trap; DL 10; Search DC 104 (Attack +80 melee, 20d2 idamage)

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

[x2] Room is permanently/continuously Blinded, only creatures immune or bubbled against it can function here.

90,005gp

bench

a turtle shell, +2 AC, 10gp

Brilliant Armor, Light [ATxx2] +16 AC/+++ Saves; 1M: Make some powers permanent.; CL 25; SL 10; 7645gp

Aqua Gauntlets [AT++11] +224 AC/+11 Saves; 1M: +CL*5% aaAllR (Anti-Anti R vs. everything); CL 34; SL 10; 46250gp

DL X Fine Tarrasque-World Giants x(72) x[6] x[[5]] x[[[4]]] x[[[[3]]]] x[[[[[3]]]]]

|AC| 2012, HD 20, lifep 214, BlahR 140% #Att 4, TH ÷ AC/Save DC by 220, iidmg 2408

Str 41, Dex 46, Con 53, Int 80, Wis 47, Chr 40, 40kxp

Mreflection DL*10%, Minimum size category Large.

Prepared effects:

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

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

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

[Psi27 Grand] Diversify: Your next Psi27 power that has one target has LVL targets instead

[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

[Psi24 Major] Memorization Level Increase 2: +1 Memorization Level (this is next level of picks for rogues)

[Psi45 Grand] Resist: Emotion: SL/2 (round down) instances of Resist enchantment/charm

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

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

Combat effects:

[Wiz SL10] Monster Swarm Summoning X: Summons CL/4 (round down) DL IX monsters

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

[Psi3 Grand] Astral Construct VII: Astral construct fights for you.

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

[Psi-6G minor] Angelic Heal: Cure N hp to one target (max N = 5+CL^2)

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

[Pri SL10] Heal 10: Cure to 200% of max hp (max Heal 10 can cure at once = 2000 hp)

[Psi29 Major] Drain Magic Items:

[Wiz SL9] Cone of Cold 9: CLd18+CL cold dmg to a group (save:½)

[Wiz SL4] Cone of Cold 4: CLd8+CL cold dmg to a group (save:½)

Dungeon103020 - Dungeon Level 10

Room # 11

Solar - 40ft. long x 45ft. wide x 10ft. tall

furniture (broken); Bridge, with car and pulley system; clicking; groaning

Void Door (cannot see through doorway) on the east wall leading to a 5ft. long x 20ft. wide x 15ft. tall hallway.

Sample Names: Lysirial the furious Jade Nova (Hang Glider); Daerthane the beautiful Time-traveling Men (Plane)

Ingested Plasma Trap; DL 10; Search DC 108 (900 Wis damage, no save), (multiple targets)

Pit that (causes/has/or is) Talks - Nonsense

[x2] Room is permanently/continuously ****Cursed**** (Ancient Foul Cursed)ed, only creatures immune or bubbled against it can fu
79,172gp

broken bottle

a red bodysuit, +3 AC, 10gp

Ebony Girdle [AT+172] x6 AC/+288 Saves; 1/2M: Protection from Fire; CL 38; SL 10; 90415gp

Aquamarine Cube [9d6] +100 Th/+19 dmg 16+/x2; 1/2V: Beam (Cone) of Cold; CL 29; SL 10, 24417gp

DL X Fine Wizard-classes Humanoids x(59) x[7] x[[6]] x[[[5]]] x[[[[4]]]] x[[[[[3]]]]]

||AC|| 2011, HD 6, lifep 2180, MR 127% #Att 14, TH ÷ AC/Save DC by 220, idmg 6007

Str 72, Dex 25, Con 33, Int 30, Wis 21, Chr 76, 40kxp

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

Prepared effects:

[Pri SL5] Troll-like Regeneration: You Troll-like Regenerate at CL hp per round

[Pri SL6] Resist Fire/Resist Cold 6: Take -70% dmg vs. fire or cold

[Wiz SL5] Extra Group +1: The next spell you cast will affect +1 groups of monsters

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

[Wiz SL5] Fire Shield 5: Anyone who melees with you takes 100% dmg back

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

[Psi81 Grand] Density Increase 8: x256 mass; +8 Str; -8/attack (physical or energy)

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

[Wiz SL10] Prismatic Sphere 10: 8 Prismatic colors or 6 MultiPrismatic colors (may repeat colors in either mode)

[Wiz SL9] Elemental Aura : Element Protect from one element, it's plane, and it's creatures

Combat effects:

[Psi6G Major] Animate Area: Can telekinese any number of objects in sight; Max weight = CL^3 pounds

[Psi0 Grand] Iceblast: KiLd4 dmg in a KiL*5' line (ice damage) (save:½)

[Psi5 Grand] Change Reality (lesser): 1st-7th level Alt,Cnj,Cre,Ele,Hea,Sum

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

[Wiz SL10] Magic Missile 10: (CL+1)*5 missiles, each does 1d4+1 force dmg (no save)

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

[Wiz SL7] Delayed Blast Fireball : A fireball with +1 bonus to any dice, and can be delayed for up to 5 rounds

[Psi-1 minor] Object Writing: Item must make item saving throw or destroyed

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

[Psi2 minor] Momentum Theft: Stop (200 lbs, each x2 is +5 PSPs); Held for 1r

Dungeon103020 - Dungeon Level 10

Room # 12

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

shelf; brazier; splashing; knocking

Wood Door, Normal on the east wall leading to a 40ft. long x 20ft. wide x 25ft. tall hallway.

Sample Names: Zarik the amoral Delta Guard (Derringer); Kolbein Liontrainer the caustic Ultra Tornado (Flaming)

Conjure Elemental 10 Trap; DL 10; Search DC 103 (Cleric CL 20, DC 102 RSW save for half)

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

[x2] Room is permanently/continuously Blinded, only creatures immune or bubbled against it can function here.

77,014gp

hacksaw

the spray, getting drenched as you cla, 0gp

Vial of Lavender Urine;; 1P: Double-Fisted Blast: Do this Status

Effect to one group (no save) ; CL 29; SL 10; 101080gp

Amulet of Health +4: (Neck) +4 Constitution., 17210gp

DL X Huge Jungle Outers x(45) x[8] x[[6]] x[[[5]]] x[[[[4]]]] x[[[[[3]]]]]

Stun AC 2014, HD 84, ihp 13184, CR 121% #Att 19, TH ÷ AC/Save DC by 220, idmg 1608

Str 68, Dex 62, Con 27, Int 24, Wis 54, Chr 56, 40kxp

Has mtg G spells, No soul. Dark vision.

Prepared effects:

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

[Wiz SL10] Nazzer's Nullification: Creates a DMZ (Dispel Magic Zone)

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

[Psi-1 Major] Inverse Magic Jar: Another being can use your body

[Pri SL4] Dimensional Anchor : Bars extradimensional movement.

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

[Pri SL7] Time/Reality Stability: Time/Reality Stability (duration 1 day), reverse removes it (Spell save)

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

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

[Psi45 Major] Vibration Control: SL/2 (round down) instances of Resist vibration; +SL*10% damage with vibration effects

Combat effects:

[Psi29 Major] Feeblemind:

[Wiz SL9] Meteor Swarm: 80d4 Eldritch Earth and Fire (no save, 4 groups)

[Wiz SL7] Monster Swarm Summoning VII: Summons CL*1.5 (round down) DL VI monsters

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

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

[Psi-2 Major] Endorphin Drain: 6 Int,Wis,or Chr dmg; 6 to all three

[Wiz SL6] Prismatic Wall 6: 6 Prismatic colors or 4 MultiPrismatic colors (may repeat colors in either mode)

[Wiz SL8] Mass Charm : As charm monster, but all within 30 ft.

[Wiz SL10] Control Gravity: +- 1 G gravity per level in large area for 1t

[Psi-5 Major] Beam of Nothing: CL*CL dmg in a 30' line (no save); they lose next F action (save)

Parameter: Dungeon

Date: 10/30/2020

CF: 2

DL: 1

#Rooms: 12

Room#: 1

#Monsters: 7

#Groups: 4

#Legions: 3

#Divisions: 3

#Armys: 3

#Hordes: 3

Array DL Start: 1

Array DL Finish: 10

Number of PCs: 4

Session Number (SN): 1

Difficulty Factor (DF) for AC/hp: 20

Difficulty Factor (DF) for spell/psi: 10

DL; NumMon; KXP per; DL total; Sum Total; gp

1; 358; 0.02; 7.16; 7.16; 5,603

2; 776; 0.10; 77.60; 84.76; 22,477

3; 8493; 0.20; 1,698.60; 1,783.36; 58,201

4; 27765; 0.50; 13,882.50; 15,665.86; 108,963

5; 99156; 1.50; 148,734.00; 164,399.86; 128,624

6; 225372; 3.00; 676,116.00; 840,515.86; 270,006

7; 478500; 7.00; 3,349,500.00; 4,190,015.86; 311,918

8; 774252; 15.00; 11,613,780.00; 15,803,795.86; 385,213

9; 1190556; 24.00; 28,573,344.00; 44,377,139.86; 623,718

10; 1167336; 40.00; 46,693,440.00; 91,070,579.86; 639,010

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