

Dungeon062120 - Dungeon Level 1

Room # 1

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

mattress; idol; clashing; scream(ing)

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

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

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

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

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

616gp

fishing net

a sparkling white and gold mini skirt, 900gp

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

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

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

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

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

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

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

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

Prepared effects:

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

Combat effects:

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

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Room # 2

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

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

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

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

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

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

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

39gp

dish

a bracer of power, +2 AC, 990gp

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

loun Stone, Normal, +1 damage, 8310gp

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

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

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

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

Prepared effects:

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

Combat effects:

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

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Room # 3

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

tun; candelabra; footsteps (behind); sneezing

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

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

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

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

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

356gp

cage

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

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

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

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

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

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

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

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

Prepared effects:

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

Combat effects:

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

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Room # 4

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

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

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

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

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

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

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

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

773gp

glass cone

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

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

Carmine Money: +100 PSP's; 1390gp

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

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

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

Knows Priest spells, Dark Vision, Stay conscious past 0hp. Light Sensitivity

Prepared effects:

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

Combat effects:

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

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Room # 5

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

chest of drawers; stool, high; thumping; snapping

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

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

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

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

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

545gp

pipe (smoking pipe)

a counter, 0gp

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

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

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

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

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

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

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

Prepared effects:

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

Combat effects:

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

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Room # 6

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

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

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

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

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

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

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

38gp

wall basin/font

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

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

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

Rian's Prostate Glands: +3 to Con; 1P: Whenever someone targets you with an effect, they suffer that Status Effect unless they make a save vs. Spell.; CL 7; SL 1; 1930gp

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

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

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

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

Prepared effects:

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

Combat effects:

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

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Room # 7

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

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

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

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

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

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

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

480gp

large box

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

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

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

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

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

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

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

Attacks as x2 DL., Immune sleep, aging

Prepared effects:

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

Combat effects:

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

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Room # 8

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

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

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

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

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

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

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

298gp

wooden bookcase

amethyst crown, +4 AC, 1875gp

Mierest's Starlit Sphere, 4340gp

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

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

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

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

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

Prepared effects:

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

Combat effects:

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

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Room # 9

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

paintings/frescoes; tongs; putrid smell; squealing

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

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

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

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

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

716gp

padded bench

a comfortable bench seat, 0gp

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

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

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

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

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

Has Master Monster picks, Unaging

Prepared effects:

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

Combat effects:

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

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Room # 10

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

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

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

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

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

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

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

243gp

padded chair

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

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

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

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

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

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

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

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

Prepared effects:

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

Combat effects:

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

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Room # 11

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

Priest/Religious Furnishings; vice; hissing; humming

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

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

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

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

[x1] War spells function at zero effect

10gp

dung

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

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

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

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

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

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

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

Prepared effects:

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

Combat effects:

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

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Room # 12

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

kiln; dung heap; sneezing; drumming

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

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

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

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

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

559gp

amber rod

a pool table, 10gp

Ring of Dizziness, 5320gp

Incense of Obsession, 5320gp

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

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

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

Has Punomancy, Incorporeal

Prepared effects:

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

Combat effects:

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

Dungeon062120 - Dungeon Level 2

Room # 1

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

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

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

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

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

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

[x1] Transmutation spells function at zero effect

1,406gp

cracks, wall

a brass stone, +1 AC, 500gp

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

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

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

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

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

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

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

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

Prepared effects:

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

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

Combat effects:

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

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

Dungeon062120 - Dungeon Level 2

Room # 2

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

pillow; pegs; footsteps (side); urine smell

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

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

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

Fireplace that (causes/has/or is) Points

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

2,454gp

guano

Paws of the Wolf, +2 AC, 1110gp

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

Horn of Fog, 6140gp

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

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

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

Immune cold. Double dmg from fire., Incorporeal

Prepared effects:

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

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

Combat effects:

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

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

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Room # 3

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

fresco (painting); parchment; rustling; creaking

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

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

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

Vegetation that (causes/has/or is) Enrages

[x1] War spells function at zero effect

2,793gp

nutshells

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

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

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

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

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

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

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

Prepared effects:

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

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

Combat effects:

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

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

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Room # 4

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

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

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

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

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

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

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

1,608gp

flour

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

Chocolate Scroll: +200 Skill Points; 4150gp

Navy Nail clippers: +200 Skill Points; 4180gp

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

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

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

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

Prepared effects:

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

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

Combat effects:

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

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

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Room # 5

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

Walls of Glass; chest of drawers; drumming; chiming

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

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

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

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

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

1,832gp

ashes

a grey key, 0gp

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

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

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

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

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

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

Prepared effects:

[Pri SL2] Goodberry 2: Creates 8 goodberries

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

Combat effects:

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

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

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Room # 6

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

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

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

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

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

Vegetation that (causes/has/or is) passwall

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

3,410gp

claw marks

the barrel, 2gp

loun Stone, Normal, +1 Str, 7220gp

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

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

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

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

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

Prepared effects:

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

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

Combat effects:

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

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

Dungeon062120 - Dungeon Level 2

Room # 7

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

pail; lamp(s); still; metallic smell

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

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

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

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

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

2,380gp

cold spot

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

Rian's Extensor digitorum longus muscle: +1 to Str; 1P: You and

target held and can't take P actions.; CL 14; SL 2; 4680gp

Lens of Speed Reading, 7130gp

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

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

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

Has force powers, Can polymorph to alternate form.

Prepared effects:

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

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

Combat effects:

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

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

Dungeon062120 - Dungeon Level 2

Room # 8

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

clamps; rushes (herbs); grunting; rustling

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

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

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

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

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

2,258gp

dust

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

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

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

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

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

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

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

Prepared effects:

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

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

Combat effects:

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

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

Dungeon062120 - Dungeon Level 2

Room # 9

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

carving; arras (coin container); knocking; foggy

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

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

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

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

[x1] Psi -3 powers function at zero effect

1,668gp

drapes

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

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

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

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

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

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

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

Prepared effects:

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

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

Combat effects:

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

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

Dungeon062120 - Dungeon Level 2

Room # 10

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

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

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

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

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

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

[x1] Law spells function at double effect

2,547gp

mercury

a ward minor, +4 AC, 144gp

Dimensional Mine, 2110gp

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

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

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

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

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

Prepared effects:

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

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

Combat effects:

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

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

Dungeon062120 - Dungeon Level 2

Room # 11

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

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

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

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

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

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

[x1] Creation spells function at double effect

1,946gp

drum

a side of pork, 5gp

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

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

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

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

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

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

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

Prepared effects:

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

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

Combat effects:

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

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

Dungeon062120 - Dungeon Level 2

Room # 12

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

sheet; wardrobe; foggy; chanting

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

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

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

Monster that (causes/has/or is) stuck

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

1,739gp

rag

a gold stone, +1 AC, 500gp

Beige Bottle cap: +3 Revive Slots; 4590gp

Maroon Chapter book: Free Little Lamb Familiar; 4780gp

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

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

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

Has mtg G spells, No INT. Dark vision.

Prepared effects:

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

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

Combat effects:

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

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

Dungeon062120 - Dungeon Level 3

Room # 1

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

funnel; table, small; rattling; clashing

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

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

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

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

[x1] Charm spells function at triple effect

8,935gp

keg

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

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

Azur Clamp: +300 PSP's; 9450gp

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

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

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

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

Prepared effects:

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

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

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

Combat effects:

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

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

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

Dungeon062120 - Dungeon Level 3

Room # 2

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

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

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

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

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

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

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

brazier

skull earring, +2 AC, 100gp

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

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

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

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

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

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

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

Prepared effects:

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

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

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

Combat effects:

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

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

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

Dungeon062120 - Dungeon Level 3

Room # 3

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

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

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

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

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

Tapestry that (causes/has/or is) Shifting

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

6,832gp

candle

the StormShield, +2 AC, 500gp

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

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

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

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

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

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

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

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

Prepared effects:

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

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

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

Combat effects:

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

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

[Pri SL3] Creeping Doom 3: 40 insect dmg

Dungeon062120 - Dungeon Level 3

Room # 4

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

screen; caldron; scuttling; howling

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

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

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

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

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

260gp

torch

a Grand Piano, 5000gp

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

Necklace of Prayer Beads (each), 10250gp

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

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

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

Has mtg G spells, No soul. Dark vision.

Prepared effects:

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

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

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

Combat effects:

[Psi29 minor] Beam (Cone) of Cold:

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

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

Dungeon062120 - Dungeon Level 3

Room # 5

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

idol(s); phial; smoky smell; laughter

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

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

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

Monster that (causes/has/or is) stuck

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

3,196gp

spike, rusted

a blue and white ginger jar, 300gp

Ring of Swimming, 10110gp

Crystal Hypnosis Ball, 6130gp

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

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

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

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

Prepared effects:

[Psi29 minor] Missile Deflection:

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

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

Combat effects:

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

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

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

Dungeon062120 - Dungeon Level 3

Room # 6

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

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

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

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

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

Monster that (causes/has/or is) Intelligent

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

5,216gp

paper

The Armbands of Magi, +1 AC, 10gp

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

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

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

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

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

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

Prepared effects:

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

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

[Wiz SL3] Prismatic Sphere 3: 1 Prismatic color

Combat effects:

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

[Psi29 minor] Fear:

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

Dungeon062120 - Dungeon Level 3

Room # 7

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

winch and pulley; stocks; humming; murmuring

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

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

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

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

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

3,708gp

oar

a glass eye, 1gp

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

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

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

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

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

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

Prepared effects:

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

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

[Psi45 minor] Regeneration: Regenerate SL hp/s

Combat effects:

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

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

[Wiz SL2] Cone of Eldritch Shards {Acid}: CLD6 eldritch shards {acid} damage, area 40' cone, no save

Dungeon062120 - Dungeon Level 3

Room # 8

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

rug; pentacle; footsteps (side); scuttling

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

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

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

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

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

5,777gp

dampness, wall

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

Bronze Nail clippers: +4 Feat Slots; 9230gp

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

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

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

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

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

Has mtg W spells, Can polymorph to alternate form.

Prepared effects:

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

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

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

Combat effects:

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

[Psi29 minor] Hold Person:

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

Dungeon062120 - Dungeon Level 3

Room # 9

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

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

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

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

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

Illusion that (causes/has/or is) Sloping

[x1] Weather spells function at double effect

5,397gp

small rug

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

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

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

Flesh Eyes [3d4] +24 Th/+2 dmg 20+/x2; 1M: Random 0th (50%)

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

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

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

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

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

Prepared effects:

[Psi10 minor] Fire Protection *: Resist Fire

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

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

Combat effects:

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

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

[Psi29 minor] Sleep:

Dungeon062120 - Dungeon Level 3

Room # 10

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

chest of drawers; mosaic; foggy near floor; whining

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

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

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

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

descends 2 levels and will not ascend for 30 turns.

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

3,410gp

iron boots

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

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

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

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

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

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

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

Prepared effects:

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

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

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

Combat effects:

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

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

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

Dungeon062120 - Dungeon Level 3

Room # 11

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

brazier; flask; downdraft, slight; coughing

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

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

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

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

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

8,141gp

book (blank)

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

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

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

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

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

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

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

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

Prepared effects:

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

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

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

Combat effects:

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

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

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

Dungeon062120 - Dungeon Level 3

Room # 12

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

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

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

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

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

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

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

6,578gp

sack

a long leather couch, 0gp

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

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

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

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

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

Has Rogue abilities, Has no appendages.

Prepared effects:

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

[Psi29 minor] Gaze Reflection:

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

Combat effects:

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

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

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

Dungeon062120 - Dungeon Level 4

Room # 1

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

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

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

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

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

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

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

12,032gp

grains

a wild mushroom, 0gp

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

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

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

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

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

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

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

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

Prepared effects:

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

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

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

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

Combat effects:

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

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

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

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

Dungeon062120 - Dungeon Level 4

Room # 2

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

table, long; Bridge, Log; whining; grating

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

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

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

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

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

13,279gp

bell

an average key, 0gp

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

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

Silvery Axe, throwing [1d12] +37 Th/+6 dmg 16+/x5; 1M: Target gets -CL each

to Int, Wis, and Chr (save for each point); CL 23; SL 4, 10120gp

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

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

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

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

Prepared effects:

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

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

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

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

Combat effects:

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

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

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

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

Dungeon062120 - Dungeon Level 4

Room # 3

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

trough; pillar; hooting; whistling

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

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

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

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

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

1,023gp

pan

a stalactite, 0gp

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

Potion of Liquid Glass, 23240gp

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

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

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

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

Prepared effects:

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

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

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

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

Combat effects:

[Wiz SL1] Prismatic Wall 1: 1 Prismatic color

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

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

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

Dungeon062120 - Dungeon Level 4

Room # 4

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

idol; keg; foggy near floor; thud

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

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

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

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

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

1,187gp

acorns

a basket of fruit, 20gp

White Armor/Griff Mountains, 27930gp

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

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

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

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

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

Prepared effects:

[Psi81 minor] Regeneration: Regenerate CL hp/s

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

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

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

Combat effects:

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

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

[Psi15 minor] Blink: Blink

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

Dungeon062120 - Dungeon Level 4

Room # 5

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

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

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

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

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

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

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

9,950gp

club, splintered

Fruit Punch Gatorade, 30gp

Potion of Longevity, 6420gp

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

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

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

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

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

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

Prepared effects:

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

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

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

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

Combat effects:

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

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

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

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

Dungeon062120 - Dungeon Level 4

Room # 6

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

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

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

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

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

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

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

3,346gp

horn

a glass of framboise, 8gp

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

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

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

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

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

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

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

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

Prepared effects:

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

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

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

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

Combat effects:

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

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

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

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

Dungeon062120 - Dungeon Level 4

Room # 7

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

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

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

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

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

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

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

rotten egg

a frog, 0gp

Potion of Growth (Double base damage), 9110gp

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

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

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

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

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

Prepared effects:

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

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

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

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

Combat effects:

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

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

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

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

Dungeon062120 - Dungeon Level 4

Room # 8

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

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

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

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

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

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

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

4,413gp

dust

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

Oil of Impact, 9620gp

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

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

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

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

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

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

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

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

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

Combat effects:

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

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

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

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

Dungeon062120 - Dungeon Level 4

Room # 9

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

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

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

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

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

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

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

1,207gp

wig

Pamela's Teddy, +5 AC, 500gp

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

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

Flavorful Bowl (adds flavor), 14110gp

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

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

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

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

Prepared effects:

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

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

[Wiz SL3] Prismatic Sphere 3: 1 Prismatic color

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

Combat effects:

[Psi29 minor] Telekinesis:

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

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

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

Dungeon062120 - Dungeon Level 4

Room # 10

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

horn; brazier; groaning; clicking

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

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

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

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

[x1] Thought spells function at zero effect

8,756gp

wood billets

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

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

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

Obsidian Robe [AT+54] +63 AC/+5 Saves; 1M: CL*SL*3 hp ablative Force Field (vs.

physical or energy attacks, only one enemy /s); CL 23; SL 4; 17615gp

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

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

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

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

Prepared effects:

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

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

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

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

Combat effects:

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

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

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

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

Dungeon062120 - Dungeon Level 4

Room # 11

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

candles; candelabrum; steamy near floor; bang, slam

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

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

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

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

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

11,841gp

bandages

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

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

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

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

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

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

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

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

Prepared effects:

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

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

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

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

Combat effects:

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

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

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

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

Dungeon062120 - Dungeon Level 4

Room # 12

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

desk; holy/unholy writings; squealing; sneezing

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

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

Well-Camouflaged Arrows Trap; DL 4; Search DC 44 (Attack +48 melee, 40d2 damage)

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

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

3,588gp

tankard

a pile of rubble, 1gp

Silvery Cloak [AT+40] +6 AC/+65 Saves; 1P: You gain 3 temporary hit points.; CL 23; SL 4; 15900gp

Fuchsia Sand paper: +3 Familiar Slots; 16950gp

DL IV Tiny Alternate-Universe Viruss x(21) x[5]

AC 162, HD 3, hp 72, CR 78% #Att 6, TH ÷ AC/Save DC by 20, dmg 66

Str 21, Dex 38, Con 18, Int 17, Wis 19, Chr 25, 1.5kxp

Can affect Bosses and Big Bad's., Can infect things. Immune mind-affecting, crits, gazes, illusions, poison, sleep, paralysis, polymc

Prepared effects:

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

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

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

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

Combat effects:

[Wiz SL4] Charm Monster : Makes monster believe it is your ally.

[Psi45 minor] Vibration: SL*CL Vibration damage (1 group, no save)

[Pri SL4] Flame Strike 4: CLd6 holy fire dmg (save:½)

[Psi6E minor] Cause Critical Wounds: Does 5d8+6 damage by touch (no save)

Dungeon062120 - Dungeon Level 5

Room # 1

Animal Pens - 30ft. long x 5ft. wide x 25ft. tall

rushes (herbs); Chimney, Fire (for fireplace); breeze, slight; ringing

Locked Door, Out of Phase on the north wall leading to a 25ft. long x 5ft. wide x 10ft. tall hallway.

Sample Names: Thiandra the grim 'n' gritty Robo- Punisher (Chair); Tavira the hostile Digi-- Wing (Musket)

Razor-Wire Trapdoor Trap; DL 5; Search DC 54 (180 Chr damage, no resistance)

Furnishings that (causes/has/or is) One-Way

[x1] Gas in room: Str (all in room get -19 to that stat while in room)

3,071gp

spy glass

the wind boots, +1 AC, 520gp

Cobalt Bludgeoning Weapon [2d10] +99 Th/+5 dmg 20+/x5; 1M: Magic

Jar (as spell), save penalty -1/level; CL 25; SL 5, 21470gp

Armbands of Might: (Wrists) +2 bonus on Strength and Str-based checks. If the wearer is using Power Attack with at least a -2 penalty on the attack roll, he/she receives an additional +2 bonus on damage., 9320gp

DL V Diminutive Far-Realm/Ultrablack Aliens x(41) x[8]

AC 258, HD 3, hp 52, #Att 8, TH ÷ AC/Save DC by 6, dmg 255

Str 17, Dex 42, Con 45, Int 24, Wis 18, Chr 18, 5.25kxp

Can damage non-hp totals/scores., Does not breathe. Has Psi 8.

Prepared effects:

[Pri SL4] Resist Fire/Resist Cold 4: Take -60% dmg vs. fire or cold

[Pri SL4] Free Action: Immune stun, hold, paralysis, summoning sickness

[Psi81 Major] Invisibility: Improved Invisibility

[Psi45 Major] Mental Invisibility: Improved Invis.: it's +SL AC instead of +4

[Wiz SL4] Anti-Magic Shell 4: Anti-Magic of SL 0 to 3

Combat effects:

[Pri SL5] Conjure/Dismiss Normal Elemental: Summons or dismisses a Normal Elemental

[Psi100 minor] Domination: Domination (Will save), hits 2+CL/9 groups

[Psi5 minor] Psionic Protection: (Z action) Power must make Casting Level check on d20

[Wiz SL2] Charming II: Charms up to 2 monsters, gets a new save every turn

[Psi6G Major] Second Level Priest Spell: Cast one 2nd level Priest spell at CL = 40

Dungeon062120 - Dungeon Level 5

Room # 2

Meditation - 20ft. long x 15ft. wide x 5ft. tall

table; chime(s); downdraft, strong; smoky

Water Lock Door (holds back a lot of water) on the south wall leading to a 45ft. long x 25ft. wide x 15ft. tall hallway.

Sample Names: Belita the charismatic Frog Finger (Chair); Najjar the acrobatic Morphin' Cyborg (Teleporter)

Wide-Mouth Brick Trap; DL 5; Search DC 53 (320 Dex damage, no resistance)

Ceiling that (causes/has/or is) Mirage Arcana of a powerful monster (not actually there)

[x1] Ego of items is tripled in room, all intelligent items and artifacts in room get +1E action

3,565gp

paste

a bunch of smurfberries, 'change sex' 'change sex' 'change sex' ", 100gp

Lime-green Cloak [AT+30] +5 AC/++7 Saves; 1Z: Immune to spell level 0 to

SL-2 effects; -(SL-1) per physical attack; ER 5*SL%; CL 25; SL 5; 13595gp

Roseate Wand [1d12] +50 Th/+65 dmg 15+/x5; 1M: Similar to wizard spell "Feeblemind"; CL 25; SL 5, 23434gp

DL V Tiny Collectiverse/Gooneyverse/etc. Artifacts x(48) x[5]

AC 251, HD 40, hp 116, #Att 5, TH ÷ AC/Save DC by 6, dmg 53

Str 26, Dex 39, Con 18, Int 37, Wis 17, Chr 40, 5.25kxp

Immune disintegration and annihilation, Ego Score, Can dominate things.

Prepared effects:

[Psi60 minor] Armor: Melee:+LVL AC, -LVL/2 dmg per hit

[Psi16 minor] Golem Form: S=1,2: Unusual Material of S=1,2 (cannot exceed real S number)

[Psi10 minor] Pain Erase: Target heals 25% of damage taken; Take only 75% of damage received

[Pri SL5] Resist Fire/Resist Cold 5: Take -65% dmg vs. fire or cold

[Psi-12T Major] Tenser's Transformation: Tenser's Transformation

Combat effects:

[Psi0 Major] Death Touch: One attack: Death (save vs. PPD)

[Psi3½ minor] Astral Construct: Creates astral construct to fight for you.

[Psi-12L minor] Suggestion Blast: One group is suggested (Will save), all use same suggestion

[Psi12C minor] Confusion: Confusion (as spell)

[Psi1 minor] Telekinetic Blade: Base damage CLdCL, considered +CL/3 weapon, mental weapon

Dungeon062120 - Dungeon Level 5

Room # 3

Strongroom/Vault - 10ft. long x 5ft. wide x 45ft. tall

sanctuary; trough; tapping; still, warm (or hot)

Locked Door, Mechanical on the north wall leading to a 10ft. long x 25ft. wide x 5ft. tall hallway.

Sample Names: Ariadne the battling Micro- Prowler (Jet Pack); Kelmaran the unkind Alien Thief (Tube)

Ingested Vibranium Trap; DL 5; Search DC 52 (320 damage, no resistance)

Passage that (causes/has/or is) Treasure hidden in secret compartment in container

[x1] Gravity high 3 G's (-8 Str, /move rate by 4, falling dmg x4, Z actions reduced by 3/s)

17,437gp

torch stub

rowan branch, 'mass healing', 2000gp

Rian's Skin: +13 to HD; 1P: 1bM: Counter a MTG

Black, Necromancy/Necromantic, or Psi7 power. ; CL 30; SL 5; 25150gp

Electric blue Pick, light [3d20] +8 Th/+7 dmg 19+/x4; 1P: Control M Actions (SL/2 saves); CL 35; SL 5, 8274gp

DL V Diminutive Modern Kobolds x(81) x[4]

AC 255, HD 7, hp 52, CR 275% #Att 1, TH ÷ AC/Save DC by 6, dmg 204

Str 34, Dex 40, Con 39, Int 19, Wis 34, Chr 35, 5.25kxp

Has Action points, Access to high tech items, Can overbear in numbers.

Prepared effects:

[Pri SL5] Troll-like Regeneration: You Troll-like Regenerate at CL hp per round

[Pri SL5] Golem: Makes a golem (you need raw materials)

[Wiz SL3] Globe of Invulnerability 3: Immune to spells with SL=0 to 2

[Pri SL1] Endure Elements: -5 dmg/r from 1 of: acid/cold/lightning/fire/sound {Touch, 1 creature}

[Psi7 Major] (no name): Vampiric Regen (CL-3)*10% of damage you deal

Combat effects:

[Psi45 Major] Domination: Dominate all actions (SL/5 saves)

[Psi-2 Major] Degenerate: Degenerate (LVL /s); 2*LVL /s

[Psi45 Major] Disruption: Minor: Target takes CL*SL disruption damage (no save); Grand: The damage given plus a Disintegrate e

[Psi5 Major] Alter Reality (lesser): Duplicate 1st-5th level Alt, Ele, Hea

[Psi45 minor] Geoforce: 1bM: Stop or Create an Earthquake, Landslide, etc. Damage would be CL*SL Earth to a group (save for 0

Dungeon062120 - Dungeon Level 5

Room # 4

Elevator Room - 50ft. long x 50ft. wide x 50ft. tall

columns/pillars; coal; ringing; foggy

Membrane Portal on the east wall leading to a 25ft. long x 25ft. wide x 5ft. tall hallway.

Sample Names: Ralmek the battling Professor Paladin (Mythological god(ess)); Bjornin the satanic Gaseous Hitman (Ornithopter)

Fire Storm 5 Trap; DL 5; Search DC 52 (Cleric CL 10, no save)

Statue that (causes/has/or is) Talks - Nonsense

[x1] Gravity high 3 G's (-8 Str, /move rate by 4, falling dmg x4, Z actions reduced by 3/s)

6,608gp

bed

The Jester's Steamer Trunk o' Goodies, 0gp

Beanie of +1 V action, 26250gp

Rian's Vastus lateralis muscle: +16 to Int; 1Z: When you take this power, pick Radiation, Magic, Psi, or Innate. 1M or

1T: Dispel an effect of the type chosen. Picking this more than once gives you another pick. ; CL 22; SL 5; 26070gp

DL V Fine City/Town Cthulhoid-Horrors x(23) x[6]

AC 256, HD 5, hp 150, #Att 9, TH ÷ AC/Save DC by 30, dmg 303

Str 24, Dex 36, Con 19, Int 43, Wis 45, Chr 43, 5.25kxp

Has hirelings, Has a bizarre anatomy, strange abilities, an alien mindset, or any combination of the three.

Prepared effects:

[Pri SL3] Protection from Elements : Absorb 12 damage/level from one kind of energy.

[Psi1 Major] Pass-Way: Can pass through any material or Wall spell (no harm)

[Wiz SL2] Spectral Hand: Can use 1 touch at range per round (roll TH+2). The hand can be re-used, but it must return to the cast

[Psi8 Major] Hard Resistance to Chemicals: Double resist chemical elements (1/4, save for 1/10), Immune to gas & poison

[Wiz SL1] Poisonous Claws: Natural fighting has poison (CL*4 dmg, save for CL)

Combat effects:

[Psi14 minor] (no name): Summon CL Animals of the type that you are the Lycanthrope of, DL=LVL

[Pri SL5] Animate Dead Monsters: Animates CL dead monsters

[Pri SL2] Shatter : Object(s) destroyed (save vs. crushing blow) {1 group}

[Wiz SL2] Magic Missile 2: (CL+1) missiles, each does 1d4+1 force dmg (no save)

[Psi81 Major] Summon: Summon a DL V Outer planar creature

Dungeon062120 - Dungeon Level 5

Room # 5

Workroom - 40ft. long x 5ft. wide x 45ft. tall

spoon, measuring; magic circle; drumming; creaking

Mimic (the monster) on the west wall leading to a 15ft. long x 5ft. wide x 25ft. tall hallway.

Sample Names: Muxos the zealous Whirl Ranger (Training); Narga the puerile Mind Raiders (Throwing Stars)

Flooding Door Trap; DL 5; Search DC 55 (400 Con damage, no resistance)

Arch that (causes/has/or is) Appearing/Disappearing

[x1] Proof against Teleportation (includes Blinking within room, Plane Shifting, etc.; nothing comes in or out without walking)
7,586gp

hammer head, cracked

a heap of nuts, 0gp

Electric blue Flag: +400 PSP's; 25720gp

Rian's Ears: +14 to HD; 1M: Resist Polymorph, Clone, Domination, Teleport Other.

Picking this a second time gives Immunity. ; CL 22; SL 5; 25920gp

DL V Colossal Mind-Flayer-World Dragons x(91) x[4]

AC 255, HD 163, hp 33280, PR 660% #Att 6, TH ÷ AC/Save DC by 30, dmg 155

Str 19, Dex 42, Con 36, Int 21, Wis 43, Chr 34, 5.25kxp

Has tentacles. Usually psionic., Flys, Breath weapon, dark vision, immune sleep and paralysis.

Prepared effects:

[Pri SL5] Golem: Makes a golem (you need raw materials)

[Psi27 minor] Synnslaver: Creatures with HD < LVL must save to attack you. 1M: Sleep LVL HD (save).

[Pri SL2] Resist [E=1 element]: Pick an EE=1 element, you resist it for 1 hour.

[Wiz SL4] Tenser's Transformation 4: +50% of max hp to current hp

[Psi1 minor] Psionic Trigger: Contingency for 1 psi power (still need points)

Combat effects:

[Wiz SL3] Fireball 3: CLd6 fire dmg to a group (save:½)

[Psi6E Major] Hex Bolt: 1 dmg/DPP (Save:½), Curse/Blight

[Psi-12L minor] Force Shape & Wrench: Force Shapechange & Wrench (no save, get ER & aNR)

[Wiz SL2] Shatter: Object(s) destroyed (save vs. crushing blow) {1 group}

[Wiz SL4] Phantasmal Killer : Fearsome illusion kills subject or deals 3d6 damage.

Dungeon062120 - Dungeon Level 5

Room # 6

Map Room / Cartography - 25ft. long x 35ft. wide x 40ft. tall

Chasm, Constructed (purposely built); herbs; poor oxygen; rustling

Iris Door (seals as a spiral) on the west wall leading to a 35ft. long x 25ft. wide x 10ft. tall hallway.

Sample Names: Nelinderra the merciless Giant Nimbus (Slime); Avar the magnificent Captain Hitman (Spines)

Well-Camouflaged Caltrops Trap; DL 5; Search DC 53 (Attack +25 melee, 10d10 damage)

Idol that (causes/has/or is) Monster Generator: Animal (summons an Animal every segment)

[x1] Conjuraton spells function at double effect

74gp

wolverine pelt

a Glass of Wine, 2gp

Rian's Coccyx bone: +13 to HD; 1P: Pick MF, PF, PsiF, TechF. Raise or lower it by N.; CL 35; SL 5; 25130gp

Chocolate Eyes [3d12] +82 Th/+7 dmg 19+/x3; 1M: Do SL instances of another Psi45 power

you know; you are Spent and Harmed at the end of effect; CL 30; SL 5, 19344gp

DL V Huge Warrior-classes Golems x(89) x[7]

AC 258, HD 41, hp 8640, #Att 6, TH ÷ AC/Save DC by 6, dmg 105

Str 16, Dex 20, Con 41, Int 35, Wis 18, Chr 44, 5.25kxp

Has warrior picks, Immune crits, ability dmg, energy drain, poison, sleep, paralysis, stunning, disease, mind-affecting effects.

Prepared effects:

[Psi27 minor] Synnslover: Creatures with HD < LVL must save to attack you. 1M: Sleep LVL HD (save).

[Psi16 minor] Golem Form: Wood: Immune Wood; 1M: Transmute Metal to Wood (owner PP saves)

[Psi81 minor] Knockback Resistance: Take -10*CL' less from TK/Push effects

[Psi-17 Major] (no name): Confusion shield (whoever hits you saves or is Confused)

[Pri SL4] Resist Fire/Resist Cold 4: Take -60% dmg vs. fire or cold

Combat effects:

[Psi1 minor] Cell Adjustment: Max.# hp = level*5, Cure Disease=20/70

[Psi-2 minor] Half Pain: Take half damage from one person for 1t; --

[Wiz SL3] Dispel Magic 3: Dispel 1 magic effect

[Psi3½ minor] Daze, Psionic: Humanoid creature of 4 HD or less loses next action.

[Pri SL1] Blade Barrier 1: 3d3 dmg wall (shards)

Dungeon062120 - Dungeon Level 5

Room # 7

Pool - 15ft. long x 25ft. wide x 40ft. tall

carafe (decanter); skull; clashing; scratching/scrabbling

Energy/Elemental Door on the west wall leading to a 10ft. long x 20ft. wide x 20ft. tall hallway.

Sample Names: Darkon the astonishing Forgotten Mouse (Glue); Vladik Zivonski the socio-pathic Rocket Duke (Atomic)

Fusillade of Blades Trap; DL 5; Search DC 53 (Attack +85 ranged, 10d8 damage), (multiple targets)

Arch that (causes/has/or is) Points

[x1] Ego of items is septupled in room, all intelligent items and artifacts in room get +1E action

3,614gp

holly

Draco's Hoard, 500gp

Leaden Helmet: All your Warrior classes use the "set XP table"(3kxp

at 2nd, doubles til 9th,600kxp at 10th,+300kxp per level afterward).; 25520gp

Lavender Medallion [AT+15] +7 AC/+36 Saves; 1M: Minor: Invisibility; Major:

Improved Invisibility; Grand: Dust of Disappearance; CL 26; SL 5; 9650gp

DL V Medium Outer-NE Wurms x(38) x[4]

AC 255, HD 14, hp 2320, #Att 5, TH ÷ AC/Save DC by 6, dmg 302

Str 16, Dex 34, Con 42, Int 28, Wis 24, Chr 25, 5.25kxp

Telepathy, immune acid and poison, resist cold, electricity, and fire., Has no appendages.

Prepared effects:

[Psi18 minor] Telekineses: Tactile: Can touch up to LVL*100'; incl. T spells

[Psi3½ Major] Power Resistance: Grant PR equal to 12 + level.

[Pri SL1] Animal Companion: Make an animal your companion (not familiar) {1 creature}

[Psi4 Major] Damage *1.5: Damage with one physical weapon is multiplied by 1.5

[Wiz SL3] Armor 3: +CL*6 current hp

Combat effects:

[Pri SL3] Creeping Doom 3: 40 insect dmg

[Psi54 minor] Psychic Will: Wall of Force

[Psi15 Major] Color Spray: Color Spray

[Psi1 Major] Telekinesis: Max.Weight=3*sum(level), accel. 2"/r move rate

[Psi12C Major] Physical Freedom: Free Action (and) Remove Paralysis (and) Remove Domination (or) gives a path to escape local

Dungeon062120 - Dungeon Level 5

Room # 8

Well - 15ft. long x 35ft. wide x 50ft. tall

Floors of Magma; mound of rubble; still, warm (or hot); rattling

Ice Door (transparent) on the south wall leading to a 15ft. long x 5ft. wide x 5ft. tall hallway.

Sample Names: Leticia the artistic Senor Battalion (Dragon); Kevern the irritating Baroness Avalanche (Celestial)

Time Shift Other Trap; DL 5; Search DC 55 (Psionicist CL 10, DC 51 PPD save to negate)

Illusion that (causes/has/or is) Appearing/Disappearing

[x1] Nothing in the room can be affected by Non-detection/loaction, Avoid Specials, Silence

13,419gp

fur hat

a bracelet of teeth, +2 AC, 100gp

Azur Cinder block: +3 level(s) of exceptional Con; 25330gp

Taupe Lance [4d10] +99 Th/+9 dmg 19+/x3; 1F: Forces subject to obey your will.; CL 30; SL 5, 22300gp

DL V Gargantuan Sea-of-Dust/Colorless Dragons x(66) x[5]

AC 260, HD 82, hp 18560, #Att 3, TH ÷ AC/Save DC by 30, dmg 255

Str 37, Dex 20, Con 37, Int 39, Wis 17, Chr 20, 5.25kxp

Immune alignment based/color based effects, Flys, Breath weapon, dark vision, immune sleep and paralysis.

Prepared effects:

[Psi14 Major] (no name): Pick LVL unusual materials to be immune to.

[Psi6G minor] Fortitude: Target cannot lose sanity for the day; +7 mental saves for the day

[Pri SL4] Resist [E=4 element]: Pick an E=4 element, you resist it for 1 hour.

[Psi-9 Major] Stone Eyes: Gaze: Petrification (save)

[Wiz SL4] Prismatic Sphere 4: 2 Prismatic colors

Combat effects:

[Wiz SL3] Paralyzation: Paralyzation (area) (save) (max HD = 2*CL)

[Psi3½ Major] Psionic Revivify: Return the dead to life before the psyche leaves the corpse.

[Pri SL3] Dispel Magic 3: Dispel 1 magic effect

[Wiz SL3] Charming III: Charms up to 3 monsters, gets a new save every hour

[Psi45 minor] Self-Revival: 0, (SL-1)/d: Heal self

Dungeon062120 - Dungeon Level 5

Room # 9

Kennel - 45ft. long x 20ft. wide x 15ft. tall

portcullis; Caved-in/Collapsed Area; giggling (faint); updraft, slight

Automatic Door (opens if anyone approaches) on the north wall leading to a 30ft. long x 15ft. wide x 25ft. tall hallway.

Sample Names: Shevarra the maleficent Animal Glory (Seahorse); Ruehar the wondrous Blonde Cow (Evolved artificially)

Scything Pendulums Trap; DL 5; Search DC 52 (Attack +30 melee, 20d8 damage)

Ceiling that (causes/has/or is) Attributes, rearranges Stats

[x1] Skill Checks cannot be made in the room except on a natural 20 (with no adjustments or die setting effects whatsoever).

11,871gp

chain, corroded

a pair of diamond slippers, +1 AC, 100gp

Wand of Water-Finding, 21450gp

Sea-green Siangham [5d4] +35 Th/+50 dmg 19+/x4; 1M: CLd6 normal ele. dmg (group, save:½); CL 30; SL 5, 18567gp

DL V Huge Priest-classes Leeches x(61) x[7]

AC 256, HD 45, hp 1920, IR 370% #Att 3, TH ÷ AC/Save DC by 6, dmg 104

Str 37, Dex 18, Con 23, Int 36, Wis 38, Chr 33, 5.25kxp

Knows Priest spells, 0, 1/half segment: Remove a SEL=DL status effect.

Prepared effects:

[Psi6E Major] Death Master Lore: Death Master's abilities of ½ level

[Wiz SL2] Protection from Paralysis: Immune to paralysis, slow, hold {Touch, 1 creature}

[Psi23 Major] Dust Cloud: Very dry cloud of degeneration

[Wiz SL3] Protection from Elements : Absorb 12 damage/level from one kind of energy.

[Psi4 minor] Item *1.25: How many of an item exists is multiplied by 1.25 (you need a Grand to duplicate a x2 item)

Combat effects:

[Psi29 Major] Feeblemind:

[Wiz SL5] Magic Missile 5: (CL+1)*5/2 missiles, each does 1d4+1 force dmg (no save)

[Wiz SL4] Sharp: Target is Sharped (loses a limb at random) (PP save)

[Psi9 Major] Impact Beam: Str-CH check or move CH*10' (& fall dmg)

[Pri SL2] Death Knell: Slain if <0 hp (save); you +1d8 hp, +2 Str, +1 CL {Touch, 1 creature}

Dungeon062120 - Dungeon Level 5

Room # 10

Creamatorium - 25ft. long x 5ft. wide x 50ft. tall

trash (pile); lamp(s); manure smell; downdraft, slight

Phase Door (as the spell) on the west wall leading to a 50ft. long x 5ft. wide x 10ft. tall hallway.

Sample Names: Nicos the devilish Morphin' Men (Gyro-); Lorn the raving Spider Monger (Barge)

Built-to-Collapse Drawer Trap; DL 5; Search DC 53 (200 Dex damage, no save)

Passage that (causes/has/or is) Magical Pool/Throne: Adjusts a random ability score permanently, roll

1d6: (1-2) +1d4, (3-4) -1d4, (5-6) +1d4 to one and -1d4 to another

[x1] Dimensional Mine Generator (one mine per turn, hits a random player or monster, takes 1d50 dmg and is Pain)
10,356gp

sheet

a fur cloak, +1 AC, 191gp

Mirror of Opposition, 5120gp

Rian's Eyes: +14 to Wis; 1M: One target is charmed and gains iAllyR 50%.; CL 30; SL 5; 25120gp

DL V Small Desert/Arabian Giants x(24) x[7]

AC 254, HD 9, hp 216, #Att 1, TH ÷ AC/Save DC by 30, dmg 255

Str 23, Dex 34, Con 22, Int 44, Wis 19, Chr 35, 5.25kxp

Resist heat, Has mtg C spells, Minimum size category Large.

Prepared effects:

[Wiz SL5] Original Stoneskin 5: Block the next 2 P actions of attacks

[Pri SL5] Improved Free Action: Immune Capital S Stun, Stop, Hold, Paralysis, Summoning Sickness; Hold P,V actions

[Wiz SL5] Extra Group +1: The next spell you cast will affect +1 groups of monsters

[Psi6N minor] Thief Abilities, LVL 4: Get thief abilities of level 4 (max = your level)

[Psi23 minor] Muffling Cloud: Muffles sound, 30% spell failure

Combat effects:

[Psi2 Major] Death Field: Set amount of dmg(others save); You take ½ amount

[Wiz SL1] Metallic Orb: 1=Lead (1d6; -3 to base movement rate (save)), 2=Tin (1d8; Chill L r (save)), 3=Bronze (1d10; Cold 2'r, dm

[Wiz SL2] Dispel Radiation: Dispels Radiation (1 target = auto success) {1 group}

[Wiz SL3] Prismatic Wall 3: 3 Prismatic colors or 1 MultiPrismatic colors (may repeat colors in either mode)

[Psi-2 Major] Endorphin Drain: 6 Int,Wis,or Chr dmg; 6 to all three

Dungeon062120 - Dungeon Level 5

Room # 11

Chapel - 50ft. long x 15ft. wide x 25ft. tall

herbs; phial; wind, strong, moaning; clicking

Sliding Door (slides left/right into wall) on the south wall leading to a 35ft. long x 20ft. wide x 20ft. tall hallway.

Sample Names: Spinel the sensational Fire Razor (Elephant); Esmeralle the winsome Underground Platypus (Rainbow)

Inhaled Lightning Trap; DL 5; Search DC 54 (120 Cml damage, DC 51 RSW save for 1/10)

Door that (causes/has/or is) Randomly Acts

[x1] Gravity low 1/2 of a G (-4 Dex, move rate divided by 3, falling dmg = 0, Z actions reduced to 1/s, -1 Con/week)

21,779gp

silver fox pelt

an aloe plant, 'cure critical' 'cure critical' 'shield' 'reserved', 350gp

Rian's Urine: +5 to HNCL; 1M: Cast a spell at random that you know

of SL=LVL/2 or less. This spell slot then becomes memorized.; CL 26; SL 5; 25750gp

Braid of Dire Shifting: (Head) Enlarge Person (self only) while shifting., 1350gp

DL V Small Kara-Tur Kobolds x(50) x[5]

AC 253, HD 9, hp 224, #Att 8, TH ÷ AC/Save DC by 30, dmg 301

Str 30, Dex 18, Con 26, Int 43, Wis 29, Chr 33, 5.25kxp

Has Martial Arts, Can overbear in numbers.

Prepared effects:

[Psi54 minor] Stretching: Can melee up to SL people per round that aren't in your group

[Pri SL4] Protection from Fire 4: Stop the next CL*12 fire dmg

[Pri SL3] Animate Dead : Creates undead skeletons and zombies.

[Psi45 Major] Mental Invisibility: Improved Invis.: it's +SL AC instead of +4

[Wiz SL2] Invisibility: Invisibility; attacking ends spell {Touch, 1 target}

Combat effects:

[Pri SL5] Flame Strike 5: CLd8 holy fire dmg (save:½)

[Wiz SL4] Dispel Exhaustion 4: Restore 50% of dmg taken, get an Original Haste 4 for 1 round

[Psi9 Major] Disintegration Beam: Disintegrate up to 100*CH lbs. (save)

[Psi10 minor] Spook: Fear (save vs. spell at -CL/3)

[Psi-6G minor] Pentecost: 35' radius: All targets make Will save (extra -CL-N*3 penalty) or Confused CL rounds

Dungeon062120 - Dungeon Level 5

Room # 12

Priest's Chamber/Lab - 10ft. long x 20ft. wide x 35ft. tall

font; stuffed animal; clanking; drumming

Stone Door, Normal on the south wall leading to a 5ft. long x 20ft. wide x 15ft. tall hallway.

Sample Names: Cadelyn the adjectiveless Sun Reserve (Spoon); Boromar the noble Sand Thing (Flame)

Fusillade of Arrows Trap; DL 5; Search DC 54 (Attack +5 melee, 40d10 Int damage)

Container (Barrel, Jar, Vase, etc.) that (causes/has/or is) Gate (to random plane) in room

(cannot be dispelled unless a x2 or higher being steps through from this side)

[x1] Radiation (Psi9) of RS=5 (doesn't fluctuate)

9,103gp

drum

a black silk belt, +1 AC, 390gp

Rian's Hyoid bone: +10 to Int; 1M: Summon a DL V flying Djinn with 1M, 3/d: Limited Wish.; CL 30; SL 5; 25390gp

Greenish Rope [3d8] +9 Th/+5 dmg 19+/x6; 1M: SL*CL Vibration damage (1 group, no save); CL 35; SL 5, 8077gp

DL V Fine Superhero Weirds x(98) x[4]

AC 258, HD 3, hp 140, #Att 8, TH ÷ AC/Save DC by 30, dmg 104

Str 31, Dex 20, Con 26, Int 30, Wis 30, Chr 45, 5.25kxp

Has sidekick spells, Immune critical hits, poison, sleep, paralysis, stunning. Has no soul.

Prepared effects:

[Pri SL1] Goodberry: 8 berries can cure 1 hp or act as 1 full meal. 8 berries are always created.

[Wiz SL4] Improved Invisibility : As invisibility, but subject can attack and stay invisible.

[Psi45 minor] Force Field vs. Energy: Immune to spell level 0 to SL-1 energy attacks

[Pri SL3] Protection from Lightning 3: Stop the next CL*8 lightning dmg

[Psi29 minor] Gaze Reflection:

Combat effects:

[Psi54 minor] Telekinesis: Telekinesis CL*SL*10 lbs.

[Wiz SL2] Lightning Bolt 2: CLd4 lightning dmg to a group (save:½)

[Pri SL5] Heal 5: Cure to 75% of max hp (max Heal 5 can cure at once = 750 hp)

[Psi45 minor] Focus: Do SL instances of another Psi45 power you know; you are Spent and Harmed at the end of effect

[Psi14 minor] (no name): Summon CL Animals of the type that you are the Lycanthrope of, DL=LVL

Dungeon062120 - Dungeon Level 6

Room # 1

Creamatorium - 15ft. long x 20ft. wide x 50ft. tall

chair with straps; tun; coughing; footsteps (receding)

Phase Door (as the spell) on the north wall leading to a 40ft. long x 10ft. wide x 15ft. tall hallway.

Sample Names: Alrus the greedy Green Bird (Evolved artificially); Amanis the infamous Evil Felon (Buggy)

Air in room transforms into Elemental Heat / Warmth Trap; DL 6; Search DC 64 (80 Chr damage/s, DC 66 Fortitude save for half)

Door that (causes/has/or is) Treasure hidden by Invisibility

[x2] Room is permanently/continuously *Cursed*ed, only creatures immune or bubbled against it can function here.

7,668gp

torch stub

a stone tray, +5 AC, 150gp

Ring of Radiation Resistance (per 10%), 20250gp

Rian's Ulna bone: +5 to Chr; 1P: Target loses his next action (Spell save) ; CL 37; SL 6; 36290gp

DL VI Titanic Rakshasa-World Undeads x(71) x[5]

AC 371, HD 2322, hp 18944, RR 67% #Att 12, TH ÷ AC/Save DC by 42, dmg 77

Str 30, Dex 31, Con 34, Int 27, Wis 51, Chr 46, 12kxp

Immune slain, Resist Slain, Vulnerable enchanted items., No CON. Immune crits, ability dmg/drain, poison, sleep, paralysis, stunn

Prepared effects:

[Psi6E Major] Bodily Restoration III: Troll-like Regeneration 6 hp/r

[Psi29 minor] Animate Object:

[Psi-9 minor] Blister-healer: [+1 TH, -1 dmg/att]

[Psi2 minor] Prolong: Range & area of powers +50%; Range & area +100%

[Wiz SL3] Anti-Magic Shell 3: Anti-Magic of SL 0 to 2

[Wiz SL3] Armor 3: +CL*6 current hp

Combat effects:

[Psi45 minor] Fire Generation: SL*CL Fire damage (1 group, no save)

[Pri SL6] Summon Nature's Ally VI : Calls creature to fight.

[Psi-17 Major] (no name): Teleport Other Away

[Wiz SL6] Magic Missile 6: (CL+1)*3 missiles, each does 1d4+1 force dmg (no save)

[Pri SL6] Creeping Doom 6: (1d3+5)*80 insect dmg

[Pri SL5] Heal 5: Cure to 75% of max hp (max Heal 5 can cure at once = 750 hp)

Dungeon062120 - Dungeon Level 6

Room # 2

Throne Room - 25ft. long x 10ft. wide x 20ft. tall

condlestick; iron bars; roar(ing); chirping

Water Lock Door (holds back a lot of water) on the east wall leading to a 20ft. long x 15ft. wide x 20ft. tall hallway.

Sample Names: Vix the clever Master Golem (Hydrofoil); Malygris the electrifying Blood Bird (Darts)

Water-Filled Vent Trap; DL 6; Search DC 66 (120 Cml damage, no save)

Illusion that (causes/has/or is) Gaseous

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Segment
15,621gp

bees wax

a brandy bottle, 10gp

Crimson Bullets, sling (10) [1d6] ++4 dmg 17+/x5; 1M: Cause Disease; CL 27; SL 6, 11847gp

Navy Tomato: All your Wizard classes use the "set XP table"(3kxp

at 2nd, doubles til 9th,600kxp at 10th,+300kxp per level afterward).; 36250gp

DL VI Gargantuan Underdark Faeries x(64) x[7]

AC 370, HD 582, |hp| 28416, RR 98% #Att 5, TH ÷ AC/Save DC by 42, dmg 150

Str 25, Dex 24, Con 46, Int 41, Wis 26, Chr 18, 12kxp

Light Sensitivity, Overwrite AC to |AC|, Flies, No target.

Prepared effects:

[Psi3 minor] Invisibility: Subject is invisible for 10 min./level or until it attacks.

[Psi12L Major] Strength of One: Strength of One (TM 71)

[Psi6G Major] Persistence Worm: Does a 1st Dominion power over and over (1 time per segment)

[Wiz SL5] Original Stoneskin 5: Block the next 2 P actions of attacks

[Psi4 Major] Money *1.5: How much money you get in dungeon is multiplied by 1.5 (only affects you, not whole party)

[Psi23 Major] Dust Cloud: Very dry cloud of degeneration

Combat effects:

[Psi29 Major] Charm Monster:

[Psi1 minor] Lights: Faerie Fire, Dancing Lights, Light

[Wiz SL2] Dispel Radiation: Dispels Radiation (1 target = auto success) {1 group}

[Wiz SL5] Dispel Exhaustion 5: Restore 75% of dmg taken, get an Original Haste 5 for 1 round

[Psi-9 Major] Trirestoration: Fix 1 effect that was dispelled within last r

[Psi0 minor] Disable Limb: One attack: One limb cannot be used by target for 1t (no save)

Dungeon062120 - Dungeon Level 6

Room # 3

Kitchen - 10ft. long x 25ft. wide x 35ft. tall

funnel; candelabrum; rustling; breeze, gusting

Concealed (Hidden) Door on the north wall leading to a 40ft. long x 25ft. wide x 20ft. tall hallway.

Sample Names: Otavalo the savage Mutant Pirate (Saxophone); Wirddan the sarcastic Whirl -oid (Analyzer)

Banishment, Psionic Trap; DL 6; Search DC 65 (Psionicist CL 12, DC 65 Spell save to negate)

Stairway that (causes/has/or is) gesture trigger

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Day
34,236gp

paste

dried fruits and nuts, 0gp

Dull Girdle [AT+126] ++4 AC/++3 Saves; 1M: Gaze: Death (save); CL 27; SL 6; 21110gp

Copper Rubber duck: Free Acrobat Kit: +2 AC; 3 Tumbling slots,

3 Tightrope Walking slots, 3 Jumping slots, Free bonus Juggling proficiency; 36790gp

DL VI Gargantuan Nightmare-Dimension Golems x(65) x[4]

AC 371, HD 99, hp 4992, IR 121% #Att 6, TH ÷ AC/Save DC by 7, dmg 724

Str 24, Dex 30, Con 47, Int 25, Wis 44, Chr 40, 12kxp

ER DL*5%, Immune crits, ability dmg, energy drain, poison, sleep, paralysis, stunning, disease, mind-affecting effects.

Prepared effects:

[Pri SL5] Troll-like Regeneration: You Troll-like Regenerate at CL hp per round

[Pri SL4] Resist [E=4 element]: Pick an E=4 element, you resist it for 1 hour.

[Psi45 minor] Force Field vs. Hostiles: Enemies must make SL/2 saves to attack you

[Psi16 Major] Golem Form: Metagolem: Immune lightning; 1M: Fireball; 1M: Major Missile

[Pri SL6] Spell Immunity 6: Be immune to 3 spells by name

[Wiz SL5] Fire Shield 5: Anyone who melees with you takes 100% dmg back

Combat effects:

[Psi18 Major] Pyrokinetic: Melt& Aflame: 30'r, LVLd20 fire damage (save:½)

[Wiz SL5] Feeblemind 5: -25 mental stat points (randomly distributed in packets of 5) (save per packet)

[Psi9 Major] Disintegration Beam: Disintegrate up to 100*CH lbs. (save)

[Psi-12T Major] Feeblemind Blast: One group is feeble-minded (Will save)

[Pri SL5] Limited Wish: 5th level spell: will duplicate any Wizard spell of levels 0-3 or Priest spell of levels 0-4.

[Wiz SL3] Dispel Magic 3: Dispel 1 magic effect

Dungeon062120 - Dungeon Level 6

Room # 4

Dormitory - 35ft. long x 45ft. wide x 25ft. tall

catwalk; chair; "Bleah!" (off in the distance); downdraft, slight

Iron Door, Normal on the north wall leading to a 15ft. long x 25ft. wide x 20ft. tall hallway.

Sample Names: Sythaeryn the noble Fly Mouse (Barge); Amelita the awesome Android Claw (Dark)

Air in room transforms into Elemental Anti-Time Trap; DL 6; Search DC 65 (240 Str damage/s, no save)

Altar that (causes/has/or is) Distorted - Width/Length

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Segm
22,852gp

pine tar

Gate Guard Wrist Guards, +1 AC, 50gp

Amber Helmet: All your Priest classes use the "set XP table"(3kxp

at 2nd, doubles til 9th,600kxp at 10th,+300kxp per level afterward).; 36670gp

Carnelian Gauntlets [AT+85] +80 AC/+13 Saves; 1M: CL*SL*3 hp ablative Force Field (vs.

physical or energy attacks, only one enemy /s); CL 24; SL 6; 24730gp

DL VI Small Mirror-Universe Spirit-of-the-Lands x(119) x[4]

AC 370, HD 11, |hp| 312, PR 139% #Att 10, TH ÷ AC/Save DC by 7, dmg 219

Str 18, Dex 39, Con 17, Int 50, Wis 48, Chr 43, 12kxp

May have slight tweaks on other abilities., Incorporeal

Prepared effects:

[Psi54 minor] Absorption Field: Stops SL/2 mental attacks or mental-affecting powers on you

[Psi81 Major] Life Support, Resist Radiation: Resist Radiation

[Psi45 Major] Power Simulation: The next Psi45 power you use will be resisted using MR instead of PR

[Psi29 minor] Mirror Image:

[Wiz SL1] Radiation Resistance: RR 60+CL*5% [duration 1 hour]

[Psi18 minor] Innate Shield: 20*CL hp shield vs. Innate abilities

Combat effects:

[Pri SL4] Remove Curse 4: Cure 1 curse effect (reverse causes that many, save)

[Psi-6G minor] Possess: Target dominated (Will save); takes (CL+3)^2 dmg/s; you can't use actions while this runs

[Wiz SL4] Wall of Ice : Passing through wall deals 2*CL or 3d10 dmg ice

[Wiz SL4] Charm Monster : Makes monster believe it is your ally.

[Wiz SL1] Charming I: Charms a monster, gets a new save every round

[Psi1 Major] Magic Jar: Magic Jar (as spell), save penalty -1/level

Dungeon062120 - Dungeon Level 6

Room # 5

Trophy Room - 10ft. long x 5ft. wide x 50ft. tall

wall basin; flask; footsteps (ahead); updraft, strong

Mobile Door (door moves around in dungeon) on the north wall leading to a 5ft. long x 5ft. wide x 5ft. tall hallway.

Sample Names: Duma the savage Miss Doom (Kryptonite); Arviden the nefarious Mind Albino (Venom)

Moving Room Trap; DL 6; Search DC 65 (20 damage, no save)

Ceiling that (causes/has/or is) Monster Generator: Golem (summons a Golem every segment)

[x2] Room is permanently/continuously Alley Effected, only creatures immune or bubbled against it can function here.

10,512gp

rug

a bird cage, 125gp

Charcoal Gloves [AT+12] +5 AC/+99 Saves; 1P: Improved Invis.; +LVL% Rogue abilities;

+4/-4 pro.; vulnerable to Light and Fire; CL 24; SL 6; 16710gp

Bluish Armor, Heavy [AT+86] +50 AC/+9 Saves; 1P: Protection (random scroll); CL 28; SL 6; 21325gp

DL VI Medium Desert/Arabian Familiars x(84) x[5]

AC 362, HD 14, hp 3840, #Att 6, TH ÷ AC/Save DC by 7, dmg 221

Str 49, Dex 24, Con 47, Int 43, Wis 51, Chr 37, 12kxp

Resist heat, Has mtg C spells, Familiar Immunity

Prepared effects:

[Pri SL5] Resist Fire/Resist Cold 5: Take -65% dmg vs. fire or cold

[Psi4 Major] hp *1.5: Multiply hp by 1.5

[Psi4 minor] To Hit *1.25: Multiply your to hit rolls by 1.25, you autohit on natural 21-1.25 or better (Minor is 19).

[Psi45 minor] Prehensile Hair: Your hair has controlled movement; can do a "Hair attack" (using your hair's P action) for 1dSL dm.

[Psi6E minor] Bodily Restoration II: Regeneration 3 hp/round, replace limbs

[Psi45 minor] Chemical Mimicry: Change your body to be of an TechL=SL chemical

Combat effects:

[Pri SL2] Summon Nature's Ally II: 1 DL 2 or 1d3 DL 1 animals to fight for you {1 creature}

[Psi-5 Major] Beam of Nothing: CL*CL dmg in a 30' line (no save); they lose next F action (save)

[Psi54 minor] Darkness: Darkness (can blind a person, make SL saves)

[Wiz SL5] Wacky Ball 5 / Normal / ½: Ld10, save: ½

[Psi-9 minor] You'll Shoot Your Eye Out!: Target loses 1 eye (no save)

[Wiz SL5] Lower Resistance : Lowers one's magic resistance

Dungeon062120 - Dungeon Level 6

Room # 6

Creamatorium - 15ft. long x 25ft. wide x 45ft. tall

pincers; fire pit; groaning; thumping

Time Door (goes to another time) on the east wall leading to a 45ft. long x 25ft. wide x 5ft. tall hallway.

Sample Names: Rox the smelly Armadillo Intruder (Nanotechnology); Shazzellim the opportunistic Insect Mutant (Knife)

Trapdoor transforms into Elemental Imprisonment Trap; DL 6; Search DC 64 (480 Str damage/s, no save)

Fountain that (causes/has/or is) Elevator room (with lever to select DL)

[x2] Ultraplanar beings cannot hear, feel, or sense into this room unless they are actually there; Divine Intervention fails
29,302gp

panther pelt

pomegranate potion, 'heal' 'bless' " ", 295gp

Ice blue Necklace [AT+148] +9 AC/+5 Saves; 1V: -CL dmg per physical attack; CL 28; SL 6; 23020gp

Rian's Clavicle bone: +13 to Con; 1P: Two targets grouped and paralyzed SL segments.; CL 32; SL 6; 36110gp

DL VI Titanic Outer-CG Faeries x(87) x[7]

|AC| 370, HD 385, hp 19456, IR 138% #Att 10, TH ÷ AC/Save DC by 7, dmg 147

Str 45, Dex 38, Con 30, Int 20, Wis 47, Chr 20, 12kxp

Immune acid, cold, petrification. Resist electricity and fire. Protection from evil continuous. Tongues at will., Overwrite AC to |AC

Prepared effects:

[Psi10 Major] Pain Block: Target heals 50% of damage taken; Take only 50% of damage received

[Psi15 minor] Increase Breath Damage: +10% of current hp total to breath dmg [or (+1)d(+2) breath dmg if using set breath dice

[Wiz SL2] Spectral Hand: Can use 1 touch at range per round (roll TH+2). The hand can be re-used, but it must return to the cast

[Wiz SL3] Nondetection : Hides subject from divination, scrying.

[Pri SL2] Protection from Lightning 2: Stop the next CL*4 lightning dmg

[Wiz SL3] Armor 3: +CL*6 current hp

Combat effects:

[Psi6G minor] Self-Sacrifice: All others can Escape but deva is left behind

[Wiz SL5] Telekinesis : Lifts or moves 25 lb./level at long range.

[Psi2 minor] Momentum Theft: Stop (200 lbs, each x2 is +5 PSPs); Held for 1r

[Wiz SL2] Dispel Radiation: Dispels Radiation (1 target = auto success) {1 group}

[Pri SL5] Wall of Stone : 20 hp/four levels; can be shaped.

[Pri SL2] Command 2: Target makes 2 saves, each missed save allows 1 word for a command to be given

Dungeon062120 - Dungeon Level 6

Room # 7

Barracks / Quarters - 10ft. long x 5ft. wide x 50ft. tall

lens (concave, convex, etc.); grindstone; footsteps (receding); scream(ing)

Teleport Door (other side is far away) on the west wall leading to a 40ft. long x 25ft. wide x 15ft. tall hallway.

Sample Names: Fervira the omnivorous Chameleon Droid (Pony); Desh the aggressive Laser Family (Ancient lore)

Camouflaged Pendulums Trap; DL 6; Search DC 63 (Attack +12 ranged, 60d4 damage)

Painting that (causes/has/or is) Magical Pool: Effect of a randomly determined potion

(will repeat same potion effect as last drink 75% of the time)

[x2] Room is permanently/continuously *Cursed*ed, only creatures immune or bubbled against it can function here.

27,612gp

tongs

a heavy laser cannon, exotic, 14d10 (77), 30gp

Sapphire Rope [5d4] +35 Th/+12 dmg 14+/x5; 1M: Summon any real-world animal

(your choice), you get CL/ML of them (round up); CL 42; SL 6, 14804gp

Rian's Spinal Fluid: +2 to Str; 1M: Target blind and you get 1

pick from T-Bear's bag (bag pick is only 1/d).; CL 28; SL 6; 36810gp

DL VI Gargantuan Buffverse Viruss x(55) x[6]

AC 372, HD 97, hp 4736, #Att 8, TH ÷ AC/Save DC by 42, dmg 293

Str 25, Dex 45, Con 21, Int 21, Wis 24, Chr 37, 12kxp

Has 50th Edition abilities, Can infect things. Immune mind-affecting, crits, gazes, illusions, poison, sleep, paralysis, polymorph, sti

Prepared effects:

[Psi12T Major] Damage Resistance: -1/die damage (from any source)

[Psi45 minor] Resist: Energy: SL/3 (round down) instances of Resist energy attacks

[Wiz SL4] Fire Shield 4: Anyone who melees with you takes 75% dmg back

[Psi6E Major] Psi-Trap: Holds one power in area for triggering

[Pri SL4] Protection from Lightning 4: Stop the next CL*12 lightning dmg

[Pri SL2] Protection from Lightning 2: Stop the next CL*4 lightning dmg

Combat effects:

[Psi-1 minor] Object Writing: Item must make item saving throw or destroyed

[Wiz SL3] Magic Missile 3: (CL+1)*3/2 missiles, each does 1d4+1 force dmg (no save)

[Wiz SL5] Dispel Magic 5: Dispel 3 magic effects

[Psi54 Major] Ice Animation: Summon a DL=SL Ice Elemental

[Wiz SL6] Semi-Imprisonment: Target is Imprisoned for CL segments (no save)

[Psi-3 Major] Astral Destruct IV: Astral destruct fights for you.

Dungeon062120 - Dungeon Level 6

Room # 8

Reception - 45ft. long x 45ft. wide x 15ft. tall

boots (iron); coal; snapping; smoky smell

Iron Door, Normal on the east wall leading to a 15ft. long x 25ft. wide x 10ft. tall hallway.

Sample Names: Cirelle the fantastic Extra-terrestrial Alliance (Grappling Hook); Nerian Attorsson the weird Platypus Doomsday (-

Dispel Evil 6 Trap; DL 6; Search DC 63 (Cleric CL 12, DC 64 PP save for 1/10)

Passage that (causes/has/or is) Wish Fulfillment, Reversal

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Round 6,833gp

hammer

Skull Tattoo, +1 AC, 1gp

Rhun's Horned Cloak (tail), 26130gp

Crystalline Dust: +200 PSP's; 37010gp

DL VI Tiny Psionicist-classes Plants x(45) x[6]

AC 364, HD 6, hp 1008, #Att 1, TH ÷ AC/Save DC by 7, dmg 435

Str 31, Dex 43, Con 21, Int 21, Wis 22, Chr 21, 12kxp

Know a Psi frequency, Immune critical hits, poison, sleep, paralysis, stunning.

Prepared effects:

[Pri SL4] Dimensional Anchor : Bars extradimensional movement.

[Wiz SL1] Armor 1: +CL*2 current hp

[Psi9 minor] Minormorph: Polymorph Self (as spell)

[Pri SL2] Protection from Fire 2: Stop the next CL*4 fire dmg

[Psi54 minor] Icing: SL/2 instances of Resist Cold/Ice

[Wiz SL1] Armor : AC6 until 8+1/level points of damage had been sustained by subject

Combat effects:

[Wiz SL2] Shatter: Object(s) destroyed (save vs. crushing blow) {1 group}

[Wiz SL4] Death Spell 4: Slay 4d12 HD of creatures (save)

[Wiz SL3] Melf's Minute Meteors: CLd4 dmg earth to one target (no save)

[Wiz SL3] Alley Summoning III: Summons a DL VI alley monster, under your control, 3% chance per segment of losing control

[Psi5 Major] Dispel Psionics: Destroy maintained psionics (all freq.)

[Psi-12C minor] Confusion Blast: One group is confused (Will save)

Dungeon062120 - Dungeon Level 6

Room # 9

Treasure Room - 30ft. long x 50ft. wide x 5ft. tall

casket; pegs; wind, strong, gusting; foggy near ceiling

Golem Door (it's a Golem creature) on the south wall leading to a 15ft. long x 10ft. wide x 25ft. tall hallway.

Sample Names: Veremund the abhorrent Wonder Gang (Barge); Kilimur the unethical Quick Midget (Cow)

Air in room transforms into Elemental Mist Trap; DL 6; Search DC 63 (120 Dex damage/s, no save)

Ceiling that (causes/has/or is) Combination lock

[x2] Room is permanently/continuously *Cursed*ed, only creatures immune or bubbled against it can function here.

19,737gp

wax drippings

a Leather Bound Book on Titan Lore, 'sleep', 1062gp

Flesh Girdle [AT+13] +63 AC/+80 Saves; 1M: Minor: Invis.; Major:

Improved Invis.; Grand: Dust of Disappearance; CL 27; SL 6; 22105gp

Iridescent Watch: All your Custom classes use the "set XP table"(3kxp

at 2nd, doubles til 9th,600kxp at 10th,+300kxp per level afterward).; 36590gp

DL VI Colossal Outer-CE Dragons x(55) x[6]

AC 372, HD 1182, hp 9728, WR 103% #Att 3, TH ÷ AC/Save DC by 7, dmg 364

Str 26, Dex 25, Con 26, Int 26, Wis 25, Chr 27, 12kxp

Telepathy, immune electricity and poison, Resist acid, cold, and fire, Can summon other Outer CE, Flys, Breath weapon, dark visi

Prepared effects:

[Wiz SL5] Extra Group +1: The next spell you cast will affect +1 groups of monsters

[Psi-3 Major] Metaphysical Armor: Enemies need a +3 weapon to hit you.

[Pri SL4] Resist Fire/Resist Cold 4: Take -60% dmg vs. fire or cold

[Psi54 Major] Gadgetry: 1M, 1/d: Build a TechL=SL Psi8 item

[Psi45 Major] Magnetic Manipulation: SL/2 (round down) instances of Resist magnetism; +SL*10% damage with magnetism effec

[Wiz SL4] Anti-Magic Shell 4: Anti-Magic of SL 0 to 3

Combat effects:

[Psi27 minor] Lord: Command (as spell) using LVL words, up to LVL creatures within LVL*10' range

[Pri SL3] Summon Monster III : Calls DL 3 outsider to fight for you.

[Psi6G Major] First Level Priest Spells: Cast one 1st level Priest spell at CL = 30

[Psi6E minor] Produce Fire/Frost: Produces fire or frost (6 dmg, save:½)

[Wiz SL5] Enslave Monster: As Charm Monster, except the effect cannot be thrown off by being damaged, and there is no daily s

[Psi6N minor] Self-Preservation: Cure N*4 hp of damage

Dungeon062120 - Dungeon Level 6

Room # 10

Dormitory - 45ft. long x 10ft. wide x 25ft. tall

stool, high; evil symbol; breeze, gusting; breeze, slight

Concealed (Hidden) Door on the south wall leading to a 20ft. long x 5ft. wide x 15ft. tall hallway.

Sample Names: Rhistiel the famous Stone Flower (Zepplin); Janthra the illustrious Vibro Flea (RV)

Door transforms into Elemental Cold Trap; DL 6; Search DC 64 (300 Con damage/s, DC 66 Will save to negate)

Container (Barrel, Jar, Vase, etc.) that (causes/has/or is) Geas/Quest

[x2] Ultraplanar beings cannot taste, see, or sense into this room unless they are actually there; Divine Intervention fails
11,041gp

altar

a wand of glinting yellow, 'detect invis', 58gp

Copper Robe [AT+70] +10 AC/+101 Saves; 1V: Add 1 to number of HD per level; CL 24; SL 6; 25175gp

Ivory Helm [AT+54] +10 AC/+11 Saves; 1M: SL/2 (round down) instances of

Resist gravity/falling damage; +SL*10% damage with gravity/falling effects; CL 36; SL 6; 13455gp

DL VI Tiny Outer-NE Humanoids x(99) x[7]

AC 371, HD 6, |hp| 960, RR 134% #Att 7, TH ÷ AC/Save DC by 7, dmg 78

Str 48, Dex 38, Con 24, Int 34, Wis 20, Chr 48, 12kxp

Telepathy, immune acid and poison, resist cold, electricity, and fire., Has 2 arms, 2 legs, and 1 head.

Prepared effects:

[Pri SL6] Resist [E=6 element]: Pick an E=6 element, you resist it for 1 hour.

[Psi54 minor] Stretching: Can melee up to SL people per round that aren't in your group

[Psi4 minor] Item *1.25: How many of an item exists is multiplied by 1.25 (you need a Grand to duplicate a x2 item)

[Pri SL1] Resist [E=1 element]: Pick an E=1 element, you resist it for 1 hour.

[Psi29 minor] Animate Dead:

[Wiz SL4] Prismatic Sphere 4: 2 Prismatic colors

Combat effects:

[Pri SL4] Heal 4: Cure to 50% of max hp (max Heal 4 can cure at once = 500 hp)

[Pri SL5] Remove Coma: Removes the Coma effect

[Wiz SL6] Vorp: Target is Vorpalled (PP save)

[Wiz SL4] Alley Summoning IV: Summons a DL VIII alley monster, under your control, 4% chance per segment of losing control

[Wiz SL1] Color Spray: Unc. if <L; Blind if <L+3; Stun if >L+2 (save if >6) {1d6 creatures}

[Psi16 Major] Golem Jar: Magic Jar into a Golem (Magic Jar contest rules, which the golem will probably lose)

Dungeon062120 - Dungeon Level 6

Room # 11

Armory - 35ft. long x 50ft. wide x 50ft. tall

scroll tube; vice; breeze, gusting; tapping

Wood Door, Normal on the south wall leading to a 15ft. long x 15ft. wide x 15ft. tall hallway.

Sample Names: Imrathan the daring Major Comet (Rickshaw); Virese the nefarious Father Fang (Pitchfork)

Inhaled Animation Trap; DL 6; Search DC 65 (100 damage, no save)

Force Field that (causes/has/or is) Treasure hidden by Invisibility

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Day

18,262gp

coat

an exquisite cloisonnee vase, 1000gp

Pinkish Doll: +1 Level(s) in a Custom Group Class; 37100gp

Rian's Scapula bone: +24 to Str; 1M: You get +2TH, +2dmg. When one of your summons dies, you may recast a summon spell with a 0 action.; CL 42; SL 6; 36380gp

DL VI Medium Outer-NE Cthulhoid-Horrors x(32) x[7]

AC 363, HD 15, hullp 672, RR 129% #Att 4, TH ÷ AC/Save DC by 42, dmg 725

Str 17, Dex 50, Con 31, Int 49, Wis 39, Chr 17, 12kxp

Telepathy, immune acid and poison, resist cold, electricity, and fire., Has a bizarre anatomy, strange abilities, an alien mindset, o

Prepared effects:

[Pri SL3] Protection From Fire: Immune normal fire; Absorb 12*CL dmg fire (or) Resist Fire

[Pri SL4] Double Resist [E=3 element]: Pick an E=3 element, you double resist it (1/4 dmg, 1/10 if make save) for 1 hour.

[Psi6N Major] Null Field 7: All spells of SL 7 or higher don't work in 100'r

[Psi-15 minor] Increase Touch Damage: CLdCL dmg with unarmed touch (do not add punch or weapon damage)

[Pri SL4] Resist [E=4 element]: Pick an E=4 element, you resist it for 1 hour.

[Psi-2 Major] Insens. to Psychic Imp.: Resist Psionics; Resist Anti-Psionics

Combat effects:

[Psi-12C Major] Wild Invocation III: Random 4th (70%) or 5th (30%) SL Wizard Invocation spell

[Psi2 Major] Summon Planar Creature: Choice of plane but not exact; Creature not angry

[Pri SL5] Vulnerable Resistance: Target gains a Vulnerability to something which can only be used to counter a Resistance (Durat

[Psi45 minor] Lifeform Creation: Summon a DL=SL-1 monster

[Pri SL3] Remove Paralysis (2): Removes paralysis. This spell will also remove stun and summoning sickness effects. This spell als

[Pri SL5] Flame Strike 5: CLd8 holy fire dmg (save:½)

Dungeon062120 - Dungeon Level 6

Room # 12

Smithy/Forge - 40ft. long x 25ft. wide x 10ft. tall

mat; Floors of Ooze; breeze, gusting; footsteps (ahead)

Wood Door, Normal on the east wall leading to a 35ft. long x 15ft. wide x 5ft. tall hallway.

Sample Names: Zimnicea the dumbfounding Albino Master (Symbiosis); Baiyen the valorous Dog Lord (Cow)

Collapsing Box Trap; DL 6; Search DC 62 (160 damage, no save), (multiple targets)

Stairway that (causes/has/or is) Spinning

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Turn 5,269gp

blanket

a bushy tail, flail, 10d18 (95), 1gp

Wand of Flame Extinguishing, 7440gp

Multi-prismatic Staff [4d6] +7 Th/+121 dmg 20+/x2; 1M:

Telekinesis: Maintenance cost=Initial/10 per round; CL 21; SL 6, 24864gp

DL VI Large Warrior-classes Familiars x(26) x[6]

AC 371, HD 29, hp 1248, RR 450% #Att 8, TH ÷ AC/Save DC by 42, dmg 438

Str 31, Dex 28, Con 38, Int 37, Wis 49, Chr 40, 12kxp

Has warrior picks, Familiar Immunity

Prepared effects:

[Psi72 minor] Shapeshift: Polymorph Self, max difference in weight = PL² lbs.

[Wiz SL6] Fire Shield 6: Anyone who melees with you takes 125% dmg back

[Pri SL5] Ironskin: Does not stop falling damage. Does not leak like Stoneskin. Any attack (hit or miss) knocks off an Ironskin, unl

[Psi16 minor] Golem Form: Wood: Immune Wood; 1M: Transmute Metal to Wood (owner PP saves)

[Psi54 Major] Split: You are two beings (two places at once); it costs 3 actions to have each body do 1 action

[Wiz SL4] Prismatic Sphere 4: 2 Prismatic colors

Combat effects:

[Pri SL4] Blade Barrier 4: 6d6 dmg wall (shards)

[Psi100 minor] Molecular Agitation: 1 dmg /s (1st r), 2 dmg /s (2nd r), etc.; affects 2+CL/9 groups

[Psi72 minor] Energy Blast - Personal: One target takes PL energy dmg (no save)

[Wiz SL1] Taunt: One or more creatures of 1 type taunted (save) {1 group}

[Psi54 Major] Telekinesis: Telekinesis CL*SL*10 lbs.

[Psi1 minor] Invisibility: Mental Invisibility, affects ä(level) in HD

Dungeon062120 - Dungeon Level 7

Room # 1

Reception - 10ft. long x 15ft. wide x 40ft. tall

cruet (flask); horn; twanging; still

Concealed (Hidden) Door on the west wall leading to a 20ft. long x 15ft. wide x 10ft. tall hallway.

Sample Names: Koraq the beautiful Atomic Rebel (Battleaxe); Thorbrand Bullslayer the mind-numbing Future Miracle (Musket)

Burning Passage Trap; DL 7; Search DC 73 (120 Cml damage, DC 76 PP save for 1/3)

Altar that (causes/has/or is) down-sliding

[x2] Room is permanently/continuously *Cursed*ed, only creatures immune or bubbled against it can function here.

2,195gp

iron drill

The Amber Sceptre, +1 AC, 10gp

Rian's Clavicle bone: +5 to Dex; 1M: 1N, sacrifice a summon: Deal 10

dmg to one target (no save, TechR to resist) ; CL 39; SL 7; 49290gp

Rian's Quadriceps femoris muscle: +25 to HD; 1P: Astral Projection,

-CL physical stats, +CL mental stats.; CL 29; SL 7; 49390gp

DL VII Medium Shangri-La Intelligent-Trap/Trick/Specials x(45) x[4]

AC 498, HD 18, stunp 832, WR 74% #Att 14, TH ÷ AC/Save DC by 56, dmg 394

Str 33, Dex 50, Con 32, Int 30, Wis 32, Chr 40, 31.5kxp

Has no truename, Immune Lost, Incorporeal, Find/Remove Trap/Trick/Special halves hp

Prepared effects:

[Psi30 Major] Anti-Missile Barrier: Ranged:+½ AC,-1dmg per hit/succ

[Wiz SL3] Displacement : WR 50%

[Wiz SL7] Anti-Magic Shell 7: Anti-Magic of SL 0 to 6

[Psi7 Major] (no name): Immunity to ability drain

[Pri SL6] Immune [E=3 element]: Pick an E=3 element, you are immune to it for 1 hour. (This immunity does not "spread" into ot

[Psi23 minor] Storm Cloud: Rain/thunder, mini 1-pt. lightning bolts

[Pri SL7] Regenerate 7: Regenerates 1 hp /s

Combat effects:

[Pri SL3] Bestow Curse : -6 to an ability; -4 on TH/saves/checks; or 50% lose action

[Psi3 minor] Ecto Puppet: You directly control an astral construct.

[Psi10 Major] Impact: (CL+3)d8 telekinetic dmg; one target; no save

[Pri SL4] Creeping Doom 4: 160 insect dmg

[Wiz SL3] Melf's Minute Meteors: CLd4 dmg earth to one target (no save)

[Wiz SL7] Time Stop 7: Stops time for 1d2 rounds

[Wiz SL3] Wacky Ball 3 / Normal / ½ : Area CLd6 dmg normal element (save: ½)

Dungeon062120 - Dungeon Level 7

Room # 2

Aviary - 50ft. long x 5ft. wide x 50ft. tall

brazier(s); Floors of Souls; rattling; laughter

Void Door (cannot see through doorway) on the north wall leading to a 40ft. long x 15ft. wide x 15ft. tall hallway.

Sample Names: Hatcher the altruistic Spider Guy (Golden); Sulhaut the astounding Lightning Valkyrie (Engine)

Falling Portcullis Trap; DL 7; Search DC 74 (240 Wis damage, DC 73 Spell save for 1/3)

Dome that (causes/has/or is) Wish Fulfillment, Reversal

[x2] Immortals cannot hear, taste, or sense into this room unless they are actually there; Divine Intervention fails

44,505gp

dress

a sink, 0gp

Electric blue Bludgeoning Weapon [2d20] +9 Th/+10 dmg 20+/x7; 1M: Target becomes

Int=3, Wis=3, Chr=3, CL=0 (no save) for CL days; CL 26; SL 7, 7350gp

Rian's Stomach: +9 to CL; 1V: 1S: Breathe an E=1 1d8xLVL/2 dmg element.; CL 35; SL 7; 49230gp

DL VII Colossal Superhero Familiars x(123) x[7]

AC 500, HD 226, hp 14080, IR 1169% #Att 14, TH ÷ AC/Save DC by 56, dmg 1471

Str 19, Dex 43, Con 31, Int 57, Wis 33, Chr 36, 31.5kxp

Has sidekick spells, Familiar Immunity

Prepared effects:

[Pri SL6] Forbiddance : Denies area to creatures of another alignment.

[Pri SL7] Spell Immunity 7: Be immune to 4 spells by name

[Psi3½ Major] Truevenom Weapon: Your weapon is horribly poisonous.

[Psi3½ minor] Biofeedback: Gain damage reduction 2/-.

[Psi23 minor] Fart Cloud: Very smelly, sickening cloud

[Psi-6N minor] Adaptation ~: 1P or 1M: NaNR +CL*10%; Immune to Hostile Environment; Need not breathe

[Wiz SL5] Original Stoneskin 5: Block the next 2 P actions of attacks

Combat effects:

[Psi12C Major] Random Telekinetics: All objects in 60'r area randomly telekinetic around, creatures in area take 1d6*1d10 dmg/r

[Wiz SL7] Dispel Exhaustion 7: Restore 90% of dmg taken, get an Original Haste 7 for 1 round

[Wiz SL5] Magic Missile 5: (CL+1)*5/2 missiles, each does 1d4+1 force dmg (no save)

[Psi72 minor] Energy Field: Damaging shield, PL energy dmg for 1 turn

[Psi3½ Major] Psychic Crush: Brutally crush subject's mental essence, reducing subject to -1 hit points.

[Psi5 minor] Heal Self: Cure up to 100 hp, Regenerate (as spell)

[Psi29 Major] Charm Monster:

Dungeon062120 - Dungeon Level 7

Room # 3

Priest's Chamber/Lab - 40ft. long x 15ft. wide x 5ft. tall

bucket; sofa; footsteps (approaching); clanking

Double Door on the east wall leading to a 45ft. long x 25ft. wide x 15ft. tall hallway.

Sample Names: Belen the bizarre Lieutenant People (Club); Velbenda the electrifying Violet Sidekick (Air)

Crap Trap; DL 7; Search DC 75 (Cleric CL 14, no resistance)

Vegetation that (causes/has/or is) Releases - Counterfeit Coins

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Year
5,099gp

pillow

a Beautiful Silver RoachClip, 5000gp

Browny Hanger: All your Monster classes use the "set XP table"(3kxp

at 2nd, doubles til 9th,600kxp at 10th,+300kxp per level afterward).; 49950gp

Multi-colored Cube [4d10] +120 Th/+170 dmg 15+/x2; 1M: Astral damage; CL 30; SL 7, 53144gp

DL VII Gargantuan Outer-TN Hounds x(91) x[6]

AC 492, HD 114, hp 6400, PR 110% #Att 5, TH ÷ AC/Save DC by 56, dmg 987

Str 45, Dex 45, Con 27, Int 20, Wis 48, Chr 56, 31.5kxp

Immune mind-affecting, positive energy, and negative energy. Resist cold, fire, and acid, Has 4 legs, and at least 1 head

Prepared effects:

[Wiz SL3] Blink (DM): 0, 1/r: Blink; The location is not random (caster has control). If you blink away after meleeing with a creati

[Pri SL6] Forbiddance : Denies area to creatures of another alignment.

[Pri SL1] Cantrip: Can cast 1 orison (Pri 0) per round as a Z action

[Pri SL2] Resist Fire/Resist Cold 2: Take -50% dmg vs. fire or cold

[Psi-15 minor] Add Tentacle: Tentacle does 1d(CL*2) damage

[Pri SL4] Dimensional Anchor : Bars extradimensional movement.

[Wiz SL1] Armor : AC6 until 8+1/level points of damage had been sustained by subject

Combat effects:

[Wiz SL4] Prismatic Wall 4: 4 Prismatic colors or 2 MultiPrismatic colors (may repeat colors in either mode)

[Psi6E Major] Cause Insanity: 3 saves: each fail is 1 insanity

[Psi54 minor] Personality Transfer: Magic Jar (SL/2 saves)

[Wiz SL1] Metallic Orb: 1=Lead (1d6; -3 to base movement rate (save)), 2=Tin (1d8; Chill L r (save)), 3=Bronze (1d10; Cold 2'r, dm

[Wiz SL5] Prismatic Wall 5: 5 Prismatic colors or 3 MultiPrismatic colors (may repeat colors in either mode)

[Wiz SL6] Cone of Cold 6: CLd12+CL cold dmg to a group (save:½)

[Psi45 minor] Focus: Do SL instances of another Psi45 power you know; you are Spent and Harmed at the end of effect

Dungeon062120 - Dungeon Level 7

Room # 4

Armory - 30ft. long x 25ft. wide x 5ft. tall

bag; coal; footsteps (ahead); still, very chill

Water Lock Door (holds back a lot of water) on the north wall leading to a 25ft. long x 25ft. wide x 15ft. tall hallway.

Sample Names: Sidimir the brave Blue -teer (Light); Nithanalor the rabid Arduous Wave (Scimitar)

Air in room transforms into Elemental Shards Trap; DL 7; Search DC 72 (120 Dex damage/s, no save)

Wall that (causes/has/or is) Monster Generator: Lycanthrope (summons a Lycanthrope every segment)

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Reset
16,652gp

club, splintered

glowing star, 38gp

Oil of Armor, 5510gp

Beige Rope [6d12] +12 Th/+64 dmg 19+/x6; 1P: CLd20 acid damage; CL 49; SL 7, 20014gp

DL VII Medium Psionicist-classes Reptiles x(92) x[7]

Stun AC 491, HD 15, hullp 6160, CR 99% #Att 5, TH ÷ AC/Save DC by 56, dmg 198

Str 48, Dex 25, Con 59, Int 42, Wis 51, Chr 27, 31.5kxp

Know a Psi frequency, Half AC from AT. Resist Heat. Usually has a tail and claws

Prepared effects:

[Psi54 minor] Gravity Increase: Decrease gravity in room or object/person by SL G's (x1 Special)

[Wiz SL5] Original Stoneskin 5: Block the next 2 P actions of attacks

[Pri SL6] Immune [E=3 element]: Pick an E=3 element, you are immune to it for 1 hour. (This immunity does not "spread" into ot

[Pri SL5] Golem: Makes a golem (you need raw materials)

[Psi3½ Major] Inertial Barrier: Gain DR 5/-.

[Pri SL1] Combine: -4 AC; no Dex adj.; Add Pri CLs for effects {Touch, 1+ creatures}

[Wiz SL2] Armor 2: +CL*4 current hp

Combat effects:

[Psi-1 Major] Mental Paralysis Bolt: Save -6; 1 creature cannot use M actions for CL rounds; Max HD = 2*level

[Wiz SL7] Banishment : Force a creature or creatures back to its own plane.

[Psi6E minor] Taunt: Similar to wizard spell "Taunt"

[Psi-12L minor] Blind/Unblind: Cure or Cause Blindness (RSW save)

[Psi100 Major] Mass Domination: Domination (Will save at -CL), hits 3+CL/9 groups

[Pri SL2] Hold Person/Monster 2: Hold 4 person or 2 monster targets (save)

[Wiz SL4] Phantasmal Killer : Fearsome illusion kills subject or deals 3d6 damage.

Dungeon062120 - Dungeon Level 7

Room # 5

Treasure Room - 50ft. long x 50ft. wide x 25ft. tall

grill; Chimney, Fire (for fireplace); jingling; slithering

Membrane Portal on the south wall leading to a 5ft. long x 10ft. wide x 25ft. tall hallway.

Sample Names: Nogano the acrid All-Star Patrol (Grenades); Gilmere the fantastic Time Imp (Scooter)

Air in room transforms into Elemental Anti-Magic {extra +1} Trap; DL 7; Search DC 76 (280 Str damage/s, no resistance)

Passage that (causes/has/or is) Moves/Rolls

[x2] Room is permanently/continuously Disjunct (effect)ed, only creatures immune or bubbled against it can function here.

25,402gp

wire

a red key, 0gp

Carmine Staff [7d20] +143 Th/+168 dmg 16+/x6; 1M: Suggestion (as spell) in

90'r area, but all commands must be the same; CL 32; SL 7, 56737gp

Pea green Knife: +400 PSP's; 50010gp

DL VII Medium Warrior-classes Kobolds x(28) x[4]

AC 500, HD 21, hullp 864, MR 826% #Att 12, TH ÷ AC/Save DC by 56, dmg 492

Str 57, Dex 53, Con 43, Int 44, Wis 22, Chr 58, 31.5kxp

Has warrior picks, Can overbear in numbers.

Prepared effects:

[Psi24 minor] Rogue points 10: This class gives an extra +10 Rogue points per level.

[Wiz SL5] Original Stoneskin 5: Block the next 2 P actions of attacks

[Wiz SL2] Invisibility: Invisibility; attacking ends spell {Touch, 1 target}

[Wiz SL3] Psionic Resistance: PsiR 40+CL*5% [duration 3 hours]

[Wiz SL3] Tenser's Transformation 3: +25% of max hp to current hp, -1 TH melee

[Pri SL5] Antiplant Shell: Keeps out plants

[Pri SL5] Improved Free Action: Immune Capital S Stun, Stop, Hold, Paralysis, Summoning Sickness; Hold P,V actions

Combat effects:

[Pri SL1] Blade Barrier 1: 3d3 dmg wall (shards)

[Psi7 minor] (no name): Curse (Spell save)

[Pri SL5] Dispel Innates: Dispel Innates

[Pri SL2] Heal 2: Cure to 10% of max hp (max Heal 2 can cure at once = 62 hp)

[Pri SL6] Call Lightning 6: (CL+2)d14 lightning dmg (save:½) (halve the die type if not outside)

[Psi-3 Major] Summon Monster II: Summons a DL II monster, can be in addition to astral destruct

[Psi-6N Major] Call of the Wild: Summon any real-world animal (your choice), you get CL/ML of them (round up)

Dungeon062120 - Dungeon Level 7

Room # 6

Bestiary - 10ft. long x 50ft. wide x 5ft. tall

boots (iron); closet (wardrobe); murmuring; ozone smell

Trapped Door, Mechanical on the north wall leading to a 40ft. long x 5ft. wide x 15ft. tall hallway.

Sample Names: Trueshield the clever Time-traveling -naut (Paranormal); Marek the iridescent Green Aardvark (Chemical)

Whirling Pendulums Trap; DL 7; Search DC 75 (Attack +56 melee, 10d10 Wis damage)

Well that (causes/has/or is) Directs

[x2] Room is permanently/continuously Alley Effected, only creatures immune or bubbled against it can function here.

44,459gp

pottery plate

a Sekonda analog watch, +2 AC, 150gp

Amulet of +50% PsiR, 16410gp

Rian's Sternum bone: +16 to CL; 1M: Summon a DL III Angel that has "1M, 1/s: +1 DL".; CL 26; SL 7; 49390gp

DL VII Large Modern Beholders x(39) x[5]

AC 501, HD 32, hullp 1696, TR 123% #Att 3, TH ÷ AC/Save DC by 56, dmg 300

Str 34, Dex 27, Con 56, Int 36, Wis 51, Chr 24, 31.5kxp

Has Action points, Access to high tech items, Has eye stalks, 1 mouth, and 1 central anti-magic eye. Can cast through eye stalks. I

Prepared effects:

[Psi-12C Major] Globe of High Resistance: Immune to SL 4-6 (all types), Resist SL 2-3 (all types)

[Psi45 minor] Force Field vs. Mental: Immune to spell level 0 to SL-1 mental attacks

[Psi-15 minor] Add Tentacle: Tentacle does 1d(CL*2) damage

[Wiz SL3] Nondetection : Hides subject from divination, scrying.

[Wiz SL3] Psionic Resistance: PsiR 40+CL*5% [duration 3 hours]

[Pri SL7] Regenerate 7: Regenerates 1 hp /s

[Psi2 minor] Time/Space Anchor: Cannot be teleported; --

Combat effects:

[Pri SL2] Treat Moderate Wounds: Cure 20% of max hp {Touch, 1 creature}

[Wiz SL5] Ray of Enfeeblement 5: -25 physical stat points (randomly distributed in packets of 5) (save per packet)

[Pri SL7] MultiHeal : Cure all dmg + disease,blind,insanity,feeblemind (6 targets)

[Wiz SL4] Phantasmal Killer : Fearsome illusion kills subject or deals 3d6 damage.

[Psi0 Major] Fire and Stones: (The 2att from seperate limbs) One attack: Destroys enemy's weapon (item save)

[Psi45 Major] Neural Manipulation: Minor: Seizure (-2 all rolls, save); Major: Paralysis (SL/3 saves)

[Psi19 Major] Bolt of Hatred: CLd6 force dmg to one target (no save)

Dungeon062120 - Dungeon Level 7

Room # 7

Waiting Room - 25ft. long x 10ft. wide x 15ft. tall

Flowstone (slippery); platform; bang, slam; steamy near ceiling

Brass Door, Normal on the south wall leading to a 10ft. long x 5ft. wide x 25ft. tall hallway.

Sample Names: Girkar the savage Miss Agent (Divine intervention); Skara the daring Hour Beetle (Astral)

Lock transforms into Elemental Vacid / Umbra Trap; DL 7; Search DC 71 (360 Con damage/s, no resistance)

Ceiling that (causes/has/or is) Treasure in a secret room nearby

[x2] Immortals cannot smell, feel, or sense into this room unless they are actually there; Divine Intervention fails

4,347gp

std rations

a dining table, 0gp

Staff of the Ninja (1 charge, whatever actions the power takes: Can use a 1st tier martial arts maneuver)., 25120gp

Iron Stone, Don, +1 Major in a Psi.Freq. (even under 0.51), 11540gp

DL VII Small Shangri-La Hounds x(87) x[6]

AC 494, HD 63, |hp| 408, #Att 1, TH ÷ AC/Save DC by 56, dmg 595

Str 19, Dex 46, Con 46, Int 25, Wis 24, Chr 22, 31.5kxp

Has no truename, Immune Lost, Has 4 legs, and at least 1 head

Prepared effects:

[Wiz SL3] Fire Shield 3: Anyone who melees with you takes 50% dmg back

[Wiz SL5] Extra Group +1: The next spell you cast will affect +1 groups of monsters

[Psi3 minor] Invisibility: Subject is invisible for 10 min./level or until it attacks.

[Pri SL3] Protection From Fire: Immune normal fire; Absorb 12*CL dmg fire (or) Resist Fire

[Wiz SL3] Protection from Elements : Absorb 12 damage/level from one kind of energy.

[Psi--2 minor] Resist Disease: Resist disease; Immune disease

[Pri SL4] Protection from Fire 4: Stop the next CL*12 fire dmg

Combat effects:

[Psi-3 Major] Astral Destruct IV: Astral destruct fights for you.

[Psi18 Major] Binding: Forcecage (as spell)

[Pri SL6] Fire Storm 6: (CL+2)d5 holy fire dmg, hits 1+1/2 groups (no save)

[Wiz SL6] Semi-Imprisonment: Target is Imprisoned for CL segments (no save)

[Psi-6G minor] Renewal †: 1bM: One target at negative hp is cured to 0 hp

[Psi45 Major] Duplication: 1bM: Fork an effect (caster makes SL/3 saves)

[Psi45 minor] Missile Creation: Do SL missile attacks, must roll to hit, each hit does 10 dmg (no save) and a stun (save)

Dungeon062120 - Dungeon Level 7

Room # 8

Wardrobe - 30ft. long x 25ft. wide x 5ft. tall

pot; sanctuary; still, very chill; hazy

Mobile Door (door moves around in dungeon) on the east wall leading to a 15ft. long x 10ft. wide x 10ft. tall hallway.

Sample Names: Jhaldrym the radioactive War Walker (Giga-); Oathsmith the congenial Robot Goliath (Donkey)

Door transforms into Elemental Anti-Magic {extra +1} Trap; DL 7; Search DC 76 (240 Int damage/s, DC 77 Spell save for 1/3)

Machine that (causes/has/or is) Combination lock

[x2] Room is permanently/continuously Alley Effected, only creatures immune or bubbled against it can function here.

1,758gp

cinders

a psychedelic potion, 'invisibility' 'heal' 'fly' ", 50gp

Cordovan Piercing Weapon [2d10] +145 Th/+8 dmg 16+/x3; 1M: Ice Bolt LVLd10; CL 35; SL 7, 30464gp

Rian's Trachea: +24 to Str; 1F: Travel through the 5th dimension to

any point in time/space within your character's natural lifespan.; CL 30; SL 7; 49850gp

DL VII Titanic Priest-classes Viruss x(93) x[5]

AC 493, HD 452, stunp 25600, IR 133% #Att 11, TH ÷ AC/Save DC by 8, dmg 104

Str 43, Dex 47, Con 35, Int 49, Wis 27, Chr 43, 31.5kxp

Knows Priest spells, Can infect things. Immune mind-affecting, crits, gazes, illusions, poison, sleep, paralysis, polymorph, stunning

Prepared effects:

[Psi45 Major] Illusory Duplication: Mirror Image (SL images)

[Pri SL2] Resist Fire/Resist Cold 2: Take -50% dmg vs. fire or cold

[Psi3 Major] Dimensional Anchor: Bars extradimensional movement.

[Pri SL1] Resist [E=1 element]: Pick an E=1 element, you resist it for 1 hour.

[Psi45 Major] Force Field vs. Mental: Immune to spell level 0 to SL-1 mental attacks

[Pri SL1] Protection from Lightning 1: Stop the next CL*2 lightning dmg

[Pri SL6] Goodberry 6: Creates 24 goodberries

Combat effects:

[Psi1 minor] Hypnosis: Level>10 or Int16=save; Max.HD=ä(level)

[Psi54 minor] Bio-Energy Blast: CL*(SL+2) force dmg to one target (no save)

[Pri SL6] Summon Nature's Ally VI : Calls creature to fight.

[Psi3½ Major] Time Hop: Subject hops forward in time 1 round/level.

[Wiz SL2] Shatter: Object(s) destroyed (save vs. crushing blow) {1 group}

[Psi-6N Major] Life Essence: If target has less than N*CL current hp, it is cured so it has N*CL hp; minimum N = 1

[Psi-6G Major] Luminescence: 70' radius: Holy Fireball CLd6, Prismatic Spray effect, Chromatic Orb effect, Blind (save)

Dungeon062120 - Dungeon Level 7

Room # 9

Creamatorium - 40ft. long x 20ft. wide x 45ft. tall

condlestick; Bridge, Stone; squeaking; slithering

Archway (open) on the east wall leading to a 25ft. long x 25ft. wide x 5ft. tall hallway.

Sample Names: Athelm the weird Frog Miracle (Terra); Nurintha the idiotic Moon Mime (Demonic)

Scything Blades Trap; DL 7; Search DC 73 (Attack +77 ranged, 20d12 damage)

Statue that (causes/has/or is) Wish Fulfillment, Reversal

[x2] Room is permanently/continuously Blinded, only creatures immune or bubbled against it can function here.

8,080gp

funnel

a girdle of many pouches, 100gp

Olive Helm [AT+125] +14 AC/+14 Saves; 1M: Breath weapon is once per 3

rounds. Choose a normal (E=1) element. Breath = (CL+1)d(CL*2+2).; CL 32; SL 7; 23075gp

Ring of Elemental Command *, 51210gp

DL VII Huge Mirror-Universe Dragons x(95) x[5]

AC 498, HD 62, stunp 3328, TR 108% #Att 4, TH ÷ AC/Save DC by 56, dmg 589

Str 32, Dex 49, Con 26, Int 21, Wis 40, Chr 53, 31.5kxp

May have slight tweaks on other abilities., Flys, Breath weapon, dark vision, immune sleep and paralysis.

Prepared effects:

[Wiz SL3] Haste: +1 P, +1V to one group

[Wiz SL5] Anti-Radioactive Shell:

[Psi24 minor] Memorization Level Increase 1: +1 Memorization Level (this is next level of picks for rogues)

[Pri SL1] Resist Fire/Resist Cold 1: Take -45% dmg vs. fire or cold

[Pri SL3] Double Resist [E=1 eeement]: Pick an EE=1 eeement, you double resist it (1/4 dmg, 1/10 if make save) for 1 hour.

[Psi24 Major] Level: other out of group: Get a "Level:" ability (your level or less) in class in any group (can take multiple times)

[Psi54 Major] Invisibility: Minor: Invisibility; Major: Improved Invisibility; Grand: Dust of Disappearance

Combat effects:

[Psi-9 minor] Loss of Limbs: Target is sharped (save)

[Psi-6G Major] Insist Power †: 1bM: Counter an effect which counters one of your effects

[Pri SL5] Wall of Stone : 20 hp/four levels; can be shaped.

[Psi29 Major] Deflection:

[Pri SL4] Dismissal : Forces a creature to return to native plane. (save)

[Wiz SL5] Prismatic Wall 5: 5 Prismatic colors or 3 MultiPrismatic colors (may repeat colors in either mode)

[Psi12C Major] Destroy Clone: Kills a Clone, Simulacrum, or Shapechanger

Dungeon062120 - Dungeon Level 7

Room # 10

Harem/Seraglio - 25ft. long x 15ft. wide x 20ft. tall

Walls of Flesh; tun; wind, strong, moaning; foggy near ceiling

Undead Door (has a trapped spirit/ghost) on the north wall leading to a 50ft. long x 10ft. wide x 5ft. tall hallway.

Sample Names: Iolkos the lazy Armadillo Threesome (Boat); Hegoi of the Undying Face the lucky Scarlet -oid (Sai)

Cure Wounds 7 Trap; DL 7; Search DC 76 (Wizard CL 14, no resistance)

Well that (causes/has/or is) Polymorphing

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Turn
13,698gp

vinegar

a marble altar, 0gp

Rian's Latissimus dorsi muscle: +6 to ML; 1M: Knockback CL/2 ft. ; CL 38; SL 7; 49190gp

Flesh-coloured Medallion [AT+55] +11 AC/+9 Saves; 1M: Animate Object; CL 38; SL 7; 14035gp

DL VII Huge Psionic Avian/Birds x(81) x[5]

AC 496, HD 58, hp 3456, #Att 13, TH ÷ AC/Save DC by 8, dmg 199

Str 51, Dex 26, Con 46, Int 41, Wis 56, Chr 29, 31.5kxp

Has a psionic frequency, Flys. Has 2 Wings, 2 talons, and a beak.

Prepared effects:

[Psi6E minor] Ability Drain: Touch to drain 1d4 from an ability score

[Pri SL1] Endure Elements: -5 dmg/r from 1 of: acid/cold/lightning/fire/sound {Touch, 1 creature}

[Psi54 Major] Absorption Field: Stops SL/2 mental attacks or mental-affecting powers on you

[Wiz SL7] First Level Magic-User Spells (DM1): Cast any four 1st level Wizard spells simultaneously when it is cast.

[Pri SL6] Antilife Shell : 10-ft. field hedges out living creatures.

[Psi-12T Major] Duplicate Natural Item: Duplicate a x0 or x1 Natural or Anti-Magical Item

[Psi1 Major] Body Control: Water Breathing, Resist environment 1 HD/level

Combat effects:

[Wiz SL3] Charming III: Charms up to 3 monsters, gets a new save every hour

[Pri SL1] Blade Barrier 1: 3d3 dmg wall (shards)

[Wiz SL3] Cone of Cold 3: CLd6+CL cold dmg to a group (save:½)

[Wiz SL5] Wall of Stone : 20 hp/four levels; can be shaped.

[Psi-12C Major] Weird Chaos: Two groups: One gets hit by Weird, the other Chaos (as spells)

[Wiz SL6] Prismatic Wall 6: 6 Prismatic colors or 4 MultiPrismatic colors (may repeat colors in either mode)

[Psi0 minor] Throw: Make one attack, if successful, throw target level*10' in one direction, he takes falling dmg

Dungeon062120 - Dungeon Level 7

Room # 11

Chapel - 40ft. long x 50ft. wide x 15ft. tall

brazier; Floors of Ooze; steamy near ceiling; acrid smell

Plant Door (as the spell) on the east wall leading to a 20ft. long x 15ft. wide x 20ft. tall hallway.

Sample Names: Cudzu the hideous Master Agent (Flail); Movis the poisonous Slug Hammer (Turbo)

Brick transforms into Elemental Silence Trap; DL 7; Search DC 75 (120 Str damage/s, DC 72 Will save for half)

Illusion that (causes/has/or is) Flesh To Stone

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Reset
2,463gp

cloak

an elemental amulet, 86gp

Psi3 Drain Reducer (-1 Drain expended), 2800gp

Psi3 Drain Reducer (-1 Drain expended), 2800gp

DL VII Huge Internet Beholders x(44) x[6]

AC 497, HD 60, hp 3392, #Att 8, TH ÷ AC/Save DC by 56, dmg 1472

Str 26, Dex 58, Con 25, Int 21, Wis 46, Chr 25, 31.5kxp

Psilink, Immune Web, Has eye stalks, 1 mouth, and 1 central anti-magic eye. Can cast through eye stalks. Flys

Prepared effects:

[Psi23 minor] Fart Cloud: Very smelly, sickening cloud

[Pri SL2] Resist Acid and Corrosion: Resist acid {Touch, 1 target}

[Psi6G Major] Persistence Worm: Does a 1st Dominion power over and over (1 time per segment)

[Wiz SL4] Globe of Invulnerability 4: Immune to spells with SL=0 to 3

[Wiz SL6] Prismatic Sphere 6: 4 Prismatic colors or 2 MultiPrismatic colors (may repeat colors in either mode)

[Psi-3 Major] Metaphysical Armor: Enemies need a +3 weapon to hit you.

[Wiz SL7] Anti-Magic Shell 7: Anti-Magic of SL 0 to 6

Combat effects:

[Pri SL6] Cure Wounds 6: Cures 21d8 hp (can take offer of 6 per die -> 126 hp)

[Pri SL7] Resurrection: What you get is the full character at 1 hit point, with the spells and psionic points he had when killed. He

[Psi-1 minor] Cell Rearrangement: Heals/Harms N% of max hp; Max N = level*5; Cure/Cause Curse = 20/70

[Psi7 Major] (no name): Slay Living (save)

[Psi12T Major] Dispel Psionics: Dispel Psionic effect (50% adj. by levels)

[Psi6G minor] Dispel Phantasm: Phantasms (non-corporeal undead of all types) are destroyed (no save)

[Psi18 minor] Paralysis Bolt: 1 target: Paralysis 1h (save)

Dungeon062120 - Dungeon Level 7

Room # 12

Animal Pens - 45ft. long x 10ft. wide x 5ft. tall

evil symbol; flask; clicking; twanging

Teleport Door (other side is far away) on the north wall leading to a 30ft. long x 20ft. wide x 15ft. tall hallway.

Sample Names: Segwardes the sublime Caped Man (Lance); Misca the invincible Rainbow Beetle (Cable)

Flooding Chute Trap; DL 7; Search DC 74 (40 damage, no save)

Fountain that (causes/has/or is) Monster Generator: Weird (summons a Weird every segment)

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Day 1,239gp

drum

a Magical Potion of Teleportation, 'teleport' 'teleport' 'teleport' 'teleport', 131gp

Helmet of x2 Weapon Prof., 64140gp

Rian's Crap: +17 to HD; 1M: Spend 2 SL's: All your subordinates get +1 DL this segment; CL 34; SL 7; 49360gp

DL VII Titanic Sea-of-Dust/Colorless Giants x(48) x[4]

AC 499, HD 454, stunp 26112, #Att 9, TH ÷ AC/Save DC by 8, dmg 591

Str 47, Dex 42, Con 34, Int 31, Wis 53, Chr 20, 31.5kxp

Immune alignment based/color based effects, Minimum size category Large.

Prepared effects:

[Pri SL5] Double Resist [E=2 element]: Pick an EE=2 element, you double resist it (1/4 dmg, 1/10 if make save) for 1 hour.

[Pri SL5] Spell Immunity 5: Be immune to 2 spells by name

[Pri SL6] Resist [E=6 element]: Pick an E=6 element, you resist it for 1 hour.

[Psi-6N Major] Everhome: Your home plane is every plane; when this effect ends, your home plane = current plane

[Pri SL5] Improved Free Action: Immune Capital S Stun, Stop, Hold, Paralysis, Summoning Sickness; Hold P,V actions

[Psi3 Major] Displacement: Attacks miss subject 50% of the time.

[Wiz SL7] Globe of Invulnerability 7: Immune to spells with SL=0 to 6

Combat effects:

[Pri SL6] Hold Person/Monster 6: Hold 8 person or 6 monster targets (save)

[Wiz SL6] Immediate Monster Summoning VI: Summons a DL IV monster without summoning sickness

[Psi7 Major] (no name): Magic Jar / Possession (Will save)

[Psi3½ minor] Astral Construct: Creates astral construct to fight for you.

[Psi81 minor] Energy Blast I: [Pick an element] CLd5 dmg of that element (one group, no save)

[Psi10 Major] Burn: Target takes (4+CL/3)d6 fire dmg (save:½)

[Psi-6E Major] Evil Eye 2: As Evil Eye, but no save

Dungeon062120 - Dungeon Level 8

Room # 1

Heating Room (for warmth) - 20ft. long x 25ft. wide x 40ft. tall

chest, medium; grill; laughter; whispering

Automatic Door (opens if anyone approaches) on the north wall leading to a 20ft. long x 15ft. wide x 10ft. tall hallway.

Sample Names: Wilcannia the boisterous Sarge Gal (Shield); Huber the happy Squirrel Doomsday (Extra-dimensional)

Dropping Trapdoor Trap; DL 8; Search DC 87 (60 damage, no save)

Room (Floor) that (causes/has/or is) Treasure hidden by Illusion (to change or hide appearance)

[x2] Immortals cannot see, smell, or sense into this room unless they are actually there; Divine Intervention fails

29,401gp

saddle

a small silver key, 0gp

Alabaster Piercing Weapon [3d12] +16 Th/+257 dmg 13+/x7; 1M: Summon a Wood Elemental:

AC 40, hp 80, #Att 2/1, TH +30, dmg 30; CL 36; SL 8, 51600gp

Rian's Deltoid muscle: +7 to Wis; 1V: Do this Status Effect to one group (Spell save: 0) ; CL 31; SL 8; 64610gp

DL VIII Tiny Demi-Planes Illusionarys x(138) x[7]

AC 654, HD 7, stunp 284, IR 173% #Att 9, TH ÷ AC/Save DC by 72, dmg 387

Str 44, Dex 48, Con 44, Int 27, Wis 47, Chr 37, 75kxp

Immune hostile environments, Bars extradimensional travel, Incorporeal

Prepared effects:

[Wiz SL4] Stoneskin (2): 4+CL/2 stoneskins; they "leak"

[Psi45 minor] Magic Control: +SL/2 (round down) to SL of next Psi45 power

[Wiz SL8] Time/Reality Stability: Time/Reality Stability (duration 1 day), reverse removes it (Spell save)

[Psi2 Major] Nerve Manipulation: Touch: Pain 1d3 r; Stun 1d2 r

[Pri SL1] Goodberry: 8 berries can cure 1 hp or act as 1 full meal. 8 berries are always created.

[Pri SL5] Resist [E=5 element]: Pick an E=5 element, you resist it for 1 hour.

[Pri SL8] Sphere Of Security: Friends get +2 AC,+2 saves, +50% MR, 4 Pro.scroll effects 1h

[Wiz SL2] Fire Shield 2: Anyone who melees with you takes 25% dmg back

Combat effects:

[Psi54 Grand] Damage Transference: Cell Adjustment CL*SL*2 hp

[Psi-3 Major] Dimension Trade: Switch places with anyone you see (unwilling gets save)

[Wiz SL4] Prismatic Wall 4: 4 Prismatic colors or 2 MultiPrismatic colors (may repeat colors in either mode)

[Wiz SL4] Dispel Exhaustion 4: Restore 50% of dmg taken, get an Original Haste 4 for 1 round

[Psi18 minor] Psi: Spray: LVL targets:1d10 telekinetic dmg(save:½)

[Psi9 minor] Hypnosis: One creature hypnotized (save)

[Psi10 Major] Charm Person: Charm Person (make CL saves)

[Wiz SL7] Prismatic Wall 7: 7 Prismatic colors or 5 MultiPrismatic colors (may repeat colors in either mode)

Dungeon062120 - Dungeon Level 8

Room # 2

Wardrobe - 5ft. long x 20ft. wide x 5ft. tall

pentacle; door (broken); still, warm (or hot); grating

Trapped Door, Mechanical on the north wall leading to a 40ft. long x 5ft. wide x 25ft. tall hallway.

Sample Names: Kwera the gelatinous Bored -stroke (Zip-line); Elomar the battling Count Flower (Bike)

Deeper Doorknob Trap; DL 8; Search DC 81 (1600 Cml damage, no save)

Fireplace that (causes/has/or is) rotating wall

[x2] Room is permanently/continuously Blinded, only creatures immune or bubbled against it can function here.

59,647gp

branding irons

a fireplace, 0gp

Multi-colored Handaxe [1d20] +101 Th/+8 dmg 16+/x5; 1M: SL*CL

Mental damage (1 group, no save); CL 46; SL 8, 25454gp

Chestnut Lotion: +2 Henchmen Slots; 65050gp

DL VIII Huge Demi-Planes Outers x(151) x[8]

AC 646, HD 71, hp 4480, IR 720% #Att 3, TH ÷ AC/Save DC by 72, dmg 133

Str 55, Dex 50, Con 48, Int 38, Wis 64, Chr 48, 75kxp

Immune hostile environments, Bars extradimensional travel, No soul. Dark vision.

Prepared effects:

[Psi-12C Major] Mirror Mislead: Does a Mislead spell, a Mirror Image, and a Displacement

[Wiz SL2] Fire Shield 2: Anyone who melees with you takes 25% dmg back

[Pri SL6] Anti-Animal Shell:

[Pri SL5] Summon Nature's Ally V : Summons a DL V animal (maintained)

[Pri SL8] Lady's Smile: Can choose result of 1 die roll within 2r

[Psi2 minor] Gird: Maintain powers w/o conc.; Maintain in sleep

[Psi100 Grand] Psionic Disruption: No psi powers (any freq.) can be used in 50'r

[Wiz SL1] Armor 1: +CL*2 current hp

Combat effects:

[Wiz SL7] Immediate Monster Summoning VII: Summons a DL V monster without summoning sickness

[Wiz SL7] Crap: Target is crapped (Will save)

[Wiz SL1] Sleep (1): 4d4 HD slept (no save); max HD/creature=4+2 {1 group}

[Psi3½ Grand] Banishment, Psionic: Banishes extraplanar creatures.

[Psi6E minor] Continual Darkness: As the wizard spell "Continual Darkness"

[Wiz SL2] Wacky Ball 2 / Normal / ½ : Ld4 dmg normal element (save: ½) {1 group}

[Wiz SL1] Taunt: One or more creatures of 1 type taunted (save) {1 group}

[Psi-1 minor] Reverse ESP: 0, 1/r: Target hears your thoughts and must save or insane.

Dungeon062120 - Dungeon Level 8

Room # 3

Bath / Bathing Room - 20ft. long x 45ft. wide x 50ft. tall

pentacle; pillow; rustling; metallic smell

Mimic (the monster) on the north wall leading to a 5ft. long x 20ft. wide x 15ft. tall hallway.

Sample Names: Saeros the friendly, neighborhood Fatal Person (Broom); Cheslav Tolenkaski the homicidal Vibro Guy (Spoon)

Box transforms into Elemental Furnace Trap; DL 8; Search DC 84 (600 Int damage/s, DC 86 Spell save for 1/10)

Door, Secret that (causes/has/or is) Intelligent

[x2] Room is permanently/continuously ****Cursed**** (Ancient Foul Cursed)ed, only creatures immune or bubbled against it can fu
3,733gp

leather bracers

Amber Armor, +3 AC, 10gp

Cinnamon Eye liner: +400 PSP's; 64920gp

Pearl of Power (/die), 4520gp

DL VIII Diminutive NPC Immortals x(137) x[8]

AC 654, HD 9, hp 140, WR 99% #Att 10, TH ÷ AC/Save DC by 9, dmg 518

Str 19, Dex 62, Con 38, Int 45, Wis 28, Chr 64, 75kxp

Has Fighter, Wizard, Priest, Rogue, Psi classed members w/sometimes Cus and Mon, Unaging

Prepared effects:

[Psi14 minor] (no name): Hit only by +LVL or better weapons

[Wiz SL7] Prismatic Sphere 7: 5 Prismatic colors or 3 MultiPrismatic colors (may repeat colors in either mode)

[Psi3½ Grand] Reddopsi: Powers targeting you rebound on manifester.

[Psi8 Major] Hard Resistance to Chemicals: Double resist chemical elements (1/4, save for 1/10), Immune to gas & poison

[Pri SL5] Protection from Lightning 5: Stop the next CL*16 lightning dmg

[Wiz SL8] Tenser's Transformation 8: +150% of max hp to current hp, +4 TH melee

[Psi23 Grand] Prison Cloud: Captures one creature and holds there

[Pri SL5] Ironskin: Does not stop falling damage. Does not leak like Stoneskin. Any attack (hit or miss) knocks off an Ironskin, unl

Combat effects:

[Psi2 minor] Cell Adjustment: 20*level hp:1r;disease=+5 PSPs; Half cost in PSPs

[Psi54 minor] Telekinesis: Telekinesis CL*SL*10 lbs.

[Psi10 Major] Automaton: Control target's V actions (save)

[Psi-5 Grand] Cone of Nothing: CL*CL*CL dmg in a 30' cone (no save); they lose next Opp action (save)

[Psi14 minor] (no name): Target gets a disease (PPD save)

[Wiz SL7] Death Spell 7: Slay 7d12 HD of creatures (save)

[Pri SL3] Creeping Doom 3: 40 insect dmg

[Psi3½ minor] Strength of My Enemy: Siphon away your enemy's strength and grow stronger.

Dungeon062120 - Dungeon Level 8

Room # 4

Lounge - 45ft. long x 30ft. wide x 10ft. tall

manacles; forge; drumming; footsteps (approaching)

Glass Door (transparent) (shatters if opened) on the north wall leading to a 40ft. long x 10ft. wide x 20ft. tall hallway.

Sample Names: Malergos the grim 'n' gritty October Gorilla (Scooter); Valsparn the puerile Baroness Surfer (Burro)

Pawn Trap; DL 8; Search DC 87 (Psionicist CL 16, DC 88 RSW save to negate)

Force Field that (causes/has/or is) Treasure hidden under a heap of trash/dung

[x2] Room is permanently/continuously Charmed, only creatures immune or bubbled against it can function here.

47,726gp

std rations

a slicing knife, dagger, 10d35 (180), 300gp

Cloak 'Colannon' [1,+15]; +3 to Stealth, Speed; Resist Acid, Nexus; It provides

light (radius 0) when fueled.; Activates for teleport every 45 turns, 113250gp

Orchid Pillow: Free Whirlwind Attack Feat: Can replace all

attacks with 1 attack on all opponents within 5'; 64200gp

DL VIII Large Jungle Faeries x(88) x[5]

AC 647, HD 34, hullp 2080, MR 161% #Att 7, TH ÷ AC/Save DC by 72, dmg 1925

Str 58, Dex 48, Con 20, Int 37, Wis 44, Chr 58, 75kxp

Has mtg G spells, Overwrite AC to |AC|, Flys, No target.

Prepared effects:

[Psi72 minor] Energy Control: -10% dmg to Cold, Darkness, Electricity, Fire, Gravity, Kinetic, Light, Magnetic, Radiation, Sonic, or '

[Pri SL2] Goodberry 2: Creates 8 goodberries

[Psi8 Major] Construct Weapon Item 2: Create a "Weapon" type item (see next page) of TechL=CL, each 2 TechL takes 1S action

[Pri SL7] Protection from Lightning 7: Stop the next CL*24 lightning dmg

[Psi3½ Grand] True Metabolism: You regenerate 10 hit points/round.

[Psi72 minor] Luck: +/- PL to one die roll

[Psi-2 Major] Energy Release: +CL to CL on your next damaging power; --

[Wiz SL1] Cantrip: Can cast 1 cantrip (Wiz 0) per round as Z action

Combat effects:

[Pri SL8] Fire Storm 8: (CL+2)d11 holy fire dmg, hits 3 groups (no save)

[Pri SL2] Summon Nature's Ally II: 1 DL 2 or 1d3 DL 1 animals to fight for you {1 creature}

[Wiz SL2] Wacky Ball 2 / Normal / ½ : Ld4 dmg normal element (save: ½) {1 group}

[Wiz SL2] Hypnotic Pattern (1): 24 HD looking at pattern are Hypnotized

[Psi18 Major] Pyrokinetic: Spont.Comb.: Spontaneously Combusts 1 target (save)

[Psi5 Grand] Time Stop: Time Stop (as spell, maintained 3/r)

[Pri SL2] Shatter : Object(s) destroyed (save vs. crushing blow) {1 group}

[Wiz SL7] Prismatic Wall 7: 7 Prismatic colors or 5 MultiPrismatic colors (may repeat colors in either mode)

Dungeon062120 - Dungeon Level 8

Room # 5

Pantry - 20ft. long x 40ft. wide x 30ft. tall

beaker; statue (toppled); rustling; footsteps (behind)

Undead Door (has a trapped spirit/ghost) on the east wall leading to a 35ft. long x 25ft. wide x 10ft. tall hallway.

Sample Names: Nyanza the courteous Jet Duo (Evolved artificially); Brouthod the jolly Seniorita Maximus (Hovercraft)

Scything Blades Trap; DL 8; Search DC 87 (Attack +152 ranged, 20d10 damage), (multiple targets)

Illusion that (causes/has/or is) Gravity - Greater

[x2] Ultraplanar beings cannot taste, feel, or sense into this room unless they are actually there; Divine Intervention fails

2,313gp

wallet

Chaotic locker of the Lost and Found, 0gp

Mauve Wand [7d6] +100 Th/+12 dmg 17+/x5; 1M: Photon Kinetic: Laser

Beam (Psi 9): 10*(CHd8) Light damage (save); CL 40; SL 8, 25084gp

Greenish Wand [5d20] +226 Th/+81 dmg 14+/x2; 1M: Meteor Swarm; CL 28; SL 8, 55354gp

DL VIII Colossal Outer-CN Illusionarys x(154) x[4]

Stun AC 641, HD 261, hp 16896, IR 99% #Att 12, TH ÷ AC/Save DC by 72, dmg 135

Str 35, Dex 24, Con 21, Int 29, Wis 24, Chr 34, 75kxp

Dark vision, Immune high frequency sampling, chaos effects, Resist law, Incorporeal

Prepared effects:

[Psi-6G Major] Fury †: 1bM: Troll regen 1/10 of max hp (round down) /s; Immune to Put Out of Misery / Coup de Grace

[Psi3½ Major] Steadfast Perception: Gain immunity to illusory effects, +6 bonus on Spot and Search checks.

[Psi27 Grand] The Sorting: Shapechange, but can merge and assume qualities of LVL creature types.

[Psi23 minor] Fart Cloud: Very smelly, sickening cloud

[Pri SL4] Death Ward : Grants immunity to death spells and effects.

[Psi6E Grand] Shape Change: As the 9th level Wizard spell

[Pri SL5] Resist Vulnerability: Target gains a Resist to something which can only be used to counter a Vulnerability (Duration 1 hr)

[Psi72 minor] Shapeshift: Polymorph Self, max difference in weight = PL^2 lbs.

Combat effects:

[Pri SL8] Heal 8: Cure to 150% of max hp (max Heal 8 can cure at once = 1500 hp)

[Psi6N Major] Dispel Magic: Dispel one magic effect

[Pri SL5] Ice Storm : Hail deals 5d6 damage in cylinder 40 ft. across.

[Psi0 Major] Lightning Stroke: Each time you miss this round you may reroll (you are actually making new 2nd attacks)

[Psi45 Grand] Focus: Do SL instances of another Psi45 power you know; you are Spent and Harmed at the end of effect

[Wiz SL6] Mass Suggestion : Suggestion to one creature per level

[Pri SL5] Flame Strike 5: CLd8 holy fire dmg (save:½)

[Wiz SL7] Insanity : Subject suffers continuous confusion.

Dungeon062120 - Dungeon Level 8

Room # 6

Music Room - 50ft. long x 50ft. wide x 15ft. tall

alembic (alchemical still); torches; groaning; chanting

Specialed Door on the west wall leading to a 30ft. long x 15ft. wide x 20ft. tall hallway.

Sample Names: Melek the revolting Dare- Rebel (Discs); Ontonkolos the rancorous Star Sword (Hyper-)

Lowering Floor Trap; DL 8; Search DC 88 (300 damage, no save)

Furnishings that (causes/has/or is) Monster Generator: Animal (summons an Animal every segment)

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Segm
51,621gp

urn

a grey key, 0gp

Electric blue Knife: Free Spell Mastery Feat: Can refer to

a number of spells = Int mod. without using spellbook; 64360gp

Rian's Spleen: +5 to HNCL; 1V: Summon a DL II Elf with

"1M: Gain 1d5 SL's back in a progression."; CL 56; SL 8; 64920gp

DL VIII Gargantuan Random(ite) Humanoids x(37) x[5]

Stun AC 643, HD 130, hp 9088, RR 175% #Att 10, TH ÷ AC/Save DC by 9, dmg 1928

Str 30, Dex 52, Con 57, Int 31, Wis 55, Chr 19, 75kxp

Has high frequency sampling, Has 2 arms, 2 legs, and 1 head.

Prepared effects:

[Pri SL8] Antimagic Field : Negates magic within 10 ft.

[Psi6N minor] Druid Spells, LVL 4: Get a druid progression of level 4 (max = your level)

[Pri SL5] Golem: Makes a golem (you need raw materials)

[Pri SL6] Goodberry 6: Creates 24 goodberries

[Psi23 Grand] Chaos Cloud: Does random effects every round

[Psi45 Grand] Prehensile Hair: Your hair has controlled movement; can do a "Hair attack" (using your hair's P action) for 1dSL dm

[Psi-3 Major] Physical Barrier: -CL dmg per physical attack

[Psi1 minor] Telekinetic Barrier: Take -N dmg per physical attack (max N = level)

Combat effects:

[Pri SL3] Bestow Curse : -6 to an ability; -4 on TH/saves/checks; or 50% lose action

[Wiz SL4] Time Stop 4: Stops time for 1d5 segments

[Wiz SL8] Immediate Monster Summoning VIII: Summons a DL VI monster without summoning sickness

[Psi60 Major] Toxin: Poison (as spell)

[Psi6G Major] Mass Preservation: All good creatures in sight healed N hp

[Pri SL2] Blade Barrier 2: 4d4 dmg wall (shards)

[Psi45 Major] Absorption Power: bM: Absorb energy, gain 100/(12-SL)% of it in temporary hp

[Psi7 Grand] (no name): Summon a DL VII Undead

Dungeon062120 - Dungeon Level 8

Room # 7

Wafer Closet/Toilet - 10ft. long x 10ft. wide x 25ft. tall

crucible; kettle; steamy; ozone smell

Trapped Door, Magic/Psi on the south wall leading to a 10ft. long x 5ft. wide x 25ft. tall hallway.

Sample Names: Cythera the heartless Hawk -naut (Hang Glider); Renzia the savage Bionic Virtuoso (Web)

Air in room transforms into Elemental Rot Trap; DL 8; Search DC 88 (1500 Dex damage/s, DC 88 Will save for 1/3)

Vegetation that (causes/has/or is) Monster Generator: Dragon (summons a Dragon every segment)

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Month
3,656gp

pewter cutlery

A Large Bunk, Ogp

Amber Sword, bastard [6d10] +8 Th/+12 dmg 20+/x7; 1M: SL*CL/2 Telekinesis dmg and knock back

SL*10' (1 target, no save, Str-SL*2 check to avoid knock back); CL 40; SL 8, 9630gp

Multi-colored Staff [4d12] +99 Th/+8 dmg 15+/x6; 1Z:

2 saves:fail 1=insan., fail 2=ultrablast; CL 28; SL 8, 21670gp

DL VIII Fine Rakshasa-World Familiars x(151) x[6]

|AC| 642, HD 3, hp 67, #Att 15, TH ÷ AC/Save DC by 72, dmg 3201

Str 64, Dex 51, Con 29, Int 25, Wis 47, Chr 56, 75kxp

Immune slain, Resist Slain, Vulnerable enchanted items., Familiar Immunity

Prepared effects:

[Psi2 Major] Superior Invisibility: No sound,smell; attack breaks; Improved Invisibility

[Psi45 Grand] Body Resistance: Physical attacks that do less than SL*2 dmg to you do nothing

[Psi15 minor] Add Breath Weapon [1st]: Breath weapon is 3/d. Choose a normal (E=1) element. Breath = 50% of current hp tota

[Psi-12T Major] Tenser's Transformation: Tenser's Transformation

[Pri SL2] Frisky Chest: Object will move away from non-Caster. If (after moving for 6 rounds) what it is moving away from is keep

[Pri SL8] Protection from Fire 8: Stop the next CL*28 fire dmg

[Psi6G Grand] Aid Deva: You lose 1 multiplier, target gains 1 multiplier

[Pri SL4] Double Resist [E=3 element]: Pick an E=3 element, you double resist it (1/4 dmg, 1/10 if make save) for 1 hour.

Combat effects:

[Psi72 minor] Energy Blast - Personal: One target takes PL energy dmg (no save)

[Psi100 minor] Molecular Agitation: 1 dmg /s (1st r), 2 dmg /s (2nd r), etc.; affects 2+CL/9 groups

[Wiz SL5] Hold Monster : 1d4 creature Paralyzes creatures unless save is made

[Wiz SL3] Melf's Minute Meteors: CLd4 dmg earth to one target (no save)

[Wiz SL5] Cloudkill : Kills 3 HD or less; 4-6 HD save or die.

[Wiz SL4] Immediate Monster Summoning IV: Summons a DL II monster without summoning sickness

[Psi6E minor] Phantasmal Killer: As the 4th level Wizard spell

[Pri SL8] Summon Nature's Ally VIII : Calls creature to fight.

Dungeon062120 - Dungeon Level 8

Room # 8

Library - 40ft. long x 35ft. wide x 45ft. tall

sofa; table, small; earthy smell; scuttling

Mimic (the monster) on the east wall leading to a 40ft. long x 10ft. wide x 10ft. tall hallway.

Sample Names: Lembree the arrogant Night Mariner (Jet Pack); Salinese the famous Laser Falcon (Rainbow)

Camouflaged Javelins Trap; DL 8; Search DC 87 (Attack +48 melee, 10d10 damage)

Furnishings that (causes/has/or is) magically reinforced

[x2] Gods cannot hear, see, or sense into this room unless they are actually there; Divine Intervention fails

33,612gp

cracked flask

dove shaped gazebo, 10gp

Amulet: [x1] Protection from Curses; Immune to Curses., 24310gp

Beige Crossbow, hand [5d10] +14 Th/+255 dmg 15+/x4; 1M: Create a

psionic trap (a minor High Frequency Sample effect); CL 44; SL 8, 51637gp

DL VIII Fine Water Kobolds x(121) x[5]

iAC 650, HD 6, hp 68, RR 101% #Att 3, TH ÷ AC/Save DC by 72, dmg 3207

Str 43, Dex 35, Con 54, Int 54, Wis 45, Chr 44, 75kxp

Resist cold. Double dmg from fire., Can overbear in numbers.

Prepared effects:

[Psi45 minor] Force Field vs. Mental: Immune to spell level 0 to SL-1 mental attacks

[Psi45 Major] Force Field: Immune to spell level 0 to SL-2 effects; -(SL-1) per physical attack; ER 5*SL%

[Pri SL8] Regenerate 8: Regenerates 2 hp /s

[Psi-12C minor] Cthulhoid Aura: You look like a cthulhoid beast, gaze to fear (save vs. Will)

[Pri SL3] Goodberry 3: Creates 12 goodberries

[Wiz SL8] Original Stoneskin 8: Block the next 5 P actions of attacks

[Wiz SL3] Armor 3: +CL*6 current hp

[Psi30 Major] [creature type] Form: Polymorph Self (as spell)

Combat effects:

[Wiz SL8] Immediate Monster Summoning VIII: Summons a DL VI monster without summoning sickness

[Pri SL7] Treat Caused Wounds: Cure 70% of max hp

[Psi-6G Grand] Summon Angel: Summons a DL VIII Angel (good aligned Outer-planar creature)

[Pri SL6] Feeblemind:

[Psi9 Major] Disintegration Beam: Disintegrate up to 100*CH lbs. (save)

[Pri SL7] Flame Strike 7: CLd12 holy fire dmg (save:½)

[Psi54 minor] Telekinesis: Telekinesis CL*SL*10 lbs.

[Psi45 Grand] Zombie Animation: Animate a dead body as a Zombie with DL=SL

Dungeon062120 - Dungeon Level 8

Room # 9

Bedroom/Boudior - 35ft. long x 15ft. wide x 35ft. tall

sofa; dung heap; cold current; clear

Teleport Door (other side is far away) on the north wall leading to a 5ft. long x 20ft. wide x 5ft. tall hallway.

Sample Names: Yenda the discourteous Martian -strike (Lance); Suleiman the insidious Bee Spider (Claws)

Swinging Passage Trap; DL 8; Search DC 86 (1400 Con damage, no resistance)

Tapestry that (causes/has/or is) Treasure hidden under a heap of trash/dung

[x2] Room is permanently/continuously Alley Effected, only creatures immune or bubbled against it can function here.

28,226gp

couch

melting clock, 10gp

Halberd 'Osondir' (3d4) (+16,+19) [+5]; +3 to STR, CHR; Slay Evil, Undead, Giant;

Flame Tongue; Very sharp; Resist Fire, Light, Sound; Levitation; See Invisible; Permanent Light(1), 452340gp

Potion of Vitality, 8250gp

DL VIII Large Kara-Tur Undeads x(94) x[4]

AC 652, HD 36, hp 2080, #Att 15, TH ÷ AC/Save DC by 72, dmg 773

Str 19, Dex 36, Con 50, Int 56, Wis 41, Chr 21, 75kxp

Has Martial Arts, No CON. Immune crits, ability dmg/drain, poison, sleep, paralysis, stunning, disease, death effects. Heal to dmg

Prepared effects:

[Psi-3 minor] Lesser Metaphys. Armor: Enemies need a +1 weapon to hit you.

[Pri SL3] Double Resist [E=1 element]: Pick an EE=1 element, you double resist it (1/4 dmg, 1/10 if make save) for 1 hour.

[Pri SL4] Free Action: Immune stun, hold, paralysis, summoning sickness

[Pri SL3] Double Resist [E=2 element]: Pick an E=2 element, you double resist it (1/4 dmg, 1/10 if make save) for 1 hour.

[Psi6G minor] Knight Sword of Crushing: Sword of Force; attacks by itself, does 1d10 vs. evil /r

[Pri SL6] Resist [E=6 element]: Pick an E=6 element, you resist it for 1 hour.

[Wiz SL1] Armor : AC6 until 8+1/level points of damage had been sustained by subject

[Wiz SL4] Anti-Magic Shell 4: Anti-Magic of SL 0 to 3

Combat effects:

[Psi29 Major] Control Body (Psi2):

[Wiz SL2] Alley Summoning II: Summons a DL IV alley monster, under your control, 2% chance per segment of losing control

[Psi72 minor] Snare: Target can't move (Reflex save)

[Psi45 Grand] Electrical Generation: SL*CL Lightning damage (1 group, no save)

[Wiz SL8] Power Word Capital S Stun: Capital S Stuns a target with 130 current hp or less (no save)

[Wiz SL5] Wall of Stone : 20 hp/four levels; can be shaped.

[Psi3½ minor] Daze, Psionic: Humanoid creature of 4 HD or less loses next action.

[Pri SL5] Limited Cureall: Cureall, target must Fort save vs. # hp down (+10 per other effect)

Dungeon062120 - Dungeon Level 8

Room # 10

Empty (completely clean) - 25ft. long x 20ft. wide x 20ft. tall

Walls of Plants; shelf; stale, fetid smell; misted

Iron Door, Normal on the west wall leading to a 15ft. long x 10ft. wide x 20ft. tall hallway.

Sample Names: Abkii the perverted Martian Avalanche (Hammer); Slean Jadelance the holy Ice Agent (Hydro-)

Falling Chute Trap; DL 8; Search DC 84 (240 damage, DC 83 Will save for 1/3)

Container (Barrel, Jar, Vase, etc.) that (causes/has/or is) Treasure hidden behind a loose stone in the wall

[x2] Room is permanently/continuously Blinded, only creatures immune or bubbled against it can function here.

58,928gp

hammer head

Grey Leather Gloves, +2 AC, 95gp

Puce Oil: All your Priest classes use the "set XP table"(3kxp

at 2nd, doubles til 9th,600kxp at 10th,+300kxp per level afterward).; 64840gp

Bluish Chair: Free Inverse Cleave Feat: If you spend all your attacks

in 1P on one target and he doesn't drop, get +1 attack; 64840gp

DL VIII Macro-Diminutive Underdark Elementals x(135) x[4]

Stun AC 642, HD 2055, hp 1.4E+5, CR 92% #Att 13, TH ÷ AC/Save DC by 72, dmg 517

Str 59, Dex 64, Con 45, Int 60, Wis 45, Chr 49, 75kxp

Light Sensitivity, Immune critical hits, poison, sleep, paralysis, stunning. Has no soul. Immune to its own element.

Prepared effects:

[Wiz SL8] Dust of Disappearance: Dust of Disappearance for 1 turn

[Wiz SL8] Second Level Magic-User Spells (DM1): Cast any four 2nd level Wizard spells simultaneously when it is cast.

[Psi27 minor] People's Bless: One die roll within 1 round is adjusted as you wish (max of ±LVL%).

[Psi18 Major] Telepathy: Psych. Shield: -LVL CL,+LVL saves on Psi effects vs.you; +LVL Wis: Willpower

[Psi4 Major] Money *1.5: How much money you get in dungeon is multiplied by 1.5 (only affects you, not whole party)

[Psi45 Grand] Electrical Control: SL/2 (round down) instances of Resist lightning; +SL*10% damage with lightning effects

[Psi45 Grand] Resist: Power Manipulation: SL/3 (round down) instances of Resist disenchantment

[Psi6E Grand] Shape Change: As the 9th level Wizard spell

Combat effects:

[Psi-6E minor] Darkbeam N: ½M, -4 current hp: 60' line takes CLd6 darkness dmg (no save) and stun 2 segments (Para save at -CL

[Wiz SL1] Charm Person: Charm 1 humanoid {1 creature}

[Psi3 minor] Cell Adjustment: You heal 3d6 dmg, bonus to next poison/disease save, or heal 2 ability pts.

[Pri SL1] Summon Nature's Ally I: Summons a DL 1 animal to fight for you {1 creature}

[Psi45 Grand] Vibration: SL*CL Vibration damage (1 group, no save)

[Pri SL7] Dispel Evil 7: Dispel 3 evil targets (can target the same thing more than once) (save)

[Pri SL6] Cure Wounds 6: Cures 21d8 hp (can take offer of 6 per die -> 126 hp)

[Psi30 Grand] Acid Bolt: Acid damage, Con resists

Dungeon062120 - Dungeon Level 8

Room # 11

Meditation - 15ft. long x 20ft. wide x 45ft. tall

knives; rug; twanging; foggy near floor

Phase Door (phases in/out every so often) on the south wall leading to a 5ft. long x 25ft. wide x 25ft. tall hallway.

Sample Names: Nevis the naughty Red Women (Blowgun); Mesi the valiant Arch- Engineer (Gyro-)

Door transforms into Elemental Magma / Lava Trap; DL 8; Search DC 82 (500 Str damage/s, DC 86 Breath Weapon save for half)

Pool that (causes/has/or is) Aging

[x2] Mortals cannot hear, smell, or sense into this room unless they are actually there; Divine Intervention fails

49,940gp

stand

a warp pill, 'teleport' 'change sex' " ", 30gp

Cordovan Helm [ATx5] +99 AC/+11 Saves; 1M: One spell that you know has it's effect

multiplied by 1.5, or costs only 1/(1.5*2-1) of a spell slot; CL 32; SL 8; 28655gp

Ebony Amulet [AT+127] +195 AC/+256 Saves; 1M: Immune to next

Ego / Domination / Command-like effect; CL 32; SL 8; 76060gp

DL VIII Colossal Buffverse Oozes x(116) x[6]

|AC| 649, HD 2104, ihp 16640, IR 107% #Att 2, TH ÷ AC/Save DC by 9, dmg 262

Str 42, Dex 20, Con 38, Int 57, Wis 44, Chr 32, 75kxp

Has 50th Edition abilities, No INT. Immune mind-affecting, crits, gazes, illusions, poison, sleep, paralysis, polymorph, and stunning

Prepared effects:

[Wiz SL4] Prismatic Sphere 4: 2 Prismatic colors

[Wiz SL2] Mirror Image (3): Creates 1d4+L/3 images of yourself {self only}

[Psi-1 Major] Hand-to-Hand Resistance: +level*5% aWR; others you target -level*5% aWR; no selective targetting penalties

[Psi1 Major] Wards: Pro.Evil&Scrying, no one can enter, break=150pts

[Pri SL8] Lady's Smile: Can choose result of 1 die roll within 2r

[Wiz SL3] Third Arm Growth: Grow an extra arm or leg [lose spell slot while running]

[Pri SL3] Negative Plane Protection: Stops one negative energy attack

[Pri SL1] Protection from Lightning 1: Stop the next CL*2 lightning dmg

Combat effects:

[Wiz SL8] Fireball 8: CLd16 fire dmg to a group (save:½)

[Wiz SL2] Web: Save & Str check: Miss 1 = Slow; Miss 2 = Held {1 group}

[Pri SL7] Wish: Duplicate any Wizard or Priest spell of levels 0-6.

[Psi45 minor] Duplication: 1bM: Fork an effect (caster makes SL/3 saves)

[Psi5 minor] Natural Protection: (Z action) Natural Effect damage resistance 75% for 1s

[Wiz SL3] Lightning Bolt 3: CLd6 lightning dmg to a group (save:½)

[Pri SL5] Treat Deadly Wounds: Cure 50% of max hp

[Pri SL8] Circle Of Sunmotes: All friends get leveled6 hp,+1/+1 TH/dmg; enemies get reverse

Dungeon062120 - Dungeon Level 8

Room # 12

Animal Pens - 20ft. long x 45ft. wide x 25ft. tall

herbs; vial; snapping; ozone smell

Locked Door, Mechanical on the north wall leading to a 45ft. long x 20ft. wide x 25ft. tall hallway.

Sample Names: Gaedynn the sinful Orange Blood (Darts); Ephesus the grotesque Purple Thief (Slide)

Astral Construct IX Trap; DL 8; Search DC 82 (Psionicist CL 16, no save), (multiple targets)

Idol that (causes/has/or is) Monster Generator: Animal (summons an Animal every segment)

[x2] Room is permanently/continuously Annihilated, only creatures immune or bubbled against it can function here.

35,525gp

wheel

a crescent shaped patch, +1 AC, 200gp

Wand of Illusion, 13240gp

Coppery Dust: +600 Skill Points; 64710gp

DL VIII Small Outer-CN Faeries x(124) x[4]

Stun AC 647, HD 13, hp 4544, CR 1416% #Att 10, TH ÷ AC/Save DC by 72, dmg 3205

Str 43, Dex 39, Con 22, Int 50, Wis 47, Chr 45, 75kxp

Dark vision, Immune high frequency sampling, chaos effects, Resist law, Overwrite AC to |AC|, Flys, No target.

Prepared effects:

[Pri SL4] Double Resist [E=3 element]: Pick an E=3 element, you double resist it (1/4 dmg, 1/10 if make save) for 1 hour.

[Psi72 minor] Duplication: Create 1 Mirror Image (max = PL)

[Psi18 Major] Pyrokinetic: Heat Field: Fire Shield (as spell), +LVL Con:Health

[Psi45 Major] Power Simulation: The next Psi45 power you use will be resisted using MR instead of PR

[Pri SL2] Double Resist [E=1 element]: Pick an E=1 element, you double resist it (1/4 dmg, 1/10 if make save) for 1 hour.

[Psi54 Major] Absorption Field: Stops SL/2 mental attacks or mental-affecting powers on you

[Psi72 Major] Absorption - Physical: -PL dmg per physical attack

[Wiz SL1] Armor 1: +CL*2 current hp

Combat effects:

[Psi8 Grand] Repair Massive Damage: Cures 640 hp (64 Hull points) to a technological item, fixes Crashed/Hung status

[Pri SL5] Dispel Magic 5: Dispel 3 magic effects

[Psi45 Major] Hard Radiation: SL*CL/2 Radiation damage and SL Con damage (1 group, no save)

[Psi54 Major] Water Animation: Summon a DL=SL Water Elemental

[Wiz SL7] Fireball 7: CLd14 fire dmg to a group (save:½)

[Pri SL7] Gate: Connects two planes for travel or summoning.

[Psi3½ Major] Dispel Psionics: Cancels psionic powers and effects.

[Psi45 minor] Geoforce: 1bM: Stop or Create an Earthquake, Landslide, etc. Damage would be CL*SL Earth to a group (save for 0

Dungeon062120 - Dungeon Level 9

Room # 1

Treasure Room - 15ft. long x 35ft. wide x 5ft. tall

hamper; chest, medium; twanging; metallic smell

Phase Door (as the spell) on the south wall leading to a 45ft. long x 20ft. wide x 5ft. tall hallway.

Sample Names: Orphrat the ever-loving, blue-eyed Human Mutant (Magnetic); Kirith the wild Golden Alliance (Sword)

Inhaled Sugar Trap; DL 9; Search DC 92 (300 Con damage, DC 93 Spell save for 1/3)

Statue that (causes/has/or is) behind tapestry

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Half S
43,981gp

dampness, ceiling

a leather backpack, 100gp

Amulet vs. Undead (9th), 7410gp

loun Stone, Don, Get a "0" in next spell level in 1 class, 14420gp

DL IX Huge Outer-NE Animals x(115) x[6]

[AC] 815, HD 711, ihp 5312, MR 94% #Att 4, TH ÷ AC/Save DC by 90, dmg 1623

Str 40, Dex 49, Con 25, Int 53, Wis 49, Chr 36, 132kxp

Telepathy, immune acid and poison, resist cold, electricity, and fire., Overwrite INT score to 1 or 2. Usually have arms, legs, a head

Prepared effects:

[Psi23 Grand] Shadow Cloud: Causes weakness, fear, ability loss

[Psi24 Major] Level: other out of group: Get a "Level:" ability (your level or less) in class in any group (can take multiple times)

[Pri SL7] Protection from Death: Immune to slain and Slain

[Psi45 Major] Regeneration: Regenerate SL hp/s

[Psi-6G minor] Angelic Wall: DR 40/+CL

[Psi3 Major] Displacement: Attacks miss subject 50% of the time.

[Psi45 Grand] Magic Control: +SL/2 (round down) to SL of next Psi45 power

[Pri SL4] Protection from Lightning 4: Stop the next CL*12 lightning dmg

[Psi16 minor] Create Golem I: Create a DL I Golem (AC=3*CL, hp=10*CL, Str=2*CL)

Combat effects:

[Pri SL3] Summon Nature's Ally III : Calls DL 3 creature to fight.

[Wiz SL7] Wacky Ball 7 / Normal / ½: Ld20, save: ½

[Psi3 minor] Suggestion: Compels subject to follow suggested action.

[Psi54 Grand] Cell Rot: Cell Adjustment (reversed) CL*SL*2 dmg (no save)

[Pri SL9] Unlimited Wish: Duplicate any Wizard or Priest spell of levels 0-8.

[Psi5 Major] Concentration Break: Target loses M Mentals (maintenance=+M/r)

[Psi2 Major] Banishment: Target in pocket;returns @ end; Cannot gate/teleport

[Pri SL5] Dispel Evil: Unsummons evil creatures (Outer-planar/summoned no save). If cast against 1 creature of the appropriate 1

[Pri SL7] Raise Dead Fully: What you get is the full character at full hit points, but with no spells or psionic points. He loses 1 Con

Dungeon062120 - Dungeon Level 9

Room # 2

Warrior's Chamber/Lab - 50ft. long x 45ft. wide x 20ft. tall

drum; hooks; splintering; footsteps (approaching)

Brass Door, Normal on the west wall leading to a 35ft. long x 5ft. wide x 10ft. tall hallway.

Sample Names: Hacathra the intangible Mutant Child (Glider); Beornhelm the dumbfounding Fire Hitmen (Wings)

Air in room transforms into Elemental Ooze / Mud Trap; DL 9; Search DC 95 (120 Chr damage/s, no resistance)

Statue that (causes/has/or is) Magical Pool/Throne: Turns gold into platinum (50%) or lead (50%)

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Day 31,245gp

pot

a pair of Levi 501's, +6 AC, 800gp

Ring: Lower Resistance -30%, 31140gp

Azur Shield [AT+174] +11 AC/+14 Saves; 1P: MArmor LVL*10; Disenchant any magical effect you touch; 1M: Wild Surge; CL 38; SL 9; 29485gp

DL IX Large Black-Ice Immortals x(67) x[8]

AC 819, HD 39, hp 2880, RR 136% #Att 5, TH ÷ AC/Save DC by 90, dmg 1625

Str 52, Dex 35, Con 34, Int 41, Wis 36, Chr 61, 132kxp

Knows Bug spells, Unaging

Prepared effects:

[Psi-12T Major] Heal Self: 1/d (automatic): If you go below 0 hp, you are Healed

[Pri SL5] Extra Group +1: The next spell you cast will affect +1 groups of monsters

[Psi3½ Grand] Dispelling Buffer: Subject is buffered from one dispel psionics effect.

[Psi-9 Major] Become Brain-independent: Can use 2M /s, immune ment.attack

[Psi16 Major] Golem Form: Juggernaut: +12" move rate; 1V, charging: 10d10 dmg to one target

[Pri SL3] Double Resist [E=2 element]: Pick an E=2 element, you double resist it (1/4 dmg, 1/10 if make save) for 1 hour.

[Psi-12T minor] Polymorph Self: Polymorph Self; lasts CL turns

[Psi2 minor] Inertial Barrier: Melee:delay 1r;Mis.:dice dmg; Mis.:dice-1 dmg

[Psi6E Major] Death Master Lore: Death Master's abilities of ½ level

Combat effects:

[Psi6N minor] Self-Preservation: Cure N*4 hp of damage

[Psi45 Major] Lifeform Creation: Summon a DL=SL-1 monster

[Wiz SL5] Enslave Monster: As Charm Monster, except the effect cannot be thrown off by being damaged, and there is no daily s

[Psi72 Major] Mental Blast: Stun one target (Will save)

[Wiz SL4] Dispel Magic 4: Dispel 2 magic effects

[Wiz SL7] Ray of Enfeeblement 7: -35 physical stat points (randomly distributed in packets of 5) (save per packet)

[Psi-6G Major] Chorus: Your summoned creatures are dispelled; gain their combined hp (can go above max)

[Wiz SL6] Wacky Ball 6 / Normal / ½: Ld12, save: ½

[Psi19 Major] Energy Absorption: 1bM: Absorb up to CL HD of an energy attack, affects everyone in your group

Dungeon062120 - Dungeon Level 9

Room # 3

Strongroom/Vault - 15ft. long x 50ft. wide x 45ft. tall

firepit; hole (blasted); giggling (faint); rotting vegetation smell

Brass Door, Normal on the north wall leading to a 25ft. long x 5ft. wide x 15ft. tall hallway.

Sample Names: Zasheir the sophisticated Wombat Rebel (Lance); Aitana the perverted Baron Ninjas (Helicopter)

Ingested Splinters Trap; DL 9; Search DC 95 (1400 Chr damage, no resistance)

Painting that (causes/has/or is) Monster Generator: Humanoid (summons a Humanoid every segment)

[x2] Room is permanently/continuously ****Cursed**** (Ancient Foul Cursed)ed, only creatures immune or bubbled against it can fu
830gp

nails

a blue potion, 'harm' 'harm' 'harm' ', 210gp

Amulet of the Planes, 63550gp

Rian's Adductor longus muscle: +5 to LVL; 1F: You and

allies' mounts have +1V and +1E action.; CL 54; SL 9; 81800gp

DL IX Gargantuan Internet Illusionarys x(146) x[6]

AC 822, HD 145, hp 11264, #Att 10, TH ÷ AC/Save DC by 90, dmg 490

Str 68, Dex 57, Con 23, Int 38, Wis 73, Chr 48, 132kxp

Psilink, Immune Web, Incorporeal

Prepared effects:

[Wiz SL3] Fire Shield 3: Anyone who melees with you takes 50% dmg back

[Psi-12L Major] Effect Immunity: Pick any spell or power. You are immune to that effect.

[Pri SL8] Sphere Of Security: Friends get +2 AC,+2 saves, +50% MR, 4 Pro.scroll effects 1h

[Wiz SL9] Elemental Aura : Element Protect from one element, it's plane, and it's creatures

[Psi45 Major] Force Field: Immune to spell level 0 to SL-2 effects; -(SL-1) per physical attack; ER 5*SL%

[Psi19 Grand] Paladin Lore: Abilities as per a Paladin of half level (round up); your light-saber is a "holy avenger"

[Psi2 minor] Time/Space Anchor: Cannot be teleported; --

[Psi54 minor] Magic Shield: Stops SL/2 magical attacks on you

[Psi16 Major] Golem Form: Clay: Unarmed damage you deal can be cured only by a CL=17+ Heal spell (or better)

Combat effects:

[Psi3½ minor] Strength of My Enemy: Siphon away your enemy's strength and grow stronger.

[Pri SL7] Summon Monster VII : Calls outsider to fight for you.

[Pri SL2] Treat Moderate Wounds: Cure 20% of max hp {Touch, 1 creature}

[Wiz SL4] Dispel Exhaustion 4: Restore 50% of dmg taken, get an Original Haste 4 for 1 round

[Psi-12L Grand] Law Quadruple Beam: CLxCLx2 mental dmg in 4 lines (no save); C-align x3 dmg

[Psi45 minor] Sleep-Induced: Sleep (SL/2 saves)

[Psi54 minor] Heat Vision: 1M to start: Every segment for 1 round, as a 0 action, deal SL heat dmg to one target (no save)

[Psi-3 Grand] Recall Birth: Foe vividly recalls its birth, and gains CL negative levels (no save)

[Pri SL4] Summon Nature's Ally IV : Summons a DL IV animal (maintained)

Dungeon062120 - Dungeon Level 9

Room # 4

Wafer Closet/Toilet - 45ft. long x 25ft. wide x 15ft. tall

pipes (musical); Floors of Webs; whistling; buzzing

Iris Door (seals as a spiral) on the north wall leading to a 5ft. long x 15ft. wide x 5ft. tall hallway.

Sample Names: Sanat the cut-throat Digi-- -naut (Nuclear); Kezaf the gallant Ghost Nimbus (Gravi-)

True Vulnerability Trap; DL 9; Search DC 93 (Psionicist CL 18, no save)

Fireplace that (causes/has/or is) Teleports

[x2] Room is permanently/continuously Alley Effected, only creatures immune or bubbled against it can function here.

16,543gp

rivulet

The Shield of Auras, +2 AC, 10gp

Long Bow of Bard (x3) (+17,+19); +2 to DEX, Speed, Might; Free Action, 203210gp

Rian's Clavicle bone: +4 to ML; 1F: 50% chance of using each action type/s.; CL 54; SL 9; 81600gp

DL IX Macro-Diminutive Dead-Timeline/Looporal Immortals x(176) x[6]

AC 821, HD 2312, hp 1.6E+6, WR 1224% #Att 2, TH ÷ AC/Save DC by 90, dmg 494

Str 47, Dex 67, Con 56, Int 51, Wis 38, Chr 25, 132kxp

Reality/Loop stable., Unaging

Prepared effects:

[Pri SL1] Cantrip: Can cast 1 orison (Pri 0) per round as a Z action

[Wiz SL2] Anti-Magic Shell 2: Anti-Magic of SL 0 to 1

[Psi23 Major] Wight Cloud: Energy drains unnatural creatures

[Pri SL9] Goodberry 9: Creates 36 goodberries

[Wiz SL8] Armor 8: +CL*16 current hp

[Pri SL4] Resist [E=4 element]: Pick an E=4 element, you resist it for 1 hour.

[Psi45 Grand] Body Coating: 5*SL hp Armor spell, self only, stacks with the (Wizard) Armor spell

[Pri SL4] Resist [E=2 eeement]: Pick an EE=2 eeement, you resist it for 1 hour.

[Psi0 Grand] Shock Treatment: Immune Lightning; 1 POP, 1V: Deal KiL damage to one target (save: ½)

Combat effects:

[Pri SL9] Remove Curse 9: Cure 6 curse effects (reverse causes that many, save for each)

[Pri SL4] Hold Person/Monster 4: Hold 6 person or 4 monster targets (save)

[Pri SL8] Command 8: Target makes 8 saves, each missed save allows 1 word for a command to be given

[Psi54 minor] Sonic Beam: CL*(SL+2) sound dmg to one target (no save)

[Wiz SL8] Dispel Exhaustion 8: Restore 95% of dmg taken, get an Original Haste 8 for 1 round

[Psi45 Grand] Energy Conversion: 0, SL/t: Convert an element in an effect to another element (max E factor = SL/2, round down)

[Psi2 minor] Invincible Foes: Next hit drops target 1t; --

[Pri SL1] Panic: Target is Panicked (50% flee, 50% taunted towards you) (Will save)

[Psi45 Grand] Plague Carrier: Disease (SL saves)

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Room # 5

Game Room - 40ft. long x 30ft. wide x 50ft. tall

fresco (painting); wall basin and font; foggy near floor; misted

Unusual Material Door on the north wall leading to a 20ft. long x 5ft. wide x 20ft. tall hallway.

Sample Names: Legyrd the ignoble Shatter Marauder (Saxophone); Iliphel the iridescent Composite Friend (Blade)

Ingested The Nothing Trap; DL 9; Search DC 97 (280 Cml damage, no resistance)

Painting that (causes/has/or is) Enlarge/reduces

[x2] Gods cannot smell, taste, or sense into this room unless they are actually there; Divine Intervention fails

30,884gp

pottery shards

a large stone table, 0gp

Chartreuse Water bottle: +60 Proficiency Slots; 81820gp

Cobalt Girdle [AT+230] +15 AC/+13 Saves; 1M: Those inside fortress take only half damage from all powers and psi-like abilities until your next action.; CL 33; SL 9; 35705gp

DL IX Macro-Tiny Outer-LE Undeads x(52) x[4]

AC 822, HD 4614, hp 3.2E+6, TR 113% #Att 5, TH ÷ AC/Save DC by 10, dmg 333

Str 55, Dex 68, Con 59, Int 50, Wis 22, Chr 33, 132kxp

Dark vision, Telepathy, immune fire and poison, resist acid and cold, Can summon other Outer LE, No CON. Immune crits, ability

Prepared effects:

[Psi54 minor] Energy Absorption: CL*SL*3 hp ablative Force Field (vs. energy attacks)

[Psi45 minor] Body Coating: 5*SL hp Armor spell, self only, stacks with the (Wizard) Armor spell

[Pri SL5] Golem: Makes a golem (you need raw materials)

[Pri SL1] Endure Elements: -5 dmg/r from 1 of: acid/cold/lightning/fire/sound {Touch, 1 creature}

[Wiz SL1] Cantrip: Can cast 1 cantrip (Wiz 0) per round as Z action

[Wiz SL6] Globe of Invulnerability 6: Immune to spells with SL=0 to 5

[Wiz SL7] Fire Shield 7: Anyone who melees with you takes 150% dmg back

[Psi54 minor] Invisibility: Minor: Invisibility; Major: Improved Invisibility; Grand: Dust of Disappearance

[Wiz SL2] Resist Elements: -12 dmg/r from 1 of: acid/cold/lightning/fire/sound {Touch, 1 creature}

Combat effects:

[Psi45 minor] Serial Immortality: 0, 1/d: Resurrection, self only, there is a delay of (11-SL) rounds

[Psi100 Grand] Death Stare: Death or Stun 2d4r (if over 2*level HD) (Fort save); affects 2+CL/9 groups

[Psi54 Grand] Bio-Energy Blast: CL*(SL+2) force dmg to one target (no save)

[Psi16 Major] Golem Jar: Magic Jar into a Golem (Magic Jar contest rules, which the golem will probably lose)

[Psi9 minor] Laser Vision: [see in dark] Laser Beam CHd8 dmg (save)

[Psi-2 minor] Taste Less: Cannot taste, drink potions, eat pills (save); Target cannot smell

[Psi72 minor] Dazzle: Blind one sense to everyone in one group (RSW save)

[Wiz SL6] Capital S Stun Ball: Area effect Capital S Stun (PPD save)

[Psi45 Major] Combustion: An object explodes (item save), the person carrying it takes CL*SL/2 damage (save)

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Room # 6

Wizard's Chamber/Lab - 25ft. long x 30ft. wide x 20ft. tall

chest of drawers; altar; bang, slam; jingling

Automatic Door (opens if anyone approaches) on the west wall leading to a 5ft. long x 15ft. wide x 10ft. tall hallway.

Sample Names: Havelock the antagonistic Wind Witch (-wagon); Thersos the unloved Time Wight (Cow)

Air in room transforms into Elemental Storm Trap; DL 9; Search DC 97 (480 Chr damage/s, no resistance)

Furnishings that (causes/has/or is) Elevator room (with lever to select DL)

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Week
79,348gp

demon ichor

the Phoenix orb, Ogp

Rian's Lungs: +6 to Chr; 1Z: Slay a creature in your group, target creature loses 3 SL's and target creature takes 50 vile dmg. Your cured 50hp, gain 3SL's, and revive a dead subordinate.; CL 42; SL 9; 82020gp

Mauve Scarab [AT+127] +13 AC/+8 Saves; 1M: Animate Objects as if they were a DL=SL Golem summon; CL 39; SL 9; 22625gp

DL IX Large Buffyverse Cthulhoid-Horrors x(145) x[7]

AC 812, HD 43, stunp 2656, CR 1575% #Att 8, TH ÷ AC/Save DC by 90, dmg 651

Str 28, Dex 28, Con 35, Int 72, Wis 52, Chr 36, 132kxp

Has 50th Edition abilities, Has a bizarre anatomy, strange abilities, an alien mindset, or any combination of the three.

Prepared effects:

[Pri SL8] Goodberry 8: Creates 32 goodberries

[Psi3½ Major] Truevenom Weapon: Your weapon is horribly poisonous.

[Wiz SL1] Fire Shield 1: Anyone who melees with you takes 10% dmg back

[Psi54 Major] Systematic Antidote: SL/2 instances of Resist Poison/Drugs

[Wiz SL9] Extra Group +2: The next spell you cast will affect +2 groups of monsters

[Psi-2 Grand] Elemental Composition: Can be any Normal/Para/Quasi Eele ; Can be Semi Eele

[Psi45 minor] Resist: Magic: SL/4 (round down) instances of Resist magic

[Pri SL8] Robe Of Healing: Get 20 1d4+4 healing effects (self or other) every round for 1h

[Psi9 Major] Bio Force: Invulnerability: +CH AC, -½CH dmg per attack (incl.spells)

Combat effects:

[Psi0 Grand] Chi Kung Healing: Cure X*KiL hp to one target

[Psi45 Grand] Sleep-Induced: Sleep (SL/2 saves)

[Psi-6G Grand] Holy Beam: Holy Bolt (1 group)

[Psi45 Major] Summoning: Summon a DL=SL Outer

[Psi12L Major] Charm Lawful Creature: Charm (no save) only vs. Lawful creatures

[Psi-6E minor] Evil Eye: Target's AC becomes 66-CL^2 (Petrif save at -CL); "/cr" means "per complete round"

[Psi-6G minor] Brimstone: Three 35' radius areas: CL^2 holy fire dmg (no save)

[Wiz SL1] Cause Fear: Fear (save) {1 creature}

[Pri SL3] Command 3: Target makes 3 saves, each missed save allows 1 word for a command to be given

Dungeon062120 - Dungeon Level 9

Room # 7

Well - 50ft. long x 10ft. wide x 30ft. tall

cabinet; Bridge, Log; steamy near floor; ringing

Specialed Door on the west wall leading to a 25ft. long x 15ft. wide x 10ft. tall hallway.

Sample Names: Cargwig the merciless Fire Falcon (Force); Therianaixius the astonishing Stone Dwarf (Juggernaut)

Inhaled Fungus/Seaweed Trap; DL 9; Search DC 97 (80 Cml damage, no resistance), (multiple targets)

Force Field that (causes/has/or is) Teleports

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Mont 64,387gp

hammer head, cracked

a bowl of fruit, 0gp

Olive drab Ring: Free Noble Warrior Kit: +225 gp per reset (including before

the game starts if you begin with this kit), Free bonus Heraldry proficiency; 81240gp

Chestnut Magnet: +800 Skill Points; 81730gp

DL IX Diminutive Megaverse-Project Hounds x(64) x[7]

AC 826, HD 9, hp 176, RR 188% #Att 8, TH ÷ AC/Save DC by 90, dmg 163

Str 60, Dex 24, Con 50, Int 57, Wis 68, Chr 42, 132kxp

StunR DL*10%, Has 4 legs, and at least 1 head

Prepared effects:

[Wiz SL5] Anti-Magic Shell 5: Anti-Magic of SL 0 to 4

[Psi1 Major] Wards: Pro.Evil&Scrying, no one can enter, break=150pts

[Psi3½ Major] Teleport Trigger: Predetermined event triggers teleport.

[Wiz SL1] Armor 1: +CL*2 current hp

[Psi-15 Major] Dial-a-Breath Eelement (<): You can use any eelement with EE factor less than your normal breath.

[Psi-15 minor] Add Tentacle: Tentacle does 1d(CL*2) damage

[Pri SL5] Summon Monster V : Summons a DL V monster (1 turn)

[Wiz SL6] Anti-Magic Shell 6: Anti-Magic of SL 0 to 5

[Pri SL5] Double Resist [E=2 eelement]: Pick an EE=2 eelement, you double resist it (1/4 dmg, 1/10 if make save) for 1 hour.

Combat effects:

[Wiz SL7] Ray of Enfeeblement 7: -35 physical stat points (randomly distributed in packets of 5) (save per packet)

[Pri SL5] Remove Coma: Removes the Coma effect

[Wiz SL7] Dispel Exhaustion 7: Restore 90% of dmg taken, get an Original Haste 7 for 1 round

[Pri SL3] Cure Wounds 3: Cures 6d8 hp (can take offer of 6 per die -> 36 hp)

[Psi29 Grand] Time Stop:

[Psi81 Grand] Dispel 8: Dispel a SL 0-8 effect

[Psi-12L minor] Choose Summoning I: Monster Summoning using ML I chart, you pick the result

[Psi-12L minor] Charm Blast: One group is charmed (Will save), doesn't affect undead etc.

[Psi-6E minor] Evil Eye: Target's AC becomes 66-CL^2 (Petrif save at -CL); "/cr" means "per complete round"

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Room # 8

Aviary - 35ft. long x 25ft. wide x 10ft. tall

dome; weapon rack; steamy near floor; creaking

Archway (open) on the west wall leading to a 10ft. long x 5ft. wide x 20ft. tall hallway.

Sample Names: Jelline the secretive Blood Bird (Spines); Sedlirr the mighty Wing Guardsman (Harpoon)

Flash Trap; DL 9; Search DC 92 (Psionicist CL 18, no save)

Arch that (causes/has/or is) Treasure hidden by Illusion (to change or hide appearance)

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Turn
61,122gp

runes

a scroll of recall, " " " ", 290gp

Rian's Pectoralis major muscle: +12 to HD; 1Z: Ultrawhite Gate.; CL 38; SL 9; 81270gp

Gladiator Sword [Size M; 2d6/1d6] +7/+2; extra +7/+2 and double damage vs. bipeds, 68520gp

DL IX Small Psionicist-classes Weirds x(49) x[7]

Stun AC 811, HD 18, ihp 664, WR 139% #Att 15, TH ÷ AC/Save DC by 90, dmg 980

Str 67, Dex 42, Con 23, Int 36, Wis 27, Chr 59, 132kxp

Know a Psi frequency, Immune critical hits, poison, sleep, paralysis, stunning. Has no soul.

Prepared effects:

[Psi54 Major] Invisibility: Minor: Invisibility; Major: Improved Invisibility; Grand: Dust of Disappearance

[Psi72 minor] Reincarnate: You Reincarnate upon death, inactive and Feign Death for the rest of this combat

[Psi45 Grand] Kinetic Control: SL/2 (round down) instances of Resist telekinesis; +SL*10% damage with telekinesis effects

[Wiz SL3] Psionic Resistance: PsiR 40+CL*5% [duration 3 hours]

[Psi3½ minor] Dissolving Weapon: Your weapon deals 4d6 acid damage.

[Psi54 minor] Molecular Chameleon: Polymorph your body into an unusual material that you're touching (max S factor = SL)

[Pri SL1] Combine: -4 AC; no Dex adj.; Add Pri CLs for effects {Touch, 1+ creatures}

[Psi2 minor] Strength of the Land: +25 hp,+3 TH,+3 dmg,25% MR; Lasts 5r after maint.

[Wiz SL4] Polymorph Self : You assume a new form (no innate abilities)

Combat effects:

[Psi-12L Grand] Law Quadruple Beam: CLxCLx2 mental dmg in 4 lines (no save); C-align x3 dmg

[Pri SL2] Dispel Radiation: Dispers Radiation (1 target = auto success) {1 group}

[Pri SL3] Death's Door: Puts target (at negative hp) to 0 hp (1 hp if material comp.)

[Psi6N Major] Dismiss Elemental, E=3-4: N=1 for normal, 2 for para, 3 for quasi, 4 for semi

[Pri SL9] Death's Door 9: Target (currently at negative hp) goes to 32 hp (can't go above max)

[Wiz SL7] Monster Swarm Summoning VII: Summons CL*1.5 (round down) DL VI monsters

[Psi6E Grand] Gate: As the 9th level Wizard spell

[Psi60 Major] Blink: Blink (controlled)

[Psi45 Major] Geoforce: 1bM: Stop or Create an Earthquake, Landslide, etc. Damage would be CL*SL Earth to a group (save for C

Dungeon062120 - Dungeon Level 9

Room # 9

Hall, Great - 5ft. long x 35ft. wide x 35ft. tall

candle; scroll tube; footsteps (approaching); hazy

Iris Door (seals as a spiral) on the west wall leading to a 45ft. long x 25ft. wide x 5ft. tall hallway.

Sample Names: Nidrich the infamous Winged Brotherhood (Flute); Oryssta the warped Brunette Sorceress (Surfboard)

Air in room transforms into Elemental Vibranium Trap; DL 9; Search DC 96 (300 Chr damage/s, DC 91 Fortitude save for 1/10)

Room (Floor) that (causes/has/or is) Treasure hidden by Invisibility

[x2] Mortals cannot taste, hear, or sense into this room unless they are actually there; Divine Intervention fails

26,768gp

nutshells

a bottle of milk, 0gp

Rian's Small Intestine: +32 to Dex; 1M: CL*5 % Avoid Fate [xSL].; CL 58; SL 9; 81140gp

Drab Piercing Weapon [4d8] x5 Th/+10 dmg 20+/x8; 1M: Chain Lightning: as spell, but

jumps randomly (not closest person), can hit someone more than once; CL 46; SL 9, 29667gp

DL IX Gargantuan Underdark Humanoids x(83) x[7]

Stun AC 822, HD 145, hullp 11520, WR 128% #Att 7, TH ÷ AC/Save DC by 90, dmg 2437

Str 22, Dex 50, Con 23, Int 66, Wis 43, Chr 66, 132kxp

Light Sensitivity, Has 2 arms, 2 legs, and 1 head.

Prepared effects:

[Wiz SL1] Blink Wounding: Caster "blinks" randomly if struck by weapon

[Psi0 Major] Focus: Magic Resistance: KiL*5% MR for 1r

[Pri SL1] Resist [E=1 element]: Pick an E=1 element, you resist it for 1 hour.

[Pri SL1] Goodberry: 8 berries can cure 1 hp or act as 1 full meal. 8 berries are always created.

[Wiz SL7] Anti-Psionic Shell:

[Pri SL2] Resist [E=1 eelement]: Pick an EE=1 eelement, you resist it for 1 hour.

[Psi45 minor] Resist: Mental: SL/2 (round down) instances of Resist mental attacks

[Wiz SL8] Prismatic Sphere 8: 6 Prismatic colors or 4 MultiPrismatic colors (may repeat colors in either mode)

[Wiz SL2] Spectral Hand: Can use 1 touch at range per round (roll TH+2). The hand can be re-used, but it must return to the cast

Combat effects:

[Wiz SL6] Vorp: Target is Vorpalled (PP save)

[Psi-6E minor] Drain Life N: ½M, -1 current hp: Target takes N unholy negative vile grave dmg (no save); gain N hp (can go above

[Psi45 Grand] Cold Generation: SL*CL Cold damage (1 group, no save)

[Psi1 Grand] Severance: Save; stops use of any 1 ability in creature

[Pri SL2] Summon Nature's Ally II: 1 DL 2 or 1d3 DL 1 animals to fight for you {1 creature}

[Pri SL8] Fire Storm 8: (CL+2)d11 holy fire dmg, hits 3 groups (no save)

[Psi-12C minor] Dispel Radiation/Tech: Dispers one Radioactive, Wild/Chaos, or Technological effect

[Psi60 minor] Stun Touch: LVL*5 dmg + stun (save)

[Wiz SL3] Magic Missile 3: (CL+1)*3/2 missiles, each does 1d4+1 force dmg (no save)

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Room # 10

Pool - 15ft. long x 35ft. wide x 20ft. tall

U rack; grill; ringing; breeze, slight

Iris Door (seals as a spiral) on the south wall leading to a 20ft. long x 20ft. wide x 10ft. tall hallway.

Sample Names: Haltharad the attractive Quick Titan (Invisi--); Amerine the hideous Squirrel Longshoreman (Suction Cup)

Nightmare: Physical Blast Trap; DL 9; Search DC 96 (Psionicist CL 18, no save)

Room (Floor) that (causes/has/or is) Gaseous

[x2] Immortals cannot smell, taste, or sense into this room unless they are actually there; Divine Intervention fails

56,407gp

torch

a silken favor, Ogp

Carnelian Screw: +1 Level(s) in a Custom Group Class; 81730gp

Chocolate Wand [2d4] +224 Th/++16 dmg 14+/x5; 1V: One attack: Target is disarmed (no save); CL 42; SL 9, 81880gp

DL IX Macro-Fine Rakshasa-World Humanoids x(179) x[6]

AC 826, HD 1159, ihp 89088, RR 146% #Att 17, TH ÷ AC/Save DC by 90, dmg 1628

Str 59, Dex 20, Con 53, Int 28, Wis 37, Chr 36, 132kxp

Immune slain, Resist Slain, Vulnerable enchanted items., Has 2 arms, 2 legs, and 1 head.

Prepared effects:

[Psi6N Grand] Null Field 4: All spells of SL 4 or higher don't work in 100'r

[Psi2 minor] Inertial Barrier: Melee:delay 1r;Mis.:dice dmg; Mis.:dice-1 dmg

[Psi81 minor] Density Increase 2: x2 mass; +2 Str; -2/attack (physical or energy)

[Psi45 Major] Force Field vs. Emotion: Immune to spell level 0 to SL-1 enchantment/charm effects

[Wiz SL4] Stoneskin (2): 4+CL/2 stonelines; they "leak"

[Psi54 Major] Systematic Antidote: SL/2 instances of Resist Poison/Drugs

[Psi27 Grand] The Call: Choose a creature type: summons (LVL-DL)^2 of them. (DL is creature's DL).

[Wiz SL5] Prismatic Sphere 5: 3 Prismatic colors or 1 MultiPrismatic colors (may repeat colors in either mode)

[Wiz SL5] Animate Dead : Creates undead skeletons and zombies.

Combat effects:

[Psi16 minor] Repair Golem Damage: Cures 10*CL hp (CL Hull points) to a Golem

[Pri SL8] Mass Heal : As heal, but with several subjects.

[Wiz SL4] Wall of Ice : Passing through wall deals 2*CL or 3d10 dmg ice

[Pri SL7] Earthquake: Intense tremor shakes 5-ft./level radius.

[Psi-12L Major] Law Double Beam: CLxCL mental dmg in 2 lines (Reflex:½); C-align x2 dmg

[Psi45 Major] Plague Carrier: Disease (SL saves)

[Psi29 Grand] Mana Bolt LVLd8:

[Psi15 Major] Darkness: Darkness CL*10' radius

[Wiz SL9] Lightning Bolt 9: CLd18 lightning dmg to a group (save:½)

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Room # 11

Game Room - 25ft. long x 30ft. wide x 40ft. tall

side chair(s); side chair(s); gong; breeze, slight

Trapped Door, Magic/Psi on the east wall leading to a 15ft. long x 25ft. wide x 20ft. tall hallway.

Sample Names: Riawin the opportunistic Mutant Marvel (Suction Cup); Mara the magnificent Voodoo Dervish (Mortar)

In the Eye of Chaos (Psi 11R) (target needs double actions to do things) Trap; DL 9; Search DC 94 (Psionicist CL 18, DC 92 Breath \

Fire that (causes/has/or is) Treasure hidden in secret space under container

[x2] Mortals cannot feel, see, or sense into this room unless they are actually there; Divine Intervention fails

52,821gp

screen

a Potion of Cancellation, 'cancellation' 'cancellation' 'reserved' 'reserved', 650gp

Rian's Semitendinosus muscle: +27 to Wis; 1M: Your saves for ½ (or partial

effect) are instead for 0 for 1 turn. ; CL 46; SL 9; 81230gp

Fuchsia Stone [5d6] +19 Th/+195 dmg 17+/x3; 1M: Rotting Limb:

One limb useless, degenerate 1 hp/r; CL 36; SL 9, 40877gp

DL IX Macro-Diminutive Ultraplanar/Annihilation Unlives x(162) x[6]

|AC| 828, HD 2306, ihp 1.8E+5, RR 177% #Att 5, TH ÷ AC/Save DC by 90, dmg 163

Str 28, Dex 43, Con 39, Int 20, Wis 27, Chr 52, 132kxp

Immune disintegration and annihilation, No CON. Has Psi-7, Immune to crits, ability dmg, poison, sleep effects, paralysis, stunnin

Prepared effects:

[Pri SL7] Time/Reality Stability: Time/Reality Stability (duration 1 day), reverse removes it (Spell save)

[Wiz SL4] Polymorph Self : You assume a new form (no innate abilities)

[Psi10 Major] Ground *: Immune Lightning, must be touching the ground

[Pri SL8] Antimagic Field : Negates magic within 10 ft.

[Wiz SL2] Spectral Hand: Can use 1 touch at range per round (roll TH+2). The hand can be re-used, but it must return to the cast

[Wiz SL9] Fire Shield 9: Anyone who melees with you takes 200% dmg back

[Pri SL6] Anti-Animal Shell:

[Pri SL2] Frisky Chest: Object will move away from non-Caster. If (after moving for 6 rounds) what it is moving away from is keep

[Wiz SL1] Blink Wounding: Caster "blinks" randomly if struck by weapon

Combat effects:

[Psi54 Major] Psychic Will: Wall of Force

[Psi6N Major] Dispel Non-Balance: Dispel Evil but vs. non-Neutral creatures

[Psi-12C Grand] Cthulhoid Swarm VII: Summon CL*6 Monsters using ML VII "Weird" chart (random)

[Wiz SL4] Sharp: Target is Sharped (loses a limb at random) (PP save)

[Psi-6G Major] Insist Power †: 1bM: Counter an effect which counters one of your effects

[Psi0 Major] Shockwave: Earthquake KiL' r (as spell)

[Psi12C Grand] Summon Chaotic Creature: Gate (as spell) for Chaotic creature or for an Earth or Fire Elemental

[Psi6G Grand] Summon Greater Deva: Summons a x2 Angel or Greater Deva

[Pri SL6] Summon Nature's Ally VI : Calls creature to fight.

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Room # 12

Animal Pens - 45ft. long x 35ft. wide x 35ft. tall

mound of rubble; rushes (herbs); grating; urine smell

Intelligent Door, might have ego score on the east wall leading to a 45ft. long x 20ft. wide x 25ft. tall hallway.

Sample Names: Ugaitz of the Stinking Keep the unethical Voodoo Pirate (Dooickey); Spinyon the psychotic Suicide Eight (Hyper-Brick transforms into Elemental Silverglade Trap; DL 9; Search DC 93 (400 Int damage/s, no save)

Door, Secret that (causes/has/or is) push-brick trigger

[x2] Room is permanently/continuously Berserked, only creatures immune or bubbled against it can function here.

73,651gp

wall basin/font

a black leather bodysuit, +6 AC, 10gp

Olive drab Armor Gemlet [AT+18] +224 AC/+195 Saves; 1Z: The next Psi45 power you

use will be resisted using MR instead of PR; CL 63; SL 9; 61680gp

Rian's Spleen: +33 to Str; 1M: You can ignore this status while you are affected by it.; CL 36; SL 9; 81810gp

DL IX Large Far-Realm/Ultrablack Dragons x(58) x[8]

||AC|| 819, HD 38, hullp 2848, RR 185% #Att 8, TH ÷ AC/Save DC by 90, dmg 653

Str 60, Dex 51, Con 43, Int 59, Wis 49, Chr 73, 132kxp

Can damage non-hp totals/scores., Flys, Breath weapon, dark vision, immune sleep and paralysis.

Prepared effects:

[Wiz SL3] Prismatic Sphere 3: 1 Prismatic color

[Wiz SL2] Spectral Hand: Can use 1 touch at range per round (roll TH+2). The hand can be re-used, but it must return to the cast

[Pri SL4] Spell Immunity : Subject is immune to one spell per four levels

[Psi-2 minor] Magnify: Mult. power (Max=level/5+1); M+1, no extra cost

[Psi-12C minor] Know Next Dice Rolls: 0,1/r: Roll dice ahead of time before action, can choose not to

[Psi-6G Grand] Armageddon †: 1bM: Can use +1M/s this round; Immune Cold; Immune Shadow

[Psi45 Grand] Hard Radiation Control: SL/2 (round down) instances of Resist radiation damage; +SL*10% damage with radiation (

[Psi29 minor] Gaze Reflection:

[Wiz SL9] Anti-Magic Shell 9: Anti-Magic of SL 0 to 8

Combat effects:

[Pri SL8] Cure Wounds 8: Cures 36d8 hp (can take offer of 6 per die -> 216 hp)

[Wiz SL2] Magic Missile 2: (CL+1) missiles, each does 1d4+1 force dmg (no save)

[Wiz SL3] Cone of Cold 3: CLd6+CL cold dmg to a group (save:½)

[Pri SL4] Creeping Doom 4: 160 insect dmg

[Psi10 Major] Hypnotism: Hypnosis (make CL saves)

[Pri SL3] Remove Paralysis (2): Removes paralysis. This spell will also remove stun and summoning sickness effects. This spell als

[Wiz SL6] Power Word Blind 6: Blinds & stuns a creature if current hp < 40 (no save)

[Pri SL3] Remove Curse : Frees object or person from curse.

[Psi6E minor] Phantasmal Killer: As the 4th level Wizard spell

Dungeon062620 - Dungeon Level 1

Room # 1

Pantry - 5ft. long x 40ft. wide x 30ft. tall

hourglass; hamper; gong; foggy near floor

Tricked Door on the north wall leading to a 10ft. long x 15ft. wide x 20ft. tall hallway.

Sample Names: Gaelin the unethical Secret Terror (Saber); Melusina the spiteful Animal Punisher (Barge)

Air in room transforms into Elemental Conduit Trap; DL 1; Search DC 11 (20 Con damage/s, no save)

Pillar or Column that (causes/has/or is) Elevator room (with lever to select DL)

[x1] Gravity high 3 G's (-8 Str, /move rate by 4, falling dmg x4, Z actions reduced by 3/s)

981gp

slimy coating, wall

a Q-Gun, exotic, 11d13 (77), 180gp

Rian's Pelvis bone: +3 to CL; 1M: Choose a DL=SL monster type; gate in that type.; CL 5; SL 1; 1220gp

Rosy Bullets, sling (10) [1d10] +0 Th/+0 dmg 19+/x3; 1P: Take -PL^2 dmg on one physical attack; CL 7; SL 1, 647gp

DL I Diminutive Outer-TN Giants x(16) x[6]

AC 12, HD 2, hp 4, #Att 2, TH ÷ AC/Save DC by 2, dmg 5

Str 15, Dex 13, Con 13, Int 17, Wis 16, Chr 14, 0.03kxp

Immune mind-affecting, positive energy, and negative energy. Resist cold, fire, and acid, Minimum size category Large.

Prepared effects:

[Psi81 minor] Armor: -CL dmg distributed among /energy or /physical attacks

Combat effects:

[Psi3 minor] Lesser Cell Adjustment: You heal 1d8 hp, +1 to next poison/disease save, or heal 1 ability point.

Dungeon062620 - Dungeon Level 10

Room # 2

Robing Room - 45ft. long x 50ft. wide x 50ft. tall

holy/unholy symbol(s); idol(s); earthy smell; thud

Membrane Portal on the west wall leading to a 5ft. long x 20ft. wide x 15ft. tall hallway.

Sample Names: Amelita the handsome Wolf Tarantula (Rickshaw); Trivarian the deadly Tattered Platoon (Claws)

Cure Wounds 10 Trap; DL 10; Search DC 110 (Wizard CL 20, no save)

Fountain that (causes/has/or is) Wish Fulfillment, Reversal

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Mont 51,497gp

couch

A Portable Jacuzzi, 0gp

Drab Cork: Free Blink Woolly Mammoth Familiar; 100980gp

Rian's Ethmoid bone: +22 to Con; 1M: PP save or sleep every round.; CL 60; SL 10; 100450gp

DL X Huge Star-Wars-Loop Faeries x(176) x[5]

|AC| 1001, HD 81, stunp 6976, MR 1430% #Att 3, TH ÷ AC/Save DC by 110, dmg 405

Str 21, Dex 30, Con 52, Int 57, Wis 41, Chr 67, 240kxp

Has force powers, Overwrite AC to |AC|, Flys, No target.

Prepared effects:

[Psi16 minor] Create Golem I: Create a DL I Golem (AC=3*CL, hp=10*CL, Str=2*CL)

[Pri SL4] Resist [E=4 element]: Pick an E=4 element, you resist it for 1 hour.

[Wiz SL5] Extra Group +1: The next spell you cast will affect +1 groups of monsters

[Psi81 Grand] Damage Reduction, Energy, 75%: Take x0.25 damage from energy

[Pri SL5] Resist Vulnerability: Target gains a Resist to something which can only be used to counter a Vulnerability (Duration 1 hr)

[Wiz SL9] Shape Change : Changes the caster to someone else, he adopt it powers and vulnerabilities save that depends upon int

[Wiz SL1] Radiation Resistance: RR 60+CL*5% [duration 1 hour]

[Psi23 Grand] Prison Cloud: Captures one creature and holds there

[Pri SL6] Resist [E=3 element]: Pick an EE=3 element, you resist it for 1 hour.

[Wiz SL4] Globe of Invulnerability 4: Immune to spells with SL=0 to 3

Combat effects:

[Wiz SL4] Lightning Bolt 4: CLd8 lightning dmg to a group (save:½)

[Pri SL4] Creeping Doom 4: 160 insect dmg

[Psi54 Grand] Animal Summoning: Summon a DL=SL-1 Animal

[Psi3 minor] Charm Person: Makes one person your friend.

[Wiz SL6] Capital S Stun Ball: Area effect Capital S Stun (PPD save)

[Psi45 minor] Plasma Generation: SL*CL Plasma damage (1 group, no save)

[Pri SL6] Heal: Cure all dmg + disease,blind,insanity,feeblemind

[Psi-6E minor] Darkbolt N: ½M, -1 current hp: Target takes CLd4 darkness dmg (no save) and stun 1 segment (Para save)

[Psi3½ Major] Dispel Psionics: Cancels psionic powers and effects.

[Psi-12T minor] Hold Blast: One group is held (Will save)

Dungeon062620 - Dungeon Level 10

Room # 3

Library - 15ft. long x 10ft. wide x 50ft. tall

stall or pen; side chair(s); rustling; hooting

Plane Shift Door (other side is on another plane) on the south wall leading to a 25ft. long x 10ft. wide x 15ft. tall hallway.

Sample Names: Kethemar the battling Mademoiselle Women (Gun); Senga the caustic Shambling Apostle (Crowbar)

Blade Barrier 10 Trap; DL 10; Search DC 102 (Wizard CL 20, DC 107 Will save for 1/10)

Fire that (causes/has/or is) Attacks

[x2] Mortals cannot see, hear, or sense into this room unless they are actually there; Divine Intervention fails

94,673gp

caldron

a corpse, 0gp

Rian's Prostate Glands: +24 to Chr; 1P: Wall of Flesh.; CL 48; SL 10; 101100gp

Coppery Rapier [2d6] x7 Th/+101 dmg 16+/x3; 1M: Lightning Bolt, CLd6 dmg (save:½); CL 50; SL 10, 72640gp

DL X Macro-Small Post-Apocalyptic/Cybernetic Undeads x(73) x[4]

|AC| 1018, HD 10249, |hp| 9.0E+5, IR 184% #Att 10, TH ÷ AC/Save DC by 110, dmg 3006

Str 75, Dex 70, Con 74, Int 21, Wis 23, Chr 33, 240kxp

Class VI Esper Blind, No CON. Immune crits, ability dmg/drain, poison, sleep, paralysis, stunning, disease, death effects. Heal to d

Prepared effects:

[Wiz SL2] Magic Resistance: MR 50+CL*5% [duration 2 hours]

[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.

[Wiz SL3] Protection from Normal Missiles: Duration CL turns

[Psi15 minor] Add Breath Weapon [1st]: Breath weapon is 3/d. Choose a normal (E=1) element. Breath = 50% of current hp tota

[Psi-3 Major] Replacement: Dispel displacement effect, or you ignore displacement for 1 turn

[Wiz SL4] Polymorph Self : You assume a new form (no innate abilities)

[Wiz SL1] Fire Shield 1: Anyone who melees with you takes 10% dmg back

[Pri SL9] Anti-Dispel Magic Shell: your effects are non-dispellable (inc.shell)

[Wiz SL9] Original Stoneskin 9: Block the next 6 P actions of attacks

[Pri SL4] Dimensional Anchor : Bars extradimensional movement.

Combat effects:

[Pri SL4] Limited Heal: Heal, target must Fort save vs. # hp down (+10 per other effect)

[Psi10 Major] Fire Strands: Web spell, everyone within takes Xd6 dmg /r, X is # sizes larger than size T

[Psi-2 Major] Life Field: All in party all healed for LVL hp; 2*LVL hp instead

[Wiz SL8] Dispel Exhaustion 8: Restore 95% of dmg taken, get an Original Haste 8 for 1 round

[Psi7 minor] (no name): Curse (Spell save)

[Wiz SL7] Prismatic Spray : Seven multicolored ray flash from the caster hand, each causing different damage and other effects

[Psi-3 Major] Astral Destruct III: Astral destruct fights for you.

[Psi6G Grand] Disk of White Originator: One evil target "Capital S" Slain (no resistance, except he can use GR), x7 effect

[Psi18 Major] Pyrokinetic: Melt& Aflame: 30'r, LVLd20 fire damage (save:½)

[Psi6E minor] Suggestion: As the 3rd level Wizard spell

Dungeon062620 - Dungeon Level 10

Room # 4

Treasure Room - 20ft. long x 20ft. wide x 25ft. tall

closet (wardrobe); spinning wheel; updraft, strong; footsteps (behind)

Iris Door (seals as a spiral) on the south wall leading to a 10ft. long x 20ft. wide x 20ft. tall hallway.

Sample Names: Isidor of the Bleak Forest the zealous Platinum Brain (Technology); Drelaseth the unkind Vector Wave (Suction C

Inhaled Spirit Trap; DL 10; Search DC 103 (480 idamage, DC 106 PPD save to negate)

Fire that (causes/has/or is) Monster Generator: Giant (summons a Giant every segment)

[x2] Mortals cannot smell, feel, or sense into this room unless they are actually there; Divine Intervention fails

83,464gp

fungus

something orangey on a stick, 4gp

Rian's Gluteus medius muscle: +29 to Str; 1M: Summon CL DL=LVL/2 Shoggoths.; CL 44; SL 10; 100450gp

Orchid Wand [3d8] +122 Th/+19 dmg 14+/x8; 1Z: Dispel a SL 0-2 effect; CL 70; SL 10, 34837gp

DL X Small Outer-LN Undeads x(65) x[8]

iAC 1010, HD 16, ihp 880, ER 1190% #Att 9, TH ÷ AC/Save DC by 110, dmg 809

Str 57, Dex 74, Con 52, Int 40, Wis 41, Chr 40, 240kxp

Dark vision, immune mine-affecting, resist acid and cold., No CON. Immune crits, ability dmg/drain, poison, sleep, paralysis, stun

Prepared effects:

[Wiz SL3] Haste: +1 P, +1V to one group

[Psi45 Major] Resist: Energy: SL/3 (round down) instances of Resist energy attacks

[Psi-2 minor] Replacement: Ignore displacement; Ignore mirror images

[Psi4 Major] Actions *1.5: Pick one action type (M, P, V). Your number of actions of that type is multiplied by 1.5

[Wiz SL7] Prismatic Sphere 7: 5 Prismatic colors or 3 MultiPrismatic colors (may repeat colors in either mode)

[Wiz SL4] Evard's Black Tentacles : 1d4 +1/level tentacles grapple randomly within 15 ft.

[Pri SL8] Spell Immunity 8: Be immune to 5 spells by name

[Psi14 Grand] (no name): Get a Rogue chart (and 20*LVL Rogue points) up to level=LVL/2

[Psi1 Grand] Psionic Amplification: Multiplies a power; Max.=level/4+1

[Wiz SL5] Armor 5: +CL*10 current hp

Combat effects:

[Pri SL7] Remove Curse 7: Cure 4 curse effects (reverse causes that many, save for each)

[Psi29 Grand] Lightning Bolt LVLd10:

[Psi-12C Major] Cthulhoid Swarm V: Summon CL*2 Monsters using ML V "Weird" chart (random)

[Wiz SL6] Really Put of Misery: Target being that is slain is Capital S Slain (no save)

[Psi0 Major] Fire and Stones: (The 2att from seperate limbs) One attack: Destroys enemy's weapon (item save)

[Psi54 minor] Hypnotism: Hypnosis (SL saves)

[Psi45 Major] Chemical Touch: Chemical effect of TechL=SL*2 or less (range touch)

[Wiz SL2] Monster Swarm Summoning II: Summons CL*4 DL I monsters

[Wiz SL7] Reverse Gravity : Objects and creatures fall upward.

[Psi9 Major] Bio Force: Force Beam: Target in cocoon (save), no P/V actions

Dungeon062620 - Dungeon Level 10

Room # 5

Animal Pens - 10ft. long x 35ft. wide x 35ft. tall

quill; buffet; coughing; horn/trumpet sounding

Intelligent Door, might have ego score on the north wall leading to a 20ft. long x 5ft. wide x 25ft. tall hallway.

Sample Names: Gisel the battling Emerald Foursome (Gas); Chiru the brave Zoo Nimbus (Pitchfork)

Deeper Ceiling Trap; DL 10; Search DC 109 (2000 Cml damage, no save)

Painting that (causes/has/or is) Illusionary wall concealing a chute below

[x2] Room is permanently/continuously Blinded, only creatures immune or bubbled against it can function here.

1,995gp

candlestick

a dark black cloak, +4 AC, 330gp

Blue Shield [AT+18] +16 AC/+12 Saves; 1M: Anti-Paladin's abilities of ½ level; CL 47; SL 10; 10835gp

Silvery Arrows (20) [9d6] +399 Th/+224 dmg 15+/x4; 1M: CLxCL mental

dmg in 3 lines (Reflex:½); C-align x2 dmg; CL 47; SL 10, 110877gp

DL X Macro-Diminutive Sigil/Maelstrom Elf/Avalons x(175) x[8]

AC 1011, HD 2565, ihp 2.2E+5, CR 182% #Att 2, TH ÷ AC/Save DC by 110, dmg 5003

Str 80, Dex 29, Con 52, Int 63, Wis 35, Chr 23, 240kxp

Immune Maze effects, Immune sleep, aging

Prepared effects:

[Pri SL7] Protection from Death: Immune to slain and Slain

[Pri SL5] Troll-like Regeneration: You Troll-like Regenerate at CL hp per round

[Pri SL9] Resist Fire/Resist Cold 9: Take -85% dmg vs. fire or cold

[Psi54 Major] Mystic Shield: SR SL*CL

[Wiz SL7] Anti-Psionic Shell:

[Wiz SL8] Clone: Clone

[Wiz SL9] Chain Contingency : Like the contingency, but holds more spell

[Wiz SL10] Prismatic Solid: Add a "Special" to entire room of Prismatic-ness (1 prismatic effect per person per segment)

[Psi3½ Major] Incarnate: Make some powers permanent.

[Wiz SL6] Prismatic Sphere 6: 4 Prismatic colors or 2 MultiPrismatic colors (may repeat colors in either mode)

Combat effects:

[Wiz SL9] Time Stop 9: Stops time for 1d4 rounds

[Psi3 minor] Cell Adjustment: You heal 3d6 dmg, bonus to next poison/disease save, or heal 2 ability pts.

[Wiz SL5] Wacky Ball 5 / Normal / ½: Ld10, save: ½

[Psi9 Grand] Energy Kinetic: Manipulate: +-CH dice to existing energy effect

[Pri SL8] Storm Of Vengeance: No spellcasting, lvd6 acid, 48d8 lightning, 3*lvld10 ice

[Pri SL9] Blade Barrier 9: 11d11 dmg wall (shards)

[Psi-6N minor] Force of Nature I: Summon a Plant Elemental: AC 20, hp 20, #Att 1/1, TH +10, dmg 10

[Wiz SL2] Hypnotic Pattern (1): 24 HD looking at pattern are Hypnotized

[Psi100 Major] Mass Domination: Domination (Will save at -CL), hits 3+CL/9 groups

[Psi15 Grand] Druid Shapechange: Druid Shapechange (to Reptile/Fish, Bird, or Mammal)

Dungeon062620 - Dungeon Level 10

Room # 6

Pen/Prison - 35ft. long x 25ft. wide x 50ft. tall

tub; Stalagmites; metallic smell; updraft, strong

Locked Door, Magic/Psi on the north wall leading to a 45ft. long x 10ft. wide x 20ft. tall hallway.

Sample Names: Akilah the kewl Ring Squadron (Rollerblades); Oathkeeper the avaricious Monsieur Phantom (Electro-)

Air in room transforms into Elemental Vibration Trap; DL 10; Search DC 104 (400 Con damage/s, DC 101 PP save for half)

Machine that (causes/has/or is) Monster Generator: Golem (summons a Golem every segment)

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Turn
57,575gp

wooden bookcase

the waterbed, 5000gp

Fuchsia Model car: +2 Level(s) in a Custom Group Class; 100460gp

Brilliant Talisman [AT+367] +257 AC/+20 Saves; 1M: aNR 10*SL%

(including energy and stat drains); CL 35; SL 10; 84035gp

DL X Fine Outer-LN Familiars x(44) x[4]

iAC 1009, HD 11, stunp 104, PR 113% #Att 14, TH ÷ AC/Save DC by 110, dmg 402

Str 56, Dex 55, Con 64, Int 77, Wis 29, Chr 42, 240kxp

Dark vision, immune mine-affecting, resist acid and cold., Familiar Immunity

Prepared effects:

[Psi18 minor] Innate Shield: 20*CL hp shield vs. Innate abilities

[Psi45 Major] Energy Sheath: SL^2 hp Armor spell, self only, stacks with the (Wizard) Armor spell

[Psi27 minor] Dark Triangle: Name 2 Wizard/Priest schools: One has double effect, the other half (30' radius)

[Wiz SL3] Protection from Elements : Absorb 12 damage/level from one kind of energy.

[Psi27 minor] Cloak of Oblivion: Pick any one specific spell or psionic power. You are immune to it.

[Psi7 Grand] (no name): Immunity to any effect that requires a Fortitude save (unless the effect also works on objects)

[Pri SL5] Spell Resistance : Subject gains +12 +1/level SR.

[Psi16 Major] Golem Form: Amber: Tracking/Trailing prof.; Clairnasience; Detect Invis. cont.

[Wiz SL10] Armor 10: +CL*20 current hp

[Wiz SL8] Tenser's Transformation 8: +150% of max hp to current hp, +4 TH melee

Combat effects:

[Psi-3 Major] Dimension Trade: Switch places with anyone you see (unwilling gets save)

[Psi19 Major] Grip: Strangles target at CL dmg per segment

[Pri SL9] Energy Drain : Subject gains 2d4 negative levels.

[Pri SL1] Hold Person/Monster 1: Hold 3 person or 1 monster targets (save)

[Wiz SL5] Cloudkill : Kills 3 HD or less; 4-6 HD save or die.

[Psi29 minor] Darkness:

[Wiz SL6] Prismatic Wall 6: 6 Prismatic colors or 4 MultiPrismatic colors (may repeat colors in either mode)

[Psi45 Grand] Heat: Target takes SL*CL Fire damage per segment for 1 round (no save)

[Psi9 Major] Paralysis Bolt: Paralyzation CH t (save)

[Psi6E minor] Produce Fire/Frost: Produces fire or frost (6 dmg, save:½)

Dungeon062620 - Dungeon Level 10

Room # 7

Stable - 45ft. long x 15ft. wide x 50ft. tall

parchment; Walls of Water; moaning; splashing

Locked Door, Magic/Psi on the south wall leading to a 20ft. long x 25ft. wide x 15ft. tall hallway.

Sample Names: Onalidan the furious Teenage Guardsman (-wagon); Bedal the spellbinding Alpha Condor (Zepplin)

Spiked Lock Trap; DL 10; Search DC 104 (420 Dex damage, no resistance)

Passage that (causes/has/or is) Monster Generator: Golem (summons a Golem every segment)

[x2] Immortals cannot hear, smell, or sense into this room unless they are actually there; Divine Intervention fails
27,336gp

metal bracers

heather sprig, 'giant strength' 'stone skin' 'shield' '', 1000gp

Blackened Robe [AT+19] +325 AC/++19 Saves; 1M: Immune to spell

level 0 to SL-1 energy attacks; CL 44; SL 10; 88415gp

Rian's Trachea: +29 to Wis; 1M: Each bird summon in the room gets +1DL.; CL 50; SL 10; 100190gp

DL X Huge Forest Viruss x(119) x[6]

AC 1010, HD 82, ihp 6528, AllR 198% #Att 19, TH ÷ AC/Save DC by 110, dmg 3001

Str 68, Dex 76, Con 58, Int 32, Wis 31, Chr 70, 240kxp

Has mtg G spells, Can infect things. Immune mind-affecting, crits, gazes, illusions, poison, sleep, paralysis, polymorph, stunning.

Prepared effects:

[Wiz SL1] Find Familiar: See [S4], or finds your familiar {1 creature}

[Pri SL5] Resist Vulnerability: Target gains a Resist to something which can only be used to counter a Vulnerability (Duration 1 hr)

[Psi3½ minor] Thought Shield: Gain PR 13 against mind-affecting powers.

[Psi3½ minor] Dissolving Touch: Your touch deals 4d6 acid damage.

[Wiz SL6] Planar Displace: Planar Displacement for 1 turn

[Psi2 minor] Biofeedback: -2 dmg/att; +level/3 AC bonus; +level AC bonus

[Psi3½ Major] Catapsi: Psychic static inhibits power manifestation.

[Pri SL5] Double Resist [E=2 element]: Pick an EE=2 element, you double resist it (1/4 dmg, 1/10 if make save) for 1 hour.

[Wiz SL7] First Level Magic-User Spells (DM1): Cast any four 1st level Wizard spells simultaneously when it is cast.

[Psi6E Major] Symbol or Glyph/Warding: Similar to respective priest spells

Combat effects:

[Pri SL7] Blade Barrier 7: 9d9 dmg wall (shards)

[Wiz SL3] Death Spell 3: Slay 3d12 HD of creatures (save)

[Pri SL4] Death's Door 4: Target (currently at negative hp) goes to 1 hp

[Pri SL7] Call Lightning 7: (CL+2)d16 lightning dmg (save:½) (halve the die type if not outside)

[Wiz SL7] Fireball 7: CLd14 fire dmg to a group (save:½)

[Wiz SL4] Dispel Psionics: Dispel Psionics

[Pri SL8] Elemental Swarm: Summons (level) 36 HD elementals of chosen type (not semi-)

[Wiz SL10] Lightning Bolt 10: CLd20 lightning dmg to a group (save:½)

[Psi10 minor] Pillar of Fire: Makes a column of fire (10' wide by 10*CL' high), 1d10 dmg

[Pri SL10] Call Lightning 10: (CL+2)d22 lightning dmg (save:½) (halve the die type if not outside)

Dungeon062620 - Dungeon Level 10

Room # 8

Waiting Room - 5ft. long x 35ft. wide x 15ft. tall

trunk; lens (concave, convex, etc.); splashing; knocking

Brass Door, Normal on the west wall leading to a 20ft. long x 10ft. wide x 5ft. tall hallway.

Sample Names: Alhulak the courteous Shadow Death (Screwdriver); Gennus the awesome Senorita Blade (Rhino)

Creeping Doom 10 Trap; DL 10; Search DC 102 (Cleric CL 20, DC 101 Breath Weapon save to negate)

Fireplace that (causes/has/or is) Illusionary wall concealing a chute below

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Turn
34,387gp

gelatin

a silver Portal, 0gp

Chestnut Talisman [AT+127] +21 AC/+16 Saves; 1M: (12-SL)M: Create a TechL=SL*2-3 object (see
[Q8], can have at most LVL of these objects); CL 60; SL 10; 27890gp

Garnet Sword, two-bladed [3d8] +145 Th/+14 dmg 14+/x8; 1M: Do SL missile attacks, must roll to
hit, each hit does 10 dmg (no save) and a stun (save); CL 52; SL 10, 34517gp

DL X Fine Henchmen Goblin/Orcs x(122) x[5]

AC 1001, HD 3, ihp 107, RR 184% #Att 8, TH ÷ AC/Save DC by 110, dmg 402

Str 35, Dex 51, Con 63, Int 77, Wis 30, Chr 77, 240kxp

Has henchmen spells, Dark Vision, Stay conscious past Ohp. Light Sensitivity

Prepared effects:

[Wiz SL9] Third Level Magic-User Spells (DM1): Cast any four 3rd level Wizard spells simultaneously when it is cast.

[Pri SL6] Anti-Animal Shell:

[Wiz SL5] Prismatic Sphere 5: 3 Prismatic colors or 1 MultiPrismatic colors (may repeat colors in either mode)

[Wiz SL2] Resist Elements: -12 dmg/r from 1 of: acid/cold/lightning/fire/sound {Touch, 1 creature}

[Psi-3 Grand] Breath of the Drake: Breath water for 11d4 damage.

[Wiz SL1] Fire Shield 1: Anyone who melees with you takes 10% dmg back

[Psi54 Major] Gadgetry: 1M, 1/d: Build a TechL=SL Psi8 item

[Pri SL8] Duplicate Monster: Duplicate a x1 monster (not incl. classes)

[Psi3 Grand] Null Psionics Field: Negates psionics within 10 ft.

[Wiz SL8] Anti-Magic Shell 8: Anti-Magic of SL 0 to 7

Combat effects:

[Psi-2 Major] Life Field: All in party all healed for LVL hp; 2*LVL hp instead

[Pri SL9] Energy Drain : Subject gains 2d4 negative levels.

[Psi-6G Grand] Summon Angel: Summons a DL VIII Angel (good aligned Outer-planar creature)

[Wiz SL5] Conjure Elemental : Conjures a 8 HD elemental

[Psi45 Major] Summoning: Summon a DL=SL Outer

[Psi10 minor] Light: Light

[Pri SL10] Blade Barrier 10: 12d12 dmg wall (shards)

[Wiz SL10] Dispel Magic 10: Dispel 8 magic effects

[Psi1 minor] Lights: Faerie Fire, Dancing Lights, Light

[Psi45 Major] Light Emission: SL*CL/2 Light damage (no save) and SL/2 instances of blindness (save)

Dungeon062620 - Dungeon Level 10

Room # 9

Gallery - 50ft. long x 45ft. wide x 15ft. tall

steps; strappado; hazy; hissing

Trapped Door, Magic/Psi on the south wall leading to a 40ft. long x 25ft. wide x 15ft. tall hallway.

Sample Names: Credia the fantastic Seagoing Bug (Golden); Drefan the miserly Ambush Phantom (Hydro-)

Camouflaged Caltrops Trap; DL 10; Search DC 110 (Attack +150 ranged, 100d10 idamage)

Fireplace that (causes/has/or is) Magical Pool: Effect of a randomly determined potion

(will repeat same potion effect as last drink 75% of the time)

[x2] Room is permanently/continuously *Cursed*ed, only creatures immune or bubbled against it can function here.

89,076gp

water, trickle

a bar of silver, 50gp

Pinkish Rusty nail: +2 Level(s) in a Warrior Group Class; 100710gp

Chartreuse Cube [5d8] +362 Th/+11 dmg 12+/x3; 1F: 1bM: One effect that's hitting you is delayed for SL segments (it will still resolve even if the caster is dropped); CL 65; SL 10, 72330gp

DL X Macro-Tiny Inner-Planar Hounds x(190) x[4]

|iAC| 1001, HD 51300, ihp 4.2E+5, TR 170% #Att 3, TH ÷ AC/Save DC by 110, dmg 10010

Str 59, Dex 59, Con 71, Int 55, Wis 36, Chr 53, 240kxp

Immune 1 element., Has 4 legs, and at least 1 head

Prepared effects:

[Psi2 Major] Superior Invisibility: No sound,smell; attack breaks; Improved Invisibility

[Pri SL4] Immune [E=1 element]: Pick an E=1 element, you are immune to it for 1 hour. (This immunity does not "spread" into ot

[Psi45 minor] Energy Body: Major: You are made of energy; cannot use P actions; resist physical damage

[Wiz SL10] Nazzer's Nullification: Creates a DMZ (Dispel Magic Zone)

[Wiz SL8] Fire Shield 8: Anyone who melees with you takes 175% dmg back

[Pri SL1] Animal Companion: Make an animal your companion (not familiar) {1 creature}

[Wiz SL2] Notched Blast: Your next spell is "held" (release as 0), no spells until released

[Wiz SL2] Magic Resistance: MR 50+CL*5% [duration 2 hours]

[Psi-12C Major] Globe of High Resistance: Immune to SL 4-6 (all types), Resist SL 2-3 (all types)

[Wiz SL3] Fire Shield 3: Anyone who melees with you takes 50% dmg back

Combat effects:

[Psi30 Grand] Earth Bolt: Ele.Earth damage,Con resist

[Wiz SL5] Cloudkill : Kills 3 HD or less; 4-6 HD save or die.

[Psi10 Major] Insanity: Target gets Int set to 3; Insanity (save for each)

[Psi6G minor] Dispel Phantasm: Phantasms (non-corporeal undead of all types) are destroyed (no save)

[Wiz SL6] Immediate Monster Summoning VI: Summons a DL IV monster without summoning sickness

[Psi100 minor] Domination: Domination (Will save), hits 2+CL/9 groups

[Pri SL8] Finger of Death : Kills one subject.

[Psi-3 Major] Astral Destruct IV: Astral destruct fights for you.

[Psi-1 minor] Reverse ESP: 0, 1/r: Target hears your thoughts and must save or insane.

[Psi10 Major] Fire Blast: One group takes (8+CL/5)d6 fire dmg (save:½)

Dungeon062620 - Dungeon Level 10

Room # 10

Observatory - 35ft. long x 45ft. wide x 15ft. tall

Walls of Flesh; winch and pulley; chanting; snapping

Unusual Material Door on the west wall leading to a 30ft. long x 5ft. wide x 20ft. tall hallway.

Sample Names: Koraq the ugly Death Brotherhood (Psychic); Fenuku the sophisticated Secret Cronie (Forklift)

Air in room transforms into Elemental Chromatic Trap; DL 10; Search DC 110 (400 Con damage/s, no save)

Pillar or Column that (causes/has/or is) magic word trigger

[x2] Gods cannot hear, see, or sense into this room unless they are actually there; Divine Intervention fails

57,187gp

cinders

the eye of a giant squid, 'poison' 'plague' " " ", 10gp

Topaz Helm [AT+126] +170 AC/+226 Saves; 1Z: Missile Deflection; CL 41; SL 10; 69505gp

Golden Girdle [AT+105] +11 AC/+18 Saves; 1Z: 1V: Hypnosis (1 target, Will

save); Bite is paralysis branded (PPD save); CL 41; SL 10; 21115gp

DL X Macro-Diminutive Space Oozes x(116) x[6]

AC 1018, HD 25650, ihp 2.1E+5, ER 186% #Att 16, TH ÷ AC/Save DC by 110, dmg 810

Str 77, Dex 39, Con 50, Int 30, Wis 67, Chr 22, 240kxp

Immune hostile environments, No INT. Immune mind-affecting, crits, gazes, illusions, poison, sleep, paralysis, polymorph, and stu

Prepared effects:

[Pri SL4] Free Action: Immune stun, hold, paralysis, summoning sickness

[Pri SL1] Resist [E=1 element]: Pick an E=1 element, you resist it for 1 hour.

[Pri SL5] Summon Nature's Ally V : Summons a DL V animal (maintained)

[Psi2 minor] Phase: Out of phase; cannot attack; x2 move rate

[Pri SL4] Protection from Fire 4: Stop the next CL*12 fire dmg

[Wiz SL3] Armor 3: +CL*6 current hp

[Pri SL3] Protection From Fire: Immune normal fire; Absorb 12*CL dmg fire (or) Resist Fire

[Wiz SL2] Mirror Image (3): Creates 1d4+L/3 images of yourself {self only}

[Wiz SL6] Fire Shield 6: Anyone who melees with you takes 125% dmg back

[Pri SL4] Spell Immunity : Subject is immune to one spell per four levels

Combat effects:

[Pri SL3] Hold Person/Monster 3: Hold 5 person or 3 monster targets (save)

[Psi3 minor] Brain Lock: Subject cannot move or take any mental actions.

[Psi-12L minor] Phantasmal Killer: Phantasmal Killer

[Psi1 Grand] Severance: Save; stops use of any 1 ability in creature

[Psi30 Major] Blackout: Blast: Cause Blindness(as spell)

[Psi-3 Grand] Replace: Put an object into someone's inventory (Reflex save)

[Wiz SL8] Summon Monster VIII : Calls outsider to fight for you.

[Psi6E Major] Possession: Similar to wizard spell "Magic Jar"

[Psi45 Grand] Combustion: An object explodes (item save), the person carrying it takes CL*SL/2 damage (save)

[Psi6E Major] Howling Thunder: Randomly summons 6d20 abyssal spirits

Dungeon062620 - Dungeon Level 10

Room # 11

Elevator Room - 20ft. long x 25ft. wide x 50ft. tall

boots (iron); wheel; tapping; putrid smell

Tricked Door on the east wall leading to a 20ft. long x 5ft. wide x 15ft. tall hallway.

Sample Names: Omarni the disgusting Teen Flea (Gateway); Aethelred Silverhammer the happy He-- Worm (BBs)

Secret Block Trap; DL 10; Search DC 103 (2000 idamage, no resistance)

Force Field that (causes/has/or is) Releases - Counterfeit Coins

[x2] Immortals cannot feel, smell, or sense into this room unless they are actually there; Divine Intervention fails

5,114gp

cupboard

an Island Mace, mace, 5d5 (15), 262gp

Snowy Armor, Light [AT++5] +400 AC/+19 Saves; 1M: Animate Object

(hp=PL*4, #Att=1, TH +PL, dmg PLd2); CL 60; SL 10; 61910gp

Cobalt Nunchaku [1d4] +324 Th/+10 dmg 18+/x2; 1M: 1P or 1M: Target

is cured equal to his Con score in hp; CL 56; SL 10, 65040gp

DL X Colossal Forest Kobolds x(126) x[5]

AC 1002, HD 329, ihp 258560, IR 126% #Att 14, TH ÷ AC/Save DC by 110, dmg 607

Str 50, Dex 54, Con 64, Int 31, Wis 53, Chr 72, 240kxp

Has mtg G spells, Can overbear in numbers.

Prepared effects:

[Pri SL5] Resist [E=5 element]: Pick an E=5 element, you resist it for 1 hour.

[Psi54 Major] Energy Absorption: CL*SL*3 hp ablative Force Field (vs. energy attacks)

[Wiz SL5] Tenser's Transformation 5: +75% of max hp to current hp, +1 TH melee

[Psi8 minor] Construct Generic Item 1: Create a "Generic" type item (see next page) of TechL=CL, each TechL takes 1S action

[Psi8 Grand] Construct Generic Item 4: Create a "Generic" type item (see next page) of TechL=CL, each 4 TechL takes 1S action

[Wiz SL1] Shield (1): Immune Force; AC2 source; +1 saves {self only}

[Pri SL3] Negative Plane Protection: Stops one negative energy attack

[Psi10 minor] Fire Protection *: Resist Fire

[Psi27 minor] Cloak of Oblivion: Pick any one specific spell or psionic power. You are immune to it.

[Psi-3 Grand] Contingency: Sets trigger condition for another power.

Combat effects:

[Pri SL4] Creeping Doom 4: 160 insect dmg

[Psi-17 minor] (no name): Chaos Ball your group (incl. yourself) for LVLd6 dmg

[Pri SL9] Implosion : Kills one creature/round.

[Psi5 minor] Heal Self: Cure up to 100 hp, Regenerate (as spell)

[Psi-3 Grand] Recall Birth: Foe vividly recalls its birth, and gains CL negative levels (no save)

[Wiz SL6] Feeblemind 6: -30 mental stat points (randomly distributed in packets of 5) (save per packet)

[Psi-12T minor] Hold Blast: One group is held (Will save)

[Wiz SL3] Magic Missile 3: (CL+1)*3/2 missiles, each does 1d4+1 force dmg (no save)

[Psi45 minor] Undead Control: Turn Undead at CL=(SL-2)*2

[Pri SL4] Command 4: Target makes 4 saves, each missed save allows 1 word for a command to be given

Dungeon062620 - Dungeon Level 10

Room # 12

Nest (animal) - 40ft. long x 30ft. wide x 5ft. tall

cage; spatula; groaning; urine smell

False Door on the west wall leading to a 10ft. long x 20ft. wide x 5ft. tall hallway.

Sample Names: Sumpko the superlative Masked Guy (Meditation); Kova the horrible Ice Wraith (Hubcap)

Spiked Stairs Trap; DL 10; Search DC 110 (480 Dex damage, no save)

Passage that (causes/has/or is) Gaseous

[x2] Room is permanently/continuously Alley Effected, only creatures immune or bubbled against it can function here.

88,697gp

bale (straw)

a golden dragonscale girth, +2 AC, 280gp

Star of Celene, 8140gp

Umber Stone [10d8] x7 Th/+399 dmg 15+/x3; 1M: Flesh to Stone; CL 40; SL 10, 115367gp

DL X Large Star-Trek-Loop Hounds x(75) x[8]

AC 1014, HD 44, ihp 3456, WR 189% #Att 10, TH ÷ AC/Save DC by 110, dmg 1208

Str 48, Dex 28, Con 29, Int 80, Wis 33, Chr 77, 240kxp

Has captain spells, Has 4 legs, and at least 1 head

Prepared effects:

[Psi24 minor] Caster Level Increase 2: +2 Caster Level (this can be taken multiple times)

[Psi45 Major] Force Field vs. Vampirism: aNR 10*SL% (including energy and stat drains)

[Psi0 minor] Catfall: Land on feet, get a Dex check versus each die of the falling damage

[Psi54 minor] Mystic Shield: SR SL*CL

[Wiz SL9] Extra Group +2: The next spell you cast will affect +2 groups of monsters

[Psi29 Grand] Duplicate Monster (Clone) (x1):

[Wiz SL2] Spectral Hand: Can use 1 touch at range per round (roll TH+2). The hand can be re-used, but it must return to the cast

[Pri SL2] Resist [E=1 element]: Pick an EE=1 element, you resist it for 1 hour.

[Psi18 minor] Ego Shield: Immune to Mental Attacks; Undetect. Lie

[Psi7 minor] (no name): Pick a stat. Whenever you touch someone, they take (CL+1)/2 ability damage to that stat (PPD save)

Combat effects:

[Psi-3 Major] Blackice: Deals 5d4 black ice damage in 20 ft. radius.

[Pri SL7] Summon Nature's Ally VII : Calls creature to fight.

[Wiz SL7] Wacky Ball 7 / Normal / ½: Ld20, save: ½

[Psi3 Major] Greater Concussion: Pummel foe for 5d6 damage.

[Psi30 Major] Stun Beam: Astral stunning

[Psi16 Major] Golem Jar: Magic Jar into a Golem (Magic Jar contest rules, which the golem will probably lose)

[Psi45 minor] Neural Manipulation: Minor: Seizure (-2 all rolls, save); Major: Paralysis (SL/3 saves)

[Psi-6G minor] Blinding Light: Target is blinded (RSW save), halves his AC (Spell save), loses next P action (BW save)

[Psi2 Grand] Alter Reality: Alter Reality or Psi1 major; Double CL effect

[Pri SL2] Blade Barrier 2: 4d4 dmg wall (shards)

Dungeon062620 - Dungeon Level 11 (Dur)

Room # 1

Chapel - 30ft. long x 20ft. wide x 50ft. tall

sanctuary; carpet; coughing; ringing

Membrane Portal on the south wall leading to a 45ft. long x 10ft. wide x 25ft. tall hallway.

Sample Names: Caecil the attractive Yellow Champion (Stilts); Arten the grotesque Do-Gooder Ninja (Foam)

Hail of Javelins Trap; DL 11; Search DC 118 (Attack +209 melee, 70d4 Wis damage), (multiple targets)

Vegetation that (causes/has/or is) Monster Generator: Insect (summons an Insect every segment)

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Turn

74,736gp

cracked flask

a sturdy black umbrella, whip, 6d15 (48), 125gp

Rian's Radius bone: +40 to Con; 1P: CL "Any" action haste (party).; CL 55; SL 11; 121610gp

Bright Cork: All your Monster classes use the "set XP table"(3kxp

at 2nd, doubles til 9th,600kxp at 10th,+300kxp per level afterward).; 121390gp

DL XI Macro-Small Purplish Cyclones x(122) x[5]

||AC|| 1211, HD 11274, stunp 1.1E+6, CR 185% #Att 11, TH ÷ AC/Save DC by 132, dmg 1460

Str 80, Dex 49, Con 53, Int 47, Wis 33, Chr 25, 3.1E+1kxp

Who'S Your Daddy

Prepared effects:

[Psi45 Grand] True Invulnerability: SL instances of Resist distributed as you like (medium categories: a school, an element, etc.)

[Wiz SL8] Permanency: ANY spell in the game can be made permanent.

[Psi72 Major] Alternate Form - Semisolid: Elasticity; Resist piercing weapons; Attack at half damage

[Wiz SL4] Improved Invisibility : As invisibility, but subject can attack and stay invisible.

[Psi45 minor] Force Field vs. Magic: Immune to spell level 0 to SL-1 magic

[Psi45 Grand] Kinetic Control: SL/2 (round down) instances of Resist telekinesis; +SL*10% damage with telekinesis effects

[Wiz SL2] Blur (3): 20% WR vs. creatures without True Sight {self only}

[Psi45 Grand] Invisibility: Improved Invis.

[Pri SL5] Resist Fire/Resist Cold 5: Take -65% dmg vs. fire or cold

[Wiz SL9] Fire Shield 9: Anyone who melees with you takes 200% dmg back

[Wiz SL10] Prismatic Sphere 10: 8 Prismatic colors or 6 MultiPrismatic colors (may repeat colors in either mode)

Combat effects:

[Psi6G Grand] White Hurricane: All Evil in sight Gated to their home (no save)

[Psi81 Major] Summon: Summon a DL V Outer planar creature

[Psi18 Major] Pyrokinetic: Spont.Comb.: Spontaneously Combusts 1 target (save)

[Psi54 minor] Phobia: Fear (SL saves)

[Wiz SL1] Cause Fear: Fear (save) {1 creature}

[Wiz SL4] Time Stop 4: Stops time for 1d5 segments

[Pri SL7] Cure Wounds 7: Cures 28d8 hp (can take offer of 6 per die -> 168 hp)

[Wiz SL1] Alley Summoning I: Summons a DL II alley monster, under your control, 1% chance per segment of losing control

[Psi27 minor] Lord: Command (as spell) using LVL words, up to LVL creatures within LVL*10' range

[Pri SL9] Conjure Elemental 9: Conjure a DL=8 elemental

[Psi6G Major] Disk of Seven Heavens: Roll TH: If target hit is sent to Seven Heavens (no save)

Dungeon062620 - Dungeon Level 11 (Narf)

Room # 2

Game Room - 10ft. long x 50ft. wide x 10ft. tall

chandelier; Bridge, Swinging (like a swing); thumping; metallic smell

Phase Door (as the spell) on the south wall leading to a 40ft. long x 5ft. wide x 15ft. tall hallway.

Sample Names: Salember the despicable Killer Vandal (Blimp); Ironbeard the conspiratorial Power Alien (Raised by animals)

Inhaled Blood Trap; DL 11; Search DC 112 (320 Int damage, no save)

Stairway that (causes/has/or is) Treasure hidden under a heap of trash/dung

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Day

105,343gp

mysterious stain

a full-view helmet, +1 AC, 10gp

Olive drab Cat: +6bbbJQQQB' Action(s); 121150gp

Amethyst Armor Gemlet [AT++5] +12 AC/+121 Saves; 1P: SL/3 (round down) instances of Resist energy attacks; CL 49; SL 11; 25430gp

DL XI Macro-Small Ivory Skiings x(149) x[7]

AC 1212, HD 11274, lifep 1.0E+6, ER 149% #Att 14, TH ÷ AC/Save DC by 132, dmg 3640

Str 38, Dex 85, Con 26, Int 69, Wis 84, Chr 80, 3.1E+1kxp

Stank You

Prepared effects:

[Psi6G Grand] Discontinuity Immunity: Immune to Annihilation, Being Put Down a Hole

[Psi-12L Major] Duplicate Tech Item: Duplicate a x0 or x1 Technology Item

[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

[Psi8 Major] Unusual Mix: May construct your tech items using "Unusual Materials" chart, this may have odd effects

[Psi-3 Super] Pawn: Pawn someone (gets a Will and a Spell save, making either is a make)

[Wiz SL6] Armor 6: +CL*12 current hp

[Psi18 minor] Telekineses: Tactile: Can touch up to LVL*100'; incl. T spells

[Wiz SL9] Prismatic Sphere 9: 7 Prismatic colors or 5 MultiPrismatic colors (may repeat colors in either mode)

[Psi-12L Major] Choose Die Result: Choose result of one die roll (not "deep", only affects one die)

[Psi12T Super] Psionic Turning: Spell Turning but affects Psionic effects

[Psi-6G Grand] Wrath †: 1bM: Can use an extra 1P each segment this round; Immune to Fire and Negative

Combat effects:

[Pri SL9] Remove Curse 9: Cure 6 curse effects (reverse causes that many, save for each)

[Psi45 Grand] Energy Conversion: 0, SL/t: Convert an element in an effect to another element (max E factor = SL/2, round down)

[Wiz SL4] Enervation : Subject gains CL/4 negative levels.

[Psi27 Major] Smite: Target is Paralyzed and cannot use any M actions next round (save)

[Pri SL8] Dispel Evil 8: Dispel 4 evil targets (can target the same thing more than once) (save)

[Psi19 minor] Fear: Fear (Will save)

[Psi5 minor] Natural Protection: (Z action) Natural Effect damage resistance 75% for 1s

[Wiz SL10] Summon Dweomer: Summons a creature (your choice, not random) with HD < CL

[Wiz SL9] Immediate Monster Summoning IX: Summons a DL VII monster without summoning sickness

[Psi6G Major] Second Level Priest Spell: Cast one 2nd level Priest spell at CL = 40

[Psi45 Grand] Disruption: Minor: Target takes CL*SL disruption damage (no save); Grand: The damage given plus a Disintegrate e

Dungeon062620 - Dungeon Level 11 (Nah)

Room # 3

Solar - 5ft. long x 15ft. wide x 20ft. tall

furniture (broken); horn; bong; squeaking

Flesh Door on the west wall leading to a 25ft. long x 5ft. wide x 10ft. tall hallway.

Sample Names: Zubova the uncanny Obsidian Mist (Flame); Dreyth the radioactive She-- -wing (Sword)

Moving Drawer Trap; DL 11; Search DC 120 (540 Str damage, no resistance)

Wall that (causes/has/or is) Spinning

[x2] Room is permanently/continuously *Cursed*ed, only creatures immune or bubbled against it can function here.

58,332gp

crow bar

mindflayer fried tentacles, 0gp

Red Rope [2d20] +15 Th/+19 dmg 14+/x2; 1P: Paralysis; CL 66; SL 11, 16477gp

Rian's Deltoid muscle: +10 to LVL; 1M: All your subordinates get +1 DL All your opponents' subordinates get -1

DL. Spend 4SL's: Put out of Misery a target. Create a DL I Spirit that flies.; CL 46; SL 11; 121960gp

DL XI Diminutive Bronze Pleasures x(147) x[8]

|AC| 1231, HD 8, ihp 258, XR 143% #Att 20, TH ÷ AC/Save DC by 132, dmg 2423

Str 44, Dex 82, Con 49, Int 59, Wis 68, Chr 84, 3.1E+1kxp

Hells No

Prepared effects:

[Pri SL5] Summon Monster V : Summons a DL V monster (1 turn)

[Wiz SL2] Mirror Image (3): Creates 1d4+L/3 images of yourself {self only}

[Psi23 Major] Swirling Cloud: Damages and confuses those in area

[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.

[Psi7 minor] (no name): Immunity to sleep, fatigue, and exhaustion

[Pri SL5] Protection from Fire 5: Stop the next CL*16 fire dmg

[Psi7 Grand] (no name): Whenever you touch someone, they get Mummy Rot (no save)

[Psi45 Grand] Fire Control: SL/2 (round down) instances of Resist fire; +SL*10% damage with fire effects

[Pri SL3] Protection from Lightning 3: Stop the next CL*8 lightning dmg

[Psi2 Grand] Cosmic Awareness: Detect "Everything" CL*30'; Range is sight

[Pri SL10] Resist Fire/Resist Cold 10: Take -90% dmg vs. fire or cold

Combat effects:

[Psi45 Grand] Missile Creation: Do SL missile attacks, must roll to hit, each hit does 10 dmg (no save) and a stun (save)

[Psi-2 minor] Half Pain: Take half damage from one person for 1t; --

[Psi-3 minor] Muscle Lock: Subject cannot move or take any physical actions.

[Wiz SL6] Cone of Cold 6: CLd12+CL cold dmg to a group (save:½)

[Psi45 Major] Electrical Generation: SL*CL Lightning damage (1 group, no save)

[Wiz SL8] Monster Swarm Summoning VIII: Summons CL*1 DL VII monsters

[Psi6E Major] Quasit/Imp Servant: Transform a larva into an imp or quasit

[Psi2 Major] Mindflame: <=8 HD Stun 2d6 r; >8 HD Dazed 1d3 r; <=16 HD; >16 HD

[Psi-12C minor] Cthulhoid Swarm II: Summon CL Monsters using ML II "Weird" chart (random)

[Wiz SL5] Ray of Enfeeblement 5: -25 physical stat points (randomly distributed in packets of 5) (save per packet)

[Wiz SL9] Gate: Connects two planes for travel or summoning.

Dungeon062620 - Dungeon Level 11 (Jinkes)

Room # 4

Banquet - 30ft. long x 40ft. wide x 35ft. tall

horn; overhang; downdraft, slight; dusty

Ice Door (transparent) on the west wall leading to a 35ft. long x 5ft. wide x 5ft. tall hallway.

Sample Names: Stigand the byzantine Adolescent Dinosaur (Warhorse); Othralen the sublime B'Wana Work (Blunderbuss)

Air in room transforms into Elemental Forbiddance Trap; DL 11; Search DC 116 (400 Wis damage/s, DC 121 Reflex save for 1/10)

Fountain that (causes/has/or is) Releases - Map

[x2] Room is permanently/continuously Disjunct (effect)ed, only creatures immune or bubbled against it can function here.

36,142gp

candelabra

a green headband, +2 AC, 5gp

Carmine Wand [1d12] +12 Th/+256 dmg 17+/x3; 1M: Target saves or is suggested for 1 round; CL 50; SL 11, 52670gp

Amulet of Health +4: (Neck) +4 Constitution., 21510gp

DL XI Small Primrose Partys x(101) x[7]

AC 1232, HD 17, hp 976, BlahR 208% #Att 2, TH ÷ AC/Save DC by 132, dmg 487

Str 68, Dex 36, Con 27, Int 52, Wis 68, Chr 41, 3.1E+1kxp

Cheese And Rice

Prepared effects:

[Psi-12T Major] Effect Familiarity: Pick any spell/power. You resist it; and at +50% when using it.

[Psi45 minor] Kinetic Control: SL/2 (round down) instances of Resist telekinesis; +SL*10% damage with telekinesis effects

[Psi4 Major] Spell *1.5: One spell that you know has it's effect multiplied by 1.5, or costs only 1/(1.5*2-1) of a spell slot

[Psi16 Grand] Construct Psi16 Item 4: Create a Psi16 item (see next page) of TechL=CL, each 4 TechL takes 1S action

[Psi45 minor] Force Field vs. Energy: Immune to spell level 0 to SL-1 energy attacks

[Wiz SL2] Invisibility: Invisibility; attacking ends spell {Touch, 1 target}

[Psi4 Major] Damage *1.5: Damage with one physical weapon is multiplied by 1.5

[Pri SL5] Resist Vulnerability: Target gains a Resist to something which can only be used to counter a Vulnerability (Duration 1 hr)

[Pri SL10] Protection from Fire 10: Stop the next CL*36 fire dmg

[Wiz SL9] Prismatic Sphere 9: 7 Prismatic colors or 5 MultiPrismatic colors (may repeat colors in either mode)

[Wiz SL11] Armor 11: +CL*22 current hp

Combat effects:

[Wiz SL2] Cone of Cold 2: CLd4+CL cold dmg to a group (save:½)

[Wiz SL5] Dismissal : Send a creature back to it's own plane

[Pri SL8] Finger of Death : Kills one subject.

[Pri SL6] MultiCure Deadly Wounds : Cure 8d8+10 or 58 to 6 different targets

[Pri SL10] Heal 10: Cure to 200% of max hp (max Heal 10 can cure at once = 2000 hp)

[Pri SL5] Cure Wounds 5: Cures 15d8 hp (can take offer of 6 per die -> 90 hp)

[Psi--2 Major] Alter Reality: Alter Reality (any Psi major); Double CL effect

[Pri SL5] Remove Coma: Removes the Coma effect

[Pri SL8] Circle Of Sunmotes: All friends get leveled6 hp,+1/+1 TH/dmg; enemies get reverse

[Wiz SL6] Power Word Blind 6: Blinds & stuns a creature if current hp < 40 (no save)

[Psi-6G Grand] Summon Angel: Summons a DL VIII Angel (good aligned Outer-planar creature)

Dungeon062620 - Dungeon Level 11 (Yis)

Room # 5

Dressing Room - 45ft. long x 15ft. wide x 35ft. tall

cassocks (robes); sconce, wall; grating; manure smell

Sliding Door (slides left/right into wall) on the west wall leading to a 35ft. long x 5ft. wide x 5ft. tall hallway.

Sample Names: Valachan the insidious Sovereign Racer (Revolver); Ilmarë the horrible Major Genie (Biplane)

Inhaled Rainbow Silver Trap; DL 11; Search DC 116 (360 Chr damage, DC 119 PPD save for half)

Stairway that (causes/has/or is) Geas/Quest

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Day 31,477gp

scroll case (empty)

a duck's bill, +1 AC, 125gp

Dark Age Cat. 8 Multi-hued Dragon Armor [AT+24] +14 AC/+10 Saves;

1M: [permanent] No flying in area; CL 57; SL 11; 13025gp

Fuchsia Armor, Medium [AT+26] +225 AC/+226 Saves; 1Z: +1 Memorization Level (this is next level of picks for rogues); CL 54; SL 11; 65535gp

DL XI Macro-Diminutive Off-White Turns x(96) x[8]

AC 1222, HD 2827, iihp 2.8E+6, BlahR 1397% #Att 16, TH ÷ AC/Save DC by 132, dmg 486

Str 32, Dex 78, Con 25, Int 47, Wis 23, Chr 86, 3.1E+1kxp

Jeebus

Prepared effects:

[Pri SL7] Protection from Lightning 7: Stop the next CL*24 lightning dmg

[Psi-12T minor] Spectral Natural Fighting: Spectral Hand; no ill effects from punching/kicking things

[Psi29 minor] Animate Object:

[Wiz SL11] Duplicate Item: duplicate a x1 magic or psi item that uses charges

[Psi3 Super] Apopsi: You delete the psionic power of another.

[Psi3½ Grand] Reddopsi: Powers targeting you rebound on manifester.

[Pri SL9] Regenerate 9: Regenerates 4 hp /s

[Wiz SL3] Third Arm Growth: Grow an extra arm or leg [lose spell slot while running]

[Psi45 minor] Fire Control: SL/2 (round down) instances of Resist fire; +SL*10% damage with fire effects

[Psi-6G Grand] Wrath †: 1bM: Can use an extra 1P each segment this round; Immune to Fire and Negative

[Pri SL7] Repulsion : Creatures can't approach you.

Combat effects:

[Wiz SL2] Charming II: Charms up to 2 monsters, gets a new save every turn

[Pri SL4] Blade Barrier 4: 6d6 dmg wall (shards)

[Wiz SL2] Fireball 2: CLd4 fire dmg to a group (save:½)

[Psi-2 minor] Sound Less: Deafness (save); Blindness (save)

[Wiz SL4] Lightning Bolt 4: CLd8 lightning dmg to a group (save:½)

[Psi-12T minor] Bring Animals I: Summon CL Animals using ML I chart, you pick the result

[Pri SL4] Limited Heal: Heal, target must Fort save vs. # hp down (+10 per other effect)

[Psi10 minor] Suggest: Suggestion (save)

[Pri SL5] MultiCure Critical Wounds: Cure Critical (3 targets) (r=sight)

[Pri SL2] Remove Degeneration/Wounded: Removes a Degeneration or Wounded effect

[Pri SL5] Wall of Stone : 20 hp/four levels; can be shaped.

Dungeon062620 - Dungeon Level 11 (Rise And Shine)

Room # 6

Divination - 20ft. long x 50ft. wide x 15ft. tall

torches; chest; chirping; steamy

Double Door on the east wall leading to a 35ft. long x 10ft. wide x 5ft. tall hallway.

Sample Names: Akim Amare the idiotic Astro- People (Biotechnology); Balaam the grim Quick Dude (Dragon)

Whirling Javelins Trap; DL 11; Search DC 119 (Attack +77 ranged, 60d100 idamage)

Ceiling that (causes/has/or is) Treasure disguised to appear as something else

[x2] Ultraplanar beings cannot hear, see, or sense into this room unless they are actually there; Divine Intervention fails
85,525gp

wax drippings

a scroll, 'magic missile' " " ", 40gp

Indigo Gloves [AT+24] +256 AC/xx3 Saves; 1M: Invisibility; immune to Light/Radiance; CL 77; SL 11; 45935gp

Rian's Extensor digitorum longus muscle: +5 to ML; 1V: Nondection from
all beings of Multiplier xCL/5 or less.; CL 50; SL 11; 121230gp

DL XI Medium Rust Mirrors x(119) x[5]

|iAC| 1225, HD 23, |hp| 21824, RR 193% #Att 4, TH ÷ AC/Save DC by 132, dmg 3635

Str 73, Dex 35, Con 55, Int 27, Wis 73, Chr 41, 3.1E+1kxp

Hell To The No

Prepared effects:

[Pri SL5] Goodberry 5: Creates 20 goodberries

[Wiz SL6] Planar Displace: Planar Displacement for 1 turn

[Psi9 Grand] Control Earth: Armor: +CH AC, Armor has 10*CH hp

[Pri SL10] Goodberry 10: Creates 40 goodberries

[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.

[Pri SL3] Protection from Elements : Absorb 12 damage/level from one kind of energy.

[Psi4 Major] Damage *1.5: Damage with one physical weapon is multiplied by 1.5

[Pri SL9] Protection from Fire 9: Stop the next CL*32 fire dmg

[Psi-6E Grand] Bringer: Immune Illusions; Immune Disease; Immune Reverse Healing

[Wiz SL2] Fire Shield 2: Anyone who melees with you takes 25% dmg back

[Psi3½ Grand] Form of Doom: You transform into a frightening tentacled beast.

Combat effects:

[Wiz SL7] Reverse Gravity : Objects and creatures fall upward.

[Psi1 Major] Dispel Exhaustion: Mental Surgery (1) but all in psi link affected

[Wiz SL3] Fireball 3: CLd6 fire dmg to a group (save:½)

[Psi12T Major] Dispel Illusion: Dispel Illusion (or) Dispel Invisibility

[Wiz SL4] Lightning Bolt 4: CLd8 lightning dmg to a group (save:½)

[Wiz SL6] Dispel Exhaustion 6: Restore 85% of dmg taken, get an Original Haste 6 for 1 round

[Psi72 Major] Suffocate: Suffocate one target (no save, takes 1 cumulative dmg per segment)

[Pri SL9] Cure Wounds 9: Cures 45d8 hp (can take offer of 6 per die -> 270 hp)

[Wiz SL3] Melf's Minute Meteors: CLd4 dmg earth to one target (no save)

[Psi29 Major] Fork:

[Pri SL6] Mass Remove Paralysis:

Dungeon062620 - Dungeon Level 11 (Craziness)

Room # 7

Banquet - 40ft. long x 50ft. wide x 40ft. tall

chest, medium; stool, high; smoky; squealing

Archway (open) on the east wall leading to a 45ft. long x 25ft. wide x 5ft. tall hallway.

Sample Names: Paline the iridescent Shadow Detective (Bombs); Llanwy the satanic Mademoiselle Defender (Sleigh)

Built-to-Collapse Ceiling Trap; DL 11; Search DC 114 (3000 Wis damage, no save)

Door that (causes/has/or is) Sphere of Annihilation in room

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Reset
76,520gp

shelf

a Shield of Souls, +4 AC, 1000gp

Cloak of Stars, 14310gp

Hazel Sword, short [10d8] +400 Th/+226 dmg 19+/x6; 1M: 25 dmg, -3 TH, -3 dmg, -25% MR; CL 57; SL 11, 112944gp

DL XI Macro-Diminutive Chocolate Pyramids x(118) x[6]

|AC| 1211, HD 2823, ihp 2.7E+5, TR 204% #Att 2, TH ÷ AC/Save DC by 132, dmg 1454

Str 36, Dex 44, Con 58, Int 83, Wis 69, Chr 81, 3.1E+1kxp

Wow

Prepared effects:

[Psi30 minor] Armor: Melee:+½ AC,-1dmg per hit/succ

[Pri SL5] Antiplant Shell: Keeps out plants

[Psi45 Major] True Invulnerability: SL instances of Resist distributed as you like (medium categories: a school, an element, etc.)

[Wiz SL3] Tenser's Transformation 3: +25% of max hp to current hp, -1 TH melee

[Pri SL4] Death Ward : Grants immunity to death spells and effects.

[Pri SL9] Goodberry 9: Creates 36 goodberries

[Pri SL6] Protection from Lightning 6: Stop the next CL*20 lightning dmg

[Psi29 minor] Mirror Image:

[Wiz SL4] Prismatic Sphere 4: 2 Prismatic colors

[Psi2 minor] Invisibility: Makes someone invisible; Superior Invisibility

[Pri SL4] Immune [E=1 element]: Pick an E=1 element, you are immune to it for 1 hour. (This immunity does not "spread" into other
Combat effects:

[Psi30 Grand] Control Actions: Caster controls ½P action/succ

[Wiz SL7] Delayed Blast Fireball : A fireball with +1 bonus to any dice, and can be delayed for up to 5 rounds

[Psi1 Grand] Limited Wish: Limited Wish (as spell)

[Wiz SL7] Ray of Enfeeblement 7: -35 physical stat points (randomly distributed in packets of 5) (save per packet)

[Pri SL8] Elemental Swarm: Summons (level) 36 HD elementals of chosen type (not semi-)

[Wiz SL10] Wulf's Rectification: Sends 1d4+1 targets to home plane (no save, -20% MR/iMR)

[Wiz SL7] Limited Wish: Will duplicate any Wizard or Priest spell of levels 0-6.

[Psi29 Major] Chaos Ray (Wand of Wonder):

[Psi-5 Major] Beam of Nothing: CL*CL dmg in a 30' line (no save); they lose next F action (save)

[Psi6E Major] Fear IV (Id Insinuation): 6 simultaneous Psi.freq.2 mode D attacks

[Pri SL8] Storm Of Vengeance: No spellcasting, lvl6 acid, 48d8 lightning, 3*lvl10 ice

Dungeon062620 - Dungeon Level 11 (Yiiks)

Room # 8

Salon - 15ft. long x 5ft. wide x 45ft. tall

boots (iron); spinning wheel; chirping; jingling

Locked Door, Mechanical on the west wall leading to a 45ft. long x 10ft. wide x 10ft. tall hallway.

Sample Names: Ivar the Raven the opportunistic Elasti- Death (Barge); Garwood the impolite Flaming Battalion (Unicorn)

Contact Anti-Godly Trap; DL 11; Search DC 121 (960 Cml damage, DC 112 Will save to negate)

Container (Barrel, Jar, Vase, etc.) that (causes/has/or is) Animated

[x2] Gods cannot see, smell, or sense into this room unless they are actually there; Divine Intervention fails

96,380gp

backpack

shimmering body dust, 'sanctuary' 'stone skin' ' ' ', 50gp

Flesh-coloured Scimitar [6d6] +18 Th/+11 dmg 14+/x9; 1M: 25 dmg, -3 TH, -3 dmg, -25% MR; CL 46; SL 11, 12580gp

Rian's Spinal Fluid: +16 to Con; 1M: Clerical Miracle N.; CL 49; SL 11; 121460gp

DL XI Macro-Fine Primrose Bricks x(171) x[4]

|iAC| 1228, HD 1418, hp 1.2E+5, WR 116% #Att 10, TH ÷ AC/Save DC by 132, dmg 253

Str 32, Dex 81, Con 44, Int 36, Wis 32, Chr 68, 3.1E+1kxp

Hell Yes

Prepared effects:

[Wiz SL1] Shield (1): Immune Force; AC2 source; +1 saves {self only}

[Psi4 minor] Ability Score *1.25: Choose one ability score. New score = (old score - 10) * 1.25 + 10

[Wiz SL5] Fire Shield 5: Anyone who melees with you takes 100% dmg back

[Pri SL1] Animal Companion: Make an animal your companion (not familiar) {1 creature}

[Wiz SL10] Globe of Invulnerability 10: Immune to spells with SL=0 to 9

[Pri SL7] Protection from Fire 7: Stop the next CL*24 fire dmg

[Psi54 Major] Molecular Chameleon: Polymorph your body into an unusual material that you're touching (max S factor = SL)

[Pri SL4] Dimensional Anchor : Bars extradimensional movement.

[Psi-12C Major] Duplicate Radio. Item: Duplicate a x0 or x1 Radioactive Item

[Psi72 minor] Incorporeal: Cannot harm or be harmed by physical objects for 1 turn

[Pri SL5] Spell Resistance : Subject gains +12 +1/level SR.

Combat effects:

[Pri SL6] Hold Person/Monster 6: Hold 8 person or 6 monster targets (save)

[Psi2 Grand] Grand Detonate: CLd20 shards damage; Use d30's

[Psi54 Grand] Super Breath: CL*SL air dmg to one group (no save)

[Wiz SL7] Prismatic Spray : Seven multicolored ray flash from the caster hand, each causing different damage and other effects

[Wiz SL6] Time Stop 6: Stops time for 1 round

[Psi10 Major] Hold: Hold Monster (save)

[Pri SL6] Dispel Magic 6: Dispel 4 magic effects

[Wiz SL5] Monster Swarm Summoning V: Summons CL*2.5 (round down) DL IV monsters

[Pri SL7] Restoration (1): Removes all lost levels, not just one. Also restores ability score drains. Does not age caster or target.

[Pri SL3] Blade Barrier 3: 5d5 dmg wall (shards)

[Pri SL10] Conjure Elemental 10: Conjure a DL=9 elemental

Dungeon062620 - Dungeon Level 11 (Ugh)

Room # 9

Workshop - 30ft. long x 20ft. wide x 50ft. tall

urn; whistle; humming; hooting

Void Door (cannot see through doorway) on the west wall leading to a 35ft. long x 15ft. wide x 15ft. tall hallway.

Sample Names: Gunnlaug the Raven the antagonistic Emerald Whatsit (Lucky Rabbit's Foot); Aire of the Shadow Body the bad At

Tripping Blades Trap; DL 11; Search DC 119 (Attack +22 ranged, 80d50 Str damage), (multiple targets)

Fire that (causes/has/or is) Magical Pool/Throne: Turns gold into platinum (50%) or lead (50%)

[x2] Room is permanently/continuously Capital F Folded, only creatures immune or bubbled against it can function here.

53,322gp

holly

a full-view helmet, +1 AC, 10gp

Claret Scarab [AT++16] +13 AC/+441 Saves; 1P: Minor: Invisibility; Major:

Improved Invisibility; Grand: Dust of Disappearance; CL 46; SL 11; 90565gp

Rian's Ears: +34 to Int; 1P: 1M or 1T: Duplicate a Psi8 major or Psi16 minor ability. (This

is resisted using TechR, not PsiR). Picking this twice lets you duplicate Psi16 majors. ; CL 49; SL 11; 121180gp

DL XI Large Rust Bathrooms x(162) x[4]

||AC|| 1227, HD 48, ihp 3968, CR 197% #Att 3, TH ÷ AC/Save DC by 132, dmg 245

Str 62, Dex 87, Con 32, Int 63, Wis 73, Chr 63, 3.1E+1kxp

Oh Snap

Prepared effects:

[Psi18 Major] Telepathy: Psych. Shield: -LVL CL,+LVL saves on Psi effects vs.you; +LVL Wis: Willpower

[Psi-2 minor] NoBlink: Blinking does not function within 100'; within 1000'

[Pri SL5] Spell Immunity 5: Be immune to 2 spells by name

[Wiz SL10] Globe of Invulnerability 10: Immune to spells with SL=0 to 9

[Psi30 Grand] Shapechange (Personal): Polymorph to any monster

[Psi45 minor] Light Control: SL/2 (round down) instances of Resist light; +SL*10% damage with light effects

[Wiz SL5] Improved Free Action: Immune Capital S Stun, Stop, Hold, Paralysis, Summoning Sickness; Hold P,V actions

[Pri SL8] Spell Immunity 8: Be immune to 5 spells by name

[Psi5 Major] No Target: Cannot be directly targetted with effects

[Psi4 Major] Damage *1.5: Damage with one physical weapon is multiplied by 1.5

[Psi45 Major] Force Field vs. Power Manipulation: ER 10*SL%

Combat effects:

[Pri SL8] Heal 8: Cure to 150% of max hp (max Heal 8 can cure at once = 1500 hp)

[Psi3 minor] Suggestion: Compels subject to follow suggested action.

[Psi-3 Major] Hold Monster: Hold Monster

[Psi6E minor] Animate Dead: Similar to priest spell "Animate Dead"

[Pri SL2] Flame Strike 2: CLd2 holy fire dmg (save:½)

[Psi81 minor] Flash: Blind a sense (Spell save)

[Wiz SL2] Fireball 2: CLd4 fire dmg to a group (save:½)

[Psi54 Major] Control: Domination one target (SL/2 saves)

[Pri SL7] Dispel Evil 7: Dispel 3 evil targets (can target the same thing more than once) (save)

[Pri SL6] Feeblemind:

[Psi30 Major] Death Touch: Necromantic damage

Dungeon062620 - Dungeon Level 11 (Ok)

Room # 10

Garbage Room - 15ft. long x 25ft. wide x 5ft. tall

fountain; hole; humming; ringing

Stone Door, Normal on the east wall leading to a 10ft. long x 5ft. wide x 15ft. tall hallway.

Sample Names: Salar the groovilicious Onyx Eyeball (Electrocution); Gregos the astounding Living Emperor (Terra)

Wacky Ball 11 / Normal / ½ Trap; DL 11; Search DC 115 (Wizard CL 22, DC 119 Spell save to negate)

Pedestal that (causes/has/or is) down-sliding

[x2] Mortals cannot taste, feel, or sense into this room unless they are actually there; Divine Intervention fails

5,329gp

padded bench

Dwarven Adventurer Bread, 5gp

Trollish Wooden Club 'Skullbasher' (3d8) (+10,+30); +10

to STR; Disrupts spellcasting; Ignores Disenchantment, 1002120gp

Beige Wand [9d4] +442 Th/+144 dmg 17+/x5; 1M: ½M, -9 current hp: 30'r: CL^3 stench dmg

(save:½), they can use X PSP (any freq/spells, use Q11) prevent X; CL 62; SL 11, 107650gp

DL XI Macro-Tiny Aqua Yachts x(68) x[8]

iAC 1223, HD 5633, hp 5.0E+5, ER 135% #Att 10, TH ÷ AC/Save DC by 132, dmg 972

Str 39, Dex 27, Con 73, Int 51, Wis 68, Chr 39, 3.1E+1kxp

For Real

Prepared effects:

[Wiz SL6] Fire Shield 6: Anyone who melees with you takes 125% dmg back

[Wiz SL7] Anti-Magic Shell 7: Anti-Magic of SL 0 to 6

[Pri SL4] Resist [E=2 element]: Pick an EE=2 element, you resist it for 1 hour.

[Wiz SL6] Prismatic Sphere 6: 4 Prismatic colors or 2 MultiPrismatic colors (may repeat colors in either mode)

[Pri SL3] Goodberry 3: Creates 12 goodberries

[Pri SL4] Resist Fire/Resist Cold 4: Take -60% dmg vs. fire or cold

[Wiz SL1] Armor 1: +CL*2 current hp

[Psi72 minor] Luck: +/- PL to one die roll

[Psi4 Major] Damage *1.5: Damage with one physical weapon is multiplied by 1.5

[Psi45 Major] Resist: Power Manipulation: SL/3 (round down) instances of Resist disenchantment

[Wiz SL7] Armor 7: +CL*14 current hp

Combat effects:

[Pri SL4] Treat Critical Wounds: Cure 40% of max

[Wiz SL6] Lightning Bolt 6: CLd12 lightning dmg to a group (save:½)

[Wiz SL8] Feeblemind 8: -40 mental stat points (randomly distributed in packets of 5) (save per packet)

[Pri SL5] Dispel Innates: Dispel Innates

[Wiz SL9] Immediate Monster Summoning IX: Summons a DL VII monster without summoning sickness

[Wiz SL9] Energy Drain: Subject gains 2d4 negative levels.

[Psi100 Major] Improved Cell Adj.: Cure/cause N hp, hits 3+CL/9 groups, max N = CL*4

[Psi54 Major] Cell Rot: Cell Adjustment (reversed) CL*SL*2 dmg (no save)

[Psi18 minor] Heal and Regrowth: 1 target: Regenerate; heal LVL*LVL hp

[Psi-9 Major] Degenerator: Remove all regeneration sources on target (no save)

[Psi54 minor] Starbolt: CL*(SL+2) plasma dmg to one target (no save)

Dungeon062620 - Dungeon Level 11 (Fuck)

Room # 11

Gallery - 50ft. long x 5ft. wide x 30ft. tall

buffet; pillar; dusty; wind, strong

Brass Door, Normal on the south wall leading to a 40ft. long x 15ft. wide x 10ft. tall hallway.

Sample Names: Aedh the raving Cyber- Cow (Trick); Rairun the charismatic General Wonder (Bludgeon)

Air in room transforms into Elemental Diamond Trap; DL 11; Search DC 115 (80 Str damage/s, DC 116 Fortitude save to negate)

Force Field that (causes/has/or is) Points

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Round 80,917gp

corroded chain

the Sword of Ancient Evil, sword, 13d3 (26), 100gp

Rian's Abdominal external oblique muscle: +39 to Wis; 1Z: Summon a DL IX Unique flying Angel

with "On your turn, revive one of your dead subordinates"(same slot +1slot).; CL 52; SL 11; 121470gp

Burgundy Staff [7d12] +195 Th/+19 dmg 19+/x6; 1Z: Summon CL Animals

using ML I chart, you pick the result; CL 52; SL 11, 100497gp

DL XI Macro-Diminutive Pearl Cheeses x(127) x[7]

Stun AC 1216, HD 2819, hullp 2.6E+5, ER 198% #Att 15, TH ÷ AC/Save DC by 132, dmg 973

Str 67, Dex 79, Con 49, Int 46, Wis 34, Chr 85, 3.1E+1kxp

Fo Shizzle My Nizzle

Prepared effects:

[Wiz SL3] Anti-Magic Shell 3: Anti-Magic of SL 0 to 2

[Pri SL6] Resist [E=3 element]: Pick an EE=3 element, you resist it for 1 hour.

[Psi3½ Super] Timeless Body: Ignore all harmful, and helpful, effects for 1 round.

[Wiz SL9] Third Level Magic-User Spells (DM1): Cast any four 3rd level Wizard spells simultaneously when it is cast.

[Wiz SL6] Prismatic Sphere 6: 4 Prismatic colors or 2 MultiPrismatic colors (may repeat colors in either mode)

[Psi2 minor] Strength of the Land: +25 hp,+3 TH,+3 dmg,25% MR; Lasts 5r after maint.

[Psi45 Major] Hyper-Invention: (12-SL)M: Create a TechL=SL*2-3 object (see [Q8], can have at most LVL of these objects)

[Wiz SL10] Prismatic Solid: Add a "Special" to entire room of Prismatic-ness (1 prismatic effect per person per segment)

[Wiz SL11] Fifth Level Magic-User Spells (DM1): Cast any four 5th level Wizard spells simultaneously when it is cast.

[Psi12L Super] Imprisonment: Imprisonment (as spell)

[Psi3½ Grand] Breath of the Black Dragon: Breathe acid for 11d6 damage.

Combat effects:

[Pri SL5] Animate Dead Monsters: Animates CL dead monsters

[Psi3½ Grand] Divert Teleport: Choose destination for another's teleport.

[Wiz SL7] Steal Enchantment : Transfer the enchantment of one spell to another

[Psi6E Major] Feeblemind: Similar to wizard spell "Feeblemind"

[Pri SL7] Creeping Doom 7: (1d4+6)*100 insect dmg

[Psi-3 Grand] Astral Destruct VI: Astral destruct fights for you.

[Pri SL7] Greater Restoration : As restoration, plus restores all levels and ability scores

[Wiz SL6] Wacky Ball 6 / Normal / ½: Ld12, save: ½

[Pri SL8] Dispel Evil 8: Dispel 4 evil targets (can target the same thing more than once) (save)

[Pri SL8] Remove Curse 8: Cure 5 curse effects (reverse causes that many, save for each)

[Wiz SL10] Wulf's Rectification: Sends 1d4+1 targets to home plane (no save, -20% MR/iMR)

Dungeon062620 - Dungeon Level 11 (Yer)

Room # 12

Stable - 45ft. long x 15ft. wide x 50ft. tall

hole (blasted); casket; footsteps (approaching); thumping

Locked Door, Magic/Psi on the south wall leading to a 20ft. long x 10ft. wide x 25ft. tall hallway.

Sample Names: Minshak the belligerent Wind Pack (Gel); Shallan the loony Wild Creeper (Terra)

Lowering Room Trap; DL 11; Search DC 112 (320 Cml damage, no resistance)

Furnishings that (causes/has/or is) Changes - Sex

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Year

34,179gp

large rug

a golden key, 0gp

Rian's Crap: +13 to Wis; 1M: Summon a DL IIX Sphinx with "At the end of each segment, you

heal 30hp if it didn't act. Otherwise, a group of creatures loses 30hp. (no resistance).; CL 54; SL 11; 121380gp

Browny Shirt: +2 Level(s) in a Priest Group Class; 121220gp

DL XI Medium Plummy Shallots x(137) x[7]

iiAC 1226, HD 29, |hp| 2080, RR 134% #Att 13, TH ÷ AC/Save DC by 132, dmg 3635

Str 37, Dex 56, Con 48, Int 68, Wis 87, Chr 68, 3.1E+1kxp

Gtfo

Prepared effects:

[Psi45 Grand] Mental Invisibility: Improved Invis.: it's +SL AC instead of +4

[Wiz SL4] Evard's Black Tentacles : 1d4 +1/level tentacles grapple randomly within 15 ft.

[Psi45 Grand] Body Resistance: Physical attacks that do less than SL*2 dmg to you do nothing

[Pri SL8] Regenerate 8: Regenerates 2 hp /s

[Psi3½ Major] Truevenom: Your natural weapons are covered in horrible poison.

[Psi45 minor] Prehensile Hair: Your hair has controlled movement; can do a "Hair attack" (using your hair's P action) for 1dSL dm

[Pri SL5] Spell Immunity 5: Be immune to 2 spells by name

[Pri SL5] Protection from Lightning 5: Stop the next CL*16 lightning dmg

[Psi7 Grand] (no name): Immunity to death or slay effects

[Pri SL8] Spell Immunity 8: Be immune to 5 spells by name

[Wiz SL8] Prismatic Sphere 8: 6 Prismatic colors or 4 MultiPrismatic colors (may repeat colors in either mode)

Combat effects:

[Wiz SL1] Charm Person: Charm 1 humanoid {1 creature}

[Psi45 Major] Focus: Do SL instances of another Psi45 power you know; you are Spent and Harmed at the end of effect

[Wiz SL10] Monster Swarm Summoning X: Summons CL/4 (round down) DL IX monsters

[Psi45 minor] Mind Control: Minor: Command (save); Major: Domination (SL/3 saves)

[Wiz SL8] Summon Monster VIII : Calls outsider to fight for you.

[Psi9 Major] Disintegration Beam: Disintegrate up to 100*CH lbs. (save)

[Wiz SL3] Melf's Minute Meteors: CLd4 dmg earth to one target (no save)

[Psi6E minor] Produce Fire/Frost: Produces fire or frost (6 dmg, save:½)

[Pri SL3] Remove Paralysis (2): Removes paralysis. This spell will also remove stun and summoning sickness effects. This spell als

[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

[Psi9 Major] Molecular Disrupter: CHd10 Disruption damage (save:½)

Dungeon062620 - Dungeon Level 12 (Jinkes)

Room # 1

Bestiary - 30ft. long x 40ft. wide x 45ft. tall

dais (raised platform); blanket; putrid smell; thud

Locked Door, Magic/Psi on the north wall leading to a 35ft. long x 20ft. wide x 10ft. tall hallway.

Sample Names: Vestele the attractive Wonder Flare (Battleaxe); Oleyan the amphibious Fly Finger (-wagon)

Air in room transforms into Elemental Air Trap; DL 12; Search DC 127 (180 Cml damage/s, no save)

Idol that (causes/has/or is) Resisting - Specific

[x2] Room is permanently/continuously Capital F Foldeded, only creatures immune or bubbled against it can function here.

34,205gp

table

a nightgaunt's tickler, whip, 2d4 (5), 54gp

Greenish Helm [ATx8] ++5 AC/+170 Saves; 1F: Reflect 1 missile per P attack; CL 45; SL 12; 96445gp

Rian's Sweat: +25 to Dex; 1Z: 1N, 1/t: Immune to Head Blown Off or Summoning Sickness. Picking this more than once lets you use this power an additional time per turn. ; CL 48; SL 12; 144260gp

DL XII Diminutive Tawny Cousins x(129) x[4]

AC 1450, HD 14, iiihp 294, TR 167% #Att 13, TH ÷ AC/Save DC by 156, dmg 4328

Str 93, Dex 48, Con 47, Int 78, Wis 70, Chr 38, 4.5E+1kxp

God

Prepared effects:

[Wiz SL11] Continuous (one spell is continuous):

[Wiz SL10] Fire Shield 10: Anyone who melees with you takes 225% dmg back

[Psi-6N Major] Everhome: Your home plane is every plane; when this effect ends, your home plane = current plane

[Psi45 Grand] Illusory Invisibility: Minor: Invis.; Major: Improved Invis.; Grand: Dust of Disappearance

[Wiz SL3] Armor 3: +CL*6 current hp

[Psi6N minor] True Seeing: True Seeing As spell

[Wiz SL10] Nazzer's Nullification: Creates a DMZ (Dispel Magic Zone)

[Psi-9 Major] Stone Eyes: Gaze: Petrification (save)

[Pri SL5] Goodberry 5: Creates 20 goodberries

[Wiz SL3] Nondetection : Hides subject from divination, scrying.

[Wiz SL10] Original Stoneskin 10: Block the next 7 P actions of attacks

[Wiz SL4] Original Stoneskin 4: Block the next 1 P action of attacks

Combat effects:

[Wiz SL5] Prismatic Bolt: Prismatic Spray on one target

[Psi2 minor] Double Pain: All dmg phantom x2 for 1t; SS or unc. each hit

[Wiz SL5] Enslave Monster: As Charm Monster, except the effect cannot be thrown off by being damaged, and there is no daily s

[Wiz SL5] Summon Monster V : Calls outsider to fight for you.

[Pri SL2] Treat Moderate Wounds: Cure 20% of max hp {Touch, 1 creature}

[Psi6E minor] Cause Critical Wounds: Does 5d8+6 damage by touch (no save)

[Pri SL7] Cure Wounds 7: Cures 28d8 hp (can take offer of 6 per die -> 168 hp)

[Psi72 minor] Disintegration: Disintegrate one nonliving object

[Psi10 Major] Fire Curtain: Circular wall of fire around caster, 3d6 dmg

[Pri SL1] Blade Barrier 1: 3d3 dmg wall (shards)

[Psi29 Major] Control Gravity:

[Psi54 Major] Acid: CL*(SL+2) acid dmg to one target (no save)

Dungeon062620 - Dungeon Level 12 (Yuck)

Room # 2

Pantry - 35ft. long x 30ft. wide x 40ft. tall

holy/unholy writings; stocks; downdraft, slight; splintering

Double Door on the north wall leading to a 30ft. long x 10ft. wide x 20ft. tall hallway.

Sample Names: Trae the adjectiveless Platinum Ninjas (Flame); Naren the kewl Cyber- Lackey (Talons)

Lowering Pit Trap; DL 12; Search DC 122 (5500 Str damage, no save)

Painting that (causes/has/or is) Magical Pool: Heal (75%) or Poison (death/40) (25%)

[x2] Room is permanently/continuously Disjunct (effect)ed, only creatures immune or bubbled against it can function here.

53,950gp

stocks

a suit of dark elven chainmail, +4 AC, 550gp

Sky-blue Shoe lace: +400 PSP's; 144900gp

Silver Crown of Veluna, 25120gp

DL XII Macro-Small Pinky Beggars x(134) x[8]

|AC| 1446, HD 12295, hp 1.2E+6, WR 133% #Att 15, TH ÷ AC/Save DC by 156, dmg 1729

Str 25, Dex 60, Con 67, Int 61, Wis 75, Chr 92, 4.5E+1kxp

Woo

Prepared effects:

[Psi81 minor] Knockback Resistance: Take -10*CL' less from TK/Push effects

[Wiz SL2] Protection from Arrows: -10 dmg /missile attack, unless +L/5+1 or better {Touch, 1 creature}

[Pri SL6] Resist [E=3 eelement]: Pick an EE=3 eelement, you resist it for 1 hour.

[Wiz SL11] Symbol Of Wizardry: all that look at symbol have their spells reset

[Psi54 minor] Stretching: Can melee up to SL people per round that aren't in your group

[Pri SL8] Duplicate Monster: Duplicate a x1 monster (not incl. classes)

[Pri SL7] Regenerate 7: Regenerates 1 hp /s

[Pri SL5] Summon Monster V : Summons a DL V monster (1 turn)

[Wiz SL5] Animal Growth : One animal/two levels doubles in size, HD.

[Pri SL5] Improved Free Action: Immune Capital S Stun, Stop, Hold, Paralysis, Summoning Sickness; Hold P,V actions

[Wiz SL11] Bestow Save: get saves vs effects with no save 1t/lvl

[Wiz SL9] Fire Shield 9: Anyone who melees with you takes 200% dmg back

Combat effects:

[Wiz SL10] Mordenkainen's Disjunction 10: Disjunct 2 effects (any type)

[Psi-12C Grand] Cthulhoid Swarm VII: Summon CL*6 Monsters using ML VII "Weird" chart (random)

[Psi3 Grand] Improved Telekinesis: Lift or move 50 lb./level at long range.

[Pri SL1] Faerie Fire (3): Dispels darkness/blur/displacement/invisibility {1 group}

[Psi45 minor] Chemical Touch: Chemical effect of TechL=SL*2 or less (range touch)

[Psi30 Major] Stun Bolt: Astral stunning

[Psi19 minor] Acrobatics: 1bV: Emulate a Acrobat ability of level = CL/2; P=your number of Rogue points in it

[Psi81 Major] Force Wall: Solid Wall of Force

[Pri SL9] Energy Drain : Subject gains 2d4 negative levels.

[Psi10 Major] Kinetic Dome: Kinetic Wall (see above) but is a hemisphere

[Psi12L Grand] Summon Lawful Creature: Gate (as spell) for Lawful creature or for a Water or Air Elemental

[Psi14 Major] (no name): Force Shapechange or Wrench

Dungeon062620 - Dungeon Level 12 (Yippee Kiyay Mfer)

Room # 3

Court - 10ft. long x 45ft. wide x 20ft. tall

bell (huge); funnel; grating; splintering

Dimension Door (as the spell) on the north wall leading to a 10ft. long x 15ft. wide x 15ft. tall hallway.

Sample Names: Hakon Daggerbreaker the wingless Ambush Smasher (Carbine); Korr the acrid Omega -stroke (Turbo)

Contact Psionic / Thought Trap; DL 12; Search DC 132 (540 idamage, no resistance)

Passage that (causes/has/or is) Sphere of Annihilation in room

[x2] Mortals cannot taste, smell, or sense into this room unless they are actually there; Divine Intervention fails

139,911gp

dung

a swathe of mist, +2 AC, 1gp

Armband of 18 Dex, 20410gp

Copper Fork: Free Cavalier Kit: +2 mental saves; +1 weapon prof., Free bonus Heraldry proficiency; 144580gp

DL XII Macro-Fine Maroon Tests x(79) x[7]

iAC 1441, HD 18576, iihp 1.5E+5, XR 215% #Att 19, TH ÷ AC/Save DC by 156, dmg 870

Str 68, Dex 45, Con 29, Int 79, Wis 91, Chr 45, 4.5E+1kxp

Shit Snacking Crackers

Prepared effects:

[Psi8 Grand] Create Technological Monster III: Create a DL VIII Technological Monster (AC=16*CL, hp=8*(CL^3), Str=6*CL)

[Psi--2 Grand] Endurance of the World: +9 TH; +9 dmg; IECNR +25% ; Lasts 5r after maint.

[Psi100 Grand] Psionic Amplification: Multiplies a power; Max.=level/4+1

[Psi6N minor] True Seeing: True Seeing As spell

[Psi3 Major] Energy Barrier: You convert energy attacks to harmless light.

[Psi54 minor] Invulnerability: -CL*SL/2 dmg per attack

[Wiz SL7] Spell Turning (2): Turns a spell back to it's caster

[Psi12T Major] Magic Resistance: Level*5% MR

[Psi7 Major] (no name): Immunity to all mind-affecting effects

[Psi24 Major] Level: early 9: Get a "Level:" ability in your class 9 levels early (this can be taken multiple times)

[Psi3½ Major] Teleport Trigger: Predetermined event triggers teleport.

[Pri SL8] Protection from Fire 8: Stop the next CL*28 fire dmg

Combat effects:

[Pri SL9] Command 9: Target makes 9 saves, each missed save allows 1 word for a command to be given

[Wiz SL6] Feeblemind 6: -30 mental stat points (randomly distributed in packets of 5) (save per packet)

[Psi29 Major] Control Body (Psi2):

[Psi-12L Major] Choose Summoning IV: Monster Summoning using ML IV chart, you pick the result

[Psi45 Major] Chemical Touch: Chemical effect of TechL=SL*2 or less (range touch)

[Wiz SL5] Wall of Force: The wall only stops spell effects, hurled objects, and breath weapons. People and psionic effects can pass

[Pri SL8] Shooting Stars: All enemies within 120' take 6d10+192 (no save) (fire+lightning)

[Psi8 minor] Mend: Mend As spell

[Wiz SL8] Extract: Extracts memories and thoughts from target (no save)

[Psi45 Grand] Gestalt: Major: 1M: Do 2 Minor powers that you know; Grand: 1M: Do 2 Major powers that you know; etc.

[Wiz SL8] Prismatic Wall 8: 8 Prismatic colors or 6 MultiPrismatic colors (may repeat colors in either mode)

[Psi30 Major] Clout: TK punch:roll TH, dmg=½*ä(succ)

Dungeon062620 - Dungeon Level 12 (Phew)

Room # 4

Cell - 5ft. long x 40ft. wide x 25ft. tall

Walls of Fire; whistle; dank, mouldy smell; snapping

Teleport Door (other side is far away) on the east wall leading to a 30ft. long x 5ft. wide x 20ft. tall hallway.

Sample Names: Ulorian the wonderful Quick Corp (Skis); Helevorn the hypocritical Alien Shrike (Ultralight)

Get it on! Trap; DL 12; Search DC 121 (Psionicist CL 24, no save)

Fire that (causes/has/or is) Randomly Acts

[x2] Room is permanently/continuously ****Cursed**** (Ancient Foul Cursed)ed, only creatures immune or bubbled against it can fu
39,378gp

whip

(_I_), 0gp

Claret Chair: Free Ravan's Pet Dragon Familiar; 144750gp

Rian's Fibula bone: +1 to HD; 1V: 1S: Throw fire at target for 1d4+LVL/2 fire dmg.; CL 51; SL 12; 144830gp

DL XII Medium Ruddy Options x(201) x[7]

|AC| 1463, HD 32, hp 29952, CR 199% #Att 5, TH ÷ AC/Save DC by 156, dmg 289

Str 80, Dex 76, Con 81, Int 40, Wis 92, Chr 61, 4.5E+1kxp

Holy Smokes

Prepared effects:

[Psi23 minor] Fart Cloud: Very smelly, sickening cloud

[Psi-6E Grand] Bringer: Immune Illusions; Immune Disease; Immune Reverse Healing

[Psi-6G minor] Angelic Wall: DR 40/+CL

[Psi16 minor] Golem Form: Necrophidius: 1V: Hypnosis (1 target, Will save); Bite is paralysis branded (PPD save)

[Wiz SL4] Prismatic Sphere 4: 2 Prismatic colors

[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)

[Psi81 Grand] Desolidification: You pass through objects as if they weren't there

[Psi27 minor] Graver Company: Negative Plane Protection; Immune to Str/Dex/Con loss; vulnerable to Holy

[Psi72 Major] Absorption - Physical: -PL dmg per physical attack

[Psi9 Major] Regenerator: [Regeneration CH hp/r, Restores Memory]

[Psi-12L Major] Globe of Low Resistance: Immune to SL 0-2 (all types), Resist SL 3-4 (all types)

[Wiz SL5] Anti-Magic Shell 5: Anti-Magic of SL 0 to 4

Combat effects:

[Wiz SL10] Dispel Magic 10: Dispel 8 magic effects

[Psi6E Major] Summon Shapeless Horror: As per Demons supplement description

[Pri SL9] Down a Hole: Target is put Down a Hole (no save)

[Psi29 minor] Ray of Enfeeblement:

[Wiz SL9] Create Any Monster:

[Wiz SL6] Power Word Stun 6: Stuns a creature if current hp < 80 (no save)

[Wiz SL10] Ray of Enfeeblement 10: -50 physical stat points (randomly distributed in packets of 5) (save per packet)

[Psi3 minor] Charm Person: Makes one person your friend.

[Psi6G Grand] Summon Greater Deva: Summons a x2 Angel or Greater Deva

[Psi54 Major] Phobia: Fear (SL saves)

[Wiz SL9] Death Spell 9: Slay 9d12 HD of creatures (save)

[Psi54 minor] Animal Summoning: Summon a DL=SL-1 Animal

Dungeon062620 - Dungeon Level 12 (Fuck Me)

Room # 5

Creamatorium - 45ft. long x 25ft. wide x 40ft. tall

brazier & charcoal; chair, podded, arm; grunting; rotting vegetation smell

Trapped Door, Out of Phase on the west wall leading to a 25ft. long x 20ft. wide x 25ft. tall hallway.

Sample Names: Lycaphra the virtuous White Tribe (Dragon); Abelard the wonderful Suicide Ricochet (Tentacles)

Doorknob transforms into Elemental Ooze / Mud Trap; DL 12; Search DC 127 (9000 Chr damage/s, no resistance)

Wall that (causes/has/or is) Talks - Nonsense

[x2] Gods cannot see, feel, or sense into this room unless they are actually there; Divine Intervention fails

28,194gp

dagger

the Recipe of Health Potion, 'cure critical' 'mass healing' 'sanctuary' 'giant strength', 1200gp

Snow-white Stone [7d10] +12 Th/+290 dmg 20+/x7; 1P: Alter Reality,

but effect must be Lawful intent; CL 60; SL 12, 59994gp

Beige Eyes [7d20] +226 Th/+290 dmg 14+/x9; 1P: Control V actions (Will save), P actions

(Will save at +5), or M actions (Will save at +10); CL 59; SL 12, 95544gp

DL XII Macro-Diminutive Chestnut Aftermaths x(84) x[5]

iAC 1442, HD 3078, |hp| 3.1E+5, BlahR 158% #Att 22, TH ÷ AC/Save DC by 156, dmg 865

Str 94, Dex 77, Con 82, Int 37, Wis 87, Chr 92, 4.5E+1kxp

What In The Fuck

Prepared effects:

[Psi45 Grand] Electrical Control: SL/2 (round down) instances of Resist lightning; +SL*10% damage with lightning effects

[Wiz SL12] Eighth & Ninth Level Magic-User Spells:

[Pri SL6] Anti-Animal Shell:

[Wiz SL1] Fire Shield 1: Anyone who melees with you takes 10% dmg back

[Psi-15 Grand] Add Global Resistance: Resist all EE=1 elements, this can be taken twice for EE=2 (doesn't include EE=1), thrice for

[Psi16 Major] Golem Form: S=3,4,5: Unusual Material of S=3,4,5 (cannot exceed real S number)

[Wiz SL9] Extra Group +2: The next spell you cast will affect +2 groups of monsters

[Psi19 minor] Control Disease: Immune to disease

[Wiz SL12] Sixth Level Magic-User Spells (DM1): Cast any four 6th level Wizard spells simultaneously when it is cast.

[Wiz SL11] Continuous (one spell is continuous):

[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

[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:

[Pri SL6] Neutralize Poison 6: Cure 3 poison effects (reverse causes that many, save for each)

[Psi27 Grand] Ritual of Assimilation: Touch: Target loses all of his current hp's, you are healed that amount (no save)

[Psi-2 minor] Weakness of the Land: 25 dmg, -3 TH, -3 dmg, -25% MR; Lasts 5r after maint.

[Psi5 Major] Alter Reality (lesser): Duplicate 1st-5th level Alt, Ele, Hea

[Pri SL1] Faerie Fire (3): Dispel darkness/blur/displacement/invisibility {1 group}

[Pri SL7] Escape: You Escape from current situation

[Psi81 Grand] Suppress: Target cannot use a particular power (no save)

[Wiz SL7] Prismatic Wall 7: 7 Prismatic colors or 5 MultiPrismatic colors (may repeat colors in either mode)

[Wiz SL7] Ray of Enfeeblement 7: -35 physical stat points (randomly distributed in packets of 5) (save per packet)

[Psi-3 Major] Summon Monster II: Summons a DL II monster, can be in addition to astral destruct

[Psi29 minor] Domination:

[Wiz SL9] Mass Enslave: As Mass Charm, except the effect cannot be thrown off by being damaged, and there is no daily save chance

Dungeon062620 - Dungeon Level 12 (Darn Tootin')

Room # 6

Storage - 30ft. long x 5ft. wide x 25ft. tall

bell(s); wheel; manure smell; squealing

Iron Door, Normal on the south wall leading to a 50ft. long x 25ft. wide x 10ft. tall hallway.

Sample Names: Ilara the fraudulent Scarlet Bolt (Scimitar); Ingjald the Goat the handsome Gamma -teer (Light)

Injected Ice / Snow Trap; DL 12; Search DC 126 (900 Chr damage, DC 131 Spell save for 1/3)

Monster that (causes/has/or is) Pivots Two Possible Ways

[x2] Gods cannot feel, smell, or sense into this room unless they are actually there; Divine Intervention fails

14,723gp

pouch

a potion, 'armor' 'invisibility' ' ', 20gp

Opaque Cube [2d4] x3 Th/+18 dmg 13+/x9; 1P: Rotting Limb:

One limb useless, degenerate 1 hp/r; CL 51; SL 12, 14934gp

Lime-green Mirror: +6 level(s) of exceptional Con; 144340gp

DL XII Small Beige Pulls x(74) x[7]

iiAC 1446, HD 17, hp 1184, PR 132% #Att 15, TH ÷ AC/Save DC by 156, dmg 296

Str 90, Dex 74, Con 23, Int 53, Wis 57, Chr 76, 4.5E+1kxp

For Reals

Prepared effects:

[Psi8 Grand] Create Technological Monster III: Create a DL VIII Technological Monster (AC=16*CL, hp=8*(CL^3), Str=6*CL)

[Psi27 Major] Armor Ceremony: Pick Physical, Magical, Psionic, or Innate. You take 1/10 dmg from that source.

[Wiz SL10] Fall Short: all spells with finite range cannot affect you for 1t

[Psi45 Grand] Vibration Control: SL/2 (round down) instances of Resist vibration; +SL*10% damage with vibration effects

[Pri SL1] Protection from Fire 1: Stop the next CL*2 fire dmg

[Wiz SL5] Globe of Invulnerability 5: Immune to spells with SL=0 to 4

[Wiz SL10] Original Stoneskin 10: Block the next 7 P actions of attacks

[Pri SL7] Immune [E=4 element]: Pick an E=4 element, you are immune to it for 1 hour. (This immunity does not "spread" into ot

[Wiz SL1] Blink Wounding: Caster "blinks" randomly if struck by weapon

[Pri SL7] Protection from Fire 7: Stop the next CL*24 fire dmg

[Pri SL10] Protection from Fire 10: Stop the next CL*36 fire dmg

[Psi-6G minor] Angelfire: Spend Q psi points from non-Psi(-6) pools you have: Your next attack does +Q dmg

Combat effects:

[Psi60 minor] Cure Light Wounds: Cure 1d8+LVL hp

[Wiz SL10] Death Spell 10: Slay 10d12 HD of creatures (save)

[Pri SL2] Charm Person or Mammal: Charm one humanoid or mammal {1 creature}

[Psi10 Major] Freeze: Target takes (4+CL/3)d6 cold dmg (save:½)

[Pri SL9] Dispel Magic 9: Dispel 7 magic effects

[Psi45 Major] Spray: SL choking dmg to a group per segment (can leave the area)

[Psi29 Grand] Instantaneous (reverse Permanency):

[Psi6N Major] Dispel Magic: Dispel one magic effect

[Pri SL8] Conjure Greater Elemental: Conjures a 36 HD Elemental Lord (x2 being)

[Psi--2 Major] Put Out of Misery: Put Out of Misery; Really Put Out of Misery

[Pri SL8] Wolf Spirits: Summon 2*lvld6 wolf spirits (AC-18,hp76,+2 wpn to hit,undead)

[Psi6G Major] Whispy Stuff: White fog 20' r; evil that enters are Blinded (save /s) and Numbed (save /s)

Dungeon062620 - Dungeon Level 12 (No Duh)

Room # 7

Crypt / Burial Chamber - 15ft. long x 10ft. wide x 50ft. tall

bag; bookcase; breeze, gusting; splashing

Double Door on the north wall leading to a 35ft. long x 15ft. wide x 25ft. tall hallway.

Sample Names: Lytsong the battling Dark Dog (Cybernetics); Asmiak the bombastic American Queen (Extra-dimensional)

Contact Smoke Trap; DL 12; Search DC 127 (1800 idamage, no resistance)

Vegetation that (causes/has/or is) Gravity - Greater

[x2] Room is permanently/continuously Blinded, only creatures immune or bubbled against it can function here.

23,498gp

shovel

a Magical Potion of The Holy Touch, 'bless' 'sanctuary' 'haste' 'shield', 408gp

Orchid Toothbrush: Free Pikachu, the Cutest Pokeman Familiar; 144360gp

Amber Horn: +2 Level(s) in a Custom Group Class; 144630gp

DL XII Tiny Cobalt Knees x(201) x[6]

AC 1462, HD 13, hp 584, IR 201% #Att 8, TH ÷ AC/Save DC by 156, dmg 2886

Str 50, Dex 77, Con 41, Int 72, Wis 38, Chr 48, 4.5E+1kxp

Yeah Right

Prepared effects:

[Pri SL6] Protection from Lightning 6: Stop the next CL*20 lightning dmg

[Psi45 Grand] Energy Body: Major: You are made of energy; cannot use P actions; resist physical damage

[Wiz SL1] Armor : AC6 until 8+1/level points of damage had been sustained by subject

[Psi-12L Major] See Through: See through Dust of Disappearance & Mirage Arcana effects

[Wiz SL3] Nondetection : Hides subject from divination, scrying.

[Psi45 Major] Cosmic Awareness: Grand: Cosmic Awareness

[Psi3 Major] Claws of the Vampire: Your base unarmed attack does 1d8 damage. You heal the same amount.

[Psi45 minor] Prehensile Hair: Your hair has controlled movement; can do a "Hair attack" (using your hair's P action) for 1dSL dm

[Wiz SL9] Elemental Aura : Element Protect from one element, it's plane, and it's creatures

[Psi45 minor] Illusory Invisibility: Minor: Invis.; Major: Improved Invis.; Grand: Dust of Disappearance

[Psi--2 Grand] Eeelemental Composition: Can be any Normal/Para/Quasi Eeele ; Can be Semi Eeele

[Pri SL10] Regenerate 10: Regenerates 8 hp /s

Combat effects:

[Pri SL4] Remove Capital S Stun: Removes Capital S Stun

[Psi-6G Grand] Counterspell †: 1bM: Counter an effect

[Psi5 minor] Heal Self: Cure up to 100 hp, Regenerate (as spell)

[Wiz SL3] Fireball 3: CLd6 fire dmg to a group (save:½)

[Psi9 Major] Paralysis Bolt: Paralyzation CH t (save)

[Psi-3 minor] Chilling Ray: Cold ray deals 3d6 damage to foe.

[Pri SL5] Dispel Magic 5: Dispel 3 magic effects

[Wiz SL8] Power Word Stun 8: Stuns a creature if current hp < 240 (no save)

[Wiz SL6] DNA Scamble Blast: Area DNA Scamble (PP save)

[Pri SL7] MultiHeal : Cure all dmg + disease,blind,insanity,feeblemind (6 targets)

[Pri SL8] Fear Contagion: All within 240' are feared (no save), effect is contagious 1t

[Wiz SL5] Alley Summoning V: Summons a DL X alley monster, under your control, 5% chance per segment of losing control

Dungeon062620 - Dungeon Level 12 (Ok)

Room # 8

Elevator Room - 25ft. long x 35ft. wide x 25ft. tall

pincers; lamp; scratching/scrabbling; humming

Tricked Door on the west wall leading to a 45ft. long x 5ft. wide x 5ft. tall hallway.

Sample Names: Ocymos the vengeful Mighty Emperor (Unknown); Tagus the non-politically correct Battle Patrol (Terra)

Ka-boom! Trap; DL 12; Search DC 122 (Psionicist CL 24, DC 124 Will save for 1/3)

Furnishings that (causes/has/or is) Talks - Spell Casting

[x2] Mortals cannot hear, smell, or sense into this room unless they are actually there; Divine Intervention fails

58,579gp

cape

a flaming claw, exotic, 43d3 (86), 940gp

Rian's Prostate Glands: +5 to HD; 1M: Everybody must pay 1 SL for

each subordinate each rd or that subordinate is slain.; CL 60; SL 12; 144860gp

Claret Talisman [AT+404] +361 AC/+143 Saves; 1P: set Str 24+LVL; Cured by fire dmg;

Mouth's P: Breathe poison (group, half hp, BW save:1/2); CL 60; SL 12; 120320gp

DL XII Large White Rocks x(237) x[6]

|iAC| 1445, HD 648, hp 56064, ER 150% #Att 16, TH ÷ AC/Save DC by 156, dmg 7202

Str 92, Dex 89, Con 24, Int 71, Wis 70, Chr 91, 4.5E+1kxp

Not On Your Life

Prepared effects:

[Psi3½ Grand] Mind Blank, Personal: You are immune to scrying and mental effects.

[Wiz SL6] Planar Displace: Planar Displacement for 1 turn

[Psi6G Grand] Field of Peace: Everyone within 30' (incl. Deva) can use only V and Z actions

[Pri SL7] Protection from Lightning 7: Stop the next CL*24 lightning dmg

[Psi54 minor] Split: You are two beings (two places at once); it costs 3 actions to have each body do 1 action

[Wiz SL6] Original Stoneskin 6: Block the next 3 P actions of attacks

[Psi45 Grand] Regeneration: Regenerate SL hp/s

[Psi16 Major] Golem Form: Clay: Unarmed damage you deal can be cured only by a CL=17+ Heal spell (or better)

[Pri SL10] Regenerate 10: Regenerates 8 hp /s

[Pri SL1] Sanctuary (1): Opponents must make save to attack target {Touch, 1 creature}

[Psi54 minor] Truesight: Minor: Detect Invis./Illusion; Major: True Seeing; Grand: Cosmic Awareness

[Psi-12L Major] See Through: See through Dust of Disappearance & Mirage Arcana effects

Combat effects:

[Wiz SL5] Immediate Monster Summoning V: Summons a DL III monster without summoning sickness

[Pri SL2] Summon Monster II: 1 DL 2 or 1d3 DL 1 creatures to fight for you {1 creature}

[Psi-3 minor] Chilling Ray: Cold ray deals 3d6 damage to foe.

[Psi-2 Grand] Grand Acidify: CLd20 acid damage; Use d30's

[Psi-12T Major] Feeblemind Blast: One group is feebleminded (Will save)

[Wiz SL9] Ray of Enfeeblement 9: -45 physical stat points (randomly distributed in packets of 5) (save per packet)

[Wiz SL8] Magic Missile 8: (CL+1)*4 missiles, each does 1d4+1 force dmg (no save)

[Psi10 Major] Fire Strands: Web spell, everyone within takes Xd6 dmg /r, X is # sizes larger than size T

[Psi12L Grand] Order Reality: Alter Reality, but effect must be Lawful intent

[Psi-3 minor] Psionic Trap: Create a psionic trap (a minor High Frequency Sample effect)

[Pri SL7] Flame Strike 7: CLd12 holy fire dmg (save:½)

[Psi29 Major] Paralysis:

Dungeon062620 - Dungeon Level 12 (Arse)

Room # 9

Shrine - 25ft. long x 5ft. wide x 25ft. tall

iron maiden; sideboard (china closet); tinkling; dank, mouldy smell

Teleport Door (other side is far away) on the west wall leading to a 15ft. long x 5ft. wide x 25ft. tall hallway.

Sample Names: Villisca the bizarre Samurai Blitzkrieg (Tractor); Lilaeta the winsome Patchwork Masochist (Zepplin)

Injected Spirit Trap; DL 12; Search DC 124 (720 idamage, no resistance)

Illusion that (causes/has/or is) Monster Generator: Beholder (summons a Beholder every segment)

[x2] Gods cannot see, smell, or sense into this room unless they are actually there; Divine Intervention fails

13,628gp

flask, cracked

an ice cube, 'haste' 'bless' 'refresh' 'iceshield', 10gp

Azur Scarab [AT+580] +17 AC/+145 Saves; 1M: Improved Invisibility

(sight/sound/smell), can't be touched; CL 69; SL 12; 100605gp

Rian's Femur bone: +9 to ML; 1M: You and target grouped. Target is blind,

heal CL^4 hp and deal CL^3 brown gas dmg. ; CL 51; SL 12; 144240gp

DL XII Huge Amethyst Tugboats x(152) x[5]

iiAC 1449, HD 102, ihp 9984, RR 186% #Att 1, TH ÷ AC/Save DC by 156, dmg 1447

Str 65, Dex 73, Con 94, Int 78, Wis 56, Chr 57, 4.5E+1kxp

Right On

Prepared effects:

[Pri SL9] Duplicate Mechanism: duplicate a technology item

[Wiz SL8] Dust of Disappearance: Dust of Disappearance for 1 turn

[Pri SL1] Resist Fire/Resist Cold 1: Take -45% dmg vs. fire or cold

[Wiz SL3] Haste: +1 P, +1V to one group

[Wiz SL4] Improved Invisibility : As invisibility, but subject can attack and stay invisible.

[Wiz SL3] Psionic Resistance: PsiR 40+CL*5% [duration 3 hours]

[Psi54 minor] Mystic Shield: SR SL*CL

[Psi23 minor] Acid Cloud: 1 point acid damage per round in area

[Wiz SL5] Anti-Magic Shell 5: Anti-Magic of SL 0 to 4

[Wiz SL4] Dimensional Anchor : Bars extradimensional movement.

[Wiz SL1] Armor : AC6 until 8+1/level points of damage had been sustained by subject

[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:

[Wiz SL12] Reset (Self or Other):

[Psi16 minor] Turn (Command) Golems: Turn (Command) Golems (need to make a turning roll as usual)

[Psi3 Grand] True Domination: Dominated subjects less likely to defy your will.

[Psi-3 Major] Astral Destruct IV: Astral destruct fights for you.

[Pri SL7] Fire Storm 7: (CL+2)d8 holy fire dmg, hits 2 groups (no save)

[Psi54 Grand] Bio-Energy Blast: CL*(SL+2) force dmg to one target (no save)

[Pri SL4] Remove Curse 4: Cure 1 curse effect (reverse causes that many, save)

[Wiz SL2] Alley Summoning II: Summons a DL IV alley monster, under your control, 2% chance per segment of losing control

[Pri SL5] Hold Person/Monster 5: Hold 7 person or 5 monster targets (save)

[Pri SL10] Blade Barrier 10: 12d12 dmg wall (shards)

[Wiz SL6] Time Stop 6: Stops time for 1 round

[Pri SL5] Rainbow: Creates a rainbow bridge (or) CL bolts d8 dmg 1 target each

Dungeon062620 - Dungeon Level 12 (Over Your Dead Body)

Room # 10

Fountain/Pool Room - 40ft. long x 30ft. wide x 5ft. tall

Walls of Souls; chest, medium; scuttling; smoky smell

Plane Shift Door (other side is on another plane) on the south wall leading to a 40ft. long x 10ft. wide x 10ft. tall hallway.

Sample Names: Tyrus the unethical Snow Sadists (Web); Dynos the sensational Beta Hurricane (Turbo)

Secret Box Trap; DL 12; Search DC 132 (720 idamage, DC 122 Breath Weapon save for 1/3)

Statue that (causes/has/or is) Sliding

[x2] Room is permanently/continuously Alley Effected, only creatures immune or bubbled against it can function here.

15,813gp

rams horn

a ward major, +6 AC, 510gp

Flesh Magnet: +700 Rogue Points; 144260gp

Ring of Dragon Breath Alteration, 7120gp

DL XII Diminutive Russet Attractions x(186) x[5]

AC 1452, HD 4, |hp| 300, ER 128% #Att 16, TH ÷ AC/Save DC by 156, dmg 868

Str 90, Dex 93, Con 94, Int 69, Wis 33, Chr 83, 4.5E+1kxp

Cheese And Rice

Prepared effects:

[Wiz SL10] Prismatic Sphere 10: 8 Prismatic colors or 6 MultiPrismatic colors (may repeat colors in either mode)

[Psi3½ minor] Energy Adaptation, Specified: Gain resistance 10 against one energy type.

[Psi12T Super] Aura of Non-Sentience: All creatures within 120' of caster (incl. the caster) lose all levels of experience, have a cor

[Psi3 Super] Dissolution: You Disintegrate really large objects or creatures.

[Psi-12T Super] Bring Animals VIII: Summon CL*5 Animals using ML VIII chart, you pick the result

[Pri SL4] Rusting Grasp : Your touch corrodes iron and alloys.

[Wiz SL8] Fire Shield 8: Anyone who melees with you takes 175% dmg back

[Wiz SL11] Bestow Save: get saves vs effects with no save 1t/lvl

[Wiz SL4] Armor 4: +CL*8 current hp

[Pri SL6] Protection from Lightning 6: Stop the next CL*20 lightning dmg

[Wiz SL9] Extra Group +2: The next spell you cast will affect +2 groups of monsters

[Pri SL4] Goodberry 4: Creates 16 goodberries

Combat effects:

[Pri SL4] Cure Wounds 4: Cures 10d8 hp (can take offer of 6 per die -> 60 hp)

[Pri SL6] Command 6: Target makes 6 saves, each missed save allows 1 word for a command to be given

[Psi-12T Major] Wall of Element: Wall of a normal/para/quasi element. Dmg is CLxCL.

[Wiz SL3] Suggestion: Compels subject to follow stated course of action.

[Psi45 minor] Duplication: 1bM: Fork an effect (caster makes SL/3 saves)

[Wiz SL1] Magic Missile : Ball of energy causing 1d4+1 hp damage, you can cast one per every other level you have

[Wiz SL7] Forcecage : Hold creatures in cube of force.

[Psi-6N Major] Life Essence: If target has less than N*CL current hp, it is cured so it has N*CL hp; minimum N = 1

[Psi6G Major] Second Level Priest Spell: Cast one 2nd level Priest spell at CL = 40

[Pri SL10] Cure Wounds 10: Cures 55d8 hp (can take offer of 6 per die -> 330 hp)

[Pri SL9] Remove Curse 9: Cure 6 curse effects (reverse causes that many, save for each)

[Psi54 minor] Ice Production: CL*(SL+2) ice dmg to one target (no save)

Dungeon062620 - Dungeon Level 12 (Christ On A Bike)

Room # 11

Gallery - 25ft. long x 10ft. wide x 30ft. tall

chest of drawers; mortar & pestle; foggy near floor; giggling (faint)

Water Lock Door (holds back a lot of water) on the north wall leading to a 10ft. long x 20ft. wide x 25ft. tall hallway.

Sample Names: Morelia the crazy Astro- Punisher (Blade); Aldred Penrithson the self-righteous Valiant Pirate (Raised by animals)

Spiked Container Trap; DL 12; Search DC 122 (600 Dex damage, no save)

Machine that (causes/has/or is) Enlarge/reduces

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Round 64,558gp

cask

a rack of clothing, 0gp

Pair of Soft Leather Boots 'Dal-i-thalion' [2,+15]; +5 to DEX, CHR; Resist Confusion, Nether, Chaos; Sustain CON, CHR; Free Action; It provides light (radius 0) when fueled.; Activates for remove fear and cure poison every 5 turns, 403510gp

Rian's Tongue: +45 to Dex; 1P: Destroy three target creatures, spell/psi effects or items.; CL 59; SL 12; 144600gp

DL XII Diminutive Maroon Armadillos x(197) x[5]

iiAC 1463, HD 132, hp 308, BlahR 159% #Att 11, TH ÷ AC/Save DC by 156, dmg 1736

Str 67, Dex 49, Con 79, Int 90, Wis 81, Chr 67, 4.5E+1kxp

Patootie

Prepared effects:

[Psi3 Grand] Ablating: You are buffered from one Negate Psionics effect.

[Pri SL1] Animal Companion: Make an animal your companion (not familiar) {1 creature}

[Psi-12T minor] Spectral Natural Fighting: Spectral Hand; no ill effects from punching/kicking things

[Wiz SL5] Armor 5: +CL*10 current hp

[Pri SL2] Resist [E=1 element]: Pick an EE=1 element, you resist it for 1 hour.

[Psi3 minor] Invisibility: Subject is invisible for 10 min./level or until it attacks.

[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 SL10] Prismatic Solid: Add a "Special" to entire room of Prismatic-ness (1 prismatic effect per person per segment)

[Pri SL1] Goodberry: 8 berries can cure 1 hp or act as 1 full meal. 8 berries are always created.

[Wiz SL10] Prismatic Sphere 10: 8 Prismatic colors or 6 MultiPrismatic colors (may repeat colors in either mode)

[Psi8 Grand] Construct Generic Item 4: Create a "Generic" type item (see next page) of TechL=CL, each 4 TechL takes 1S action

[Psi--2 minor] Magnify: Mult. power (Max=level/5+1); M+1, no extra cost

Combat effects:

[Psi6N minor] Sleep Bolt: +20 CPPs to give no save; affects one target

[Wiz SL3] Fireball 3: CLd6 fire dmg to a group (save:½)

[Wiz SL5] Wall of Force: The wall only stops spell effects, hurled objects, and breath weapons. People and psionic effects can pass

[Psi15 Grand] Druid Shapechange: Druid Shapechange (to Reptile/Fish, Bird, or Mammal)

[Pri SL8] Death's Door 8: Target (currently at negative hp) goes to 16 hp (can't go above max)

[Pri SL6] Mass Remove Curse: Remove Curse on 6 targets or 1 group

[Wiz SL3] Wacky Ball 3 / Normal / ½ : Area CLd6 dmg normal element (save: ½)

[Psi19 minor] Acrobatics: 1bV: Emulate a Acrobat ability of level = CL/2; P=your number of Rogue points in it

[Psi2 minor] Momentum Theft: Stop (200 lbs, each x2 is +5 PSPs); Held for 1r

[Psi10 minor] Dispel Exhaustion: Target heals 25% of damage taken

[Wiz SL11] Mental Loss: target loses 1M action for 1t

[Psi54 Grand] Matter Manipulation: CL*(SL+2) explosion dmg to one target (no save)

Dungeon062620 - Dungeon Level 12 (Hells To The Yes)

Room # 12

Barracks / Quarters - 5ft. long x 20ft. wide x 40ft. tall

Stalagmites; Caved-in/Collapsed Area; putrid smell; buzzing

Ice Door (transparent) on the west wall leading to a 15ft. long x 20ft. wide x 15ft. tall hallway.

Sample Names: Nefaratus the aggressive Samurai Walker (Rattan Cane); Lenka the tone-deaf Grey Clan (Seahorse)

Contact Water Trap; DL 12; Search DC 123 (600 Dex damage, no resistance)

Fireplace that (causes/has/or is) Gravity - Varying

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Day

82,860gp

tankard

a potion of negation, 'cancellation' " " ", 83gp

Burgundy Photo album: +2 Level(s) in a Custom Group Class; 144130gp

Mauve Slashing Weapon [8d12] +11 Th/+20 dmg 12+/x6; 1M: Control M Actions (SL/2 saves); CL 79; SL 12, 17914gp

DL XII Macro-Medium Spruce Whales x(238) x[4]

AC 1459, HD 24580, stunp 2.5E+6, PR 151% #Att 7, TH ÷ AC/Save DC by 156, dmg 2890

Str 36, Dex 74, Con 70, Int 31, Wis 42, Chr 59, 4.5E+1kxp

Safety First

Prepared effects:

[Psi-6G Grand] Armageddon +: 1bM: Can use +1M/s this round; Immune Cold; Immune Shadow

[Wiz SL9] Third Level Magic-User Spells (DM1): Cast any four 3rd level Wizard spells simultaneously when it is cast.

[Wiz SL11] Psionic Reflection: any undesired psionic effect is reflected for 1t

[Psi14 Grand] (no name): Your gaze causes Charm (no save, IR)

[Psi-3 Grand] Metal Body: AC +CL, saves +CL, unarmed dmg +CL, DR CL/-

[Psi3½ Major] Power Resistance: Grant PR equal to 12 + level.

[Wiz SL11] Fire Shield 11: Anyone who melees with you takes 250% dmg back

[Wiz SL6] Contingency: Each creature can only have 1 Contingency spell on him. If the contingency spell is dispelled, the effect ir

[Psi45 minor] Body Coating: 5*SL hp Armor spell, self only, stacks with the (Wizard) Armor spell

[Pri SL6] Antilife Shell : 10-ft. field hedges out living creatures.

[Pri SL6] Goodberry 6: Creates 24 goodberries

[Pri SL7] Time/Reality Stability: Time/Reality Stability (duration 1 day), reverse removes it (Spell save)

Combat effects:

[Psi72 Major] Suffocate: Suffocate one target (no save, takes 1 cumulative dmg per segment)

[Psi29 Major] Deflection:

[Wiz SL7] Summon Monster VII : Calls outsider to fight for you.

[Wiz SL4] Wacky Ball 4 / Normal / ½ : Ld8 dmg normal element (area) (save: ½)

[Wiz SL12] Unchangeable Reality:

[Pri SL9] Down a Hole: Target is put Down a Hole (no save)

[Wiz SL5] Immediate Monster Summoning V: Summons a DL III monster without summoning sickness

[Psi-12C Major] Cthulhoid Swarm IV: Summon CL Monsters using ML IV "Weird" chart (random)

[Psi54 Major] Darkness: Darkness (can blind a person, make SL saves)

[Pri SL5] Limited Cureall: Cureall, target must Fort save vs. # hp down (+10 per other effect)

[Psi2 minor] Control Body: Control all P,V actions; Auto. win Contest

[Psi100 Major] Energy Control: Max.=CL/2 in HD damage, must be energy attack, affects everyone in group

Dungeon062620 - Dungeon Level 13 (Christ On A Bike)

Room # 1

Gas Chamber - 20ft. long x 25ft. wide x 35ft. tall

Bridge, with car and pulley system; robes; murmuring; breeze, slight, damp

Trapped Door, Magic/Psi on the east wall leading to a 40ft. long x 20ft. wide x 10ft. tall hallway.

Sample Names: Peleus the belligerent Global Razor (Chakram); Otiluke the famous Flying Hawk (Inertron)

Dropping Drawer Trap; DL 13; Search DC 136 (2000 Dex damage, DC 143 PPD save for 1/10)

Stairway that (causes/has/or is) Spinning

[x2] Room is permanently/continuously *Cursed*ed, only creatures immune or bubbled against it can function here.

121,812gp

hourglass

a mug of ale, 2gp

Amulet of Aberrant Empathy: (Neck) The wearer may use Handle Animal checks in place of Diplomacy checks when trying to influence the attitude of an Aberration with an Intelligence of up to 9., 5520gp

Bottle green Scroll: +7 level(s) of exceptional Dex; 169740gp

DL XIII Large Alabaster Llamas x(60) x[7]

iAC 1710, HD 64, hp 5600, ER 148% #Att 10, TH ÷ AC/Save DC by 182, dmg 1700

Str 66, Dex 67, Con 36, Int 35, Wis 27, Chr 35, 6.4E+1kxp

Yo

Prepared effects:

[Pri SL6] Antilife Shell : 10-ft. field hedges out living creatures.

[Pri SL3] Negative Plane Protection: Stops one negative energy attack

[Pri SL1] Cantrip: Can cast 1 orison (Pri 0) per round as a Z action

[Psi-9 minor] Resistance to Anti-Psionics: CH*5% aPR (adj.@12th)

[Pri SL9] Spell Immunity 9: Be immune to 6 spells by name

[Wiz SL1] Blink Wounding: Caster "blinks" randomly if struck by weapon

[Pri SL7] Time/Reality Stability: Time/Reality Stability (duration 1 day), reverse removes it (Spell save)

[Psi19 Grand] Paladin Lore: Abilities as per a Paladin of half level (round up); your light-saber is a "holy avenger"

[Psi5 Major] No Target: Cannot be directly targetted with effects

[Psi6N Super] Create/Destroy Conduit: Creates or Destroys 1 Conduit, Wormhole, Gate, Color Pool

[Psi6G Major] Field of Disjunction: Destroys evil creatures/magic items (save); 1 attempt per round

[Psi81 Major] Damage Reduction, Energy, 50%: Take x0.5 damage from energy

Combat effects:

[Wiz SL7] Plane Shift : Up to eight subjects travel to another plane.

[Pri SL2] Treat Moderate Wounds: Cure 20% of max hp {Touch, 1 creature}

[Psi-9 Major] AntiBio Force: Super Slow: -½CH Dex, -1P action, ÷CH move rate

[Psi12L minor] Hold Person: Hold Person, +45 LPPs gives Hold Monster

[Pri SL3] Neutralize Poison: Detoxifies venom in or on subject.

[Psi54 Major] Ice Production: CL*(SL+2) ice dmg to one target (no save)

[Psi45 minor] Fire Generation: SL*CL Fire damage (1 group, no save)

[Psi6N Major] Mental Ball 5: 50'r; take 5*level*(# of freq.) damage; no save

[Psi45 Grand] Plague Carrier: Disease (SL saves)

[Psi6E Major] Voices: 2 saves:fail 1=insan., fail 2=ultrablast

[Psi60 Grand] Insanity: Cause Insanity (save)

[Wiz SL8] Power Word Capital S Stun: Capital S Stuns a target with 130 current hp or less (no save)

Dungeon062620 - Dungeon Level 13 (Okie Doke)

Room # 2

Barracks / Quarters - 10ft. long x 25ft. wide x 5ft. tall

portcullis; stocks; wind, strong, gusting; smoky smell

Void Door (cannot see through doorway) on the north wall leading to a 15ft. long x 25ft. wide x 10ft. tall hallway.

Sample Names: Jurith the abhorrent Giant Bulk (Omni-); Sergei the Lean the subterranean Commodore Marvel (Canoe)

Container transforms into Elemental Sound Trap; DL 13; Search DC 132 (160 Dex damage/s, DC 143 Spell save to negate)

Arch that (causes/has/or is) behind tapestry

[x2] Room is permanently/continuously Charmed, only creatures immune or bubbled against it can function here.

95,425gp

scroll (nonmagical)

mystic amethyst chain, +1 AC, 345gp

Bright Tomato: Free Animal Master Kit: +1 normal familiar (must

be a real-world animal), Free bonus Animal Lore proficiency; 169560gp

Necklace 'Nauglamir'; +3 to STR, DEX, CON, Infravision, Speed; Resist Fear; Free

Action; See Invisible; Regeneration; It provides light (radius 3) when fueled., 755340gp

DL XIII Colossal Indigo Cereals x(190) x[7]

||AC|| 1705, HD 418, hp 565760, CR 134% #Att 11, TH ÷ AC/Save DC by 182, dmg 345

Str 53, Dex 80, Con 69, Int 36, Wis 25, Chr 64, 6.4E+1kxp

Fosheezy

Prepared effects:

[Wiz SL6] Original Stoneskin 6: Block the next 3 P actions of attacks

[Psi45 Major] Vibration Control: SL/2 (round down) instances of Resist vibration; +SL*10% damage with vibration effects

[Pri SL2] Aid: Bless; +2d8 (choose 1 die) hp (can above max) {Touch, 1 creature}

[Wiz SL4] Globe of Invulnerability 4: Immune to spells with SL=0 to 3

[Psi6N Major] Bard or Sage Abilities, LVL 7: Get bard or sage abilities of level 7 (max = your level)

[Wiz SL6] Armor 6: +CL*12 current hp

[Wiz SL7] Spell Turning (2): Turns a spell back to it's caster

[Wiz SL7] Armor 7: +CL*14 current hp

[Wiz SL9] Elemental Aura : Element Protect from one element, it's plane, and it's creatures

[Psi45 Grand] Resist: Physical: SL/4 (round down) instances of Resist physical attacks

[Psi7 minor] (no name): Immunity to sleep, fatigue, and exhaustion

[Wiz SL5] Animal Growth : One animal/two levels doubles in size, HD.

Combat effects:

[Pri SL4] Summon Monster IV : Summons a DL IV monster (1 turn)

[Wiz SL1] Fireball 1: CLd2 fire dmg to a group (save:½)

[Psi54 Grand] Matter Manipulation: CL*(SL+2) explosion dmg to one target (no save)

[Pri SL5] MultiCure Critical Wounds: Cure Critical (3 targets) (r=sight)

[Pri SL3] Hold Person/Monster 3: Hold 5 person or 3 monster targets (save)

[Wiz SL8] Death Spell 8: Slay 8d12 HD of creatures (save)

[Psi2 minor] Deflect: Deflect a missile; --

[Wiz SL4] Phantasmal Killer : Fearsome illusion kills subject or deals 3d6 damage.

[Wiz SL7] Prismatic Beam: One target is hit by all 7 colors of Prismatic Spray

[Psi-12T Major] Bring Animals V: Summon CL*2 Animals using ML V chart, you pick the result

[Psi27 Major] Smite: Target is Paralyzed and cannot use any M actions next round (save)

[Psi29 Major] Death Ray:

Dungeon062620 - Dungeon Level 13 (Nice One)

Room # 3

Hall, Great - 25ft. long x 30ft. wide x 45ft. tall

arch; Stalagmites; breeze, gusting; tapping

Brass Door, Normal on the south wall leading to a 25ft. long x 20ft. wide x 25ft. tall hallway.

Sample Names: Vorgaad the belligerent Flaming Prowler (Grenades); Ardon Mateen the vicious Tomorrow Four (Lunar)

Spiked Brick Trap; DL 13; Search DC 136 (440 Str damage, no resistance)

Altar that (causes/has/or is) Collapsing

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Reset

35,034gp

metal rod

Crocodile Boots, 500gp

Rian's Blood Vessels: +39 to Wis; 1M: Summon a DL III Atog, it dispels spell/psi

effects, you can spend spell slots to increase it's DL. ; CL 61; SL 13; 170100gp

Hard Leather Cap 'Fuma-la-Urso' [2,+5]; +4 to CON; Immunity to Fire; Resist Lightning, Cold; Sustain CON, 192320gp

DL XIII Titanic Yellowy Balls x(168) x[8]

iiiAC 1708, HD 10907, lifep 93184, IR 204% #Att 16, TH ÷ AC/Save DC by 182, dmg 342

Str 36, Dex 55, Con 52, Int 61, Wis 99, Chr 42, 6.4E+1kxp

Film At 11

Prepared effects:

[Wiz SL2] Blur (3): 20% WR vs. creatures without True Sight {self only}

[Psi45 Grand] Body Coating: 5*SL hp Armor spell, self only, stacks with the (Wizard) Armor spell

[Pri SL8] Robe Of Healing: Get 20 1d4+4 healing effects (self or other) every round for 1h

[Pri SL8] Protection from Fire 8: Stop the next CL*28 fire dmg

[Wiz SL11] Bestow Save: get saves vs effects with no save 1t/lvl

[Pri SL6] Protection from Lightning 6: Stop the next CL*20 lightning dmg

[Psi12T Super] Aura of Non-Sentience: All creatures within 120' of caster (incl. the caster) lose all levels of experience, have a cor

[Psi8 minor] Construct Power/Defensive Item 1: Create a "Power" type item (see next page) of TechL=CL, each TechL takes 1S ac

[Psi81 minor] Force Field: -CL*2 dmg distributed among /energy or /physical attacks

[Pri SL9] Duplicate Mechanism: duplicate a technology item

[Wiz SL9] Third Level Magic-User Spells (DM2): Can cast one 3rd Level Wizard spell per round as Z action

[Psi16 minor] Golem Form: Caryatid Column: +4 saves; Weapons have 25% chance to shatter when hitting you; 1M: Feign Death

Combat effects:

[Wiz SL1] Metallic Orb: 1=Lead (1d6; -3 to base movement rate (save)), 2=Tin (1d8; Chill L r (save)), 3=Bronze (1d10; Cold 2'r, dm

[Pri SL6] Feeblemind:

[Psi54 Major] Telekinesis: Telekinesis CL*SL*10 lbs.

[Wiz SL1] Death Spell 1: Slay 1d12 HD of creatures (save)

[Psi45 Grand] Combustion: An object explodes (item save), the person carrying it takes CL*SL/2 damage (save)

[Psi54 Major] Ice Production: CL*(SL+2) ice dmg to one target (no save)

[Wiz SL11] Ray of Enfeeblement 11: -55 physical stat points (randomly distributed in packets of 5) (save per packet)

[Pri SL9] Creeping Doom 9: (1d6+8)*140 insect dmg

[Wiz SL10] Lightning Bolt 10: CLd20 lightning dmg to a group (save:½)

[Psi6E minor] Continual Darkness: As the wizard spell "Continual Darkness"

[Psi12L Major] Charm Lawful Creature: Charm (no save) only vs. Lawful creatures

[Wiz SL5] Immediate Monster Summoning V: Summons a DL III monster without summoning sickness

Dungeon062620 - Dungeon Level 13 (Yuck)

Room # 4

Kennel - 45ft. long x 40ft. wide x 50ft. tall

gong; pool; splintering; rustling

Sliding Door (slides left/right into wall) on the west wall leading to a 40ft. long x 10ft. wide x 20ft. tall hallway.

Sample Names: Aethelred Silverhammer the beautiful Invisible Cavalier (Yak); Cudzu the amoral Gaseous Light (Anti-matter)

Room transforms into Elemental Helliron Trap; DL 13; Search DC 134 (120 Str damage/s, no resistance), (multiple targets)

Monster that (causes/has/or is) Disintegrates

[x2] Ultraplanar beings cannot taste, hear, or sense into this room unless they are actually there; Divine Intervention fails

135,274gp

leaf-oak

Cloak Of Enchantment, +3 AC, 0gp

Royal blue Glass: +7 level(s) of exceptional Str; 169390gp

Rian's Triceps muscle: +12 to Wis; 1M: No one can fly or levitate in the area (x1 Special) (fliers in room take falling dmg when cast) ; CL 74; SL 13; 169130gp

DL XIII Macro-Diminutive Glassy Networks x(122) x[7]

iAC 1699, HD 3339, ihp 4.8E+6, TR 165% #Att 6, TH ÷ AC/Save DC by 182, dmg 2041

Str 100, Dex 100, Con 100, Int 54, Wis 97, Chr 41, 6.4E+1kxp

Over My Dead Body

Prepared effects:

[Psi-9 Major] Stone Eyes: Gaze: Petrification (save)

[Pri SL1] Goodberry: 8 berries can cure 1 hp or act as 1 full meal. 8 berries are always created.

[Pri SL4] Dimensional Anchor : Bars extradimensional movement.

[Psi16 Major] Golem-mind: Class VI/Esper-blind to all frequencies non-divisible by 8

[Pri SL6] Forbiddance : Denies area to creatures of another alignment.

[Psi30 Grand] Flame Shield: Protection from Fire

[Wiz SL1] Armor : AC6 until 8+1/level points of damage had been sustained by subject

[Wiz SL6] Contingency: Each creature can only have 1 Contingency spell on him. If the contingency spell is dispelled, the effect ir

[Psi2 minor] Displacement: As per Displacer Beast; AC bonus is +4

[Psi19 minor] Control Disease: Immune to disease

[Psi12T Grand] Luck: +1 Luck point (as per Luckstone)

[Psi-9 Grand] Control Air: Armor: +CH Saves, Armor has 10*CH hp

Combat effects:

[Psi-3 Grand] Astral Destruct VII: Astral destruct fights for you.

[Pri SL10] Fire Storm 10: (CL+2)d17 holy fire dmg, hits 5 groups (no save)

[Pri SL7] Blade Barrier 7: 9d9 dmg wall (shards)

[Wiz SL4] Wacky Ball 4 / Normal / ½ : Ld8 dmg normal element (area) (save: ½)

[Psi5 minor] Magical Protection: (Z action) Spell must make Casting Level check on d20

[Psi6G Grand] Disk of White Originator: One evil target "Capital S" Slain (no resistance, except he can use GR), x7 effect

[Psi10 Grand] Summon Fire Elemental: Summons a 12 HD Fire Elemental, or gain control of someone's Fire Ele.

[Psi45 Major] Hypnotic Control: Hypnosis (SL/2 saves)

[Psi2 minor] Sensory Suppression: Blindness and Deafness; Loses all 5 senses

[Pri SL6] Dispel Magic 6: Dispel 4 magic effects

[Pri SL4] Dispel Psionics: Cancels psionic effects

[Psi45 Major] Energy Solidification: Minor: Web; Major: Iron Bands of Bilarro; Grand: Solid Wall of Force; Super: Forcecage

Dungeon062620 - Dungeon Level 13 (Big Deal)

Room # 5

Hall - 5ft. long x 45ft. wide x 25ft. tall

charcoal; armchair; laughter; clear

Archway (open) on the south wall leading to a 25ft. long x 20ft. wide x 5ft. tall hallway.

Sample Names: Galogan the poisonous Supreme Twosome (Pellets); Lar Lancethruster the wicked Shatter Devil (Zepplin)

Whirling Javelins Trap; DL 13; Search DC 132 (Attack +91 melee, 40d100 Str damage)

Illusion that (causes/has/or is) Spinning

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Mont
35,825gp

oar

a Large Halberd, polearm, 3d10 (16), 142gp

Charcoal Slashing Weapon [11d6] +325 Th/+255 dmg 14+/x4; 1M: Heal,

can have no more Heals this day; CL 74; SL 13, 108510gp

Amethyst Girdle [AT+20] +20 AC/+226 Saves; 1P: Gains +1(+5%)*LVL on 1 action; CL 71; SL 13; 41615gp

DL XIII Macro-Small Walnut Spruces x(149) x[6]

AC 1692, HD 13321, iihp 1.4E+6, WR 152% #Att 25, TH ÷ AC/Save DC by 182, dmg 350

Str 96, Dex 81, Con 38, Int 28, Wis 84, Chr 37, 6.4E+1kxp

Christ On A Bike

Prepared effects:

[Wiz SL9] Elemental Aura : Element Protect from one element, it's plane, and it's creatures

[Psi45 Grand] Resist: Power Manipulation: SL/3 (round down) instances of Resist disenchantment

[Wiz SL7] Anti-Magic Shell 7: Anti-Magic of SL 0 to 6

[Psi4 Major] Money *1.5: How much money you get in dungeon is multiplied by 1.5 (only affects you, not whole party)

[Psi5 Grand] Construction: Builds 1 machine up to level+1 complexity

[Psi27 Major] Priests of Any God: You have an enslaved Priest: You gain his Priest memorization for the day.

[Psi45 minor] Resist: Physical: SL/4 (round down) instances of Resist physical attacks

[Wiz SL9] Third Level Magic-User Spells (DM2): Can cast one 3rd Level Wizard spell per round as Z action

[Wiz SL7] First Level Magic-User Spells (DM2): Can cast one 1st Level Wizard spell per round as Z action

[Pri SL7] Spell Immunity 7: Be immune to 4 spells by name

[Wiz SL2] Protection from Arrows: -10 dmg /missile attack, unless +L/5+1 or better {Touch, 1 creature}

[Wiz SL7] Armor 7: +CL*14 current hp

Combat effects:

[Psi29 Grand] Time Stop:

[Psi-6E minor] Simulacrum: (borrow 1M from future to use) Redirect an effect targetting you to one of your summons

[Psi45 Grand] Plasma Generation: SL*CL Plasma damage (1 group, no save)

[Psi-17 Major] (no name): Create a random trick (only enemies trigger it)

[Wiz SL7] Feeblemind 7: -35 mental stat points (randomly distributed in packets of 5) (save per packet)

[Psi30 Grand] Death Beam: Necromantic damage

[Psi-3 Grand] Replace: Put an object into someone's inventory (Reflex save)

[Psi-2 minor] Half Pain: Take half damage from one person for 1t; --

[Psi3½ minor] Charm, Psionic: Makes one person your friend.

[Psi45 minor] Electrical Generation: SL*CL Lightning damage (1 group, no save)

[Psi29 Major] Harm:

[Wiz SL7] Limited Wish: Will duplicate any Wizard or Priest spell of levels 0-6.

Dungeon062620 - Dungeon Level 13 (D'Oh)

Room # 6

Dormitory - 10ft. long x 35ft. wide x 50ft. tall

Floors of Glass; skin; cold current; laughter

Iron Door, Normal on the west wall leading to a 45ft. long x 20ft. wide x 5ft. tall hallway.

Sample Names: Ahrahl the cut-throat Senorita Harrier (Celestial); Sarlic Fireclub the happy Quick Wight (Laser)

Vanish Trap; DL 13; Search DC 143 (Psionicist CL 26, DC 138 Spell save for 1/10)

Room (Floor) that (causes/has/or is) Attacks

[x2] Ultraplanar beings cannot smell, feel, or sense into this room unless they are actually there; Divine Intervention fails

109,878gp

wolverine pelt

a Silver Ankle Bracelet, 1846gp

Coppery Cube [4d4] +360 Th/+19 dmg 17+/x2; 1Z: CL*(SL+2) explosion

dmg to one target (no save); CL 62; SL 13, 73480gp

Rian's Hair: +36 to Con; 1M: Group Capital P Pawned. ; CL 86; SL 13; 169440gp

DL XIII Small Russet Corns x(120) x[7]

iiAC 1702, HD 16, ihp 1400, BlahR 229% #Att 4, TH ÷ AC/Save DC by 182, dmg 16907

Str 68, Dex 41, Con 25, Int 91, Wis 67, Chr 25, 6.4E+1kxp

Tittie Christ

Prepared effects:

[Pri SL1] Sanctuary (1): Opponents must make save to attack target {Touch, 1 creature}

[Pri SL4] Rusting Grasp : Your touch corrodes iron and alloys.

[Psi10 minor] Fire Protection *: Resist Fire

[Pri SL6] Resist [E=3 element]: Pick an EE=3 element, you resist it for 1 hour.

[Psi8 Major] Unusual Mix: May construct your tech items using "Unusual Materials" chart, this may have odd effects

[Wiz SL6] Globe of Invulnerability 6: Immune to spells with SL=0 to 5

[Pri SL7] Repulsion : Creatures can't approach you.

[Psi4 Major] Ability Score *1.5: Choose one ability score. New score = (old score - 10) * 1.5 + 10

[Psi3½ Major] Steadfast Perception: Gain immunity to illusory effects, +6 bonus on Spot and Search checks.

[Wiz SL10] Transform Dweomer: Shapechange permanently, to creature or object

[Psi9 Major] Energy Cocoon: Field CH'diam.,fly:7*CH" rate,7*CH% PsiR

[Psi2 minor] Awe: Won't attack caster (save); No save

Combat effects:

[Psi3½ Major] Second Chance: Gain a reroll.

[Wiz SL5] Immediate Monster Summoning V: Summons a DL III monster without summoning sickness

[Wiz SL10] Power Word Stun 10: Stuns a creature if current hp < 400 (no save)

[Wiz SL8] Dispel Exhaustion 8: Restore 95% of dmg taken, get an Original Haste 8 for 1 round

[Wiz SL9] Time Stop 9: Stops time for 1d4 rounds

[Psi6E Major] Cause Insanity: 3 saves: each fail is 1 insanity

[Pri SL8] Wolf Spirits: Summon 2*lvl6 wolf spirits (AC-18,hp76,+2 wpn to hit,undead)

[Wiz SL10] Eridor's Emerald Wall: anything touching wall is temporal stasised

[Psi54 Grand] Animal Summoning: Summon a DL=SL-1 Animal

[Psi9 Grand] Transferer: Steal one power from target (save)

[Wiz SL8] Power Word Capital S Stun: Capital S Stuns a target with 130 current hp or less (no save)

[Pri SL7] Summon Monster VII : Calls outsider to fight for you.

Dungeon062620 - Dungeon Level 13 (Wtf)

Room # 7

Torture Chamber - 15ft. long x 30ft. wide x 30ft. tall

pincers; candles; steamy near ceiling; steamy near ceiling

Iris Door (seals as a spiral) on the west wall leading to a 30ft. long x 10ft. wide x 25ft. tall hallway.

Sample Names: Vladlan the sinful Crimson Sisterhood (Javelin); Oxa Axewielder the excessive Platinum -ette (Electro-)

Injected Minerals Trap; DL 13; Search DC 136 (880 Int damage, DC 140 Spell save for 1/10)

Fireplace that (causes/has/or is) Monster Generator: Plant (summons a Plant every segment)

[x2] Room is permanently/continuously Disjunct (effect)ed, only creatures immune or bubbled against it can function here.

9,163gp

ink

a goblin wrist guard, +2 AC, 1200gp

Ring of Wizardry (per SL), 8530gp

Electric blue Wand [10d8] +22 Th/+440 dmg 19+/x7; 1M: Drain Magic Item Charges; CL 91; SL 13, 92207gp

DL XIII Macro-Fine Russet Interviewers x(76) x[5]

iiiAC 1710, HD 1667, hp 1.9E+5, ER 2119% #Att 19, TH ÷ AC/Save DC by 182, dmg 3388

Str 53, Dex 48, Con 97, Int 73, Wis 38, Chr 47, 6.4E+1kxp

Christ On A Bike

Prepared effects:

[Psi4 minor] Damage *1.25: Damage with one physical weapon is multiplied by 1.25

[Psi54 Major] Energy Absorption: CL*SL*3 hp ablative Force Field (vs. energy attacks)

[Wiz SL5] Extra Group +1: The next spell you cast will affect +1 groups of monsters

[Psi81 Grand] Mental Defense: Resist mental attacks

[Psi9 Major] Energy Cocoon: Field CH'diam.,fly:7*CH" rate,7*CH% PsiR

[Wiz SL3] Third Arm Growth: Grow an extra arm or leg [lose spell slot while running]

[Psi54 Major] Gravity Increase: Decrease gravity in room or object/person by SL G's (x1 Special)

[Pri SL6] Immune [E=3 element]: Pick an E=3 element, you are immune to it for 1 hour. (This immunity does not "spread" into ot

[Psi45 Major] Force Field vs. Vampirism: aNR 10*SL% (including energy and stat drains)

[Pri SL6] Resist [E=3 element]: Pick an EE=3 element, you resist it for 1 hour.

[Pri SL2] Resist [E=2 element]: Pick an E=2 element, you resist it for 1 hour.

[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

[Psi54 Major] Ice Production: CL*(SL+2) ice dmg to one target (no save)

[Psi81 minor] Flash: Blind a sense (Spell save)

[Psi29 Major] Control Gravity:

[Psi30 Grand] Acid Bolt: Acid damage, Con resists

[Psi10 minor] Confuse: Confusion (save)

[Pri SL6] Summon Monster VI : Calls outsider to fight for you.

[Psi10 Grand] Summon Fire Elemental: Summons a 12 HD Fire Elemental, or gain control of someone's Fire Ele.

[Wiz SL10] Power Word Fragment: 1 body part of target is removed

[Psi3½ minor] Dimension Swap: You and ally or two allies switch positions.

[Psi81 Major] Telekinesis: TK CL*20' (assuming a Size M creature)

[Wiz SL11] Power Word Blind 11: Blinds & stuns a creature if current hp < 240 (no save)

Dungeon062620 - Dungeon Level 13 (Dang)

Room # 8

Aviary - 5ft. long x 50ft. wide x 5ft. tall

keg; balcony; footsteps (ahead); thud

Undead Door (has a trapped spirit/ghost) on the east wall leading to a 50ft. long x 5ft. wide x 25ft. tall hallway.

Sample Names: Volian the vicious Golden Nimbus (Electro-); Morriblu the daring Cyber- Nova (Ornithopter)

Ingested Rot Trap; DL 13; Search DC 133 (600 idamage, no resistance)

Force Field that (causes/has/or is) Treasure hidden inside ordinary item in plain view

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Segm
147,925gp

dragon blood

a pearl rosary, +2 AC, 36gp

Black Chalk: Free Guardian Kit: +1 TH/dmg/saves and opponents -2 saves in

a specified 1 sq. mile area, Free bonus Local History proficiency; 169490gp

Opaque Armor, Light [AT+21] +224 AC/+677 Saves; 1P: Immune to spell

level 0 to SL-1 energy attacks; CL 65; SL 13; 122545gp

DL XIII Large Violet Closets x(152) x[7]

iiiAC 1705, HD 55, ihp 5536, TR 2704% #Att 22, TH ÷ AC/Save DC by 182, dmg 680

Str 56, Dex 82, Con 56, Int 97, Wis 70, Chr 41, 6.4E+1kxp

Gor Blimey

Prepared effects:

[Psi18 minor] Psi: Shield: Pick Phys,Magic,Psi: 10*LVL hp shield

[Psi6E Grand] Immunity III: Immune:lightning/acid, +2 weapon to hit

[Pri SL8] Sphere Of Security: Friends get +2 AC,+2 saves, +50% MR, 4 Pro.scroll effects 1h

[Psi12T Super] Psionic Turning: Spell Turning but affects Psionic effects

[Wiz SL4] Fire Shield 4: Anyone who melees with you takes 75% dmg back

[Psi45 Major] Energy Body: Major: You are made of energy; cannot use P actions; resist physical damage

[Pri SL6] Forbiddance : Denies area to creatures of another alignment.

[Psi45 minor] Body Coating: 5*SL hp Armor spell, self only, stacks with the (Wizard) Armor spell

[Wiz SL2] Mirror Image (3): Creates 1d4+L/3 images of yourself {self only}

[Wiz SL10] Anti-Dispel Magic Shell: your effects are non-dispellable (inc.shell)

[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)

[Psi4 Major] Item *1.5: How many of an item exists is multiplied by 1.5 (you need a Grand to duplicate a x2 item)

Combat effects:

[Wiz SL11] Feeblemind 11: -55 mental stat points (randomly distributed in packets of 5) (save per packet)

[Psi-6N Major] Force of Nature IV: Summon a Thicket Elemental: AC 80, hp 320, #Att 4/1, TH +70, dmg 70

[Psi0 Major] Flash Kick: One kicking attack at +KiL to hit, ignores stoneskins/ironskins: x10 damage, knockdown

[Wiz SL12] Mordenkainen's Disjunction 12: Disjunct 4 effects (any type)

[Pri SL7] Call Lightning 7: (CL+2)d16 lightning dmg (save:½) (halve the die type if not outside)

[Pri SL9] Command 9: Target makes 9 saves, each missed save allows 1 word for a command to be given

[Psi12C Grand] Summon Chaotic Creature: Gate (as spell) for Chaotic creature or for an Earth or Fire Elemental

[Wiz SL5] Prismatic Bolt: Prismatic Spray on one target

[Wiz SL7] Prismatic Spray : Seven multicolored ray flash from the caster hand, each causing different damage and other effects

[Pri SL5] Hold Person/Monster 5: Hold 7 person or 5 monster targets (save)

[Psi3½ Grand] Ectoplasmic Cocoon, Mass: You encapsulate all foes in a 20-ft. radius.

[Wiz SL8] Maze : Victim trapped inside some maze, getting out depends on intelligence

Dungeon062620 - Dungeon Level 13 (Zomfg)

Room # 9

Refectory (Monestary Dining Room) - 10ft. long x 40ft. wide x 25ft. tall

door (broken); Floors of Insects; downdraft, slight; murmuring

Flesh Door on the east wall leading to a 50ft. long x 25ft. wide x 15ft. tall hallway.

Sample Names: Gaderian Crowcatcher the monstrous Mademoiselle Masochist (Terra); Mikhail the Dino the nefarious Nuclear B

Ingested Negative Energy / Death Trap; DL 13; Search DC 140 (220 idamage, no resistance)

Room (Floor) that (causes/has/or is) Magical Pool/Throne: Turns gold into platinum (50%) or lead (50%)

[x2] Room is permanently/continuously Capital F Foldeded, only creatures immune or bubbled against it can function here.

74,819gp

feather

a duck's bill, +1 AC, 125gp

Ring of Slaying (<=10 half-plusses) (per half-plus), 11540gp

Dove-grey Tree: +6 Race Slots; 170070gp

DL XIII Diminutive Blue Sodas x(125) x[4]

||iAC|| 1691, HD 5, ihp 346, PR 187% #Att 4, TH ÷ AC/Save DC by 182, dmg 5082

Str 47, Dex 76, Con 71, Int 52, Wis 33, Chr 42, 6.4E+1kxp

Not On Your Life

Prepared effects:

[Psi10 Major] Power Shift *: Your psionic powers appear to be a different form of energy (magic, innate, etc.) to Detection effect

[Psi7 Major] (no name): Immunity to all mind-affecting effects

[Pri SL4] Dimensional Anchor : Bars extradimensional movement.

[Pri SL3] Resist [E=3 element]: Pick an E=3 element, you resist it for 1 hour.

[Wiz SL5] Improved Free Action: Immune Capital S Stun, Stop, Hold, Paralysis, Summoning Sickness; Hold P,V actions

[Psi9 Grand] Null Void: Null Field: Caster immune to and cannot use magic

[Pri SL8] Robe Of Healing: Get 20 1d4+4 healing effects (self or other) every round for 1h

[Psi4 Major] To Hit *1.5: Multiply your to hit rolls by 1.5, you autohit on natural 21-1.5 or better (Minor is 19).

[Psi15 Grand] Add Global Resistance: Resist all E=1 elements, this can be taken twice for E=2 (doesn't include E=1), thrice for E=3

[Psi45 Grand] Magic Control: +SL/2 (round down) to SL of next Psi45 power

[Wiz SL4] Globe of Invulnerability 4: Immune to spells with SL=0 to 3

[Psi27 Grand] People's Area: Forbiddance, Guards and Wards, Proof vs. Teleportation/Scrying LVL*10' radius

Combat effects:

[Psi19 Major] Energy Absorption: 1bM: Absorb up to CL HD of an energy attack, affects everyone in your group

[Pri SL10] Death's Door 10: Target (currently at negative hp) goes to 64 hp (can't go above max)

[Psi54 Grand] Phobia: Fear (SL saves)

[Psi6N Grand] Mental Ball 8: 80'r; take 8*level*(# of freq.) damage; no save

[Pri SL6] Fire Storm 6: (CL+2)d5 holy fire dmg, hits 1+1/2 groups (no save)

[Psi45 Grand] Chemical Touch: Chemical effect of TechL=SL*2 or less (range touch)

[Wiz SL5] Telekinesis : Lifts or moves 25 lb./level at long range.

[Pri SL10] Creeping Doom 10: (1d7+11)*160 insect dmg

[Wiz SL8] Monster Swarm Summoning VIII: Summons CL*1 DL VII monsters

[Pri SL1] Entropic Shield: Any missile has a 20% chance to miss you {self only}

[Wiz SL10] Death Spell 10: Slay 10d12 HD of creatures (save)

[Psi-12C Grand] Cthulhoid Swarm VII: Summon CL*6 Monsters using ML VII "Weird" chart (random)

Dungeon062620 - Dungeon Level 13 (Rock And Roll)

Room # 10

Refectory (Monestary Dining Room) - 15ft. long x 10ft. wide x 15ft. tall

hourglass; curtain/tapestry; buzzing; salty, wet smell

Teleport Door (other side is far away) on the north wall leading to a 40ft. long x 15ft. wide x 25ft. tall hallway.

Sample Names: Romochka the Tall the attractive Time Trio (Boat); Veth the terrible Doctor -wave (Solar)

Spiked Doorknob Trap; DL 13; Search DC 135 (400 idamage, no resistance)

Pedestal that (causes/has/or is) Treasure disguised to appear as something else

[x2] Room is permanently/continuously Disjunct (effect)ed, only creatures immune or bubbled against it can function here.

117,933gp

tankard

the Arrow of Sagittarius, 'lightning bolt', 340gp

Rian's Pelvis bone: +4 to CL; 1P: You can shapechange into two creatures simultaneously; CL 66; SL 13; 170010gp

Bottle green Stone [8d10] ++19 dmg 15+/x7; 1M: Create wall of your chosen energy type.; CL 61; SL 13, 113100gp

DL XIII Titanic Rosy Springs x(168) x[5]

AC 1709, HD 839, hp 90112, AllR 227% #Att 24, TH ÷ AC/Save DC by 182, dmg 16907

Str 74, Dex 101, Con 55, Int 53, Wis 26, Chr 61, 6.4E+1kxp

Ownage

Prepared effects:

[Psi7 minor] (no name): Immunity to sleep, fatigue, and exhaustion

[Psi-12C Super] Cthulhoid Swarm VIII: Summon CL*9 Monsters using ML VIII "Weird" chart (random)

[Psi3½ Major] Catapsi: Psychic static inhibits power manifestation.

[Wiz SL3] Globe of Invulnerability 3: Immune to spells with SL=0 to 2

[Psi54 minor] Energy Absorption: CL*SL*3 hp ablative Force Field (vs. energy attacks)

[Psi45 minor] Warding: Create a Trap (x1 Psionic) for SL/2 Psi45 powers

[Pri SL3] Resist [E=3 element]: Pick an E=3 element, you resist it for 1 hour.

[Psi4 Grand] Spell *2: One spell that you know has it's effect multiplied by 2, or costs only 1/(2*2-1) of a spell slot

[Psi45 minor] Vibration Control: SL/2 (round down) instances of Resist vibration; +SL*10% damage with vibration effects

[Psi54 Major] Animate Objects: Animate Objects as if they were a DL=SL Golem summon

[Psi24 Grand] Level: early 16: Get a "Level:" ability in your class 16 levels early (this can be taken multiple times)

[Psi3½ minor] Prevenom: Your claws gain a poison coating.

Combat effects:

[Psi30 Grand] Bind: Stopped & -½ Str/succ

[Wiz SL3] Hold Undead: Holds up to 3 undead

[Psi6G Major] Holy Word: Holy Word (as spell), x7 HD effect, CL = 40

[Psi100 minor] Cell Adjustment I: Cure/cause N hp, hits 2+CL/9 groups, max N = CL*2

[Psi5 Major] Magic Jar: Magic Jar (as spell), save at -level

[Psi45 minor] Radiowave Generation: SL*CL/2 Radiowave damage (1 group, no save, the effect can go through a SL' wall)

[Wiz SL4] Alley Summoning IV: Summons a DL VIII alley monster, under your control, 4% chance per segment of losing control

[Wiz SL6] Prismatic Wall 6: 6 Prismatic colors or 4 MultiPrismatic colors (may repeat colors in either mode)

[Pri SL7] Dispel Evil 7: Dispel 3 evil targets (can target the same thing more than once) (save)

[Psi3 Grand] Mass Suggestion: Many targets follow suggested action.

[Psi29 Grand] Acid Bolt LVLd10:

[Pri SL5] Fire Storm 5: (CL+2)d2 holy fire dmg, hits 1 group (no save)

Dungeon062620 - Dungeon Level 13 (Hot Dog)

Room # 11

Cistern (holds water) - 30ft. long x 10ft. wide x 45ft. tall

rushes (herbs); Walls of Plants; foggy; splintering

Trapped Door, Out of Phase on the west wall leading to a 5ft. long x 10ft. wide x 10ft. tall hallway.

Sample Names: Ogeeyin the obscene Compu- America (Hydrofoil); Korothir the clever Freedom Specter (Curse)

Camouflaged Jaws Trap; DL 13; Search DC 139 (Attack +234 ranged, 110d20 idamage)

Pit that (causes/has/or is) illusory wall

[x2] Gods cannot taste, smell, or sense into this room unless they are actually there; Divine Intervention fails

11,636gp

hug

a roc egg, 10gp

Green Helm [AT+445] +22 AC/+20 Saves; 1M: One spell that you know has it's effect

multiplied by 2.5, or costs only $1/(2.5*2-1)$ of a spell slot; CL 53; SL 13; 67590gp

Rian's Mandible bone: +24 to HNCL; 1M: One group is

considered one target for your next spell.; CL 47; SL 13; 169460gp

DL XIII Macro-Fine Chestnut Acrylics x(252) x[8]

|iAC| 1703, HD 1668, iiihp 1.8E+5, PR 225% #Att 20, TH ÷ AC/Save DC by 182, dmg 1027

Str 77, Dex 77, Con 44, Int 79, Wis 32, Chr 34, 6.4E+1kxp

Get The Fuck Out Of Here

Prepared effects:

[Wiz SL11] Fifth Level Magic-User Spells (DM1): Cast any four 5th level Wizard spells simultaneously when it is cast.

[Psi0 Major] Focus: Magic Resistance: KiL*5% MR for 1r

[Psi3 Major] Dissolving Touch: Your acid touch deals 7d6 acid damage.

[Psi4 minor] Actions *1.25: Pick one action type (M, P, V). Your number of actions of that type is multiplied by 1.25

[Psi-9 minor] Resistance to Anti-Magic: CH*5% aMR (adjust @ 12th casting level)

[Psi3 minor] Biocurrent: Continuous bioelectrical current deals 1d4 electrical dmg/r to up to 2 cr.

[Psi54 Major] Invisibility: Minor: Invisibility; Major: Improved Invisibility; Grand: Dust of Disappearance

[Psi81 minor] Regeneration: Regenerate CL hp/s

[Psi2 Major] Suppress Magic: Anti-Magic Shell (SL=X) 60' r; Dispel-Magic Zone

[Pri SL9] Goodberry 9: Creates 36 goodberries

[Psi3½ Super] Affinity Field: Effects that affect you also affect others.

[Psi4 Major] hp *1.5: Multiply hp by 1.5

Combat effects:

[Wiz SL2] Lightning Bolt 2: CLd4 lightning dmg to a group (save:½)

[Psi-6E minor] Darkbeam N: ½M, -4 current hp: 60' line takes CLd6 darkness dmg (no save) and stun 2 segments (Para save at -CL

[Wiz SL10] Feeblemind 10: -50 mental stat points (randomly distributed in packets of 5) (save per packet)

[Pri SL8] Death's Door 8: Target (currently at negative hp) goes to 16 hp (can't go above max)

[Psi3 Major] Time Hop: Subject hops forward in time 3d6 rounds.

[Psi30 Grand] Power Beam: Astral damage

[Wiz SL12] Magic Missile 12: (CL+1)*6 missiles, each does 1d4+1 force dmg (no save)

[Wiz SL2] Alley Summoning II: Summons a DL IV alley monster, under your control, 2% chance per segment of losing control

[Wiz SL11] Negation Blast: all x1 items within 30 yards turn off for 1t

[Psi45 minor] Hypnotic Control: Hypnosis (SL/2 saves)

[Wiz SL12] Meteor Swarm 12: 7 meteors each dealing 16d7 earth dmg & same fire dmg (save:½ for fire)

[Wiz SL6] Dispel Exhaustion 6: Restore 85% of dmg taken, get an Original Haste 6 for 1 round

Dungeon062620 - Dungeon Level 13 (Holy Smokes)

Room # 12

Fountain/Pool Room - 15ft. long x 10ft. wide x 50ft. tall

workbench; horn; ozone smell; footsteps (receding)

Mobile Door (door moves around in dungeon) on the north wall leading to a 10ft. long x 5ft. wide x 10ft. tall hallway.

Sample Names: Kene the daring Hawk Creeper (Psychic); Somel the idiotic Tiger Doom (Training)

Solid Stun Blast Trap; DL 13; Search DC 136 (Psionist CL 26, DC 134 Fortitude save for 1/3)

Vegetation that (causes/has/or is) Treasure hidden under a heap of trash/dung

[x2] Gods cannot hear, taste, or sense into this room unless they are actually there; Divine Intervention fails

38,727gp

dragon bones

a staff of guarding, +2 AC, 'sanctuary', 1010gp

Rian's Clavicle bone: +42 to Wis; 1M: 1bM: Lend an action.; CL 58; SL 13; 169970gp

Bright Rope [11d20] ++4 dmg 15+/x10; 1M: Blackfire: Polymorph Any Object to Ashes (6d10 Hp); CL 86; SL 13, 18554gp

DL XIII Macro-Medium Sapphire Religions x(65) x[5]

AC 1706, HD 26634, stunp 3.0E+6, WR 158% #Att 15, TH ÷ AC/Save DC by 182, dmg 16911

Str 95, Dex 28, Con 47, Int 85, Wis 61, Chr 38, 6.4E+1kxp

What The Deuce

Prepared effects:

[Pri SL9] Resist Fire/Resist Cold 9: Take -85% dmg vs. fire or cold

[Pri SL4] Resist [E=4 element]: Pick an E=4 element, you resist it for 1 hour.

[Psi81 minor] Damage Reduction, Energy, 25%: Take x0.75 damage from energy

[Psi45 Grand] Hyper-Invention: (12-SL)M: Create a TechL=SL*2-3 object (see [Q8], can have at most LVL of these objects)

[Wiz SL7] Globe of Invulnerability 7: Immune to spells with SL=0 to 6

[Pri SL8] Regenerate 8: Regenerates 2 hp /s

[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.

[Psi72 minor] Incorporeal: Cannot harm or be harmed by physical objects for 1 turn

[Psi3 Super] Apopsi: You delete the psionic power of another.

[Psi24 Major] Memorization Level Increase 2: +1 Memorization Level (this is next level of picks for rogues)

[Psi3½ Major] Dimensional Anchor, Psionic: Bars extra dimensional movement.

[Pri SL8] Extra Group +2: The next spell you cast will affect +2 groups of monsters

Combat effects:

[Wiz SL11] Power Word Stun 11: Stuns a creature if current hp < 480 (no save)

[Psi54 minor] Cell Rot: Cell Adjustment (reversed) CL*SL*2 dmg (no save)

[Pri SL10] Neutralize Poison 10: Cure 7 poison effects (reverse causes that many, save for each)

[Psi29 Grand] Temporal: Time Bolt (Psi 9): Ages target 10*(CHd4) years (save:½):

[Pri SL4] Dispel Magic 4: Dispel 2 magic effects

[Psi-12T Grand] Anti-Time Aura: Enemies in your room takes CL*2 anti-time dmg /s (no save)

[Psi60 Major] Cure Moderate Wounds: Cure 3d8+3*LVL hp

[Psi3½ Major] Second Chance: Gain a reroll.

[Wiz SL12] Pixelate: Pixelate target (no save)

[Wiz SL6] Really Put of Misery: Target being that is slain is Capital S Slain (no save)

[Pri SL7] Treat Caused Wounds: Cure 70% of max hp

[Psi30 Grand] Treat Serious Wounds: Heals 60% max hp (3 succ)

Dungeon062620 - Dungeon Level 14 (Aight)

Room # 1

Bestiary - 45ft. long x 50ft. wide x 40ft. tall

alembic (alchemical still); bunks; creaking; wind, strong, gusting

Teleport Door (other side is far away) on the west wall leading to a 45ft. long x 5ft. wide x 5ft. tall hallway.

Sample Names: Rathyrion the perverted Doctor Beast (Dark); Nalo the clever Silver Werewolf (Dragon)

Passage transforms into Elemental Silt Trap; DL 14; Search DC 154 (1100 Int damage/s, no resistance)

Furnishings that (causes/has/or is) Illusionary wall concealing a pit above

[x2] Room is permanently/continuously *Cursed*ed, only creatures immune or bubbled against it can function here.

88,152gp

books

a wicked, spiked shield, +1 AC, 100gp

Steely Cube [2d8] +440 Th/+483 dmg 11+/x2; 1M: 4d10'long, CHd6 dmg (save:½); CL 76; SL 14, 166400gp

Browny Bolts, crossbow (10) [11d4] +625 Th/+26 dmg 13+/x2; 1V: Melf's Minute Meteors; CL 52; SL 14, 116777gp

DL XIV Macro-Large Plummy Books x(84) x[6]

AC 1976, HD 57348, hp 6.7E+6, AllR 230% #Att 9, TH ÷ AC/Save DC by 210, dmg 3933

Str 91, Dex 46, Con 32, Int 98, Wis 78, Chr 78, 8.7E+1kxp

For God'S Sake

Prepared effects:

[Wiz SL2] Protection from Arrows: -10 dmg /missile attack, unless +L/5+1 or better {Touch, 1 creature}

[Psi4 minor] Ability Score *1.25: Choose one ability score. New score = (old score - 10) * 1.25 + 10

[Psi29 Major] Anti-Anti-Magic Ray:

[Psi-6G Major] Platinum Angel: Immune to slay and Capital S Slay; do not die at any negative hp total (still unconscious)

[Psi45 Grand] Reality Alteration: + or - SL to your next die roll

[Psi10 Major] Mind Block: Can't be mentally targetted; auto make Will/Mental saves; can't be scryed

[Pri SL6] Anti-Animal Shell:

[Wiz SL5] Extra Group +1: The next spell you cast will affect +1 groups of monsters

[Pri SL9] Shapechange : Transforms you into any creature, and change forms once per round.

[Wiz SL5] Animate Dead : Creates undead skeletons and zombies.

[Pri SL5] Summon Monster V : Summons a DL V monster (1 turn)

[Psi45 Ultra] Force Field: Immune to spell level 0 to SL-2 effects; -(SL-1) per physical attack; ER 5*SL%

Combat effects:

[Wiz SL5] Dispel Innates:

[Psi45 Grand] Iron Will: 1bM: One effect that's hitting you is delayed for SL segments (it will still resolve even if the caster is drop

[Psi3 Major] Baleful Teleport: Destructive teleport deals 9d6 damage.

[Pri SL10] Flame Strike 10: CLd18 holy fire dmg (save:½)

[Wiz SL7] Immediate Monster Summoning VII: Summons a DL V monster without summoning sickness

[Psi--2 Ultra] Change Reality: Change Reality (any Psi grand); Double CL effect

[Psi-6G Major] Insist Power †: 1bM: Counter an effect which counters one of your effects

[Psi-6G minor] Glimmer †: 1bM: Target can't be directly targetted; effects on him (including this) can still be targetted

[Psi2 minor] Momentum Theft: Stop (200 lbs, each x2 is +5 PSPs); Held for 1r

[Wiz SL7] Prismatic Spray : Seven multicolored ray flash from the caster hand, each causing different damage and other effects

[Psi54 Ultra] Psychic Will: Wall of Force

[Psi27 Grand] Death: Target is slain (save)

Dungeon062620 - Dungeon Level 14 (For Fuck'S Sake)

Room # 2

Animal Pens - 25ft. long x 10ft. wide x 35ft. tall

chime(s); bell (huge); manure smell; hazy

Iris Door (seals as a spiral) on the north wall leading to a 50ft. long x 10ft. wide x 20ft. tall hallway.

Sample Names: Halldorr the insidious Ice Ant (Whip); Beszrima the discourteous Wild Claw (Golden)

Dispel Magic 12 Trap; DL 14; Search DC 145 (Wizard CL 28, no save)

Pillar or Column that (causes/has/or is) magically reinforced

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Mont
193,185gp

throne

a violet potion, 'invisibility' 'protection evil' 'detect evil' ", 32gp

Alchemy Jug, 18320gp

Blackened Helm [AT+490] +400 AC/+26 Saves; 1M: No sound,smell; attack breaks; CL 83; SL 14; 124675gp

DL XIV Macro-Large Prismatic Swords x(257) x[4]

AC 1985, HD 57358, ihp 6.5E+6, WR 166% #Att 13, TH ÷ AC/Save DC by 210, dmg 3923

Str 103, Dex 108, Con 60, Int 77, Wis 32, Chr 43, 8.7E+1kxp

Fo Shizzle My Nizzle

Prepared effects:

[Psi24 Major] Level: early 9: Get a "Level:" ability in your class 9 levels early (this can be taken multiple times)

[Psi14 Grand] (no name): You have a breath weapon, half hp (pick acid, poison, skunk; pick 3/d or 1/3r)

[Wiz SL1] Armor : AC6 until 8+1/level points of damage had been sustained by subject

[Wiz SL2] Protection from Paralysis: Immune to paralysis, slow, hold {Touch, 1 creature}

[Wiz SL1] Radiation Resistance: RR 60+CL*5% [duration 1 hour]

[Psi27 Major] Priests of Any God: You have an enslaved Priest: You gain his Priest memorization for the day.

[Psi100 minor] Telekinetic Blade: Base damage 1dCL, considered +CL/3 weapon, mental weapon, hits whole group

[Psi16 minor] Golem Form: Mud: Resist blunt weapons; Both punches hit: Hug 2d6+(Str bonus)+paralyzation (PPD save)

[Psi2 minor] Prolong: Range & area of powers +50%; Range & area +100%

[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.

[Psi45 Grand] Illusory Invisibility: Minor: Invis.; Major: Improved Invis.; Grand: Dust of Disappearance

[Psi2 minor] Mind Bar: 75% vs. Ench/Cha;immune Telep.; +5 in contests

Combat effects:

[Psi54 Major] Mimic: 1bM: Fork a spell level 0 to SL effect

[Wiz SL6] Time Stop 6: Stops time for 1 round

[Wiz SL11] Time Stop 11: Stops time for 1d6 rounds

[Psi-15 minor] Alter Resistances: Alter two resistances (or one immunity) to be of different element(s) (Pick an EE factor ≤ origi

[Psi14 Grand] (no name): Alter your Lycanthrope form, DM rolls on LVL/2 Lycanthrope or Animal table

[Psi1 Ultra] No Resistance: 1 target: Lowers Class VI, PsiR, Defense X for 1t

[Psi30 Major] Clout: TK punch:roll TH, dmg=½*ä(succ)

[Psi3 Grand] Recall Death: Foe vividly recalls its future death, and dies.

[Psi12T Major] Dispel Illusion: Dispel Illusion (or) Dispel Invisibility

[Psi3½ Major] Psychic Crush: Brutally crush subject's mental essence, reducing subject to -1 hit points.

[Pri SL5] Hold Person/Monster 5: Hold 7 person or 5 monster targets (save)

[Wiz SL12] Pixelate: Pixelate target (no save)

Dungeon062620 - Dungeon Level 14 (Hells To The No)

Room # 3

Guardroom - 10ft. long x 50ft. wide x 25ft. tall

pillory; stall or pen; still, warm (or hot); still, warm (or hot)

Flesh Door on the east wall leading to a 50ft. long x 15ft. wide x 20ft. tall hallway.

Sample Names: Miro the satanic Princess -tech (Phone Booth); Oannes the greedy Bored Witch (Hyper-)

Air in room transforms into Elemental Holy {incl. Eldritch / Unholy} Trap; DL 14; Search DC 145 (80 Dex damage/s, no save)

Vegetation that (causes/has/or is) Wish Fulfillment, Reversal

[x2] Room is permanently/continuously Berserked, only creatures immune or bubbled against it can function here.

130,703gp

bark

a deep blue lapis lazuli, 80gp

Bronze Staff [3d20] +27 Th/+441 dmg 17+/x2; 1P: You erase

knowledge of your presence from target's mind.; CL 55; SL 14, 86767gp

Dagger of Contact +8/+8 (get a Psi2 tangent each hit), 54410gp

DL XIV Large Orange Cloudys x(64) x[7]

AC 1976, HD 66, iiiihp 6496, IR 207% #Att 21, TH ÷ AC/Save DC by 210, dmg 3933

Str 40, Dex 101, Con 61, Int 46, Wis 72, Chr 53, 8.7E+1kxp

Okie Doke

Prepared effects:

[Psi15 minor] Add Tail: Tail does 1d(CL*2) damage

[Wiz SL7] Anti-Magic Shell 7: Anti-Magic of SL 0 to 6

[Wiz SL3] Haste: +1 P, +1V to one group

[Psi3 Major] Displacement: Attacks miss subject 50% of the time.

[Pri SL4] Protection from Fire 4: Stop the next CL*12 fire dmg

[Pri SL9] Resist Fire/Resist Cold 9: Take -85% dmg vs. fire or cold

[Psi45 Ultra] Resist: Magic: SL/4 (round down) instances of Resist magic

[Psi4 Grand] Ability Score *2: Choose one ability score. New score = (old score - 10) * 2 + 10

[Wiz SL12] Eighth & Ninth Level Magic-User Spells:

[Wiz SL7] Anti-Psionic Shell:

[Wiz SL2] Magic Resistance: MR 50+CL*5% [duration 2 hours]

[Pri SL3] Goodberry 3: Creates 12 goodberries

Combat effects:

[Psi54 Major] Earth Animation: Summon a DL=SL Earth Elemental

[Pri SL3] Flame Strike 3: CLd4 holy fire dmg (save:½)

[Psi9 Major] Bio Force: Force Beam: Target in cocoon (save), no P/V actions

[Psi8 Grand] Repair Massive Damage: Cures 640 hp (64 Hull points) to a technological item, fixes Crashed/Hung status

[Psi-6N Major] Force of Nature III: Summon a Root Elemental: AC 60, hp 180, #Att 3/1, TH +50, dmg 50

[Psi15 Major] Darkness: Darkness CL*10' radius

[Wiz SL12] Prismatic Wall 12: 12 Prismatic colors or 10 MultiPrismatic colors (may repeat colors in either mode)

[Psi8 minor] Repair Light Damage: Cures 10 hp (1 Hull point) to a technological item

[Psi5 Ultra] Godly Protection: (Z action) iGR = CL% for 1s, works on up to xCL beings

[Psi6N Major] Remove Effect: [0 action to use] Remove Curse, Charm, Paralysis, Domination

[Psi5 Major] Concentration Break: Target loses M Mentals (maintenance=+M/r)

[Psi--2 minor] Cell Arrangement: cures 5*N% of max hp (max N=CL*5+35); Half cost in PSPs

Dungeon062620 - Dungeon Level 14 (Wowie Zowie)

Room # 4

Solar - 35ft. long x 35ft. wide x 35ft. tall

strappado; cage; whining; thumping

Unusual Material Door on the west wall leading to a 40ft. long x 10ft. wide x 5ft. tall hallway.

Sample Names: Llonwyn the horrible Royal Jackal (Cow); Liefand the gelatinous Mud Mutant (Scooter)

Fireball 12 Trap; DL 14; Search DC 149 (Wizard CL 28, no resistance)

Pedestal that (causes/has/or is) Elevator room, descends 1 level and will not ascend for 30 turns.

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Mont 9,957gp

loaf of bread

a faded tapestry, 0gp

Bright Armor, Light [AT+581] +20 AC/+24 Saves; 1M: Sets trigger condition for another power.; CL 78; SL 14; 87425gp

Lantern of Greyhawk (Detect Invisible, Out-of-Phase, Ethereal; +15-[your turn level] to turn undead d20 roll), 251150gp

DL XIV Large Puce Macaronis x(130) x[7]

AC 1982, HD 59, iihp 6656, CR 202% #Att 6, TH ÷ AC/Save DC by 210, dmg 2357

Str 54, Dex 106, Con 69, Int 26, Wis 102, Chr 32, 8.7E+1kxp

Blimey

Prepared effects:

[Psi4 Major] AC *1.5: Your new AC = (old AC - 10) * 1.5 + 10

[Pri SL6] Resist [E=3 element]: Pick an EE=3 element, you resist it for 1 hour.

[Psi24 Ultra] Level: early 25: Get a "Level:" ability in your class 25 levels early (this can be taken multiple times)

[Wiz SL2] Protection from Arrows: -10 dmg /missile attack, unless +L/5+1 or better {Touch, 1 creature}

[Wiz SL9] Anti-Magic Shell 9: Anti-Magic of SL 0 to 8

[Wiz SL3] Fire Shield 3: Anyone who melees with you takes 50% dmg back

[Psi14 minor] (no name): Regen CL hp/s

[Pri SL7] Spell Immunity 7: Be immune to 4 spells by name

[Pri SL4] Resist Fire/Resist Cold 4: Take -60% dmg vs. fire or cold

[Wiz SL9] Tenser's Transformation 9: +175% of max hp to current hp, +5 TH melee

[Psi54 Major] Thief: Any Thief SL-1 pick; 5*CL Rogue points in it

[Wiz SL9] Fire Shield 9: Anyone who melees with you takes 200% dmg back

Combat effects:

[Psi45 minor] Geoforce: 1bM: Stop or Create an Earthquake, Landslide, etc. Damage would be CL*SL Earth to a group (save for 0

[Psi45 Ultra] Duplication: 1bM: Fork an effect (caster makes SL/3 saves)

[Wiz SL5] Hold Monster : 1d4 creature Paralyzes creatures unless save is made

[Psi7 Ultra] (no name): As You Are

[Wiz SL6] Semi-Imprisonment: Target is Imprisoned for CL segments (no save)

[Pri SL5] Creeping Doom 5: (1d2+4)*60 insect dmg

[Psi12T Major] Dispel Psionics: Dispel Psionic effect (50% adj. by levels)

[Psi10 minor] Confuse: Confusion (save)

[Psi60 Grand] AEther Bolt: LVL*10 dmg AEther, ignores PsiR

[Psi100 minor] Automaton: Animate CL objects as DL I Golems (count as your summon)

[Pri SL4] Death's Door 4: Target (currently at negative hp) goes to 1 hp

[Pri SL4] Remove Curse 4: Cure 1 curse effect (reverse causes that many, save)

Dungeon062620 - Dungeon Level 14 (Blargh)

Room # 5

Banquet - 40ft. long x 15ft. wide x 15ft. tall

grindstone; statue; bang, slam; breeze, slight, damp

Time Door (goes to another time) on the south wall leading to a 10ft. long x 25ft. wide x 15ft. tall hallway.

Sample Names: Oannes the impolite Android Lantern (Lunar); Manida the despicable New Criminal (Sleigh)

Ingested Vacid / Umbra Trap; DL 14; Search DC 148 (40 idamage, DC 146 Breath Weapon save for 1/10)

Fountain that (causes/has/or is) Intelligent

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Round 16,902gp

rubble & dirt

heather heart, 250gp

Carnelian Shield [AT+21] +16 AC/+25 Saves; 1P: Unarmed damage you deal can be cured only by a CL=17+ Heal spell (or better); CL 93; SL 14; 19085gp

Rian's Prostate Glands: +8 to ML; 1M: Deal CL Hull dmg to one inanimate object (no save) ; CL 64; SL 14; 197070gp

DL XIV Fine Sapphire Blues x(253) x[8]

AC 1986, HD 3, stunp 207, CR 183% #Att 17, TH ÷ AC/Save DC by 210, dmg 2358

Str 51, Dex 45, Con 40, Int 75, Wis 42, Chr 37, 8.7E+1kxp

Peeyoo

Prepared effects:

[Pri SL6] Antilife Shell : 10-ft. field hedges out living creatures.

[Wiz SL11] Fifth Level Magic-User Spells (DM1): Cast any four 5th level Wizard spells simultaneously when it is cast.

[Psi18 Major] Metamorph: Shapechange (as spell), +LVL Dex:Balance

[Psi45 Grand] Gravity Manipulation: SL/2 (round down) instances of Resist gravity/falling damage; +SL*10% damage with gravity,

[Wiz SL5] Extra Group +1: The next spell you cast will affect +1 groups of monsters

[Psi-15 minor] Increase Touch Damage: CLdCL dmg with unarmed touch (do not add punch or weapon damage)

[Wiz SL9] Tenser's Transformation 9: +175% of max hp to current hp, +5 TH melee

[Wiz SL3] Protection from Elements : Absorb 12 damage/level from one kind of energy.

[Psi7 Major] (no name): You emit a stench like a ghast

[Pri SL4] Double Resist [E=3 element]: Pick an E=3 element, you double resist it (1/4 dmg, 1/10 if make save) for 1 hour.

[Wiz SL4] Fire Shield 4: Anyone who melees with you takes 75% dmg back

[Psi27 Ultra] Prince: Your "caster level" (CL) for all purposes (even non-Psi27) is raised by LVL

Combat effects:

[Pri SL4] Summon Nature's Ally IV : Summons a DL IV animal (maintained)

[Pri SL9] Unlimited Wish: Duplicate any Wizard or Priest spell of levels 0-8.

[Pri SL1] Entangle (1): Need plants to use; Slow (no save); Stop (save) {1 group}

[Pri SL5] Wall of Thorns : Thorns damage anyone who tries to pass.

[Psi-12C Major] Strip Down (Nude Bomb): Choose 1 target; he removes/drops 1 item /s (no save)

[Wiz SL6] Cone of Cold 6: CLd12+CL cold dmg to a group (save:½)

[Wiz SL6] Monster Swarm Summoning VI: Summons CL*2 DL V monsters

[Wiz SL9] Temporal Stasis: Puts subject into suspended animation.

[Psi10 minor] Confuse: Confusion (save)

[Psi12T Major] Dispel Psionics: Dispel Psionic effect (50% adj. by levels)

[Wiz SL4] Wacky Ball 4 / Normal / ½ : Ld8 dmg normal element (area) (save: ½)

[Psi6G Major] Escape: Everyone that deva wills (including self) can Escape home

Dungeon062620 - Dungeon Level 14 (Mmm)

Room # 6

Crypt / Burial Chamber - 50ft. long x 5ft. wide x 15ft. tall

tongs; cressets; hazy; dusty

Locked Door, Mechanical on the north wall leading to a 45ft. long x 5ft. wide x 25ft. tall hallway.

Sample Names: Narishna the anarchic Sun Child (Sail); Antinko the Hermit the tasteless Mighty Defender (Bulldozer)

Power Word Blind 12 Trap; DL 14; Search DC 144 (Cleric CL 28, no resistance)

Fireplace that (causes/has/or is) Magical Pool: Effect of a randomly determined potion

(will repeat same potion effect as last drink 75% of the time)

[x2] Room is permanently/continuously Berserked, only creatures immune or bubbled against it can function here.

78,704gp

saddle

the dark pool, 0gp

Rian's Brachioradialis muscle: +36 to Chr; 1M: Speak with

and mentally dominate target monster.; CL 83; SL 14; 196600gp

Clear Bolts, crossbow (10) [7d6] +257 Th/+23 dmg 16+/x10; 1M: As Energy

Control, can throw affect yourself once for 1M; CL 55; SL 14, 55734gp

DL XIV Diminutive Ebony Chickens x(91) x[4]

||iAC|| 1977, HD 17, |hp| 396, CR 171% #Att 22, TH ÷ AC/Save DC by 210, dmg 5884

Str 80, Dex 97, Con 28, Int 31, Wis 52, Chr 39, 8.7E+1kxp

Fuck That Noise

Prepared effects:

[Psi24 minor] Memorization Level Increase 1: +1 Memorization Level (this is next level of picks for rogues)

[Psi1 Ultra] Legend Element: Casts any one 1st level Legend spell

[Wiz SL9] Original Stoneskin 9: Block the next 6 P actions of attacks

[Psi-12T Grand] Bring Animals VII: Summon CL*4 Animals using ML VII chart, you pick the result

[Psi6G Major] Paralysis Immunity: Immunity to paralysis, stun, and hold

[Wiz SL12] Anti-Magic Shell 12: Anti-Magic of SL 0 to 11

[Wiz SL11] Fifth Level Magic-User Spells (DM1): Cast any four 5th level Wizard spells simultaneously when it is cast.

[Psi-15 Major] Add Immunity: Immune to one normal (EE=1) element, this can be taken twice for an EE=2, thrice for an EE=3, et

[Wiz SL1] Shield (1): Immune Force; AC2 source; +1 saves {self only}

[Wiz SL10] Fall Short: all spells with finite range cannot affect you for 1t

[Psi7 minor] (no name): Need not breathe

[Wiz SL9] Elemental Aura : Element Protect from one element, it's plane, and it's creatures

Combat effects:

[Psi54 Grand] Super Breath: CL*SL air dmg to one group (no save)

[Psi3½ Grand] Ectoplasmic Cocoon, Mass: You encapsulate all foes in a 20-ft. radius.

[Psi1 Major] Telekinesis: Max.Weight=3*sum(level), accel. 2"/r move rate

[Psi10 minor] Suggest: Suggestion (save)

[Psi-6N Grand] Force of Nature VI: Summon a Thorn Elemental: AC 120, hp 720, #Att 6/1, TH +110, dmg 110

[Pri SL2] Death Knell: Slain if <0 hp (save); you +1d8 hp, +2 Str, +1 CL {Touch, 1 creature}

[Psi-6G minor] Glimmer †: 1bM: Target can't be directly targetted; effects on him (including this) can still be targetted

[Psi45 minor] Combustion: An object explodes (item save), the person carrying it takes CL*SL/2 damage (save)

[Psi45 minor] Plague Carrier: Disease (SL saves)

[Psi3½ minor] Daze, Psionic: Humanoid creature of 4 HD or less loses next action.

[Psi45 Major] Light Emission: SL*CL/2 Light damage (no save) and SL/2 instances of blindness (save)

[Psi6E Major] Telekinesis: Maintenance cost=Initial/10 per round

Dungeon062620 - Dungeon Level 14 (Naw)

Room # 7

Lounge - 20ft. long x 45ft. wide x 10ft. tall

pliers; arras (coin container); foggy near ceiling; breeze, gusting

Phase Door (as the spell) on the north wall leading to a 50ft. long x 10ft. wide x 15ft. tall hallway.

Sample Names: Suzerain the unholy Sir Fire (Bow); Glitz the opportunistic Nuclear -naut (Chemical)

Fusillade of Jaws Trap; DL 14; Search DC 146 (Attack +224 melee, 20d100 idamage)

Passage that (causes/has/or is) Magical Pool: Heal (75%) or Poison (death/40) (25%)

[x2] Ultraplanar beings cannot smell, feel, or sense into this room unless they are actually there; Divine Intervention fails

128,633gp

tapestry

a white paint stripe, +3 AC, 125gp

Black Chocolate: +14unclQQS Action(s); 196920gp

Palantir of Minas Ithil [-30]; -3 to INT, WIS, CON; Resist Blindness; See Invisible; Drains

Experience; It provides light (radius 4) when fueled.; Activates for clairvoyance every 100+d100 turns, 2550gp

DL XIV Colossal Maroon Volleyballs x(148) x[6]

AC 1985, HD 462, iiiihp 52736, AllR 182% #Att 13, TH ÷ AC/Save DC by 210, dmg 398

Str 45, Dex 68, Con 55, Int 27, Wis 56, Chr 91, 8.7E+1kxp

Hat Tip

Prepared effects:

[Psi-12C minor] Anti-Technological Armor: +5*CL% TechR (or) Resist Technology

[Psi18 Major] Magnetic Ctrl: Force Bolt: 1 target: LVLd100 dmg (save:0)

[Psi29 Ultra] Anti-Godly Ray:

[Psi4 Grand] Item *2: How many of an item exists is multiplied by 2 (you need a Grand to duplicate a x2 item)

[Psi16 minor] Create Golem I: Create a DL I Golem (AC=3*CL, hp=10*CL, Str=2*CL)

[Pri SL1] Cantrip: Can cast 1 orison (Pri 0) per round as a Z action

[Psi1 Grand] Suppression: Cannot use or be affected by psionics, all psi effects drop

[Psi8 minor] Create Technological Monster I: Create a DL I Technological Monster (AC=4*CL, hp=8*CL, Str=2*CL)

[Pri SL2] Resist Elements: -12 dmg/r from 1 of: acid/cold/lightning/fire/sound {Touch, 1 creature}

[Wiz SL12] Prismatic Sphere 12: 10 Prismatic colors or 8 MultiPrismatic colors (may repeat colors in either mode)

[Psi-12C Major] Effect Amplification: Pick any spell/power. You have double effect with that power.

[Wiz SL10] Prismatic Sphere 10: 8 Prismatic colors or 6 MultiPrismatic colors (may repeat colors in either mode)

Combat effects:

[Pri SL9] Fire Storm 9: (CL+2)d14 holy fire dmg, hits 4 groups (no save)

[Wiz SL7] Wacky Ball 7 / Normal / ½: Ld20, save: ½

[Psi-17 minor] (no name): Create a random trap (only enemies trigger it)

[Wiz SL9] Summon Monster IX: Calls outsider to fight for you

[Wiz SL3] Paralyzation: Paralyzation (area) (save) (max HD = 2*CL)

[Psi45 minor] Mind Control: Minor: Command (save); Major: Domination (SL/3 saves)

[Psi100 Ultra] Telekinetic Crush: X*X*X telekinetic damage (no save); affects 1+CL/9 groups

[Psi12C minor] Confusion: Confusion (as spell)

[Wiz SL10] Lightning Bolt 10: CLd20 lightning dmg to a group (save:½)

[Wiz SL7] Crap: Target is crapped (Will save)

[Psi6E Major] Mass Suggestion: As the 6th level Wizard spell

[Wiz SL10] Meteor Swarm 10: 5 meteors each dealing 12d5 earth dmg & same fire dmg (save:½ for fire)

Dungeon062620 - Dungeon Level 14 (Hell No)

Room # 8

Antechamber (Entry room into larger room) - 45ft. long x 20ft. wide x 35ft. tall

stool, normal; jug; snapping; gong

Locked Door, Magic/Psi on the north wall leading to a 40ft. long x 20ft. wide x 20ft. tall hallway.

Sample Names: Aven the marvelous Vector Person (Shooter); Earynn the impossible Morphin' Werewolf (Scythe)

Contact Dust Trap; DL 14; Search DC 147 (7000 idamage, DC 149 Reflex save to negate)

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
120,403gp

quiver

the glass cabinet, 0gp

Ruby Shield [AT+34] +21 AC/+23 Saves; 1M: Add 2 to number of HD

and 2 to the HD type per level; CL 67; SL 14; 18075gp

loun Stone, Don, +1 school of specialization (Wizard), 11530gp

DL XIV Small Shocking Pink Bibliographys x(192) x[4]

AC 1987, HD 28, |hp| 1640, AIIR 2954% #Att 18, TH ÷ AC/Save DC by 210, dmg 786

Str 50, Dex 92, Con 27, Int 106, Wis 92, Chr 105, 8.7E+1kxp

Shoot

Prepared effects:

[Psi-2 Major] Energy Release: +CL to CL on your next damaging power; --

[Pri SL9] Duplicate Mechanism: duplicate a technology item

[Psi1 Ultra] Energy Dampen: Permanent Energy Cancel on self or 100'cu area

[Pri SL5] Improved Free Action: Immune Capital S Stun, Stop, Hold, Paralysis, Summoning Sickness; Hold P,V actions

[Wiz SL7] Original Stoneskin 7: Block the next 4 P actions of attacks

[Wiz SL9] Original Stoneskin 9: Block the next 6 P actions of attacks

[Pri SL5] Resist [E=5 element]: Pick an E=5 element, you resist it for 1 hour.

[Psi8 Major] Techskin: Get TechL "Techskins", each absorbs one technological attack (can't use with Stoneskin)

[Wiz SL8] Armor 8: +CL*16 current hp

[Psi9 minor] Resistance to Poison: CH*5% Poison Resistance (non-adj.)

[Pri SL4] Rusting Grasp : Your touch corrodes iron and alloys.

[Wiz SL5] Fire Shield 5: Anyone who melees with you takes 100% dmg back

Combat effects:

[Psi45 Ultra] Geoforce: 1bM: Stop or Create an Earthquake, Landslide, etc. Damage would be CL*SL Earth to a group (save for 0)

[Pri SL9] Energy Drain : Subject gains 2d4 negative levels.

[Psi-9 Ultra] Hyperkinetic: Decr.Mentals: -CH Mental actions (no save)

[Wiz SL2] Prismatic Wall 2: 2 Prismatic colors

[Pri SL6] Cure Wounds 6: Cures 21d8 hp (can take offer of 6 per die -> 126 hp)

[Wiz SL9] Really Really Put of Misery: Target being that is Capital S Slain is removed from the timeline (no save)

[Pri SL10] Neutralize Poison 10: Cure 7 poison effects (reverse causes that many, save for each)

[Wiz SL1] Charming I: Charms a monster, gets a new save every round

[Pri SL5] Creeping Doom 5: (1d2+4)*60 insect dmg

[Psi-3 minor] Muscle Lock: Subject cannot move or take any physical actions.

[Wiz SL10] Lightning Bolt 10: CLd20 lightning dmg to a group (save:½)

[Pri SL2] Blade Barrier 2: 4d4 dmg wall (shards)

Dungeon062620 - Dungeon Level 14 (Oh Snap)

Room # 9

Stable - 5ft. long x 45ft. wide x 35ft. tall

caldron; tube (piping); whining; rustling

Specialed Door on the north wall leading to a 45ft. long x 5ft. wide x 15ft. tall hallway.

Sample Names: Cheslav the Elephant the iridescent Manga Corp (Doohickey); Azlaer the bizarre Obsidian Trio (Zebra)

Well-Camouflaged Blades Trap; DL 14; Search DC 153 (Attack +168 ranged, 110d12 idamage)

Painting that (causes/has/or is) Monster Generator: Outer (summons an Outer every segment)

[x2] Gods cannot see, feel, or sense into this room unless they are actually there; Divine Intervention fails

131,385gp

morning star

the red helmet of Magneto, +3 AC, 10gp

Flesh Clamp: +7 level(s) of exceptional Dex; 196340gp

Rian's Small Intestine: +5 to Con; 1V: 1M: A group gets +WL iTH ; CL 73; SL 14; 197100gp

DL XIV Macro-Fine Snowy Zones x(112) x[5]

AC 1977, HD 1805, stunp 2.0E+5, GR 154% #Att 15, TH ÷ AC/Save DC by 210, dmg 786

Str 94, Dex 79, Con 29, Int 63, Wis 79, Chr 98, 8.7E+1kxp

Uhhuh

Prepared effects:

[Psi81 minor] Damage Reduction, Energy, 25%: Take x0.75 damage from energy

[Psi-5 minor] Immune to Charm: Target is immune to charm & hypnosis

[Psi16 Grand] Golem Form: Stone: Immune earth; set Str 22+LVL; 1V: Slow

[Wiz SL10] Tenser's Transformation 10: +200% of max hp to current hp, +6 TH melee

[Wiz SL4] Anti-Magic Shell 4: Anti-Magic of SL 0 to 3

[Psi45 Grand] Light Control: SL/2 (round down) instances of Resist light; +SL*10% damage with light effects

[Pri SL6] Resist [E=3 eeement]: Pick an EE=3 eeement, you resist it for 1 hour.

[Pri SL6] No Save: The next spell you cast does not have a saving throw

[Pri SL7] Immune [E=4 element]: Pick an E=4 element, you are immune to it for 1 hour. (This immunity does not "spread" into ot

[Psi54 Ultra] Gadgetry: 1M, 1/d: Build a TechL=SL Psi8 item

[Psi45 minor] Reflection: MPIWReflection 5*SL%

[Psi10 minor] Resistance to Sleep: Immune Sleep

Combat effects:

[Wiz SL12] Feeblemind 12: -60 mental stat points (randomly distributed in packets of 5) (save per packet)

[Psi60 Grand] Insanity: Cause Insanity (save)

[Wiz SL9] Time Stop 9: Stops time for 1d4 rounds

[Pri SL5] Call Lightning 5: (CL+2)d12 lightning dmg (save:½) (halve the die type if not outside)

[Pri SL8] Creeping Doom 8: (1d5+7)*120 insect dmg

[Wiz SL6] DNA Scamble Blast: Area DNA Scamble (PP save)

[Wiz SL2] Alley Summoning II: Summons a DL IV alley monster, under your control, 2% chance per segment of losing control

[Psi3 minor] Brain Lock: Subject cannot move or take any mental actions.

[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

[Psi3 Major] Charm Monster: Makes monster believe it is your ally.

[Wiz SL3] Put Out of Misery: Target being at negative hp that would die if unattended is slain (no save)

[Pri SL5] Ice Storm : Hail deals 5d6 damage in cylinder 40 ft. across.

Dungeon062620 - Dungeon Level 14 (Yessum)

Room # 10

Salon - 40ft. long x 50ft. wide x 35ft. tall

pipette; candle; tapping; bang, slam

Energy/Elemental Door on the east wall leading to a 15ft. long x 10ft. wide x 5ft. tall hallway.

Sample Names: Alaka the carnivorous Rainbow Vision (Screwdriver); Jakue of the Frigid Waters the boisterous Time -oid (Kinetic)

Razor-Wire Room Trap; DL 14; Search DC 144 (3500 idamage, DC 141 Breath Weapon save for half)

Stairway that (causes/has/or is) Treasure hidden by Invisibility

[x2] Mortals cannot hear, smell, or sense into this room unless they are actually there; Divine Intervention fails

69,243gp

long table

revolver, exotic, 16d15 (128), 100gp

Orchid Battleaxe [11d4] +785 Th/++14 dmg 18+/x10; 1M: Time Stop:

Time Stop (as spell, maintained 3/r); CL 83; SL 14, 176564gp

Rian's Ethmoid bone: +26 to Con; 1Z: The room is engulfed in E=4 Vapor (Smoke+Water)

and E=4 Drag (Fire+Sky). The room takes CL*CL dmg/s (hole in middle).; CL 55; SL 14; 196900gp

DL XIV Fine Vermilion Iraqs x(67) x[6]

|iAC| 1979, HD 10, hp 207, WR 172% #Att 28, TH ÷ AC/Save DC by 210, dmg 1181

Str 58, Dex 49, Con 70, Int 49, Wis 100, Chr 37, 8.7E+1kxp

Fuck

Prepared effects:

[Pri SL9] Protection from Lightning 9: Stop the next CL*32 lightning dmg

[Psi0 minor] Catfall: Land on feet, get a Dex check versus each die of the falling damage

[Psi16 minor] Golem Form: Skeletal: +2 arms (new group of limbs), but all your arms get -10/-10 TH/dmg

[Pri SL5] Summon Nature's Ally V : Summons a DL V animal (maintained)

[Wiz SL3] Third Arm Growth: Grow an extra arm or leg [lose spell slot while running]

[Pri SL1] Resist Cold (1): All creatures in area get resist cold {1 group}

[Wiz SL2] Blur (3): 20% WR vs. creatures without True Sight {self only}

[Psi72 Major] Absorption - Physical: -PL dmg per physical attack

[Psi-6G Major] Iridescence †: 1bM: Immune Fire (all variants), Positive, Prismatic, Chromatic, Light, Radiance, Blindness

[Wiz SL6] Prismatic Sphere 6: 4 Prismatic colors or 2 MultiPrismatic colors (may repeat colors in either mode)

[Psi9 minor] Resistance to Magic: CH*5% MR (adjust @ 12th casting level)

[Wiz SL2] Notched Blast: Your next spell is "held" (release as 0), no spells until released

Combat effects:

[Psi54 Major] Air Control: Gust of Wind / Wall of Air

[Wiz SL7] Power Word Kill 7: Kills a creature if current hp < 60 (no save)

[Psi1 Major] Mental Surgery: 1=Dispel Exhaustion,5=Feeblemind,6=Cure Insanity

[Pri SL8] Treat Terrible Wounds: Cure 80% of max hp

[Psi54 Grand] Animal Summoning: Summon a DL=SL-1 Animal

[Pri SL5] Creeping Doom 5: (1d2+4)*60 insect dmg

[Wiz SL7] Limited Wish: Will duplicate any Wizard or Priest spell of levels 0-6.

[Wiz SL6] Capital S Stun Ball: Area effect Capital S Stun (PPD save)

[Pri SL1] Cause Fear: Fear (save), max 6 HD {1 creature}

[Psi-9 Ultra] Hyperkinetic: Decr.Mentals: -CH Mental actions (no save)

[Psi81 Grand] Mind Control: Control M actions (Will save)

[Psi-2 minor] Decelerate: Target loses next action (save); next 2 actions

Dungeon062620 - Dungeon Level 14 (Dookie Salad)

Room # 11

Torture Chamber - 30ft. long x 5ft. wide x 45ft. tall

mosaics; prayer rug; grunting; grating

Stone Door, Normal on the south wall leading to a 15ft. long x 20ft. wide x 20ft. tall hallway.

Sample Names: Wrettleneck the discourteous Terrible -teer (Motorcycle); Tamiel the boisterous Machine Kid (Chronal)

Basic Deathblades Trap; DL 14; Search DC 146 (Attack +14 ranged, 80d100 Con damage), (multiple targets)

Machine that (causes/has/or is) Changes - Attribute

[x2] Immortals cannot taste, smell, or sense into this room unless they are actually there; Divine Intervention fails

94,042gp

grain alcohol

a grey-silver wand, 'call lightning', 280gp

Garnet Cork: Free Cleave Feat: If drop a creature, +1 attack against another (only 1/round); 196590gp

Smoky Rope [2d10] +19 Th/+24 dmg 14+/x4; 1M: Kinetic Wall (see above) but is a hemisphere; CL 58; SL 14, 16634gp

DL XIV Macro-Small Beige Peas x(236) x[7]

Stun AC 1986, HD 1.4E+4, hp 1.7E+6, ER 208% #Att 4, TH ÷ AC/Save DC by 210, dmg 19607

Str 96, Dex 30, Con 107, Int 91, Wis 107, Chr 106, 8.7E+1kxp

Uhuh

Prepared effects:

[Psi15 Super] Hypnotism: Hypnotism, up to CL targets

[Pri SL9] Shapechange : Transforms you into any creature, and change forms once per round.

[Psi3 Major] Dissolving Touch: Your acid touch deals 7d6 acid damage.

[Wiz SL11] Original Stoneskin 11: Block the next 8 P actions of attacks

[Psi3½ Major] Intellect Fortress: Those inside fortress take only half damage from all powers and psi-like abilities until your next

[Psi27 Grand] The Sorting: Shapechange, but can merge and assume qualities of LVL creature types.

[Wiz SL10] Fall Short: all spells with finite range cannot affect you for 1t

[Pri SL10] Protection from Fire 10: Stop the next CL*36 fire dmg

[Wiz SL11] Continuous (one spell is continuous):

[Wiz SL3] Nondetection : Hides subject from divination, scrying.

[Psi24 minor] Level: early 4: Get a "Level:" ability in your class 4 levels early (this can be taken multiple times)

[Wiz SL5] Anti-Magic Shell 5: Anti-Magic of SL 0 to 4

Combat effects:

[Psi-6G minor] Brimstone: Three 35' radius areas: CL^2 holy fire dmg (no save)

[Psi18 Major] Binding: Forcecage (as spell)

[Psi72 minor] Disintegration: Disintegrate one nonliving object

[Psi29 Grand] Wild Surge:

[Wiz SL5] Wacky Ball 5 / Normal / ½: Ld10, save: ½

[Psi0 Major] Death Touch: One attack: Death (save vs. PPD)

[Wiz SL6] Dispel Exhaustion 6: Restore 85% of dmg taken, get an Original Haste 6 for 1 round

[Wiz SL5] Time Stop 5: Stops time for 1d10 segments

[Psi3½ Major] Psionic Blast: Stun creatures in 30-ft. cone for 1 round.

[Psi45 minor] Hard Radiation: SL*CL/2 Radiation damage and SL Con damage (1 group, no save)

[Wiz SL6] Magic Missile 6: (CL+1)*3 missiles, each does 1d4+1 force dmg (no save)

[Psi100 Ultra] Counterspell: [0 action to use] Counters a Magic/Psi/Innate

Dungeon062620 - Dungeon Level 14 (Narf)

Room # 12

Lounge - 50ft. long x 10ft. wide x 40ft. tall

magic circle; chest; downdraft, strong; misted

Locked Door, Magic/Psi on the west wall leading to a 40ft. long x 5ft. wide x 25ft. tall hallway.

Sample Names: Dindrane the chivalrous Grim Defender (Capsule); Belfarg the valiant Element Doom (Amplifier)

Contact Disintegration Trap; DL 14; Search DC 154 (1600 Con damage, DC 146 Will save for 1/10)

Pillar or Column that (causes/has/or is) passwall

[x2] Room is permanently/continuously Annihilated, only creatures immune or bubbled against it can function here.

91,743gp

stool

an Obsidian Earring, +3 AC, 4000gp

Sooty Shoe lace: +7 level(s) of exceptional Chr; 196890gp

Rian's Vastus medialis muscle: +17 to HNCL; 1P: You defend as a [x2]

being; when rolling saving throws, roll 2 and keep 1.; CL 98; SL 14; 196770gp

DL XIV Titanic Ochre Clovers x(263) x[7]

AC 1969, HD 906, hullp 1.0E+5, CR 145% #Att 22, TH ÷ AC/Save DC by 210, dmg 3924

Str 42, Dex 80, Con 91, Int 76, Wis 64, Chr 42, 8.7E+1kxp

Hell, The

Prepared effects:

[Wiz SL8] Clone: Clone

[Wiz SL4] Fire Shield 4: Anyone who melees with you takes 75% dmg back

[Wiz SL5] Improved Free Action: Immune Capital S Stun, Stop, Hold, Paralysis, Summoning Sickness; Hold P,V actions

[Psi9 Grand] Energy Kinetic: Shield: Stops CH dice per Energy attack

[Wiz SL11] Symbol Of Wizardry: all that look at symbol have their spells reset

[Psi45 Ultra] Force Field vs. Vampirism: aNR 10*SL% (including energy and stat drains)

[Psi8 Ultra] Construct Weapon Item 8: Create a "Weapon" type item (see next page) of TechL=CL, each 8 TechL takes 1S action

[Psi45 Grand] Fire Control: SL/2 (round down) instances of Resist fire; +SL*10% damage with fire effects

[Wiz SL8] Armor 8: +CL*16 current hp

[Psi7 Major] (no name): Immunity to poison

[Psi-9 minor] Electricity Suppressor: Resist Lightning

[Wiz SL2] Anti-Magic Shell 2: Anti-Magic of SL 0 to 1

Combat effects:

[Pri SL4] Heal 4: Cure to 50% of max hp (max Heal 4 can cure at once = 500 hp)

[Psi1 minor] Command: Command (as spell)

[Psi-6G minor] Exorcise: CL dmg & CL^3 lbs. telekinesis in a 70' line (no save); for objects, can force item saves

[Wiz SL6] Immediate Monster Summoning VI: Summons a DL IV monster without summoning sickness

[Psi2 Major] Energy Containment: Absorb max 1 die/lvl; glow:-2AC; 0 dmg from energy

[Pri SL5] Dispel Evil: Unsummons evil creatures (Outer-planar/summoned no save). If cast against 1 creature of the appropriate 1

[Pri SL5] Conjure/Dismiss Normal Elemental: Summons or dismisses a Normal Elemental

[Psi45 minor] Domination: Dominate all actions (SL/5 saves)

[Psi15 Major] Darkness: Darkness CL*10' radius

[Psi2 Grand] Energy Cancel: Cancels entire energy effect; Autocancel all this s

[Pri SL5] Flame Strike 5: CLd8 holy fire dmg (save:½)

[Psi2 Ultra] Planetary Detonate: Detonates 1 planet or moon (!); 2 planets or moons!

Dungeon062620 - Dungeon Level 15 (Fuck Da Pope)

Room # 1

Guardroom - 30ft. long x 30ft. wide x 10ft. tall

iron bars; fallen stones; grunting; snapping

Bronze Door, Normal on the south wall leading to a 50ft. long x 10ft. wide x 15ft. tall hallway.

Sample Names: Emishar the egotistical Ninja Warlord (Jet Pack); Gelmir the extraordinary White Turtle (Particle)

Tripping Pendulums Trap; DL 15; Search DC 152 (Attack +45 ranged, 150d20 idamage)

Stairway that (causes/has/or is) Enlarge/reduces

[x2] Mortals cannot smell, taste, or sense into this room unless they are actually there; Divine Intervention fails
8,831gp

corn extract

a counter, 0gp

Dove-grey Rope [13d8] +289 Th/++4 dmg 17+/x3; 1P: Deflect a missile; CL 75; SL 15, 63424gp

Obsidian Armor, Medium [AT+20] +901 AC/+442 Saves; 1M: KiL*5% MR for 1r; CL 85; SL 15; 180920gp

DL XV Fine Bottle Green Cheques x(277) x[6]

||AC|| 2260, HD 120, hp 239, CR 2850% #Att 18, TH ÷ AC/Save DC by 240, dmg 6752

Str 45, Dex 61, Con 47, Int 83, Wis 109, Chr 32, 1.2E+2kxp

Wowie Zowie

Prepared effects:

[Psi18 Ultra] Null Void: Null Dome: 3*LVL% irreducible PsiR

[Psi45 Grand] Force Field vs. Hostiles: Enemies must make SL/2 saves to attack you

[Psi2 Major] Suppress Magic: Anti-Magic Shell (SL=X) 60' r; Dispel-Magic Zone

[Psi45 Major] Ionization: Lightning shield (xSL/10 damage back)

[Pri SL9] Duplicate Item: duplicate a x1 magic or psi item that uses charges

[Psi81 Ultra] Magic Defense: Resist magic

[Psi-6N Major] Gaea's Embrace ~: 1P or 1M: Target gains +3 AC/saves/TH/dmg and Troll-like regen CL hp/r

[Psi100 minor] Psionic Trigger: Contingency for 2 psi powers (still need points)

[Psi81 Major] Damage Reduction, Physical, 50%: Take x0.5 damage from physical attacks

[Wiz SL10] Prismatic Solid: Add a "Special" to entire room of Prismatic-ness (1 prismatic effect per person per segment)

[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 SL9] Original Stoneskin 9: Block the next 6 P actions of attacks

Combat effects:

[Psi-6G minor] Lightning: Target takes (CL+2)d6 holy lightning dmg (save: ½)

[Pri SL8] Cure Wounds 8: Cures 36d8 hp (can take offer of 6 per die -> 216 hp)

[Wiz SL8] Prismatic Wall 8: 8 Prismatic colors or 6 MultiPrismatic colors (may repeat colors in either mode)

[Psi54 minor] Super Breath: CL*SL air dmg to one group (no save)

[Wiz SL3] Fireball 3: CLd6 fire dmg to a group (save:½)

[Psi45 minor] Spray: SL choking dmg to a group per segment (can leave the area)

[Wiz SL9] Mordenkainen's Disjunction 9: Disjunct 1 effect (any type)

[Wiz SL7] Death Spell 7: Slay 7d12 HD of creatures (save)

[Wiz SL7] Immediate Monster Summoning VII: Summons a DL V monster without summoning sickness

[Psi27 Grand] Imprisonment/Freedom: Imprisonment (as spell) or its reverse

[Psi29 minor] Magic Missile:

[Wiz SL12] Power Word Blind 12: Blinds & stuns a creature if current hp < 280 (no save)

Dungeon062620 - Dungeon Level 15 (Hell To The No)

Room # 2

Throne Room - 40ft. long x 35ft. wide x 25ft. tall

casket; brazier & charcoal; ozone smell; metallic smell

Phase Door (phases in/out every so often) on the west wall leading to a 45ft. long x 25ft. wide x 10ft. tall hallway.

Sample Names: Meldanen the perplexing Gold Bolt (Evolved artificially); Abaris the dreadful Dynamo Girl (Saxophone)

Hail of Javelins Trap; DL 15; Search DC 152 (Attack +225 ranged, 60d50 idamage)

Passage that (causes/has/or is) Anti-Magic

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Round 168,913gp

dampness, ceiling

a small passage, 0gp

Eye: [x3/90/60/NE] Humbaba's Glaring Eye; Touch to Mummy Rot; 3/d,mouthP: Breathe Hell-fire; 0,1/target: Petrification (does least ½ your XP on Concordant classes or else Ego +10 per day; 0: Become a Mummy (if lowered, revert to original form); 0,1/tar

Fuchsia Bottle: Free Healer Kit: 1P: Cure Tiny Wounds (1 hp); +1 hp

per die with Cure spells; -1 wpn prof., Free bonus Healing proficiency; 225900gp

DL XV Huge Taupe Meetings x(162) x[7]

AC 2265, HD 121, hp 14784, GR 165% #Att 22, TH ÷ AC/Save DC by 240, dmg 6754

Str 43, Dex 81, Con 40, Int 76, Wis 100, Chr 31, 1.2E+2kxp

Craziness

Prepared effects:

[Pri SL9] Anti-Dispel Magic Shell: your effects are non-dispellable (inc.shell)

[Pri SL9] Petition: auto make next divine intervention roll

[Psi3½ Super] Tornado Blast: Vortex of air subjects your foes to 17d6 damage and moves them.

[Psi54 Major] Systematic Antidote: SL/2 instances of Resist Poison/Drugs

[Wiz SL3] Nondetection : Hides subject from divination, scrying.

[Psi8 Major] Construct Control Item 2: Create a "Control" type item (see next page) of TechL=CL, each 2 TechL takes 1S action

[Psi23 Grand] Chaos Cloud: Does random effects every round

[Psi45 Ultra] Resist: Physical: SL/4 (round down) instances of Resist physical attacks

[Psi16 Major] Construct Psi16 Item 2: Create a Psi16 type item (see next page) of TechL=CL, each 2 TechL takes 1S action

[Wiz SL11] Duplicate Item: duplicate a x1 magic or psi item that uses charges

[Pri SL7] Protection from Lightning 7: Stop the next CL*24 lightning dmg

[Psi45 minor] Regeneration: Regenerate SL hp/s

Combat effects:

[Wiz SL8] Lightning Bolt 8: CLd16 lightning dmg to a group (save:½)

[Psi3½ Major] Telekinetic Thrust: Hurl objects with the force of your mind.

[Wiz SL5] Death Spell 5: Slay 5d12 HD of creatures (save)

[Psi0 Grand] Sonic Boom: KiLd4 dmg, KiL' radius (sound damage) (save:½, if made save again for 0)

[Psi9 Ultra] Photon Kin.: Phaser Beam: 100*(CHd20) Light damage (no save/PsiR)

[Psi-2 minor] Taste Less: Cannot taste, drink potions, eat pills (save); Target cannot smell

[Psi3½ Grand] Recall Death: Subject dies or takes 5d6 damage.

[Psi6E Major] Wall of Fire: As the 4th level Wizard spell

[Pri SL8] Circle Of Sunmotes: All friends get leveled6 hp,+1/+1 TH/dmg; enemies get reverse

[Psi18 Ultra] Resurrection: [0 action, even when dead]: Resurrection

[Pri SL8] Fear Contagion: All within 240' are feared (no save), effect is contagious 1t

[Psi29 Major] Flesh to Stone:

Dungeon062620 - Dungeon Level 15 (Peeyew)

Room # 3

Closet - 45ft. long x 50ft. wide x 45ft. tall

barrel; Bridge, Swinging (like a swing); moaning; splashing

Wood Door, Normal on the south wall leading to a 50ft. long x 5ft. wide x 20ft. tall hallway.

Sample Names: Melantha the belligerent Manga Ray (Boomerang); Rudra the revolting Patchwork Flight (Cannon)

Wall transforms into Elemental Steam Trap; DL 15; Search DC 156 (120 Str damage/s, DC 154 Spell save for 1/3), (multiple target

Statue that (causes/has/or is) Anti-Magic

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Reset
192,050gp

tube

A Camo Jacket, 150gp

Flesh-coloured Talisman [AT+31] +26 AC/++6 Saves; 1P: Immune to fire

or cold, +1 weapon to hit; CL 90; SL 15; 20735gp

Coppery Bookmark: +900 PSP's; 225600gp

DL XV Fine Red Pyjamas x(247) x[4]

AC 2274, HD 12, stunp 234, ER 174% #Att 14, TH ÷ AC/Save DC by 240, dmg 4514

Str 53, Dex 90, Con 82, Int 29, Wis 61, Chr 94, 1.2E+2kxp

Fuck A Duck

Prepared effects:

[Psi45 Major] Resist: Energy: SL/3 (round down) instances of Resist energy attacks

[Psi45 Grand] Electrical Control: SL/2 (round down) instances of Resist lightning; +SL*10% damage with lightning effects

[Psi8 minor] Hard Resistance to Radiation: Double resist radiation (1/4, save for 1/10), Ignore gaining Psi9/18/27 powers due to f

[Pri SL7] Spell Immunity 7: Be immune to 4 spells by name

[Wiz SL4] Anti-Magic Shell 4: Anti-Magic of SL 0 to 3

[Wiz SL9] Extra Group +2: The next spell you cast will affect +2 groups of monsters

[Psi81 Grand] Desolidification: You pass through objects as if they weren't there

[Wiz SL4] Original Stoneskin 4: Block the next 1 P action of attacks

[Psi45 Ultra] Reality Alteration: + or - SL to your next die roll

[Psi7 Major] (no name): Whenever you touch someone, they are paralyzed (PP save)

[Pri SL3] Negative Plane Protection: Stops one negative energy attack

[Pri SL5] Protection from Lightning 5: Stop the next CL*16 lightning dmg

Combat effects:

[Psi6G Grand] Psychokinesis: Telekinese N^2 lbs. at movement rate N/10, lasts for concentration (no DPPs)

[Wiz SL11] Death Spell 11: Slay 11d12 HD of creatures (save)

[Pri SL4] Death's Door 4: Target (currently at negative hp) goes to 1 hp

[Pri SL4] Dispel Magic 4: Dispel 2 magic effects

[Psi19 minor] Acrobatics: 1bV: Emulate a Acrobat ability of level = CL/2; P=your number of Rogue points in it

[Pri SL5] Flame Strike 5: CLd8 holy fire dmg (save:½)

[Wiz SL4] Phantasmal Killer : Fearsome illusion kills subject or deals 3d6 damage.

[Psi54 Ultra] Super Breath: CL*SL air dmg to one group (no save)

[Wiz SL6] Feeblemind 6: -30 mental stat points (randomly distributed in packets of 5) (save per packet)

[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)

[Psi45 minor] Light Emission: SL*CL/2 Light damage (no save) and SL/2 instances of blindness (save)

[Psi3½ Major] Energy Current: Deal 9d6 damage to one foe and half to another foe as long as you concentrate.

Dungeon062620 - Dungeon Level 15 (Forget It)

Room # 4

Empty (completely clean) - 30ft. long x 30ft. wide x 25ft. tall

pliers; chains; slithering; clanking

Time Door (goes to another time) on the north wall leading to a 30ft. long x 20ft. wide x 15ft. tall hallway.

Sample Names: Carvel the conspiratorial Teenage People (Unknown); Cordesh the revolting Brother Tyrant (Ionizer)

Creation Bolt Trap; DL 15; Search DC 165 (Psionicist CL 30, DC 153 PP save for 1/3)

Ceiling that (causes/has/or is) Magical Pool/Throne: Grants a wish, but pool has an alignment (rolled randomly)

[x2] Room is permanently/continuously ****Cursed**** (Ancient Foul Cursed)ed, only creatures immune or bubbled against it can fu
201,818gp

horn

The Giggling Sword, sword, 9d4 (22), 9gp

Anvil of the Lortmil Mountains, 32120gp

Opaque Crossbow, light [4d12] +18 Th/+18 dmg 14+/x4; 1P: Suggestion (as spell) in
90'r area, but all commands must be the same; CL 66; SL 15, 16180gp

DL XV Medium Alabaster Guides x(285) x[7]

AC 2264, HD 44, i^5 hp 3696, CR 3555% #Att 15, TH ÷ AC/Save DC by 240, dmg 4509

Str 96, Dex 105, Con 55, Int 44, Wis 44, Chr 44, 1.2E+2kxp

Darn Tootin'

Prepared effects:

[Pri SL8] Antimagic Field : Negates magic within 10 ft.

[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

[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.

[Pri SL3] Double Resist [E=2 element]: Pick an E=2 element, you double resist it (1/4 dmg, 1/10 if make save) for 1 hour.

[Wiz SL8] Second Level Magic-User Spells (DM2): Can cast one 2nd Level Wizard spell per round as Z action

[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

[Psi19 minor] Control Disease: Immune to disease

[Psi--2 Ultra] Z Acceleration: +CL Q^{∞}0 actions /r (self); Cast Psi using 0 actions

[Pri SL8] Regenerate 8: Regenerates 2 hp /s

[Psi9 Grand] Energy Kinetic: Shield: Stops CH dice per Energy attack

[Psi-15 Major] Dial-a-Breath Eelement (<): You can use any eelement with EE factor less than your normal breath.

[Psi81 Grand] Mental Defense: Resist mental attacks

Combat effects:

[Psi45 Ultra] Summoning: Summon a DL=SL Outer

[Pri SL9] Energy Drain : Subject gains 2d4 negative levels.

[Psi0 Grand] Chi Kung Healing: Cure X*KiL hp to one target

[Wiz SL9] Heal:

[Psi10 Grand] Dream of Death: Death Spell 5d20 HD (save vs. Death Magic), sleeping targets get no save

[Wiz SL12] Mordenkainen's Disjunction 12: Disjunct 4 effects (any type)

[Psi0 Grand] Iceblast: KiLd4 dmg in a KiL*5' line (ice damage) (save:½)

[Pri SL10] Dispel Magic 10: Dispel 8 magic effects

[Psi-2 Grand] Weakness of the World: -9/-9 AC/saves, -25% RR/MR/PsiR; Lasts 5r after maint.

[Wiz SL6] Power Word Kill 6: Kills a creature if current hp < 30 (no save)

[Wiz SL5] Dispel Magic 5: Dispel 3 magic effects

[Pri SL7] Greater Restoration : As restoration, plus restores all levels and ability scores

Dungeon062620 - Dungeon Level 15 (Eww)

Room # 5

Nest (animal) - 10ft. long x 20ft. wide x 45ft. tall

boots (iron); ladder; urine smell; tinkling

Automatic Door (opens if anyone approaches) on the south wall leading to a 25ft. long x 25ft. wide x 20ft. tall hallway.

Sample Names: Ashmedai the groovilicious Ant Knight (Claws); Raspu the despicable Dragon Shrike (Spatula)

Container transforms into Elemental Loop / Looporal Trap; DL 15; Search DC 162 (1320 Con damage/s, DC 161 Spell save for 1/1)

Pedestal 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/Turn 22,704gp

blow gun

a stone club, mace, 2d8 (9), 73gp

Rian's Toe Nails: +10 to ML; 1Z: You gain double your strength bonus to damage; CL 72; SL 15; 225510gp

Chocolate Cube [14d20] +576 Th/+17 dmg 16+/x3; 1M: Restores

1 hp/DPP (limit = Wis*3 /round); CL 63; SL 15, 109144gp

DL XV Diminutive Scarlet Triangles x(67) x[5]

AC 2269, HD 6, i⁵ hp 466, MR 154% #Att 27, TH ÷ AC/Save DC by 240, dmg 903

Str 82, Dex 43, Con 54, Int 88, Wis 41, Chr 100, 1.2E+2kxp

Peeew

Prepared effects:

[Wiz SL5] Prismatic Sphere 5: 3 Prismatic colors or 1 MultiPrismatic colors (may repeat colors in either mode)

[Psi9 minor] Poison Fangs: CHd6 damage poison in mouth (save)

[Psi-3 Grand] Rebound: MPaPReflection CL*15%

[Pri SL5] Spell Immunity 5: Be immune to 2 spells by name

[Psi16 Ultra] Construct Psi16 Item 8: Create a Psi16 item (see next page) of TechL=CL, each 8 TechL takes 1S action

[Pri SL4] Protection from Fire 4: Stop the next CL*12 fire dmg

[Psi45 Major] Plasma Control: SL/2 (round down) instances of Resist plasma; +SL*10% damage with plasma effects

[Psi54 Major] Gravity Increase: Decrease gravity in room or object/person by SL G's (x1 Special)

[Psi6N Major] Druid Abilities, LVL 7: Get druid abilities of level 7 (max = your level)

[Pri SL1] Resist [E=1 element]: Pick an E=1 element, you resist it for 1 hour.

[Pri SL6] Forbiddance : Denies area to creatures of another alignment.

[Psi2 Major] Subjective Reality: Immune to 1 specific type of effect; Can change /r

Combat effects:

[Pri SL4] Neutralize Poison 4: Cure 1 poison effect (reverse causes that many, save)

[Wiz SL7] Reverse Gravity : Objects and creatures fall upward.

[Pri SL8] Flame Strike 8: CLd14 holy fire dmg (save:½)

[Wiz SL12] Immediate Monster Summoning XII: Summons a DL X monster without summoning sickness

[Psi54 Grand] Darkness: Darkness (can blind a person, make SL saves)

[Psi-12C minor] High-Frequency Sample: Generate a High-Frequency Sampler minor effect

[Psi-17 Grand] (no name): Earthquake your group (incl. yourself) for LVLd20 dmg, flying doesn't help

[Psi2 minor] Control Body: Control all P,V actions; Auto. win Contest

[Wiz SL5] Dispel Exhaustion 5: Restore 75% of dmg taken, get an Original Haste 5 for 1 round

[Psi--2 minor] Double [C]: Doubles a harmful [C] section effect; Becomes capital lettered

[Pri SL8] Conjure/Dismiss Semi Elemental: Summons or dismisses a Semi Elemental

[Psi29 Major] Disintegrate:

Dungeon062620 - Dungeon Level 15 (Gtfo)

Room # 6

Refectory (Monestary Dining Room) - 45ft. long x 10ft. wide x 45ft. tall

Stalactites (some might fall); table (small); putrid smell; chiming

Bronze Door, Normal on the west wall leading to a 10ft. long x 25ft. wide x 5ft. tall hallway.

Sample Names: Pallimir the \$6 million Thunder Wight (Gun); Zivon Jermijaovich the jovial Do-Gooder Creeper (Zamboni)

Scything Pendulums Trap; DL 15; Search DC 152 (Attack +75 ranged, 100d30 idamage)

Painting that (causes/has/or is) Magical Pool/Throne: Adjusts a random ability score permanently, roll

1d6: (1-2) +1d4, (3-4) -1d4, (5-6) +1d4 to one and -1d4 to another

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Segm
77,685gp

dung

a glowing long sword, sword, 4d6 (14), 310gp

White Armor of the Griff Mountains [AT +6] +3/+3; Resist Cold, 139250gp

Crystalline Necklace [AT+447] +224 AC/++28 Saves; 1M: Immune to SL 2-4 (all types), Resist SL 1 & 3 (all types); CL 62; SL 15; 188975gp

DL XV Macro-Large Whitish Drops x(201) x[5]

||iAC|| 2266, HD 61450, hullp 7.5E+6, MR 214% #Att 5, TH ÷ AC/Save DC by 240, dmg 6763

Str 59, Dex 29, Con 109, Int 73, Wis 35, Chr 51, 1.2E+2kxp

Yessum

Prepared effects:

[Psi3½ Major] Power Resistance: Grant PR equal to 12 + level.

[Psi-15 minor] Add Breath Weapon [1st]: Breath weapon is 3/d. Choose a normal (EE=1) eeement. Breath = 50% of current hp t

[Pri SL5] Double Resist [E=2 eeement]: Pick an EE=2 eeement, you double resist it (1/4 dmg, 1/10 if make save) for 1 hour.

[Pri SL8] Antimagic Field : Negates magic within 10 ft.

[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

[Psi54 Major] Thief: Any Thief SL-1 pick; 5*CL Rogue points in it

[Pri SL6] Resist [E=6 element]: Pick an E=6 element, you resist it for 1 hour.

[Psi23 Major] Swirling Cloud: Damages and confuses those in area

[Wiz SL12] Original Stoneskin 12: Block the next 9 P actions of attacks

[Psi3 minor] Invisibility: Subject is invisible for 10 min./level or until it attacks.

[Wiz SL10] Prismatic Solid: Add a "Special" to entire room of Prismatic-ness (1 prismatic effect per person per segment)

[Pri SL9] Regenerate 9: Regenerates 4 hp /s

Combat effects:

[Psi6E Grand] Dark Thunderbolt: 1 dmg/DPP (darkness & sound) (no save)

[Psi54 Ultra] Sonic Beam: CL*(SL+2) sound dmg to one target (no save)

[Psi100 Ultra] Physical Deceleration: Target loses next N physical actions (no save); affects 1+CL/9 groups

[Pri SL3] Remove Curse : Frees object or person from curse.

[Psi45 minor] Energy Sponge: bM: SL*10% chance to absorb an entire energy attack

[Pri SL7] Flame Strike 7: CLd12 holy fire dmg (save:½)

[Wiz SL10] Tap Dweomer: Move CLdCL current hp from one target to another (no save)

[Psi29 Major] Stun:

[Wiz SL4] Charm Monster : Makes monster believe it is your ally.

[Wiz SL10] Eridor's Ebony Bolt: 4 perm. hp loss/lvl, no MR, cannot be resisted

[Psi0 Ultra] Repeating Fireball: Throw X Fireballs (see above)

[Wiz SL1] Chromatic Orb: 1=Pearly (1d4; light in area; save or blinded for L r or until leaves area), 2=Ruby (1d6, save or -1 Str and

Dungeon062620 - Dungeon Level 15 (Fo' Sho')

Room # 7

Entry/Vestibule - 10ft. long x 30ft. wide x 45ft. tall

vice; furnace; foggy; whining

Mobile Door (door moves around in dungeon) on the east wall leading to a 45ft. long x 20ft. wide x 10ft. tall hallway.

Sample Names: Brodgar the omnivorous Arduous Ape (Prototype); Kailiwyn the amphibious Extreme Mist (Gel)

Falling Box Trap; DL 15; Search DC 165 (120 Str damage, no resistance)

Door, Secret that (causes/has/or is) Releases - Coins

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Day

93,094gp

cracks, wall

a Jeweled Dagger, dagger, 18d29 (270), 1465gp

Girdle: [x3/90/45/CG] of Armida; 0,3/d: Mass Charm; 0,4/d: Weird; Clairnascience; +3 to each SL;

+10 damage with each physical attack; 0,2/d: Hold Monster; 0,5/d: Size Change x/, 100., 397210gp

Rian's Adductor longus muscle: +8 to Con; 1M: Your summons

get +CL TH/dmg, -CL AC/saves/rhp ; CL 66; SL 15; 225360gp

DL XV Macro-Tiny Crimson Clouds x(232) x[7]

||iAC|| 2280, HD 7687, hp 9.3E+5, IR 226% #Att 28, TH ÷ AC/Save DC by 240, dmg 4504

Str 64, Dex 68, Con 34, Int 64, Wis 65, Chr 73, 1.2E+2kxp

Oy

Prepared effects:

[Wiz SL11] Symbol Of Wizardry: all that look at symbol have their spells reset

[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.

[Pri SL3] Protection from Elements : Absorb 12 damage/level from one kind of energy.

[Psi100 Major] Psionic Cage: Reverse Wards (no one can leave)

[Wiz SL1] Radiation Resistance: RR 60+CL*5% [duration 1 hour]

[Pri SL7] Time/Reality Stability: Time/Reality Stability (duration 1 day), reverse removes it (Spell save)

[Wiz SL3] Prismatic Sphere 3: 1 Prismatic color

[Wiz SL6] Globe of Invulnerability 6: Immune to spells with SL=0 to 5

[Pri SL5] Protection from Lightning 5: Stop the next CL*16 lightning dmg

[Wiz SL12] Globe of Invulnerability 12: Immune to spells with SL=0 to 11

[Wiz SL6] Tenser's Transformation 6: +100% of max hp to current hp, +2 TH melee

[Pri SL6] No Save: The next spell you cast does not have a saving throw

Combat effects:

[Wiz SL6] Power Word Kill 6: Kills a creature if current hp < 30 (no save)

[Wiz SL4] Prismatic Wall 4: 4 Prismatic colors or 2 MultiPrismatic colors (may repeat colors in either mode)

[Psi9 minor] Laser Vision: [see in dark] Laser Beam CHd8 dmg (save)

[Wiz SL10] Death Spell 10: Slay 10d12 HD of creatures (save)

[Psi6E minor] Cause Moderate Wounds: Does 2d8+1 damage by touch (no save)

[Psi45 Grand] Heat: Target takes SL*CL Fire damage per segment for 1 round (no save)

[Psi54 Grand] Mind Blast: SL Int dmg to one target (no save)

[Pri SL4] Limited Heal: Heal, target must Fort save vs. # hp down (+10 per other effect)

[Psi29 Major] Monster Summoning IV:

[Pri SL5] Call Lightning 5: (CL+2)d12 lightning dmg (save:½) (halve the die type if not outside)

[Psi14 minor] (no name): Target gets a disease (PPD save)

[Psi27 minor] Innocents: You cannot physically attack this segment. You are healed LVL^2 hp.

Dungeon062620 - Dungeon Level 15 (Got Dang Bobby)

Room # 8

Closet - 5ft. long x 15ft. wide x 10ft. tall

cresset (torch on a pole); rushes (herbs); snapping; steamy near ceiling

False Door on the west wall leading to a 40ft. long x 10ft. wide x 25ft. tall hallway.

Sample Names: Nabil the conspiratorial Death Rider (Paranormal); Maira the awful Silver Torpedo (Analyzer)

Water-Filled Floor Trap; DL 15; Search DC 163 (4500 idamage, no save)

Ceiling that (causes/has/or is) Talks - Nonsense

[x2] Gods cannot feel, taste, or sense into this room unless they are actually there; Divine Intervention fails

182,023gp

fungi, common

a shiny portal, 0gp

Maroon Crystal Ball: +8hhhlQA' Action(s); 225880gp

Pinky Bag: +100 PSP's; 225230gp

DL XV Huge Snow-White Citys x(261) x[4]

Stun AC 2259, HD 124, iihp 1.4E+4, BlahR 202% #Att 18, TH ÷ AC/Save DC by 240, dmg 456

Str 90, Dex 67, Con 101, Int 112, Wis 35, Chr 55, 1.2E+2kxp

Hurr Durr

Prepared effects:

[Psi45 Grand] Cosmic Awareness: Grand: Cosmic Awareness

[Psi6N minor] Null Field 10: All spells of SL 10 or higher don't work in 100'r

[Pri SL1] Protection from Lightning 1: Stop the next CL*2 lightning dmg

[Psi8 minor] Construct Power/Defensive Item 1: Create a "Power" type item (see next page) of TechL=CL, each TechL takes 1S ac

[Wiz SL4] Stoneskin (2): 4+CL/2 stoneskins; they "leak"

[Wiz SL7] Armor 7: +CL*14 current hp

[Psi2 minor] Biofeedback: -2 dmg/att;+level/3 AC bonus; +level AC bonus

[Pri SL6] Resist [E=3 eeement]: Pick an EE=3 eeement, you resist it for 1 hour.

[Psi6G Grand] Wand of the Mind: All your effects from one class are at double CL (for effect and BlahR adj.)

[Psi6N Ultra] Null Field 1: All spells of SL 1 or higher don't work in 100'r

[Psi-15 minor] Add Resistance: Resist one normal (EE=1) eeement, this can be taken twice for an EE=2, thrice for an EE=3, etc.

[Wiz SL11] Tenser's Transformation 11: +225% of max hp to current hp, +7 TH melee

Combat effects:

[Wiz SL6] Prismatic Wall 6: 6 Prismatic colors or 4 MultiPrismatic colors (may repeat colors in either mode)

[Pri SL7] Flame Strike 7: CLd12 holy fire dmg (save:½)

[Wiz SL10] Dispel Magic 10: Dispel 8 magic effects

[Psi--2 Grand] Grand Acidify: CLd20 acid damage; Use d30's

[Psi1 Ultra] Super Domination: Dominate one target (no save, no PsiR, no Wis)

[Wiz SL8] Summon Monster VIII : Calls outsider to fight for you.

[Wiz SL10] Eridor's Emerald Wall: anything touching wall is temporal stasised

[Psi0 Ultra] Thunderclap: KiLd12 dmg, KiL' radius (sound damage) (save:½, if made save again for 0)

[Psi29 Grand] Anti-Technology Ray:

[Wiz SL7] Death Spell 7: Slay 7d12 HD of creatures (save)

[Pri SL7] Restoration (1): Removes all lost levels, not just one. Also restores ability score drains. Does not age caster or target.

[Wiz SL11] Step Out of It: see section [C] for effects

Dungeon062620 - Dungeon Level 15 (Yeah Right)

Room # 9

Chantry (Shrine) - 5ft. long x 10ft. wide x 10ft. tall

dish; bed; downdraft, slight; squeaking

Double Door on the north wall leading to a 40ft. long x 10ft. wide x 5ft. tall hallway.

Sample Names: Abelard the brave Cat Super-Heroe (Shield); Maucmaugh the noxious Animal Yak (Cannon)

Lowering Container Trap; DL 15; Search DC 154 (2800 idamage, DC 152 Will save for half), (multiple targets)

Stairway that (causes/has/or is) Monster Generator: Humanoid (summons a Humanoid every segment)

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Mont 214,397gp

screen

a shiny lance, exotic, 8d12 (52), 500gp

Rian's Bone Marrow: +24 to HD; 1M: Adapt to an opponents

spells (immune to it after first time); CL 78; SL 15; 225650gp

Pyromantic Focus (Psi10 item; Double range with Psi10 powers), 14540gp

DL XV Macro-Fine Shimmering Views x(269) x[6]

AC 2272, HD 1933, iihp 2.5E+5, ER 172% #Att 30, TH ÷ AC/Save DC by 240, dmg 1810

Str 53, Dex 53, Con 32, Int 108, Wis 100, Chr 92, 1.2E+2kxp

Hurr Durr

Prepared effects:

[Psi81 Grand] Density Increase 8: x256 mass; +8 Str; -8/attack (physical or energy)

[Wiz SL8] Tenser's Transformation 8: +150% of max hp to current hp, +4 TH melee

[Wiz SL10] Prismatic Solid: Add a "Special" to entire room of Prismatic-ness (1 prismatic effect per person per segment)

[Pri SL8] Robe Of Healing: Get 20 1d4+4 healing effects (self or other) every round for 1h

[Psi4 minor] Ability Score *1.25: Choose one ability score. New score = (old score - 10) * 1.25 + 10

[Psi-6N minor] Adaptation ~: 1P or 1M: NaNR +CL*10%; Immune to Hostile Environment; Need not breathe

[Psi18 Major] Telepathy: Psych. Lockpick: -LVL*10% reducible PsiR, +LVL Chr:Presence

[Pri SL2] Resist Fire/Resist Cold 2: Take -50% dmg vs. fire or cold

[Psi54 Ultra] Truesight: Minor: Detect Invis./Illusion; Major: True Seeing; Grand: Cosmic Awareness

[Pri SL9] Petition: auto make next divine intervention roll

[Psi23 Major] Dust Cloud: Very dry cloud of degeneration

[Pri SL9] Shapechange : Transforms you into any creature, and change forms once per round.

Combat effects:

[Pri SL3] Put Out of Misery: Target being at negative hp that would die if unattended is slain (no save)

[Psi-3 minor] Biodust: 1d4 dust dmg/r to up to 2 cr.

[Psi3½ Grand] Disintegrate, Psionic: Turn one creature or object to dust.

[Wiz SL12] Feeblemind 12: -60 mental stat points (randomly distributed in packets of 5) (save per packet)

[Wiz SL8] Monster Swarm Summoning VIII: Summons CL*1 DL VII monsters

[Psi54 Ultra] Ice Production: CL*(SL+2) ice dmg to one target (no save)

[Psi45 Major] Duplication: 1bM: Fork an effect (caster makes SL/3 saves)

[Wiz SL10] Power Word Stun 10: Stuns a creature if current hp < 400 (no save)

[Pri SL7] Resurrection: What you get is the full character at 1 hit point, with the spells and psionic points he had when killed. He

[Pri SL8] Blade Barrier 8: 10d10 dmg wall (shards)

[Pri SL1] Cause Fear: Fear (save), max 6 HD {1 creature}

[Wiz SL10] Power Word Kill 10: Kills a creature if current hp < 150 (no save)

Dungeon062620 - Dungeon Level 15 (Yaaaa, About That)

Room # 10

Training/Exercise/Practice - 35ft. long x 35ft. wide x 40ft. tall

Floors of Glass; Chasm, Constructed (purposely built); ozone smell; still, warm (or hot)

Stone Door, Normal on the north wall leading to a 45ft. long x 20ft. wide x 25ft. tall hallway.

Sample Names: Renwick the magnificent Demolition Jet (Cycle); Vinsala the excessive Robo- Cat (Silver)

Air in room transforms into Elemental Holy Water Trap; DL 15; Search DC 154 (280 Int damage/s, no save)

Tapestry that (causes/has/or is) Releases - Gem/Jewelry

[x2] Room is permanently/continuously Blinded, only creatures immune or bubbled against it can function here.

204,471gp

torch stub

A sleeping pole, 0gp

Rian's Finger Nails: +15 to HNCL; 1M: (1bM to cast) Force a monster to

attack someone else (he will only attack his enemies) ; CL 54; SL 15; 225420gp

Rian's Spinal Cord: +20 to CL; 1F: Dispel a sleep/hold effect with a crap.; CL 86; SL 15; 225710gp

DL XV Macro-Gargantuan Aquamarine Birthdays x(174) x[8]

AC 2260, HD 2.5E+5, hp 3.1E+7, MR 218% #Att 26, TH ÷ AC/Save DC by 240, dmg 11253

Str 95, Dex 106, Con 29, Int 54, Wis 114, Chr 45, 1.2E+2kxp

Fuck Me

Prepared effects:

[Pri SL9] Goodberry 9: Creates 36 goodberries

[Pri SL1] Endure Elements: -5 dmg/r from 1 of: acid/cold/lightning/fire/sound {Touch, 1 creature}

[Psi54 Grand] Magic Shield: Stops SL/2 magical attacks on you

[Pri SL1] Resist Cold (1): All creatures in area get resist cold {1 group}

[Psi8 Major] Create Technological Monster II: Create a DL IV Technological Monster (AC=8*CL, hp=8*(CL^2), Str=4*CL)

[Pri SL6] Spell Immunity 6: Be immune to 3 spells by name

[Psi54 minor] Energy Absorption: CL*SL*3 hp ablative Force Field (vs. energy attacks)

[Psi6N Major] Bard or Sage Abilities, LVL 7: Get bard or sage abilities of level 7 (max = your level)

[Psi45 Ultra] Body Coating: 5*SL hp Armor spell, self only, stacks with the (Wizard) Armor spell

[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

[Wiz SL5] Globe of Invulnerability 5: Immune to spells with SL=0 to 4

[Pri SL5] Antiplant Shell: Keeps out plants

Combat effects:

[Psi15 Major] Color Spray: Color Spray

[Psi7 Ultra] (no name): Summon a DL X Undead

[Psi54 minor] Personality Transfer: Magic Jar (SL/2 saves)

[Pri SL4] Limited Heal: Heal, target must Fort save vs. # hp down (+10 per other effect)

[Psi3 Major] Brilliant Blast: Light blast inflicts 9d4 damage in 20' radius.

[Psi45 Ultra] Focus: Do SL instances of another Psi45 power you know; you are Spent and Harmed at the end of effect

[Wiz SL4] Enervation : Subject gains CL/4 negative levels.

[Psi-12T minor] Bring Animals II: Summon CL Animals using ML II chart, you pick the result

[Wiz SL11] Power Word Blind 11: Blinds & stuns a creature if current hp < 240 (no save)

[Psi-3 Grand] Recall Birth: Foe vividly recalls its birth, and gains CL negative levels (no save)

[Psi10 Major] Static Discharge: All in caster's group (except caster) take (10+CL/3)d6 lightning dmg (save:½)

[Wiz SL1] Color Spray: Unc. if <L; Blind if <L+3; Stun if >L+2 (save if >6) {1d6 creatures}

Dungeon062620 - Dungeon Level 15 (Cool)

Room # 11

Sitting Room - 45ft. long x 10ft. wide x 5ft. tall

pliers; flask; breeze, gusting; bong

Double Door on the west wall leading to a 35ft. long x 15ft. wide x 15ft. tall hallway.

Sample Names: Uskura the heroic Whirl Lightning (Gyro-); Dowager the diabolical Time Criminal (Scooter)

Contact Imprisonment Trap; DL 15; Search DC 158 (960 Str damage, no resistance)

Door that (causes/has/or is) Elevator room, descends 1 level and will not ascend for 30 turns.

[x2] Room is permanently/continuously *Cursed*ed, only creatures immune or bubbled against it can function here.

188,472gp

bones (humanoid)

a large iron anvil, +2 AC, 125gp

Rian's Lungs: +8 to Chr; 1M: Like a Meteor Swarm CL⁴, but

damage is of type Chicken and Brick. ; CL 105; SL 15; 225540gp

Rian's Pelvis bone: +1 to Con; 1M: Summon CL DL=SL female Humans.; CL 60; SL 15; 225720gp

DL XV Macro-Tiny Topaz Pickles x(200) x[7]

iAC 2275, HD 7690, i⁵ hp 9.3E+5, CR 228% #Att 26, TH ÷ AC/Save DC by 240, dmg 6755

Str 37, Dex 105, Con 55, Int 110, Wis 65, Chr 49, 1.2E+2kxp

Eww

Prepared effects:

[Psi1 Ultra] Energy Dampen: Permanent Energy Cancel on self or 100'cu area

[Psi45 Grand] Force Field vs. Hostiles: Enemies must make SL/2 saves to attack you

[Psi0 Grand] Yoga Flame: Breathe Fire (as per dragon)

[Psi4 Ultra] Actions *2.5: Pick one action type (M, P, V). Your number of actions of that type is multiplied by 2.5

[Psi45 Major] Energy Doppelganger: Mirror Image (1 image), it has SL³ hp; it flies at SL*3"; you can cast Psi45 effects through it

[Psi4 Major] AC *1.5: Your new AC = (old AC - 10) * 1.5 + 10

[Pri SL2] Resist Elements: -12 dmg/r from 1 of: acid/cold/lightning/fire/sound {Touch, 1 creature}

[Pri SL6] Immune [E=3 element]: Pick an E=3 element, you are immune to it for 1 hour. (This immunity does not "spread" into ot

[Psi6E minor] Immunity II: Immune to fire or cold, +1 weapon to hit

[Psi29 Grand] Duplicate Mechanism (x1):

[Psi27 Grand] The Sorting: Shapechange, but can merge and assume qualities of LVL creature types.

[Wiz SL9] Tenser's Transformation 9: +175% of max hp to current hp, +5 TH melee

Combat effects:

[Psi29 Major] Slay Living:

[Pri SL9] Miracle : Requests a deity's intercession.

[Psi6E Grand] Gate: As the 9th level Wizard spell

[Psi9 Grand] Energy Kinetic: Blast: 4*CH' rad, 2*(CHd10) Energy dmg (save:½)

[Psi54 Grand] Heat Vision: 1M to start: Every segment for 1 round, as a 0 action, deal SL heat dmg to one target (no save)

[Pri SL10] Fire Storm 10: (CL+2)d17 holy fire dmg, hits 5 groups (no save)

[Pri SL1] Cure Light Wounds (3): Cure 2d8+L (choose 1 die), reverse has save:½ {Touch, 1 creature}

[Psi2 Major] Telekinetic Barrier: Wall of Force; Free maintain 3r

[Wiz SL5] Cloudkill : Kills 3 HD or less; 4-6 HD save or die.

[Psi-1 Major] Imp. Cell Rearrangement: As Cell Rearrangement but range=10*level'; Max N = level*10

[Psi14 minor] (no name): Summon CL Animals of the type that you are the Lycanthrope of, DL=LVL

[Psi45 Grand] Control: 1bM: Redirect an effect (caster makes SL/4 saves)

Dungeon062620 - Dungeon Level 15 (Dur)

Room # 12

Hall, Great - 5ft. long x 15ft. wide x 45ft. tall

tripod; throne; thumping; splintering

False Door on the south wall leading to a 50ft. long x 15ft. wide x 10ft. tall hallway.

Sample Names: Harwa the diseased Human Lackey (Catamaran); Herve the evil New Trio (Mutant)

Collapsing Trapdoor Trap; DL 15; Search DC 161 (300 idamage, no save)

Altar 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] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Segment 216,707gp

blow gun

a rake, mace, 1d4 (2), 14gp

Dark Shoe lace: +8 level(s) of exceptional Chr; 226000gp

Rian's Tongue: +6 to HD; 1M: One target retreats from your group to the nearest group. Parting shots apply.; CL 105; SL 15; 225770gp

DL XV Small Lily-White Womans x(172) x[4]

iiiAC 2251, HD 19, hp 1864, GR 204% #Att 27, TH ÷ AC/Save DC by 240, dmg 11251

Str 91, Dex 78, Con 31, Int 64, Wis 38, Chr 31, 1.2E+2kxp

Okey Dokey

Prepared effects:

[Wiz SL12] Eighth & Ninth Level Magic-User Spells:

[Psi-12T Grand] Bring Animals VII: Summon CL*4 Animals using ML VII chart, you pick the result

[Psi2 Major] Kinetic Control: Take only 2+leak vs. physical attacks; Reflect 1d10 dmg

[Psi81 minor] Absorption, Energy: -CL dmg /energy attack; gain that amount in next damaging energy attack

[Wiz SL10] Ward Dweomer: Become immune to one type of attack/element

[Psi45 minor] Mental Invisibility: Improved Invis.: it's +SL AC instead of +4

[Psi9 minor] Metal Corrosion: Touch: Metal items save (no mod.) vs. acid

[Wiz SL1] Fire Shield 1: Anyone who melees with you takes 10% dmg back

[Pri SL2] Resist [E=2 element]: Pick an E=2 element, you resist it for 1 hour.

[Psi16 Major] Construct Psi16 Item 2: Create a Psi16 type item (see next page) of TechL=CL, each 2 TechL takes 1S action

[Wiz SL10] Reflect Dweomer: One action or effect is reflected to caster (no save)

[Psi45 Grand] Resist: Power Manipulation: SL/3 (round down) instances of Resist disenchantment

Combat effects:

[Pri SL8] Dispel Evil 8: Dispel 4 evil targets (can target the same thing more than once) (save)

[Wiz SL9] Really Really Put of Misery: Target being that is Capital S Slain is removed from the timeline (no save)

[Wiz SL8] Ray of Enfeeblement 8: -40 physical stat points (randomly distributed in packets of 5) (save per packet)

[Wiz SL6] Cone of Cold 6: CLd12+CL cold dmg to a group (save:½)

[Wiz SL8] Dispel Magic 8: Dispel 6 magic effects

[Psi-12C Major] Cthulhoid Swarm III: Summon CL Monsters using ML III "Weird" chart (random)

[Psi54 Major] Psychic Will: Wall of Force

[Wiz SL10] Banish Dweomer: Sends target to its home plane (no save, half MR/iMR)

[Psi29 minor] Hold Person:

[Psi54 Grand] Water Control: Wall of Water / Part Water / Lower Water

[Psi14 minor] (no name): Target gets a disease (PPD save)

[Psi30 Ultra] Chaotic World: Chaos Blast

Dungeon062620 - Dungeon Level 16 (Oh Man)

Room # 1

Gallery - 30ft. long x 10ft. wide x 40ft. tall

pedestal; brazier(s); hooting; wind, strong, gusting

Golem Door (it's a Golem creature) on the south wall leading to a 10ft. long x 15ft. wide x 10ft. tall hallway.

Sample Names: Talel the omnivorous Doom Valkyrie (Zamboni); Manton Arrowthrasher the obscene Zoo Eyeball (Force)

Scything Javelins Trap; DL 16; Search DC 163 (Attack +80 melee, 20d4 Wis damage)

Monster that (causes/has/or is) false wall

[x2] Immortals cannot see, hear, or sense into this room unless they are actually there; Divine Intervention fails

255,993gp

wax drippings

the catch of the day, 'cure blindness' 'cure poison' " ", 30gp

Rian's Occipital bone: +10 to ML; 1M: 0, Lose two spells

in memorization: Fork an activated ability. ; CL 65; SL 16; 256450gp

Rian's Ears: +44 to Int; 1M: 1bM or 1 OppM: Counter target magical/psionic effect. ; CL 102; SL 16; 256970gp

DL XVI Macro-Gargantuan Pinky Agreements x(297) x[4]

|AC| 2590, HD 2.6E+5, iiihp 5.5E+8, TR 219% #Att 20, TH ÷ AC/Save DC by 272, dmg 12801

Str 92, Dex 68, Con 100, Int 85, Wis 106, Chr 41, 1.5E+2kxp

When In The Heck

Prepared effects:

[Pri SL1] Combine: -4 AC; no Dex adj.; Add Pri CLs for effects {Touch, 1+ creatures}

[Wiz SL11] Globe of Invulnerability 11: Immune to spells with SL=0 to 10

[Wiz SL5] Animate Dead : Creates undead skeletons and zombies.

[Psi7 Major] (no name): Whenever you touch someone, they are aged CLd4 years (PPD save)

[Wiz SL9] Fire Shield 9: Anyone who melees with you takes 200% dmg back

[Psi4 Ultra] Actions *2.5: Pick one action type (M, P, V). Your number of actions of that type is multiplied by 2.5

[Psi6N Grand] Bard or Sage Abilities, LVL 9: Get bard or sage abilities of level 9 (max = your level)

[Wiz SL2] Anti-Magic Shell 2: Anti-Magic of SL 0 to 1

[Psi1 Ultra] Energy Dampen: Permanent Energy Cancel on self or 100'cu area

[Psi2 minor] Displacement: As per Displacer Beast; AC bonus is +4

[Wiz SL7] Anti-Psionic Shell:

[Psi15 minor] Flame Walk: Flame Walk (self)

Combat effects:

[Pri SL8] Fire Storm 8: (CL+2)d11 holy fire dmg, hits 3 groups (no save)

[Psi45 Grand] Disintegration: Major: Disintegrate (save)

[Psi10 minor] Fear: Fear (save vs. spell at -CL/3); Fumble (save vs. spell)

[Psi45 Ultra] Mind Transferral: Minor: Empathy (save); Major: Magic Jar (SL/3 saves)

[Wiz SL3] Summon Monster III : Calls outsider (DL 3) to fight for you.

[Pri SL7] Treat Caused Wounds: Cure 70% of max hp

[Psi3½ Grand] Retrieve: Teleport to your hand an item you can see.

[Psi2 Major] Metamorphosis: Polymorph Self(even to object); Max 3*caster's mass

[Psi72 minor] Stun: Stun one target (Fort save)

[Wiz SL7] Delayed Blast Fireball : A fireball with +1 bonus to any dice, and can be delayed for up to 5 rounds

[Psi--2 minor] Double [C]: Doubles a harmful [C] section effect; Becomes capital lettered

[Wiz SL9] Immediate Monster Summoning IX: Summons a DL VII monster without summoning sickness

Dungeon062620 - Dungeon Level 16 (Lordy)

Room # 2

Game Room - 30ft. long x 25ft. wide x 50ft. tall

pedestal; stool, normal; downdraft, slight; gong

Specialed Door on the east wall leading to a 5ft. long x 10ft. wide x 25ft. tall hallway.

Sample Names: Yenli the unethical Mistress Seven (Scissors); Drada the diabolical Shadow Guard (Stinger)

Electrified Pit Trap; DL 16; Search DC 175 (720 Str damage, no resistance)

Pedestal that (causes/has/or is) Rising/Sinking

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Week
214,193gp

sundial

a glass of fine elven wine, 100gp

Rian's Spleen: +8 to ML; 1M: Ask the DM a question.; CL 72; SL 16; 256910gp

Green Bracers [ATxx6] +24 AC/++20 Saves; 1M: Choose result on next die roll; CL 62; SL 16; 165630gp

DL XVI Fine Ultramarine Cooks x(239) x[7]

iiAC 2578, HD 5, i^5 hp 270, MR 215% #Att 23, TH ÷ AC/Save DC by 272, dmg 3083

Str 95, Dex 53, Con 61, Int 103, Wis 112, Chr 31, 1.5E+2kxp

Peeyew

Prepared effects:

[Psi7 minor] (no name): Doesn't cost an additional action to use, just your eye's P or M action: Gaze to Charm (save)

[Pri SL5] Resist Fire/Resist Cold 5: Take -65% dmg vs. fire or cold

[Psi54 Major] Energy Absorption: CL*SL*3 hp ablative Force Field (vs. energy attacks)

[Psi6E Major] Symbol or Glyph/Warding: Similar to respective priest spells

[Pri SL9] Spell Immunity 9: Be immune to 6 spells by name

[Wiz SL10] Transform Dweomer: Shapechange permanently, to creature or object

[Psi45 minor] Magnetic Manipulation: SL/2 (round down) instances of Resist magnetism; +SL*10% damage with magnetism effect

[Wiz SL3] Fire Shield 3: Anyone who melees with you takes 50% dmg back

[Wiz SL1] Blink Wounding: Caster "blinks" randomly if struck by weapon

[Psi8 minor] Technological Armor: +CL AC, +CL*2 current hp (like an Armor spell), can stack w/ Armor spell

[Wiz SL9] Original Stoneskin 9: Block the next 6 P actions of attacks

[Psi6G Super] Fifth Level Priest Spell: Cast one 5th level Priest spell at CL = 70

Combat effects:

[Wiz SL3] Suggestion: Compels subject to follow stated course of action.

[Wiz SL4] Dispel Psionics: Dispel Psionics

[Pri SL5] MultiCure Critical Wounds: Cure Critical (3 targets) (r=sight)

[Wiz SL5] Cone of Cold 5: CLd10+CL cold dmg to a group (save:½)

[Psi54 Ultra] Telekinesis: Telekinesis CL*SL*10 lbs.

[Psi30 Major] Clout: TK punch:roll TH, dmg=½*ä(succ)

[Wiz SL9] Meteor Swarm: 80d4 Eldritch Earth and Fire (no save, 4 groups)

[Psi45 Ultra] Iron Will: 1bM: One effect that's hitting you is delayed for SL segments (it will still resolve even if the caster is dropped)

[Psi45 Ultra] Lifeform Creation: Summon a DL=SL-1 monster

[Pri SL3] Flame Strike 3: CLd4 holy fire dmg (save:½)

[Psi45 Grand] Magic Domination: Control M Actions (SL/2 saves)

[Pri SL9] Flame Strike 9: CLd16 holy fire dmg (save:½)

Dungeon062620 - Dungeon Level 16 (Jesus Motherfucking Christ)

Room # 3

Training/Exercise/Practice - 40ft. long x 5ft. wide x 35ft. tall

curtain; firepit; smoky smell; whistling

Iron Door, Normal on the south wall leading to a 45ft. long x 25ft. wide x 25ft. tall hallway.

Sample Names: Marek the double-talking Time Elephant (Lucky Rabbit's Foot); Hereward the wonderful Armadillo Slayer (Mytho

Vanish Trap; DL 16; Search DC 173 (Psionicist CL 32, no save)

Tapestry that (causes/has/or is) Disintegrates

[x2] Mortals cannot feel, smell, or sense into this room unless they are actually there; Divine Intervention fails

221,079gp

foodstuffs (spoiled)

a brightly flaming stone, +1 AC, 144gp

Multi-colored Fork: All your Custom classes use the "set XP table"(3kxp

at 2nd, doubles til 9th,600kxp at 10th,+300kxp per level afterward).; 256910gp

Bluish Cloak [AT+293] +29 AC/++6 Saves; 1V: SL/3 (round down)

instances of Resist energy attacks; CL 74; SL 16; 53600gp

DL XVI Macro-Colossal Hazel Nics x(309) x[7]

|iiAC| 2591, HD 5.2E+5, stunp 1.1E+9, IR 237% #Att 20, TH ÷ AC/Save DC by 272, dmg 7688

Str 109, Dex 29, Con 56, Int 31, Wis 64, Chr 54, 1.5E+2kxp

Fo Shizzle

Prepared effects:

[Wiz SL9] Extra Group +2: The next spell you cast will affect +2 groups of monsters

[Pri SL1] Sanctuary (1): Opponents must make save to attack target {Touch, 1 creature}

[Psi16 Major] Golem Form: Juggernaut: +12" move rate; 1V, charging: 10d10 dmg to one target

[Wiz SL5] Original Stoneskin 5: Block the next 2 P actions of attacks

[Psi7 Grand] (no name): Immunity to Turn Undead

[Psi3 Super] True Telekinesis: Lift or move 500 lb./level at long range.

[Wiz SL4] Tenser's Transformation 4: +50% of max hp to current hp

[Psi4 Major] Ability Score *1.5: Choose one ability score. New score = (old score - 10) * 1.5 + 10

[Wiz SL6] Planar Displace: Planar Displacement for 1 turn

[Pri SL5] Protection from Fire 5: Stop the next CL*16 fire dmg

[Psi45 Grand] Resist: Mental: SL/2 (round down) instances of Resist mental attacks

[Wiz SL6] Contingency: Each creature can only have 1 Contingency spell on him. If the contingency spell is dispelled, the effect ir

Combat effects:

[Pri SL4] Lesser Planar Ally : Summons a DL IV outer-planar (payment determines duration)

[Psi29 Ultra] Eye for an Eye (Psi 11W) (fork an eye back on someone):

[Psi29 Major] Deflection:

[Psi54 Major] Air Animation: Summon a DL=SL Air Elemental

[Psi3½ Major] Baleful Teleport: Destructive teleport deals 9d6 damage.

[Psi6E Major] Telekinesis: Maintenance cost=Initial/10 per round

[Wiz SL1] Darkness: Magical darkness; can blind if targetted (save) {1 group}

[Wiz SL9] Energy Drain: Subject gains 2d4 negative levels.

[Psi6G minor] Self-Preservation: Restores N hp to Deva

[Pri SL3] Blade Barrier 3: 5d5 dmg wall (shards)

[Psi45 Major] Hard Radiation: SL*CL/2 Radiation damage and SL Con damage (1 group, no save)

[Pri SL8] Undead Plague: Summon 1000 skeletons

Dungeon062620 - Dungeon Level 16 (Lordy)

Room # 4

Bath / Bathing Room - 30ft. long x 10ft. wide x 25ft. tall

hogshead (large cask of liquid); cloth (altar); steamy near ceiling; smoky

Brass Door, Normal on the north wall leading to a 35ft. long x 10ft. wide x 5ft. tall hallway.

Sample Names: Wilek the obscene Detective Wolf (Ultralight); Sandrue the damnable Cosmic Chimp (Truncheon)

Air in room transforms into Elemental Sound Trap; DL 16; Search DC 171 (8000 Cml damage/s, DC 169 Spell save for 1/3)

Fountain that (causes/has/or is) Asks

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Turn

231,422gp

dipping water

a Magical Potion of Teleportation, 'teleport' 'teleport' 'teleport' 'teleport', 131gp

Scroll of Pro. from Illusions, 18220gp

Ruby Book: All your Wizard classes use the "set XP table"(3kxp

at 2nd, doubles til 9th,600kxp at 10th,+300kxp per level afterward).; 256830gp

DL XVI Gargantuan Chartreuse Televisions x(125) x[7]

AC 2592, HD 260, hp 33152, MR 173% #Att 24, TH ÷ AC/Save DC by 272, dmg 5125

Str 106, Dex 88, Con 101, Int 73, Wis 49, Chr 33, 1.5E+2kxp

The Hell

Prepared effects:

[Psi4 minor] hp *1.25: Multiply hp by 1.25

[Wiz SL10] Fire Shield 10: Anyone who melees with you takes 225% dmg back

[Pri SL4] Dimensional Anchor : Bars extradimensional movement.

[Psi54 Major] Gravity Increase: Decrease gravity in room or object/person by SL G's (x1 Special)

[Pri SL8] Antimagic Field : Negates magic within 10 ft.

[Psi3 Major] Dimensional Anchor: Bars extradimensional movement.

[Psi-12C Super] Anti-Commotion Resist.: +CL*5% aaAllR (Anti-Anti R vs. everything)

[Psi1 Ultra] Energy Dampen: Permanent Energy Cancel on self or 100'cu area

[Wiz SL10] Ward Dweomer: Become immune to one type of attack/element

[Wiz SL6] Anti-Magic Shell 6: Anti-Magic of SL 0 to 5

[Psi45 minor] Energy Body: Major: You are made of energy; cannot use P actions; resist physical damage

[Psi45 Major] Force Field: Immune to spell level 0 to SL-2 effects; -(SL-1) per physical attack; ER 5*SL%

Combat effects:

[Psi14 Major] (no name): Group gets a disease (PPD save)

[Pri SL5] Animate Dead Monsters: Animates CL dead monsters

[Wiz SL7] Time Stop 7: Stops time for 1d2 rounds

[Wiz SL7] Power Word Kill 7: Kills a creature if current hp < 60 (no save)

[Psi-9 Major] AntiBio Force: No Flight: Target cannot Fly/Levitate (no save)

[Wiz SL9] Monster Swarm Summoning IX: Summons CL/2 (round down) DL VIII monsters

[Wiz SL6] Flesh to Stone : Makes living thing to become stone

[Wiz SL12] Power Word Kill 12: Kills a creature if current hp < 210 (no save)

[Wiz SL9] Imprisonment: Entombs subject beneath the earth

[Pri SL4] Flame Strike 4: CLd6 holy fire dmg (save:½)

[Wiz SL10] Lightning Bolt 10: CLd20 lightning dmg to a group (save:½)

[Pri SL9] True Resurrection : As resurrection, plus remains aren't needed.

Dungeon062620 - Dungeon Level 16 (Herp Derp)

Room # 5

Kitchen - 45ft. long x 15ft. wide x 15ft. tall

fresco (painting); forge; ringing; coughing

Plane Shift Door (other side is on another plane) on the west wall leading to a 35ft. long x 20ft. wide x 25ft. tall hallway.

Sample Names: Kiplo the heartless Blue Twosome (Rickshaw); Kenthel the chivalrous Ice Prime (Rattan Cane)

Compacting Lock Trap; DL 16; Search DC 163 (1200 idamage, no save)

Ceiling that (causes/has/or is) Attacks

[x2] Immortals cannot feel, hear, or sense into this room unless they are actually there; Divine Intervention fails

33,224gp

straw mattress

a short leather zippered jacket, 1000gp

Pea green Book: Free Troubleshooter Kit: 1F: Find a flaw in a

house's / person's / security system's defenses, Free bonus Observation proficiency; 256520gp

Rian's Spleen: +39 to CL; 1P: 1bM: Target rolls all TH or

saves as 3 die types smaller (no save).; CL 96; SL 16; 256700gp

DL XVI Macro-Huge Alabaster Consonants x(205) x[4]

iiAC 2565, HD 1.3E+5, hp 2.8E+8, RR 222% #Att 11, TH ÷ AC/Save DC by 272, dmg 516

Str 85, Dex 91, Con 106, Int 113, Wis 98, Chr 100, 1.5E+2kxp

Right

Prepared effects:

[Psi3½ Super] Apopsi: You delete target's psionic powers.

[Wiz SL9] Elemental Aura : Element Protect from one element, it's plane, and it's creatures

[Psi2 minor] Awe: Won't attack caster (save); No save

[Psi54 Major] Poison Touch: Your next attack is poisonous (Death or (SL-1)*10 dmg if they make the save)

[Psi8 Grand] Cron Job: Contingency or Delayed Blast for one Psi8 power

[Psi-1 Ultra] Villain Element: Casts any one 1st level Villain spell

[Psi19 minor] Control Disease: Immune to disease

[Pri SL2] Resist [E=1 eelement]: Pick an EE=1 eelement, you resist it for 1 hour.

[Psi7 Ultra] (no name): You do not go unconscious and stay offensive at any negative hp total (but will still die)

[Pri SL9] Duplicate Item: duplicate a x1 magic or psi item that uses charges

[Wiz SL9] Globe of Invulnerability 9: Immune to spells with SL=0 to 8

[Psi-12C Major] Duplicate Radio. Item: Duplicate a x0 or x1 Radioactive Item

Combat effects:

[Wiz SL8] Force Field:

[Psi29 Grand] Air Bolt LVLd12:

[Psi45 Major] Geoforce: 1bM: Stop or Create an Earthquake, Landslide, etc. Damage would be CL*SL Earth to a group (save for C

[Wiz SL8] Ray of Enfeeblement 8: -40 physical stat points (randomly distributed in packets of 5) (save per packet)

[Psi54 minor] Starbolt: CL*(SL+2) plasma dmg to one target (no save)

[Psi45 Major] Focus: Do SL instances of another Psi45 power you know; you are Spent and Harmed at the end of effect

[Psi81 Grand] Mind Control: Control M actions (Will save)

[Psi54 Major] Flame Animation: Summon a DL=SL Fire Elemental

[Pri SL5] Creeping Doom 5: (1d2+4)*60 insect dmg

[Wiz SL4] Wacky Ball 4 / Normal / ½ : Ld8 dmg normal element (area) (save: ½)

[Psi6N minor] Dismiss Elemental, E=1-2: N=1 for normal, 2 for para, 3 for quasi, 4 for semi

[Wiz SL12] Unchangeable Reality:

Dungeon062620 - Dungeon Level 16 (Jeebus)

Room # 6

Antechamber (Entry room into larger room) - 40ft. long x 15ft. wide x 50ft. tall

pail; prism; breeze, gusting; chirping

Mimic (the monster) on the west wall leading to a 50ft. long x 5ft. wide x 15ft. tall hallway.

Sample Names: Genvissa the socio-pathic Arduous Mariner (Astral); Jarek the charming Onyx Doom (Boomerang)

Ingested Radioactive {extra +1} Trap; DL 16; Search DC 168 (700 idamage, DC 162 Will save for 1/10)

Door that (causes/has/or is) Attributes, rearranges Stats

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Year
248,893gp

hair/fur bits

a wand of oak, 'armor', 41gp

Sandy Amulet [AT+734] +21 AC/+900 Saves; 1Z: Mirror Image (1 image), it has SL^3 hp;

it flies at SL*3"; you can cast Psi45 effects through it; CL 68; SL 16; 214995gp

Beanie: [x1] All of your M actions can be used as Opposing M (non-Full) actions., 502510gp

DL XVI Macro-Large Fuchsia Texts x(277) x[5]

AC 2567, HD 65537, stunp 8.5E+6, CR 230% #Att 32, TH ÷ AC/Save DC by 272, dmg 2573

Str 47, Dex 109, Con 38, Int 114, Wis 120, Chr 116, 1.5E+2kxp

Balls

Prepared effects:

[Psi45 Major] Hard Radiation Control: SL/2 (round down) instances of Resist radiation damage; +SL*10% damage with radiation (

[Psi60 Major] Anti-Missile Barrier: Ranged: +LVL/2 AC, -LVL dmg per hit/succ

[Psi6G Major] Physical Manifestation: Have a spare body, 0: switch from one to the other

[Psi27 Major] Priests of Any God: You have an enslaved Priest: You gain his Priest memorization for the day.

[Wiz SL3] Protection from Normal Missiles: Duration CL turns

[Wiz SL8] Fire Shield 8: Anyone who melees with you takes 175% dmg back

[Pri SL4] Protection from Lightning 4: Stop the next CL*12 lightning dmg

[Psi18 Major] Telepathy: Psych. Shield: -LVL CL, +LVL saves on Psi effects vs.you; +LVL Wis: Willpower

[Wiz SL8] Prismatic Sphere 8: 6 Prismatic colors or 4 MultiPrismatic colors (may repeat colors in either mode)

[Psi45 Ultra] Fire Control: SL/2 (round down) instances of Resist fire; +SL*10% damage with fire effects

[Psi16 minor] Golem Form: Stone Guardian: Double Resist edged weapons; Resist cold, fire, lightning; Halve your move rate

[Wiz SL12] Fire Shield 12: Anyone who melees with you takes 275% dmg back

Combat effects:

[Psi54 Ultra] Cell Rot: Cell Adjustment (reversed) CL*SL*2 dmg (no save)

[Wiz SL10] Time Stop 10: Stops time for 1d5 rounds

[Psi6E Major] Gaseous Discharge: Stinking Cloud/Vampiric Mist/others?

[Psi54 minor] Mind Blast: SL Int dmg to one target (no save)

[Pri SL7] Blade Barrier 7: 9d9 dmg wall (shards)

[Psi3½ minor] Catfall: Instantly save yourself from a fall.

[Psi54 Ultra] Control: Domination one target (SL/2 saves)

[Psi0 Ultra] Thunderclap: KiLd12 dmg, KiL' radius (sound damage) (save:½, if made save again for 0)

[Pri SL9] Down a Hole: Target is put Down a Hole (no save)

[Psi0 Grand] Stunning Shout: Target must save vs. PP or stunned 1d(KiL) segments

[Wiz SL10] Summon Dweomer: Summons a creature (your choice, not random) with HD < CL

[Wiz SL10] Fireball 10: CLd20 fire dmg to a group (save:½)

Dungeon062620 - Dungeon Level 16 (Wtf)

Room # 7

Pool - 5ft. long x 10ft. wide x 5ft. tall

door (broken); Chasm, Natural; squealing; hooting

Specialed Door on the south wall leading to a 50ft. long x 25ft. wide x 25ft. tall hallway.

Sample Names: Ainsworth the revolting Fire Slayer (Flame); Zbavra the charming Sea Bulk (Unicorn)

Tripping Balls Trap; DL 16; Search DC 175 (Attack +160 melee, 140d10 Dex damage)

Pedestal that (causes/has/or is) Polymorphing

[x2] Room is permanently/continuously *Cursed*ed, only creatures immune or bubbled against it can function here.

233,723gp

armoire

a pair of black sandals, +3 AC, 1256gp

Rian's Gastrocnemius muscle: +18 to Str; 1P: An effect is

banned from the room (x1 Special) ; CL 80; SL 16; 256330gp

Crimson Longsword [2d4] x4 Th/+529 dmg 17+/x8; 1M: Chemical effect

of TechL=SL*2 or less (range touch); CL 72; SL 16, 104890gp

DL XVI Macro-Tiny Tawny Avenues x(101) x[4]

|AC| 2563, HD 8208, hp 1.1E+6, ER 184% #Att 18, TH ÷ AC/Save DC by 272, dmg 1552

Str 57, Dex 74, Con 29, Int 107, Wis 54, Chr 28, 1.5E+2kxp

Jeebus

Prepared effects:

[Wiz SL3] Armor 3: +CL*6 current hp

[Wiz SL3] Fire Shield 3: Anyone who melees with you takes 50% dmg back

[Wiz SL8] Tenser's Transformation 8: +150% of max hp to current hp, +4 TH melee

[Pri SL3] Negative Plane Protection: Stops one negative energy attack

[Wiz SL12] Sixth Level Magic-User Spells (DM1): Cast any four 6th level Wizard spells simultaneously when it is cast.

[Wiz SL7] First Level Magic-User Spells (DM1): Cast any four 1st level Wizard spells simultaneously when it is cast.

[Psi45 minor] Hyper-Invention: (12-SL)M: Create a TechL=SL*2-3 object (see [Q8], can have at most LVL of these objects)

[Psi24 minor] Level: other in group: Get a "Level:" ability (your level or less) in another class in same group (can take multiple)

[Psi100 minor] Telekinetic Barrier: Take -N/2 dmg per physical or energy attack (max N = level)

[Psi54 Ultra] Absorption Field: Stops SL/2 mental attacks or mental-affecting powers on you

[Wiz SL10] Psionic Shield: class VI/esper-blind but can still use psi for 1t

[Pri SL9] Shapechange : Transforms you into any creature, and change forms once per round.

Combat effects:

[Psi3½ Major] Dispel Psionics: Cancels psionic powers and effects.

[Pri SL10] Flame Strike 10: CLd18 holy fire dmg (save:½)

[Wiz SL10] Create Dweomer: Wall of any element, dmg = (2*CL)d8+(CL) (no save)

[Wiz SL3] Dispel Magic 3: Dispel 1 magic effect

[Psi6G Major] Dispel Evil: As per Dispel Evil spell but with no saving throw

[Pri SL8] Create Greater Undead : Mummies, spectres, vampires, or ghosts.

[Psi6E Major] Wall of Fire: As the 4th level Wizard spell

[Pri SL6] Creeping Doom 6: (1d3+5)*80 insect dmg

[Wiz SL6] Immediate Monster Summoning VI: Summons a DL IV monster without summoning sickness

[Psi-12T minor] Hold Blast: One group is held (Will save)

[Psi-3 minor] Biodust: 1d4 dust dmg/r to up to 2 cr.

[Psi-1 Major] Energy Amplification: Add dice to a damaging effect which is resolving (Max = level) only on 1 target

Dungeon062620 - Dungeon Level 16 (Hot Damn)

Room # 8

Pantry - 35ft. long x 15ft. wide x 5ft. tall

Bridge, Rope; Floors of Plants; tapping; manure smell

Trapped Door, Out of Phase on the east wall leading to a 5ft. long x 20ft. wide x 15ft. tall hallway.

Sample Names: Kinither the mighty Doctor Doomsday (Thiotimoline); Rulman the grim Duke Surfer (-mobile)

Inhaled Verdant Trap; DL 16; Search DC 171 (320 Cml damage, DC 165 PP save for 1/3), (multiple targets)

Pool that (causes/has/or is) One-Way

[x2] Gods cannot feel, taste, or sense into this room unless they are actually there; Divine Intervention fails

210,524gp

straw

M A A'S Key, 10gp

Browny Medallion [AT++7] +22 AC/+483 Saves; 1M: Sword of Force; attacks

by itself, does 1d10 vs. evil /r; CL 68; SL 16; 76340gp

Leaden Armor, Medium [AT+22] +624 AC/+23 Saves; 1M: Blink CL' each segment; CL 68; SL 16; 92195gp

DL XVI Macro-Gargantuan Claret Databases x(282) x[7]

|iAC| 2573, HD 2.6E+5, i^5 hp 3.5E+7, BlahR 195% #Att 18, TH ÷ AC/Save DC by 272, dmg 7692

Str 108, Dex 88, Con 62, Int 46, Wis 114, Chr 121, 1.5E+2kxp

Over Your Dead Body

Prepared effects:

[Wiz SL10] Tenser's Transformation 10: +200% of max hp to current hp, +6 TH melee

[Pri SL8] Protection from Lightning 8: Stop the next CL*28 lightning dmg

[Psi23 Grand] Chaos Cloud: Does random effects every round

[Psi45 minor] Fire Control: SL/2 (round down) instances of Resist fire; +SL*10% damage with fire effects

[Wiz SL11] Prismatic Sphere 11: 9 Prismatic colors or 7 MultiPrismatic colors (may repeat colors in either mode)

[Psi16 Ultra] Golem Form: Bone: Undead immunities; Can't be Turned; 1M: Paralyze a group

[Wiz SL6] Armor 6: +CL*12 current hp

[Psi45 Major] Reality Alteration: + or - SL to your next die roll

[Psi4 Major] To Hit *1.5: Multiply your to hit rolls by 1.5, you autohit on natural 21-1.5 or better (Minor is 19).

[Wiz SL3] Protection from Normal Missiles: Duration CL turns

[Wiz SL11] Fifth Level Magic-User Spells (DM2): Can cast one 5th Level Wizard spell per round as Z action

[Wiz SL12] Prismatic Sphere 12: 10 Prismatic colors or 8 MultiPrismatic colors (may repeat colors in either mode)

Combat effects:

[Psi45 Grand] Mechanical Creation: Summon a DL=SL-2 Golem or Technological monster

[Wiz SL2] Wacky Ball 2 / Normal / ½ : Ld4 dmg normal element (save: ½) {1 group}

[Psi-6N minor] Force of Nature I: Summon a Plant Elemental: AC 20, hp 20, #Att 1/1, TH +10, dmg 10

[Pri SL4] Heal 4: Cure to 50% of max hp (max Heal 4 can cure at once = 500 hp)

[Psi12L minor] Hold Person: Hold Person, +45 LPPs gives Hold Monster

[Wiz SL10] Eridor's Emerald Wall: anything touching wall is temporal stasised

[Wiz SL11] Mental Loss: target loses 1M action for 1t

[Wiz SL2] Dispel Radiation: Dispers Radiation (1 target = auto success) {1 group}

[Psi-9 Major] Ultraweakness: -CH Str, -CH more Str for Max.Press (no save)

[Pri SL5] Flame Strike 5: CLd8 holy fire dmg (save:½)

[Wiz SL10] Monster Swarm Summoning X: Summons CL/4 (round down) DL IX monsters

[Pri SL8] Implosion/Inversion: Each round for 1t, caster can implode 1 target (save -4)

Dungeon062620 - Dungeon Level 16 (Fosheezy)

Room # 9

Music Room - 50ft. long x 50ft. wide x 20ft. tall

wall basin; tank (container); urine smell; bang, slam

Automatic Door (opens if anyone approaches) on the south wall leading to a 5ft. long x 10ft. wide x 10ft. tall hallway.

Sample Names: Cebus the hostile Element Killer (Ancient lore); Dalena the furious Teen Nine (Kite)

Rolling Pendulums Trap; DL 16; Search DC 164 (Attack +224 ranged, 30d20 Int damage)

Door that (causes/has/or is) Shoots

[x2] Room is permanently/continuously *Cursed*ed, only creatures immune or bubbled against it can function here.

115,091gp

keg

TigerFang, dagger, 10d14 (75), 1gp

Cinnamon Teddy bear: +3 Henchmen Slots; 256570gp

Bright Robe [AT++6] +29 AC/x8 Saves; 1M: How many of an item exists is multiplied

by 3 (you need a Grand to duplicate a x2 item); CL 80; SL 16; 72645gp

DL XVI Huge Bright Jets x(80) x[4]

AC 2580, HD 141, hp 17152, RR 180% #Att 10, TH ÷ AC/Save DC by 272, dmg 1036

Str 29, Dex 35, Con 80, Int 72, Wis 93, Chr 107, 1.5E+2kxp

Oh Fiddlesticks

Prepared effects:

[Psi54 Major] Gravity Increase: Decrease gravity in room or object/person by SL G's (x1 Special)

[Pri SL6] Resist Fire/Resist Cold 6: Take -70% dmg vs. fire or cold

[Psi54 minor] Absorption Field: Stops SL/2 mental attacks or mental-affecting powers on you

[Psi54 Ultra] Molecular Chameleon: Polymorph your body into an unusual material that you're touching (max S factor = SL)

[Wiz SL8] Globe of Invulnerability 8: Immune to spells with SL=0 to 7

[Psi16 Grand] Golem Form: Silver: +1 to # attacks with each weapon; +LVL" move rate

[Psi2 minor] Inertial Barrier: Melee:delay 1r;Mis.:dice dmg; Mis.:dice-1 dmg

[Pri SL5] Resist [E=5 element]: Pick an E=5 element, you resist it for 1 hour.

[Psi-6E minor] Ashes: Half of your weapon dmg is vile dmg (perm hp)

[Psi54 Major] Stretching: Can melee up to SL people per round that aren't in your group

[Pri SL6] Resist [E=3 element]: Pick an EE=3 element, you resist it for 1 hour.

[Psi2 minor] Time/Space Anchor: Cannot be teleported; --

Combat effects:

[Wiz SL5] Immediate Monster Summoning V: Summons a DL III monster without summoning sickness

[Wiz SL11] Step Out of It: see section [C] for effects

[Psi54 Ultra] Heat Vision: 1M to start: Every segment for 1 round, as a 0 action, deal SL heat dmg to one target (no save)

[Pri SL9] Fire Storm 9: (CL+2)d14 holy fire dmg, hits 4 groups (no save)

[Psi-12T Grand] Bring Animals VI: Summon CL*3 Animals using ML VI chart, you pick the result

[Psi45 Major] Geoforce: 1bM: Stop or Create an Earthquake, Landslide, etc. Damage would be CL*SL Earth to a group (save for C

[Psi29 Major] Fork:

[Pri SL4] Heal 4: Cure to 50% of max hp (max Heal 4 can cure at once = 500 hp)

[Psi12C Major] Destroy Clone: Kills a Clone, Simulacrum, or Shapechanger

[Psi100 Ultra] Wish: Wish (as spell), or any Psi200 Dev/Sci/High Sci

[Psi45 Major] Missile Creation: Do SL missile attacks, must roll to hit, each hit does 10 dmg (no save) and a stun (save)

[Psi10 Major] Dream Suggestion: Suggestion (CL/2 saves vs.spell)

Dungeon062620 - Dungeon Level 16 (Woo)

Room # 10

Cistern (holds water) - 50ft. long x 15ft. wide x 30ft. tall

chains; Walls of Air; groaning; urine smell

Locked Door, Magic/Psi on the west wall leading to a 40ft. long x 15ft. wide x 10ft. tall hallway.

Sample Names: Orithyia the bizarre Martian Protector (Scimitar); Maks the Crafty the tasteless Cosmic Armadillo (Car)

Injected Disintegration Trap; DL 16; Search DC 165 (220 Con damage, no save)

Painting that (causes/has/or is) Talks - Nonsense

[x2] Gods cannot smell, feel, or sense into this room unless they are actually there; Divine Intervention fails

198,431gp

apron

the Face of Evil, +5 AC, 0gp

Inky Talisman [AT+32] +19 AC/+29 Saves; 1M: One spell that you know has it's effect

multiplied by 1.25, or costs only $1/(1.25*2-1)$ of a spell slot; CL 65; SL 16; 17375gp

Potion of Poison, 4420gp

DL XVI Macro-Huge Dull Targets x(173) x[6]

iiAC 2562, HD 1.3E+5, stunp 1.8E+7, WR 207% #Att 1, TH ÷ AC/Save DC by 272, dmg 1550

Str 121, Dex 101, Con 104, Int 66, Wis 98, Chr 38, 1.5E+2kxp

Yea

Prepared effects:

[Wiz SL5] Anti-Radioactive Shell:

[Wiz SL2] Armor 2: +CL*4 current hp

[Wiz SL9] Original Stoneskin 9: Block the next 6 P actions of attacks

[Psi3½ Grand] Mind Blank, Personal: You are immune to scrying and mental effects.

[Psi45 Major] Body Transformation: Change your body to be of an E=SL/2 element

[Wiz SL11] Fire Shield 11: Anyone who melees with you takes 250% dmg back

[Pri SL9] Duplicate Mechanism: duplicate a technology item

[Psi9 Ultra] Thought: Incr.Wisdom: +CH Wis, all rolls are 2 dice (choose)

[Psi3 Grand] Improved Vigor: You gain 13 temporary hit points.

[Wiz SL1] Shield (1): Immune Force; AC2 source; +1 saves {self only}

[Pri SL8] Robe Of Healing: Get 20 1d4+4 healing effects (self or other) every round for 1h

[Psi9 minor] Extra Limbs: [+1d4 limbs] Can use them normally

Combat effects:

[Psi54 minor] Ice Control: Wall of Ice

[Psi18 minor] Intellect: Annihilation: 1 target: -3d6 Int (save)& insane (save)

[Psi-9 Ultra] DeAmplification: (can borrow 1M) ÷CH effect on any effect

[Wiz SL5] Prismatic Wall 5: 5 Prismatic colors or 3 MultiPrismatic colors (may repeat colors in either mode)

[Psi-12T minor] Hold Blast: One group is held (Will save)

[Psi2 Major] Detonate: (level)d6 damage (save:½); (2*level)d6 damage

[Wiz SL6] Immediate Monster Summoning VI: Summons a DL IV monster without summoning sickness

[Wiz SL10] Magic Missile 10: (CL+1)*5 missiles, each does 1d4+1 force dmg (no save)

[Psi-6G minor] Angelic Heal Other †: 1bM: Cure N total hp to any number of targets, you lose N hp (max N = $10+2*CL^2$)

[Psi29 Major] Flesh to Stone:

[Wiz SL4] Enervation : Subject gains CL/4 negative levels.

[Psi-17 Major] (no name): Chain Lightning: as spell, but jumps randomly (not closest person), can hit someone more than once

Dungeon062620 - Dungeon Level 16 (Jeez Louise)

Room # 11

Office - 25ft. long x 50ft. wide x 40ft. tall

firkin (small barrel); mosaic; scream(ing); knocking

Locked Door, Magic/Psi on the south wall leading to a 40ft. long x 25ft. wide x 25ft. tall hallway.

Sample Names: Ravienne the vicious Slug Hillbilly (Carbine); Varuna the congenial Terra- Seven (Paddleboat)

Ingested Anti-Loop Trap; DL 16; Search DC 163 (400 Chr damage, DC 175 Spell save for 1/3)

Container (Barrel, Jar, Vase, etc.) that (causes/has/or is)

Monster Generator: Golem (summons a Golem every segment)

[x2] Gods cannot see, hear, or sense into this room unless they are actually there; Divine Intervention fails

255,558gp

tiger pelt

the Hydra's Horn, 100gp

Charcoal Scimitar [4d8] +16 Th/+29 dmg 9+/x5; 1V: 1 target: Hypnosis 1m (save); CL 92; SL 16, 22814gp

Alabaster Sand paper: Free Warhol's Tin Can Familiar; 256440gp

DL XVI Large Orchid Songs x(116) x[7]

AC 2588, HD 74, stunp 8416, RR 254% #Att 11, TH ÷ AC/Save DC by 272, dmg 12802

Str 114, Dex 115, Con 105, Int 51, Wis 69, Chr 102, 1.5E+2kxp

Jeez Louise

Prepared effects:

[Pri SL5] Immune [E=2 element]: Pick an E=2 element, you are immune to it for 1 hour. (This immunity does not "spread" into ot

[Psi8 Major] Construct Control Item 2: Create a "Control" type item (see next page) of TechL=CL, each 2 TechL takes 1S action

[Psi4 minor] Ability Score *1.25: Choose one ability score. New score = (old score - 10) * 1.25 + 10

[Pri SL1] Protection from Lightning 1: Stop the next CL*2 lightning dmg

[Psi81 Grand] Killing Attack, Hand-to-Hand: +CL*2 dmg and +CL Con dmg with unarmed attack

[Pri SL6] No Save: The next spell you cast does not have a saving throw

[Psi2 minor] Displacement: As per Displacer Beast; AC bonus is +4

[Wiz SL7] Original Stoneskin 7: Block the next 4 P actions of attacks

[Wiz SL4] Dimensional Anchor : Bars extradimensional movement.

[Wiz SL12] Prismatic Sphere 12: 10 Prismatic colors or 8 MultiPrismatic colors (may repeat colors in either mode)

[Wiz SL11] Armor 11: +CL*22 current hp

[Wiz SL7] First Level Magic-User Spells (DM1): Cast any four 1st level Wizard spells simultaneously when it is cast.

Combat effects:

[Psi19 Major] Blood Boil: 1M: Target takes CLd6 blood dmg (no save); target must have blood to do this

[Psi-3 Grand] Recall Birth: Foe vividly recalls its birth, and gains CL negative levels (no save)

[Psi30 Ultra] Decrease Dexterity: -1 Dex/succ

[Pri SL9] Miracle : Requests a deity's intercession.

[Wiz SL1] Magic Missile : Ball of energy causing 1d4+1 hp damage, you can cast one per every other level you have

[Wiz SL10] Power Word Blind 10: Blinds & stuns a creature if current hp < 200 (no save)

[Wiz SL2] Fireball 2: CLd4 fire dmg to a group (save:½)

[Wiz SL4] Monster Swarm Summoning IV: Summons CL*3 DL III monsters

[Pri SL8] Creeping Doom 8: (1d5+7)*120 insect dmg

[Psi15 Major] Color Spray: Color Spray

[Pri SL9] Command 9: Target makes 9 saves, each missed save allows 1 word for a command to be given

[Psi54 Major] Super Breath: CL*SL air dmg to one group (no save)

Dungeon062620 - Dungeon Level 16 (Yikes)

Room # 12

Gas Chamber - 15ft. long x 10ft. wide x 20ft. tall

fresco (painting); fireplace; clicking; rustling

Dimension Door (as the spell) on the west wall leading to a 10ft. long x 15ft. wide x 10ft. tall hallway.

Sample Names: Virtos the beautiful Cat Octopus (Horse); Burgrum the jolly Brunette Bull (-mobile)

Scything Caltrops Trap; DL 16; Search DC 163 (Attack +64 melee, 130d100 idamage)

Force Field that (causes/has/or is) Monster Generator: Animal (summons an Animal every segment)

[x2] Mortals cannot see, feel, or sense into this room unless they are actually there; Divine Intervention fails

130,905gp

cracks, floor

some white rice, 25gp

Ivory Crystal Ball: +16bbbJQQQA Action(s); 256290gp

Emerald Shield [AT+30] +255 AC/+576 Saves; 1V: Breath water for 11d4 damage.; CL 68; SL 16; 115885gp

DL XVI Small Prismatic Colors x(315) x[6]

iiAC 2562, HD 22, ihp 2088, GR 195% #Att 10, TH ÷ AC/Save DC by 272, dmg 7694

Str 64, Dex 64, Con 85, Int 73, Wis 103, Chr 116, 1.5E+2kxp

Goddamn

Prepared effects:

[Psi-12C Major] Globe of High Resistance: Immune to SL 4-6 (all types), Resist SL 2-3 (all types)

[Psi2 minor] Blink: Blink; Blink Wounding 1/r

[Psi54 Ultra] Flame Being: Fire Shield (SL*10% damage back to attacker); Deal +SL fire dmg with melee attacks

[Psi45 Ultra] Regeneration: Regenerate SL hp/s

[Psi24 minor] Rogue points 10: This class gives an extra +10 Rogue points per level.

[Psi6N Ultra] Thief Abilities, LVL 12: Get thief abilities of level 12 (max = your level)

[Wiz SL9] Original Stoneskin 9: Block the next 6 P actions of attacks

[Wiz SL10] Nazzer's Nullification: Creates a DMZ (Dispel Magic Zone)

[Psi0 Grand] Energy Reflection: As Arrow Cutting (above), except vs. magical missiles (even vs. Meteor Swarms & such)

[Psi45 Ultra] Kinetic Control: SL/2 (round down) instances of Resist telekinesis; +SL*10% damage with telekinesis effects

[Psi18 Grand] Scty: MagnificentDefender: No magic & psi of SL 7 or lower in area

[Psi3½ minor] Vigor: Gain 5 temporary hit points.

Combat effects:

[Wiz SL7] Wacky Ball 7 / Normal / ½: Ld20, save: ½

[Psi-6G minor] Exorcise: CL dmg & CL^3 lbs. telekinesis in a 70' line (no save); for objects, can force item saves

[Pri SL5] Dispel Evil: Unsummons evil creatures (Outer-planar/summoned no save). If cast against 1 creature of the appropriate 1

[Wiz SL11] Planet Swarm: target struck by 4 gas giants or 8 small planets (?!)

[Wiz SL9] Death Spell 9: Slay 9d12 HD of creatures (save)

[Psi18 minor] Psi: Bolt: 1 target: LVLd10 telekinetic dmg(save:½)

[Psi0 Grand] Storm Hammer: One attack: Target takes KiL*10' falling damage

[Pri SL5] Call Lightning 5: (CL+2)d12 lightning dmg (save:½) (halve the die type if not outside)

[Psi60 Grand] Cure Serious Wounds: Cure 6d8+6*LVL hp

[Psi100 Grand] Limited Wish: Limited Wish (as spell)

[Wiz SL11] As You Were: Target's experience levels halve (round up) (no save)

[Psi1 Ultra] Cellular Heal/Harm: up to X targets: Heal or Harm X% of max hp

Dungeon062620 - Dungeon Level 17 (Hell No)

Room # 1

Shrine - 30ft. long x 20ft. wide x 45ft. tall

loom; robes; tapping; twanging

Double Door on the south wall leading to a 20ft. long x 15ft. wide x 15ft. tall hallway.

Sample Names: Gwynn the enigmatic Demolition Spear (Evolved artificially); Semyaza the conspiratorial Fighting Four (Juggernaut)

Injected Mithril Trap; DL 17; Search DC 175 (1200 Str damage, no save)

Fire that (causes/has/or is) Releases - Coins

[x2] Room is permanently/continuously Alley Effected, only creatures immune or bubbled against it can function here.

103,237gp

bandora

a heavy oak staff, 'harm', 540gp

Navy Stone [11d20] +361 Th/+31 dmg 9+/x11; 1M: Reverse Magic; CL 94; SL 17, 80150gp

Rian's Mandible bone: +58 to Chr; 1F: You may convert 2T -> 1QT as much as you like. Picking this more than once lets you convert to quicker types (second pick: 2QT -> 1QQT; third pick: 2QQT -> 1QQQT; etc.). ; CL 98; SL 17; 290030gp

DL XVII Tiny Fuchsia Turnovers x(220) x[8]

AC 2920, HD 14, i^7 hp 20264, IR 195% #Att 10, TH ÷ AC/Save DC by 306, dmg 1165

Str 88, Dex 82, Con 107, Int 67, Wis 81, Chr 71, 2.0E+2kxp

What In Hell

Prepared effects:

[Psi3½ minor] Energy Adaptation, Specified: Gain resistance 10 against one energy type.

[Pri SL6] Antilife Shell : 10-ft. field hedges out living creatures.

[Psi30 Grand] Shapechange (Personal): Polymorph to any monster

[Wiz SL3] Prismatic Sphere 3: 1 Prismatic color

[Wiz SL11] Duplicate Mechanism: duplicate a technology item

[Psi23 Grand] Shadow Cloud: Causes weakness, fear, ability loss

[Pri SL10] Protection from Fire 10: Stop the next CL*36 fire dmg

[Wiz SL8] Original Stoneskin 8: Block the next 5 P actions of attacks

[Wiz SL1] Shield (1): Immune Force; AC2 source; +1 saves {self only}

[Psi45 Major] Hyper-Invention: (12-SL)M: Create a TechL=SL*2-3 object (see [Q8], can have at most LVL of these objects)

[Psi3 Major] Claws of the Vampire: Your base unarmed attack does 1d8 damage. You heal the same amount.

[Psi6G Super] Destroy Evil Spirit: Evil creature loses N stat points and N^2 permanent hp (no resistance, can use GR)

Combat effects:

[Pri SL6] Remove Curse 6: Cure 3 curse effects (reverse causes that many, save for each)

[Psi54 Grand] Bio-Energy Blast: CL*(SL+2) force dmg to one target (no save)

[Pri SL5] Conjure/Dismiss Normal Elemental: Summons or dismisses a Normal Elemental

[Psi45 Ultra] Energy Conversion: 0, SL/t: Convert an element in an effect to another element (max E factor = SL/2, round down)

[Psi54 Grand] Telekinesis: Telekinesis CL*SL*10 lbs.

[Psi3½ Major] Telekinetic Thrust: Hurl objects with the force of your mind.

[Pri SL8] Really Really Put of Misery: Target being that is Capital S Slain is removed from the timeline (no save)

[Psi3 Grand] Retrieve: You teleport to your hand an item you can see.

[Psi-2 Grand] Alter Reality: Alter Reality or Psi-1 major; Double CL effect

[Psi-17 minor] (no name): Sleep your entire group (incl. yourself) (save)

[Wiz SL10] Down a Hole: Target is put Down a Hole (no save)

[Psi29 Grand] Grand Detonate (Psi2):

Dungeon062620 - Dungeon Level 17 (Screw It)

Room # 2

Museum - 15ft. long x 15ft. wide x 20ft. tall

dais (raised platform); shrine; poor oxygen; steamy

Iron Door, Normal on the east wall leading to a 50ft. long x 5ft. wide x 10ft. tall hallway.

Sample Names: Alcarondas the wondrous Purple Harrier (Cart); Edik Dimitriovich the valorous Doctor Network (Paranormal)

Box transforms into Elemental Colorpool Trap; DL 17; Search DC 183 (280 Wis damage/s, no resistance)

Stairway that (causes/has/or is) Treasure hidden behind a loose stone in the wall

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Round 84,997gp

flute

a sorcerer's scroll, 'weaken' 'curse' 'poison' ", 50gp

Multi-colored Cork: Free Pro Wrestling Style Kit: +1

Professional Wrestling style, Free bonus (none) proficiency; 289520gp

Rian's Teeth: +21 to Int; 1M: 1M: A group gets +LVL V actions (no save) ; CL 67; SL 17; 290050gp

DL XVII Macro-Titanic Chrome Sneezes x(152) x[7]

iiAC 2923, HD 1.1E+6, |hp| 1.6E+8, AIIR 232% #Att 34, TH ÷ AC/Save DC by 306, dmg 14457

Str 82, Dex 79, Con 62, Int 126, Wis 39, Chr 28, 2.0E+2kxp

Gor Blimey

Prepared effects:

[Psi-12L Super] Choose Summoning VIII: Monster Summoning using ML VIII chart, you pick the result

[Pri SL6] Anti-Animal Shell:

[Psi81 Ultra] Magic Defense: Resist magic

[Psi100 Grand] Suppression: Cannot use or be affected by psionics, all psi effects drop

[Wiz SL11] Duplicate Mechanism: duplicate a technology item

[Psi81 minor] Regeneration: Regenerate CL hp/s

[Psi24 Major] Level: early 9: Get a "Level:" ability in your class 9 levels early (this can be taken multiple times)

[Wiz SL10] Fire Shield 10: Anyone who melees with you takes 225% dmg back

[Pri SL1] Resist [E=1 element]: Pick an E=1 element, you resist it for 1 hour.

[Wiz SL2] Notched Blast: Your next spell is "held" (release as 0), no spells until released

[Pri SL5] Ironskin: Does not stop falling damage. Does not leak like Stoneskin. Any attack (hit or miss) knocks off an Ironskin, unl

[Wiz SL5] Tenser's Transformation 5: +75% of max hp to current hp, +1 TH melee

Combat effects:

[Pri SL2] Death Knell: Slain if <0 hp (save); you +1d8 hp, +2 Str, +1 CL {Touch, 1 creature}

[Psi6G Ultra] Reset: Resets one target in sight (max = 1 reset per real reset)

[Pri SL8] Mass Heal : As heal, but with several subjects.

[Pri SL9] Creeping Doom 9: (1d6+8)*140 insect dmg

[Pri SL1] Entangle (1): Need plants to use; Slow (no save); Stop (save) {1 group}

[Psi19 Ultra] Force Wind: Creates a tornado, CLd12 air dmg per segment (save: ½), moves at CL" rate

[Psi54 Major] Air Control: Gust of Wind / Wall of Air

[Psi54 Grand] Hypnotism: Hypnosis (SL saves)

[Pri SL9] Implosion : Kills one creature/round.

[Psi10 Major] Automaton: Control target's V actions (save)

[Psi30 Grand] Confusion: Confusion (as spell)

[Pri SL5] Animate Dead Monsters: Animates CL dead monsters

Dungeon062620 - Dungeon Level 17 (Damn)

Room # 3

Animal Pens - 40ft. long x 35ft. wide x 35ft. tall

side chair(s); statue (toppled); updraft, strong; coughing

Undead Door (has a trapped spirit/ghost) on the south wall leading to a 40ft. long x 10ft. wide x 10ft. tall hallway.

Sample Names: Bolide the base Crime Reaper (Symbiosis); Basra the quarrelsome Sarge Blaze (Flight Ring)

Injected Blood Trap; DL 17; Search DC 179 (3000 idamage, no resistance)

Room (Floor) that (causes/has/or is) Magical Throne: Has an Ego score of

1d100, gives person +1d10 Chr and +1QM action while sitting in the chair

[x2] Room is permanently/continuously Capital F Foldeded, only creatures immune or bubbled against it can function here.

248,675gp

rope rotted

a carton of milk, 4gp

Rian's Brain: +41 to CL; 1P: Summon 1 DL IX Vrock and 1d4 DL VIII Babau's.; CL 67; SL 17; 289360gp

Blue Gauntlets [AT+294] +840 AC/+1155 Saves; 1V: Add 1.5-1 to your multiplier (see [X]). Using a Minor

does nothing. Using a Major: +1 mult. in offense or defense (not both).; CL 70; SL 17; 294445gp

DL XVII Medium Blue Acoustics x(318) x[8]

|...^∞|AC|...^∞| 2905, HD 36, ihp 4704, RR 248% #Att 5, TH ÷ AC/Save DC by 306, dmg 588

Str 121, Dex 32, Con 116, Int 30, Wis 71, Chr 112, 2.0E+2kxp

Shit Snacking Crackers

Prepared effects:

[Psi45 minor] Ionization: Lightning shield (xSL/10 damage back)

[Psi45 minor] Force Field vs. Power Manipulation: ER 10*SL%

[Psi6E Major] Spinning Missiles: Small horns break off body and attack

[Psi45 Ultra] Magic Control: +SL/2 (round down) to SL of next Psi45 power

[Psi45 Major] Hard Radiation Control: SL/2 (round down) instances of Resist radiation damage; +SL*10% damage with radiation (

[Psi1 Ultra] Shotokan Spirit: Know and can use all Psi0 minor/major/grand powers

[Psi2 minor] Inertial Barrier: Melee:delay 1r;Mis.:dice dmg; Mis.:dice-1 dmg

[Psi24 minor] Caster Level Increase 2: +2 Caster Level (this can be taken multiple times)

[Pri SL5] Immune [E=2 element]: Pick an E=2 element, you are immune to it for 1 hour. (This immunity does not "spread" into ot

[Wiz SL10] Original Stoneskin 10: Block the next 7 P actions of attacks

[Wiz SL4] Fire Shield 4: Anyone who melees with you takes 75% dmg back

[Psi54 minor] Aura of Fear: Fear by sight (SL saves)

Combat effects:

[Pri SL3] Remove Disease : Cures all diseases affecting subject.

[Psi3 Grand] Insanity: Subject is permanently wacky.

[Psi10 Major] Suggestion: Suggestion (make CL saves)

[Psi-6E Major] Festering Evil: Each segment, all non-E creatures within sight take CL unholy grave dmg (no save)

[Pri SL7] Raise Dead Fully: What you get is the full character at full hit points, but with no spells or psionic points. He loses 1 Con

[Wiz SL6] Cone of Cold 6: CLd12+CL cold dmg to a group (save:½)

[Wiz SL9] Mass Enslave: As Mass Charm, except the effect cannot be thrown off by being damaged, and there is no daily save ch

[Wiz SL12] Power Word Stun 12: Stuns a creature if current hp < 560 (no save)

[Wiz SL3] Summon Monster III : Calls outsider (DL 3) to fight for you.

[Psi45 minor] Domination: Dominate all actions (SL/5 saves)

[Psi81 Major] Dispel 5: Dispel a SL 0-5 effect

[Psi54 Major] Bio-Energy Blast: CL*(SL+2) force dmg to one target (no save)

Dungeon062620 - Dungeon Level 17 (For God'S Sake)

Room # 4

Armory - 30ft. long x 45ft. wide x 20ft. tall

screen; blanket; footsteps (ahead); whispering

Tricked Door on the south wall leading to a 15ft. long x 5ft. wide x 25ft. tall hallway.

Sample Names: Ludisa the brave Aristocratic Blaster (Rainbow); Fridgeir Blacksaber the fraudulent Sister Corona (Donkey)

Razor-Wire Drawer Trap; DL 17; Search DC 186 (40 Con damage, DC 186 Reflex save for 1/3)

Pillar or Column that (causes/has/or is) Treasure in a secret room nearby

[x2] Room is permanently/continuously *Cursed*ed, only creatures immune or bubbled against it can function here.

154,941gp

cup

a pair of dirty flip-flops, +1 AC, 5gp

Pearl Gem: +200 PSP's; 289580gp

Bronze Eyes [6d12] +33 Th/+962 dmg 12+/x12; 1M: Time Shift other S r (no save); CL 94; SL 17, 181060gp

DL XVII Colossal Pinkish Interests x(195) x[6]

iAC 2912, HD 547, ihp 74752, MR 188% #Att 27, TH ÷ AC/Save DC by 306, dmg 3485

Str 119, Dex 55, Con 51, Int 79, Wis 121, Chr 49, 2.0E+2kxp

Please

Prepared effects:

[Psi7 Major] (no name): Regenerate at CL-3 hp /s

[Psi7 minor] (no name): Doesn't cost an additional action to use, just your eye's P or M action: Gaze to Charm (save)

[Psi-1 minor] Visibility: Everything within 30'r is visible (counters hidden and Disappearance too)

[Psi1 Grand] Amplify Power: +N to CL (or) +N*10% effect to next Psi1 power (max N=CL)

[Wiz SL1] Find Familiar: See [S4], or finds your familiar {1 creature}

[Pri SL3] Negative Plane Protection: Stops one negative energy attack

[Psi4 Major] Money *1.5: How much money you get in dungeon is multiplied by 1.5 (only affects you, not whole party)

[Psi16 minor] Construct Psi16 Item 1: Create a Psi16 item (see next page) of TechL=CL, each TechL takes 1S action

[Psi16 Ultra] Golem Form: Brass Minotaur: Immune Maze (and variants); Slaying +3/+3 +wounding; 1M: Trap the Soul; 1M: Maze

[Psi29 Ultra] Thermal Kinetic: Plasma Beam (Psi 9): ±CHx100°, save at -CHxCH or dead:

[Psi15 Super] Luckscale: (Must have scales to use) Luckstone effect for 1 day

[Psi9 minor] Resistance to Radiation: CH*5% RR

Combat effects:

[Pri SL2] Withdraw: Get 1r of actions per 1s; only cure self & Div {self only}

[Pri SL6] Mass Remove Paralysis:

[Wiz SL5] Fireball 5: CLd10 fire dmg to a group (save:½)

[Psi27 Major] Smite: Target is Paralyzed and cannot use any M actions next round (save)

[Psi2 Grand] Alter Reality: Alter Reality or Psi1 major; Double CL effect

[Psi-9 Ultra] Polyrestoration: Trirestoration CH targets

[Pri SL2] Cure Moderate Wounds (3): Cure 4d8+L (choose 2 dice) (or) 12+L hp {Touch, 1 creature}

[Wiz SL7] Immediate Monster Summoning VII: Summons a DL V monster without summoning sickness

[Psi29 Grand] Power Bolt LVLd8:

[Psi-2 minor] Weakness of the Land: 25 dmg, -3 TH, -3 dmg, -25% MR; Lasts 5r after maint.

[Wiz SL8] Alter Reality (DM): Will duplicate any Wizard spell of levels 0-7 or any other spell of levels 0-6.

[Wiz SL8] Cone of Cold 8: CLd16+CL cold dmg to a group (save:½)

Dungeon062620 - Dungeon Level 17 (Shut Up)

Room # 5

Hall, Great - 20ft. long x 45ft. wide x 35ft. tall

cressets; mound of rubble; humming; squeaking

Intelligent Door, might have ego score on the west wall leading to a 50ft. long x 5ft. wide x 15ft. tall hallway.

Sample Names: Orland the byzantine Grim Eyeball (Missiles); Orlpur the damnable Blind Witch (Truncheon)

Dropping Room Trap; DL 17; Search DC 183 (60 Con damage, DC 182 RSW save for half)

Vegetation that (causes/has/or is) Monster Generator: Reptile (summons a Reptile every segment)

[x2] Room is permanently/continuously Charmed, only creatures immune or bubbled against it can function here.

72,506gp

nutshells

a murky green potion, 'cure critical' " " ", 69gp

Claret Teddy bear: Free Miniature Giant Space Hamster Familiar; 289680gp

Cyan Necklace [AT+535] +35 AC/+529 Saves; 1M: +level*5% ER; others you

target -level*5% ER; no selective targetting penalties; CL 70; SL 17; 145335gp

DL XVII Macro-Small Smoky Accordions x(152) x[5]

||AC|| 2900, HD 17415, i^5 hp 2.4E+6, PR 3417% #Att 1, TH ÷ AC/Save DC by 306, dmg 5781

Str 120, Dex 113, Con 128, Int 76, Wis 63, Chr 28, 2.0E+2kxp

Bejesus

Prepared effects:

[Pri SL1] Animal Companion: Make an animal your companion (not familiar) {1 creature}

[Wiz SL12] Tenser's Transformation 12: +250% of max hp to current hp, +8 TH melee

[Psi4 Grand] Money *2: How much money you get in dungeon is multiplied by 2 (only affects you, not whole party)

[Psi16 minor] Create Golem I: Create a DL I Golem (AC=3*CL, hp=10*CL, Str=2*CL)

[Pri SL9] Protection from Lightning 9: Stop the next CL*32 lightning dmg

[Psi7 Ultra] (no name): Your unarmed attacks are Vile damage and hard to heal (healing effects are divided by CL-16)

[Pri SL4] Death Ward : Grants immunity to death spells and effects.

[Psi27 minor] People's Bless: One die roll within 1 round is adjusted as you wish (max of ±LVL%).

[Wiz SL5] Anti-Magic Shell 5: Anti-Magic of SL 0 to 4

[Wiz SL3] Fire Shield 3: Anyone who melees with you takes 50% dmg back

[Psi14 Grand] (no name): Get a Rogue chart (and 20*LVL Rogue points) up to level=LVL/2

[Pri SL5] Spell Immunity 5: Be immune to 2 spells by name

Combat effects:

[Psi15 Major] Hypnotism: Hypnotism

[Pri SL1] Panic: Target is Panicked (50% flee, 50% taunted towards you) (Will save)

[Wiz SL11] Mordenkainen's Disjunction 11: Disjunct 3 effects (any type)

[Psi19 minor] Control Pain: 1bV, can use while stunned: Immune to pain, stun (not capital "S"), torture

[Wiz SL9] Heal:

[Wiz SL8] Cone of Cold 8: CLd16+CL cold dmg to a group (save:½)

[Pri SL7] Restoration (1): Removes all lost levels, not just one. Also restores ability score drains. Does not age caster or target.

[Psi54 Major] Animal Summoning: Summon a DL=SL-1 Animal

[Psi54 Grand] Mind Blast: SL Int dmg to one target (no save)

[Psi0 Grand] Spinning Foot Sweep: One kicking attack on each target within KiL'r: Normal damage, targets are knocked down

[Pri SL3] Heal 3: Cure to 25% of max hp (max Heal 3 can cure at once = 250 hp)

[Wiz SL1] Fireball 1: CLd2 fire dmg to a group (save:½)

Dungeon062620 - Dungeon Level 17 (Hot Diggety)

Room # 6

Hall, Great - 50ft. long x 45ft. wide x 35ft. tall

pallet; font; salty, wet smell; metallic smell

Glass Door (transparent) (shatters if opened) on the north wall leading to a 10ft. long x 10ft. wide x 10ft. tall hallway.

Sample Names: Argante the superlative Grey Rider (Technology); Kaveri the nefarious Freedom Girl (Analyzer)

Inhaled Salt Trap; DL 17; Search DC 173 (1500 idamage, no save), (multiple targets)

Pool that (causes/has/or is) Monster Generator: Giant (summons a Giant every segment)

[x2] Room is permanently/continuously *Cursed*ed, only creatures immune or bubbled against it can function here.

190,367gp

cushion

a cloak of nightmares, +4 AC, 1000gp

Orangey Armor, Light [AT+30] +728 AC/+30 Saves; 1M: You are two beings (two places at once);

it costs 3 actions to have each body do 1 action; CL 78; SL 17; 108010gp

Carnelian Tweezers: Free Scholar Kit: +1 Int checks; +1

Wis checks; +4 Knowledge proficiencies, Free bonus History proficiency; 289190gp

DL XVII Diminutive White Nerves x(260) x[7]

|iiAC| 2911, HD 13, i^6 hp 596, XR 262% #Att 21, TH ÷ AC/Save DC by 306, dmg 28914

Str 107, Dex 106, Con 67, Int 100, Wis 33, Chr 68, 2.0E+2kxp

W00T

Prepared effects:

[Wiz SL10] Nazzer's Nullification: Creates a DMZ (Dispel Magic Zone)

[Psi45 minor] Plasma Control: SL/2 (round down) instances of Resist plasma; +SL*10% damage with plasma effects

[Wiz SL2] Anti-Magic Shell 2: Anti-Magic of SL 0 to 1

[Psi3½ Super] Timeless Body: Ignore all harmful, and helpful, effects for 1 round.

[Pri SL7] Regenerate 7: Regenerates 1 hp /s

[Pri SL6] Antilife Shell : 10-ft. field hedges out living creatures.

[Pri SL6] Anti-Animal Shell:

[Psi6E Grand] Shape Change: As the 9th level Wizard spell

[Wiz SL11] Fire Shield 11: Anyone who melees with you takes 250% dmg back

[Psi3½ Major] Clairtangent Hand: Emulate far hand at a distance.

[Pri SL4] Dimensional Anchor : Bars extradimensional movement.

[Psi45 Major] Fire Control: SL/2 (round down) instances of Resist fire; +SL*10% damage with fire effects

Combat effects:

[Wiz SL11] As You Were: Target's experience levels halve (round up) (no save)

[Psi3½ minor] Catfall: Instantly save yourself from a fall.

[Psi1 Grand] Energy Cancel: As Energy Control but removes entire area effect

[Pri SL5] Limited Cureall: Cureall, target must Fort save vs. # hp down (+10 per other effect)

[Psi9 Grand] Energy Kinetic: Drain: Absorb 3*CH dice as per Energy Control

[Pri SL5] Death's Door 5: Target (currently at negative hp) goes to 2 hp (can't go above max)

[Wiz SL4] Alley Summoning IV: Summons a DL VIII alley monster, under your control, 4% chance per segment of losing control

[Psi-1 minor] Premature Trigger: Set off someone else's trigger prematurely (no save, ER resists)

[Pri SL4] Restoration (3): Restores level and ability score drains.

[Pri SL10] Remove Curse 10: Cure 7 curse effects (reverse causes that many, save for each)

[Wiz SL11] Cone of Cold 11: CLd22+CL cold dmg to a group (save:½)

[Psi3½ Major] Dismissal, Psionic: Forces a creature to return to its native plane.

Dungeon062620 - Dungeon Level 17 (Yiiks)

Room # 7

Court - 40ft. long x 40ft. wide x 30ft. tall

charcoal bin; box; footsteps (approaching); clear

Locked Door, Magic/Psi on the east wall leading to a 25ft. long x 5ft. wide x 20ft. tall hallway.

Sample Names: Valka the frigid Martian Child (Lance); Lukina the rabid Morphin' Fox (Rattan Cane)

Air in room transforms into Elemental Minerals Trap; DL 17; Search DC 175 (900 Int damage/s, no resistance)

Pedestal that (causes/has/or is) Enrages

[x2] Room is permanently/continuously Blinded, only creatures immune or bubbled against it can function here.

156,812gp

bone shards

a figurine of a green dragon, 'gas breath', 3780gp

Multi-colored Crossbow, repeating light [6d8] ++6 dmg 9+/x9; 1Z: Minor:

Empathy (save); Major: Magic Jar (SL/3 saves); CL 84; SL 17, 23600gp

Rian's Femur bone: +23 to HNCL; 1P: Ask the DM a question.; CL 67; SL 17; 289180gp

DL XVII Macro-Gargantuan Ruby Panthers x(247) x[7]

|iAC| 2910, HD 2.8E+5, stunp 3.9E+7, MR 245% #Att 8, TH ÷ AC/Save DC by 306, dmg 1158

Str 83, Dex 60, Con 99, Int 128, Wis 61, Chr 101, 2.0E+2kxp

Blurgh

Prepared effects:

[Psi-12T minor] Stay Conscious: You stay conscious up to -10-CLxCL hp (defensive acts only)

[Psi1 Grand] Psionic Amplification: Multiplies a power; Max.=level/4+1

[Psi3½ Major] Evade Burst: You take no damage from a burst on a successful Reflex save.

[Psi6G Major] Forbiddance: Set up or remove a Forbiddance zone

[Psi100 Grand] Psionic Disruption: No psi powers (any freq.) can be used in 50'r

[Psi-3 Major] Metaphysical Armor: Enemies need a +3 weapon to hit you.

[Psi54 Major] Force Field: CL*SL*2 hp ablative Force Field (vs. physical or energy attacks)

[Psi-3 Major] Outcarnate: One anti-psionic effect is permanent.

[Pri SL2] Goodberry 2: Creates 8 goodberries

[Wiz SL6] Prismatic Sphere 6: 4 Prismatic colors or 2 MultiPrismatic colors (may repeat colors in either mode)

[Pri SL9] Duplicate Mechanism: duplicate a technology item

[Wiz SL9] Armor 9: +CL*18 current hp

Combat effects:

[Psi54 Grand] Bio-Energy Blast: CL*(SL+2) force dmg to one target (no save)

[Wiz SL11] Fireball 11: CLd22 fire dmg to a group (save:½)

[Psi6E Grand] Dark Thunderbolt: 1 dmg/DPP (darkness & sound) (no save)

[Wiz SL6] Cone of Cold 6: CLd12+CL cold dmg to a group (save:½)

[Psi5 Ultra] Change Reality (greater): As the 10th level spell, non-phys. things

[Psi1 minor] Command: Command (as spell)

[Wiz SL9] Feeblemind 9: -45 mental stat points (randomly distributed in packets of 5) (save per packet)

[Psi6G Ultra] Sixth Level Priest Spell: Cast one 6th level Priest spell at CL = 80

[Wiz SL6] Dispel Magic 6: Dispel 4 magic effects

[Psi15 Grand] Suggestion: Suggestion (up to CL targets)

[Psi10 Grand] Summon Fire Elemental: Summons a 12 HD Fire Elemental, or gain control of someone's Fire Ele.

[Pri SL6] Dispel Evil 6: Dispel 2 evil targets (can target the same thing more than once) (save)

Dungeon062620 - Dungeon Level 17 (La Di Da)

Room # 8

Salon - 10ft. long x 40ft. wide x 35ft. tall

hamper; fountain; scratching/scrabbling; breeze, slight, damp

Intelligent Door, might have ego score on the east wall leading to a 15ft. long x 5ft. wide x 10ft. tall hallway.

Sample Names: Amelita the sophisticated Random -wave (Jambiya); Jargon the psychotic Doctor Eye (RV)

Air in room transforms into Elemental Ooze / Mud Trap; DL 17; Search DC 174 (800 Cml damage/s, DC 183 Reflex save for half)

Door, Secret that (causes/has/or is) Magical Pool/Throne: Teleports (roll 1d4): (1) Back to surface,

(2) Elsewhere on this DL, (3) 1 DL down, (4) 100 miles away outside

[x2] Room is permanently/continuously Disjunct (effect)ed, only creatures immune or bubbled against it can function here.

34,564gp

round table

bloody shackles, +3 AC, 0gp

Navy Longsword [3d10] +30 Th/+1088 dmg 9+/x5; 1P: Subject

hops forward in time 3d6 rounds.; CL 104; SL 17, 202967gp

Rian's Metacarpal bones: +26 to HNCL; 1V: One target Crucified. ; CL 102; SL 17; 290060gp

DL XVII Macro-Medium Bluish Substances x(330) x[6]

|...^∞|AC|...^∞| 2892, HD 34818, hp 8.2E+7, ER 244% #Att 3, TH ÷ AC/Save DC by 306, dmg 2313

Str 82, Dex 52, Con 50, Int 42, Wis 62, Chr 81, 2.0E+2kxp

Kthxbye

Prepared effects:

[Pri SL5] Spell Resistance : Subject gains +12 +1/level SR.

[Psi19 minor] Accelerate Healing: Double your healing and hp regeneration rates

[Psi4 Ultra] AC *2.5: Your new AC = (old AC - 10) * 2.5 + 10

[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

[Psi3 Super] Apopsi: You delete the psionic power of another.

[Pri SL8] Lady's Smile: Can choose result of 1 die roll within 2r

[Pri SL6] Protection from Lightning 6: Stop the next CL*20 lightning dmg

[Pri SL1] Goodberry: 8 berries can cure 1 hp or act as 1 full meal. 8 berries are always created.

[Pri SL4] Death Ward : Grants immunity to death spells and effects.

[Psi12C Super] Chaos Storm: All in 120'r area are affected by Weird, Maze, and Chaos (as spells) every round

[Pri SL5] Ironskin: Does not stop falling damage. Does not leak like Stoneskin. Any attack (hit or miss) knocks off an Ironskin, unl

[Wiz SL7] First Level Magic-User Spells (DM2): Can cast one 1st Level Wizard spell per round as Z action

Combat effects:

[Wiz SL8] Incurse (Rewrite Out of Time): Target being or object is Rewritten out of time (i.e. Incurred) (RSW save)

[Psi30 Grand] Lightning Bolt: Lightning damage, Dex resists

[Wiz SL2] Death Spell 2: Slay 2d12 HD of creatures (save)

[Pri SL6] Flame Strike 6: CLd10 holy fire dmg (save:½)

[Psi29 minor] Blink:

[Pri SL8] Spiral Of Degeneration: All x1 items within 50' turn off, all lose 1 spell/r, 1h

[Psi29 Major] Fork:

[Wiz SL1] Summon Monster I: Summons a DL 1 creature to fight for you {1 creature}

[Wiz SL3] Dispel Magic 3: Dispel 1 magic effect

[Wiz SL3] Magic Missile 3: (CL+1)*3/2 missiles, each does 1d4+1 force dmg (no save)

[Pri SL9] Hold Person/Monster 9: Hold 11 person or 9 monster targets (save)

[Psi54 Major] Darkness: Darkness (can blind a person, make SL saves)

Dungeon062620 - Dungeon Level 17 (Yis)

Room # 9

Strongroom/Vault - 25ft. long x 15ft. wide x 40ft. tall

wheel; Walls of Fire; hooting; downdraft, strong

Flesh Door on the east wall leading to a 25ft. long x 15ft. wide x 15ft. tall hallway.

Sample Names: Velbenda the bombastic Spider Glory (Hyper-); Eadyth the horrible Poison Pachyderm (Stallion)

Tripping Arrows Trap; DL 17; Search DC 171 (Attack +102 ranged, 130d2 idamage), (multiple targets)

Door that (causes/has/or is) Treasure hidden under a heap of trash/dung

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Reset
200,855gp

grains

some reddish herbs, " " 'detect magic' ", 25gp

Puce Flag: All your Psionicist classes use the "set XP table"(3kxp

at 2nd, doubles til 9th,600kxp at 10th,+300kxp per level afterward).; 289530gp

Iron-grey Weapon Gemlet: +1 Character Slots; 289520gp

DL XVII Tiny Brilliant Pantrys x(111) x[5]

|iiAC| 2922, HD 13, lifep 1176, IR 267% #Att 20, TH ÷ AC/Save DC by 306, dmg 2316

Str 30, Dex 59, Con 57, Int 88, Wis 62, Chr 87, 2.0E+2kxp

No Shit, Sherlock

Prepared effects:

[Wiz SL7] Fire Shield 7: Anyone who melees with you takes 150% dmg back

[Pri SL4] Dimensional Anchor : Bars extradimensional movement.

[Pri SL5] Ironskin: Does not stop falling damage. Does not leak like Stoneskin. Any attack (hit or miss) knocks off an Ironskin, unl

[Pri SL4] Rusting Grasp : Your touch corrodes iron and alloys.

[Wiz SL4] Globe of Invulnerability 4: Immune to spells with SL=0 to 3

[Wiz SL1] Armor 1: +CL*2 current hp

[Wiz SL3] Prismatic Sphere 3: 1 Prismatic color

[Wiz SL3] Blink (DM): 0, 1/r: Blink; The location is not random (caster has control). If you blink away after meleeing with a creati

[Wiz SL6] Fire Shield 6: Anyone who melees with you takes 125% dmg back

[Psi45 Ultra] Body Resistance: Physical attacks that do less than SL*2 dmg to you do nothing

[Pri SL10] Resist Fire/Resist Cold 10: Take -90% dmg vs. fire or cold

[Psi7 Major] (no name): Whenever you touch someone, they are paralyzed (PP save)

Combat effects:

[Psi29 Major] Cloudkill:

[Psi-2 minor] Adrenalin Drain: 6 Str,Dex,or Con dmg; 6 to all three

[Pri SL1] Cause Fear: Fear (save), max 6 HD {1 creature}

[Psi29 Grand] Temporal: Time Bolt (Psi 9): Ages target 10*(CHd4) years (save:½):

[Psi-12C Major] Wild Invocation III: Random 4th (70%) or 5th (30%) SL Wizard Invocation spell

[Wiz SL6] Flesh to Stone : Makes living thing to become stone

[Pri SL10] Dispel Evil 10: Dispel 6 evil targets (can target the same thing more than once) (save)

[Pri SL9] Call Lightning 9: (CL+2)d20 lightning dmg (save:½) (halve the die type if not outside)

[Pri SL6] Neutralize Poison 6: Cure 3 poison effects (reverse causes that many, save for each)

[Wiz SL8] Death Spell 8: Slay 8d12 HD of creatures (save)

[Wiz SL4] Wall of Fire : Passing through wall deals 2d6+CL dmg fire

[Pri SL9] Cure Wounds 9: Cures 45d8 hp (can take offer of 6 per die -> 270 hp)

Dungeon062620 - Dungeon Level 17 (All Righty)

Room # 10

Audience - 25ft. long x 10ft. wide x 15ft. tall

candelabra; pillory; snapping; thumping

Glass Door (transparent) (shatters if opened) on the east wall leading to a 40ft. long x 25ft. wide x 20ft. tall hallway.

Sample Names: Dolor the sinful Dare- Menace (Unknown); Ebra the bewildering Aqua- Imp (Yak)

Air in room transforms into Elemental Sound Trap; DL 17; Search DC 175 (480 Str damage/s, no resistance)

Container (Barrel, Jar, Vase, etc.) that (causes/has/or is)

Monster Generator: Animal (summons an Animal every segment)

[x2] Ultraplanar beings cannot taste, see, or sense into this room unless they are actually there; Divine Intervention fails
278,647gp

mirror

a Pack of Rations, 5gp

Rian's Vastus lateralis muscle: +47 to Int; 1P: Gain the traits of any Outsider sub-type; CL 109; SL 17; 289430gp

Amulet of Mighty Fists +3: (Neck) +3 attack & damage with unarmed attacks & natural weapons., 58450gp

DL XVII Medium Pearl Tractors x(94) x[7]

AC 2898, HD 42, |hp| 4752, RR 248% #Att 25, TH ÷ AC/Save DC by 306, dmg 2903

Str 127, Dex 81, Con 119, Int 96, Wis 89, Chr 89, 2.0E+2kxp

Hell, The

Prepared effects:

[Pri SL8] Duplicate Monster: Duplicate a x1 monster (not incl. classes)

[Psi2 minor] Iron Will: Can fully act up to -10 hp; Can act up to -15 hp

[Psi6E Super] Lich Lore: Lich powers of ½ level

[Psi6E Major] Avenger Lore: Anti-Paladin's abilities of ½ level

[Wiz SL11] Prismatic Sphere 11: 9 Prismatic colors or 7 MultiPrismatic colors (may repeat colors in either mode)

[Psi6N Major] Druid Abilities, LVL 7: Get druid abilities of level 7 (max = your level)

[Wiz SL6] Prismatic Sphere 6: 4 Prismatic colors or 2 MultiPrismatic colors (may repeat colors in either mode)

[Pri SL6] Double Resist [E=5 element]: Pick an E=5 element, you double resist it (1/4 dmg, 1/10 if make save) for 1 hour.

[Psi45 Major] Warding: Create a Trap (x1 Psionic) for SL/2 Psi45 powers

[Psi6E Major] Assassin Lore: Assassin's abilities of ½ level

[Psi-9 Major] Molecular Maintainer: Resist Disruption; Immune Disintegration

[Psi1 Ultra] Sinanju Spirit: Know and can use all Martial Arts powers

Combat effects:

[Psi1 Grand] Severance: Save; stops use of any 1 ability in creature

[Wiz SL1] Shock Bolt {reverse: Grave Bolt}: CLd4 lightning {grave} damage, area 30' line, no save

[Wiz SL1] Wacky Ball 1 / Normal / ½ : Ld2 dmg normal element (save: ½) {1 group}

[Wiz SL2] Charming II: Charms up to 2 monsters, gets a new save every turn

[Psi54 minor] Damage Transference: Cell Adjustment CL*SL*2 hp

[Psi10 minor] Feather Fall *: Feather Fall

[Psi45 Major] Sonic Generation: SL*CL/2 Sound damage (no save) and SL/2 instances of deafness (save)

[Psi45 Grand] Duplication: 1bM: Fork an effect (caster makes SL/3 saves)

[Wiz SL10] Prismatic Wall 10: 10 Prismatic colors or 8 MultiPrismatic colors (may repeat colors in either mode)

[Wiz SL5] Wacky Ball 5 / Normal / ½: Ld10, save: ½

[Pri SL3] Neutralize Poison: Detoxifies venom in or on subject.

[Psi54 Ultra] Sonic Beam: CL*(SL+2) sound dmg to one target (no save)

Dungeon062620 - Dungeon Level 17 (Hat Tip)

Room # 11

Court - 20ft. long x 35ft. wide x 45ft. tall

Floors of Air; Walls of Flesh; tinkling; jingling

Double Door on the east wall leading to a 15ft. long x 20ft. wide x 10ft. tall hallway.

Sample Names: Tureen the contemptible Spider Rider (Seahorse); Mitheus the hideous Warrior Blitzkrieg (Lunar)

Spiked Ceiling Trap; DL 17; Search DC 179 (5100 Wis damage, DC 173 PPD save for half)

Pedestal that (causes/has/or is) Enrages

[x2] Ultraplanar beings cannot hear, smell, or sense into this room unless they are actually there; Divine Intervention fails

281,814gp

markings

Draco's Hoard, 500gp

Rian's Skull bone: +5 to Str; 1V: Your Bird summons get a +2S+2V action Haste. ; CL 104; SL 17; 289570gp

Copper Shield [AT+580] +485 AC/xx5 Saves; 1P: SL/2 instances of Resist Fire; CL 98; SL 17; 272930gp

DL XVII Macro-Colossal Pinky Chins x(291) x[7]

AC 2919, HD 5.6E+5, i[^]7 hp 7.9E+7, TR 180% #Att 26, TH ÷ AC/Save DC by 306, dmg 1739

Str 121, Dex 43, Con 115, Int 123, Wis 123, Chr 48, 2.0E+2kxp

Spank You

Prepared effects:

[Pri SL4] Dimensional Anchor : Bars extradimensional movement.

[Wiz SL9] Globe of Invulnerability 9: Immune to spells with SL=0 to 8

[Psi4 minor] Spell *1.25: One spell that you know has it's effect multiplied by 1.25, or costs only 1/(1.25*2-1) of a spell slot

[Psi-9 minor] Specific Reduction: takes -1d4 dmg/m on contact w/ substance

[Psi54 Grand] Molecular Chameleon: Polymorph your body into an unusual material that you're touching (max S factor = SL)

[Psi24 minor] Rogue points 10: This class gives an extra +10 Rogue points per level.

[Wiz SL5] Tenser's Transformation 5: +75% of max hp to current hp, +1 TH melee

[Psi1 minor] Telekinetic Barrier: Take -N dmg per physical attack (max N = level)

[Wiz SL8] Dust of Disappearance: Dust of Disappearance for 1 turn

[Psi2 minor] Invisibility: Makes someone invisible; Superior Invisibility

[Psi54 minor] Aura of Fear: Fear by sight (SL saves)

[Wiz SL11] Fifth Level Magic-User Spells (DM2): Can cast one 5th Level Wizard spell per round as Z action

Combat effects:

[Psi-12C minor] Dispel Radiation/Tech: Dispels one Radioactive, Wild/Chaos, or Technological effect

[Wiz SL4] Magic Missile 4: (CL+1)*2 missiles, each does 1d4+1 force dmg (no save)

[Pri SL2] Flame Strike 2: CLd2 holy fire dmg (save:½)

[Psi54 Grand] Vampirism: Target gets SL/2 negative levels (energy drain, no save), you gain CL*SL hp (not above max)

[Psi45 minor] Disintegration: Major: Disintegrate (save)

[Psi29 Grand] Death Bolt (save or dead):

[Psi10 Major] Suggestion: Suggestion (make CL saves)

[Psi45 Grand] Absorption Power: bM: Absorb energy, gain 100/(12-SL)% of it in temporary hp

[Pri SL1] Call Lightning 1: (CL+2)d4 lightning dmg (save:½) (halve the die type if not outside)

[Psi45 Ultra] Gestalt: Major: 1M: Do 2 Minor powers that you know; Grand: 1M: Do 2 Major powers that you know; etc.

[Pri SL8] Undead Plague: Summon 1000 skeletons

[Psi-3 Grand] Astral Destruct VIII: Astral destruct fights for you.

Dungeon062620 - Dungeon Level 17 (True Dat)

Room # 12

Entry/Vestibule - 25ft. long x 25ft. wide x 45ft. tall

spatula; Floors of Insects; tinkling; scuttling

Flesh Door on the north wall leading to a 5ft. long x 15ft. wide x 25ft. tall hallway.

Sample Names: Karathis the irresistible Extra-terrestrial Sorceress (Plane); Formerio of the White Face the damnable Sir Squirrel

Poisoned Spears Trap; DL 17; Search DC 171 (Attack +187 ranged, 70d2 idamage)

Pedestal that (causes/has/or is) Magical Pool: Heal (75%) or Poison (death/40) (25%)

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Month
19,281gp

cracks, floor

the boots of elvenkin, +3 AC, 0gp

Gem: If touches target, Dispel Illusion & Force Shapechange., 43550gp

2 Skull Earrings (AC +4) +1/+0, +1/+0 Slaying, +20 hp, +20 PSPs ("earring" slot), 303350gp

DL XVII Huge Smoky Yams x(131) x[7]

AC 2900, HD 150, i^6 hp 19584, TR 255% #Att 22, TH ÷ AC/Save DC by 306, dmg 5781

Str 107, Dex 84, Con 59, Int 105, Wis 81, Chr 54, 2.0E+2kxp

Wowie Zowie

Prepared effects:

[Pri SL1] Endure Elements: -5 dmg/r from 1 of: acid/cold/lightning/fire/sound {Touch, 1 creature}

[Wiz SL1] Blink Wounding: Caster "blinks" randomly if struck by weapon

[Wiz SL6] Armor 6: +CL*12 current hp

[Wiz SL5] Fire Shield 5: Anyone who melees with you takes 100% dmg back

[Wiz SL10] Original Stoneskin 10: Block the next 7 P actions of attacks

[Psi45 minor] Force Field vs. Vampirism: aNR 10*SL% (including energy and stat drains)

[Psi6G minor] Disease Immunity: Immunity to magical/nonmagical disease

[Wiz SL9] Shape Change : Changes the caster to someone else, he adopt it powers and vulnerabilities save that depends upon int

[Psi54 Major] Gravity Increase: Decrease gravity in room or object/person by SL G's (x1 Special)

[Psi8 Grand] Cron Job: Contingency or Delayed Blast for one Psi8 power

[Wiz SL2] Anti-Magic Shell 2: Anti-Magic of SL 0 to 1

[Pri SL4] Protection from Lightning 4: Stop the next CL*12 lightning dmg

Combat effects:

[Psi-12C minor] Dispel Radiation/Tech: Dispers one Radioactive, Wild/Chaos, or Technological effect

[Psi9 Grand] Temporal: Stop Time: CH*3' radius Time Stop

[Psi30 V] Annihilation Bolt: (Str+Int) resists, Annihilation

[Psi54 Major] Personality Transfer: Magic Jar (SL/2 saves)

[Wiz SL8] Maze : Victim trapped inside some maze, getting out depends on intelligence

[Pri SL9] Summon Monster IX : Calls outsider to fight for you.

[Psi30 Grand] Incr./Decr. Movements: ±1 V action /r per 2 successes

[Pri SL10] Blade Barrier 10: 12d12 dmg wall (shards)

[Psi81 Major] Force Wall: Solid Wall of Force

[Pri SL6] Command 6: Target makes 6 saves, each missed save allows 1 word for a command to be given

[Wiz SL11] Dispel Exhaustion 11: Restore 98% of dmg taken, get an Original Haste 11 for 1 round

[Pri SL4] Hold Person/Monster 4: Hold 6 person or 4 monster targets (save)

Dungeon062620 - Dungeon Level 18 (Crap)

Room # 1

Wizard's Chamber/Lab - 30ft. long x 10ft. wide x 45ft. tall

chair, padded; Walls of Glass; sneezing; howling

Stone Door, Normal on the north wall leading to a 20ft. long x 10ft. wide x 15ft. tall hallway.

Sample Names: Raskin the courageous Sub-- Cow (Crowbar); Ratis the warped Demolition Worm (Strobe)

Wall transforms into Elemental Prismatic Trap; DL 18; Search DC 195 (2800 Wis damage/s, DC 198 PP save for 1/3)

Vegetation that (causes/has/or is) Releases - Gem/Jewelry

[x2] Mortals cannot feel, taste, or sense into this room unless they are actually there; Divine Intervention fails

46,011gp

water, trickle

a wand of oak, 'armor', 41gp

Rian's Extensor digitorum longus muscle: +10 to LVL; 1M: You always

succeed in Fortitude saves (+1 PSave); CL 121; SL 18; 325020gp

Air Spores, 8310gp

DL XVIII Mega-Diminutive Rust Thermometers x(319) x[8]

iAC 3272, HD 4.7E+6, hp 6.9E+8, IR 186% #Att 1, TH ÷ AC/Save DC by 342, dmg 2594

Str 111, Dex 136, Con 130, Int 127, Wis 56, Chr 31, 2.5E+2kxp

Hells Yes

Prepared effects:

[Wiz SL4] Polymorph Self : You assume a new form (no innate abilities)

[Psi8 Major] Construct Generic Item 2: Create a "Generic" type item (see next page) of TechL=CL, each 2 TechL takes 1S action

[Pri SL7] Goodberry 7: Creates 28 goodberries

[Psi45 Grand] Resist: Mental: SL/2 (round down) instances of Resist mental attacks

[Pri SL1] Resist Fire/Resist Cold 1: Take -45% dmg vs. fire or cold

[Pri SL8] Regenerate 8: Regenerates 2 hp /s

[Wiz SL3] Armor 3: +CL*6 current hp

[Psi9 Major] Hyperflight: +CH AC, Fly at 100*CH" rate, Pro.Vacuum

[Pri SL5] Golem: Makes a golem (you need raw materials)

[Wiz SL3] Globe of Invulnerability 3: Immune to spells with SL=0 to 2

[Psi15 minor] Improve Breath Element: Add 1 to the E factor of your breath weapon element. (Choose a new element when you

[Psi5 Ultra] Psionic Permanency: (freq.5/other)Perm.psi power,no maint.cost

Combat effects:

[Psi27 Grand] Dark Light: 30' radius: Emotion, Darkness, Weird (as spells)

[Pri SL2] Dispel Radiation: Dispels Radiation (1 target = auto success) {1 group}

[Wiz SL5] Fireball 5: CLd10 fire dmg to a group (save:½)

[Pri SL3] Flame Strike 3: CLd4 holy fire dmg (save:½)

[Psi-12L V] Sit Down Already!: All within sight (incl. party) are Set (no resistance/immunity). The current half-segment will end at

[Wiz SL5] Magic Jar : Life force change between the caster and someone else

[Wiz SL11] Prismatic Wall 11: 11 Prismatic colors or 9 MultiPrismatic colors (may repeat colors in either mode)

[Psi0 Ultra] Thunderclap: KiLd12 dmg, KiL' radius (sound damage) (save:½, if made save again for 0)

[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)

[Psi-6G minor] Exorcise: CL dmg & CL^3 lbs. telekinesis in a 70' line (no save); for objects, can force item saves

[Wiz SL12] Dispel Exhaustion 12: Restore 99% of dmg taken, get an Original Haste 12 for 1 round

[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.

Dungeon062620 - Dungeon Level 18 (Damn It)

Room # 2

Kennel - 25ft. long x 40ft. wide x 20ft. tall

rod, mixing/stirring; table, low; still; footsteps (behind)

Flesh Door on the south wall leading to a 50ft. long x 25ft. wide x 15ft. tall hallway.

Sample Names: Azoth the valiant Tiger Lackey (Bullets); Skoriaan the spectacular Dragon Angel (Chariot)

Vent transforms into Elemental Magma / Lava Trap; DL 18; Search DC 197 (360 Wis damage/s, no resistance)

Wall that (causes/has/or is) magic word trigger

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Year
142,712gp

ring

the receptionist's letter of resignati, 0gp

Emerald Stone [18d8] +19 Th/+35 dmg 11+/x6; 1M: Mass Suggestion:

As the 6th level Wizard spell; CL 106; SL 18, 26397gp

Carnelian Bag: Free Priest Feat: Gain a GGL pick treating your effective level as LVL/4 (round down); 324430gp

DL XVIII Macro-Medium Sapphire Steams x(254) x[7]

iiiAC 3274, HD 36868, iihp 5.4E+6, PR 225% #Att 14, TH ÷ AC/Save DC by 342, dmg 9728

Str 34, Dex 124, Con 47, Int 55, Wis 132, Chr 64, 2.5E+2kxp

Narf

Prepared effects:

[Pri SL2] Resist Acid and Corrosion: Resist acid {Touch, 1 target}

[Pri SL9] Petition: auto make next divine intervention roll

[Pri SL1] Cantrip: Can cast 1 orison (Pri 0) per round as a Z action

[Psi18 minor] Invisibility: Invisibility; immune to Light/Radiance

[Wiz SL8] Armor 8: +CL*16 current hp

[Wiz SL12] Globe of Invulnerability 12: Immune to spells with SL=0 to 11

[Psi7 Major] (no name): Immunity to critical hits

[Wiz SL8] Globe of Invulnerability 8: Immune to spells with SL=0 to 7

[Psi7 Major] (no name): Immunity to paralysis and stun

[Psi45 Ultra] Magnetic Manipulation: SL/2 (round down) instances of Resist magnetism; +SL*10% damage with magnetism effect

[Psi16 Ultra] Construct Psi16 Item 8: Create a Psi16 item (see next page) of TechL=CL, each 8 TechL takes 1S action

[Psi9 Ultra] Environ.: Familiar Locale: CH mile r, atmosphere same as home

Combat effects:

[Psi18 Major] Pyrokinetic: Spont.Comb.: Spontaneously Combusts 1 target (save)

[Wiz SL12] Fireball 12: CLd24 fire dmg to a group (save:½)

[Pri SL5] Cure Wounds 5: Cures 15d8 hp (can take offer of 6 per die -> 90 hp)

[Wiz SL2] Web: Save & Str check: Miss 1 = Slow; Miss 2 = Held {1 group}

[Pri SL8] Really Really Put of Misery: Target being that is Capital S Slain is removed from the timeline (no save)

[Psi-9 minor] You'll Shoot Your Eye Out!: Target loses 1 eye (no save)

[Pri SL5] Treat Deadly Wounds: Cure 50% of max hp

[Wiz SL7] Power Word Blind 7: Blinds & stuns a creature if current hp < 80 (no save)

[Psi-6E Grand] Infernal Spawn of Infernal Spawn of Evil: Summon a Demon Child: AC 80, hp 800, #Att 8/1, TH +80, dmg 80, 1M: 2

[Psi30 Ultra] Decrease Charisma: -1 Chr/succ

[Psi-3 Grand] Astral Destruct VIII: Astral destruct fights for you.

[Wiz SL3] Enslave Person: As Charm Person, except the effect cannot be thrown off by being damaged, and there is no daily save

Dungeon062620 - Dungeon Level 18 (Whoopsie)

Room # 3

Robing Room - 15ft. long x 15ft. wide x 35ft. tall

parchment; armoire; whining; still, warm (or hot)

Dimension Door (as the spell) on the west wall leading to a 50ft. long x 25ft. wide x 25ft. tall hallway.

Sample Names: Palmyra the sensational Insect Dog (Van); Villisca the loony Samurai Gang (Zebra)

Basic Blades Trap; DL 18; Search DC 184 (Attack +342 ranged, 50d2 idamage)

Vegetation that (causes/has/or is) Shoots

[x2] Immortals cannot feel, see, or sense into this room unless they are actually there; Divine Intervention fails

322,846gp

puddle (water)

a pair of splint mail sleeves, +1 AC, 145gp

Orange Kama [13d10] +1025 Th/++21 dmg 13+/x5; 1M: As Energy

Control but removes entire area effect; CL 92; SL 18, 252640gp

Orchid Staff [12d8] +1296 Th/+1225 dmg 13+/x6; 1M: CH*3' radius Time Stop; CL 76; SL 18, 432664gp

DL XVIII Macro-Gargantuan Plummy Womens x(185) x[8]

AC 3257, HD 2.9E+5, lifep 4.3E+7, BlahR 211% #Att 4, TH ÷ AC/Save DC by 342, dmg 3257

Str 100, Dex 67, Con 93, Int 47, Wis 92, Chr 100, 2.5E+2kxp

Fucking Hell

Prepared effects:

[Psi14 Major] (no name): Immune disease and poison

[Psi12T Major] Magic Resistance: Level*5% MR

[Psi81 minor] Damage Reduction, Physical, 25%: Take x0.75 damage from physical attacks

[Psi29 Grand] Duplicate Magic Item (x1):

[Psi72 minor] Energy Control: -10% dmg to Cold, Darkness, Electricity, Fire, Gravity, Kinetic, Light, Magnetic, Radiation, Sonic, or 's

[Psi16 Ultra] Golem Form: Brass Minotaur: Immune Maze (and variants); Slaying +3/+3 +wounding; 1M: Trap the Soul; 1M: Maze

[Psi6G Ultra] Hero Lore: You gain x2 multiplier; Hero's powers of level = (CL-21)/7

[Pri SL6] Forbiddance : Denies area to creatures of another alignment.

[Wiz SL5] Animal Growth : One animal/two levels doubles in size, HD.

[Psi7 Grand] (no name): Whenever you touch someone, they get Mummy Rot (no save)

[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

[Pri SL10] Protection from Lightning 10: Stop the next CL*36 lightning dmg

Combat effects:

[Psi-9 Major] Ultraweakness: -CH Str, -CH more Str for Max.Press (no save)

[Pri SL7] Neutralize Poison 7: Cure 4 poison effects (reverse causes that many, save for each)

[Wiz SL3] Hold Person: Holds up to 4 people

[Psi45 minor] Combustion: An object explodes (item save), the person carrying it takes CL*SL/2 damage (save)

[Pri SL10] Dispel Magic 10: Dispel 8 magic effects

[Wiz SL10] Power Word Fragment: 1 body part of target is removed

[Wiz SL12] Lightning Bolt 12: CLd24 lightning dmg to a group (save:½)

[Psi45 minor] Self-Revival: 0, (SL-1)/d: Heal self

[Wiz SL12] Mordenkainen's Disjunction 12: Disjunct 4 effects (any type)

[Psi45 Grand] Summoning: Summon a DL=SL Outer

[Pri SL8] Remove Curse 8: Cure 5 curse effects (reverse causes that many, save for each)

[Wiz SL12] Monster Swarm Summoning XII: Summons CL/16 (round down) DL XI monsters

Dungeon062620 - Dungeon Level 18 (Holy Mother Of God)

Room # 4

Gas Chamber - 25ft. long x 10ft. wide x 50ft. tall

Walls of Plants; alembic (alchemical still); ozone smell; smoky smell

Ice Door (transparent) on the north wall leading to a 15ft. long x 10ft. wide x 5ft. tall hallway.

Sample Names: Azhure the criminal Fire -naut (Psychic); Evin the demented Karate Fire (Tube)

Dispel Magic 12 Trap; DL 18; Search DC 186 (Wizard CL 36, no save)

Door that (causes/has/or is) Monster Generator: Dragon (summons a Dragon every segment)

[x2] Room is permanently/continuously Blinded, only creatures immune or bubbled against it can function here.

138,534gp

prayer beads

bonnie potion, 'detect invis' 'detect hidden' 'detect evil' 'detect magic', 250gp

Rian's Radius bone: +17 to ML; 1M: Summon a Unique DL VII Praetor with "On your turn, revive one of your dead subordinates" and "On the monsters slay a monster in your group (no save, +1slot).; CL 91; SL 18; 324710gp

Rian's Abdominal external oblique muscle: +17 to CL; 1M: 1M:

A group gets +WCL QX actions ; CL 101; SL 18; 324550gp

DL XVIII Macro-Large Sea-Green Powers x(302) x[4]

AC 3273, HD 73744, i^5 hp 1.1E+7, AllR 213% #Att 9, TH ÷ AC/Save DC by 342, dmg 3897

Str 39, Dex 65, Con 56, Int 71, Wis 78, Chr 117, 2.5E+2kxp

Arse

Prepared effects:

[Psi45 Ultra] Vibration Control: SL/2 (round down) instances of Resist vibration; +SL*10% damage with vibration effects

[Psi45 minor] Vibration Control: SL/2 (round down) instances of Resist vibration; +SL*10% damage with vibration effects

[Pri SL5] Protection from Lightning 5: Stop the next CL*16 lightning dmg

[Psi4 Major] Damage *1.5: Damage with one physical weapon is multiplied by 1.5

[Psi8 Major] Unusual Mix: May construct your tech items using "Unusual Materials" chart, this may have odd effects

[Psi-9 Grand] Energy Kinetic: Amplify: Add 3*CH dice to your next energy attack

[Pri SL5] Antiplant Shell: Keeps out plants

[Wiz SL6] Planar Displace: Planar Displacement for 1 turn

[Psi3 Major] Power Resistance: You gain power resistance.

[Psi3½ Grand] Form of Doom: You transform into a frightening tentacled beast.

[Psi45 minor] Body Coating: 5*SL hp Armor spell, self only, stacks with the (Wizard) Armor spell

[Psi4 Grand] Ability Score *2: Choose one ability score. New score = (old score - 10) * 2 + 10

Combat effects:

[Psi54 minor] Water Animation: Summon a DL=SL Water Elemental

[Wiz SL7] Insanity : Subject suffers continuous confusion.

[Wiz SL2] Death Spell 2: Slay 2d12 HD of creatures (save)

[Psi45 Major] Absorption Power: bM: Absorb energy, gain 100/(12-SL)% of it in temporary hp

[Psi30 Major] Stun Beam: Astral stunning

[Wiz SL10] Lightning Bolt 10: CLd20 lightning dmg to a group (save:½)

[Pri SL2] Blade Barrier 2: 4d4 dmg wall (shards)

[Pri SL8] UltraCureAll: As Cureall but full set of phantom hit points.

[Pri SL6] Heal: Cure all dmg + disease,blind,insanity,feeblemind

[Psi-5 minor] Bolt of Nothing: CL dmg to one target (no save); that targets loses next M action (save)

[Wiz SL10] Immediate Monster Summoning X: Summons a DL VIII monster without summoning sickness

[Psi45 Major] Magic Domination: Control M Actions (SL/2 saves)

Dungeon062620 - Dungeon Level 18 (Uhhuh)

Room # 5

Waiting Room - 45ft. long x 5ft. wide x 20ft. tall

Floors of Flesh; bottle; steamy; scratching/scrabbling

Secret Door on the south wall leading to a 5ft. long x 15ft. wide x 10ft. tall hallway.

Sample Names: Odach the electrifying Fighting Lord (Kayak); Syroth the holy Night Sentinel (Turbo)

Moving Spring Trap; DL 18; Search DC 185 (1800 Chr damage, no resistance)

Fire that (causes/has/or is) Rising/Sinking

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Day 287,460gp

cobwebs

a spotted black mushroom, 'restore mana' 'cheal' 'cheal' 'dispel good', 0gp

Rian's Coracobrachialis muscle: +16 to ML; 1M: You may transfer SLs & PSPs between

your magic & psi pools; use [Q11] type conversion ; CL 92; SL 18; 324670gp

Bright Wand [13d6] +1156 Th/+28 dmg 18+/x4; 1M: Produce Fire/Frost:

Produces fire or frost (6 dmg, save:½); CL 126; SL 18, 218044gp

DL XVIII Macro-Gargantuan Sienna Controls x(153) x[6]

iiAC 3270, HD 2.9E+5, hullp 7.8E+8, XR 264% #Att 17, TH ÷ AC/Save DC by 342, dmg 3245

Str 119, Dex 115, Con 122, Int 34, Wis 84, Chr 39, 2.5E+2kxp

Bam

Prepared effects:

[Wiz SL12] Prismatic Sphere 12: 10 Prismatic colors or 8 MultiPrismatic colors (may repeat colors in either mode)

[Pri SL10] Spell Immunity 10: Be immune to 7 spells by name

[Wiz SL7] Prismatic Sphere 7: 5 Prismatic colors or 3 MultiPrismatic colors (may repeat colors in either mode)

[Psi4 Ultra] AC *2.5: Your new AC = (old AC - 10) * 2.5 + 10

[Psi1 Ultra] Legend Element: Casts any one 1st level Legend spell

[Wiz SL12] Sixth Level Magic-User Spells (DM1): Cast any four 6th level Wizard spells simultaneously when it is cast.

[Psi3½ minor] Energy Adaptation, Specified: Gain resistance 10 against one energy type.

[Psi81 Major] Life Support, Immune Disease: Immune Disease

[Psi45 Major] Body Resistance: Physical attacks that do less than SL*2 dmg to you do nothing

[Wiz SL4] Polymorph Self : You assume a new form (no innate abilities)

[Wiz SL6] Original Stoneskin 6: Block the next 3 P actions of attacks

[Wiz SL10] Tenser's Transformation 10: +200% of max hp to current hp, +6 TH melee

Combat effects:

[Wiz SL4] Prismatic Wall 4: 4 Prismatic colors or 2 MultiPrismatic colors (may repeat colors in either mode)

[Pri SL5] Dispel Magic 5: Dispel 3 magic effects

[Pri SL3] Neutralize Poison: Detoxifies venom in or on subject.

[Psi54 Ultra] Bomb: CL*SL explosion dmg to your group (no save, hole in the middle)

[Psi30 Ultra] Decrease Constitution: -1 Con/succ

[Pri SL8] Circle Of Sunmotes: All friends get leveled6 hp,+1/+1 TH/dmg; enemies get reverse

[Wiz SL12] Fireball 12: CLd24 fire dmg to a group (save:½)

[Wiz SL11] Mordenkainen's Disjunction 11: Disjunct 3 effects (any type)

[Psi-12C minor] Wild Invocation I: Random 0th (50%) or 1st (50%) SL Wizard Invocation spell

[Pri SL1] Panic: Target is Panicked (50% flee, 50% taunted towards you) (Will save)

[Pri SL5] Rainbow: Creates a rainbow bridge (or) CL bolts d8 dmg 1 target each

[Wiz SL11] Meteor Swarm 11: 6 meteors each dealing 14d6 earth dmg & same fire dmg (save:½ for fire)

Dungeon062620 - Dungeon Level 18 (Pat Myself On The Back)

Room # 6

Treasure Room - 15ft. long x 40ft. wide x 35ft. tall

bell(s); carpet (largish); clear; rustling

Sliding Door (slides left/right into wall) on the west wall leading to a 5ft. long x 10ft. wide x 15ft. tall hallway.

Sample Names: Hecella the quarrelsome Robot Quasar (Pellets); Byrtwold Greenthorn the revolting Aqua- Fire (Suction Cup)

Floor transforms into Elemental Venderant Nelaborong Trap; DL 18; Search DC 184 (400 Chr damage/s, no save)

Force Field that (causes/has/or is) Sphere of Annihilation in room

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Week
289,387gp

dishes

a Jewelled Dagger named 'Amargaddeon', dagger, +1 AC, 5d11 (30), 2540gp

Chestnut Stone [11d6] ++6 dmg 18+/x3; 1P: Deflect a melee attack; CL 101; SL 18, 27227gp

Alabaster Chime: Free Dimensional Warper Familiar; 325060gp

DL XVIII Medium Inky Castanets x(250) x[5]

Stun AC 3269, HD 40, i^9 hp 5280, IR 221% #Att 11, TH ÷ AC/Save DC by 342, dmg 1945

Str 96, Dex 91, Con 88, Int 55, Wis 94, Chr 68, 2.5E+2kxp

Go Crazy

Prepared effects:

[Wiz SL4] Tenser's Transformation 4: +50% of max hp to current hp

[Psi16 Major] Golem-mind: Class VI/Esper-blind to all frequencies non-divisible by 8

[Pri SL2] Resist [E=1 element]: Pick an EE=1 element, you resist it for 1 hour.

[Psi9 Ultra] Reflector: As Spell Turning, also Innates and Psi

[Psi45 Grand] Gravity Manipulation: SL/2 (round down) instances of Resist gravity/falling damage; +SL*10% damage with gravity,

[Psi45 Grand] Chemical Mimicry: Change your body to be of an TechL=SL chemical

[Psi45 Major] Resist: Energy: SL/3 (round down) instances of Resist energy attacks

[Pri SL4] Goodberry 4: Creates 16 goodberries

[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

[Psi100 Ultra] Energy Dampen: Permanent Energy Cancel on self or 100'cu area

[Psi6E Super] Astral Form Blockade Field: Stops Astral Psi./Proj., Dim.Doors

[Psi2 Ultra] Spirit in the Sky: No physical body, can use 2 M /s; Can use 3 M /s

Combat effects:

[Pri SL7] Summon Monster VII : Calls outsider to fight for you.

[Pri SL5] Fire Storm 5: (CL+2)d2 holy fire dmg, hits 1 group (no save)

[Wiz SL5] Magic Missile 5: (CL+1)*5/2 missiles, each does 1d4+1 force dmg (no save)

[Psi30 Ultra] Ram Blast /Urban Renewal: 1 hull point damage/succ

[Psi45 Grand] Absorption Power: bM: Absorb energy, gain 100/(12-SL)% of it in temporary hp

[Psi30 Ultra] Mob Mind: Control Thoughts Blast (yuck!)

[Psi45 Major] Plague Carrier: Disease (SL saves)

[Psi19 Major] Energy Absorption: 1bM: Absorb up to CL HD of an energy attack, affects everyone in your group

[Wiz SL5] Cloudkill : Kills 3 HD or less; 4-6 HD save or die.

[Psi27 Grand] Dark Light: 30' radius: Emotion, Darkness, Weird (as spells)

[Psi-2 minor] Cause Disease: Cause Disease; Cause 2 diseases

[Wiz SL9] Ray of Enfeeblement 9: -45 physical stat points (randomly distributed in packets of 5) (save per packet)

Dungeon062620 - Dungeon Level 18 (Thanks, I Hate It)

Room # 7

Animal Pens - 5ft. long x 15ft. wide x 5ft. tall

holy/unholy symbol(s); sunken area; foggy; downdraft, slight

Plant Door (a door made of plants) on the east wall leading to a 5ft. long x 15ft. wide x 20ft. tall hallway.

Sample Names: Cadmon the Shopkeeper the imbecilic Micro- Lightning (Hammer); Venya the mighty Tattered Sisterhood (-wing)

Injected Rainbow Trap; DL 18; Search DC 185 (6500 Int damage, DC 188 Reflex save for 1/3)

Pit that (causes/has/or is) Magical Pool/Throne: Adjusts a random ability score permanently, roll

1d6: (1-2) +1d4, (3-4) -1d4, (5-6) +1d4 to one and -1d4 to another

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Reset

81,992gp

tools

a rune, 200gp

Ring of F'lar; +3 to STR, INT, CON, CHR, Stealth, Searching; Immunity to Fire; See

Invisible; It provides light (radius 0) when fueled.; Activates for dimension door every 100 turns, 753440gp

Amulet of Extension, 8420gp

DL XVIII Macro-Medium Purplish Backs x(255) x[6]

||iAC|| 3244, HD 36878, hp 5.4E+6, MR 256% #Att 6, TH ÷ AC/Save DC by 342, dmg 3901

Str 101, Dex 80, Con 65, Int 80, Wis 56, Chr 80, 2.5E+2kxp

Ownage

Prepared effects:

[Pri SL3] Animate Dead : Creates undead skeletons and zombies.

[Wiz SL11] Fifth Level Magic-User Spells (DM1): Cast any four 5th level Wizard spells simultaneously when it is cast.

[Psi12L Major] Strength of One: Strength of One (TM 71)

[Wiz SL1] Find Familiar: See [S4], or finds your familiar {1 creature}

[Pri SL6] Spell Immunity 6: Be immune to 3 spells by name

[Psi0 Ultra] Focus: Resist Death: Stay Alive (but probably unconscious) past -10 hp; X = -(current hp)/2, round down

[Psi45 Ultra] Hard Radiation Control: SL/2 (round down) instances of Resist radiation damage; +SL*10% damage with radiation (s

[Psi3½ Major] Vampiric Blade: You heal half of your base weapon damage.

[Psi45 Grand] Hyper-Invention: (12-SL)M: Create a TechL=SL*2-3 object (see [Q8], can have at most LVL of these objects)

[Wiz SL1] Cantrip: Can cast 1 cantrip (Wiz 0) per round as Z action

[Psi4 V] Saves *3: Multiply your save rolls by 3, you automake saves on natural 21-3 or better (Minor is 19).

[Wiz SL11] Continuous (one spell is continuous):

Combat effects:

[Pri SL10] Blade Barrier 10: 12d12 dmg wall (shards)

[Psi45 Ultra] Kinetic Bolt: SL*CL/2 Telekinesis dmg and knock back SL*10' (1 target, no save, Str-SL*2 check to avoid knock back)

[Psi45 minor] Radiowave Generation: SL*CL/2 Radiowave damage (1 group, no save, the effect can go through a SL' wall)

[Pri SL5] Ice Storm : Hail deals 5d6 damage in cylinder 40 ft. across.

[Psi29 Grand] Acid Bolt LVLd10:

[Pri SL4] Dismissal : Forces a creature to return to native plane. (save)

[Psi29 Grand] Water Bolt LVLd12:

[Wiz SL5] Hold Monster : 1d4 creature Paralyzes creatures unless save is made

[Psi10 Major] Hold: Hold Monster (save)

[Wiz SL8] Mass Charm : As charm monster, but all within 30 ft.

[Psi29 Grand] Mordenkainen's Disjunction:

[Wiz SL1] Chromatic Orb: 1=Pearly (1d4; light in area; save or blinded for L r or until leaves area), 2=Ruby (1d6, save or -1 Str and

Dungeon062620 - Dungeon Level 18 (Duh)

Room # 8

Observatory - 40ft. long x 10ft. wide x 20ft. tall

peephole; pipe (large cask); gong; rattling

Glass Door (transparent) (shatters if opened) on the south wall leading to a 35ft. long x 15ft. wide x 10ft. tall hallway.

Sample Names: Tazian the valiant Sister Flea (Fork); Ryld the contemptible Do-Gooder Cephalopod (Curse)

Whirling Jaws Trap; DL 18; Search DC 192 (Attack +360 melee, 10d20 Dex damage)

Room (Floor) that (causes/has/or is) Monster Generator: Animal (summons an Animal every segment)

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Year
259,718gp

pick axe

an ivory helm, +2 AC, 15gp

Carmine Scarab [AT+30] +484 AC/+19 Saves; 1M: Unusual Material of

S=3,4,5 (cannot exceed real S number); CL 66; SL 18; 74665gp

Orchid Medallion [AT+37] +20 AC/+33 Saves; 1M: Resist damage, need

not breathe/eat/drink/sleep, cannot use any actions; CL 100; SL 18; 23510gp

DL XVIII Macro-Tiny Sepia Shovels x(82) x[6]

||AC|| 3241, HD 9223, ihp 2.5E+7, CR 206% #Att 10, TH ÷ AC/Save DC by 342, dmg 3254

Str 97, Dex 44, Con 57, Int 135, Wis 124, Chr 118, 2.5E+2kxp

Jesus Tittyfucking Christ

Prepared effects:

[Psi54 minor] Force Shield: CL*SL*3 hp ablative Force Field (vs. physical or energy attacks, only one enemy /s)

[Psi7 Grand] (no name): Immunity to Turn Undead

[Psi54 Grand] Icing: SL/2 instances of Resist Cold/Ice

[Pri SL1] Resist Cold (1): All creatures in area get resist cold {1 group}

[Wiz SL8] Time/Reality Stability: Time/Reality Stability (duration 1 day), reverse removes it (Spell save)

[Wiz SL7] Spell Turning (2): Turns a spell back to it's caster

[Psi-12T minor] Touch Reflection: Touch effects are reflected back to opponent

[Wiz SL1] Cantrip: Can cast 1 cantrip (Wiz 0) per round as Z action

[Psi8 Major] Hard Resistance to Chemicals: Double resist chemical elements (1/4, save for 1/10), Immune to gas & poison

[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 Grand] Force Field: CL*SL*2 hp ablative Force Field (vs. physical or energy attacks)

[Psi6G Ultra] Hero Lore: You gain x2 multiplier; Hero's powers of level = (CL-21)/7

Combat effects:

[Psi27 Grand] Dark Light: 30' radius: Emotion, Darkness, Weird (as spells)

[Wiz SL9] Wish: Will duplicate any Wizard spell of levels 0-8 or any other spell of levels 0-7.

[Wiz SL4] Dispel Magic 4: Dispel 2 magic effects

[Psi-6E Major] Evil Eye 2: As Evil Eye, but no save

[Psi54 Ultra] Water Control: Wall of Water / Part Water / Lower Water

[Pri SL4] Restoration (3): Restores level and ability score drains.

[Psi6G Ultra] Stasis: Touch: Target is Temporal Stasised (no save); you control the duration with DPPs

[Psi0 Major] Death Touch: One attack: Death (save vs. PPD)

[Pri SL6] Heal: Cure all dmg + disease,blind,insanity,feeblemind

[Psi-2 minor] Weakness of the Land: 25 dmg, -3 TH, -3 dmg, -25% MR; Lasts 5r after maint.

[Wiz SL7] Insanity : Subject suffers continuous confusion.

[Pri SL3] Remove Curse : Frees object or person from curse.

Dungeon062620 - Dungeon Level 18 (Wtf)

Room # 9

Bath / Bathing Room - 35ft. long x 15ft. wide x 25ft. tall

chest of drawers; Bridge, Wood; wind, strong; foggy

Locked Door, Magic/Psi on the west wall leading to a 40ft. long x 25ft. wide x 10ft. tall hallway.

Sample Names: Proctor the acerbic Mega- Flower (Donkey); Ashara the invincible Monsieur Hamster (Glider)

Cone of Cold 12 Trap; DL 18; Search DC 186 (Wizard CL 36, DC 192 PP save for half)

Well that (causes/has/or is) magically reinforced

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Day
185,316gp

cobwebs

a little beggar's money pouch, 150gp

Rian's Deltoid muscle: +38 to HD; 1F: Summon a DL VI flying Angel with "As long

as you have cast 7 spells this combat, you're other subordinates get +1DL".; CL 86; SL 18; 325060gp

Scroll of Pro. from Possession, 25410gp

DL XVIII Diminutive Opaque Wedges x(114) x[4]

||iAC|| 3248, HD 9, hp 668, BlahR 237% #Att 3, TH ÷ AC/Save DC by 342, dmg 1299

Str 38, Dex 58, Con 63, Int 43, Wis 99, Chr 87, 2.5E+2kxp

Wtf

Prepared effects:

[Pri SL8] Extra Group +2: The next spell you cast will affect +2 groups of monsters

[Wiz SL4] Dimensional Anchor : Bars extradimensional movement.

[Pri SL5] Resist Vulnerability: Target gains a Resist to something which can only be used to counter a Vulnerability (Duration 1 hr

[Psi60 Grand] Luck: Gains +1(+5%)*LVL on 1 action

[Psi6G Major] Field of Disjunction: Destroys evil creatures/magic items (save); 1 attempt per round

[Psi14 minor] (no name): Hit only by +LVL or better weapons

[Wiz SL3] Armor 3: +CL*6 current hp

[Wiz SL10] Ward Dweomer: Become immune to one type of attack/element

[Wiz SL11] Tenser's Transformation 11: +225% of max hp to current hp, +7 TH melee

[Wiz SL1] Fire Shield 1: Anyone who melees with you takes 10% dmg back

[Psi45 minor] Body Coating: 5*SL hp Armor spell, self only, stacks with the (Wizard) Armor spell

[Pri SL10] Goodberry 10: Creates 40 goodberries

Combat effects:

[Wiz SL6] Death Spell 6: Slay 6d12 HD of creatures (save)

[Psi45 Grand] Mechanical Creation: Summon a DL=SL-2 Golem or Technological monster

[Psi-17 minor] (no name): Sleep your entire group (incl. yourself) (save)

[Psi45 Ultra] Focus: Do SL instances of another Psi45 power you know; you are Spent and Harmed at the end of effect

[Wiz SL7] Banishment : Force a creature or creatures back to its own plane.

[Pri SL8] Blade Barrier 8: 10d10 dmg wall (shards)

[Wiz SL1] Charm Person: Charm 1 humanoid {1 creature}

[Psi-2 minor] Time Diminish: -3 M, -3 P, -3 V (save); -1 more each type

[Psi1 minor] Lights: Faerie Fire, Dancing Lights, Light

[Pri SL2] Command 2: Target makes 2 saves, each missed save allows 1 word for a command to be given

[Psi45 minor] Geoforce: 1bM: Stop or Create an Earthquake, Landslide, etc. Damage would be CL*SL Earth to a group (save for 0

[Pri SL9] Reset Self: Reset self

Dungeon062620 - Dungeon Level 18 (What In The Fuck)

Room # 10

Gardens - 35ft. long x 35ft. wide x 40ft. tall

statue(s); pliers; groaning; clanking

Bronze Door, Normal on the south wall leading to a 35ft. long x 20ft. wide x 15ft. tall hallway.

Sample Names: Yefar the athletic Commodore Doom (Near-death experience); Achates the weird Nuclear Bee (Stellar)

Room transforms into Elemental Storm Trap; DL 18; Search DC 186 (5500 Cml damage/s, no resistance)

Pedestal that (causes/has/or is) Releases - Map

[x2] Room is permanently/continuously Berserked, only creatures immune or bubbled against it can function here.

30,264gp

pole

a navigater's compass, 10gp

Ice blue Bottle: +2bbJOpp"Bug" Action(s); 324310gp

Rian's Phalanx bone: +17 to LVL; 1P: For each protection effect on the target, you get a copy of it for yourself. For each summon he has, you get a copy of it for yourself. ; CL 87; SL 18; 324800gp

DL XVIII Macro-Gargantuan Ochre Cinemas x(356) x[7]

||AC|| 3245, HD 2.9E+5, lifep 4.4E+7, GR 223% #Att 16, TH ÷ AC/Save DC by 342, dmg 3256

Str 71, Dex 31, Con 66, Int 89, Wis 52, Chr 80, 2.5E+2kxp

Rise And Shine

Prepared effects:

[Psi16 Grand] Golem Form: Spiderstone: Resist magic; Mouth's P: Web (1 group); FRT LVL*10%

[Wiz SL1] Shield (1): Immune Force; AC2 source; +1 saves {self only}

[Pri SL8] Lady's Smile: Can choose result of 1 die roll within 2r

[Psi45 minor] Gravity Manipulation: SL/2 (round down) instances of Resist gravity/falling damage; +SL*10% damage with gravity,

[Wiz SL7] Spell Turning (2): Turns a spell back to it's caster

[Psi54 Ultra] Absorption Field: Stops SL/2 mental attacks or mental-affecting powers on you

[Psi18 Grand] Scty: Invisible Defender: Shield vs. physical/energy 1000*LVL hp

[Wiz SL11] Original Stoneskin 11: Block the next 8 P actions of attacks

[Psi5 minor] Withdraw: Withdraw, can use non-offensive Mentals

[Pri SL4] Spell Immunity : Subject is immune to one spell per four levels

[Wiz SL11] Psionic Reflection: any undesired psionic effect is reflected for 1t

[Psi54 Grand] Absorption Field: Stops SL/2 mental attacks or mental-affecting powers on you

Combat effects:

[Wiz SL10] Lightning Bolt 10: CLd20 lightning dmg to a group (save:½)

[Psi-5 minor] Bolt of Nothing: CL dmg to one target (no save); that targets loses next M action (save)

[Wiz SL12] Power Word Kill 12: Kills a creature if current hp < 210 (no save)

[Psi45 Ultra] Mechanical Creation: Summon a DL=SL-2 Golem or Technological monster

[Psi3 Grand] Insanity: Subject is permanently wacky.

[Wiz SL3] Magic Missile 3: (CL+1)*3/2 missiles, each does 1d4+1 force dmg (no save)

[Psi6G Grand] Psychokinesis: Telekinese N^2 lbs. at movement rate N/10, lasts for concentration (no DPPs)

[Psi30 Grand] Treat Serious Wounds: Heals 60% max hp (3 succ)

[Psi-1 Major] Physical Surgery: Pick 1: Halve hp & slow (N=1), Ray/Enfeeblement (N=5), Insanity (N=6); all have save

[Wiz SL7] Power Word Kill 7: Kills a creature if current hp < 60 (no save)

[Wiz SL10] Ship In A Bottle: area iron flask (imprisonment) effect

[Pri SL4] Dispel Magic 4: Dispel 2 magic effects

Dungeon062620 - Dungeon Level 18 (Woot)

Room # 11

Wine Cellar - 10ft. long x 25ft. wide x 15ft. tall

rod, mixing/stirring; grindstone; knocking; footsteps (behind)

Locked Door, Out of Phase on the east wall leading to a 25ft. long x 25ft. wide x 20ft. tall hallway.

Sample Names: Arzel the aggressive New Tyrant (Hyper-); Abria the subterranean Supreme Wave (Neutralizer)

Vanish Trap; DL 18; Search DC 186 (Psionicist CL 36, no save)

Idol that (causes/has/or is) Sliding

[x2] Gods cannot hear, smell, or sense into this room unless they are actually there; Divine Intervention fails

241,546gp

wooden bench

a mysterious gem, 5gp

Rian's Nose: +48 to Chr; 1P: Loot the Room (no resist).; CL 66; SL 18; 324180gp

Green Armor, Medium [AT+1302] +484 AC/+575 Saves; 1M: Resist stat

damage, Incantatrix effects, Polymorph effects; CL 88; SL 18; 306085gp

DL XVIII Small Obsidian Swimmings x(168) x[6]

||AC|| 3251, HD 23, stunp 2608, WR 4446% #Att 3, TH ÷ AC/Save DC by 342, dmg 32415

Str 74, Dex 105, Con 93, Int 77, Wis 82, Chr 63, 2.5E+2kxp

Geez

Prepared effects:

[Psi6G Grand] Self-Control: Immune to next Ego / Domination / Command-like effect

[Wiz SL9] Extra Group +2: The next spell you cast will affect +2 groups of monsters

[Pri SL8] Robe Of Healing: Get 20 1d4+4 healing effects (self or other) every round for 1h

[Psi-9 Major] Become Brain-independent: Can use 2M /s, immune ment.attack

[Pri SL2] Resist [E=2 element]: Pick an E=2 element, you resist it for 1 hour.

[Psi6E Super] Fear VI (Fear Contagion): As the Quest level Priest spell

[Psi-9 Ultra] AntiBio Force: Inaccuracy: People need a 20+CH to Autohit you

[Psi18 minor] Invisibility: Invisibility; immune to Light/Radiance

[Psi45 Ultra] Invisibility: Improved Invis.

[Psi16 Ultra] Golem Form: Gargoyle: +LVL weapon needed to hit you; You punches are petrification branded

[Psi18 Grand] Psi: Slayer: Sword: 1V to swing: LVLd100 dmg, always hits

[Wiz SL1] Find Familiar: See [S4], or finds your familiar {1 creature}

Combat effects:

[Wiz SL5] Dismissal : Send a creature back to it's own plane

[Psi45 minor] Electrical Generation: SL*CL Lightning damage (1 group, no save)

[Psi45 Major] Missile Creation: Do SL missile attacks, must roll to hit, each hit does 10 dmg (no save) and a stun (save)

[Psi10 minor] Enforced Sleep: Sleep 3*CL r (save vs. spell); max HD affected /target = CL

[Psi81 minor] Dispel 2: Dispel a SL 0-2 effect

[Psi54 Ultra] Water Animation: Summon a DL=SL Water Elemental

[Pri SL10] Dispel Magic 10: Dispel 8 magic effects

[Wiz SL3] Dispel Magic 3: Dispel 1 magic effect

[Wiz SL2] Cone of Eldritch Shards {Acid}: CLd6 eldritch shards {acid} damage, area 40' cone, no save

[Psi30 Ultra] Fire Blast /Hellblast: Ele.Fire damage,Con resist

[Psi3½ Major] Dismissal, Psionic: Forces a creature to return to its native plane.

[Psi29 minor] Ray of Enfeeblement:

Dungeon062620 - Dungeon Level 18 (Arse)

Room # 12

Rogue's Chamber/Lab - 20ft. long x 5ft. wide x 20ft. tall

stall or pen; chair, podded, arm; footsteps (side); music

Brass Door, Normal on the east wall leading to a 40ft. long x 5ft. wide x 20ft. tall hallway.

Sample Names: Huber the unlucky Zoo Horde (Engine); Valdemar Darkbird the contemptible Fire Disaster (Llama)

Inhaled Anti-Psionic Trap; DL 18; Search DC 181 (1040 Wis damage, no save)

Wall that (causes/has/or is) Invisible

[x2] Room is permanently/continuously Capital F Folded, only creatures immune or bubbled against it can function here.

228,756gp

bucket

a bottle of Sauvignon Blanc, 10gp

Carmine Scarab [AT+32] +441 AC/+27 Saves; 1M: Resist mental attacks; CL 90; SL 18; 73300gp

Rian's Rectus abdominis muscle: +4 to ML; 1M: Do this Status

Effect to one group (no save) ; CL 66; SL 18; 324330gp

DL XVIII Diminutive Ochre Locket x(319) x[8]

|AC| 3272, HD 21, hp 666, IR 246% #Att 13, TH ÷ AC/Save DC by 342, dmg 16211

Str 100, Dex 60, Con 125, Int 33, Wis 55, Chr 44, 2.5E+2kxp

Forget It

Prepared effects:

[Psi45 minor] Resist: Power Manipulation: SL/3 (round down) instances of Resist disenchantment

[Psi6N Grand] Bard or Sage Abilities, LVL 9: Get bard or sage abilities of level 9 (max = your level)

[Psi45 minor] Energy Body: Major: You are made of energy; cannot use P actions; resist physical damage

[Psi54 Ultra] Invulnerability: -CL*SL/2 dmg per attack

[Psi45 minor] Body Resistance: Physical attacks that do less than SL*2 dmg to you do nothing

[Pri SL5] Antiplant Shell: Keeps out plants

[Psi81 Major] Life Support, Resist Radiation: Resist Radiation

[Pri SL2] Protection from Fire 2: Stop the next CL*4 fire dmg

[Psi45 Grand] Resist: Power Manipulation: SL/3 (round down) instances of Resist disenchantment

[Pri SL5] Golem: Makes a golem (you need raw materials)

[Psi81 Major] Life Support, Immune Disease: Immune Disease

[Psi4 Major] Money *1.5: How much money you get in dungeon is multiplied by 1.5 (only affects you, not whole party)

Combat effects:

[Pri SL1] Summon Monster I: Summons a DL 1 creature to fight for you {1 creature}

[Psi--2 Ultra] Planetary Demolish: 1 idmg in any E=CL/6 element; 2 idmg; CL/3 instead

[Pri SL7] MultiHeal : Cure all dmg + disease,blind,insanity,feeblemind (6 targets)

[Wiz SL7] Power Word Blind 7: Blinds & stuns a creature if current hp < 80 (no save)

[Psi29 Ultra] In the Eye of Chaos (Psi 11R) (target needs double actions to do things):

[Wiz SL3] Paralyzation: Paralyzation (area) (save) (max HD = 2*CL)

[Pri SL2] Summon Monster II: 1 DL 2 or 1d3 DL 1 creatures to fight for you {1 creature}

[Psi10 Major] Hold: Hold Monster (save)

[Pri SL10] Creeping Doom 10: (1d7+11)*160 insect dmg

[Wiz SL5] Hold Monster : 1d4 creature Paralyzes creatures unless save is made

[Wiz SL7] Power Word Kill 7: Kills a creature if current hp < 60 (no save)

[Pri SL9] Down a Hole: Target is put Down a Hole (no save)

Dungeon062620 - Dungeon Level 19 (Barf)

Room # 1

Library - 15ft. long x 40ft. wide x 30ft. tall

pool; paintings/frescoes; clanking; twanging

Plane Shift Door (other side is on another plane) on the west wall leading to a 30ft. long x 5ft. wide x 20ft. tall hallway.

Sample Names: Magnild Whiteworm the beautiful Blackbelt Hurricane (Cart); Yavil the atrocious Cobalt Jackal (Mist)

Inhaled Void Trap; DL 19; Search DC 201 (10000 idamage, no save)

Pedestal that (causes/has/or is) Changes - Alignment

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Year
329,675gp

desk

a large stone table, Ogp

Black Crown of Aerdy, 4210gp

Green Oil: +2 Level(s) in a Priest Group Class; 361290gp

DL XIX Tiny Inky Strangers x(257) x[8]

|AC| 3629, HD 11, iiiihp 1464, PR 277% #Att 30, TH ÷ AC/Save DC by 380, dmg 18057

Str 121, Dex 109, Con 128, Int 61, Wis 46, Chr 40, 3.2E+2kxp

Blarg

Prepared effects:

[Pri SL9] Protection from Lightning 9: Stop the next CL*32 lightning dmg

[Psi45 Major] Resist: Energy: SL/3 (round down) instances of Resist energy attacks

[Pri SL8] Duplicate Monster: Duplicate a x1 monster (not incl. classes)

[Pri SL7] Spell Immunity 7: Be immune to 4 spells by name

[Pri SL9] Goodberry 9: Creates 36 goodberries

[Wiz SL9] Extra Group +2: The next spell you cast will affect +2 groups of monsters

[Psi0 Grand] Energy Reflection: As Arrow Cutting (above), except vs. magical missiles (even vs. Meteor Swarms & such)

[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 SL5] Animate Dead : Creates undead skeletons and zombies.

[Wiz SL2] Protection from Paralysis: Immune to paralysis, slow, hold {Touch, 1 creature}

[Wiz SL11] Fire Shield 11: Anyone who melees with you takes 250% dmg back

[Wiz SL4] Anti-Magic Shell 4: Anti-Magic of SL 0 to 3

Combat effects:

[Pri SL1] Entangle (1): Need plants to use; Slow (no save); Stop (save) {1 group}

[Pri SL8] Call Lightning 8: (CL+2)d18 lightning dmg (save:½) (halve the die type if not outside)

[Wiz SL5] Time Stop 5: Stops time for 1d10 segments

[Psi18 Ultra] Resurrection: [0 action, even when dead]: Resurrection

[Psi54 Major] Spiritual Drain: Target loses CL*SL hp (necromantic, no save), you gain CL*SL hp (not above max)

[Wiz SL8] Ray of Enfeeblement 8: -40 physical stat points (randomly distributed in packets of 5) (save per packet)

[Psi30 Grand] Control Actions: Caster controls ½P action/succ

[Wiz SL10] Control Gravity: +- 1 G gravity per level in large area for 1t

[Wiz SL1] Sleep (1): 4d4 HD slept (no save); max HD/creature=4+2 {1 group}

[Wiz SL8] Force Field:

[Wiz SL9] Heal:

[Pri SL8] Cure Wounds 8: Cures 36d8 hp (can take offer of 6 per die -> 216 hp)

Dungeon062620 - Dungeon Level 19 (Rise And Shine)

Room # 2

Museum - 15ft. long x 10ft. wide x 50ft. tall

furniture (broken); butt (large borrel); metallic smell; roar(ing)

Iron Door, Normal on the west wall leading to a 5ft. long x 5ft. wide x 15ft. tall hallway.

Sample Names: Raia the fraudulent Millennium Rat (Ultralight); Alene the bewildering Cobalt Walker (Radiation)

Injected Pyre Trap; DL 19; Search DC 209 (100 idamage, no save)

Vegetation that (causes/has/or is) Changes - Minds From Body to Body

[x2] Room is permanently/continuously Blinded, only creatures immune or bubbled against it can function here.

295,944gp

cracks

a Tempered Knights Guard sword, sword, 10d50 (255), 1gp

Leaden Leg warmers: +10 level(s) of exceptional Dex; 361450gp

Rian's Small Intestine: +75 to Str; 1M: Summon a DL=5 Myr ; CL 98; SL 19; 361620gp

DL XIX Macro-Small Flesh-Coloured Golfs x(326) x[4]

iAC 3611, HD 19461, hp 3.1E+6, CR 260% #Att 13, TH ÷ AC/Save DC by 380, dmg 18061

Str 75, Dex 89, Con 120, Int 33, Wis 63, Chr 81, 3.2E+2kxp

Boy Howdy

Prepared effects:

[Psi16 Major] Golem Form: Metagolem: Immune lightning; 1M: Fireball; 1M: Major Missile

[Wiz SL8] Fire Shield 8: Anyone who melees with you takes 175% dmg back

[Psi3 Grand] Null Psionics Field: Negates psionics within 10 ft.

[Pri SL7] Symbol : Triggered runes have array of effects.

[Psi45 Major] Body Coating: 5*SL hp Armor spell, self only, stacks with the (Wizard) Armor spell

[Wiz SL6] Tenser's Transformation 6: +100% of max hp to current hp, +2 TH melee

[Psi45 Grand] Mental Invisibility: Improved Invis.: it's +SL AC instead of +4

[Psi6N Grand] Bard or Sage Abilities, LVL 9: Get bard or sage abilities of level 9 (max = your level)

[Psi45 minor] Resist: Energy: SL/3 (round down) instances of Resist energy attacks

[Psi7 minor] (no name): Immunity to disease

[Wiz SL4] Improved Invisibility : As invisibility, but subject can attack and stay invisible.

[Wiz SL7] Tenser's Transformation 7: +125% of max hp to current hp, +3 TH melee

Combat effects:

[Pri SL4] Treat Critical Wounds: Cure 40% of max

[Pri SL2] Death Knell: Slain if <0 hp (save); you +1d8 hp, +2 Str, +1 CL {Touch, 1 creature}

[Psi6G Grand] Psychokinesis: Telekinese N^2 lbs. at movement rate N/10, lasts for concentration (no DPPs)

[Pri SL2] Summon Nature's Ally II: 1 DL 2 or 1d3 DL 1 animals to fight for you {1 creature}

[Psi100 Major] Paralysis Bolt: Paralysis (Fort save), hits 3+CL/9 groups

[Psi-6N minor] Naturalize: Dispel one non-natural effect (or) Turn off one non-natural item for 1 turn

[Wiz SL6] Really Put of Misery: Target being that is slain is Capital S Slain (no save)

[Psi54 Major] Mimic: 1bM: Fork a spell level 0 to SL effect

[Wiz SL3] Lightning Bolt 3: CLd6 lightning dmg to a group (save:½)

[Psi45 Major] Energy Conversion: 0, SL/t: Convert an element in an effect to another element (max E factor = SL/2, round down)

[Psi3½ Grand] Time Hop, Mass: Willing subjects hop forward in time.

[Pri SL3] Cure Wounds 3: Cures 6d8 hp (can take offer of 6 per die -> 36 hp)

Dungeon062620 - Dungeon Level 19 (Sweetness)

Room # 3

Waiting Room - 10ft. long x 5ft. wide x 30ft. tall

curtain/tapestry; cushion; tapping; dank, mouldy smell

Membrane Portal on the north wall leading to a 5ft. long x 5ft. wide x 5ft. tall hallway.

Sample Names: Thennaley the adjectiveless Digi-- Fox (Skis); Mercia the invincible Commander Rider (Trident)

Wide-Mouth Trapdoor Trap; DL 19; Search DC 192 (3000 idamage, no resistance)

Door that (causes/has/or is) Changes - Class

[x2] Immortals cannot taste, smell, or sense into this room unless they are actually there; Divine Intervention fails

352,972gp

club, splintered

a map of Castle Strangelove, 50gp

Indigo Mirror: +1500 PSP's; 361810gp

Azur Tree: Free Sharpshooter Kit: +1/+1 TH/dmg with missiles; x1.5 wpn

slots, extra only for missile weapons, Free bonus Bowyer/Fletch. proficiency; 361300gp

DL XIX Mega-Fine Hazel Randoms x(286) x[8]

|iAC| 3648, HD 2.5E+6, iihp 3.9E+8, ER 254% #Att 20, TH ÷ AC/Save DC by 380, dmg 728

Str 67, Dex 81, Con 84, Int 35, Wis 39, Chr 35, 3.2E+2kxp

Fo Sheezie

Prepared effects:

[Psi-3 minor] Lesser Metaphys. Armor: Enemies need a +1 weapon to hit you.

[Wiz SL6] Original Stoneskin 6: Block the next 3 P actions of attacks

[Psi0 Grand] Extendable Limbs: Your limbs can extend an extra Kil'

[Psi24 Grand] Rogue points 30: This class gives an extra +30 Rogue points per level.

[Psi-3 Grand] Contingency: Sets trigger condition for another power.

[Pri SL5] Spell Immunity 5: Be immune to 2 spells by name

[Psi54 minor] Animate Objects: Animate Objects as if they were a DL=SL Golem summon

[Wiz SL5] Extra Group +1: The next spell you cast will affect +1 groups of monsters

[Pri SL4] Protection from Lightning 4: Stop the next CL*12 lightning dmg

[Pri SL3] Protection from Lightning 3: Stop the next CL*8 lightning dmg

[Pri SL8] Protection from Fire 8: Stop the next CL*28 fire dmg

[Wiz SL7] Spell Turning (2): Turns a spell back to it's caster

Combat effects:

[Wiz SL4] Enervation : Subject gains CL/4 negative levels.

[Wiz SL10] Power Word Blind 10: Blinds & stuns a creature if current hp < 200 (no save)

[Psi-6G minor] Possess: Target dominated (Will save); takes (CL+3)^2 dmg/s; you can't use actions while this runs

[Wiz SL6] Power Word Stun 6: Stuns a creature if current hp < 80 (no save)

[Pri SL7] Restoration (1): Removes all lost levels, not just one. Also restores ability score drains. Does not age caster or target.

[Pri SL5] Wall of Stone : 20 hp/four levels; can be shaped.

[Pri SL7] Cure Wounds 7: Cures 28d8 hp (can take offer of 6 per die -> 168 hp)

[Psi6E minor] Self-Preservation: Restores 1 hp/DPP (limit = Wis*3 /round)

[Pri SL3] Remove Disease : Cures all diseases affecting subject.

[Pri SL4] Command 4: Target makes 4 saves, each missed save allows 1 word for a command to be given

[Psi29 Major] Deflection:

[Wiz SL11] Lightning Bolt 11: CLd22 lightning dmg to a group (save:½)

Dungeon062620 - Dungeon Level 19 (Dang)

Room # 4

Hallway - 50ft. long x 45ft. wide x 50ft. tall

holy/unholy symbol(s); table, small; rattling; updraft, slight

Membrane Portal on the south wall leading to a 20ft. long x 10ft. wide x 10ft. tall hallway.

Sample Names: Nantar the monstrous Mega- Gladiator (Moped); Ikarthis the kewl Wind Trooper (Tentacles)

Inhaled Solid Neutronium Trap; DL 19; Search DC 200 (800 Wis damage, no save)

Illusion that (causes/has/or is) Magical Pool: Effect of a randomly determined potion

(will repeat same potion effect as last drink 75% of the time)

[x2] Immortals cannot hear, smell, or sense into this room unless they are actually there; Divine Intervention fails

71,034gp

runes

a set of leg irons, +2 AC, 190gp

Blue Rope [6d6] +961 Th/+21 dmg 16+/x7; 1M: Summon a DL=SL-1 monster; CL 86; SL 19, 177190gp

Blackened Armor Gemlet [AT+37] +841 AC/++27 Saves; 1M: SL^2 hp Armor spell,

self only, stacks with the (Wizard) Armor spell; CL 83; SL 19; 204320gp

DL XIX Titanic Golden Lambs x(306) x[4]

|iAC| 3619, HD 1219, i^6 hp 1.9E+5, GR 289% #Att 27, TH ÷ AC/Save DC by 380, dmg 2177

Str 49, Dex 54, Con 47, Int 32, Wis 67, Chr 61, 3.2E+2kxp

Yea

Prepared effects:

[Pri SL1] Combine: -4 AC; no Dex adj.; Add Pri CLs for effects {Touch, 1+ creatures}

[Wiz SL5] Globe of Invulnerability 5: Immune to spells with SL=0 to 4

[Wiz SL7] Globe of Invulnerability 7: Immune to spells with SL=0 to 6

[Wiz SL11] Bestow Save: get saves vs effects with no save 1t/lvl

[Wiz SL1] Cantrip: Can cast 1 cantrip (Wiz 0) per round as Z action

[Wiz SL3] Fire Shield 3: Anyone who melees with you takes 50% dmg back

[Psi16 Major] Golem Form: Juggernaut: +12" move rate; 1V, charging: 10d10 dmg to one target

[Psi-3 Major] Metaphysical Armor: Enemies need a +3 weapon to hit you.

[Psi54 Major] Magic Shield: Stops SL/2 magical attacks on you

[Psi45 Major] True Invulnerability: SL instances of Resist distributed as you like (medium categories: a school, an element, etc.)

[Psi1 minor] Psionic Trigger: Contingency for 1 psi power (still need points)

[Psi14 Grand] (no name): You have a breath weapon, half hp (pick acid, poison, skunk; pick 3/d or 1/3r)

Combat effects:

[Pri SL3] Call Lightning 3: (CL+2)d8 lightning dmg (save:½) (halve the die type if not outside)

[Wiz SL4] Fireball 4: CLd8 fire dmg to a group (save:½)

[Psi60 minor] Stun Touch: LVL*5 dmg + stun (save)

[Wiz SL8] Fireball 8: CLd16 fire dmg to a group (save:½)

[Psi3½ Major] Psionic Revivify: Return the dead to life before the psyche leaves the corpse.

[Psi2 Grand] Grand Detonate: CLd20 shards damage; Use d30's

[Psi6E Major] Wall of Fire: As the 4th level Wizard spell

[Wiz SL7] Limited Wish: Will duplicate any Wizard or Priest spell of levels 0-6.

[Psi15 Grand] Suggestion: Suggestion (up to CL targets)

[Psi45 Grand] Zombie Animation: Animate a dead body as a Zombie with DL=SL

[Psi0 minor] Arrow Cutting: You get a Dex check (with penalty = enemy's level) for each missile shot at you this round

[Pri SL9] Creeping Doom 9: (1d6+8)*140 insect dmg

Dungeon062620 - Dungeon Level 19 (Cool Beans)

Room # 5

Audience - 35ft. long x 5ft. wide x 35ft. tall

tongs; prism; laughter; whistling

Plane Shift Door (other side is on another plane) on the south wall leading to a 5ft. long x 5ft. wide x 25ft. tall hallway.

Sample Names: Galya the heartless Azure Warrior (Mind); Salmissra the unbeatable Techni-Fox (-wing)

Inhaled Conduit Trap; DL 19; Search DC 202 (5500 Dex damage, DC 195 PP save for 1/3)

Tapestry that (causes/has/or is) Wish Fulfillment

[x2] Room is permanently/continuously Capital F Folded, only creatures immune or bubbled against it can function here.

144,230gp

rock

a hammer, mace, 4d4 (10), 88gp

Rian's Blood: +7 to ML; 1Z: Creates a x2 Terrain Feature that

you and your henchmen get +1 to multiplier. ; CL 83; SL 19; 361490gp

Black Staff [7d12] +1023 Th/x3 dmg 19+/x5; 1M: Paralyze one target (PPD save); CL 113; SL 19, 192927gp

DL XIX Macro-Gargantuan Reddish Walls x(134) x[6]

AC 3632, HD 3.1E+5, i^10 hp 4.8E+7, MR 193% #Att 28, TH ÷ AC/Save DC by 380, dmg 1457

Str 134, Dex 71, Con 102, Int 92, Wis 84, Chr 104, 3.2E+2kxp

Not On My Life

Prepared effects:

[Pri SL7] Regenerate 7: Regenerates 1 hp /s

[Psi6G Major] Warden Lore: Abilities for warnings, advice, prophecy (undefined until a Warden class is written)

[Psi9 Ultra] Thought: No Body: You no longer have/need a physical body

[Psi10 Major] Detect Invisible Creatures: Detect Life; Detect Invisibility; Detect Dust of Disappearance

[Psi10 Major] Mental Guard: Imm. Charm, Confusion, Fear, Feeblemind, Possession, Soul Trap, Suggestion

[Wiz SL3] Nondetection : Hides subject from divination, scrying.

[Wiz SL2] Magic Resistance: MR 50+CL*5% [duration 2 hours]

[Wiz SL9] Extra Group +2: The next spell you cast will affect +2 groups of monsters

[Wiz SL3] Psionic Resistance: PsiR 40+CL*5% [duration 3 hours]

[Psi6N minor] Thief Abilities, LVL 4: Get thief abilities of level 4 (max = your level)

[Psi-9 minor] Resistance to Anti-Magic: CH*5% aMR (adjust @ 12th casting level)

[Pri SL10] Resist Fire/Resist Cold 10: Take -90% dmg vs. fire or cold

Combat effects:

[Psi45 Ultra] Absorption Power: bM: Absorb energy, gain 100/(12-SL)% of it in temporary hp

[Psi-12C Major] Wild Invocation IV: Random 6th (80%) or 7th (20%) SL Wizard Invocation spell

[Wiz SL10] Wacky Ball 10 / Normal / ½: Ld1000, save: ½

[Wiz SL8] Power Word Blind 8: Blinds & stuns a creature if current hp < 120 (no save)

[Wiz SL5] Lower Resistance : Lowers one's magic resistance

[Psi27 minor] Innocents: You cannot physically attack this segment. You are healed LVL^2 hp.

[Psi-12C Grand] Cthulhoid Swarm VII: Summon CL*6 Monsters using ML VII "Weird" chart (random)

[Psi3½ Grand] Banishment, Psionic: Banishes extraplanar creatures.

[Psi100 Major] Mass Domination: Domination (Will save at -CL), hits 3+CL/9 groups

[Psi10 minor] Lift: TK up/down only; w = ln(weight in lbs.); S = ln(speed in ")

[Psi2 minor] Aging: (level)d4 years aged; (level)d10 years

[Wiz SL7] Feeblemind 7: -35 mental stat points (randomly distributed in packets of 5) (save per packet)

Dungeon062620 - Dungeon Level 19 (Fuck Me Freddy)

Room # 6

Privy/Secret - 20ft. long x 25ft. wide x 45ft. tall

book; screen; foggy near ceiling; footsteps (receding)

Mimic (the monster) on the north wall leading to a 50ft. long x 25ft. wide x 5ft. tall hallway.

Sample Names: Thendara the merciless Winged Ricochet (Kinetic); Yshene the attractive Squirrel Entity (Willpower)

Air in room transforms into Elemental Glass Trap; DL 19; Search DC 199 (280 Wis damage/s, no resistance)

Room (Floor) that (causes/has/or is) Illusionary wall concealing a chamber with monster and treasure

[x2] Room is permanently/continuously Blinded, only creatures immune or bubbled against it can function here.

297,305gp

ladle

a pair of leather boots, +1 AC, 14gp

Amulet of Spinecastle, 12550gp

Rose-coloured Bludgening Weapon [4d6] +676 Th/+1226 dmg 19+/x6; 1M:

Target heals 25% of damage taken; CL 110; SL 19, 334874gp

DL XIX Macro-Huge Yellowish Pencils x(170) x[8]

AC 3631, HD 1.6E+5, i^9 hp 2.5E+7, GR 227% #Att 25, TH ÷ AC/Save DC by 380, dmg 2178

Str 67, Dex 52, Con 89, Int 78, Wis 31, Chr 42, 3.2E+2kxp

Film At 11

Prepared effects:

[Psi54 minor] Mind Over Matter: Stay conscious (and offensive) for up to SL segments after being reduced below -10 hp

[Psi16 Major] Golem Form: Glass: Improved Invis.; 1M: Prismatic Spray your group (hole in the middle)

[Wiz SL4] Globe of Invulnerability 4: Immune to spells with SL=0 to 3

[Psi3½ Major] Catapsi: Psychic static inhibits power manifestation.

[Wiz SL2] Spectral Hand: Can use 1 touch at range per round (roll TH+2). The hand can be re-used, but it must return to the cast

[Pri 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.

[Psi4 minor] AC *1.25: Your new AC = (old AC - 10) * 1.25 + 10

[Psi24 Ultra] Level: early 25: Get a "Level:" ability in your class 25 levels early (this can be taken multiple times)

[Pri SL8] Spell Immunity 8: Be immune to 5 spells by name

[Psi4 Grand] AC *2: Your new AC = (old AC - 10) * 2 + 10

[Psi4 Major] Actions *1.5: Pick one action type (M, P, V). Your number of actions of that type is multiplied by 1.5

[Pri SL5] Spell Resistance : Subject gains +12 +1/level SR.

Combat effects:

[Wiz SL10] Mordenkainen's Disjunction 10: Disjunct 2 effects (any type)

[Psi45 minor] Kinetic Bolt: SL*CL/2 Telekinesis dmg and knock back SL*10' (1 target, no save, Str-SL*2 check to avoid knock back)

[Pri SL2] Death Knell: Slain if <0 hp (save); you +1d8 hp, +2 Str, +1 CL {Touch, 1 creature}

[Wiz SL5] Dismissal : Send a creature back to it's own plane

[Psi-6G Grand] Counterspell †: 1bM: Counter an effect

[Psi30 Ultra] Decrease Wisdom: -1 Wis/succ

[Pri SL9] True Resurrection : As resurrection, plus remains aren't needed.

[Psi8 Ultra] Steal Attunement: Allow another to have & use one of the technological objects *anyone* made using Psi8

[Pri SL5] Animate Dead Monsters: Animates CL dead monsters

[Pri SL10] Remove Curse 10: Cure 7 curse effects (reverse causes that many, save for each)

[Psi-6G minor] Glimmer †: 1bM: Target can't be directly targetted; effects on him (including this) can still be targetted

[Pri SL8] Holy Bolt: Disperses undead, evil, outer-planar & 20 dmg/lvl

Dungeon062620 - Dungeon Level 19 (Wow)

Room # 7

Reception - 35ft. long x 5ft. wide x 30ft. tall

furniture (broken); armchair; smoky; steamy near ceiling

Unusual Material Door on the east wall leading to a 15ft. long x 10ft. wide x 25ft. tall hallway.

Sample Names: Thendara the rancorous Seagoing Vermin (Skates); Sakkrad the valorous Bat Lightning (Staff)

Whirling Pendulums Trap; DL 19; Search DC 192 (Attack +228 melee, 190d4 idamage)

Painting that (causes/has/or is) magically reinforced

[x2] Room is permanently/continuously Annihilateded, only creatures immune or bubbled against it can function here.

221,622gp

scorch marks

a ripped-up shirt, +6 AC, 0gp

Amethyst Scarab [AT++7] +29 AC/+961 Saves; 1M: Target is immune to poison & disease; CL 77; SL 19; 138495gp

Rian's Crap: +23 to CL; 1M: Your subordinates can use 2S+1V actions

this segment (this spell has duration 1 segment) ; CL 68; SL 19; 361490gp

DL XIX Macro-Huge Slate Cockroaches x(201) x[4]

|...^∞|AC|...^∞| 3625, HD 1.6E+5, hp 2.4E+7, AllR 219% #Att 32, TH ÷ AC/Save DC by 380, dmg 1449

Str 65, Dex 143, Con 69, Int 107, Wis 126, Chr 42, 3.2E+2kxp

Yiss

Prepared effects:

[Psi10 minor] Pain Erase: Target heals 25% of damage taken; Take only 75% of damage received

[Psi2 Major] Superior Invisibility: No sound,smell; attack breaks; Improved Invisibility

[Psi18 minor] Ego Shield: Immune to Mental Attacks; Undetect. Lie

[Psi-5 Major] Immune to Poison: Target is immune to poison & disease

[Wiz SL6] Contingency: Each creature can only have 1 Contingency spell on him. If the contingency spell is dispelled, the effect ir

[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.

[Psi-2 minor] NoBlink: Blinking does not function within 100'; within 1000'

[Wiz SL4] Prismatic Sphere 4: 2 Prismatic colors

[Psi54 minor] Force Field: CL*SL*2 hp ablative Force Field (vs. physical or energy attacks)

[Pri SL9] Resist Fire/Resist Cold 9: Take -85% dmg vs. fire or cold

[Psi81 Ultra] Magic Defense: Resist magic

[Psi-2 Grand] Elemental Composition: Can be any Normal/Para/Quasi Eele ; Can be Semi Eele

Combat effects:

[Psi54 Ultra] Earth Animation: Summon a DL=SL Earth Elemental

[Psi45 Grand] Iron Will: 1bM: One effect that's hitting you is delayed for SL segments (it will still resolve even if the caster is drop

[Psi-12L minor] Suggestion Blast: One group is suggested (Will save), all use same suggestion

[Psi19 Major] Health: 1M, 1V, touch: Heal hp of damage and/or restore Con; C=number of Con restored

[Pri SL5] Blade Barrier 5: 7d7 dmg wall (shards)

[Psi45 Major] Duplication: 1bM: Fork an effect (caster makes SL/3 saves)

[Psi54 Major] Psychic Will: Wall of Force

[Wiz SL6] Ray of Enfeeblement 6: -30 physical stat points (randomly distributed in packets of 5) (save per packet)

[Wiz SL1] Death Spell 1: Slay 1d12 HD of creatures (save)

[Psi45 Ultra] Undead Control: Turn Undead at CL=(SL-2)*2

[Psi54 Ultra] Flash: Light (can blind a person, make SL saves)

[Wiz SL12] Reset (Self or Other):

Dungeon062620 - Dungeon Level 19 (Word Up)

Room # 8

Music Room - 20ft. long x 35ft. wide x 50ft. tall

manger; door (broken); thud; slithering

Sliding Door (slides left/right into wall) on the west wall leading to a 25ft. long x 10ft. wide x 15ft. tall hallway.

Sample Names: Bolgreth the subterranean Liberty Shield (Teleporter); Veroc the sinful Lieutenant Threesome (Technology)

Hail of Jaws Trap; DL 19; Search DC 208 (Attack +361 melee, 20d100 idamage)

Wall that (causes/has/or is) false wall

[x2] Room is permanently/continuously ****Cursed**** (Ancient Foul Cursed)ed, only creatures immune or bubbled against it can fu
209,828gp

corpse (adventurer)

a feather fan, 'displace', 100gp

Flesh Glasses: +7 Class Slots; 361220gp

Bronze Tooth picks: Free Rogue Ability Focus Feat: Get +15 rogue

points (or +5 to skill check) on one rogue ability; 361280gp

DL XIX Macro-Diminutive Rose-Coloured Wrists x(81) x[4]

AC 3647, HD 4875, i^8 hp 7.8E+5, IR 4123% #Att 1, TH ÷ AC/Save DC by 380, dmg 7234

Str 79, Dex 38, Con 102, Int 122, Wis 70, Chr 118, 3.2E+2kxp

No Diggity

Prepared effects:

[Psi100 minor] Telekinetic Barrier: Take -N/2 dmg per physical or energy attack (max N = level)

[Wiz SL5] Tenser's Transformation 5: +75% of max hp to current hp, +1 TH melee

[Psi8 Major] Techskin: Get TechL "Techskins", each absorbs one technological attack (can't use with Stoneskin)

[Psi3½ Major] Evade Burst: You take no damage from a burst on a successful Reflex save.

[Wiz SL8] Clone: Clone

[Wiz SL2] Invisibility: Invisibility; attacking ends spell {Touch, 1 target}

[Psi-6G Major] Iridescence †: 1bM: Immune Fire (all variants), Positive, Prismatic, Chromatic, Light, Radiance, Blindness

[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.

[Wiz SL7] First Level Magic-User Spells (DM1): Cast any four 1st level Wizard spells simultaneously when it is cast.

[Psi72 minor] Duplication: Create 1 Mirror Image (max = PL)

[Pri SL6] Immune [E=3 element]: Pick an E=3 element, you are immune to it for 1 hour. (This immunity does not "spread" into ot

[Psi45 Grand] Magic Control: +SL/2 (round down) to SL of next Psi45 power

Combat effects:

[Psi45 Ultra] Radiowave Generation: SL*CL/2 Radiowave damage (1 group, no save, the effect can go through a SL' wall)

[Pri SL5] Blade Barrier 5: 7d7 dmg wall (shards)

[Wiz SL10] Wulf's Rectification: Sends 1d4+1 targets to home plane (no save, -20% MR/iMR)

[Psi54 minor] Acid: CL*(SL+2) acid dmg to one target (no save)

[Psi-6G Major] Insist Power †: 1bM: Counter an effect which counters one of your effects

[Psi45 Grand] Summoning: Summon a DL=SL Outer

[Pri SL9] Unlimited Wish: Duplicate any Wizard or Priest spell of levels 0-8.

[Psi45 minor] Weakness Creation: Add SL/2 instances of a Vulnerability to something (medium scale: a school, an element, etc.)

[Psi29 Ultra] Eye for an Eye (Psi 11W) (fork an eye back on someone):

[Psi29 Major] Cloudkill:

[Pri SL6] Heal: Cure all dmg + disease,blind,insanity,feeblemind

[Psi-6N Major] Child of Gaea: Target becomes Int=3, Wis=3, Chr=3, CL=0 (no save) for CL days

Dungeon062620 - Dungeon Level 19 (No Diggity)

Room # 9

Workshop - 45ft. long x 5ft. wide x 15ft. tall

overhang; arras (coin container); coughing; "Bleah!" (off in the distance)

Glass Door (transparent) (shatters if opened) on the south wall leading to a 25ft. long x 20ft. wide x 20ft. tall hallway.

Sample Names: Harrowdale the famous Bored Freak (-tron); Ashara the homicidal Fatal Sadists (Magic)

Contact Crapulence Trap; DL 19; Search DC 208 (4500 Dex damage, DC 207 Will save for half)

Ceiling that (causes/has/or is) magically reinforced

[x2] Room is permanently/continuously Disjunct (effect)ed, only creatures immune or bubbled against it can function here.

8,983gp

live crickets

a Potion of Revitalization, 'heal' 'cure critical' 'cure critical' 'cure critical', 900gp

Aquamarine Shoe lace: +10 level(s) of exceptional Con; 361990gp

Inky Necklace [AT+27] +28 AC/+29 Saves; 1M: Gain resistance 10 against one energy type.; CL 102; SL 19; 22720gp

DL XIX Small Chocolate Geographys x(247) x[6]

|...^∞|AC|...^∞| 3634, HD 22, hp 2992, XR 201% #Att 28, TH ÷ AC/Save DC by 380, dmg 18055

Str 130, Dex 47, Con 57, Int 75, Wis 65, Chr 133, 3.2E+2kxp

Out Fucking Standing

Prepared effects:

[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)

[Psi2 minor] Time/Space Anchor: Cannot be teleported; --

[Wiz SL5] Animate Dead : Creates undead skeletons and zombies.

[Psi18 Major] Death Stare: Gaze: Death (save)

[Wiz SL7] Anti-Magic Shell 7: Anti-Magic of SL 0 to 6

[Wiz SL4] Prismatic Sphere 4: 2 Prismatic colors

[Pri SL2] Aid: Bless; +2d8 (choose 1 die) hp (can above max) {Touch, 1 creature}

[Pri SL3] Double Resist [E=2 element]: Pick an E=2 element, you double resist it (1/4 dmg, 1/10 if make save) for 1 hour.

[Psi29 Grand] Duplicate Mechanism (x1):

[Pri SL1] Goodberry: 8 berries can cure 1 hp or act as 1 full meal. 8 berries are always created.

[Pri SL1] Animal Companion: Make an animal your companion (not familiar) {1 creature}

[Pri SL7] Goodberry 7: Creates 28 goodberries

Combat effects:

[Psi45 Ultra] Light Emission: SL*CL/2 Light damage (no save) and SL/2 instances of blindness (save)

[Pri SL8] Creeping Doom 8: (1d5+7)*120 insect dmg

[Psi-6G Major] Desolation: All psionic pools (including yours and friends) within 70' radius are emptied (use antiPsiR)

[Psi6E Major] Hex Bolt: 1 dmg/DPP (Save:½), Curse/Blight

[Wiz SL2] Summon Monster II: 1 DL 2 or 1d3 DL 1 creatures to fight for you {1 creature}

[Psi60 Major] Toxin: Poison (as spell)

[Wiz SL1] Color Spray: Unc. if <L; Blind if <L+3; Stun if >L+2 (save if >6) {1d6 creatures}

[Pri SL7] Dispel Magic 7: Dispel 5 magic effects

[Psi100 Major] Energy Dissipation: Take 3/4 damage from every energy attack

[Psi6G minor] Dispel Phantasm: Phantasms (non-corporeal undead of all types) are destroyed (no save)

[Wiz SL4] Confusion : Confuses targets, who can wander away, attack friend or do nothing

[Pri SL6] Creeping Doom 6: (1d3+5)*80 insect dmg

Dungeon062620 - Dungeon Level 19 (What The Fuck)

Room # 10

Trophy Room - 45ft. long x 10ft. wide x 10ft. tall

mosaic; balance & weights; steamy near floor; cold current

Concealed (Hidden) Door on the east wall leading to a 30ft. long x 15ft. wide x 10ft. tall hallway.

Sample Names: Govannon Frogcatcher the illustrious Obsidian Queen (Chariot); Gaizkine of the Purple Mind the noble Mister Bl

Spiked Drawer Trap; DL 19; Search DC 205 (2600 idamage, DC 202 Spell save to negate)

Pillar or Column that (causes/has/or is) Monster Generator: Plant (summons a Plant every segment)

[x2] Gods cannot smell, hear, or sense into this room unless they are actually there; Divine Intervention fails

315,140gp

gelatin

Hoppity Hip Slippers, +5 AC, 100gp

Emerald Bracers [AT+1030] +1295 AC/++37 Saves; 1M: DR 40/+CL; CL 86; SL 19; 472450gp

Greenish Club [4d10] +1155 Th/+21 dmg 11+/x11; 1M: Minor: Web; Major: Iron Bands

of Bilarro; Grand: Solid Wall of Force; Super: Forcecage; CL 78; SL 19, 208280gp

DL XIX Macro-Small Lavender Books x(186) x[7]

AC 3633, HD 19466, hp 3.0E+6, IR 285% #Att 17, TH ÷ AC/Save DC by 380, dmg 3621

Str 30, Dex 64, Con 57, Int 71, Wis 83, Chr 78, 3.2E+2kxp

Shitballs

Prepared effects:

[Pri SL7] Regenerate 7: Regenerates 1 hp /s

[Psi6E Major] Assassin Lore: Assassin's abilities of ½ level

[Pri SL7] Phoenix Sanctuary: You take half damage from any source (duration 1 turn, cannot be made permanent)

[Psi45 Grand] Resist: Energy: SL/3 (round down) instances of Resist energy attacks

[Pri SL3] Negative Plane Protection: Stops one negative energy attack

[Pri SL9] Duplicate Mechanism: duplicate a technology item

[Wiz SL5] Tenser's Transformation 5: +75% of max hp to current hp, +1 TH melee

[Psi45 Grand] Resist: Magic: SL/4 (round down) instances of Resist magic

[Psi-12L Major] See Through: See through Dust of Disappearance & Mirage Arcana effects

[Psi8 Ultra] Construct Power/Defensive Item 8: Create a "Power" type item (see next page) of TechL=CL, each 8 TechL takes 1S a

[Psi54 Major] Invulnerability: -CL*SL/2 dmg per attack

[Psi4 Ultra] Spell *2.5: One spell that you know has it's effect multiplied by 2.5, or costs only 1/(2.5*2-1) of a spell slot

Combat effects:

[Psi-2 Ultra] Planetary Acidify: Acidifies 1 planet or moon (!); 2 planets or moons!

[Psi-12L minor] Law Beam: CLxCL mental dmg in line (Reflex:½); C-align x2 dmg

[Psi45 Grand] Neural Manipulation: Minor: Seizure (-2 all rolls, save); Major: Paralysis (SL/3 saves)

[Wiz SL5] Time Stop 5: Stops time for 1d10 segments

[Psi5 minor] Natural Protection: (Z action) Natural Effect damage resistance 75% for 1s

[Wiz SL4] Dispel Magic 4: Dispel 2 magic effects

[Pri SL4] Summon Monster IV : Summons a DL IV monster (1 turn)

[Wiz SL3] Monster Swarm Summoning III: Summons CL*3.5 (round down) DL II monsters

[Pri SL8] Creeping Doom 8: (1d5+7)*120 insect dmg

[Wiz SL10] Summon Dweomer: Summons a creature (your choice, not random) with HD < CL

[Pri SL5] Creeping Doom 5: (1d2+4)*60 insect dmg

[Pri SL5] Wall of Stone : 20 hp/four levels; can be shaped.

Dungeon062620 - Dungeon Level 19 (Shoot)

Room # 11

Stable - 5ft. long x 45ft. wide x 35ft. tall

table, long; dome; bellow (ing); murmuring

Automatic Door (opens if anyone approaches) on the east wall leading to a 15ft. long x 15ft. wide x 5ft. tall hallway.

Sample Names: Kuroth the hypocritical Arduous Hawk (Carbine); Gaut the charming Senora Scavenger (Gas)

Power Word Blind 12 Trap; DL 19; Search DC 204 (Wizard CL 38, DC 193 Spell save for half), (multiple targets)

Arch that (causes/has/or is) Treasure hidden by Invisibility

[x2] Room is permanently/continuously **Cursed** (Ancient Foul Cursed)ed, only creatures immune or bubbled against it can fu
265,237gp

lime

key to the coffin, 0gp

Flying Carpet, 35520gp

Shocking pink Armor, Light [AT+366] x10 AC/+28 Saves; 1M: 100'r,

any flying creature is Imprisoned; CL 118; SL 19; 161295gp

DL XIX Huge Ebony Growths x(349) x[7]

AC 3613, HD 161, iiiihp 23232, RR 263% #Att 15, TH ÷ AC/Save DC by 380, dmg 1460

Str 123, Dex 33, Con 67, Int 108, Wis 79, Chr 140, 3.2E+2kxp

Bloody Hell

Prepared effects:

[Psi-12C Major] Globe of High Resistance: Immune to SL 4-6 (all types), Resist SL 2-3 (all types)

[Pri SL2] Resist Acid and Corrosion: Resist acid {Touch, 1 target}

[Wiz SL3] Anti-Magic Shell 3: Anti-Magic of SL 0 to 2

[Psi4 Grand] Move Rate *2: Multiply Move Rate by 2

[Psi27 Grand] Diversify: Your next Psi27 power that has one target has LVL targets instead

[Wiz SL3] Protection from Normal Missiles: Duration CL turns

[Psi45 minor] Body Resistance: Physical attacks that do less than SL*2 dmg to you do nothing

[Psi45 Major] Warding: Create a Trap (x1 Psionic) for SL/2 Psi45 powers

[Pri SL10] Protection from Fire 10: Stop the next CL*36 fire dmg

[Pri SL8] Goodberry 8: Creates 32 goodberries

[Psi9 Ultra] Bio Force: Super Accuracy: Roll 1d4+16 instead of 1d20 for to hit

[Pri SL5] Protection from Lightning 5: Stop the next CL*16 lightning dmg

Combat effects:

[Pri SL2] Cure Moderate Wounds (3): Cure 4d8+L (choose 2 dice) (or) 12+L hp {Touch, 1 creature}

[Psi54 Ultra] Super Breath: CL*SL air dmg to one group (no save)

[Wiz SL10] Immediate Monster Summoning X: Summons a DL VIII monster without summoning sickness

[Wiz SL5] Feeblemind 5: -25 mental stat points (randomly distributed in packets of 5) (save per packet)

[Psi-3 Major] Dismiss Elemental: Dismiss an elemental (no save)

[Psi30 Major] Power Touch: Astral damage

[Psi54 minor] Bomb: CL*SL explosion dmg to your group (no save, hole in the middle)

[Wiz SL10] Power Word Blind 10: Blinds & stuns a creature if current hp < 200 (no save)

[Psi-3 Major] Astral Destruct V: Astral destruct fights for you.

[Psi45 Major] Summoning: Summon a DL=SL Outer

[Wiz SL8] Extract: Extracts memories and thoughts from target (no save)

[Psi3½ Grand] Co-opt Concentration: Take control of foe's concentration power.

Dungeon062620 - Dungeon Level 19 (Disco)

Room # 12

Bath / Bathing Room - 25ft. long x 50ft. wide x 25ft. tall

pit (shallow); box; splintering; bang, slam

Iris Door (seals as a spiral) on the south wall leading to a 45ft. long x 10ft. wide x 20ft. tall hallway.

Sample Names: Rismin the irritating Machine Bolt (Flute); Lorbal the byzantine Sir Demon (Capsule)

Tripping Caltrops Trap; DL 19; Search DC 193 (Attack +76 melee, 120d6 Wis damage)

Fire that (causes/has/or is) Distorted - Height/Depth

[x2] Room is permanently/continuously Annihilated, only creatures immune or bubbled against it can function here.

268,065gp

claw marks

captain Amos's gloves, +1 AC, 65gp

Claret Staff [4d8] +22 Th/+962 dmg 9+/x5; 1M: Turn Undead at CL=(SL-2)*2; CL 74; SL 19, 175974gp

Dark Hanger: +7h∞LQQF Action(s); 361500gp

DL XIX Huge Garnet Windscreens x(185) x[8]

||iAC|| 3626, HD 160, iiiihp 23232, RR 201% #Att 23, TH ÷ AC/Save DC by 380, dmg 1447

Str 47, Dex 82, Con 32, Int 41, Wis 123, Chr 50, 3.2E+2kxp

Yeah, No

Prepared effects:

[Wiz SL5] Globe of Invulnerability 5: Immune to spells with SL=0 to 4

[Pri SL8] Goodberry 8: Creates 32 goodberries

[Psi8 Major] Construct Control Item 2: Create a "Control" type item (see next page) of TechL=CL, each 2 TechL takes 1S action

[Psi4 Grand] Money *2: How much money you get in dungeon is multiplied by 2 (only affects you, not whole party)

[Psi--2 Grand] Endurance of the World: +9 TH; +9 dmg; IECNR +25% ; Lasts 5r after maint.

[Psi45 Major] Gravity Manipulation: SL/2 (round down) instances of Resist gravity/falling damage; +SL*10% damage with gravity,

[Pri SL3] Double Resist [E=1 eelement]: Pick an EE=1 eelement, you double resist it (1/4 dmg, 1/10 if make save) for 1 hour.

[Wiz SL10] Reflect Dweomer: One action or effect is reflected to caster (no save)

[Psi45 Ultra] Electrical Control: SL/2 (round down) instances of Resist lightning; +SL*10% damage with lightning effects

[Wiz SL11] Symbol Of Wizardry: all that look at symbol have their spells reset

[Psi45 Ultra] Magic Control: +SL/2 (round down) to SL of next Psi45 power

[Wiz SL4] Dimensional Anchor : Bars extradimensional movement.

Combat effects:

[Psi10 Major] Automaton: Control target's V actions (save)

[Psi-12T Major] Bring Animals IV: Summon CL Animals using ML IV chart, you pick the result

[Psi1 Ultra] Telekinetic Crush: 1 target: X*X*X telekinetic damage (no save)

[Psi-12L Major] Choose Summoning V: Monster Summoning using ML V chart, you pick the result

[Wiz SL3] Hold Person: Holds up to 4 people

[Psi30 minor] Stun Touch: Astral stunning

[Psi-12L Major] Chain Question Mark: Remotely "wake up" or alert a friendly group on same DL

[Wiz SL10] Lightning Bolt 10: CLd20 lightning dmg to a group (save:½)

[Wiz SL11] As You Were: Target's experience levels halve (round up) (no save)

[Psi-6G Grand] Counterspell †: 1bM: Counter an effect

[Psi45 minor] Weakness Creation: Add SL/2 instances of a Vulnerability to something (medium scale: a school, an element, etc.)

[Psi3½ Major] Second Chance: Gain a reroll.

Dungeon062620 - Dungeon Level 20 (Okey Dokey)

Room # 1

Trophy Room - 40ft. long x 45ft. wide x 5ft. tall

Walls of Bone; collapsed wall; clashing; scratching/scrabbling

Secret Door on the north wall leading to a 40ft. long x 5ft. wide x 10ft. tall hallway.

Sample Names: Layla the brave Vector Death (Teleporter); Brynnlaw the uncanny Cosmic Tornado (Stationwagon)

Basic Jaws Trap; DL 20; Search DC 203 (Attack +140 ranged, 60d50 idamage)

Tapestry that (causes/has/or is) Teleports

[x2] Immortals cannot taste, see, or sense into this room unless they are actually there; Divine Intervention fails

352,554gp

cracks

alys' Key, 0gp

Rian's Pituitary Gland: +33 to Con; 1M: 1M: A group gets +LVL set Str.; CL 92; SL 20; 400730gp

Prismatic Armor, Medium [AT+33] +22 AC/+33 Saves; 1M: Immune disease and poison; CL 85; SL 20; 20895gp

DL XX Gargantuan Brownly Illegals x(308) x[7]

iiAC 4011, HD 322, |hp| 5.3E+4, ER 247% #Att 6, TH ÷ AC/Save DC by 420, dmg 4007

Str 137, Dex 113, Con 62, Int 75, Wis 33, Chr 42, 3.9E+2kxp

Forizzle

Prepared effects:

[Psi54 Major] Thief: Any Thief SL-1 pick; 5*CL Rogue points in it

[Psi1 Grand] Suppression: Cannot use or be affected by psionics, all psi effects drop

[Psi15 Super] Luckscale: (Must have scales to use) Luckstone effect for 1 day

[Psi45 Ultra] Force Field vs. Hostiles: Enemies must make SL/2 saves to attack you

[Wiz SL8] Prismatic Sphere 8: 6 Prismatic colors or 4 MultiPrismatic colors (may repeat colors in either mode)

[Pri SL7] Protection from Lightning 7: Stop the next CL*24 lightning dmg

[Psi-2 minor] Magnify: Mult. power (Max=level/5+1); M+1, no extra cost

[Pri SL1] Goodberry: 8 berries can cure 1 hp or act as 1 full meal. 8 berries are always created.

[Psi72 minor] Reincarnate: You Reincarnate upon death, inactive and Feign Death for the rest of this combat

[Psi6G Grand] Discontinuity Immunity: Immune to Annihilation, Being Put Down a Hole

[Pri SL9] Rift: all undead within 360 yards have x10 hp; duration 3 d

[Pri SL1] Protection from Lightning 1: Stop the next CL*2 lightning dmg

Combat effects:

[Psi6E Grand] Storm of Vengeance: As the Quest level Priest spell

[Wiz SL9] Cone of Cold 9: CLd18+CL cold dmg to a group (save:½)

[Wiz SL3] Enslave Person: As Charm Person, except the effect cannot be thrown off by being damaged, and there is no daily save

[Psi-6G Major] Insist Power †: 1bM: Counter an effect which counters one of your effects

[Psi30 Grand] Treat Serious Wounds: Heals 60% max hp (3 succ)

[Psi7 Grand] (no name): Summon a DL VII Undead

[Psi6E Grand] Fear V (Vision of Weakness): Lose 1d6 levels, -6 Str/Dex/Con (save)

[Wiz SL10] Feeblemind 10: -50 mental stat points (randomly distributed in packets of 5) (save per packet)

[Psi18 Grand] Scty: Metamorph Blockade: [permanent] Force Shapechange, no polymorph

[Pri SL3] Flame Strike 3: CLd4 holy fire dmg (save:½)

[Wiz SL7] Power Word Blind 7: Blinds & stuns a creature if current hp < 80 (no save)

[Pri SL8] Undead Plague: Summon 1000 skeletons

Dungeon062620 - Dungeon Level 20 (Okey Dokey)

Room # 2

Psionist's Chamber/Lab - 35ft. long x 10ft. wide x 30ft. tall

cassocks (robes); cruet (flask); buzzing; clicking

Void Door (cannot see through doorway) on the west wall leading to a 45ft. long x 5ft. wide x 25ft. tall hallway.

Sample Names: Shemoskarn the brave Micro- Bug (Saucer); Langarlia the monstrous White Albino (Divine intervention)

Ingested Nether Trap; DL 20; Search DC 202 (600 Wis damage, no resistance)

Dome that (causes/has/or is) Magical Pool: Effect of a randomly determined potion

(will repeat same potion effect as last drink 75% of the time)

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Week
49,805gp

gong

an assassin's dagger, dagger, 8d3 (16), 150gp

Peacock blue Ring: +10 level(s) of exceptional Chr; 400180gp

Chocolate Rope [17d12] +1224 Th/+900 dmg 13+/x13; 1M:

Target cannot Fly/Levitate (no save); CL 125; SL 20, 374184gp

DL XX Macro-Gargantuan Puce Irans x(287) x[5]

iiAC 4031, HD 3.3E+5, i^7 hp 5.3E+7, TR 256% #Att 37, TH ÷ AC/Save DC by 420, dmg 40011

Str 76, Dex 141, Con 102, Int 90, Wis 32, Chr 36, 3.9E+2kxp

Bleeding

Prepared effects:

[Wiz SL1] Poisonous Claws: Natural fighting has poison (CL*4 dmg, save for CL)

[Wiz SL9] Chain Contingency : Like the contingency, but holds more spell

[Wiz SL6] Armor 6: +CL*12 current hp

[Psi29 Major] Serten's Spell Immunity:

[Psi3 minor] Biocurrent: Continuous bioelectrical current deals 1d4 electrical dmg/r to up to 2 cr.

[Pri SL5] Resist [E=5 element]: Pick an E=5 element, you resist it for 1 hour.

[Psi--2 minor] Magnify: Mult. power (Max=level/5+1); M+1, no extra cost

[Psi81 minor] Stretching: Can attack (CL+3)/4 groups per segment without actually entering them

[Wiz SL12] Armor 12: +CL*24 current hp

[Psi45 Grand] Regeneration: Regenerate SL hp/s

[Psi45 Grand] Resist: Mental: SL/2 (round down) instances of Resist mental attacks

[Psi6G Grand] Self-Control: Immune to next Ego / Domination / Command-like effect

Combat effects:

[Psi6N Major] Reverse Psionics: Casts reverse of psi, N=SL of effect (max = your level/2)

[Pri SL6] Hold Person/Monster 6: Hold 8 person or 6 monster targets (save)

[Wiz SL6] Power Word Blind 6: Blinds & stuns a creature if current hp < 40 (no save)

[Pri SL7] Treat Caused Wounds: Cure 70% of max hp

[Psi6E Major] Blackfire: Polymorph Any Object to Ashes (6d10 Hp)

[Pri SL1] Blade Barrier 1: 3d3 dmg wall (shards)

[Wiz SL11] Planet Swarm: target struck by 4 gas giants or 8 small planets (?!)

[Wiz SL10] Wulf's Rectification: Sends 1d4+1 targets to home plane (no save, -20% MR/iMR)

[Psi30 Ultra] Power Blast: Astral damage

[Wiz SL10] Cone of Cold 10: CLd20+CL cold dmg to a group (save:½)

[Psi45 Major] Summoning: Summon a DL=SL Outer

[Psi45 minor] Energy Solidification: Minor: Web; Major: Iron Bands of Bilarro; Grand: Solid Wall of Force; Super: Forcecage

Dungeon062620 - Dungeon Level 20 (Ack)

Room # 3

Stable - 45ft. long x 40ft. wide x 40ft. tall

Bridge, Force (magical); fetters; earthy smell; gong

Membrane Portal on the west wall leading to a 15ft. long x 10ft. wide x 15ft. tall hallway.

Sample Names: Rouen the hideous Bullet Lackey (Belt); Jerrin the anarchic Platypus Mime (Tube)

Vanish Trap; DL 20; Search DC 204 (Psionicist CL 40, no resistance)

Furnishings that (causes/has/or is) Electrical Shock

[x2] Immortals cannot taste, see, or sense into this room unless they are actually there; Divine Intervention fails

379,733gp

wardrobe

a crown of daises, +1 AC, 10gp

Lily-white Thread: All your Warrior classes use the "set XP table"(3kxp

at 2nd, doubles til 9th,600kxp at 10th,+300kxp per level afterward).; 400830gp

Rian's Vastus medialis muscle: +17 to HNCL; 1M: 0, 1/s: Your summons are unaffected by summoning sickness. 0, 1/s:

Charm 1 target for this segment (no resistance). 0, 1/r: Summon 5 DL 10 Dragons.; CL 115; SL 20; 400540gp

DL XX Huge Steely Dieticians x(104) x[7]

||AC|| 4035, HD 166, hullp 25728, XR 210% #Att 23, TH ÷ AC/Save DC by 420, dmg 40002

Str 43, Dex 37, Con 118, Int 34, Wis 37, Chr 59, 3.9E+2kxp

Fuck That Noise

Prepared effects:

[Psi27 Grand] People's Area: Forbiddance, Guards and Wards, Proof vs. Teleportation/Scrying LVL*10' radius

[Psi81 Grand] Damage Reduction, Energy, 75%: Take x0.25 damage from energy

[Psi1 Major] Controlled Blinking: Blink 10'/level each round (no action after 1st)

[Psi30 Major] Animate: Animate Object (as spell)

[Wiz SL8] Armor 8: +CL*16 current hp

[Psi-2 minor] NoBlink: Blinking does not function within 100'; within 1000'

[Pri SL1] Protection from Fire 1: Stop the next CL*2 fire dmg

[Pri SL9] Duplicate Item: duplicate a x1 magic or psi item that uses charges

[Psi60 Major] Anti-Missile Barrier: Ranged: +LVL/2 AC, -LVL dmg per hit/succ

[Psi16 Grand] Create Golem III: Create a DL VII Golem (AC=12*CL, hp=10*(CL^3), Str=6*CL)

[Psi54 Ultra] Split: You are two beings (two places at once); it costs 3 actions to have each body do 1 action

[Psi2 minor] Psychic Blade: Blade: 1d6/1d6 +2/+X, stun 1d6r (save); 1d10/1d10

Combat effects:

[Psi72 minor] Neutralize: An effect loses PL-1 SL's, if it is reduced below 0 SL, it is dispelled

[Pri SL8] Undead Plague: Summon 1000 skeletons

[Psi3 minor] Ecto Puppet: You directly control an astral construct.

[Wiz SL10] Power Word Stun 10: Stuns a creature if current hp < 400 (no save)

[Pri SL1] Blade Barrier 1: 3d3 dmg wall (shards)

[Wiz SL7] Summon Monster VII : Calls outsider to fight for you.

[Psi-12L Major] Choose Summoning IV: Monster Summoning using ML IV chart, you pick the result

[Wiz SL5] Prismatic Wall 5: 5 Prismatic colors or 3 MultiPrismatic colors (may repeat colors in either mode)

[Pri SL5] Wall of Thorns : Thorns damage anyone who tries to pass.

[Psi3 Major] Time Hop: Subject hops forward in time 3d6 rounds.

[Psi54 Major] Ice Animation: Summon a DL=SL Ice Elemental

[Psi30 Ultra] Barrier: Solid Wall of Force (as spell)

Dungeon062620 - Dungeon Level 20 (Damn)

Room # 4

Workroom - 50ft. long x 35ft. wide x 50ft. tall

Priest/Religious Furnishings; Floors of Ooze; breeze, slight; downdraft, slight

Locked Door, Mechanical on the north wall leading to a 5ft. long x 20ft. wide x 10ft. tall hallway.

Sample Names: Ksathra of the Swarming Winds the loathsome Lurking Squirrel (Helicopter); Satna the extraordinary Raccoon Hilll

Block transforms into Elemental Void Trap; DL 20; Search DC 219 (3400 Con damage/s, no resistance)

Statue that (causes/has/or is) Changes - Sex

[x2] Room is permanently/continuously *Cursed*ed, only creatures immune or bubbled against it can function here.

199,304gp

live crickets

a forbidding black throne, Ogp

Rian's Sinuses: +11 to Dex; 1M: Use the quivering palm attack once per round; CL 97; SL 20; 400270gp

Amber Wand [8d20] +27 Th/+1157 dmg 12+/x12; 1M: CL*SL force dmg to one group (no save); CL 108; SL 20, 214894gp

DL XX Fine Bluish Kangaroos x(257) x[4]

AC 4005, HD 6, |hp| 406, AllR 261% #Att 13, TH ÷ AC/Save DC by 420, dmg 12011

Str 62, Dex 111, Con 93, Int 92, Wis 129, Chr 95, 3.9E+2kxp

Meow

Prepared effects:

[Psi45 minor] Hard Radiation Control: SL/2 (round down) instances of Resist radiation damage; +SL*10% damage with radiation (

[Pri SL1] Goodberry: 8 berries can cure 1 hp or act as 1 full meal. 8 berries are always created.

[Pri SL6] Double Resist [E=5 element]: Pick an E=5 element, you double resist it (1/4 dmg, 1/10 if make save) for 1 hour.

[Wiz SL8] Tenser's Transformation 8: +150% of max hp to current hp, +4 TH melee

[Wiz SL7] First Level Magic-User Spells (DM2): Can cast one 1st Level Wizard spell per round as Z action

[Psi45 Major] Force Field vs. Physical: -SL per physical attack

[Psi3 Major] Clairtancy: You can use Far Hand at any distance.

[Pri SL3] Protection from Lightning 3: Stop the next CL*8 lightning dmg

[Psi6G Grand] Astral Eyes: Can see through alterations/illusions/possession; Astral Perception

[Wiz SL5] Anti-Magic Shell 5: Anti-Magic of SL 0 to 4

[Pri SL2] Resist Acid and Corrosion: Resist acid {Touch, 1 target}

[Psi8 Ultra] Construct Weapon Item 8: Create a "Weapon" type item (see next page) of TechL=CL, each 8 TechL takes 1S action

Combat effects:

[Psi9 minor] Electricity Generator: 4d10'long, CHd6 dmg (save:½)

[Psi72 minor] Energy Blast - Personal: One target takes PL energy dmg (no save)

[Psi-3 Major] Hold Monster: Hold Monster

[Wiz SL5] Time Stop 5: Stops time for 1d10 segments

[Psi29 Grand] Escape:

[Psi29 Ultra] Negation Blast:

[Psi54 Grand] Spiritual Drain: Target loses CL*SL hp (necromantic, no save), you gain CL*SL hp (not above max)

[Pri SL8] Dispel Evil 8: Dispel 4 evil targets (can target the same thing more than once) (save)

[Wiz SL4] Charm Monster : Makes monster believe it is your ally.

[Wiz SL4] Magic Missile 4: (CL+1)*2 missiles, each does 1d4+1 force dmg (no save)

[Psi45 Ultra] Energy Sponge: bM: SL*10% chance to absorb an entire energy attack

[Pri SL9] Command 9: Target makes 9 saves, each missed save allows 1 word for a command to be given

Dungeon062620 - Dungeon Level 20 (Bloody Hell)

Room # 5

Chapel - 30ft. long x 30ft. wide x 40ft. tall

butt (large borrel); fallen stones; sneezing; footsteps (ahead)

Automatic Door (opens if anyone approaches) on the north wall leading to a 35ft. long x 5ft. wide x 15ft. tall hallway.

Sample Names: Kryphus the zealous Techni- Claw (Kinetic); Namia the mesmerizing Beta Imp (BBs)

Ray of Enfeeblement 12 Trap; DL 20; Search DC 220 (Cleric CL 40, no save)

Altar that (causes/has/or is) False

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Round
376,765gp

talc

a crimson velvet cloak, +3 AC, 10gp

Rian's Trapezius muscle: +26 to Int; 1P: 1bM: Unsummon a unique being.; CL 70; SL 20; 400700gp

Popper of Magic Missile (1V, use once: A CL 3 magic missile resolves once a segment for 10 s), 2630gp

DL XX Tiny Sea-Green Operas x(375) x[6]

iiiAC 4025, HD 16, hp 1616, IR 252% #Att 34, TH ÷ AC/Save DC by 420, dmg 4005

Str 53, Dex 133, Con 91, Int 64, Wis 96, Chr 134, 3.9E+2kxp

Jebus

Prepared effects:

[Pri SL4] Resist [E=2 element]: Pick an EE=2 element, you resist it for 1 hour.

[Psi16 Grand] Golem Form: Stone: Immune earth; set Str 22+LVL; 1V: Slow

[Psi4 Ultra] hp *2.5: Multiply hp by 2.5

[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 SL8] Clone: Clone

[Psi-3 Grand] Telepathic Sphere: Mobile force globe protects group from mental attacks

[Psi3 Major] Inertial Barrier: Subject gains damage reduction (10/+5).

[Psi3½ Major] Metamorphosis: Assume shape of creature or object.

[Psi2 minor] Inertial Barrier: Melee:delay 1r;Mis.:dice dmg; Mis.:dice-1 dmg

[Psi23 minor] Obscuring Cloud: Blocks all forms of vision (inf,ult,x-r)

[Psi6N Ultra] Thief Abilities, LVL 12: Get thief abilities of level 12 (max = your level)

[Pri SL5] Spell Resistance : Subject gains +12 +1/level SR.

Combat effects:

[Wiz SL4] Magic Missile 4: (CL+1)*2 missiles, each does 1d4+1 force dmg (no save)

[Psi45 Ultra] Mechanical Creation: Summon a DL=SL-2 Golem or Technological monster

[Psi29 Grand] Acid Bolt LVLd10:

[Pri SL5] Wall of Fire : Passing through wall deals 2d6 +1/level.

[Psi54 minor] Hypnotism: Hypnosis (SL saves)

[Psi-6G minor] Pentecost: 35' radius: All targets make Will save (extra -CL-N*3 penalty) or Confused CL rounds

[Psi54 Grand] Ice Production: CL*(SL+2) ice dmg to one target (no save)

[Pri SL5] Remove Coma: Removes the Coma effect

[Psi45 Major] Self-Revival: 0, (SL-1)/d: Heal self

[Psi2 Major] Summon Planar Creature: Choice of plane but not exact; Creature not angry

[Pri SL10] Death's Door 10: Target (currently at negative hp) goes to 64 hp (can't go above max)

[Psi45 Grand] Lifeform Creation: Summon a DL=SL-1 monster

Dungeon062620 - Dungeon Level 20 (Fosheezy)

Room # 6

Aviary - 30ft. long x 25ft. wide x 10ft. tall

lamp(s); pallet; thud; splintering

Trapped Door, Magic/Psi on the north wall leading to a 20ft. long x 25ft. wide x 10ft. tall hallway.

Sample Names: Nerad the puerile Time Djinn (Bombs); Striv the socio-pathic Pubescent Tarantula (Barge)

Fusillade of Pendulums Trap; DL 20; Search DC 210 (Attack +340 melee, 40d50 Chr damage)

Door, Secret that (causes/has/or is) Monster Generator: Water (summons a Water every segment)

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Year
181,144gp

grill

a pair of winged sandals, +7 AC, 300gp

Pea green Cube [8d8] +25 Th/+1296 dmg 20+/x3; 1M: Major: Disintegrate (save); CL 115; SL 20, 238934gp

Rian's Spleen: +19 to CL; 1M: Wall of Fire or Probe as spell.; CL 100; SL 20; 400810gp

DL XX Diminutive Ice Blue Glues x(287) x[4]

AC 4030, HD 6, i^6 hp 818, RR 216% #Att 6, TH ÷ AC/Save DC by 420, dmg 4813

Str 150, Dex 73, Con 53, Int 39, Wis 66, Chr 56, 3.9E+2kxp

Nope Nope Nope

Prepared effects:

[Psi45 Grand] Energy Doppelganger: Mirror Image (1 image), it has SL^3 hp; it flies at SL*3"; you can cast Psi45 effects through it

[Wiz SL1] Armor : AC6 until 8+1/level points of damage had been sustained by subject

[Psi45 Ultra] Fire Control: SL/2 (round down) instances of Resist fire; +SL*10% damage with fire 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 SL7] Globe of Invulnerability 7: Immune to spells with SL=0 to 6

[Psi45 Ultra] Energy Doppelganger: Mirror Image (1 image), it has SL^3 hp; it flies at SL*3"; you can cast Psi45 effects through it

[Psi72 minor] Reincarnate: You Reincarnate upon death, inactive and Feign Death for the rest of this combat

[Psi45 Major] Gravity Manipulation: SL/2 (round down) instances of Resist gravity/falling damage; +SL*10% damage with gravity,

[Wiz SL9] Prismatic Sphere 9: 7 Prismatic colors or 5 MultiPrismatic colors (may repeat colors in either mode)

[Pri SL6] Resist [E=6 element]: Pick an E=6 element, you resist it for 1 hour.

[Psi-2 Major] Insens. to Psychic Imp.: Resist Psionics; Resist Anti-Psionics

[Psi-6N Major] Gaea's Herald ~: 1P or 1M: When your summoned creatures go below -10 hp, they don't disappear (you can cure)

Combat effects:

[Pri SL4] Call Lightning 4: (CL+2)d10 lightning dmg (save:½) (halve the die type if not outside)

[Psi0 Ultra] Flying Fireball: KiLd8 dmg in a KiL' radius (fire damage) (save:½)

[Psi-12L minor] Law Bolt: CLxCL mental dmg to 1 target (Reflex:½); C-align x2 dmg

[Wiz SL5] Magic Jar : Life force change between the caster and someone else

[Wiz SL1] Cone of Cold 1: CLd2+CL cold dmg to a group (save:½)

[Psi100 Major] Dispel Exhaustion: Mental Surgery (1) but all in psi link affected

[Wiz SL9] Feeblemind 9: -45 mental stat points (randomly distributed in packets of 5) (save per packet)

[Psi54 Grand] Phobia: Fear (SL saves)

[Wiz SL7] Fireball 7: CLd14 fire dmg to a group (save:½)

[Psi3½ Major] Psionic Blast: Stun creatures in 30-ft. cone for 1 round.

[Wiz SL9] Heal:

[Wiz SL12] Reset (Self or Other):

Dungeon062620 - Dungeon Level 20 (What A Mess)

Room # 7

Hall, Great - 20ft. long x 20ft. wide x 45ft. tall

Walls of Fire; brazier; slithering; laughter

Dimension Door (as the spell) on the west wall leading to a 40ft. long x 10ft. wide x 15ft. tall hallway.

Sample Names: Davion the boisterous Fire Condor (Water); Silvershield the impossible Armadillo Scavenger (Light)

Creation Bolt Trap; DL 20; Search DC 204 (Psionicist CL 40, DC 202 PPD save for half)

Ceiling that (causes/has/or is) Randomly Acts

[x2] Mortals cannot see, taste, or sense into this room unless they are actually there; Divine Intervention fails

101,261gp

flail

a pair of leather boots, +1 AC, 31gp

Dust of Sneezing & Choking, 2330gp

Chestnut Piercing Weapon [10d6] +40 Th/+677 dmg 10+/x2; 1Z:

Reroll any roll you just failed.; CL 82; SL 20, 133037gp

DL XX Mega-Diminutive Bluish Foods x(381) x[4]

iAC 4032, HD 5.2E+6, ihp 8.6E+8, IR 294% #Att 36, TH ÷ AC/Save DC by 420, dmg 12013

Str 116, Dex 120, Con 117, Int 95, Wis 45, Chr 99, 3.9E+2kxp

Yippee

Prepared effects:

[Pri SL5] Resist Fire/Resist Cold 5: Take -65% dmg vs. fire or cold

[Wiz SL7] Armor 7: +CL*14 current hp

[Psi15 Super] Hypnotism: Hypnotism, up to CL targets

[Wiz SL9] Tenser's Transformation 9: +175% of max hp to current hp, +5 TH melee

[Wiz SL3] Nondetection : Hides subject from divination, scrying.

[Wiz SL11] Tenser's Transformation 11: +225% of max hp to current hp, +7 TH melee

[Wiz SL5] Anti-Magic Shell 5: Anti-Magic of SL 0 to 4

[Wiz SL8] Second Level Magic-User Spells (DM2): Can cast one 2nd Level Wizard spell per round as Z action

[Wiz SL3] Psionic Resistance: PsiR 40+CL*5% [duration 3 hours]

[Psi45 Major] Chemical Mimicry: Change your body to be of an TechL=SL chemical

[Pri SL10] Resist Fire/Resist Cold 10: Take -90% dmg vs. fire or cold

[Psi27 Grand] The Sorting: Shapechange, but can merge and assume qualities of LVL creature types.

Combat effects:

[Wiz SL9] Mordenkainen's Disjunction 9: Disjunct 1 effect (any type)

[Psi30 Grand] Earth Bolt: Ele.Earth damage,Con resist

[Pri SL6] Call Lightning 6: (CL+2)d14 lightning dmg (save:½) (halve the die type if not outside)

[Pri SL10] Death's Door 10: Target (currently at negative hp) goes to 64 hp (can't go above max)

[Wiz SL12] Time Stop 12: Stops time for 1d7 rounds

[Pri SL10] Dispel Magic 10: Dispel 8 magic effects

[Wiz SL5] Ray of Enfeeblement 5: -25 physical stat points (randomly distributed in packets of 5) (save per packet)

[Psi-2 minor] Time Diminish: -3 M, -3 P, -3 V (save); -1 more each type

[Wiz SL3] Put Out of Misery: Target being at negative hp that would die if unattended is slain (no save)

[Psi54 Ultra] Psychic Will: Wall of Force

[Psi29 Ultra] Set:

[Psi1 Ultra] Counterspell: [0 action to use] Counters a Magic/Psi/Innate

Dungeon062620 - Dungeon Level 20 (Thanks, I Hate It)

Room # 8

Harem/Seraglio - 25ft. long x 5ft. wide x 10ft. tall

table, small; spinning wheel; horn/trumpet sounding; dank, mouldy smell

Phase Door (phases in/out every so often) on the south wall leading to a 35ft. long x 15ft. wide x 10ft. tall hallway.

Sample Names: Coronal the manipulative Comet Super-Heroe (Donkey); Badger Edlinson the deviant Count Glider (Slime)

Hail of Spears Trap; DL 20; Search DC 216 (Attack +280 ranged, 90d6 idamage)

Tapestry that (causes/has/or is) Magical Pool/Throne: Teleports (roll 1d4): (1) Back to surface,

(2) Elsewhere on this DL, (3) 1 DL down, (4) 100 miles away outside

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Reset

82,815gp

funnel

a pair of chain mail gauntlets, +1 AC, 66gp

Cobalt Rope [11d4] +1296 Th/++5 dmg 10+/x13; 1M: CL*(SL+2) ice dmg to one target (no save); CL 94; SL 20, 235027gp

Glassy Talisman [AT++41] +37 AC/+21 Saves; 1F: Chain Contingency, up to LVL powers any type; CL 95; SL 20; 219215gp

DL XX Macro-Large Sapphire Ambulances x(283) x[7]

|AC| 4004, HD 81929, i^7 hp 1.3E+7, PR 277% #Att 31, TH ÷ AC/Save DC by 420, dmg 2415

Str 145, Dex 46, Con 51, Int 71, Wis 48, Chr 143, 3.9E+2kxp

Ok

Prepared effects:

[Pri SL4] Immune [E=1 element]: Pick an E=1 element, you are immune to it for 1 hour. (This immunity does not "spread" into ot

[Pri SL3] Resist [E=3 element]: Pick an E=3 element, you resist it for 1 hour.

[Psi72 Major] Alternate Form - Semisolid: Elasticity; Resist piercing weapons; Attack at half damage

[Wiz SL8] Globe of Invulnerability 8: Immune to spells with SL=0 to 7

[Wiz SL3] Anti-Magic Shell 3: Anti-Magic of SL 0 to 2

[Pri SL7] Protection from Fire 7: Stop the next CL*24 fire dmg

[Psi45 Ultra] Force Field: Immune to spell level 0 to SL-2 effects; -(SL-1) per physical attack; ER 5*SL%

[Psi23 Grand] Smiley Face Cloud: All in area drop their weapons and dance

[Pri SL4] Resist [E=4 element]: Pick an E=4 element, you resist it for 1 hour.

[Pri SL2] Resist Fire/Resist Cold 2: Take -50% dmg vs. fire or cold

[Psi27 minor] Cloak of Oblivion: Pick any one specific spell or psionic power. You are immune to it.

[Wiz SL4] Prismatic Sphere 4: 2 Prismatic colors

Combat effects:

[Pri SL9] Death's Door 9: Target (currently at negative hp) goes to 32 hp (can't go above max)

[Psi12C minor] Confusion: Confusion (as spell)

[Psi54 Ultra] Animate Image: Summon a DL=SL creature based on an picture/painting you have (the image is consumed)

[Wiz SL5] Dismissal : Send a creature back to it's own plane

[Psi54 minor] Bomb: CL*SL explosion dmg to your group (no save, hole in the middle)

[Wiz SL12] Immediate Monster Summoning XII: Summons a DL X monster without summoning sickness

[Wiz SL12] Meteor Swarm 12: 7 meteors each dealing 16d7 earth dmg & same fire dmg (save:½ for fire)

[Wiz SL5] Magic Jar : Life force change between the caster and someone else

[Wiz SL5] Lower Resistance : Lowers one's magic resistance

[Wiz SL1] Lightning Bolt 1: CLd2 lightning dmg to a group (save:½)

[Psi30 Ultra] Mob Mind: Control Thoughts Blast (yuck!)

[Psi12T Grand] Mass Suggestion: Suggestion (as spell) in 90'r area, but all commands must be the same

Dungeon062620 - Dungeon Level 20 (Jesus Motherfucking Christ)

Room # 9

Training/Exercise/Practice - 35ft. long x 25ft. wide x 15ft. tall

table, small; wheel; footsteps (receding); updraft, strong

Wood Door, Normal on the east wall leading to a 10ft. long x 20ft. wide x 20ft. tall hallway.

Sample Names: Jumanah the subterranean Crime Society (Blunderbuss); Wregan Oaktree the carnivorous Rat Assassin (Slingshot)

Air in room transforms into Elemental Grave Trap; DL 20; Search DC 219 (2200 Str damage/s, no save)

Pool that (causes/has/or is) Distorted - Height/Depth

[x2] Gods cannot feel, smell, or sense into this room unless they are actually there; Divine Intervention fails

155,848gp

rock salt

Oath of Vengeance, +3 AC, 1500gp

Rian's Tibialis anterior muscle: +44 to Dex; 1M: All enemies in the

room are considered one target for your next spell.; CL 135; SL 20; 400840gp

Rian's Sweat: +35 to HNCL; 1P: You may cast spells on the bottom half of the segment.; CL 91; SL 20; 400890gp

DL XX Macro-Fine Cordovan Brochures x(182) x[4]

AC 4039, HD 2565, ihp 4.2E+5, PR 4480% #Att 33, TH ÷ AC/Save DC by 420, dmg 4801

Str 41, Dex 125, Con 69, Int 88, Wis 104, Chr 75, 3.9E+2kxp

Kthnxbai

Prepared effects:

[Psi6G Major] Aid Mortals: Super bless effect (+8 saves,+40% MR/CR) on target

[Psi72 minor] Energy Control: -10% dmg to Cold, Darkness, Electricity, Fire, Gravity, Kinetic, Light, Magnetic, Radiation, Sonic, or '

[Pri SL8] Antimagic Field : Negates magic within 10 ft.

[Psi45 Major] Electrical Control: SL/2 (round down) instances of Resist lightning; +SL*10% damage with lightning 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.

[Psi45 Major] Magic Control: +SL/2 (round down) to SL of next Psi45 power

[Pri SL5] Resist Vulnerability: Target gains a Resist to something which can only be used to counter a Vulnerability (Duration 1 hr

[Wiz SL2] Fire Shield 2: Anyone who melees with you takes 25% dmg back

[Wiz SL8] Second Level Magic-User Spells (DM1): Cast any four 2nd level Wizard spells simultaneously when it is cast.

[Psi54 Major] Invisibility: Minor: Invisibility; Major: Improved Invisibility; Grand: Dust of Disappearance

[Psi-3 Grand] Rebound: MPaPReflection CL*15%

[Psi45 Grand] Resist: Magic: SL/4 (round down) instances of Resist magic

Combat effects:

[Wiz SL5] Monster Swarm Summoning V: Summons CL*2.5 (round down) DL IV monsters

[Wiz SL8] Fireball 8: CLd16 fire dmg to a group (save:½)

[Wiz SL3] Wacky Ball 3 / Normal / ½ : Area CLd6 dmg normal element (save: ½)

[Psi60 Ultra] Barrier: Wall that blocks psionics (1 way)

[Psi30 Major] Clout: TK punch:roll TH, dmg=½*ä(succ)

[Wiz SL11] Dispel Magic 11: Dispel 9 magic effects

[Psi30 Grand] Fire Bolt: Ele.Fire damage,Con resist

[Wiz SL9] Fireball 9: CLd18 fire dmg to a group (save:½)

[Pri SL2] Summon Nature's Ally II: 1 DL 2 or 1d3 DL 1 animals to fight for you {1 creature}

[Wiz SL10] Feeblemind 10: -50 mental stat points (randomly distributed in packets of 5) (save per packet)

[Psi6E Grand] Improved Phantasmal Killer: As the 4th level Wizard spell (no save)

[Psi45 Ultra] Plague Carrier: Disease (SL saves)

Dungeon062620 - Dungeon Level 20 (Hell No)

Room # 10

Fountain/Pool Room - 35ft. long x 30ft. wide x 5ft. tall

statue (toppled); dung heap; jingling; metallic smell

Sliding Door (slides left/right into wall) on the south wall leading to a 30ft. long x 20ft. wide x 25ft. tall hallway.

Sample Names: Klaram the bombastic Ghost Bullet (Vibranium); Gurza the impossible Power Lass (Cow)

Immediate Monster Summoning XII Trap; DL 20; Search DC 210 (Cleric CL 40, DC 207 PP save for 1/10)

Painting that (causes/has/or is) False

[x2] Room is permanently/continuously Berserked, only creatures immune or bubbled against it can function here.

381,500gp

lasso

a glass horse figurine, 100gp

Stick of Gumming (1P: Web), 21520gp

Rian's Blood Vessels: +30 to Str; 1M: When you summon a creature, destroy an item or spell effect.; CL 84; SL 20; 400890gp

DL XX Macro-Tiny Brown Sauce x(158) x[4]

|iiAC| 4036, HD 10255, hullp 1.7E+6, TR 239% #Att 39, TH ÷ AC/Save DC by 420, dmg 2407

Str 109, Dex 142, Con 103, Int 41, Wis 115, Chr 57, 3.9E+2kxp

Darn Tootin'

Prepared effects:

[Psi-12L Super] Spirit Resistance: +5*CL% XR

[Wiz SL10] Prismatic Solid: Add a "Special" to entire room of Prismatic-ness (1 prismatic effect per person per segment)

[Wiz SL7] Spell Turning (2): Turns a spell back to its caster

[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 others)

[Wiz SL3] Psionic Resistance: PsiR 40+CL*5% [duration 3 hours]

[Psi54 minor] Force Shield: CL*SL*3 hp ablative Force Field (vs. physical or energy attacks, only one enemy /s)

[Wiz SL12] Sixth Level Magic-User Spells (DM1): Cast any four 6th level Wizard spells simultaneously when it is cast.

[Pri SL7] Protection from Death: Immune to slain and Slain

[Wiz SL10] Ward Dweomer: Become immune to one type of attack/element

[Wiz SL5] Anti-Radioactive Shell:

[Psi8 Grand] Cron Job: Contingency or Delayed Blast for one Psi8 power

[Pri SL4] Resist [E=2 element]: Pick an EE=2 element, you resist it for 1 hour.

Combat effects:

[Wiz SL7] Feeblemind 7: -35 mental stat points (randomly distributed in packets of 5) (save per packet)

[Wiz SL9] Power Word Stun 9: Stuns a creature if current hp < 320 (no save)

[Psi3 Major] Charm Monster: Makes monster believe it is your ally.

[Wiz SL9] Temporal Stasis: Puts subject into suspended animation.

[Psi100 Major] Telekinesis: Telekinesis CL*10' falling dmg (assuming size M); affects 2+CL/9 groups

[Psi45 Ultra] Self-Revival: 0, (SL-1)/d: Heal self

[Wiz SL8] Feeblemind 8: -40 mental stat points (randomly distributed in packets of 5) (save per packet)

[Psi29 minor] Beam (Cone) of Cold:

[Psi-1 Major] Imp. Cell Rearrangement: As Cell Rearrangement but range=10*level'; Max N = level*10

[Wiz SL9] Lightning Bolt 9: CLd18 lightning dmg to a group (save:½)

[Psi6G Ultra] Stasis: Touch: Target is Temporal Stasised (no save); you control the duration with DPPs

[Psi5 Ultra] Change Reality (greater): As the 10th level spell, non-phys. things

Dungeon062620 - Dungeon Level 20 (Somebody Get A Mop & Bucket)

Room # 11

Wafer Closet/Toilet - 25ft. long x 25ft. wide x 50ft. tall

fetters; mosaics; manure smell; wind, strong, gusting

Golem Door (it's a Golem creature) on the west wall leading to a 25ft. long x 20ft. wide x 5ft. tall hallway.

Sample Names: Jovar the amoral Senora Claw (Talons); Lodin the Staff the non-politically correct Arch- Ray (Scissors)

Built-to-Collapse Floor Trap; DL 20; Search DC 218 (100 Int damage, DC 214 Breath Weapon save to negate)

Pedestal that (causes/has/or is) Combination lock

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Segm
98,220gp

razor

platinum gauntlets, +1 AC, 430gp

Chocolate Staff [19d10] +23 Th/+22 dmg 13+/x7; 1M: Astral damage; CL 80; SL 20, 20544gp

Electric blue Robe [AT+26] +675 AC/+29 Saves; 1P: Lich powers of ½ level; CL 70; SL 20; 99620gp

DL XX Fine Blackened Boys x(169) x[6]

|...^∞|AC|...^∞| 4026, HD 23, hullp 410, TR 268% #Att 17, TH ÷ AC/Save DC by 420, dmg 12015

Str 69, Dex 107, Con 95, Int 150, Wis 84, Chr 67, 3.9E+2kxp

Pfft

Prepared effects:

[Wiz SL9] Anti-Magic Shell 9: Anti-Magic of SL 0 to 8

[Psi54 Grand] Mystic Shield: SR SL*CL

[Wiz SL11] Tenser's Transformation 11: +225% of max hp to current hp, +7 TH melee

[Pri SL3] Animate Dead : Creates undead skeletons and zombies.

[Psi29 Grand] Spell Reflection:

[Psi45 Grand] Ionization: Lightning shield (xSL/10 damage back)

[Psi14 Grand] (no name): Get a Rogue chart (and 20*LVL Rogue points) up to level=LVL/2

[Psi15 minor] Add Tail: Tail does 1d(CL*2) damage

[Psi45 Ultra] Force Field vs. Physical: -SL per physical attack

[Wiz SL11] Armor 11: +CL*22 current hp

[Psi16 Ultra] Golem Form: Hammer: Immune magic; +4d6 dmg per physical attack

[Wiz SL4] Armor 4: +CL*8 current hp

Combat effects:

[Psi6E Major] Howling Thunder: Randomly summons 6d20 abyssal spirits

[Psi45 minor] Energy Conversion: 0, SL/t: Convert an element in an effect to another element (max E factor = SL/2, round down)

[Psi29 Major] Chaos Ray (Wand of Wonder):

[Psi45 Grand] Fire Generation: SL*CL Fire damage (1 group, no save)

[Psi--2 minor] Double [C]: Doubles a harmful [C] section effect; Becomes capital lettered

[Pri SL3] Neutralize Poison: Detoxifies venom in or on subject.

[Psi5 Major] Irresistible Charm: Charm Monster, no save

[Psi30 Major] Death Touch: Necromantic damage

[Psi54 minor] Super Breath: CL*SL air dmg to one group (no save)

[Psi6E Grand] Mass Charm: As the 8th level Wizard spell

[Psi29 Ultra] Nightmare: Removal Beam (Psi 9): -CH/6 to being's multiplier (save:½):

[Psi100 Major] Telekinesis: Telekinesis CL*10' falling dmg (assuming size M); affects 2+CL/9 groups

Dungeon062620 - Dungeon Level 20 (Hundo)

Room # 12

Workshop - 50ft. long x 40ft. wide x 5ft. tall

cupboard; wire; cold current; coughing

Water Lock Door (holds back a lot of water) on the east wall leading to a 45ft. long x 20ft. wide x 20ft. tall hallway.

Sample Names: Glaicas the superlative Mighty Specter (Blowgun); Aurek the idiotic Miracle Shadow (Needles)

Air in room transforms into Elemental Silt Trap; DL 20; Search DC 202 (520 Wis damage/s, no resistance)

Altar that (causes/has/or is) Anti-Magic

[x2] Room is permanently/continuously Annihilated, only creatures immune or bubbled against it can function here.

376,500gp

skull

an onyx ring, +3 AC, 1486gp

Sky-blue Tooth picks: +20scrKQQQQB Action(s); 400700gp

Garnet Watch: +2 Mount Slots; 400150gp

DL XX Macro-Medium Clear Anthropologys x(374) x[4]

|...^∞|AC|...^∞| 4017, HD 40961, i^7 hp 6.9E+6, MR 295% #Att 27, TH ÷ AC/Save DC by 420, dmg 12017

Str 100, Dex 134, Con 133, Int 150, Wis 55, Chr 144, 3.9E+2kxp

Go Crazy

Prepared effects:

[Pri SL1] Goodberry: 8 berries can cure 1 hp or act as 1 full meal. 8 berries are always created.

[Pri SL5] Ironskin: Does not stop falling damage. Does not leak like Stoneskin. Any attack (hit or miss) knocks off an Ironskin, unl

[Wiz SL3] Globe of Invulnerability 3: Immune to spells with SL=0 to 2

[Pri SL5] Troll-like Regeneration: You Troll-like Regenerate at CL hp per round

[Wiz SL2] Anti-Magic Shell 2: Anti-Magic of SL 0 to 1

[Psi7 minor] (no name): Immunity to cold

[Wiz SL4] Dimensional Anchor : Bars extradimensional movement.

[Psi45 Grand] Force Field vs. Mental: Immune to spell level 0 to SL-1 mental attacks

[Psi2 minor] Strength of the Land: +25 hp,+3 TH,+3 dmg,25% MR; Lasts 5r after maint.

[Pri SL4] Rusting Grasp : Your touch corrodes iron and alloys.

[Wiz SL10] Reflect Dweomer: One action or effect is reflected to caster (no save)

[Pri SL5] Protection from Lightning 5: Stop the next CL*16 lightning dmg

Combat effects:

[Pri SL4] Treat Critical Wounds: Cure 40% of max

[Psi-6E Major] Infernal Spawn of Evil: Summon a Demon Beast: AC 70, hp 700, #Att 7/1, TH +70, dmg 70, 1M: 10 dmg to target

[Pri SL9] Down a Hole: Target is put Down a Hole (no save)

[Psi45 Ultra] Spray: SL choking dmg to a group per segment (can leave the area)

[Psi0 Grand] Storm Hammer: One attack: Target takes KiL*10' falling damage

[Wiz SL10] Immediate Monster Summoning X: Summons a DL VIII monster without summoning sickness

[Psi45 Major] Domination: Dominate all actions (SL/5 saves)

[Psi29 Grand] Ice Bolt LVLd10:

[Psi3 Grand] Retrieve: You teleport to your hand an item you can see.

[Wiz SL9] Temporal Stasis: Puts subject into suspended animation.

[Wiz SL5] Twilight: Target is Twilighted for CL segments (Will save)

[Wiz SL9] Power Word Kill 9: Kills a creature if current hp < 120 (no save)

