

Dungeon090520 - Dungeon Level 100 (No Shit, Sherlock)

Room # 1

Privy/Secret - 5ft. long x 50ft. wide x 50ft. tall

hassock (ottoman); armchair; updraft, slight; horn/trumpet sounding

Concealed (Hidden) Door on the east wall leading to a 15ft. long x 10ft. wide x 5ft. tall hallway.

Sample Names: Onudith the atrocious Senor -tech (Bulldozer); Sariandi the righteous She-- Hammer (Gas)

Sit Down Already! Trap; DL 100; Search DC 1088 (Psionacist CL 200, no resistance)

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

[x2] Immortals cannot smell, taste, or sense into this room unless they are actually there; Divine Intervention fails

9,822,998gp

metal bracers

some leather walking sandals, +4 AC, 6000gp

Amulet of Protection from Spirits, 24330gp

Opaque Pillow: +1 Revive Slots; 10000230gp

DL C Peta-Fine Royal Blue Engines x(1124) x[7] x[[2]]

i^39 AC 1.0E+5, HD 1.4E+16, i^68 hp 1.1E+19, GR 1043% #Att 135, TH ÷ AC/Save DC by 10100, i^93 dmg 120099

Str 286, Dex 301, Con 472, Int 312, Wis 374, Chr 238, 2.6E+5kxp

Christ On A Bike (A being of your choice is Vulnerable Psionics (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Wiz SL6] Armor 6: +CL*12 current hp

[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

[Psi4 Major] hp *1.5: Multiply hp by 1.5

[Psi45 Major] Body Resistance: Physical attacks that do less than SL*2 dmg to you do nothing

[Pri SL9] Spell Immunity 9: Be immune to 6 spells by name

[Pri SL5] Protection from Lightning 5: Stop the next CL*16 lightning dmg

[Psi2 minor] Strength of the Land: +25 hp,+3 TH,+3 dmg,25% MR; Lasts 5r after maint.

[Psi54 Ultra] Gadgetry: 1M, 1/d: Build a TechL=SL Psi8 item

[Psi-12C Major] Mirror Mislead: Does a Mislead spell, a Mirror Image, and a Displacement

[Pri SL7] Repulsion : Creatures can't approach you.

[Psi15 minor] Flame Walk: Flame Walk (self)

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

Combat effects:

[Wiz SL9] Immediate Monster Summoning IX: Summons a DL VII monster without summoning sickness

[Pri SL4] Dispel Psionics: Cancels psionic effects

[Pri SL6] MultiCure Deadly Wounds : Cure 8d8+10 or 58 to 6 different targets

[Psi72 minor] Regeneration: Regenerate PL hp/r

[Psi9 Grand] Temporal: Stop Time: CH*3' radius Time Stop

[Pri SL8] Fire Storm 8: (CL+2)d11 holy fire dmg, hits 3 groups (no save)

[Psi3 Grand] Improved Telekinesis: Lift or move 50 lb./level at long range.

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

[Wiz SL11] Power Word Stun 11: Stuns a creature if current hp < 480 (no save)

[Psi3½ Major] Energy Wall: Create wall of your chosen energy type.

[Psi29 Major] Hold Monster:

[Psi54 Grand] Water Animation: Summon a DL=SL Water Elemental

Dungeon090520 - Dungeon Level 100 (Blurgh)

Room # 2

Bedroom/Boudior - 25ft. long x 30ft. wide x 20ft. tall

candlesticks; ledge; ringing; jingling

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

Sample Names: Cadmon the Shopkeeper the philosophical Baron Mummy (Derringer); Dolor the enigmatic Dream Wolf (Caustic)

Tripping Spears Trap; DL 100; Search DC 1085 (Attack +2000 melee, 280d20 Wis damage)

Painting that (causes/has/or is) Teleports

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Round 2,176,924gp

hook

a bottle of cranberry juice, 10gp

Bag of Cobalt Vomit:: 1P: Atomized(destroyed) Shield: Whenever someone hits you with a melee attack, they suffer that Status Effect unless they make a save vs. Spell.; CL 400; SL 20; 10000930gp

Potion of Undead Control *, 9520gp

DL C Yotta-Medium Copper Curtains x(545) x[5]

i^69 AC 1.0E+5, HD 2.4E+26, i^61 hp 2.0E+29, GR 1051% #Att 80, TH ÷ AC/Save DC by 10100, i^74 dmg 1.2E+5

Str 283, Dex 385, Con 567, Int 432, Wis 113, Chr 643, 2.6E+5kxp

Bollocks (A being of your choice is Capital B Blasted (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Psi18 Ultra] Null Void: Null Bolt: Targets gets 5*LVL% offensive MR,PsiR,InnateR

[Wiz SL5] Improved Free Action: Immune Capital S Stun, Stop, Hold, Paralysis, Summoning Sickness; Hold P,V actions

[Psi--2 Major] Regen: Troll-like regen CL hp/r; 2*CL instead

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

[Wiz SL10] Reflect Dweomer: One action or effect is reflected to caster (no save)

[Psi27 minor] Dark Triangle: Name 2 Wizard/Priest schools: One has double effect, the other half (30' radius)

[Wiz SL12] Tenser's Transformation 12: +250% of max hp to current hp, +8 TH melee

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

[Pri SL5] Summon Monster V : Summons a DL V monster (1 turn)

[Psi18 Ultra] Null Void: Null Field: 3*LVL% irreducible MR

[Wiz SL8] Dust of Disappearance: Dust of Disappearance for 1 turn

[Pri SL5] Goodberry 5: Creates 20 goodberries

Combat effects:

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

[Pri SL7] Call Lightning 7: (CL+2)d16 lightning dmg (save:½) (halve the die type if not outside)

[Psi3 Major] Lesser Domination: Forces subject to obey your will.

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

[Psi30 Grand] Lightning Bolt: Lightning damage, Dex resists

[Wiz SL10] Power Word Kill 10: Kills a creature if current hp < 150 (no save)

[Psi9 Major] Telekinesis (master): CH*1000 lb. weight limit

[Pri SL4] Heal 4: Cure to 50% of max hp (max Heal 4 can cure at once = 500 hp)

[Psi2 Ultra] Superblast [V]: All in 1 mile insane (no PsiR); 2 mile radius

[Psi54 Major] Spiritual Drain: Target loses CL*SL hp (necromantic, no save), you gain CL*SL hp (not above max)

[Wiz SL6] Mass Suggestion : Suggestion to one creature per level

[Pri SL5] Wall of Stone : 20 hp/four levels; can be shaped.

Dungeon090520 - Dungeon Level 100 (Goddamn)

Room # 3

Gas Chamber - 25ft. long x 40ft. wide x 15ft. tall

mosaic; curtain/tapestry; chanting; clanking

Dimension Door (as the spell) on the east wall leading to a 50ft. long x 10ft. wide x 20ft. tall hallway.

Sample Names: Zophas the chivalrous Fighting -strike (Water); Oldenburg the perverted Wolf Criminal (Forklift)

Well-Camouflaged Balls Trap; DL 100; Search DC 1062 (Attack +1900 melee, 540d100 Con damage)

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

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Turn
7,841,324gp

scattered stones

Domination Whip, 100gp

Pitch-black Chocolate: All your Wizard classes use the "set XP table"(3kxp

at 2nd, doubles til 9th,600kxp at 10th,+300kxp per level afterward).; 10000420gp

Thimble of Saffron Mucus;; 1M: Atomized(destroyed) Balls: Do this Status Effect

to one group (Spell save: 0) ; CL 449; SL 20; 10000620gp

DL C Mega-Medium Scarlet Baboons x(1958) x[5]

i^41 AC 1.0E+5, HD 2.1E+8, i^69 hp 1.7E+11, AIIR 1053% #Att 56, TH ÷ AC/Save DC by 10100, i^79 dmg 1.0E+5

Str 379, Dex 370, Con 351, Int 298, Wis 602, Chr 488, 2.6E+5kxp

Yeah (A being of your choice is Calcify(unaware) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Wiz SL12] Tenser's Transformation 12: +250% of max hp to current hp, +8 TH melee

[Wiz SL11] Loop/Reality Stability: Loop/Reality Stability (duration 1 day), reverse removes it (no save)

[Wiz SL5] Fire Shield 5: Anyone who melees with you takes 100% dmg back

[Psi29 Major] Inertial Beam (Barrier):

[Psi-12L Super] Spirit Resistance: +5*CL% XR

[Wiz SL10] Psionic Shield: class VI/esper-blind but can still use psi for 1t

[Psi12T minor] Blink Wounding: Whenever you are struck by an attack sequence, you randomly blink away after damage

[Psi27 Ultra] Prince: Your "caster level" (CL) for all purposes (even non-Psi27) is raised by LVL

[Wiz SL11] Fifth Level Magic-User Spells (DM2): Can cast one 5th Level Wizard spell per round as Z action

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

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

[Wiz SL8] Permanency: ANY spell in the game can be made permanent.

Combat effects:

[Psi45 Ultra] Light Emission: SL*CL/2 Light damage (no save) and SL/2 instances of blindness (save)

[Psi-3 minor] Astral Destruct I: Creates astral destruct to fight for you.

[Pri SL9] Summon Monster IX : Calls outsider to fight for you.

[Psi1 Grand] Limited Wish: Limited Wish (as spell)

[Psi29 Major] Enervation:

[Pri SL7] MultiHeal : Cure all dmg + disease,blind,insanity,feeblemind (6 targets)

[Psi45 minor] Geoforce: 1bM: Stop or Create an Earthquake, Landslide, etc. Damage would be CL*SL Earth to a group (save for 0

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

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

[Psi100 Ultra] Telekinetic Crush: X*X*X telekinetic damage (no save); affects 1+CL/9 groups

[Wiz SL9] Power Word Crap: Target with 250 or less current hp is crapped (no save)

[Wiz SL7] Feeblemind 7: -35 mental stat points (randomly distributed in packets of 5) (save per packet)

Dungeon090520 - Dungeon Level 100 (When In The Heck)

Room # 4

Dining / Feast Hall - 35ft. long x 30ft. wide x 20ft. tall

U rack; Floors of Ooze; still, very chill; twanging

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

Sample Names: Rairun the arrogant Golden Spear (Spike); Belierin the mad Senor Sisterhood (Extra-dimensional)

Electrified Wall Trap; DL 100; Search DC 1039 (35000 idamage, DC 1044 Breath Weapon save for 1/10)

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

[x2] Room is permanently/continuously Blinded, only creatures immune or bubbled against it can function here.

1,221,842gp

horn

a scarlet and blue stone, 55gp

Phial of Ruby Tears;; 1M: Atomized(destroyed) Brand: Brand this Status

Effect to one weapon (no save) ; CL 431; SL 20; 10000720gp

Green Bullets, sling (10) [73d4] +125 Th/+14884 dmg -25+/x16;

1M: Dispel a SL 0-5 effect; CL 485; SL 100, 2581544gp

DL C Yotta-Tiny Cobalt Judges x(1172) x[6]

i^58 AC 1.0E+5, HD 6.0E+25, i^50 hp 4.9E+28, GR 1092% #Att 133, TH ÷ AC/Save DC by 10100, i^76 dmg 2.0E+5

Str 360, Dex 302, Con 622, Int 467, Wis 359, Chr 270, 2.6E+5kxp

Hells To The Yes (A being of your choice is Disintegrated (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Pri SL10] Protection from Fire 10: Stop the next CL*36 fire dmg

[Wiz SL8] Clone: Clone

[Pri SL5] Summon Monster V : Summons a DL V monster (1 turn)

[Psi81 Grand] Desolidification: You pass through objects as if they weren't there

[Psi14 Ultra] (no name): You do not go unconscious and stay offensive at any hp total (will still die)

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

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

[Wiz SL6] Globe of Invulnerability 6: Immune to spells with SL=0 to 5

[Psi45 Grand] Reality Alteration: + or - SL to your next die roll

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

[Psi-6E minor] Ashes: Half of your weapon dmg is vile dmg (perm hp)

[Pri SL8] Sphere Of Security: Friends get +2 AC,+2 saves, +50% MR, 4 Pro.scroll effects 1h

Combat effects:

[Psi18 Grand] Limited Wish: Limited Wish (as spell)

[Psi29 minor] Fear:

[Pri SL6] Create Undead : Ghouls, shadows, ghouls, wights, or wraiths.

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

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

[Psi--2 Ultra] Planetary Demolish: 1 idmg in any E=CL/6 element; 2 idmg; CL/3 instead

[Wiz SL11] Unlimited Wish:

[Pri SL3] Summon Insects: Summons DL 3 insects

[Psi18 Ultra] Possession: Magic Jar (no save) (no PsiR) (no immunity)

[Wiz SL8] Cone of Cold 8: CLd16+CL cold dmg to a group (save:½)

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

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

Dungeon090520 - Dungeon Level 100 (Thanks, I Hate It)

Room # 5

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

armchair; candlesticks; foggy; knocking

Sliding Door (slides left/right into wall) on the west wall leading to a 10ft. long x 25ft. wide x 5ft. tall hallway.

Sample Names: Rorent the caustic Miracle Warlord (Blade); Zakhara the incredible Astro- Five (Fork)

Injected Mist Trap; DL 100; Search DC 1063 (840 idamage, no save)

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

[x2] Room is permanently/continuously Annihilated, only creatures immune or bubbled against it can function here.

4,741,735gp

engraving

a fine chain belt, +2 AC, 410gp

Phial of Peacock Blue Blood Serum;; 1P: Wiped Out(destructed) Beam: Do this

Status Effect to one target (no save) ; CL 444; SL 20; 10000480gp

Siren Boots: Equip: Pay 24 Chr and "Equipped creature gets +137 to

hit/dmg and +741 AC/saves and 35280 hp and has Ingest and Fear.; 10000930gp

DL C Tera-Titanic Rose Curtains x(466) x[6]

i^45 AC 1.0E+5, HD 7.0E+15, i^48 hp 5.7E+18, ER 1037% #Att 130, TH ÷ AC/Save DC by 10100, i^87 dmg 300089

Str 709, Dex 412, Con 601, Int 581, Wis 296, Chr 279, 2.6E+5kxp

Hell To The No (A being of your choice is Roasted(burned) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

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

[Psi0 Ultra] Focus: Resist Death: Stay Alive (but probably unconscious) past -10 hp; X = -(current hp)/2, round down

[Wiz SL9] Original Stoneskin 9: Block the next 6 P actions of attacks

[Psi4 Grand] Item *2: How many of an item exists is multiplied by 2 (you need a Grand to duplicate a x2 item)

[Wiz SL5] Animal Growth : One animal/two levels doubles in size, HD.

[Psi18 Ultra] Null Void: Null Dome: 3*LVL% irreducible PsiR

[Psi10 Major] Resistance Shift *: Your psionic powers are resisted using a different resistance (MR, IR, etc., but not anti's or GR/X

[Psi45 Grand] Body Transformation: Change your body to be of an E=SL/2 element

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

[Psi6G V] Ultimate Lore: You gain x3 multiplier but are noticeable to other deities on same plane

[Psi24 Ultra] Rogue points 40: This class gives an extra +40 Rogue points per level.

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

Combat effects:

[Psi0 Ultra] Thunderclap: KiLd12 dmg, KiL' radius (sound damage) (save:½, if made save again for 0)

[Psi1 Grand] Energy Cancel: As Energy Control but removes entire area effect

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

[Psi12L minor] Command: Command (as spell), except can use 2 words

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

[Psi45 Grand] Energy Sponge: bM: SL*10% chance to absorb an entire energy attack

[Psi5 minor] Natural Protection: (Z action) Natural Effect damage resistance 75% for 1s

[Wiz SL4] Cone of Cold 4: CLd8+CL cold dmg to a group (save:½)

[Pri SL8] Undead Plague: Summon 1000 skeletons

[Pri SL7] Hold Person/Monster 7: Hold 9 person or 7 monster targets (save)

[Pri SL7] Heal 7: Cure to 125% of max hp (max Heal 7 can cure at once = 1250 hp)

[Wiz SL6] Really Put of Misery: Target being that is slain is Capital S Slain (no save)

Dungeon090520 - Dungeon Level 100 (Bejeezus)

Room # 6

Laboratory - 25ft. long x 25ft. wide x 30ft. tall

sheet; idol; dank, mouldy smell; updraft, strong

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

Sample Names: Murgol the smelly Dragon Prince (-wing); Ferik the winsome Ghost Ranger (Ultralight)

Hail of Caltrops Trap; DL 100; Search DC 1077 (Attack +600 melee, 690d10 idamage)

Pillar or Column that (causes/has/or is) Releases - Counterfeit Coins

[x2] Room is permanently/continuously Capital F Folded, only creatures immune or bubbled against it can function here.

7,955,734gp

stones, small

the Hydra's Horn, 100gp

Nightmare of Hubris: Equip: Pay 25 Chr and "Equipped creature gets +99 to hit/dmg and

+214 AC/saves and 1445 hp and has Haste, Trample, Double Strike and Fabricate .; 10000660gp

Aquamarine Bolts (10) [10d4] +38416 Th/+36864 dmg 16+/x33; 1attack: 1

target: -3d6 Int (save)& insane (save); CL 452; SL 100, 12621780gp

DL C Diminutive Roseate Revolvers x(1820) x[4]

i^52 AC 1.0E+5, HD 74, i^44 hp 20008, XR 1056% #Att 116, TH ÷ AC/Save DC by 10100, i^78 dmg 8.0E+4

Str 343, Dex 622, Con 233, Int 519, Wis 401, Chr 307, 2.6E+5kxp

Shut Up (Reflect an entire segment's worth of actions (can't be dispelled).)

Prepared effects:

[Wiz SL10] Prismatic Solid: Add a "Special" to entire room of Prismatic-ness (1 prismatic effect per person per segment)

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

[Psi16 Major] Golem Form: S=3,4,5: Unusual Material of S=3,4,5 (cannot exceed real S number)

[Wiz SL11] Fifth Level Magic-User Spells (DM2): Can cast one 5th Level Wizard spell per round as Z action

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

[Psi1 Ultra] Energy Dampen: Permanent Energy Cancel on self or 100'cu area

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

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

[Wiz SL12] Anti-Magic Shell 12: Anti-Magic of SL 0 to 11

[Wiz SL4] Dimensional Anchor : Bars extradimensional movement.

[Psi81 Major] Life Support, Resist Radiation: Resist Radiation

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

Combat effects:

[Wiz SL6] Monster Swarm Summoning VI: Summons CL*2 DL V monsters

[Psi-12L Grand] Choose Summoning VI: Monster Summoning using ML VI chart, you pick the result

[Wiz SL7] Dispel Exhaustion 7: Restore 90% of dmg taken, get an Original Haste 7 for 1 round

[Wiz SL12] Power Word Blind 12: Blinds & stuns a creature if current hp < 280 (no save)

[Psi-6E Major] Lurking Evil N: ½M, -9 current hp: Summon CL Horrors: AC 40, hp 400, Att 4, TH+40, dmg 40; sac Horror: 4 dmg (no

[Wiz SL11] Meteor Swarm 11: 6 meteors each dealing 14d6 earth dmg & same fire dmg (save:½ for fire)

[Wiz SL7] Feeblemind 7: -35 mental stat points (randomly distributed in packets of 5) (save per packet)

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

[Pri SL8] Cure Wounds 8: Cures 36d8 hp (can take offer of 6 per die -> 216 hp)

[Psi45 minor] Hypnotic Control: Hypnosis (SL/2 saves)

[Psi54 Ultra] Water Control: Wall of Water / Part Water / Lower Water

[Wiz SL11] Feeblemind 11: -55 mental stat points (randomly distributed in packets of 5) (save per packet)

Dungeon090520 - Dungeon Level 100 (Big Deal)

Room # 7

Study - 50ft. long x 20ft. wide x 50ft. tall

pool; blanket; chirping; gong

Trapped Door, Magic/Psi on the south wall leading to a 35ft. long x 5ft. wide x 5ft. tall hallway.

Sample Names: Kolmac the jolly Tiger -wing (Scissors); Immizel the attractive Karate Empress (Flash)

Contact Acid Trap; DL 100; Search DC 1039 (2550 Dex damage, no save)

Pedestal 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/Reset
8,670,837gp

shovel

silver plate, +3 AC, 500gp

Aqua Gloves [AT+117] +33855 AC/+23103 Saves; 1/3P: Anti-Radiation Ray; CL 525; SL 100; 7199870gp

Fuchsia Armor, Heavy [AT+104] +15129 AC/+21608 Saves; 1P: Your next attack is poisonous
(Death or (SL-1)*10 dmg if they make the save); CL 395; SL 100; 4653820gp

DL C Yotta-Titanic Pearly Attempts x(1650) x[4]

i^65 AC 1.0E+5, HD 7.7E+27, i^91 hp 6.2E+30, PR 1059% #Att 200, TH ÷ AC/Save DC by 10100, i^54 dmg 200021
Str 260, Dex 365, Con 515, Int 653, Wis 358, Chr 616, 2.6E+5kxp

Damn It (A being of your choice is Decayed(sick) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Wiz SL6] Original Stoneskin 6: Block the next 3 P actions of attacks

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

[Pri SL7] Protection from Death: Immune to slain and Slain

[Psi45 minor] Force Field vs. Hostiles: Enemies must make SL/2 saves to attack you

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

[Wiz SL10] Fire Shield 10: Anyone who melees with you takes 225% dmg back

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

[Psi100 Grand] Psionic Disruption: No psi powers (any freq.) can be used in 50'r

[Wiz SL9] Prismatic Sphere 9: 7 Prismatic colors or 5 MultiPrismatic colors (may repeat colors in either mode)

[Wiz SL12] Sixth Level Magic-User Spells (DM1): Cast any four 6th level Wizard spells simultaneously when it is cast.

[Psi7 Major] (no name): Immunity to ability drain

[Psi15 minor] Polymorph Self: Polymorph Self

Combat effects:

[Psi6G Ultra] Temporal Distortion: Target gains another half-segment of actions after the current half-segment

[Psi-3 Grand] Astral Destruct VI: Astral destruct fights for you.

[Psi--2 Major] Demolish: CLd6 normal ele. dmg (group, save:½); (2*CL)d6 instead

[Psi-6G Major] Chorus: Your summoned creatures are dispelled; gain their combined hp (can go above max)

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

[Wiz SL6] Cone of Cold 6: CLd12+CL cold dmg to a group (save:½)

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

[Wiz SL3] Paralyzation: Paralyzation (area) (save) (max HD = 2*CL)

[Psi-6N Major] Call of the Wild: Summon any real-world animal (your choice), you get CL/ML of them (round up)

[Wiz SL9] Heal:

[Psi-3 Major] Astral Destruct IV: Astral destruct fights for you.

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

Dungeon090520 - Dungeon Level 100 (Dookie Salad)

Room # 8

Bedroom/Boudior - 30ft. long x 40ft. wide x 20ft. tall

tapestry; chair, padded, arm; clanking; ozone smell

Ice Door (transparent) on the south wall leading to a 5ft. long x 15ft. wide x 20ft. tall hallway.

Sample Names: Cahil the altruistic Fire Patrol (Slime); Vluth the diseased Underground Clan (Sleigh)

Air in room transforms into Elemental Aexus Trap; DL 100; Search DC 1043 (500 Cml damage/s, no save)(multiple targets)

Monster 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] Ultraplanar beings cannot hear, feel, or sense into this room unless they are actually there; Divine Intervention fails

3,723,819gp

mug

a pair of tight black trousers, +2 AC, 600gp

Quart of Prismatic Sweat:: 1/2M: Atomized(destroyed) Beam: Do this Status

Effect to one target (no save) ; CL 528; SL 20; 10000690gp

Browny Bolts, crossbow (10) [69d8] ++11 dmg 7+/x30; 1M: Pick 1: Halve hp

& slow (N=1), Ray/Enfeeblement (N=5), Insanity (N=6); all have save; CL 590; SL 100, 3428487gp

DL C Zetta-Colossal Chestnut Bathrooms x(1920) x[4]

i^52 AC 1.0E+5, HD 3.8E+24, i^58 hp 3.1E+27, BlahR 1070% #Att 125, TH ÷ AC/Save DC by 10100, i^89 dmg 500032

Str 590, Dex 416, Con 285, Int 662, Wis 156, Chr 510, 2.6E+5kxp

Holy Smokes (A being of your choice is Confined(unaware) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Psi6E Super] Steal Soul III: Transforms unwilling target to a larva

[Psi24 Ultra] Rogue points 40: This class gives an extra +40 Rogue points per level.

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

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

[Psi6N minor] True Seeing: True Seeing As spell

[Psi54 minor] Gravity Decrease: Increase gravity in room or object/person by SL G's (x1 Special)

[Psi1 Major] Mind Bar: Immune to Ench/Cha,Magic Jar,Domination,Invis.

[Psi9 minor] Minormorph: Polymorph Self (as spell)

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

[Psi6E Major] Death Master Lore: Death Master's abilities of ½ level

[Psi45 minor] Force Field vs. Hostiles: Enemies must make SL/2 saves to attack you

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

Combat effects:

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

[Pri SL8] Holy Bolt: Dispels undead, evil, outer-planar & 20 dmg/lvl

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

[Wiz SL6] Magic Missile 6: (CL+1)*3 missiles, each does 1d4+1 force dmg (no save)

[Psi3½ Grand] Ectoplasmic Cocoon, Mass: You encapsulate all foes in a 20-ft. radius.

[Wiz SL3] Cone of Cold 3: CLd6+CL cold dmg to a group (save:½)

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

[Wiz SL5] Immediate Monster Summoning V: Summons a DL III monster without summoning sickness

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

[Pri SL5] Dispel Innates: Dispels Innates

[Pri SL2] Blade Barrier 2: 4d4 dmg wall (shards)

[Psi81 Grand] Energy Blast III: [Pick an element] CLd20 dmg of that element (one group, no save)

Dungeon090520 - Dungeon Level 100 (Yeah Right)

Room # 9

Harem/Seraglio - 50ft. long x 10ft. wide x 20ft. tall

Bridge, Force (magical); fountain; drumming; moaning

Trapped Door, Magic/Psi on the west wall leading to a 30ft. long x 15ft. wide x 20ft. tall hallway.

Sample Names: Lelex the impossible Aqua- Scarab (Throwing Stars); Ottar the Possum the radioactive Future Network (Sleigh)

Air in room transforms into Elemental Vacid / Umbra Trap; DL 100; Search DC 1054 (80 Wis damage/s, no resistance)(multiple ta

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

[x2] Mortals cannot smell, taste, or sense into this room unless they are actually there; Divine Intervention fails

5,610,914gp

grain alcohol

a golden dragonscale torso, +3 AC, 620gp

Rian's Pituitary Gland: +183 to Dex; 1P: You can copy any

non-Concordant spell used against you per reset; CL 434; SL 100; 10000880gp

Robe of Protection (AT +27), you may wear armor with this item and the AT's fully add, 405550gp

DL C Xona-Colossal Pale Feelings x(991) x[6]

i^86 AC 1.0E+5, HD 4.0E+30, i^70 hp 3.2E+33, WR 1005% #Att 81, TH ÷ AC/Save DC by 10100, i^53 dmg 8.0E+4

Str 276, Dex 225, Con 347, Int 194, Wis 581, Chr 531, 2.6E+5kxp

Oy (Make irrelevant an entire segment's worth of actions (can't be dispelled).)

Prepared effects:

[Psi16 Ultra] Construct Psi16 Item 8: Create a Psi16 item (see next page) of TechL=CL, each 8 TechL takes 1S action

[Pri SL2] Resist Fire/Resist Cold 2: Take -50% dmg vs. fire or cold

[Psi3 minor] Steadfast Gaze: Gaze attacks hold no terror for you.

[Pri SL9] Goodberry 9: Creates 36 goodberries

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

[Wiz SL10] Transform Dweomer: Shapechange permanently, to creature or object

[Psi27 minor] Dark Triangle: Name 2 Wizard/Priest schools: One has double effect, the other half (30' radius)

[Wiz SL4] Armor 4: +CL*8 current hp

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

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

[Wiz SL12] Prismatic Sphere 12: 10 Prismatic colors or 8 MultiPrismatic colors (may repeat colors in either mode)

[Psi6G Super] Wish: Wish (as spell), CL = 35

Combat effects:

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

[Psi18 Grand] Psi: Enhanced Spray: Casts LVL Psi: Bolts (LVLd10 telekinetic dmg) (no save)

[Psi29 minor] Cause Serious Wounds:

[Psi2 Ultra] Planetary Detonate: Detonates 1 planet or moon (!); 2 planets or moons!

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

[Psi54 Ultra] Darkness: Darkness (can blind a person, make SL saves)

[Psi6N Major] Dispel Psionic: Dispel one psionic effect

[Wiz SL6] Feeblemind 6: -30 mental stat points (randomly distributed in packets of 5) (save per packet)

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

[Psi-12C V] Get it on!: All within sight (incl. party) get +1QQQQOppF this segment. You can use it and a normal Opp action in th

[Pri SL9] Blade Barrier 9: 11d11 dmg wall (shards)

[Psi45 Grand] Radiowave Generation: SL*CL/2 Radiowave damage (1 group, no save, the effect can go through a SL' wall)

Dungeon090520 - Dungeon Level 100 (Yikes)

Room # 10

Barracks / Quarters - 10ft. long x 35ft. wide x 40ft. tall

stuffed animal; stool, normal; footsteps (behind); knocking

Revolving/Swinging Door on the west wall leading to a 45ft. long x 5ft. wide x 25ft. tall hallway.

Sample Names: Yovela the fantastic Monsieur Network (Police Box); Dorothis the demonic Duke Prime (Nano-)

Air in room transforms into Elemental Vacuum Trap; DL 100; Search DC 1083 (4950 Int damage/s, DC 1074 Breath Weapon save Fountain that (causes/has/or is) Enrages

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Turn 6,655,761gp

pick axe

a pair of swimming trunks, +3 AC, 300gp

Jhessail's Silver Ring, 34340gp

Thimble of Flesh-Coloured Vomit;; 1attack: Wiped Out(destructed) Bolt-On: Do this Status

Effect to one target (Spell save: 0) ; CL 434; SL 20; 10000400gp

DL C Macro-Huge Umlaut Trombones x(530) x[6] x[[4]]

i^71 AC 1.0E+5, HD 8.2E+5, i^74 hp 6.6E+8, WR 1049% #Att 131, TH ÷ AC/Save DC by 10100, i^63 dmg 1.0E+6

Str 360, Dex 659, Con 485, Int 516, Wis 608, Chr 317, 2.6E+5kxp

Hell Yeah (A being of your choice is Felled(broken) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Psi27 Grand] People's Area: Forbiddance, Guards and Wards, Proof vs. Teleportation/Scrying LVL*10' radius

[Pri SL8] Protection from Fire 8: Stop the next CL*28 fire dmg

[Wiz SL8] Anti-Magic Shell 8: Anti-Magic of SL 0 to 7

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

[Pri SL7] Time/Reality Stability: Time/Reality Stability (duration 1 day), reverse removes it (Spell save)

[Psi45 Ultra] Invisibility: Improved Invis.

[Psi45 Major] Ionization: Lightning shield (xSL/10 damage back)

[Psi54 Major] Magic Shield: Stops SL/2 magical attacks on you

[Psi81 Ultra] Damage Reduction, Energy, 90%: Take x0.1 damage from energy

[Psi24 Grand] Memorization Level Increase 3: +1 Memorization Level (this is next level of picks for rogues)

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

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

Combat effects:

[Psi-9 Ultra] True Vulnerability: -CH*2% irreducible RR,MR,PsiR,InnateR,aPsiR (no ER)

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

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

[Psi-6G minor] Brimstone: Three 35' radius areas: CL^2 holy fire dmg (no save)

[Psi3 Major] Astral Construct III: Astral construct fights for you.

[Wiz SL10] Death Spell 10: Slay 10d12 HD of creatures (save)

[Wiz SL10] Strike Dweomer: (30*CL)d8 dmg to one target, any type of dmg, no save

[Psi45 Major] Energy Solidification: Minor: Web; Major: Iron Bands of Bilarro; Grand: Solid Wall of Force; Super: Forcecage

[Psi29 Major] Boneshatter (2d6/r + broken limb):

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

[Psi30 Ultra] Heal: Cures 1=10%,2=30%,3=60%,4=100%

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

Dungeon090520 - Dungeon Level 100 (Hundo)

Room # 11

Meeting Room - 10ft. long x 10ft. wide x 25ft. tall

horn; rack; dusty; breeze, slight

Iris Door (seals as a spiral) on the south wall leading to a 30ft. long x 10ft. wide x 15ft. tall hallway.

Sample Names: Belgos the avaricious Mighty Five (Armor); Isalis the jocular Turbo- Seven (-wing)

Ka-boom! Trap; DL 100; Search DC 1025 (Psionicist CL 200, DC 1027 PPD save for half)

Force Field that (causes/has/or is) Elevator room, descends 1 level and will not ascend for 30 turns.

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Half Segment
4,483,668gp

padded bench

a candlestick, 100gp

Syringe of Pinky Feces;; 1Z: Atomized(destroyed) PFA: Whenever someone targets you with an effect, they suffer that Status Effect unless they make a save vs. Spell.; CL 615; SL 20; 10000440gp

Aquamarine Toe ring: +5 Class Slots; 10000720gp

DL C Giga-Fine Pea Green Hyacinths x(417) x[8]

i^49 AC 1.0E+5, HD 1.3E+10, i^91 hp 1.1E+13, RR 1018% #Att 96, TH ÷ AC/Save DC by 10100, i^56 dmg 6.0E+4

Str 595, Dex 233, Con 416, Int 124, Wis 224, Chr 375, 2.6E+5kxp

Yeah, No (A being of your choice is Causeall (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Pri SL9] Protection from Fire 9: Stop the next CL*32 fire dmg

[Psi45 Ultra] Force Field vs. Power Manipulation: ER 10*SL%

[Wiz SL9] Chain Contingency : Like the contingency, but holds more spell

[Psi100 Ultra] X7 Element: Casts any one X7 grand

[Wiz SL8] Clone: Clone

[Psi18 Ultra] Alter Probabilities: ±20% all die rolls

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

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

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

[Wiz SL9] Shape Change : Changes the caster to someone else, he adopt it powers and vulnerabilities save that depends upon int

[Wiz SL8] Anti-Magic Shell 8: Anti-Magic of SL 0 to 7

Combat effects:

[Psi3½ Major] Time Hop: Subject hops forward in time 1 round/level.

[Pri SL3] Cure Blindness or Deafness: Cures Blindness or Deafness

[Pri SL6] Heal: Cure all dmg + disease,blind,insanity,feeblemind

[Wiz SL3] Paralyzation: Paralyzation (area) (save) (max HD = 2*CL)

[Psi30 Grand] Acid Bolt: Acid damage, Con resists

[Wiz SL9] Create Any Monster:

[Psi-1 minor] Resume Animation: Remove one instance of Paralysis, Stun, Hold, etc. on yourself

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

[Wiz SL7] Prismatic Beam: One target is hit by all 7 colors of Prismatic Spray

[Psi--2 Ultra] Change Reality: Change Reality (any Psi grand); Double CL effect

[Psi100 Ultra] Counterspell: [0 action to use] Counters a Magic/Psi/Innate

[Wiz SL3] Magic Missile 3: (CL+1)*3/2 missiles, each does 1d4+1 force dmg (no save)

Dungeon090520 - Dungeon Level 100 (W00T)

Room # 12

Audience - 15ft. long x 20ft. wide x 15ft. tall

cruet (flask); chair; dank, mouldy smell; slithering

Energy/Elemental Door on the west wall leading to a 15ft. long x 15ft. wide x 10ft. tall hallway.

Sample Names: Oxa Axewielder the avaricious Quin- Ten (Spores); Szordrin the rancorous Captain Comet (Pencil)

Crushing Brick Trap; DL 100; Search DC 1011 (24300 idamage, no resistance)

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

[x2] Room is permanently/continuously Blinded, only creatures immune or bubbled against it can function here.

3,820,119gp

fish hook

a Single Scoop of Fudge Ice Cream, 70gp

Rian's Sacrum bone: +101 to HD; 1/2P: 1bM: Each PC

gains control of all subordinates they owned.; CL 488; SL 100; 10001050gp

Obsidian Psi Crystal: Free Progression Bonus Kit: If your progression does not have a stat bonus, add Int bonus to it. If it does, add +4 to your effective Int score for it., Free bonus Dweomercraft proficiency; 10000430gp

DL C Mega-Titanic Teal Gears x(1617) x[7]

i^87 AC 1.0E+5, HD 6.7E+9, i^75 hp 5.4E+12, RR 1013% #Att 28, TH ÷ AC/Save DC by 10100, i^45 dmg 40087

Str 136, Dex 692, Con 383, Int 354, Wis 492, Chr 659, 2.6E+5kxp

Yea (A being of your choice is Wiped Out(destructed) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

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

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

[Pri SL6] Antilife Shell : 10-ft. field hedges out living creatures.

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

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

[Wiz SL7] Tenser's Transformation 7: +125% of max hp to current hp, +3 TH melee

[Wiz SL11] Original Stoneskin 11: Block the next 8 P actions of attacks

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

[Psi-6N Major] Nature's Cloak: +CL*10 Rogue points; Any Level=CL/2 (or less) Rogue pick

[Pri SL10] Goodberry 10: Creates 40 goodberries

[Psi4 Major] Move Rate *1.5: Multiply Move Rate by 1.5

[Psi54 Major] Gadgetry: 1M, 1/d: Build a TechL=SL Psi8 item

Combat effects:

[Psi3½ Grand] Insanity: Subject is permanently confused.

[Wiz SL9] Time Stop 9: Stops time for 1d4 rounds

[Wiz SL11] Planet Swarm: target struck by 4 gas giants or 8 small planets (?!)

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

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

[Psi-1 Ultra] Limitation: 1 target: -CL/9 to max # of classes or # psi.freq. (no resistance)

[Pri SL8] UltraCureAll: As Cureall but full set of phantom hit points.

[Pri SL8] Command 8: Target makes 8 saves, each missed save allows 1 word for a command to be given

[Psi12T Major] Charm True Creature: Charm (no save) only vs. True creatures

[Psi10 minor] Light: Light

[Psi3½ minor] Brain Lock: Subject cannot move or take any mental actions.

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

Dungeon090520 - Dungeon Level 101 (Not On Your Life)

Room # 1

Audience - 30ft. long x 10ft. wide x 25ft. tall

knives; rack; tapping; wind, strong

Automatic Door (opens if anyone approaches) on the south wall leading to a 35ft. long x 25ft. wide x 25ft. tall hallway.

Sample Names: Trendan the acrobatic Star Dancer (Mutagen); Gesholme the diabolical Power Storm (Chair)

Get it on! Trap; DL 101; Search DC 1059 (Psionicist CL 202, no resistance)

Idol that (causes/has/or is) Asks

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Round 7,124,686gp

pewter plate

elegant Gucci shoes, +2 AC, 1500gp

Drum of Shimmering Discharge;; 1V: Atomized(destroyed) PFA: Whenever someone targets you with an effect, they suffer that Status Effect unless they make a save vs. Spell.; CL 602; SL 20; 10201630gp

Syringe of Drab Semen;; 1/3V: Wiped Out(destroyed) Brand: Brand this Status

Effect to one weapon (no save) ; CL 642; SL 20; 10201680gp

DL CI Zetta-Fine Shimmering Rayons x(793) x[8]

i^83 AC 1.0E+5, HD 1.5E+22, i^90 hp 1.2E+25, CR 1087% #Att 24, TH ÷ AC/Save DC by 10302, i^46 dmg 61227

Str 517, Dex 635, Con 251, Int 451, Wis 363, Chr 470, 2.7E+5kxp

Dang (Enemy Subordinates can't affect you (can't be dispelled).)

Prepared effects:

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

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

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

[Pri SL8] Goodberry 8: Creates 32 goodberries

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

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

[Psi23 Major] Wight Cloud: Energy drains unnatural creatures

[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 SL8] Dust of Disappearance: Dust of Disappearance for 1 turn

[Pri SL9] Anti-Dispel Magic Shell: your effects are non-dispellable (inc.shell)

[Psi12T Grand] True Seeing: True Seeing (as spell)

[Psi7 Ultra] (no name): When you die, you go to the Negative Energy Plane, and will reform on the Prime the next day

Combat effects:

[Psi100 minor] Cell Adjustment I: Cure/cause N hp, hits 2+CL/9 groups, max N = CL*2

[Psi9 Major] Incendiary Blast: Con-CH check or CHd12 damage

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

[Pri SL5] Heal 5: Cure to 75% of max hp (max Heal 5 can cure at once = 750 hp)

[Wiz SL10] Control Gravity: +- 1 G gravity per level in large area for 1t

[Psi54 Major] Darkness: Darkness (can blind a person, make SL saves)

[Wiz SL10] Down a Hole: Target is put Down a Hole (no save)

[Pri SL8] Summon Nature's Ally VIII : Calls creature to fight.

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

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

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

[Wiz SL5] Dispel Magic 5: Dispel 3 magic effects

Dungeon090520 - Dungeon Level 101 (Bam)

Room # 2

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

clamps; Flowstone (slippery); foggy; earthy smell

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

Sample Names: Yuri of Tetiushi the clueless Killer -wing (Wings); Beramos the opportunistic Baroness Monster (Bubble)

Prismatic Wall 12 Trap; DL 101; Search DC 1100 (Cleric CL 202, no save)

Door that (causes/has/or is) Directs

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Segment
5,055,491gp

thumb screw

a potion of armor, 'armor' " " ", 20gp

Amulet of Inescapable Location, 5410gp

Long Sword 'Ringil' (4d5) (+22,+25); +10 to Speed; Slay Evil, Undead, Demon, Troll; Frost Brand; Resist Cold, Fear,
Light; Slow Digestion; Permanent Light; Regeneration; See Invisible; Free Action; Blessed Blade; Activates for frost ball (100), 300
DL CI Tera-Huge Rosy Sideboards x(2002) x[8]

i^76 AC 1.0E+5, HD 8.9E+14, i^92 hp 7.2E+17, ER 1058% #Att 178, TH ÷ AC/Save DC by 10302, i^85 dmg 306096

Str 496, Dex 444, Con 359, Int 454, Wis 505, Chr 308, 2.7E+5kxp

Coolness (A being of your choice is Fubar(broken) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Psi54 minor] Stretching: Can melee up to SL people per round that aren't in your group

[Pri SL9] Regenerate 9: Regenerates 4 hp /s

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

[Psi72 minor] Shapeshift: Polymorph Self, max difference in weight = PL^2 lbs.

[Psi-9 minor] Specific Reduction: takes -1d4 dmg/m on contact w/ substance

[Psi6G Ultra] Angelic Lore: You gain x2 multiplier; Angel's powers of level = (CL-21)/7

[Wiz SL12] Sixth Level Magic-User Spells (DM2): Can cast one 6th Level Wizard spell per round as Z action

[Psi8 Ultra] Construct Weapon Item 8: Create a "Weapon" type item (see next page) of TechL=CL, each 8 TechL takes 1S action

[Wiz SL9] Anti-Magic Shell 9: Anti-Magic of SL 0 to 8

[Psi30 Grand] Flame Shield: Protection from Fire

[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

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

[Psi1 Major] Energy Dissipation: Take half damage from an energy attack

[Wiz SL5] Feeblemind 5: -25 mental stat points (randomly distributed in packets of 5) (save per packet)

[Psi-6G minor] Avenge: Choose a target, you deal double weapon damage to that target this combat

[Psi0 Major] Flash Kick: One kicking attack at +KiL to hit, ignores stoneskins/ironskins: x10 damage, knockdown

[Wiz SL7] Finger of Death : 60 yard Slay one victim, there is saving throw vs. death

[Pri SL3] Cure Blindness or Deafness: Cures Blindness or Deafness

[Psi30 V] Solid Stun Blast: Astral stunning, x2 normal succ

[Psi6E Grand] Fear V (Vision of Weakness): Lose 1d6 levels, -6 Str/Dex/Con (save)

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

[Pri SL8] Finger of Death : Kills one subject.

[Wiz SL6] Magic Missile 6: (CL+1)*3 missiles, each does 1d4+1 force dmg (no save)

[Psi54 Grand] Water Control: Wall of Water / Part Water / Lower Water

Dungeon090520 - Dungeon Level 101 (Bad News Bears)

Room # 3

Bedroom/Boudior - 25ft. long x 45ft. wide x 15ft. tall

pillar; chest of drawers; updraft, slight; ozone smell

Void Door (cannot see through doorway) on the north wall leading to a 30ft. long x 15ft. wide x 25ft. tall hallway.

Sample Names: Thalisa the uncaring Zoo Crystal (Cable); Myrka the ever-loving, blue-eyed Flaming Squad (Warhorse)

Portcullis transforms into Elemental Nether Trap; DL 101; Search DC 1070 (1010 Cml damage/s, no resistance)

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

[x2] Ultraplanar beings cannot smell, see, or sense into this room unless they are actually there; Divine Intervention fails
1,573,128gp

torn sack

a tigerlily flail, flail, 4d5 (12), 20gp

Echo of Feast and Famine: Equip: Pay 68 Int and "Equipped creature gets +105 to

hit/dmg and +9 AC/saves and 43245 hp and has Outlast, Horsemanship, Blurry and Mentor.; 10201860gp

Mauve Dart [80d12] +14161 Th/+180 dmg -3+/x31; 1attack:

One creature or object vanishes.; CL 506; SL 101, 2473860gp

DL CI Peta-Titanic Blue Cooks x(884) x[4]

i^75 AC 1.0E+5, HD 7.3E+18, i^69 hp 5.9E+21, TR 1055% #Att 191, TH ÷ AC/Save DC by 10302, i^66 dmg 6.1E+4

Str 171, Dex 350, Con 231, Int 401, Wis 408, Chr 262, 2.7E+5kxp

Shoot (A being of your choice is Truename Dominated (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Wiz SL3] Displacement : WR 50%

[Psi45 Ultra] Reality Alteration: + or - SL to your next die roll

[Wiz SL11] Globe of Invulnerability 11: Immune to spells with SL=0 to 10

[Psi6G Grand] Aid Deva: You lose 1 multiplier, target gains 1 multiplier

[Psi45 minor] Body Resistance: Physical attacks that do less than SL*2 dmg to you do nothing

[Psi4 Grand] AC *2: Your new AC = (old AC - 10) * 2 + 10

[Psi3 minor] Dissipating Touch: Touch deals 1d8 damage.

[Psi6G Grand] Discontinuity Immunity: Immune to Annihilation, Being Put Down a Hole

[Wiz SL3] Prismatic Sphere 3: 1 Prismatic color

[Pri SL5] Resist Vulnerability: Target gains a Resist to something which can only be used to counter a Vulnerability (Duration 1 hc

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

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

Combat effects:

[Wiz SL11] Immediate Monster Summoning XI: Summons a DL IX monster without summoning sickness

[Wiz SL4] Prismatic Wall 4: 4 Prismatic colors or 2 MultiPrismatic colors (may repeat colors in either mode)

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

[Wiz SL6] Prismatic Wall 6: 6 Prismatic colors or 4 MultiPrismatic colors (may repeat colors in either mode)

[Pri SL9] Call Lightning 9: (CL+2)d20 lightning dmg (save:½) (halve the die type if not outside)

[Psi18 Ultra] Possession: Magic Jar (no save) (no PsiR) (no immunity)

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

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

[Psi18 Ultra] Wish: Wish (as spell)

[Psi54 Major] Phobia: Fear (SL saves)

[Psi3½ Major] Dispel Psionics: Cancels psionic powers and effects.

[Pri SL3] Creeping Doom 3: 40 insect dmg

Dungeon090520 - Dungeon Level 101 (Mmm)

Room # 4

Warrior's Chamber/Lab - 40ft. long x 10ft. wide x 30ft. tall

hogshead (large cask of liquid); retort (glass jug with long neck for alchemy); scuttling; still

Stone Door, Normal on the south wall leading to a 50ft. long x 20ft. wide x 10ft. tall hallway.

Sample Names: Reldothor the boisterous Mother Cyborg (Discs); Erian Eldergrove the acerbic Turbo- Victory (Pickup Truck)

Water-Filled Portcullis Trap; DL 101; Search DC 1095 (1940 Str damage, no save), (multiple targets)

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.

9,513,665gp

armchair

a decorated chest protector, +2 AC, 100gp

Potion of Undead Control, 7320gp

Ruddy Girdle [AT++12] +125 AC/+183 Saves; 1F: Permanent Energy Cancel

on self or 100'cu area; CL 617; SL 101; 133185gp

DL CI Macro-Gargantuan Black Drills x(1160) x[7]

i^73 AC 1.0E+5, HD 1.7E+6, i^47 hp 1.3E+9, AllR 1037% #Att 193, TH ÷ AC/Save DC by 10302, i^61 dmg 1.0E+6

Str 296, Dex 630, Con 185, Int 578, Wis 267, Chr 646, 2.7E+5kxp

Cheese And Rice (A being of your choice is Flattened (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Wiz SL8] Time/Reality Stability: Time/Reality Stability (duration 1 day), reverse removes it (Spell save)

[Psi-6G minor] Starlit: Holy Fire Shield (half damage back in melee); +CL*20% RaRR; Ultravision

[Psi16 Grand] Golem Form: Doll: Resist fire; Mend spell acts as a Heal on you; Bite is Tasha's Laughter branded

[Psi6E Super] Immunity IV: Globe/Invuln., Immune:1st-2nd Dominions

[Psi16 Grand] Golem Form: Spiderstone: Resist magic; Mouth's P: Web (1 group); FRT LVL*10%

[Wiz SL12] Original Stoneskin 12: Block the next 9 P actions of attacks

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

[Wiz SL10] Tenser's Transformation 10: +200% of max hp to current hp, +6 TH melee

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

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

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

[Psi4 V] Damage *3: Damage with one physical weapon is multiplied by 3

Combat effects:

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

[Psi15 Grand] Suggestion: Suggestion

[Pri SL5] Vulnerable Resistance: Target gains a Vulnerability to something which can only be used to counter a Resistance (Durat

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

[Wiz SL8] Death Spell 8: Slay 8d12 HD of creatures (save)

[Psi-12C Grand] Cthulhoid Swarm VI: Summon CL*4 Monsters using ML VI "Weird" chart (random)

[Wiz SL6] Really Put of Misery: Target being that is slain is Capital S Slain (no save)

[Psi7 Grand] (no name): Target is energy drained CL/2 levels (no save)

[Psi6E Major] Fear III (Torture): Target saves or death in 6 rounds

[Wiz SL11] Power Word Blind 11: Blinds & stuns a creature if current hp < 240 (no save)

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

[Pri SL6] Death's Door 6: Target (currently at negative hp) goes to 4 hp (can't go above max)

Dungeon090520 - Dungeon Level 101 (Zomfg)

Room # 5

Observatory - 5ft. long x 15ft. wide x 20ft. tall

pallet; torches; stale, fetid smell; smoky

Glass Door (transparent) (shatters if opened) on the north wall leading to a 10ft. long x 5ft. wide x 20ft. tall hallway.

Sample Names: Finius the acerbic Nuclear Infantry (Laser); Taltra the furious Commodore Apocalypse (Fork)

Razor-Wire Statue Trap; DL 101; Search DC 1088 (10650 Cml damage, no save)

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

[x2] Gods cannot smell, taste, or sense into this room unless they are actually there; Divine Intervention fails

1,572,017gp

whetstone

a dictionary, 'invisibility' 'detect invis' 'detect hidden' ", 50gp

Gallon of Shimmering Cerebrospinal Fluid;; 1/3M: Wiped Out(destructed) PFA: Whenever someone targets you with an effect, they suffer that Status Effect unless they make a save vs. Spell.; CL 647; SL 20; 10201620gp

Cube: [x1] of Warding; Has 6 facings, can be placed on floor and set to 1 facing (1V action): Facing 1: Psionic Reflection (Wiz 11) F power (Psi18 Grand) Facing 2: Sphere of Security (Pri 8) Facing 5: Create Specials 1/r (Lich 3) Facing 3: Wards (Psi1 Major) Facing DL CI Diminutive Dark Qualitys x(1392) x[6]

i^48 AC 1.0E+5, HD 54, i^83 hp 20552, XR 1029% #Att 130, TH ÷ AC/Save DC by 10302, i^67 dmg 306120

Str 634, Dex 126, Con 410, Int 562, Wis 273, Chr 440, 2.7E+5kxp

Yiiks (A being of your choice is Wrecked(destroyed) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Psi8 Grand] Construct Generic Item 4: Create a "Generic" type item (see next page) of TechL=CL, each 4 TechL takes 1S action

[Psi16 Ultra] Golem Form: S=9,10,11: Unusual Material of S=9,10,11 (cannot exceed real S number)

[Psi3½ Grand] Dispelling Buffer: Subject is buffered from one dispel psionics effect.

[Psi45 minor] Warding: Create a Trap (x1 Psionic) for SL/2 Psi45 powers

[Pri SL7] Protection from Lightning 7: Stop the next CL*24 lightning dmg

[Psi100 Grand] Psionic Disruption: No psi powers (any freq.) can be used in 50'r

[Psi3½ Major] Immovability: You are almost impossible to move and gain DR 15/-.

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

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

[Pri SL10] Protection from Fire 10: Stop the next CL*36 fire dmg

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

[Pri SL9] Petition: auto make next divine intervention roll

Combat effects:

[Wiz SL4] Enervation : Subject gains CL/4 negative levels.

[Psi45 Major] Energy Solidification: Minor: Web; Major: Iron Bands of Bilarro; Grand: Solid Wall of Force; Super: Forcecage

[Wiz SL10] Power Word Stun 10: Stuns a creature if current hp < 400 (no save)

[Wiz SL5] Wall of Iron : 30 hp/four levels; can topple onto foes.

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

[Psi1 Ultra] Cellular Heal/Harm: up to X targets: Heal or Harm X% of max hp

[Wiz SL3] Enslave Person: As Charm Person, except the effect cannot be thrown off by being damaged, and there is no daily save

[Psi29 Major] Paralysis:

[Pri SL9] Miracle : Requests a deity's intercession.

[Psi-12L minor] Choose Summoning I: Monster Summoning using ML I chart, you pick the result

[Wiz SL9] Imprisonment: Entombs subject beneath the earth

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

Dungeon090520 - Dungeon Level 101 (Fanfuckingtastic)

Room # 6

Refectory (Monestary Dining Room) - 25ft. long x 25ft. wide x 25ft. tall

horn; thurible (incense); laughter; shuffling

Energy/Elemental Door on the west wall leading to a 10ft. long x 20ft. wide x 5ft. tall hallway.

Sample Names: Zemio the subterranean Metal Work (Scythe); Lebrac the attractive Jade Harrier (Yak)

Razor-Wire Chute Trap; DL 101; Search DC 1108 (120 idamage, DC 1082 RSW save for 1/10)

Tapestry that (causes/has/or is) Polymorphing

[x2] Room is permanently/continuously ****Cursed**** (Ancient Foul Cursed)ed, only creatures immune or bubbled against it can fu
3,019,593gp

sword blade

the tarot card of The Empress, 'pass door', 500gp

Leaden Staff [99d10] +16128 Th/+17689 dmg 14+/x12; 1Z: Astral stunning; CL 537; SL 101, 5725247gp

Teal Screw: +5800 PSP's; 10201280gp

DL CI Macro-Diminutive Rust Congas x(1752) x[5]

i^48 AC 1.0E+5, HD 25948, i^79 hp 2.1E+7, PR 1055% #Att 171, TH ÷ AC/Save DC by 10302, i^90 dmg 3.1E+5

Str 316, Dex 359, Con 219, Int 182, Wis 122, Chr 387, 2.7E+5kxp

Blech (A being of your choice is Dismantled(destroyed) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Pri SL9] Anti-Dispel Magic Shell: your effects are non-dispellable (inc.shell)

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

[Pri SL10] Goodberry 10: Creates 40 goodberries

[Wiz SL4] Dimensional Anchor : Bars extradimensional movement.

[Psi3½ Major] Catapsi: Psychic static inhibits power manifestation.

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

[Psi-15 Major] Dial-a-Breath Eelement (<): You can use any eelement with EE factor less than your normal breath.

[Pri SL2] Protection from Lightning 2: Stop the next CL*4 lightning dmg

[Psi-3 Grand] Breath of the Drake: Breath water for 11d4 damage.

[Pri SL8] Sphere Of Security: Friends get +2 AC,+2 saves, +50% MR, 4 Pro.scroll effects 1h

[Psi-12T Super] Spirit Preservation: +5*CL% aXR

[Psi4 minor] Actions *1.25: Pick one action type (M, P, V). Your number of actions of that type is multiplied by 1.25

Combat effects:

[Psi30 Grand] Mob Rush: Control Movement Blast

[Pri SL5] Wall of Stone : 20 hp/four levels; can be shaped.

[Psi54 Grand] Sonic Beam: CL*(SL+2) sound dmg to one target (no save)

[Psi5 V] Unchangeable Reality: As the 12th level spell

[Psi0 Grand] Stunning Shout: Target must save vs. PP or stunned 1d(KiL) segments

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

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

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

[Wiz SL12] Feeblemind 12: -60 mental stat points (randomly distributed in packets of 5) (save per packet)

[Wiz SL6] Time Stop 6: Stops time for 1 round

[Pri SL9] Command 9: Target makes 9 saves, each missed save allows 1 word for a command to be given

[Pri SL8] Implosion/Inversion: Each round for 1t, caster can implode 1 target (save -4)

Dungeon090520 - Dungeon Level 101 (Cool)

Room # 7

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

ledge; catwalk; metallic smell; smoky smell

Phase Door (phases in/out every so often) on the north wall leading to a 30ft. long x 20ft. wide x 10ft. tall hallway.

Sample Names: Maledictor the sinful Cat Shark (Nanotechnology); Nanith the hypocritical Doctor Frog (Rocket)

Air in room transforms into Elemental Rust Trap; DL 101; Search DC 1088 (4600 Chr damage/s, no resistance)(multiple targets)

Fireplace that (causes/has/or is) Animated

[x2] Gods cannot feel, taste, or sense into this room unless they are actually there; Divine Intervention fails

9,448,370gp

thumb screw

the jail key, 0gp

Aqua Plate: +8800 Skill Points; 10201110gp

Onyx Robe [AT+122] +11236 AC/+23716 Saves; 1V: Immune to one normal (EE=1) element, this can be taken twice for an EE=2, thrice for an EE=3, etc.; CL 397; SL 101; 4433915gp

DL CI Macro-Small Ochre Buzzards x(827) x[6]

i^46 AC 1.0E+5, HD 1.0E+5, i^45 hp 8.4E+7, IR 1090% #Att 108, TH ÷ AC/Save DC by 10302, i^71 dmg 2.0E+5

Str 420, Dex 241, Con 138, Int 221, Wis 199, Chr 201, 2.7E+5kxp

Kthx (A being of your choice is Ruinated/Ruined(destructed) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

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

[Pri SL9] Resist Fire/Resist Cold 9: Take -85% dmg vs. fire or cold

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

[Wiz SL6] Original Stoneskin 6: Block the next 3 P actions of attacks

[Psi4 Major] hp *1.5: Multiply hp by 1.5

[Wiz SL8] Globe of Invulnerability 8: Immune to spells with SL=0 to 7

[Wiz SL4] Tenser's Transformation 4: +50% of max hp to current hp

[Pri SL7] Protection from Fire 7: Stop the next CL*24 fire dmg

[Psi3 Major] Dimensional Anchor: Bars extradimensional movement.

[Psi12T Super] Aura of Non-Sentience: All creatures within 120' of caster (incl. the caster) lose all levels of experience, have a cor

[Pri SL5] Resist [E=5 element]: Pick an E=5 element, you resist it for 1 hour.

[Psi54 Grand] Systematic Antidote: SL/2 instances of Resist Poison/Drugs

Combat effects:

[Psi-2 Major] Degenerate: Degenerate (LVL /s); 2*LVL /s

[Psi6G Grand] Suneagle: Summons a Phoenix (see Monstrous Compendium)

[Psi6G Major] Escape: Everyone that deva wills (including self) can Escape home

[Psi9 Ultra] Shielder: Bolt: CHxCHd8 Force damage, ignores defenses

[Wiz SL6] Prismatic Wall 6: 6 Prismatic colors or 4 MultiPrismatic colors (may repeat colors in either mode)

[Pri SL5] Animate Dead Monsters: Animates CL dead monsters

[Psi72 minor] Telekinesis: TK 100*PL lbs.

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

[Psi100 Major] Energy Control: Max.=CL/2 in HD damage, must be energy attack, affects everyone in group

[Psi45 minor] Heat: Target takes SL*CL Fire damage per segment for 1 round (no save)

[Pri SL7] MultiHeal : Cure all dmg + disease,blind,insanity,feeblemind (6 targets)

[Psi45 Grand] Control: 1bM: Redirect an effect (caster makes SL/4 saves)

Dungeon090520 - Dungeon Level 101 (Fo Shizzle My Nizzle)

Room # 8

Kitchen - 10ft. long x 30ft. wide x 30ft. tall

cushion; dish; splashing; grunting

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

Sample Names: Tarita the non-politically correct Wolf Pirate (Bike); Aerell the arrogant Shark Two (Mortar)

Contact Positive Energy / Life Trap; DL 101; Search DC 1044 (22000 idamage, DC 1050 PP save to negate)

Force Field that (causes/has/or is) Changes - Attribute

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Day 4,938,891gp

large table

a Dwarven Everlasting Lantern, 15gp

Rian's Hamstring muscle: +81 to LVL; 1P: Your summons attack as 2

DL's higher (stacks with earlier versions of this).; CL 637; SL 101; 10201170gp

Rian's Sacrum bone: +192 to Chr; 1P: Teleport a creature or item. Storm (When you cast this spell, fork it for each spell cast before it this segment. You may choose new targets for the copies.); CL 652; SL 101; 10201420gp

DL CI Yotta-Large Pea Green Fountains x(1631) x[8] x[[3]]

i^78 AC 1.0E+5, HD 4.9E+26, i^64 hp 4.0E+29, IR 1041% #Att 39, TH ÷ AC/Save DC by 10302, i^84 dmg 122455

Str 549, Dex 153, Con 521, Int 686, Wis 359, Chr 213, 2.7E+5kxp

Giggity (A being of your choice is 420 NoScoped(humiliate) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Psi45 minor] Regeneration: Regenerate SL hp/s

[Wiz SL5] Prismatic Sphere 5: 3 Prismatic colors or 1 MultiPrismatic colors (may repeat colors in either mode)

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

[Psi15 Super] Luckscale: (Must have scales to use) Luckstone effect for 1 day

[Wiz SL5] Animal Growth : One animal/two levels doubles in size, HD.

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

[Wiz SL8] Original Stoneskin 8: Block the next 5 P actions of attacks

[Psi4 Major] hp *1.5: Multiply hp by 1.5

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

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

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

[Psi45 Major] Invisibility: Improved Invis.

Combat effects:

[Pri SL10] Remove Curse 10: Cure 7 curse effects (reverse causes that many, save for each)

[Psi54 Ultra] Flame Animation: Summon a DL=SL Fire Elemental

[Wiz SL4] Magic Missile 4: (CL+1)*2 missiles, each does 1d4+1 force dmg (no save)

[Psi2 Major] Disintegrate: Disintegrate 8 cu.' (save); (save-5);16 cu.'

[Psi29 Major] Deflection:

[Wiz SL3] Lightning Bolt 3: CLd6 lightning dmg to a group (save:½)

[Pri SL8] Call Lightning 8: (CL+2)d18 lightning dmg (save:½) (halve the die type if not outside)

[Wiz SL12] Unchangeable Reality:

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

[Psi30 Ultra] Ram Blast /Urban Renewal: 1 hull point damage/succ

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

[Psi3½ Major] Dismiss Ectoplasm: Dissipates ectoplasmic targets and effects.

Dungeon090520 - Dungeon Level 101 (Naw)

Room # 9

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

divan; arch; cold current; poor oxygen

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

Sample Names: Petra the awesome Cobalt Two (Spoon); Ilyssa the diabolical Mind Reaper (Phone Booth)

Flooding Lock Trap; DL 101; Search DC 1093 (1800 idamage, no save)

Passage that (causes/has/or is) Poison

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Reset
5,982,847gp

bones

Demon Plate, +3 AC, 1367gp

Spidersilk Headdress: Equip: Pay 60 Wis and "Equipped creature gets

+245 to hit/dmg and +48 AC/saves and 41405 hp".; 10201420gp

Crystalline Rope [62d20] +147 Th/+132 dmg -6+/x10; 1/3M: 10*CL' cone: Blindness (no save); (2*CL)d6 dmg vs. creatures vulnerable to light; CL 547; SL 101, 137217gp

DL CI Macro-Gargantuan Pearly Goats x(1205) x[4]

i^50 AC 1.0E+5, HD 1.7E+6, i^52 hp 1.3E+9, AllR 1100% #Att 122, TH ÷ AC/Save DC by 10302, i^44 dmg 4.1E+4

Str 596, Dex 629, Con 137, Int 645, Wis 442, Chr 210, 2.7E+5kxp

Goddamn (A being of your choice is Roasted(burned) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

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

[Psi6N Ultra] Druid Spells, LVL 12: Get a druid progression of level 12 (max = your level)

[Wiz SL10] Anti-Dispel Magic Shell: your effects are non-dispellable (inc.shell)

[Wiz SL4] Evard's Black Tentacles : 1d4 +1/level tentacles grapple randomly within 15 ft.

[Pri SL7] Regenerate 7: Regenerates 1 hp /s

[Psi12L Super] Enslave: Target creature's AL switches to L, all of it's actions under control of caster (no save)

[Wiz SL12] Fire Shield 12: Anyone who melees with you takes 275% dmg back

[Wiz SL4] Dimensional Anchor : Bars extradimensional movement.

[Psi2 Ultra] Magic Inertial Barrier: Spell delayed 1 s if hitting you; Delayed 2 s

[Wiz SL5] Armor 5: +CL*10 current hp

[Wiz SL8] Dust of Disappearance: Dust of Disappearance for 1 turn

[Pri SL8] Duplicate Monster: Duplicate a x1 monster (not incl. classes)

Combat effects:

[Psi27 Grand] Imprisonment/Freedom: Imprisonment (as spell) or its reverse

[Psi--2 minor] Cell Arrangement: cures 5*N% of max hp (max N=CL*5+35); Half cost in PSPs

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

[Wiz SL9] Wail of the Banshee: Kills one creature/level.

[Wiz SL4] Immediate Monster Summoning IV: Summons a DL II monster without summoning sickness

[Psi19 Grand] Energy Absorption: 1bM: Absorb up to CL HD of an energy attack, affects everyone in your group

[Psi45 minor] Hypnotic Control: Hypnosis (SL/2 saves)

[Psi45 Grand] Summoning: Summon a DL=SL Outer

[Pri SL5] Dispel Magic 5: Dispel 3 magic effects

[Wiz SL4] Wacky Ball 4 / Normal / ½ : Ld8 dmg normal element (area) (save: ½)

[Psi8 minor] Hack into Technological Object: Hack (gain control) of a technological object with TechL<=CL (monsters get save)

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

Dungeon090520 - Dungeon Level 101 (Safety First)

Room # 10

Treasure Room - 5ft. long x 5ft. wide x 5ft. tall

hamper; table; drumming; smoky smell

Dimension Door (as the spell) on the north wall leading to a 45ft. long x 15ft. wide x 25ft. tall hallway.

Sample Names: Gorken the excessive Voodoo Finger (Grenades); Kauth the despicable Cat One (Spoon)

Air in room transforms into Elemental Slag / Tar Trap; DL 101; Search DC 1060 (6750 Cml damage/s, DC 1078 Fortitude save for 1
Statue that (causes/has/or is) side-sliding

[x2] Ultraplanar beings cannot feel, taste, or sense into this room unless they are actually there; Divine Intervention fails
2,328,909gp

bitumen

a Valkyric Helmet, +3 AC, 0gp

Prismatic Chair: Free D'zenian Blade Familiar; 10201690gp

Drab Talisman [AT+40808] ++11 AC/x6 Saves; 1M: Enemies must make

SL/2 saves to attack you; CL 574; SL 101; 5209095gp

DL CI Mega-Fine Twinkling Nephews x(1315) x[6]

i^79 AC 1.0E+5, HD 1.3E+7, i^84 hp 1.1E+10, TR 1056% #Att 53, TH ÷ AC/Save DC by 10302, i^64 dmg 306036

Str 157, Dex 443, Con 369, Int 485, Wis 539, Chr 287, 2.7E+5kxp

Hot Diggety (A being of your choice is *Cursed* (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Psi100 Grand] Psionic Amplification: Multiplies a power; Max.=level/4+1

[Pri SL3] Goodberry 3: Creates 12 goodberries

[Wiz SL12] Tenser's Transformation 12: +250% of max hp to current hp, +8 TH melee

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

[Psi45 Ultra] Light Control: SL/2 (round down) instances of Resist light; +SL*10% damage with light effects

[Pri SL2] Goodberry 2: Creates 8 goodberries

[Pri SL5] Antiplant Shell: Keeps out plants

[Wiz SL7] First Level Magic-User Spells (DM1): Cast any four 1st level Wizard spells simultaneously when it is cast.

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

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

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

[Pri SL6] Double Resist [E=5 element]: Pick an E=5 element, you double resist it (1/4 dmg, 1/10 if make save) for 1 hour.

Combat effects:

[Wiz SL6] Really Put of Misery: Target being that is slain is Capital S Slain (no save)

[Psi3 Major] Cone of Sound: Sonic energy inflicts 5d4 sonic damage.

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

[Wiz SL7] Dispel Exhaustion 7: Restore 90% of dmg taken, get an Original Haste 7 for 1 round

[Wiz SL11] Mental Loss: target loses 1M action for 1t

[Pri SL4] Heal 4: Cure to 50% of max hp (max Heal 4 can cure at once = 500 hp)

[Wiz SL11] Wacky Ball 11 / Normal / ½: Ld10000, save: ½

[Psi-9 Ultra] Polyrestoration: Trirestoration CH targets

[Wiz SL11] Lightning Bolt 11: CLd22 lightning dmg to a group (save:½)

[Wiz SL8] Summon Monster VIII : Calls outsider to fight for you.

[Psi30 Grand] Fire Bolt: Ele.Fire damage,Con resist

[Psi29 Grand] Internal Fire:

Dungeon090520 - Dungeon Level 101 (Cheese And Crackers Got All Muddy)

Room # 11

Chantry (Shrine) - 40ft. long x 25ft. wide x 10ft. tall

weapon rack; Bridge, Conjured (magical); footsteps (receding); roar(ing)

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

Sample Names: Laolis the charming Global Cavalier (Garrote); Alrus the super-intelligent Albino Sword (Cloud)

Air in room transforms into Elemental Eldritchiron Trap; DL 101; Search DC 1074 (2840 Chr damage/s, no resistance)(multiple targets)

Fire that (causes/has/or is) False

[x2] Gods cannot smell, feel, or sense into this room unless they are actually there; Divine Intervention fails

68,250gp

paint

a potion of flying, 'fly' " " " ", 25gp

Crimson Lotion: Free Track Feat: Tracking; 10201910gp

Orchid Rope [34d8] +11026 Th/+141 dmg 7+/x17; 1M: SL*CL/2 Light damage

(no save) and SL/2 instances of blindness (save); CL 478; SL 101, 1940134gp

DL CI Peta-Huge Fuchsia Interviewers x(1012) x[6]

i^74 AC 1.0E+5, HD 9.1E+17, i^78 hp 7.4E+20, Allr 1070% #Att 160, TH ÷ AC/Save DC by 10302, i^64 dmg 2.0E+5

Str 160, Dex 202, Con 443, Int 168, Wis 612, Chr 278, 2.7E+5kxp

Bad News Bears (A being of your choice is Trap the Soul (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Psi1 Major] Mind Bar: Immune to Ench/Cha,Magic Jar,Domination,Invis.

[Psi0 Grand] Energy Reflection: As Arrow Cutting (above), except vs. magical missiles (even vs. Meteor Swarms & such)

[Psi45 minor] Resist: Magic: SL/4 (round down) instances of Resist magic

[Pri SL4] Free Action: Immune stun, hold, paralysis, summoning sickness

[Psi45 minor] Force Field vs. Physical: -SL per physical attack

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

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

[Wiz SL11] Duplicate Item: duplicate a x1 magic or psi item that uses charges

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

[Wiz SL11] Original Stoneskin 11: Block the next 8 P actions of attacks

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

[Psi-3 Grand] Telepathic Sphere: Mobile force globe protects group from mental attacks

Combat effects:

[Psi29 Ultra] Planetary Detonate (Psi2):

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

[Wiz SL11] Cone of Cold 11: CLd22+CL cold dmg to a group (save:½)

[Pri SL5] Dispel Innates: Dispel Innates

[Psi2 Ultra] Cellular Heal/Harm: X targets: Heal/Harm X% of max; X*2% of max

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

[Wiz SL9] Wacky Ball 9 / Normal / ½: Ld100, save: ½

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

[Psi6E Major] Mass Telekinesis: Maintenance cost=Initial/10 per round

[Psi18 Major] Magnetic Ctrl: Disruption: Blast: Unconscious (save),no electronics

[Wiz SL6] Monster Swarm Summoning VI: Summons CL*2 DL V monsters

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

Dungeon090520 - Dungeon Level 101 (Holy Mother Of God)

Room # 12

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

thurible (incense); Walls of Plants; knocking; dusty

Loop Door (goes to another timeline) on the south wall leading to a 45ft. long x 25ft. wide x 15ft. tall hallway.

Sample Names: Ceratus the grim Chimp Viking (Extra-terrestrial); Cestrella the scowling Copper Falcon (Mist)

Compacting Vent Trap; DL 101; Search DC 1065 (640 idamage, 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/Turn
6,961,191gp

needles

City Guard Amulet, +1 AC, 50gp

Rian's Eyes: +158 to HNCL; 1P: Wall of Flesh.; CL 477; SL 101; 10202050gp

Hat: [x3/40/0/CG] Pileus Cap; 0,4/d: Dimension Door, no delay, no summoning sickness; Continuous Pass without Harm and Kno
& Free Action; Immune Paralysis; 1M: Repel Others (they suffer -1/-1 Protection and -1/-1 Striking per 1' they close)., 354120gp
DL CI Zetta-Large Navy Banjos x(1978) x[5]

i^50 AC 1.0E+5, HD 4.8E+23, i^71 hp 3.9E+26, PR 1016% #Att 180, TH ÷ AC/Save DC by 10302, i^92 dmg 2.0E+4

Str 209, Dex 221, Con 534, Int 139, Wis 160, Chr 429, 2.7E+5kxp

Okeedoke (A being of your choice is Capital F Folded (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[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 SL10] Prismatic Solid: Add a "Special" to entire room of Prismatic-ness (1 prismatic effect per person per segment)

[Wiz SL10] Psionic Shield: class VI/esper-blind but can still use psi for 1t

[Psi8 Ultra] Construct Control Item 8: Create a "Control" type item (see next page) of TechL=CL, each 8 TechL takes 1S action

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

[Pri SL8] Sphere Of Security: Friends get +2 AC,+2 saves, +50% MR, 4 Pro.scroll effects 1h

[Wiz SL5] Globe of Invulnerability 5: Immune to spells with SL=0 to 4

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

[Psi1 minor] Telekinetic Barrier: Take -N dmg per physical attack (max N = level)

[Wiz SL11] Fire Shield 11: Anyone who melees with you takes 250% dmg back

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

[Psi54 Major] Flame Immunity: SL/2 instances of Resist Fire

Combat effects:

[Wiz SL10] Summon Dweomer: Summons a creature (your choice, not random) with HD < CL

[Psi6G Major] Second Level Priest Spell: Cast one 2nd level Priest spell at CL = 40

[Psi6E Major] Gaze of Ice: Save (for damage) or petrified to ice

[Pri SL7] Gate: Connects two planes for travel or summoning.

[Psi54 Ultra] Air Animation: Summon a DL=SL Air Elemental

[Psi45 Ultra] Neural Manipulation: Minor: Seizure (-2 all rolls, save); Major: Paralysis (SL/3 saves)

[Psi30 Major] Ram Touch: 1 hull point damage/succ

[Psi9 Grand] Temporal: Time Bolt: Ages target 10*(CHd4) years (save:½)

[Psi30 Ultra] Treat Deadly Wounds: Heals 100% max hp (4 succ)

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

[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

[Pri SL3] Remove Paralysis (2): Removes paralysis. This spell will also remove stun and summoning sickness effects. This spell als

Dungeon090520 - Dungeon Level 102 (Kthxbye)

Room # 1

Privy/Secret - 50ft. long x 20ft. wide x 45ft. tall

U rack; altar; wind, strong; clashing

Plane Shift Door (other side is on another plane) on the west wall leading to a 45ft. long x 5ft. wide x 5ft. tall hallway.

Sample Names: Drelk the abhorrent Vector -ette (Pencil); Caecil the irresistible Laser Pirate (Cow)

Door transforms into Elemental Lightning Trap; DL 102; Search DC 1069 (3300 Wis damage/s, DC 1089 RSW save for half)

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

Monster Generator: Beholder (summons a Beholder every segment)

[x2] Room is permanently/continuously Charmed, only creatures immune or bubbled against it can function here.

8,807,855gp

brass dust

a pair of dark shades, +2 AC, 620gp

Pearly Helm [AT+164] +203 AC/+12545 Saves; 1/3M: Mirror Image (SL images); CL 669; SL 102; 1697665gp

Whispersilk Whip: Equip: Pay 1680 PSP(s) and "Equipped creature gets +457 to hit/dmg and +17 AC/saves and 23814 hp and has Protection from wordy, Flying, Protection from white, Infect and Bushido 26.; 10404680gp

DL CII Mega-Medium Ice Blue Grenades x(945) x[8]

i^55 AC 1.0E+5, HD 2.1E+8, i^67 hp 1.8E+11, XR 1041% #Att 50, TH ÷ AC/Save DC by 10506, i^77 dmg 1.2E+5

Str 376, Dex 582, Con 300, Int 421, Wis 692, Chr 130, 2.8E+5kxp

God (A being of your choice is Flattened (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Psi6G Ultra] Sentinel Lore: You gain x2 multiplier; Sentinel's powers of level = (CL-21)/7

[Wiz SL9] Tenser's Transformation 9: +175% of max hp to current hp, +5 TH melee

[Psi45 minor] Body Resistance: Physical attacks that do less than SL*2 dmg to you do nothing

[Wiz SL9] Chain Contingency : Like the contingency, but holds more spell

[Wiz SL9] Fire Shield 9: Anyone who melees with you takes 200% dmg back

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

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

[Psi3½ Grand] Contingency, Psionic: Sets trigger condition for another power.

[Pri SL6] Resist Fire/Resist Cold 6: Take -70% dmg vs. fire or cold

[Wiz SL8] Anti-Magic Shell 8: Anti-Magic of SL 0 to 7

[Pri SL9] Duplicate Item: duplicate a x1 magic or psi item that uses charges

Combat effects:

[Psi45 minor] Hypnotic Control: Hypnosis (SL/2 saves)

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

[Pri SL5] Rainbow: Creates a rainbow bridge (or) CL bolts d8 dmg 1 target each

[Psi-5 Grand] Cone of Nothing: CL*CL*CL dmg in a 30' cone (no save); they lose next Opp action (save)

[Psi3 Major] Brilliant Blast: Light blast inflicts 9d4 damage in 20' radius.

[Pri SL6] Remove Curse 6: Cure 3 curse effects (reverse causes that many, save for each)

[Wiz SL8] Monster Swarm Summoning VIII: Summons CL*1 DL VII monsters

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

[Wiz SL10] Ray of Enfeeblement 10: -50 physical stat points (randomly distributed in packets of 5) (save per packet)

[Wiz SL5] Enslave Monster: As Charm Monster, except the effect cannot be thrown off by being damaged, and there is no daily s

[Psi18 Major] Binding: Forcecage (as spell)

[Psi12T Major] Dispel Magic: Dispel Magic (as spell)

Dungeon090520 - Dungeon Level 102 (Alrighty)

Room # 2

Gallery - 30ft. long x 50ft. wide x 5ft. tall

Walls of Water; chair, padded; chiming; metallic smell

Bronze Door, Normal on the east wall leading to a 45ft. long x 20ft. wide x 25ft. tall hallway.

Sample Names: Mirt the dewy-eyed Sea Soarer (Light); Dolor the bombastic Miracle Carrot (Power)

Moving Passage Trap; DL 102; Search DC 1088 (5760 idamage, DC 1062 Breath Weapon save to negate)

Pedestal 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/Day
5,068,770gp

tankard

a pardon from the King, 'remove curse', 90gp

Rian's Eyes: +206 to Chr; 1P: 1bM: Redirect any amount of damage
from you to one of your subordinates. ; CL 560; SL 102; 10404840gp

Dragon Rig: Equip: Pay 44 Con and "Equipped creature gets
+575 to hit/dmg and +23 AC/saves and 48020 hp".; 10404630gp

DL CII Yotta-Fine Onyx Accounts x(941) x[5]

i^53 AC 1.0E+5, HD 1.5E+25, i^93 hp 1.3E+28, RR 1046% #Att 41, TH ÷ AC/Save DC by 10506, i^94 dmg 2.1E+4
Str 446, Dex 276, Con 528, Int 192, Wis 132, Chr 635, 2.8E+5kxp

Drats (A being of your choice is Tarded(insane) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Psi6G Major] Field of Disjunction: Destroys evil creatures/magic items (save); 1 attempt per round

[Psi23 Major] Sleep Cloud: Super sleep effect every round

[Psi10 Major] Memory Protection *: Immune to Memory stealing, mind reading, Capital E Extract

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

[Psi1 Ultra] Energy Dampen: Permanent Energy Cancel on self or 100'cu area

[Psi27 minor] Graver Company: Negative Plane Protection; Immune to Str/Dex/Con loss; vulnerable to Holy

[Psi45 Major] Mental Invisibility: Improved Invis.: it's +SL AC instead of +4

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

[Psi16 Ultra] Construct Psi16 Item 8: Create a Psi16 item (see next page) of TechL=CL, each 8 TechL takes 1S action

[Psi54 Major] Mystic Shield: SR SL*CL

[Pri SL5] Golem: Makes a golem (you need raw materials)

[Wiz SL10] Nazzer's Nullification: Creates a DMZ (Dispel Magic Zone)

Combat effects:

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

[Psi3½ Major] Dismiss Ectoplasm: Dissipates ectoplasmic targets and effects.

[Psi81 Ultra] Dispel 11: Dispel a SL 0-11 effect

[Psi45 Grand] Energy Sponge: bM: SL*10% chance to absorb an entire energy attack

[Wiz SL12] Magic Missile 12: (CL+1)*6 missiles, each does 1d4+1 force dmg (no save)

[Wiz SL6] Mass Suggestion : Suggestion to one creature per level

[Wiz SL7] Prismatic Wall 7: 7 Prismatic colors or 5 MultiPrismatic colors (may repeat colors in either mode)

[Psi27 Major] Drake: You can breathe an Inner Element once this round equal to your hp in dmg.

[Psi8 minor] Mend: Mend As spell

[Psi-1 Ultra] Insist: [0 action] Counters a counterspell; that same type of counterspell can't be used again

[Psi-6G minor] Avenge: Choose a target, you deal double weapon damage to that target this combat

[Psi3½ Major] Energy Wall: Create wall of your chosen energy type.

Dungeon090520 - Dungeon Level 102 (Nice One)

Room # 3

Salon - 40ft. long x 25ft. wide x 15ft. tall

hole (blasted); Floors of Webs; steamy; acrid smell

Golem Door (it's a Golem creature) on the east wall leading to a 35ft. long x 20ft. wide x 15ft. tall hallway.

Sample Names: Duma the courageous Blood Person (Soul sold to Devil); Caiphas the weird Fighting Swarm (Magic)

Injected Acid Trap; DL 102; Search DC 1098 (270 Str damage, no save)

Vegetation that (causes/has/or is) Resisting - General

[x2] Room is permanently/continuously Capital F Folded, only creatures immune or bubbled against it can function here.

4,580,370gp

flour

an adamantite throwing knife, dagger, 9d7 (36), 450gp

Rian's Deltoid muscle: +45 to ML; 1M: One of your summons deals double damage ; CL 360; SL 102; 10404230gp

Inquisitor's Pinions: Equip: Pay 80 Dex and "Equipped creature gets +633 to hit/dmg and

+325 AC/saves and 69192 hp and has Protection from die rolls and Frenzy .; 10404880gp

DL CII Yotta-Colossal Clear Tops x(765) x[7]

i^83 AC 1.0E+5, HD 3.9E+27, i^43 hp 3.2E+30, RR 1090% #Att 121, TH ÷ AC/Save DC by 10506, i^86 dmg 208164

Str 369, Dex 599, Con 653, Int 341, Wis 709, Chr 217, 2.8E+5kxp

Jeebus (A being of your choice is Obliterated(destroyed) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Psi3 minor] Dissipating Touch: Touch deals 1d8 damage.

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

[Pri SL10] Spell Immunity 10: Be immune to 7 spells by name

[Psi6E Major] Bodily Restoration III: Troll-like Regeneration 6 hp/r

[Wiz SL7] Prismatic Sphere 7: 5 Prismatic colors or 3 MultiPrismatic colors (may repeat colors in either mode)

[Psi-15 minor] Increase Touch Damage: CLdCL dmg with unarmed touch (do not add punch or weapon damage)

[Psi45 Ultra] True Invulnerability: SL instances of Resist distributed as you like (medium categories: a school, an element, etc.)

[Wiz SL8] Original Stoneskin 8: Block the next 5 P actions of attacks

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

[Pri SL6] Immune [E=3 element]: Pick an E=3 element, you are immune to it for 1 hour. (This immunity does not "spread" into other elements)

[Wiz SL4] Prismatic Sphere 4: 2 Prismatic colors

[Wiz SL10] Globe of Invulnerability 10: Immune to spells with SL=0 to 9

Combat effects:

[Wiz SL5] Cloudkill : Kills 3 HD or less; 4-6 HD save or die.

[Psi29 Ultra] Nightmare: Removal Beam (Psi 9): -CH/6 to being's multiplier (save:½):

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

[Wiz SL6] Power Word Stun 6: Stuns a creature if current hp < 80 (no save)

[Psi-3 minor] Chilling Ray: Cold ray deals 3d6 damage to foe.

[Psi29 Grand] Lightning Bolt LVLD10:

[Pri SL5] Hold Person/Monster 5: Hold 7 person or 5 monster targets (save)

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

[Wiz SL5] Cone of Cold 5: CLd10+CL cold dmg to a group (save:½)

[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

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

[Psi3 Major] Negate Psionics: Cancels psionic powers and effects.

Dungeon090520 - Dungeon Level 102 (Narf)

Room # 4

Psionicist's Chamber/Lab - 40ft. long x 35ft. wide x 5ft. tall

crucible; painting; foggy near ceiling; chlorine smell

Time Door (goes to another time) on the east wall leading to a 15ft. long x 15ft. wide x 10ft. tall hallway.

Sample Names: Borwyn the contemptible Karate Raiders (Skates); Amael the amoral Femme Torpedo (Thiotimeline)

Secret Lock Trap; DL 102; Search DC 1095 (10100 idamage, DC 1120 Breath Weapon save to negate)

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

[x2] Gods cannot taste, see, or sense into this room unless they are actually there; Divine Intervention fails

3,756,373gp

leather boot

a green snake scale shirt, +4 AC, 30gp

Gallon of Ebony Earwax;; 1P: Wiped Out(destructed) Balls: Do this Status

Effect to one group (Spell save: 0) ; CL 544; SL 20; 10405030gp

Flesh Girdle [AT+116] +180 AC/++140 Saves; 1P: Multiply your to hit rolls by 3, you autohit on natural 21-3 or better (Minor is 19).; CL 592; SL 102; 2560170gp

DL CII Zetta-Medium Silvery Peaces x(581) x[5]

i^55 AC 1.0E+5, HD 2.4E+23, i^73 hp 2.0E+26, IR 1079% #Att 47, TH ÷ AC/Save DC by 10506, i^59 dmg 104120

Str 150, Dex 155, Con 649, Int 445, Wis 256, Chr 550, 2.8E+5kxp

Herp Derp (A being of your choice is Skinned(intrude) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

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

[Wiz SL5] Animal Growth : One animal/two levels doubles in size, HD.

[Psi2 minor] Gird: Maintain powers w/o conc.; Maintain in sleep

[Psi54 Major] Gravity Decrease: Increase gravity in room or object/person by SL G's (x1 Special)

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

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

[Psi54 minor] Flame Immunity: SL/2 instances of Resist Fire

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

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

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

[Psi24 Grand] Memorization Level Increase 3: +1 Memorization Level (this is next level of picks for rogues)

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

Combat effects:

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

[Wiz SL10] Lightning Bolt 10: CLd20 lightning dmg to a group (save:½)

[Pri SL7] Fire Storm 7: (CL+2)d8 holy fire dmg, hits 2 groups (no save)

[Pri SL5] Wall of Stone : 20 hp/four levels; can be shaped.

[Wiz SL5] Wacky Ball 5 / Normal / ½: Ld10, save: ½

[Psi30 Grand] Mob Scene: Control Actions Blast

[Pri SL5] Hold Person/Monster 5: Hold 7 person or 5 monster targets (save)

[Psi-9 Ultra] Polyrestoration: Trirestoration CH targets

[Psi-12T Grand] Bring Animals VI: Summon CL*3 Animals using ML VI chart, you pick the result

[Wiz SL11] Cone of Cold 11: CLd22+CL cold dmg to a group (save:½)

[Pri SL7] Blade Barrier 7: 9d9 dmg wall (shards)

[Psi30 Major] Death Touch: Necromantic damage

Dungeon090520 - Dungeon Level 102 (Film At 11)

Room # 5

Throne Room - 15ft. long x 50ft. wide x 10ft. tall

pipes (musical); fetters; chanting; footsteps (behind)

Energy/Elemental Door on the east wall leading to a 50ft. long x 20ft. wide x 20ft. tall hallway.

Sample Names: Gwange the carnivorous Digi-- Woman (Terra); Poiteran the heroic Global Super-Heroe (Ionizer)

Inhaled Silverglade Trap; DL 102; Search DC 1068 (650 Chr damage, no save)

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

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Turn 4,746,983gp

dampness, ceiling

a braided rope, exotic, 3d20 (31), 5gp

Thornbite of Evos Isle: Equip: Pay 99 Chr and "Equipped creature

gets +369 to hit/dmg and +811 AC/saves and 55296 hp"; 10404180gp

Pearly Spiked shield, light [55d12] +184 Th/x31 dmg -18+/x49; 1M: 1bM: Absorb up to

CL HD of an energy attack, affects everyone in your group; CL 634; SL 102, 5357334gp

DL CII Peta-Diminutive Roseate Distributions x(1616) x[4]

i^39 AC 1.0E+5, HD 2.9E+16, i^79 hp 2.4E+19, IR 1055% #Att 105, TH ÷ AC/Save DC by 10506, i^66 dmg 2.1E+4

Str 309, Dex 532, Con 131, Int 426, Wis 269, Chr 643, 2.8E+5kxp

Screw It (Ignore a being of your choice's segment of actions (can't be dispelled).)

Prepared effects:

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

[Psi-12L minor] Hold Life: Immune to XP/Stat Drain; Immune Aging

[Pri SL8] Forever Minions: All dead in area raise as zombies in 1r; spell is permanent

[Wiz SL5] Original Stoneskin 5: Block the next 2 P actions of attacks

[Psi3 minor] Biocurrent: Continuous bioelectrical current deals 1d4 electrical dmg/r to up to 2 cr.

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

[Psi2 Major] Suppress Magic: Anti-Magic Shell (SL=X) 60' r; Dispel-Magic Zone

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

[Psi24 Major] Level: early 9: Get a "Level:" ability in your class 9 levels early (this can be taken multiple times)

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

[Wiz SL10] Prismatic Solid: Add a "Special" to entire room of Prismatic-ness (1 prismatic effect per person per segment)

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

Combat effects:

[Psi45 Ultra] Hypnotic Control: Hypnosis (SL/2 saves)

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

[Psi6E Major] Voices: 2 saves:fail 1=insan., fail 2=ultrablast

[Wiz SL12] Time Stop 12: Stops time for 1d7 rounds

[Wiz SL12] Death Spell 12: Slay 12d12 HD of creatures (save)

[Psi6N minor] Remove Alteration: Dispel one Alteration, Polymorph, or Tranmutation effect

[Pri SL5] Dispel Evil: Unsummons evil creatures (Outer-planar/summoned no save). If cast against 1 creature of the appropriate 1

[Psi--2 Grand] Grand Acidify: CLd20 acid damage; Use d30's

[Psi0 minor] Throw: Make one attack, if successful, throw target level*10' in one direction, he takes falling dmg

[Psi6E Grand] Unholy Word: As the 7th level Priest spell (doubled)

[Psi29 Grand] Water Bolt LVLd12:

[Wiz SL10] Power Word Stun 10: Stuns a creature if current hp < 400 (no save)

Dungeon090520 - Dungeon Level 102 (Absofuckinglutely)

Room # 6

Pantry - 20ft. long x 20ft. wide x 15ft. tall

Bridge, Conjured (magical); cassocks (robes); drumming; updraft, slight

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

Sample Names: Gregoric the brazen Onyx Squad (Pogo Stick); Daggerford the sarcastic Techni- Patrol (Chemical)

Ingested Imprisonment Trap; DL 102; Search DC 1087 (12150 Int damage, DC 1049 Fortitude save for 1/3)

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

[x2] Mortals cannot see, feel, or sense into this room unless they are actually there; Divine Intervention fails

4,079,456gp

sheet

a map of Tolchalla, 50gp

Fire Wand of Suloise (1M, X ch.: Eldritch Ash 5

dmg area, ignores blahR, lasts for X segments) (74/100 ch.), 354120gp

Rian's Kidneys: +71 to Wis; 1M: Cast a spell at random that you know

of SL=LVL/2 or less. This spell slot then becomes memorized.; CL 456; SL 102; 10404780gp

DL CII Large Greenish Flats x(1604) x[8]

i^40 AC 1.0E+5, HD 506, i^69 hp 3.3E+5, CR 1117% #Att 77, TH ÷ AC/Save DC by 10506, i^65 dmg 1.0E+6

Str 400, Dex 527, Con 147, Int 354, Wis 296, Chr 562, 2.8E+5kxp

Pooey (A being of your choice is Crippled(broken) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Wiz SL11] Anti-Magic Shell 11: Anti-Magic of SL 0 to 10

[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

[Psi3 minor] Vigor: You gain 3 temporary hit points.

[Wiz SL5] Improved Free Action: Immune Capital S Stun, Stop, Hold, Paralysis, Summoning Sickness; Hold P,V actions

[Psi3½ Super] Apospsi: You delete target's psionic powers.

[Psi18 Grand] Scty: Invisible Defender: Shield vs. physical/energy 1000*LVL hp

[Psi2 minor] Mind Bar: 75% vs. Ench/Cha;immune Telep.; +5 in contests

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

[Wiz SL4] Armor 4: +CL*8 current hp

[Wiz SL4] Globe of Invulnerability 4: Immune to spells with SL=0 to 3

[Wiz SL7] Prismatic Sphere 7: 5 Prismatic colors or 3 MultiPrismatic colors (may repeat colors in either mode)

[Pri SL6] Antilife Shell : 10-ft. field hedges out living creatures.

Combat effects:

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

[Pri SL9] Summon Monster IX : Calls outsider to fight for you.

[Pri SL8] Summon Monster VIII : Calls outsider to fight for you.

[Psi-12C Major] Dancing Chaos: Every segment, a random SL=1d10 effect hits a random target

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

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

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

[Pri SL9] Hold Person/Monster 9: Hold 11 person or 9 monster targets (save)

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

[Psi5 Major] Alter Reality (lesser): Duplicate 1st-5th level Alt, Ele, Hea

[Psi60 Ultra] Telekinesis: TK LVL*10' falling damage area

[Psi15 Major] Hypnotism: Hypnotism

Dungeon090520 - Dungeon Level 102 (Ok)

Room # 7

Garbage Room - 25ft. long x 15ft. wide x 20ft. tall

pincers; carpet (largish); sobbing; manure smell

Plant Door (a door made of plants) on the south wall leading to a 30ft. long x 20ft. wide x 25ft. tall hallway.

Sample Names: Mitya the irresistible Ambush Phantom (Arrows); Halima the extraordinary Crime Bull (Vibro-)

Inhaled Aether Trap; DL 102; Search DC 1025 (4200 Chr damage, no resistance), (multiple targets)

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

[x2] Mortals cannot see, taste, or sense into this room unless they are actually there; Divine Intervention fails

538,815gp

leaves (dry) & twigs

a ladder, 0gp

Pinky Knife: Free Inverse Cleave Feat: If you spend all your attacks

in 1P on one target and he doesn't drop, get +1 attack; 10404490gp

Sandy Stone [26d8] +179 Th/x5 dmg -18+/x46; 1/3F: (level)d4 years aged; CL 594; SL 102, 147180gp

DL CII Yotta-Small Bronze Willows x(1021) x[4]

i^84 AC 1.0E+5, HD 1.2E+26, i^64 hp 1.0E+29, IR 1032% #Att 155, TH ÷ AC/Save DC by 10506, i^63 dmg 41675

Str 300, Dex 505, Con 392, Int 398, Wis 289, Chr 278, 2.8E+5kxp

Narf (A being of your choice is Blackballed(slowed) (doesn't target, no resist, can't be dispelled).)

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.

[Psi3 Major] Freedom of Movement: Move normally despite impediments.

[Psi4 minor] Ability Score *1.25: Choose one ability score. New score = (old score - 10) * 1.25 + 10

[Pri SL9] Spell Immunity 9: Be immune to 6 spells by name

[Wiz SL11] Loop/Reality Stability: Loop/Reality Stability (duration 1 day), reverse removes it (no save)

[Wiz SL4] Armor 4: +CL*8 current hp

[Psi45 Grand] Vibration Control: SL/2 (round down) instances of Resist vibration; +SL*10% damage with vibration effects

[Wiz SL9] Original Stoneskin 9: Block the next 6 P actions of attacks

[Psi45 minor] Reflection: MPIWReflection 5*SL%

[Psi16 minor] Golem Form: Necrophidius: 1V: Hypnosis (1 target, Will save); Bite is paralysis branded (PPD save)

[Psi3 Major] Dissolving Touch: Your acid touch deals 7d6 acid damage.

[Psi6G Super] MassTelepathicCommand: Suggestion (no save) up to CL targets

Combat effects:

[Pri SL5] Flame Strike 5: CLd8 holy fire dmg (save:½)

[Pri SL2] Hold Person/Monster 2: Hold 4 person or 2 monster targets (save)

[Psi9 Ultra] Shielder: Bolt: CHxCHd8 Force damage, ignores defenses

[Wiz SL9] Dispel Magic 9: Dispel 7 magic effects

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

[Wiz SL12] Meteor Swarm 12: 7 meteors each dealing 16d7 earth dmg & same fire dmg (save:½ for fire)

[Pri SL1] Cure Light Wounds (3): Cure 2d8+L (choose 1 die), reverse has save:½ {Touch, 1 creature}

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

[Psi29 Major] Feeblemind:

[Psi10 Grand] Animate Fire: Turn fire into 2^(X+1) HD fire elemental, where X is the # sizes beyond size T

[Psi45 Major] Energy Conversion: 0, SL/t: Convert an element in an effect to another element (max E factor = SL/2, round down)

[Psi10 Major] Agony: -3 Int, -4 Wis, -3 saves, -3 TH, -3 dmg, can't use magic/psi, slow (save each)

Dungeon090520 - Dungeon Level 102 (What In Hell)

Room # 8

Wizard's Chamber/Lab - 45ft. long x 10ft. wide x 50ft. tall

table, large; cask; tapping; bong

Specialed Door on the north wall leading to a 50ft. long x 10ft. wide x 5ft. tall hallway.

Sample Names: Betharra the superlative Yellow Titan (Cable); Nicaea the loony Voodoo Family (Griffon)

Tripping Blades Trap; DL 102; Search DC 1111 (Attack +1836 ranged, 730d2 idamage)

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

[x2] Immortals cannot taste, feel, or sense into this room unless they are actually there; Divine Intervention fails
9,855,464gp

oil barrel

a pair of hooves, +3 AC, 50gp

Rian's Blood Vessels: +59 to Int; 1F: 1 ihp Armor spell (1 target, can't be self) ; CL 609; SL 102; 10404580gp

Amethyst Bolts, crossbow (10) [22d8] +197 Th/+124 dmg -2+/x25; 1/3attack:

[0 action to use] Change form immediately; CL 579; SL 102, 149680gp

DL CII Yotta-Gargantuan Brownish Mountains x(1137) x[7]

i^46 AC 1.0E+5, HD 2.0E+27, i^80 hp 1.6E+30, RR 1059% #Att 198, TH ÷ AC/Save DC by 10506, i^95 dmg 1040429

Str 617, Dex 609, Con 629, Int 353, Wis 387, Chr 547, 2.8E+5kxp

Whoopsie (A being of your choice is Blackballed(slowed) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Pri SL6] Immune [E=3 element]: Pick an E=3 element, you are immune to it for 1 hour. (This immunity does not "spread" into ot

[Psi3½ Major] Exhalation of the Black Dragon: Your acid breath deals 3d6 damage to a close target.

[Psi54 Major] Gadgetry: 1M, 1/d: Build a TechL=SL Psi8 item

[Wiz SL8] Prismatic Sphere 8: 6 Prismatic colors or 4 MultiPrismatic colors (may repeat colors in either mode)

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

[Wiz SL11] Anti-Magic Shell 11: Anti-Magic of SL 0 to 10

[Psi54 Grand] Gravity Increase: Decrease gravity in room or object/person by SL G's (x1 Special)

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

[Wiz SL5] Extra Group +1: The next spell you cast will affect +1 groups of monsters

[Wiz SL10] Globe of Invulnerability 10: Immune to spells with SL=0 to 9

[Psi7 Ultra] (no name): You do not go unconscious and stay offensive at any negative hp total (but will still die)

[Pri SL6] Anti-Animal Shell:

Combat effects:

[Wiz SL9] Meteor Swarm: 80d4 Eldritch Earth and Fire (no save, 4 groups)

[Wiz SL7] Banishment : Force a creature or creatures back to its own plane.

[Wiz SL10] Change Reality: Will duplicate any Wizard spell of levels 0-9 or any other spell of levels 0-8.

[Wiz SL5] Conjure Elemental : Conjures a 8 HD elemental

[Pri SL10] Blade Barrier 10: 12d12 dmg wall (shards)

[Wiz SL6] Fireball 6: CLd12 fire dmg to a group (save:½)

[Pri SL8] Summon Nature's Ally VIII : Calls creature to fight.

[Wiz SL10] Power Word Blind 10: Blinds & stuns a creature if current hp < 200 (no save)

[Pri SL9] Blade Barrier 9: 11d11 dmg wall (shards)

[Psi2 Grand] Alter Reality: Alter Reality or Psi1 major; Double CL effect

[Psi3 Major] Time Hop: Subject hops forward in time 3d6 rounds.

[Pri SL7] Heal 7: Cure to 125% of max hp (max Heal 7 can cure at once = 1250 hp)

Dungeon090520 - Dungeon Level 102 (Okey Dokey)

Room # 9

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

balcony; incense burner(s); jingling; bellow (ing)

Plant Door (a door made of plants) on the west wall leading to a 5ft. long x 10ft. wide x 25ft. tall hallway.

Sample Names: Yrre Swordthruater the hypocritical Father Irregular (Cloud); Olit the devilish Suicide Maximus (Starship)

Injected Tempest Trap; DL 102; Search DC 1070 (9800 idamage, no resistance)

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

[x2] Immortals cannot see, feel, or sense into this room unless they are actually there; Divine Intervention fails

2,957,552gp

cracks, wall

laerkai might, +7 AC, 5000gp

Transparent Armor, Heavy [AT++13] +162 AC/+118 Saves; 1M:

Imp.Invis., Immune to Detection/Location; CL 528; SL 102; 120925gp

Phial of Ivory Semen;; 1P: Atomized(destroyed) Bolt-On: Do this Status Effect

to one target (Spell save: 0) ; CL 644; SL 20; 10404710gp

DL CII Mega-Diminutive Mauve Kilometers x(1387) x[7]

i^47 AC 1.0E+5, HD 2.7E+7, i^78 hp 2.2E+10, BlahR 1076% #Att 16, TH ÷ AC/Save DC by 10506, i^69 dmg 5.2E+5

Str 481, Dex 134, Con 515, Int 155, Wis 711, Chr 213, 2.8E+5kxp

Oh Snap (A being of your choice is Sluggish(unaware) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Wiz SL11] Fire Shield 11: Anyone who melees with you takes 250% dmg back

[Psi-15 minor] Increase Touch Damage: CLdCL dmg with unarmed touch (do not add punch or weapon damage)

[Psi-12T Major] Tenser's Transformation: Tenser's Transformation

[Pri SL6] Antilife Shell : 10-ft. field hedges out living creatures.

[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)

[Psi4 V] Ability Score *3: Choose one ability score. New score = (old score - 10) * 3 + 10

[Pri SL5] Improved Free Action: Immune Capital S Stun, Stop, Hold, Paralysis, Summoning Sickness; Hold P,V actions

[Pri SL5] Summon Nature's Ally V : Summons a DL V animal (maintained)

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

[Pri SL6] Resist [E=6 element]: Pick an E=6 element, you resist it for 1 hour.

[Pri SL5] Protection from Fire 5: Stop the next CL*16 fire dmg

[Wiz SL9] Anti-Magic Shell 9: Anti-Magic of SL 0 to 8

Combat effects:

[Pri SL8] Really Really Put of Misery: Target being that is Capital S Slain is removed from the timeline (no save)

[Wiz SL12] Power Word Kill 12: Kills a creature if current hp < 210 (no save)

[Psi3½ minor] Brain Lock: Subject cannot move or take any mental actions.

[Pri SL3] Summon Insects: Summons DL 3 insects

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

[Pri SL7] Command 7: Target makes 7 saves, each missed save allows 1 word for a command to be given

[Psi81 Grand] Energy Blast III: [Pick an element] CLd20 dmg of that element (one group, no save)

[Psi5 Major] Disjoin Magic: Mordenkainen's Disjunction (as spell)

[Psi45 Major] Combustion: An object explodes (item save), the person carrying it takes CL*SL/2 damage (save)

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

[Psi5 V] Unchangeable Reality: As the 12th level spell

[Wiz SL4] Dispel Exhaustion 4: Restore 50% of dmg taken, get an Original Haste 4 for 1 round

Dungeon090520 - Dungeon Level 102 (Sweetness)

Room # 10

Nest (animal) - 45ft. long x 5ft. wide x 10ft. tall

kiln; relief; scream(ing); roar(ing)

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: Tardisite the caustic Time Midget (Particle); Aniari the acerbic Purple Pain (Phone Booth)

Spiked Box Trap; DL 102; Search DC 1069 (4920 idamage, no resistance)

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

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Round 9,739,042gp

arras

a 10 millimeter laser rifle, exotic, 5d8 (22), 10gp

Potion of Elemental Control, 7510gp

Royal blue Shuriken (5) [64d12] +20737 Th/x27 dmg 19+/x20; 1M:

Sleep all creatures (save) in 90'r area; CL 592; SL 102, 7058700gp

DL CII Xona-Large Iron-Grey Birthdays x(1563) x[8]

i^76 AC 1.0E+5, HD 5.1E+29, i^82 hp 4.1E+32, PR 1057% #Att 74, TH ÷ AC/Save DC by 10506, i^90 dmg 312144

Str 458, Dex 219, Con 543, Int 408, Wis 160, Chr 308, 2.8E+5kxp

Balls (A being of your choice is Blown Away(destroyed) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Psi30 Major] Anti-Missile Barrier: Ranged:+½ AC,-1dmg per hit/succ

[Psi16 Grand] Golem Form: Stone: Immune earth; set Str 22+LVL; 1V: Slow

[Wiz SL7] Original Stoneskin 7: Block the next 4 P actions of attacks

[Pri SL9] Rift: all undead within 360 yards have x10 hp; duration 3 d

[Pri SL6] Forbiddance : Denies area to creatures of another alignment.

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

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

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

[Wiz SL9] Elemental Aura : Element Protect from one element, it's plane, and it's creatures

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

[Wiz SL10] Anti-Magic Shell 10: Anti-Magic of SL 0 to 9

[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

Combat effects:

[Pri SL8] Circle Of Sunmotes: All friends get leveled6 hp,+1/+1 TH/dmg; enemies get reverse

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

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

[Wiz SL4] Dispel Exhaustion 4: Restore 50% of dmg taken, get an Original Haste 4 for 1 round

[Psi14 minor] (no name): Summon CL Animals of the type that you are the Lycanthrope of, DL=LVL

[Wiz SL7] Cone of Cold 7: CLd14+CL cold dmg to a group (save:½)

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

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

[Wiz SL10] Create Dweomer: Wall of any element, dmg = (2*CL)d8+(CL) (no save)

[Psi7 Grand] (no name): Summon a DL VII Undead

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

[Psi0 Grand] Improved Fireball: KiLd8 dmg, KiL' radius (fire damage) (save:½, if made save again for 0)

Dungeon090520 - Dungeon Level 102 (Cleanup In Aisle 6)

Room # 11

Privy/Secret - 20ft. long x 20ft. wide x 50ft. tall

skin; crate; updraft, slight; gong

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

Sample Names: Deldiira the super-intelligent Orange Flea (Particle); Cibald the dreadful Aqua- Nine (Abnormal brain function)

Immediate Monster Summoning XII Trap; DL 102; Search DC 1095 (Wizard CL 204, DC 1033 PP save for 1/10)

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

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Year
1,502,233gp

claw marks

a spear, staff, 1d8 (4), 9gp

Ember of Vengeance: Equip: Pay 2482 Skill Point(s) and "Equipped creature

gets +266 to hit/dmg and +100 AC/saves and 6125 hp"; 10404190gp

Dark Trident [82d6] +15625 Th/++203 dmg -3+/x9; 1V: Death Spell 4d20 HD

(save vs. Death Magic), works on undead and golems; CL 464; SL 102, 9549247gp

DL CII Exa-Medium Mauve Tests x(1890) x[8]

i^85 AC 1.0E+5, HD 2.4E+20, i^64 hp 1.9E+23, AllR 1047% #Att 148, TH ÷ AC/Save DC by 10506, i^53 dmg 83316

Str 658, Dex 685, Con 231, Int 381, Wis 444, Chr 209, 2.8E+5kxp

Jesus H. Christ (A being of your choice is Obliterated(destroyed) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

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

[Psi-6G Major] Deflect: iRMaMPaPIWR 3*N%; iXR 2*N%; iGR N%; cannot move while using; max N = 30

[Psi6E Super] Steal Soul III: Transforms unwilling target to a larva

[Psi100 Major] Controlled Blinking: Blink CL' each segment

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

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

[Psi45 minor] Body Resistance: Physical attacks that do less than SL*2 dmg to you do nothing

[Psi45 minor] Reflection: MPIWRReflection 5*SL%

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

[Pri SL9] Resist Fire/Resist Cold 9: Take -85% dmg vs. fire or cold

[Psi54 minor] Gravity Decrease: Increase gravity in room or object/person by SL G's (x1 Special)

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

Combat effects:

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

[Pri SL7] Summon Nature's Ally VII : Calls creature to fight.

[Wiz SL5] Immediate Monster Summoning V: Summons a DL III monster without summoning sickness

[Psi6G Ultra] Temporal Distortion: Target gains another half-segment of actions after the current half-segment

[Pri SL4] Death's Door 4: Target (currently at negative hp) goes to 1 hp

[Psi12T Major] Mass Sleep: Sleep all creatures (save) in 90'r area

[Psi45 minor] Control: 1bM: Redirect an effect (caster makes SL/4 saves)

[Pri SL7] Blade Barrier 7: 9d9 dmg wall (shards)

[Pri SL6] Cure Wounds 6: Cures 21d8 hp (can take offer of 6 per die -> 126 hp)

[Wiz SL9] Ray of Enfeeblement 9: -45 physical stat points (randomly distributed in packets of 5) (save per packet)

[Wiz SL11] Wacky Ball 11 / Normal / ½: Ld10000, save: ½

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

Dungeon090520 - Dungeon Level 102 (Rats)

Room # 12

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

carpet; manger; sneezing; roar(ing)

Undead Door (has a trapped spirit/ghost) on the west wall leading to a 50ft. long x 5ft. wide x 15ft. tall hallway.

Sample Names: Petrila the dewy-eyed Space Beetle (Scissors); Jamila the dumbfounding Battle Soarer (Dagger)

Crushing Wall Trap; DL 102; Search DC 1057 (960 Con damage, no save), (multiple targets)

Force Field that (causes/has/or is) Pivots Two Possible Ways

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Month
3,888,562gp

hair/fur bits

the Banner of the Mighty Juggernaut, +3 AC, 0gp

Orange Stone [64d4] +150 Th/+139 dmg -24+/x34; 1P: Hex

Bolt: 1 dmg/DPP (Save:½), Curse/Blight; CL 509; SL 102, 132170gp

Carmine Cup: +10000 Skill Points; 10404940gp

DL CII Peta-Gargantuan Emerald Shampoos x(1335) x[6]

i^81 AC 1.0E+5, HD 1.8E+18, i^83 hp 1.5E+21, BlahR 1064% #Att 93, TH ÷ AC/Save DC by 10506, i^72 dmg 62484

Str 355, Dex 543, Con 207, Int 116, Wis 289, Chr 252, 2.8E+5kxp

Ugh (A being of your choice is Terminated w/ Extreme Prejudice(humiliate) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

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

[Psi54 Grand] Aura of Fear: Fear by sight (SL saves)

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

[Psi4 Grand] Saves *2: Multiply your save rolls by 2, you automake saves on natural 21-2 or better (Minor is 19).

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

[Wiz SL7] Spell Turning (2): Turns a spell back to it's caster

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

[Wiz SL5] Animal Growth : One animal/two levels doubles in size, HD.

[Psi16 Ultra] Construct Psi16 Item 8: Create a Psi16 item (see next page) of TechL=CL, each 8 TechL takes 1S action

[Wiz SL10] Fall Short: all spells with finite range cannot affect you for 1t

[Psi-6G Major] Iridescence †: 1bM: Immune Fire (all variants), Positive, Prismatic, Chromatic, Light, Radiance, Blindness

[Wiz SL11] Tenser's Transformation 11: +225% of max hp to current hp, +7 TH melee

Combat effects:

[Psi30 Ultra] Air Blast: Ele.Air damage, Dex resists

[Wiz SL7] Steal Enchantment : Transfer the enchantment of one spell to an another

[Psi12L Major] Charm Lawful Creature: Charm (no save) only vs. Lawful creatures

[Psi12C Major] Miscast Magic: Miscast Magic (TM 69), also works on psionics

[Psi54 Grand] Lightning: CL*SL lightning dmg to one group (no save)

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

[Wiz SL6] Wacky Ball 6 / Normal / ½: Ld12, save: ½

[Wiz SL10] Power Word Stun 10: Stuns a creature if current hp < 400 (no save)

[Wiz SL7] Power Word Kill 7: Kills a creature if current hp < 60 (no save)

[Psi30 Ultra] Water Blast: Ele.Water damage,Str resist

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

[Psi45 minor] Self-Revival: 0, (SL-1)/d: Heal self

Dungeon090520 - Dungeon Level 103 (Cheers)

Room # 1

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

statue(s); candle; grating; jingling

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

Sample Names: Ndura the carnivorous Imperial Barbarian (Llama); Krellick the rancorous Rocket Hulk (Bludgeon)

Annihilation Bolt Trap; DL 103; Search DC 1048 (Psionicist CL 206, no save)

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

[x2] Ultraplanar beings cannot hear, smell, or sense into this room unless they are actually there; Divine Intervention fails
5,195,722gp

buffet

a crumpled wad of paper, 0gp

loun Stone, Normal, Can see in all forms of Darkness, 5430gp

Jousting Stake: Equip: Pay 29 Luck and "Equipped creature gets +435 to hit/dmg and +680

AC/saves and 79210 hp and has Fear, Knightlifelink, Snow forestwalk, Triple Strike and Exalted.; 10609300gp

DL CIII Small Off-White Knees x(594) x[7] x[[4]]

i^81 AC 1.1E+5, HD 193, i^76 hp 85216, AIIR 1102% #Att 115, TH ÷ AC/Save DC by 10712, i^76 dmg 2.1E+4

Str 124, Dex 352, Con 637, Int 492, Wis 620, Chr 544, 2.9E+5kxp

Disco (Enemy Subordinates can't affect you (can't be dispelled).)

Prepared effects:

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

[Pri SL9] Rift: all undead within 360 yards have x10 hp; duration 3 d

[Psi81 Major] Shape Shift: Polymorph Self

[Wiz SL10] Fire Shield 10: Anyone who melees with you takes 225% dmg back

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

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

[Pri SL5] Troll-like Regeneration: You Troll-like Regenerate at CL hp per round

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

[Psi9 Ultra] Amplification: xCH on next Psi9 power's effect

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

[Psi16 Ultra] Golem Form: Bone: Undead immunities; Can't be Turned; 1M: Paralyze a group

[Wiz SL6] Planar Displace: Planar Displacement for 1 turn

Combat effects:

[Wiz SL8] Alter Reality (DM): Will duplicate any Wizard spell of levels 0-7 or any other spell of levels 0-6.

[Psi30 Grand] Control Actions: Caster controls ½P action/succ

[Psi0 minor] Disable Limb: One attack: One limb cannot be used by target for 1t (no save)

[Psi8 Major] Repair Serious Damage: Cures 80 hp (8 Hull points) to a technological item, fixes minor malfunctions

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

[Psi100 Ultra] Counterspell: [0 action to use] Counters a Magic/Psi/Innate

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

[Psi81 Ultra] Dispel 11: Dispel a SL 0-11 effect

[Wiz SL6] Vorp: Target is Vorpalled (PP save)

[Psi29 Major] Beam (Wall) of Force:

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

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

Dungeon090520 - Dungeon Level 103 (Kthnxbai)

Room # 2

Cell - 20ft. long x 5ft. wide x 10ft. tall

tub; door (broken); scuttling; wind, strong

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

Sample Names: Konrad Hardford the dreadful Time-traveling Gal (Divine intervention); Valdick the devious Flying Conundrum (H.

Contact Bark Trap; DL 103; Search DC 1062 (82000 idamage, no resistance)

Tapestry 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.

6,573,717gp

bottle

the Adamantite Breastplate, +4 AC, 150gp

Flesh Bookmark: +103bbJQV Action(s); 10609840gp

Rian's Sternum bone: +268 to Chr; 1M: Whenever a spell is cast, counter it. Then the controller of

that spell may cast each spell countered by Eye of the Storm together for 1M.; CL 498; SL 103; 10609180gp

DL CIII Mega-Colossal Royal Blue Databases x(772) x[4]

i^61 AC 1.1E+5, HD 3.5E+9, i^64 hp 2.9E+12, AllR 1111% #Att 189, TH ÷ AC/Save DC by 10712, i^77 dmg 5.3E+5

Str 680, Dex 300, Con 697, Int 225, Wis 169, Chr 479, 2.9E+5kxp

Absofuckinglutely (Deflect a being of your choice's segment of actions (can't be dispelled).)

Prepared effects:

[Wiz SL10] Transform Dweomer: Shapechange permanently, to creature or object

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

[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

[Psi16 Ultra] Golem Form: Drolem: [Pick an E=1 to E=3 element] Immune to that element; Mouth's P, 1/3r: Breathe that element

[Psi-9 Major] Become Brain-independent: Can use 2M /s, immune ment.attack

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

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

[Wiz SL11] Continuous (one spell is continuous):

[Pri SL5] Troll-like Regeneration: You Troll-like Regenerate at CL hp per round

[Pri SL9] Goodberry 9: Creates 36 goodberries

[Psi-12C minor] Know Next Dice Rolls: 0,1/r: Roll dice ahead of time before action, can choose not to

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

Combat effects:

[Pri SL6] Creeping Doom 6: (1d3+5)*80 insect dmg

[Wiz SL8] Power Word Blind 8: Blinds & stuns a creature if current hp < 120 (no save)

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

[Wiz SL9] Time Stop 9: Stops time for 1d4 rounds

[Psi29 minor] Drain Magic Item Charges:

[Pri SL4] Dispel Psionics: Cancels psionic effects

[Psi-9 Ultra] Nightmare: Physical Blast: CHxCH'r, lose CHd4 physical stats (save:½)

[Psi-12C minor] Wild Invocation II: Random 2nd (60%) or 3rd (40%) SL Wizard Invocation spell

[Psi54 Major] Spiritual Drain: Target loses CL*SL hp (necromantic, no save), you gain CL*SL hp (not above max)

[Psi12C Grand] Summon Chaotic Creature: Gate (as spell) for Chaotic creature or for an Earth or Fire Elemental

[Wiz SL10] Time Stop 10: Stops time for 1d5 rounds

[Wiz SL2] Lightning Bolt 2: CLd4 lightning dmg to a group (save:½)

Dungeon090520 - Dungeon Level 103 (Fooley)

Room # 3

Hallway - 30ft. long x 15ft. wide x 25ft. tall

mortar & pestle; pillar; hazy; chlorine smell

Revolving/Swinging Door on the north wall leading to a 20ft. long x 15ft. wide x 25ft. tall hallway.

Sample Names: Odrovir the chivalrous Golden Terrorist (Axe); Ulvenar the imbecilic Silver Samurai (Vortex)

Cone of Cold 12 Trap; DL 103; Search DC 1036 (Wizard CL 206, no save)

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

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Round 2,959,878gp

grinder

a suit of black minotaur chainmail, +7 AC, 700gp

Syrar's Silver Sword, 11430gp

Electric blue Arrows (20) [65d6] x24 Th/+30977 dmg 8+/x41; 1P:

8*CH' rad, CHd10 Energy dmg (save:½); CL 428; SL 103, 7514967gp

DL CIII Zetta-Diminutive Yellowish Freckles x(678) x[6]

i^88 AC 1.1E+5, HD 3.0E+22, i^71 hp 2.5E+25, IR 1086% #Att 97, TH ÷ AC/Save DC by 10712, i^81 dmg 106177

Str 347, Dex 203, Con 531, Int 253, Wis 570, Chr 648, 2.9E+5kxp

Peeew (A being of your choice is Unconscious (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Pri SL6] Protection from Fire 6: Stop the next CL*20 fire dmg

[Pri SL5] Resist [E=5 element]: Pick an E=5 element, you resist it for 1 hour.

[Psi12T Major] Favorable Die Rolls: All your non-permanent die rolls of NdS instead are rolled as (2*N)dS, choose N best dice

[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] Cosmic Awareness: Grand: Cosmic Awareness

[Psi45 Major] Body Coating: 5*SL hp Armor spell, self only, stacks with the (Wizard) Armor spell

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

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

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

[Psi-3 Grand] Metal Body: AC +CL, saves +CL, unarmed dmg +CL, DR CL/-

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

[Wiz SL9] Shape Change : Changes the caster to someone else, he adopt it powers and vulnerabilities save that depends upon int

Combat effects:

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

[Pri SL7] Treat Caused Wounds: Cure 70% of max hp

[Psi45 Major] Self-Revival: 0, (SL-1)/d: Heal self

[Pri SL6] Conjure/Dismiss Para Elemental: Summons or dismisses a Para Elemental

[Wiz SL10] Tap Dweomer: Move CLdCL current hp from one target to another (no save)

[Wiz SL10] Dispel Exhaustion 10: Restore 97% of dmg taken, get an Original Haste 10 for 1 round

[Psi6E Grand] Mass Charm: As the 8th level Wizard spell

[Wiz SL10] Down a Hole: Target is put Down a Hole (no save)

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

[Wiz SL5] Wacky Ball 5 / Normal / ½: Ld10, save: ½

[Psi8 Grand] Repair Massive Damage: Cures 640 hp (64 Hull points) to a technological item, fixes Crashed/Hung status

[Wiz SL10] Fireball 10: CLd20 fire dmg to a group (save:½)

Dungeon090520 - Dungeon Level 103 (Who'S Your Daddy)

Room # 4

Kennel - 30ft. long x 25ft. wide x 40ft. tall

relief; oubliette (pit); grunting; snapping

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

Sample Names: Auguhol the valorous Underground Ninjas (Revolver); Vasir the violent Dark Turtle (Hovercraft)

Fusillade of Caltrops Trap; DL 103; Search DC 1075 (Attack +206 melee, 180d12 Chr damage)

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

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Mont
9,543,051gp

pot

a black silk belt, +1 AC, 390gp

Coppery Chalk: +11 Level(s) in a Rogue Group Class; 10609300gp

Rian's Metatarsal bones: +377 to Chr; 1attack: Immune to NPC status. 1M or

1T: Dust of Disappearance or Dust of Appearance. ; CL 416; SL 103; 10609670gp

DL CIII Exa-Titanic Inky Brother-In-Laws x(1671) x[7]

i^87 AC 1.1E+5, HD 7.6E+21, i^55 hp 6.3E+24, MR 1065% #Att 179, TH ÷ AC/Save DC by 10712, i^94 dmg 4.3E+4

Str 556, Dex 550, Con 518, Int 270, Wis 688, Chr 542, 2.9E+5kxp

Who'S Your Daddy (A being of your choice is Clusterfucked(broken) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Psi6E Major] Psi-Trap: Holds one power in area for triggering

[Psi6E Super] Steal Soul III: Transforms unwilling target to a larva

[Pri SL8] Protection from Lightning 8: Stop the next CL*28 lightning dmg

[Psi6G Major] Contingency: Set up a contingency for Psi6G power

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

[Wiz SL12] Sixth Level Magic-User Spells (DM2): Can cast one 6th Level Wizard spell per round as Z action

[Wiz SL4] Prismatic Sphere 4: 2 Prismatic colors

[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).

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

[Psi12T Grand] Spell Turning: Spell Turning (as spell)

[Psi12L Super] Clone/Simulacrum: Clone (or) Simulacrum (as the MU spells)

[Wiz SL12] Armor 12: +CL*24 current hp

Combat effects:

[Wiz SL10] Change Reality: Will duplicate any Wizard spell of levels 0-9 or any other spell of levels 0-8.

[Psi54 Ultra] Phobia: Fear (SL saves)

[Psi10 minor] Enforced Sleep: Sleep 3*CL r (save vs. spell); max HD affected /target = CL

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

[Pri SL1] Command 1: Target makes 1 save, each missed save allows 1 word for a command to be given

[Wiz SL7] Death Spell 7: Slay 7d12 HD of creatures (save)

[Psi-12C Major] Cthulhoid Swarm V: Summon CL*2 Monsters using ML V "Weird" chart (random)

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

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

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

[Wiz SL8] Immediate Monster Summoning VIII: Summons a DL VI monster without summoning sickness

[Psi-12C minor] Wild Invocation II: Random 2nd (60%) or 3rd (40%) SL Wizard Invocation spell

Dungeon090520 - Dungeon Level 103 (Who'S Your Daddy)

Room # 5

Solar - 40ft. long x 15ft. wide x 35ft. tall

pool; wall basin and font; foggy near floor; whistling

Membrane Portal on the east wall leading to a 45ft. long x 5ft. wide x 20ft. tall hallway.

Sample Names: Ulsan the rabid Quin- Ninja (Discs); Arny the enigmatic Femme Cyborg (Van)

Lowering Lock Trap; DL 103; Search DC 1123 (27000 idamage, no resistance)

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

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Reset
6,784,518gp

clothing

cosmic's wedding ring., +4 AC, 0gp

Aqua Necklace [AT+124] +133 AC/+19600 Saves; 1P: Tentacle does 1d(CL*2) damage; CL 443; SL 103; 2536900gp

Psi3 Spell Lock (1 effect is perm), 3920gp

DL CIII Mega-Fine Charcoal Pulls x(1939) x[6]

i^69 AC 1.1E+5, HD 1.4E+7, i^63 hp 1.1E+10, TR 1049% #Att 158, TH ÷ AC/Save DC by 10712, i^72 dmg 127400

Str 118, Dex 145, Con 350, Int 347, Wis 632, Chr 149, 2.9E+5kxp

Hell Fucking Yeah (A being of your choice is Temporally Incurred / Rewritten Out of Time (doesn't target, no resist, can't be dispe

Prepared effects:

[Psi9 Ultra] Thought: Incr.Charisma: +CH Chr, considered X2 in highest class

[Psi16 Grand] Golem Form: Spiderstone: Resist magic; Mouth's P: Web (1 group); FRT LVL*10%

[Psi10 minor] Fire Protection *: Resist Fire

[Pri SL7] Protection from Lightning 7: Stop the next CL*24 lightning dmg

[Psi3½ Super] Apopsi: You delete target's psionic powers.

[Psi45 Ultra] Plasma Control: SL/2 (round down) instances of Resist plasma; +SL*10% damage with plasma effects

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

[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).

[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

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

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

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

Combat effects:

[Psi54 Major] Lightning: CL*SL lightning dmg to one group (no save)

[Wiz SL7] Banishment : Force a creature or creatures back to its own plane.

[Psi-3 Grand] Recall Birth: Foe vividly recalls its birth, and gains CL negative levels (no save)

[Wiz SL5] Time Stop 5: Stops time for 1d10 segments

[Psi9 Grand] Energy Kinetic: Drain: Absorb 3*CH dice as per Energy Control

[Pri SL10] Heal 10: Cure to 200% of max hp (max Heal 10 can cure at once = 2000 hp)

[Psi3½ Major] Telekinetic Thrust: Hurl objects with the force of your mind.

[Psi-9 minor] Loss of Limbs: Target is sharpened (save)

[Pri SL6] Blade Barrier 6: 8d8 dmg wall (shards)

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

[Psi0 Grand] Improved Fireball: KiLd8 dmg, KiL' radius (fire damage) (save:½, if made save again for 0)

Dungeon090520 - Dungeon Level 103 (What A Mess)

Room # 6

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

brazier & charcoal; table (small); murmuring; buzzing

Trapped Door, Magic/Psi on the north wall leading to a 35ft. long x 20ft. wide x 10ft. tall hallway.

Sample Names: Barzula the mischievous Cosmic Sailor (Raft); Zalurit the scowling Father Brotherhood (Scissors)

Unchangeable Reality Trap; DL 103; Search DC 1046 (Psionicist CL 206, no resistance), (multiple targets)

Statue that (causes/has/or is) magic word trigger

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Day 9,456,204gp

chandelier

a lice infested cloak, +2 AC, 0gp

Weapon Ability: Disarming, 63320gp

Rian's Skull bone: +62 to HNCL; 1V: Target confused and addicted to morphine.; CL 511; SL 103; 10610070gp

DL CIII Macro-Huge Clear Offers x(1244) x[5] x[[3]]

i^56 AC 1.1E+5, HD 8.4E+5, i^63 hp 7.0E+8, WR 1064% #Att 17, TH ÷ AC/Save DC by 10712, i^94 dmg 1.3E+5

Str 270, Dex 176, Con 444, Int 365, Wis 678, Chr 564, 2.9E+5kxp

Pooey (Reflect a being of your choice's segment of actions (can't be dispelled).)

Prepared effects:

[Psi30 Grand] Resist Allergy: Remove -1 penalty/succ

[Wiz SL10] Fourth & Fifth Level Magic-User Spells:

[Pri SL6] Double Resist [E=5 element]: Pick an E=5 element, you double resist it (1/4 dmg, 1/10 if make save) for 1 hour.

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

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

[Psi12T Grand] Spell Turning: Spell Turning (as spell)

[Wiz SL9] Fire Shield 9: Anyone who melees with you takes 200% dmg back

[Psi54 Ultra] Gravity Increase: Decrease gravity in room or object/person by SL G's (x1 Special)

[Pri SL6] Resist [E=3 element]: Pick an EE=3 element, you resist it for 1 hour.

[Pri SL10] Protection from Fire 10: Stop the next CL*36 fire dmg

[Psi-12C Super] Cthulhoid Swarm VIII: Summon CL*9 Monsters using ML VIII "Weird" chart (random)

Combat effects:

[Psi14 Ultra] (no name): Summon a DL=X Lycanthrope

[Psi-9 Grand] Hyperkinetic: Decr.Attacks: -CH P actions (yuck!) (no save)

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

[Pri SL5] Limited Cureall: Cureall, target must Fort save vs. # hp down (+10 per other effect)

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

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

[Wiz SL5] Death Spell 5: Slay 5d12 HD of creatures (save)

[Psi45 Major] Light Emission: SL*CL/2 Light damage (no save) and SL/2 instances of blindness (save)

[Psi-9 Ultra] DeShielder: DeShield: 1000 dmg

[Wiz SL3] Melf's Minute Meteors: CLd4 dmg earth to one target (no save)

[Psi7 Grand] (no name): Summon a DL VII Undead

[Psi10 Grand] Animate Fire: Turn fire into 2^(X+1) HD fire elemental, where X is the # sizes beyond size T

Dungeon090520 - Dungeon Level 103 (Oh Fiddlesticks)

Room # 7

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

prism; tube (container); music; buzzing

Golem Door (it's a Golem creature) on the east wall leading to a 5ft. long x 5ft. wide x 10ft. tall hallway.

Sample Names: Lipenius the avaricious Ring Squad (Skateboard); Ilunda the friendly, neighborhood Master Avenger (Cable)

Collapsing Chute Trap; DL 103; Search DC 1092 (11400 idamage, no resistance)

Idol that (causes/has/or is) Geas/Quest

[x2] Room is permanently/continuously Charmed, only creatures immune or bubbled against it can function here.

5,471,745gp

paper

ripped leather pants, +1 AC, 238gp

Horn of Fog, 6510gp

Rose-coloured Armor Gemlet [AT+33862] +186 AC/+11235 Saves; 1M: Create a random potion (roll

1 Artificer effect) (use within LVL r or wasted); CL 473; SL 103; 5719000gp

DL CIII Xona-Small Pearl Stretches x(539) x[7]

i^51 AC 1.1E+5, HD 1.3E+29, i^63 hp 1.1E+32, XR 1077% #Att 158, TH ÷ AC/Save DC by 10712, i^92 dmg 1.3E+5

Str 160, Dex 199, Con 482, Int 536, Wis 470, Chr 418, 2.9E+5kxp

Okie Doke (Avoid an entire segment's worth of actions (can't be dispelled).)

Prepared effects:

[Psi-12T Major] Duplicate Natural Item: Duplicate a x0 or x1 Natural or Anti-Magical Item

[Psi-5 minor] Immune to Sleep: Target is immune to sleep & exhaustion

[Psi3½ Grand] Mind Blank, Psionic: Subject immune to mental/emotional effects, scrying, and remote viewing.

[Psi54 Ultra] Mystic Shield: SR SL*CL

[Wiz SL10] Anti-Dispel Magic Shell: your effects are non-dispellable (inc.shell)

[Psi54 Ultra] Flame Immunity: SL/2 instances of Resist Fire

[Psi45 minor] Resist: Emotion: SL/2 (round down) instances of Resist enchantment/charm

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

[Psi23 Grand] Snow Cloud: Multicolored snow (can damage/heal)

[Pri SL5] Resist [E=5 element]: Pick an E=5 element, you resist it for 1 hour.

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

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

Combat effects:

[Psi12C Grand] Summon Chaotic Creature: Gate (as spell) for Chaotic creature or for an Earth or Fire Elemental

[Psi1 Grand] Limited Wish: Limited Wish (as spell)

[Psi29 Ultra] Solid Stun Bolt (-LVL all actions):

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

[Psi6E Major] Fear III (Torture): Target saves or death in 6 rounds

[Pri SL10] Heal 10: Cure to 200% of max hp (max Heal 10 can cure at once = 2000 hp)

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

[Psi-17 Ultra] (no name): Word of Destruction: Room shape is rearranged, everyone in room (incl. PCs) take a slay (save) and a bl

[Pri SL10] Neutralize Poison 10: Cure 7 poison effects (reverse causes that many, save for each)

[Wiz SL5] Lightning Bolt 5: CLd10 lightning dmg to a group (save:½)

[Pri SL7] Conjure/Dismiss Quasi Elemental: Summons or dismisses a Quasi Elemental

[Wiz SL10] Strike Dweomer: (30*CL)d8 dmg to one target, any type of dmg, no save

Dungeon090520 - Dungeon Level 103 (Bam)

Room # 8

Kitchen - 20ft. long x 45ft. wide x 45ft. tall

chalk; lamp(s); grating; bellow (ing)

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

Sample Names: Kentira the unethical Purple Monger (-wagon); Cean the spellbinding Shining Golem (Forklift)

Air in room transforms into Elemental Nether Trap; DL 103; Search DC 1070 (11550 Chr damage/s, no save)(multiple targets)

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

[x2] Room is permanently/continuously Annihilated, only creatures immune or bubbled against it can function here.

8,128,319gp

quiver

A fountain with a statue of Genjuro., 20000gp

Rian's Humerus bone: +84 to HNCL; 1M: 1bP, Pay 1 SL: Heal a subordinate.; CL 531; SL 103; 10609680gp

Flesh Helm [AT+25604] +159 AC/+12322 Saves; 1V: Immune to spell

level 0 to SL-1 energy attacks; CL 416; SL 103; 4811855gp

DL CIII Giga-Medium Ultramarine Aardvarks x(819) x[7]

i^53 AC 1.1E+5, HD 2.2E+11, i^88 hp 1.8E+14, MR 1036% #Att 37, TH ÷ AC/Save DC by 10712, i^56 dmg 84960

Str 506, Dex 464, Con 282, Int 565, Wis 416, Chr 572, 2.9E+5kxp

Na (A being of your choice is Calcify(unaware) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Wiz SL11] Fifth Level Magic-User Spells (DM2): Can cast one 5th Level Wizard spell per round as Z action

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

[Psi54 minor] Gravity Increase: Decrease gravity in room or object/person by SL G's (x1 Special)

[Pri SL9] Rift: all undead within 360 yards have x10 hp; duration 3 d

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

[Psi12L Major] Strength of One: Strength of One (TM 71)

[Psi-6G minor] Angelfire: Spend Q psi points from non-Psi(-6) pools you have: Your next attack does +Q dmg

[Pri SL2] Goodberry 2: Creates 8 goodberries

[Wiz SL9] Third Level Magic-User Spells (DM1): Cast any four 3rd level Wizard spells simultaneously when it is cast.

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

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

[Psi8 Ultra] Construct Generic Item 8: Create a "Generic" type item (see next page) of TechL=CL, each 8 TechL takes 1S action

Combat effects:

[Wiz SL3] Lightning Bolt 3: CLd6 lightning dmg to a group (save:½)

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

[Wiz SL10] Summon Dweomer: Summons a creature (your choice, not random) with HD < CL

[Pri SL3] Hold Person/Monster 3: Hold 5 person or 3 monster targets (save)

[Wiz SL5] Cone of Cold 5: CLd10+CL cold dmg to a group (save:½)

[Psi10 minor] Lift: TK up/down only; w = ln(weight in lbs.); S = ln(speed in ")

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

[Pri SL7] Cureall: Cure all dmg + remove all non-divine ailments

[Psi12C Grand] Summon Chaotic Creature: Gate (as spell) for Chaotic creature or for an Earth or Fire Elemental

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

[Pri SL8] Hold Person/Monster 8: Hold 10 person or 8 monster targets (save)

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

Dungeon090520 - Dungeon Level 103 (Dang)

Room # 9

Banquet - 45ft. long x 30ft. wide x 25ft. tall

sheet; iron maiden; chiming; foggy

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

Sample Names: Yonago the ignorant Princess Tarantula (Phone Booth); Norward the wondrous Light Shrike (Stilts)

Container transforms into Elemental Metallic Trap; DL 103; Search DC 1072 (22000 Dex damage/s, DC 1126 Fortitude save to neg)

Fountain that (causes/has/or is) Suggests

[x2] Immortals cannot smell, feel, or sense into this room unless they are actually there; Divine Intervention fails

3,331,194gp

cobwebs

a glowing ((+*+)) sphere, +3 AC, 1000gp

Sword of the Wild Coast, 3450gp

Phial of Ultramarine Urine;; 1attack: Atomized(destroyed) Blast: Do this Status

Effect to one group (no save) ; CL 510; SL 20; 10609310gp

DL CIII Macro-Fine Whitish Joins x(1236) x[4]

i^40 AC 1.1E+5, HD 13250, i^83 hp 1.1E+7, XR 1042% #Att 4, TH ÷ AC/Save DC by 10712, i^55 dmg 1.1E+6

Str 208, Dex 479, Con 259, Int 149, Wis 445, Chr 275, 2.9E+5kxp

Spank (A being of your choice is Atomized(destroyed) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Wiz SL10] Prismatic Solid: Add a "Special" to entire room of Prismatic-ness (1 prismatic effect per person per segment)

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

[Wiz SL12] Sixth Level Magic-User Spells (DM2): Can cast one 6th Level Wizard spell per round as Z action

[Psi45 minor] Warding: Create a Trap (x1 Psionic) for SL/2 Psi45 powers

[Psi19 Major] Cloud Judgment: You cannot be detected/located using psionics, magic, or innates (incl. anti-versions)

[Wiz SL5] Tenser's Transformation 5: +75% of max hp to current hp, +1 TH melee

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

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

[Psi9 Ultra] True Invulnerability: CH*2% irreducible RR,MR,PsiR,InnateR

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

[Psi8 Ultra] Construct Generic Item 8: Create a "Generic" type item (see next page) of TechL=CL, each 8 TechL takes 1S action

[Wiz SL10] Fourth & Fifth Level Magic-User Spells:

Combat effects:

[Wiz SL12] Meteor Swarm 12: 7 meteors each dealing 16d7 earth dmg & same fire dmg (save:½ for fire)

[Pri SL6] Call Lightning 6: (CL+2)d14 lightning dmg (save:½) (halve the die type if not outside)

[Wiz SL11] Meteor Swarm 11: 6 meteors each dealing 14d6 earth dmg & same fire dmg (save:½ for fire)

[Wiz SL7] Monster Swarm Summoning VII: Summons CL*1.5 (round down) DL VI monsters

[Psi-6G minor] Angelic Heal: Cure N hp to one target (max N = 5+CL^2)

[Psi6G Ultra] Sixth Level Priest Spell: Cast one 6th level Priest spell at CL = 80

[Wiz SL12] Time Stop 12: Stops time for 1d7 rounds

[Wiz SL8] Summon Monster VIII : Calls outsider to fight for you.

[Wiz SL6] Disintegrate : Disintegrates a single victim

[Psi-17 minor] (no name): Create a LVL*10' Wall of Stone with random orientation in the room

[Psi-6E Major] Beacon of Unrest: Bring a defeated monster back to life under your control (counts as a "Revive")

[Psi2 Major] Detonate: (level)d6 damage (save:½); (2*level)d6 damage

Dungeon090520 - Dungeon Level 103 (Oy)

Room # 10

Bedroom/Boudior - 20ft. long x 30ft. wide x 5ft. tall

branding irons; oil (barrel of); bang, slam; chlorine smell

Plane Shift Door (other side is on another plane) on the north wall leading to a 30ft. long x 10ft. wide x 25ft. tall hallway.

Sample Names: Mezro the clever Insect Mask (Saber); Finn Moonring the gelatinous Beta People (Bow)

Injected Nexus Trap; DL 103; Search DC 1066 (2300 Con damage, no save), (multiple targets)

Machine 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/Segment 3,410,061gp

perfume

a waybread, 5gp

Rian's Adductor longus muscle: +66 to CL; 1/2M: Summon a DL VI Demon Dragon. Lose all spells in memorization:

For each spell lost (don't count the SL's), Capital E erase a creature of your choice.; CL 538; SL 103; 10609340gp

Phial of Iron-Grey Tears;; 1M: Atomized(destroyed) Brand: Brand this Status

Effect to one weapon (no save) ; CL 656; SL 20; 10609620gp

DL CIII Tera-Gargantuan Drab Bottoms x(1937) x[5]

i^66 AC 1.1E+5, HD 1.9E+17, i^64 hp 1.5E+18, ER 1128% #Att 5, TH ÷ AC/Save DC by 10712, i^47 dmg 1.1E+5

Str 464, Dex 480, Con 195, Int 722, Wis 531, Chr 119, 2.9E+5kxp

Herp Derp (Deflect a being of your choice's segment of actions (can't be dispelled).)

Prepared effects:

[Psi-6E Grand] Bringer: Immune Illusions; Immune Disease; Immune Reverse Healing

[Wiz SL10] Transform Dweomer: Shapechange permanently, to creature or object

[Pri SL2] Double Resist [E=1 element]: Pick an E=1 element, you double resist it (1/4 dmg, 1/10 if make save) for 1 hour.

[Pri SL8] Goodberry 8: Creates 32 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.

[Psi29 minor] Mirror Image:

[Pri SL7] Protection from Lightning 7: Stop the next CL*24 lightning dmg

[Pri SL5] Antiplant Shell: Keeps out plants

[Psi3½ Major] Truevenom Weapon: Your weapon is horribly poisonous.

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

[Wiz SL4] Improved Invisibility : As invisibility, but subject can attack and stay invisible.

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

Combat effects:

[Wiz SL6] Disintegrate : Disintegrates a single victim

[Pri SL6] Command 6: Target makes 6 saves, each missed save allows 1 word for a command to be given

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

[Wiz SL9] Immediate Monster Summoning IX: Summons a DL VII monster without summoning sickness

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

[Wiz SL7] Lightning Bolt 7: CLd14 lightning dmg to a group (save:½)

[Psi30 Ultra] Earth Blast: Ele.Earth damage,Con resist

[Psi10 minor] Feather Fall *: Feather Fall

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

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

[Psi29 Grand] Imprisonment:

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

Dungeon090520 - Dungeon Level 103 (Dur)

Room # 11

Well - 10ft. long x 45ft. wide x 10ft. tall

prism; tube (container); humming; jingling

Locked Door, Out of Phase on the south wall leading to a 30ft. long x 10ft. wide x 10ft. tall hallway.

Sample Names: Melanthus the marvelous Hyper- Mutant (Sled); Myrrha the savage Poison Tornado (Staff)

Vent transforms into Elemental Mithril Trap; DL 103; Search DC 1099 (40500 Str damage/s, no save)

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

[x2] Gods cannot smell, see, or sense into this room unless they are actually there; Divine Intervention fails

150,343gp

skull

loaded leather gloves, +3 AC, 900gp

Multi-prismatic Bludgeoning Weapon [11d12] +38417 Th/++152 dmg -2+/x31; 1attack: TK up/down only; w

= ln(weight in lbs.); S = ln(speed in "); CL 446; SL 103, 10327464gp

Garnet Dart [91d12] +187 Th/+143 dmg -10+/x10; 1M: -½CH Dex, -1P action, ÷CH move rate; CL 443; SL 103, 128274gp

DL CIII Peta-Small Bluish Mayonnaises x(1936) x[5] x[[4]]

i^79 AC 1.1E+5, HD 1.2E+17, i^84 hp 9.6E+19, CR 1055% #Att 91, TH ÷ AC/Save DC by 10712, i^61 dmg 42539

Str 481, Dex 304, Con 571, Int 504, Wis 469, Chr 660, 2.9E+5kxp

Somebody Get A Mop & Bucket (A being of your choice is Harmed (reverse Heal) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Psi-12L Super] Law Quintruple Beam: CLxCLx3 mental dmg in 5 lines (no save); C-align x4 dmg

[Psi-9 minor] Electricity Suppressor: Resist Lightning

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

[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)

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

[Wiz SL3] Prismatic Sphere 3: 1 Prismatic color

[Psi6N Grand] Thief Abilities, LVL 9: Get thief abilities of level 9 (max = your level)

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

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

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

[Wiz SL7] Tenser's Transformation 7: +125% of max hp to current hp, +3 TH melee

[Wiz SL4] Evard's Black Tentacles : 1d4 +1/level tentacles grapple randomly within 15 ft.

Combat effects:

[Wiz SL5] Summon Monster V : Calls outsider to fight for you.

[Wiz SL8] Power Word Capital S Stun: Capital S Stuns a target with 130 current hp or less (no save)

[Wiz SL8] Ray of Enfeeblement 8: -40 physical stat points (randomly distributed in packets of 5) (save per packet)

[Pri SL4] Remove Capital S Stun: Removes Capital S Stun

[Psi-6E Major] Evil Eye 2: As Evil Eye, but no save

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

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

[Pri SL10] Neutralize Poison 10: Cure 7 poison effects (reverse causes that many, save for each)

[Wiz SL4] Magic Missile 4: (CL+1)*2 missiles, each does 1d4+1 force dmg (no save)

[Pri SL1] Command 1: Target makes 1 save, each missed save allows 1 word for a command to be given

[Wiz SL6] Power Word Blind 6: Blinds & stuns a creature if current hp < 40 (no save)

[Psi10 Major] Hold: Hold Monster (save)

Dungeon090520 - Dungeon Level 103 (Tittie Christ)

Room # 12

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

cushion; trash (pile); breeze, gusting; clear

Time Door (goes to another time) on the east wall leading to a 45ft. long x 20ft. wide x 5ft. tall hallway.

Sample Names: Lya the ever-loving, blue-eyed Time Twosome (Hubcap); Dalanis the invincible Snow Lord (Power)

Floor transforms into Elemental Anti-Radioactive Trap; DL 103; Search DC 1096 (4500 Wis damage/s, no resistance), (multiple targets)

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

[x2] Mortals cannot taste, hear, or sense into this room unless they are actually there; Divine Intervention fails

2,796,790gp

pewter cutlery

a peach, 50gp

Rian's Frontal bone: +345 to HD; 1M: +2 arms, +2 legs, +2 wings, or +1 head; CL 534; SL 103; 10609890gp

Claret Rope [18d4] +34969 Th/+36101 dmg -1+/x29; 1V: Suggestion; CL 449; SL 103, 11919754gp

DL CIII Xona-Titanic Pale Computers x(973) x[6] x[[3]]

i^91 AC 1.1E+5, HD 8.2E+30, i^49 hp 6.8E+33, CR 1115% #Att 86, TH ÷ AC/Save DC by 10712, i^45 dmg 1060931

Str 660, Dex 456, Con 551, Int 706, Wis 509, Chr 592, 2.9E+5kxp

Cheese And Rice (A being of your choice is Wrecked(destroyed) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Pri SL10] Protection from Lightning 10: Stop the next CL*36 lightning dmg

[Psi-5 minor] Immune to Sleep: Target is immune to sleep & exhaustion

[Wiz SL10] Nazzer's Nullification: Creates a DMZ (Dispel Magic Zone)

[Wiz SL5] Prismatic Sphere 5: 3 Prismatic colors or 1 MultiPrismatic colors (may repeat colors in either mode)

[Psi45 Grand] Force Field vs. Power Manipulation: ER 10*SL%

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

[Wiz SL11] Fire Shield 11: Anyone who melees with you takes 250% dmg back

[Psi10 Major] Mind Block: Can't be mentally targetted; auto make Will/Mental saves; can't be scryed

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

[Psi4 V] To Hit *3: Multiply your to hit rolls by 3, you autohit on natural 21-3 or better (Minor is 19).

[Wiz SL9] Shape Change : Changes the caster to someone else, he adopt it powers and vulnerabilities save that depends upon int

[Wiz SL8] Permanency: ANY spell in the game can be made permanent.

Combat effects:

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

[Pri SL7] Treat Caused Wounds: Cure 70% of max hp

[Psi3 Major] Greater Concussion: Pummel foe for 5d6 damage.

[Pri SL9] Unlimited Wish: Duplicate any Wizard or Priest spell of levels 0-8.

[Pri SL9] Fire Storm 9: (CL+2)d14 holy fire dmg, hits 4 groups (no save)

[Pri SL9] Death's Door 9: Target (currently at negative hp) goes to 32 hp (can't go above max)

[Wiz SL11] As You Were: Target's experience levels halve (round up) (no save)

[Psi72 Major] Energy Blast - Explosive: One group takes PL energy dmg (no save)

[Psi6G Major] Second Level Priest Spell: Cast one 2nd level Priest spell at CL = 40

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

[Psi27 Grand] Ritual of Assimilation: Touch: Target loses all of his current hp's, you are healed that amount (no save)

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

Dungeon090520 - Dungeon Level 104 (Fooley)

Room # 1

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

coal; chest, large; thud; still

Plant Door (as the spell) on the west wall leading to a 40ft. long x 25ft. wide x 10ft. tall hallway.

Sample Names: Vadalma the rabid Armadillo Goliath (Donkey); Liemuai the boisterous Star Jackal (Sword)

Tripping Caltrops Trap; DL 104; Search DC 1135 (Attack +936 melee, 870d12 idamage)

Room (Floor) that (causes/has/or is) Wish Fulfillment

[x2] Gods cannot taste, see, or sense into this room unless they are actually there; Divine Intervention fails

7,816,106gp

padded bench

rubbish, 0gp

Inky Amulet [AT+13694] +13690 AC/+24025 Saves; 1M: Breath weapon is 3/d. Choose a normal

(EE=1) element. Breath = 50% of current hp total.; CL 492; SL 104; 6487595gp

Shocking pink Chime: +9900 PSP's; 10816260gp

DL CIV Tera-Medium Primrose Hedges x(1253) x[4]

i^46 AC 1.1E+5, HD 2.3E+14, i^81 hp 1.9E+17, WR 1073% #Att 22, TH ÷ AC/Save DC by 10920, i^69 dmg 2.2E+4

Str 280, Dex 534, Con 689, Int 295, Wis 381, Chr 728, 3.0E+5kxp

D'Oh (A being of your choice is Schooled(humiliate) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Psi6G Major] Forsake Material Form: Deva can use other object as body

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

[Psi1 Ultra] Hero Element: Casts any one 1st level Hero spell

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

[Psi8 minor] Technological Armor: +CL AC, +CL*2 current hp (like an Armor spell), can stack w/ Armor spell

[Wiz SL9] Third Level Magic-User Spells (DM2): Can cast one 3rd Level Wizard spell per round as Z action

[Wiz SL12] Sixth Level Magic-User Spells (DM1): Cast any four 6th level Wizard spells simultaneously when it is cast.

[Wiz SL7] Tenser's Transformation 7: +125% of max hp to current hp, +3 TH melee

[Pri SL10] Spell Immunity 10: Be immune to 7 spells by name

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

[Psi-6N Major] Everhome: Your home plane is every plane; when this effect ends, your home plane = current plane

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

Combat effects:

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

[Psi15 minor] Blink: Blink

[Wiz SL10] Wacky Ball 10 / Normal / ½: Ld1000, save: ½

[Wiz SL11] Feeblemind 11: -55 mental 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)

[Pri SL5] Cure Wounds 5: Cures 15d8 hp (can take offer of 6 per die -> 90 hp)

[Psi-6E Major] Evil Eye 2: As Evil Eye, but no save

[Psi27 Ultra] Master Ritual of Summ.: Summons any one unique creature in the Multiverse to you (no resistance)

[Psi-12T minor] Dust Aura: Enemies in your group takes CL dust dmg /s (no save)

[Psi6G Grand] Suneagle: Summons a Phoenix (see Monstrous Compendium)

[Psi9 Ultra] Nightmare: Removal Beam: -CH/6 to being's multiplier (save:½)

[Pri SL8] Holy Bolt: Dispels undead, evil, outer-planar & 20 dmg/lvl

Dungeon090520 - Dungeon Level 104 (Sugar Honey Ice Tea)

Room # 2

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

collapsed wall; Bridge, with car and pulley system; hooting; gong

Dimension Door (as the spell) on the north wall leading to a 30ft. long x 25ft. wide x 10ft. tall hallway.

Sample Names: Wolgast the fantastic Do-Gooder Conqueror (Radiation); Damis the illustrious Rocket Shrike (Blowgun)

Inhaled Godly Trap; DL 104; Search DC 1099 (2280 Str damage, no save)

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

[x2] Immortals cannot feel, taste, or sense into this room unless they are actually there; Divine Intervention fails

4,756,086gp

bloodstain

a massive club, mace, 9d9 (45), 152gp

Horned of Feast and Famine: Equip: Pay 38 Dex and "Equipped creature gets +529 to

hit/dmg and +559 AC/saves and 83232 hp and has Defender, Knightlifelink and Fabricate .; 10816410gp

Rian's Occipital bone: +236 to Con; 1M: When you take this power, pick Radiation, Magic, Psi, or Innate. 1bM or 1bT:

Counter an effect of the type chosen. Picking this more than once gives you another pick. ; CL 476; SL 104; 10816980gp

DL CIV Macro-Huge Chrome Arithmetics x(630) x[7]

i⁴³ AC 1.1E+5, HD 8.5E+5, i⁷⁷ hp 7.1E+8, MR 1085% #Att 91, TH ÷ AC/Save DC by 10920, i⁵⁷ dmg 43345

Str 450, Dex 371, Con 654, Int 117, Wis 335, Chr 644, 3.0E+5kxp

Fo Shizzle (A being of your choice is Lower Multiplier (doesn't target, no resist, can't be dispelled).)

Prepared effects:

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

[Psi16 Ultra] Golem Form: Iron: set Str 24+LVL; Cured by fire dmg; Mouth's P: Breathe poison (group, half hp, BW save:1/2)

[Wiz SL11] Armor 11: +CL*22 current hp

[Psi81 Grand] Desolidification: You pass through objects as if they weren't there

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

[Pri SL6] Protection from Fire 6: Stop the next CL*20 fire dmg

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

[Psi24 Major] Level: other out of group: Get a "Level:" ability (your level or less) in class in any group (can take multiple times)

[Psi45 Major] Force Field: Immune to spell level 0 to SL-2 effects; -(SL-1) per physical attack; ER 5*SL%

[Psi8 Grand] Construct Weapon Item 4: Create a "Weapon" type item (see next page) of TechL=CL, each 4 TechL takes 1S action

[Psi4 Grand] hp *2: Multiply hp by 2

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

Combat effects:

[Psi54 minor] Water Control: Wall of Water / Part Water / Lower Water

[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

[Wiz SL10] Down a Hole: Target is put Down a Hole (no save)

[Psi45 minor] Serial Immortality: 0, 1/d: Resurrection, self only, there is a delay of (11-SL) rounds

[Psi-12T Major] Wall of Element: Wall of a normal/para/quasi element. Dmg is CLxCL.

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

[Pri SL4] Creeping Doom 4: 160 insect dmg

[Wiz SL11] Magic Missile 11: (CL+1)*11/2 missiles, each does 1d4+1 force dmg (no save)

[Psi54 Ultra] Super Breath: CL*SL air dmg to one group (no save)

[Wiz SL11] Dispel Magic 11: Dispel 9 magic effects

[Psi3½ Major] Control Body: Take rudimentary control of your foe's limbs.

[Psi9 Grand] Temporal: Stop Time: CH*3' radius Time Stop

Dungeon090520 - Dungeon Level 104 (Give Yourself A Big Round Of Applause)

Room # 3

Salon - 20ft. long x 50ft. wide x 25ft. tall

cupboard; dung heap; chlorine smell; horn/trumpet sounding

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

Sample Names: Aylara the loathsome Squirrel Rocket (Psychic); Cinyras the fantastic Secret Battalion (Laser)

Contact Inertia Trap; DL 104; Search DC 1117 (6180 idamage, no resistance)

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

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

[x2] Ultraplanoar beings cannot hear, see, or sense into this room unless they are actually there; Divine Intervention fails
2,181,622gp

crystal beads

prize #3, 0gp

Beige Gauntlets [AT+182] +155 AC/+25600 Saves; 1M: Fire Shield (SL*10% damage back to attacker); Deal +SL fire dmg with melee attacks; CL 588; SL 104; 3315675gp

Cloth of Absorption ((Psi0 item) 1F, 1/d, touch recently

slain body: Gain 1 random ability that person had.), 191550gp

DL CIV Exa-Fine Sea-Green Cottons x(1061) x[7]

i^68 AC 1.1E+5, HD 1.5E+19, i^78 hp 1.3E+22, GR 1054% #Att 35, TH ÷ AC/Save DC by 10920, i^66 dmg 2.2E+5

Str 318, Dex 607, Con 118, Int 438, Wis 417, Chr 573, 3.0E+5kxp

Hat Tip (A being of your choice is Overloaded(slowed) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

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

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

[Wiz SL5] Improved Free Action: Immune Capital S Stun, Stop, Hold, Paralysis, Summoning Sickness; Hold P,V actions

[Psi29 Ultra] Anti-Godly Ray:

[Psi16 minor] Create Golem I: Create a DL I Golem (AC=3*CL, hp=10*CL, Str=2*CL)

[Psi-6N Major] Gaea's Embrace ~: 1P or 1M: Target gains +3 AC/saves/TH/dmg and Troll-like regen CL hp/r

[Psi10 minor] Fire Protection *: Resist Fire

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

[Psi54 Grand] Stretching: Can melee up to SL people per round that aren't in your group

[Psi29 Grand] Spell Reflection:

[Psi29 minor] Mirror Image:

[Wiz SL6] Armor 6: +CL*12 current hp

Combat effects:

[Psi45 Major] Disruption: Minor: Target takes CL*SL disruption damage (no save); Grand: The damage given plus a Disintegrate e

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

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

[Psi-12T Major] Wall of Element: Wall of a normal/para/quasi element. Dmg is CLxCL.

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

[Psi10 minor] Feeblemind: Feeblemind (save)

[Psi0 Ultra] Inferno Strike: KiLd20 dmg, KiL*3' radius (fire damage) (save:½), center at caster (who doesn't take dmg)

[Psi54 Ultra] Animal Summoning: Summon a DL=SL-1 Animal

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

[Psi27 minor] Innocents: You cannot physically attack this segment. You are healed LVL^2 hp.

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

[Wiz SL5] Dismissal : Send a creature back to it's own plane

Dungeon090520 - Dungeon Level 104 (Tittie Christ)

Room # 4

Creamatorium - 30ft. long x 10ft. wide x 45ft. tall

balance & weights; bottle; murmuring; clicking

Stone Door, Normal on the west wall leading to a 50ft. long x 25ft. wide x 20ft. tall hallway.

Sample Names: Nahung the sinful Terrible Dinosaur (-copter); Vilya the dreadful Colossal -ion (Kryptonite)

Air in room transforms into Elemental Cold Trap; DL 104; Search DC 1063 (710 Chr damage/s, no resistance)(multiple targets)

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

[x2] Immortals cannot taste, feel, or sense into this room unless they are actually there; Divine Intervention fails

2,973,506gp

butter

a pair of tough leather wing guards, +1 AC, 40gp

Infiltration Plate: Equip: Pay 2201 Rogue Point(s) and "Equipped creature gets +21 to hit/dmg and

+10 AC/saves and 19881 hp and has Menace, Ingest, Fabricate and Melee .; 10816340gp

Cup of Jet-Black Urine.; 1Z: Atomized(destroyed) Shield: Whenever someone hits you with a melee attack,

they suffer that Status Effect unless they make a save vs. Spell.; CL 382; SL 20; 10816690gp

DL CIV Tera-Medium Brown Beans x(1738) x[4]

i^50 AC 1.1E+5, HD 2.3E+14, i^53 hp 1.9E+17, MR 1137% #Att 194, TH ÷ AC/Save DC by 10920, i^45 dmg 1.1E+5

Str 452, Dex 187, Con 420, Int 719, Wis 416, Chr 521, 3.0E+5kxp

Yeah (A being of your choice is Hyperactive(positive) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Pri SL9] Resist Fire/Resist Cold 9: Take -85% dmg vs. fire or cold

[Pri SL5] Resist Vulnerability: Target gains a Resist to something which can only be used to counter a Vulnerability (Duration 1 hc

[Psi29 Ultra] Anti-Godly Ray:

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

[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

[Psi6E minor] Immunity II: Immune to fire or cold, +1 weapon to hit

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

[Psi81 Ultra] Magic Defense: Resist magic

[Pri SL8] Forever Minions: All dead in area raise as zombies in 1r; spell is permanent

[Psi45 minor] Invisibility: Improved Invis.

[Psi6E Major] Assassin Lore: Assassin's abilities of ½ level

[Psi1 Grand] Shade: Creates a ghost/shade of person who died here, half powers

Combat effects:

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

[Psi-1 minor] Resume Animation: Remove one instance of Paralysis, Stun, Hold, etc. on yourself

[Psi30 Grand] Bind: Stopped & -½ Str/succ

[Psi14 minor] (no name): Summon CL Animals of the type that you are the Lycanthrope of, DL=LVL

[Wiz SL12] Dispel Exhaustion 12: Restore 99% of dmg taken, get an Original Haste 12 for 1 round

[Psi-1 Major] Physical Surgery: Pick 1: Halve hp & slow (N=1), Ray/Enfeeblement (N=5), Insanity (N=6); all have save

[Psi30 Grand] Power Beam: Astral damage

[Wiz SL9] Dispel Exhaustion 9: Restore 96% of dmg taken, get an Original Haste 9 for 1 round

[Wiz SL10] Death Spell 10: Slay 10d12 HD of creatures (save)

[Psi-5 Major] Energy Drain: Target is energy drained CL levels in every class (1 save for each level)

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

[Wiz SL8] Cone of Cold 8: CLd16+CL cold dmg to a group (save:½)

Dungeon090520 - Dungeon Level 104 (What The Fuck)

Room # 5

Smithy/Forge - 15ft. long x 35ft. wide x 5ft. tall

bellows; box; hissing; bellow (ing)

Tricked Door on the north wall leading to a 30ft. long x 15ft. wide x 5ft. tall hallway.

Sample Names: Ekialde of the Evening Eye the arrogant Gamma Racer (Terra); Yaqob the atrocious Insect Freak (Spinach)

Container transforms into Elemental Holy Water Trap; DL 104; Search DC 1081 (210 Str damage/s, DC 1058 Spell save for 1/3)

Statue 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] Ultraplanoar beings cannot see, feel, or sense into this room unless they are actually there; Divine Intervention fails

5,083,248gp

crow bar

a small metal shield, +1 AC, 75gp

Multi-colored Helm [AT+145] +15875 AC/+165 Saves; 1M: Lich powers of ½ level; CL 496; SL 104; 2085225gp

Opaque Gem: +52 level(s) of exceptional Int; 10816960gp

DL CIV Giga-Small Orchid Maths x(885) x[5]

i^68 AC 1.1E+5, HD 1.1E+11, i^87 hp 9.3E+13, RR 1078% #Att 18, TH ÷ AC/Save DC by 10920, i^84 dmg 5.4E+5

Str 207, Dex 272, Con 485, Int 584, Wis 536, Chr 689, 3.0E+5kxp

Go Crazy (Reflect a being of your choice's segment of actions (can't be dispelled).)

Prepared effects:

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

[Psi24 Major] HD type: Add +1d+0: Add 1 to number of HD per level

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

[Wiz SL10] Fire Shield 10: Anyone who melees with you takes 225% dmg back

[Wiz SL4] Stoneskin (2): 4+CL/2 stoneskins; they "leak"

[Psi3 minor] Steadfast Gaze: Gaze attacks hold no terror for you.

[Wiz SL8] Anti-Magic Shell 8: Anti-Magic of SL 0 to 7

[Psi-2 Major] Insens. to Psychic Imp.: Resist Psionics; Resist Anti-Psionics

[Psi45 Ultra] Reflection: MPIWReflection 5*SL%

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

[Wiz SL11] Armor 11: +CL*22 current hp

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

Combat effects:

[Psi54 Ultra] Damage Transference: Cell Adjustment CL*SL*2 hp

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

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

[Wiz SL3] Charming III: Charms up to 3 monsters, gets a new save every hour

[Psi3 Major] Domination: Subject obeys your will.

[Pri SL6] Flame Strike 6: CLd10 holy fire dmg (save:½)

[Wiz SL5] Dispel Exhaustion 5: Restore 75% of dmg taken, get an Original Haste 5 for 1 round

[Wiz SL10] Ship In A Bottle: area iron flask (imprisonment) effect

[Psi-2 minor] Adrenalin Drain: 6 Str,Dex,or Con dmg; 6 to all three

[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

[Wiz SL10] Wacky Ball 10 / Normal / ½: Ld1000, save: ½

[Psi-5 Major] Zombify: Target gets -CL each to Int, Wis, and Chr (save for each point)

Dungeon090520 - Dungeon Level 104 (Balls)

Room # 6

Elevator Room - 20ft. long x 10ft. wide x 50ft. tall

table (large); crate; breeze, slight; hooting

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

Sample Names: Elix the valiant Power Wave (Flute); Perimele the superlative Lion Inferno (Mystic)

Poisoned Javelins Trap; DL 104; Search DC 1120 (Attack +312 ranged, 50d50 Dex damage), (multiple targets)

Dome that (causes/has/or is) false wall

[x2] Room is permanently/continuously Berserked, only creatures immune or bubbled against it can function here.

1,294,151gp

candelabra

Ring from a Cracker Jack Box, 100gp

Hazel Magnet: Free Brandish Magical Might Feat: 1bM, spend a spell slot

of same SL and type as one being cast: Counter that spell; 10816830gp

Bladed Scythe: Equip: Pay 48 Str and "Equipped creature gets +331 to hit/dmg

and +273 AC/saves and 54150 hp and has Defender and Last Strike.; 10816870gp

DL CIV Mega-Large Dove-Grey Hovercrafts x(1131) x[4]

i⁷⁴ AC 1.1E+5, HD 4.4E+8, i⁶² hp 3.6E+11, MR 1066% #Att 162, TH ÷ AC/Save DC by 10920, i⁴⁹ dmg 1.3E+5

Str 651, Dex 121, Con 674, Int 562, Wis 166, Chr 441, 3.0E+5kxp

Alley Oop (A being of your choice is Capital I Integrated(positive) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Psi6E Super] Immunity IV: Globe/Invuln., Immune:1st-2nd Dominions

[Pri SL2] Resist Fire/Resist Cold 2: Take -50% dmg vs. fire or cold

[Psi45 minor] Illusory Invisibility: Minor: Invis.; Major: Improved Invis.; Grand: Dust of Disappearance

[Pri SL8] Spell Immunity 8: Be immune to 5 spells by name

[Psi12T Super] Aura of Non-Sentience: All creatures within 120' of caster (incl. the caster) lose all levels of experience, have a cor

[Pri SL4] Resist [E=2 eelement]: Pick an EE=2 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)

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

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

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

[Pri SL8] Robe Of Healing: Get 20 1d4+4 healing effects (self or other) every round for 1h

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

Combat effects:

[Psi-3 minor] Spirit Adjustment: You heal 3d6 hp, +3 to next PP save, or restore 2 negative levels.

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

[Psi10 minor] Beam of Light: Line of Blindness (all in area save vs. spell or blinded)

[Psi30 minor] Stun Touch: Astral stunning

[Wiz SL6] Mass Suggestion : Suggestion to one creature per level

[Wiz SL1] Prismatic Wall 1: 1 Prismatic color

[Wiz SL10] Cone of Cold 10: CLd20+CL cold dmg to a group (save:½)

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

[Psi30 Ultra] Decrease Charisma: -1 Chr/succ

[Psi45 Grand] Heat: Target takes SL*CL Fire damage per segment for 1 round (no save)

[Psi5 Grand] Time Stop: Time Stop (as spell, maintained 3/r)

[Pri SL2] Treat Moderate Wounds: Cure 20% of max hp {Touch, 1 creature}

Dungeon090520 - Dungeon Level 104 (What The Deuce)

Room # 7

Waiting Room - 10ft. long x 15ft. wide x 25ft. tall

scroll; arras (coin container); footsteps (receding); misted

Archway (open) on the north wall leading to a 50ft. long x 25ft. wide x 15ft. tall hallway.

Sample Names: Rulgin the discourteous Orange Baby (Bombs); Gwiraa the valorous Armadillo Lightning (Gateway)

Well-Camouflaged Balls Trap; DL 104; Search DC 1141 (Attack +1872 ranged, 970d2 idamage)

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

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Mont
4,014,067gp

sea shell

a sledge hammer, mace, 2d7 (8), 66gp

Needle of Crimson Earwax;; 1/2M: Atomized(destroyed) Beam: Do this Status

Effect to one target (no save) ; CL 543; SL 20; 10816840gp

Gallon of Saffron Blood Serum;; 1M: Atomized(destroyed) Brand: Brand this Status

Effect to one weapon (no save) ; CL 487; SL 20; 10816920gp

DL CIV Peta-Diminutive Translucent Polos x(449) x[6]

i^49 AC 1.1E+5, HD 2.9E+16, i^50 hp 2.4E+19, XR 1122% #Att 31, TH ÷ AC/Save DC by 10920, i^48 dmg 64939

Str 636, Dex 330, Con 621, Int 605, Wis 735, Chr 311, 3.0E+5kxp

Absofuckinglutely (A being of your choice is Confined(unaware) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Psi29 minor] Missile Deflection:

[Pri SL9] Protection from Lightning 9: Stop the next CL*32 lightning dmg

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

[Wiz SL8] Globe of Invulnerability 8: Immune to spells with SL=0 to 7

[Pri SL7] Phoenix Sanctuary: You take half damage from any source (duration 1 turn, cannot be made permanent)

[Pri SL5] Double Resist [E=4 element]: Pick an E=4 element, you double resist it (1/4 dmg, 1/10 if make save) for 1 hour.

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

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

[Pri SL2] Protection from Lightning 2: Stop the next CL*4 lightning dmg

[Pri SL4] Free Action: Immune stun, hold, paralysis, summoning sickness

[Psi18 minor] Psi: Shield: Pick Phys,Magic,Psi: 10*LVL hp shield

[Psi45 minor] Invisibility: Improved Invis.

Combat effects:

[Pri SL7] Escape: You Escape from current situation

[Wiz SL9] Time Stop 9: Stops time for 1d4 rounds

[Psi12C Major] Charm Chaotic Creature: Charm (no save) only vs. Chaotic creatures

[Psi-12L Grand] Choose Summoning VI: Monster Summoning using ML VI chart, you pick the result

[Pri SL2] Withdraw: Get 1r of actions per 1s; only cure self & Div {self only}

[Pri SL5] Greater Command : As command, but affects one subject/level.

[Psi29 Major] Deflection:

[Pri SL9] Cure Wounds 9: Cures 45d8 hp (can take offer of 6 per die -> 270 hp)

[Psi54 Grand] Vampirism: Target gets SL/2 negative levels (energy drain, no save), you gain CL*SL hp (not above max)

[Wiz SL8] Maze : Victim trapped inside some maze, getting out depends on intelligence

[Pri SL10] Death's Door 10: Target (currently at negative hp) goes to 64 hp (can't go above max)

[Pri SL10] Blade Barrier 10: 12d12 dmg wall (shards)

Dungeon090520 - Dungeon Level 104 (Forizzle)

Room # 8

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

whips; torches; cold current; footsteps (receding)

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

Sample Names: Melesca the self-righteous Valiant Nimbus (Fungal); Lyrice the awful Bat Giant (Staff)

Inhaled Gravity Trap; DL 104; Search DC 1107 (2250 Chr damage, no save)

Painting that (causes/has/or is) magically reinforced

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Year
9,657,791gp

wooden symbol

a standard issue cloak, +1 AC, 51gp

Champion's Mantle: Equip: Pay 3356 Rogue Point(s) and "Equipped creature

gets +476 to hit/dmg and +178 AC/saves and 39605 hp"; 10816770gp

Multi-prismatic Longsword [36d20] +174 Th/+34968 dmg -29+/x2; 1P:

Summon a DL=VII Lycanthrope; CL 678; SL 104, 5969890gp

DL CIV Xona-Small Orange Pediatricians x(1443) x[4]

i^44 AC 1.1E+5, HD 1.3E+29, i^59 hp 1.1E+32, PR 1135% #Att 163, TH ÷ AC/Save DC by 10920, i^69 dmg 21724

Str 313, Dex 296, Con 137, Int 595, Wis 261, Chr 266, 3.0E+5kxp

Sugar Honey Ice Tea (A being of your choice is Gibbed(unique) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

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

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

[Pri SL6] Resist [E=6 element]: Pick an E=6 element, you resist it for 1 hour.

[Psi4 Major] Move Rate *1.5: Multiply Move Rate by 1.5

[Wiz SL4] Globe of Invulnerability 4: Immune to spells with SL=0 to 3

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

[Wiz SL11] Tenser's Transformation 11: +225% of max hp to current hp, +7 TH melee

[Pri SL7] Goodberry 7: Creates 28 goodberries

[Psi7 Grand] (no name): Immunity to death or slay effects

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

[Psi54 Major] Magic Shield: Stops SL/2 magical attacks on you

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

Combat effects:

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

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

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

[Psi-12L Major] Law Triple Beam: CLxCL mental dmg in 3 lines (Reflex:½); C-align x2 dmg

[Pri SL5] Animate Dead Monsters: Animates CL dead monsters

[Psi45 Ultra] Hard Radiation: SL*CL/2 Radiation damage and SL Con damage (1 group, no save)

[Pri SL6] Creeping Doom 6: (1d3+5)*80 insect dmg

[Psi29 minor] Blindness:

[Wiz SL8] Death Spell 8: Slay 8d12 HD of creatures (save)

[Psi6G Grand] Limited Wish: Limited Wish (as spell), CL = 25

[Wiz SL8] Magic Missile 8: (CL+1)*4 missiles, each does 1d4+1 force dmg (no save)

[Psi-12C Major] Wild Invocation IV: Random 6th (80%) or 7th (20%) SL Wizard Invocation spell

Dungeon090520 - Dungeon Level 104 (Arse)

Room # 9

Pen/Prison - 15ft. long x 15ft. wide x 50ft. tall

mirror; fire pit; updraft, strong; ringing

Specialed Door on the west wall leading to a 25ft. long x 15ft. wide x 20ft. tall hallway.

Sample Names: Stronmaus the disgusting Screaming Ray (Ornithopter); Hopelorn the righteous Mud Goliath (Magno-)

Fireball 12 Trap; DL 104; Search DC 1105 (Cleric CL 208, no resistance)

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

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Month
1,186,727gp

drum

a black onyx ring, +2 AC, 1450gp

Rian's Gastrocnemius muscle: +70 to HNCL; 1P: Destroy something (PP

save, like a Disintegrate spell) ; CL 473; SL 104; 10816480gp

Razor Shield: Equip: Pay 15 Chr and "Equipped creature gets

+49 to hit/dmg and +78 AC/saves and 4032 hp".; 10816830gp

DL CIV Exa-Colossal Ruddy Restaurants x(1942) x[5]

i^45 AC 1.1E+5, HD 3.8E+21, i^95 hp 3.2E+24, TR 1113% #Att 28, TH ÷ AC/Save DC by 10920, i^65 dmg 4.3E+4

Str 543, Dex 447, Con 161, Int 322, Wis 241, Chr 222, 3.0E+5kxp

Jesus, Mary, And Joseph (A being of your choice is Burninated(burned) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Pri SL5] Double Resist [E=4 element]: Pick an E=4 element, you double resist it (1/4 dmg, 1/10 if make save) for 1 hour.

[Psi4 Grand] To Hit *2: Multiply your to hit rolls by 2, you autohit on natural 21-2 or better (Minor is 19).

[Wiz SL9] Elemental Aura : Element Protect from one element, it's plane, and it's creatures

[Psi4 minor] Money *1.25: How much money you get in dungeon is multiplied by 1.25 (only affects you, not whole party)

[Wiz SL9] Armor 9: +CL*18 current hp

[Psi2 Major] Suppress Magic: Anti-Magic Shell (SL=X) 60' r; Dispel-Magic Zone

[Wiz SL10] Nazzer's Nullification: Creates a DMZ (Dispel Magic Zone)

[Pri SL6] Forbiddance : Denies area to creatures of another alignment.

[Pri SL4] Dimensional Anchor : Bars extradimensional movement.

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

[Pri SL5] Summon Monster V : Summons a DL V monster (1 turn)

[Psi29 minor] Animate Object:

Combat effects:

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

[Wiz SL8] Death Spell 8: Slay 8d12 HD of creatures (save)

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

[Pri SL8] Mass Heal : As heal, but with several subjects.

[Psi54 minor] Spiritual Drain: Target loses CL*SL hp (necromantic, no save), you gain CL*SL hp (not above max)

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

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

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

[Psi0 Major] Lightning Stroke: Each time you miss this round you may reroll (you are actually making new 2nd attacks)

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

[Pri SL5] Remove Coma: Removes the Coma effect

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

Dungeon090520 - Dungeon Level 104 (Peeyoo)

Room # 10

Antechamber (Entry room into larger room) - 10ft. long x 10ft. wide x 10ft. tall

pedestal; fountain; smoky; steamy near floor

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

Sample Names: Oresme the unbeatable Cobalt Miser (Juggernaut); Melosia the boisterous Teen Machine (Hammer)

Whirling Jaws Trap; DL 104; Search DC 1062 (Attack +520 ranged, 320d2 Int damage)

Tapestry 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/Half S
1,200,662gp

ink

liquid orgasm, 45gp

Syringe of Fuchsia Earwax;; 1M: Wiped Out(destructed) Balls: Do this Status

Effect to one group (Spell save: 0) ; CL 568; SL 20; 10817010gp

Rian's Trapezus muscle: +368 to Con; 1Z: CL/3 groups each take

40 eldritch fire dmg (no save) ; CL 424; SL 104; 10816540gp

DL CIV Giga-Small Flesh Burns x(1778) x[6]

i^64 AC 1.1E+5, HD 1.1E+11, i^57 hp 9.3E+13, CR 1110% #Att 184, TH ÷ AC/Save DC by 10920, i^93 dmg 3.2E+5

Str 292, Dex 448, Con 475, Int 419, Wis 434, Chr 469, 3.0E+5kxp

Shoot (A being of your choice is Curses! Foiled Again(curse) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Psi14 Ultra] (no name): You do not go unconscious and stay offensive at any hp total (will still die)

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

[Psi-9 Ultra] AntiBio Force: Inaccuracy: People need a 20+CH to Autohit you

[Psi45 Ultra] Body Coating: 5*SL hp Armor spell, self only, stacks with the (Wizard) Armor spell

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

[Psi-12T Major] Effect Familiarity: Pick any spell/power. You resist it; and at +50% when using it.

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

[Psi-12T minor] Effects Preservation: +5*CL% AntiMR; +2*CL% ER

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

[Psi9 Ultra] Bio Force: Super Accuracy: Roll 1d4+16 instead of 1d20 for to hit

[Pri SL7] Spell Immunity 7: Be immune to 4 spells by name

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

Combat effects:

[Wiz SL9] Feeblemind 9: -45 mental stat points (randomly distributed in packets of 5) (save per packet)

[Pri SL5] Call Lightning 5: (CL+2)d12 lightning dmg (save:½) (halve the die type if not outside)

[Pri SL5] Dispel Evil: Unsummons evil creatures (Outer-planar/summoned no save). If cast against 1 creature of the appropriate 1

[Pri SL10] Death's Door 10: Target (currently at negative hp) goes to 64 hp (can't go above max)

[Psi54 minor] Hypnotism: Hypnosis (SL saves)

[Psi54 Major] Ice Animation: Summon a DL=SL Ice Elemental

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

[Pri SL2] Blade Barrier 2: 4d4 dmg wall (shards)

[Pri SL5] Rainbow: Creates a rainbow bridge (or) CL bolts d8 dmg 1 target each

[Wiz SL12] Monster Swarm Summoning XII: Summons CL/16 (round down) DL XI monsters

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

[Psi45 Major] Sleep-Induced: Sleep (SL/2 saves)

Dungeon090520 - Dungeon Level 104 (For God'S Sake)

Room # 11

Cell - 5ft. long x 35ft. wide x 10ft. tall

holy/unholy writings; shrine; music; gong

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

Sample Names: Hollyn the byzantine Quin- Photon (Evolved artificially); Alora the mordant Morphin' Super-Heroe (Spatula)

Spring transforms into Elemental Time / Temporal Trap; DL 104; Search DC 1137 (1940 Con damage/s, no save)

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

[x2] Room is permanently/continuously ****Cursed**** (Ancient Foul Cursed)ed, only creatures immune or bubbled against it can fu
292,181gp

sundial

a yellow daisy, 'bless' 'reserved' 'reserved' 'reserved', 50gp

Bright Ioun Stone: All your Rogue classes use the "set XP

table"(3kxp at 2nd, doubles til 9th,600kxp at 10th,+300kxp per level afterward).; 10816190gp

Annulus Conflagros: (Finger) Fire Resistance 5. Pyrotechnics, at will.

Burning Hands, 3/day. Fireball, 2/day. Wall of Fire, 1/day., 94860gp

DL CIV Tera-Medium Obsidian Sails x(435) x[6]

i^80 AC 1.1E+5, HD 2.3E+14, i^88 hp 1.9E+17, WR 1083% #Att 187, TH ÷ AC/Save DC by 10920, i^46 dmg 324535

Str 549, Dex 439, Con 148, Int 302, Wis 505, Chr 367, 3.0E+5kxp

Hell Yes (A being of your choice is Shrunk(humiliate) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Psi9 minor] Minormorph: Polymorph Self (as spell)

[Psi-12T Super] Spirit Preservation: +5*CL% aXR

[Pri SL9] Spell Immunity 9: Be immune to 6 spells by name

[Psi3 Super] Affinity Field: Effects that affect you also affect others.

[Psi45 Major] Force Field vs. Emotion: Immune to spell level 0 to SL-1 enchantment/charm effects

[Pri SL7] Time/Reality Stability: Time/Reality Stability (duration 1 day), reverse removes it (Spell save)

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

[Wiz SL8] Time/Reality Stability: Time/Reality Stability (duration 1 day), reverse removes it (Spell save)

[Psi14 Major] (no name): Immune disease and poison

[Psi-1 Major] Effects Resistance: +level*5% ER; others you target -level*5% ER; no selective targetting penalties

[Pri SL5] Extra Group +1: The next spell you cast will affect +1 groups of monsters

[Wiz SL11] Symbol Of Wizardry: all that look at symbol have their spells reset

Combat effects:

[Wiz SL6] Cone of Cold 6: CLd12+CL cold dmg to a group (save:½)

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

[Psi45 Grand] Radiowave Generation: SL*CL/2 Radiowave damage (1 group, no save, the effect can go through a SL' wall)

[Wiz SL7] Prismatic Wall 7: 7 Prismatic colors or 5 MultiPrismatic colors (may repeat colors in either mode)

[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)

[Pri SL5] Command 5: Target makes 5 saves, each missed save allows 1 word for a command to be given

[Psi2 Ultra] Change Reality: Change Reality or Psi1 grand; Double CL effect

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

[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

[Wiz SL7] Monster Swarm Summoning VII: Summons CL*1.5 (round down) DL VI monsters

[Psi10 Major] Dream Suggestion: Suggestion (CL/2 saves vs.spell)

[Wiz SL2] Lightning Bolt 2: CLd4 lightning dmg to a group (save:½)

Dungeon090520 - Dungeon Level 104 (Damn Straight)

Room # 12

Refectory (Monestary Dining Room) - 30ft. long x 5ft. wide x 20ft. tall

fountain; crystal ball; grunting; metallic smell

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

Sample Names: Barevont the awesome Radioactive -teer (Bulldozer); Mirielle the opportunistic Chimp Elf (Rod)

Injected Holy Water Trap; DL 104; Search DC 1117 (5300 Dex damage, DC 1130 PP save for half)

Altar that (causes/has/or is) stuck

[x2] Room is permanently/continuously *Cursed*ed, only creatures immune or bubbled against it can function here.

10,333,537gp

gelatin

a jar of honey, 24gp

Rian's Nose: +205 to HNCL; 1Z: Spend 3 SL's: All

your subordinates get +1 DL this segment.; CL 430; SL 104; 10816180gp

Adjatha, The Drinker, 75440gp

DL CIV Macro-Gargantuan Shimmering Angles x(986) x[8]

i^76 AC 1.1E+5, HD 1.7E+6, i^43 hp 1.4E+9, AllR 1136% #Att 169, TH ÷ AC/Save DC by 10920, i^87 dmg 1.3E+5

Str 622, Dex 218, Con 459, Int 142, Wis 423, Chr 211, 3.0E+5kxp

Okeedoke (A being of your choice is Apple Sauced(unique) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

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

[Pri SL6] Protection from Fire 6: Stop the next CL*20 fire dmg

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

[Pri SL5] Spell Immunity 5: Be immune to 2 spells by name

[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.

[Psi23 Major] Sleep Cloud: Super sleep effect every round

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

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

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

[Pri SL7] Spell Immunity 7: Be immune to 4 spells by name

[Psi6G V] Celestial Chorus: CL*10' x CL*10' x CL*10' area is considered to be a different plane (your choice)

[Pri SL4] Dimensional Anchor : Bars extradimensional movement.

Combat effects:

[Psi45 Grand] Combustion: An object explodes (item save), the person carrying it takes CL*SL/2 damage (save)

[Psi29 Major] Paralysis:

[Wiz SL9] Energy Drain: Subject gains 2d4 negative levels.

[Wiz SL8] Power Word Kill 8: Kills a creature if current hp < 90 (no save)

[Wiz SL5] Twilight: Target is Twilghted for CL segments (Will save)

[Wiz SL4] Wacky Ball 4 / Normal / ½ : Ld8 dmg normal element (area) (save: ½)

[Psi6G Grand] Fourth Level Priest Spell: Cast one 4th level Priest spell at CL = 60

[Wiz SL6] DNA Scamble Blast: Area DNA Scamble (PP save)

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

[Psi18 Ultra] Power Transfer: Drain all spells & psi points (no save)

[Psi45 Major] Iron Will: 1bM: One effect that's hitting you is delayed for SL segments (it will still resolve even if the caster is drop

[Psi30 Ultra] Decrease Strength: -1 Str/succ

Dungeon090520 - Dungeon Level 105 (Motherfucker)

Room # 1

Cell - 15ft. long x 25ft. wide x 20ft. tall

candlestick; tripod; clear; scream(ing)

Trapped Door, Out of Phase on the north wall leading to a 35ft. long x 25ft. wide x 20ft. tall hallway.

Sample Names: Kerisis the righteous Hyper- Woman (Dinosaur); Savvis the noxious Doc Pirate (Spores)

Whirling Caltrops Trap; DL 105; Search DC 1052 (Attack +1470 melee, 780d20 idamage)

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

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Round 4,150,525gp

tankard

a ruby quartz visor, +3 AC, 20gp

Rian's Tears: +391 to Wis; 1F: Summon a DL=VIII CE

hound and two targets grouped and held.; CL 489; SL 105; 11025210gp

Drum of Beige Semen;; 1M: Wiped Out(destructed) Brand: Brand this Status

Effect to one weapon (no save) ; CL 438; SL 20; 11025650gp

DL CV Mega-Huge Chartreuse Plywoods x(469) x[6]

i^41 AC 1.1E+5, HD 8.8E+8, i^45 hp 7.4E+11, MR 1131% #Att 107, TH ÷ AC/Save DC by 11130, i^48 dmg 1.1E+6

Str 497, Dex 693, Con 714, Int 221, Wis 576, Chr 522, 3.1E+5kxp

Peeyew (A being of your choice is Calcify(unaware) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Psi23 Grand] Smiley Face Cloud: All in area drop their weapons and dance

[Psi72 Major] Absorption - Physical: -PL dmg per physical attack

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

[Psi9 Ultra] Bio Force: Maintain Health: +CH Con, regen all hit points each r

[Wiz SL10] Fourth & Fifth Level Magic-User Spells:

[Psi18 Ultra] Caprenium Silence: 100'r, 100% irreducible InnateR, PsiR, or MR

[Psi23 Grand] Snow Cloud: Multicolored snow (can damage/heal)

[Psi16 Major] Golem Form: Ruby: set Str 20+LVL; Immune Priest magic

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

[Psi81 Major] Missile Reflection: Reflect 1 missile per P attack

[Psi3½ Major] Evade Burst: You take no damage from a burst on a successful Reflex save.

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

Combat effects:

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

[Pri SL8] Conjure/Dismiss Semi Elemental: Summons or dismisses a Semi Elemental

[Wiz SL6] Monster Swarm Summoning VI: Summons CL*2 DL V monsters

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

[Wiz SL10] Power Word Kill 10: Kills a creature if current hp < 150 (no save)

[Wiz SL9] Imprisonment: Entombs subject beneath the earth

[Wiz SL7] Prismatic Beam: One target is hit by all 7 colors of Prismatic Spray

[Psi3 Major] Negate Psionics: Cancels psionic powers and effects.

[Psi30 Ultra] Chaotic World: Chaos Blast

[Pri SL5] Greater Command : As command, but affects one subject/level.

[Wiz SL11] Fireball 11: CLd22 fire dmg to a group (save:½)

[Psi2 minor] Aging: (level)d4 years aged; (level)d10 years

Dungeon090520 - Dungeon Level 105 (What The Fuck)

Room # 2

Fountain/Pool Room - 35ft. long x 10ft. wide x 30ft. tall

bunks; cabinet; smoky smell; humming

Phase Door (phases in/out every so often) on the west wall leading to a 45ft. long x 25ft. wide x 5ft. tall hallway.

Sample Names: Lenusya the ever-loving, blue-eyed Masked Three (Solar); Sedalia the polite Copper Sentinel (Abnormal brain fur

Air in room transforms into Elemental Minerals Trap; DL 105; Search DC 1138 (41000 Chr damage/s, DC 1116 Reflex save for half

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

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Segm
1,215,452gp

dried blood

a potion of cure critical wounds, 'cure critical' " " ", 39gp

Rian's Adductor longus muscle: +309 to Chr; 1Z: The effects of

your non-Concordant spells and abilities are permanent; CL 430; SL 105; 11025580gp

Garnet Book: +6900 PSP's; 11025110gp

DL CV Zetta-Large Black Seaplanes x(1289) x[8]

i^83 AC 1.1E+5, HD 5.0E+23, i^47 hp 4.2E+26, IR 1131% #Att 141, TH ÷ AC/Save DC by 11130, i^88 dmg 132305

Str 372, Dex 322, Con 380, Int 215, Wis 212, Chr 348, 3.1E+5kxp

Bah (A being of your choice is Twilight (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Psi2 minor] Strength of the Land: +25 hp,+3 TH,+3 dmg,25% MR; Lasts 5r after maint.

[Psi6G Major] Contingency: Set up a contingency for Psi6G power

[Psi-3 Grand] Breath of the Drake: Breath water for 11d4 damage.

[Psi9 Ultra] Amplification: xCH on next Psi9 power's effect

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

[Wiz SL12] Sixth Level Magic-User Spells (DM2): Can cast one 6th Level Wizard spell per round as Z action

[Wiz SL9] Anti-Magic Shell 9: Anti-Magic of SL 0 to 8

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

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

[Psi6G Major] Persistence Worm: Does a 1st Dominion power over and over (1 time per segment)

[Pri SL9] Duplicate Mechanism: duplicate a technology item

[Psi16 Grand] Golem Form: Phantom Flyer: Fly 24" (C); Immune darkness; Darkvision; +2 tentacles (2d8 dmg each)

Combat effects:

[Wiz SL9] Wail of the Banshee: Kills one creature/level.

[Pri SL9] Death's Door 9: Target (currently at negative hp) goes to 32 hp (can't go above max)

[Psi8 Ultra] Steal Attunement: Allow another to have & use one of the technological objects *anyone* made using Psi8

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

[Psi1 Ultra] Cellular Heal/Harm: up to X targets: Heal or Harm X% of max hp

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

[Pri SL7] Conjure/Dismiss Quasi Elemental: Summons or dismisses a Quasi Elemental

[Pri SL9] Conjure Elemental 9: Conjure a DL=8 elemental

[Pri SL5] Wall of Fire : Passing through wall deals 2d6 +1/level.

[Pri SL7] Dispel Magic 7: Dispel 5 magic effects

[Wiz SL12] Power Word Kill 12: Kills a creature if current hp < 210 (no save)

[Wiz SL3] Prismatic Wall 3: 3 Prismatic colors or 1 MultiPrismatic colors (may repeat colors in either mode)

Dungeon090520 - Dungeon Level 105 (Got Dang Bobby)

Room # 3

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

coal; pipette; urine smell; footsteps (side)

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

Sample Names: Nyanza the diseased Slime Pack (Sleigh); Argen the puerile Lightning Condor (Hovercraft)

Container transforms into Elemental Sand Trap; DL 105; Search DC 1095 (240 Int damage/s, no resistance)

Force Field that (causes/has/or is) Appearing/Disappearing

[x2] Room is permanently/continuously Alley Effected, only creatures immune or bubbled against it can function here.

4,252,646gp

tent

gold Bullions, 0gp

Rian's Spleen: +339 to HD; 1M: Two targets fall in love.; CL 486; SL 105; 11025860gp

Saffron Sling [13d20] +30624 Th/+23408 dmg -1+/x22; 1Z: Major: 1M: Do 2 Minor powers that

you know; Grand: 1M: Do 2 Major powers that you know; etc.; CL 518; SL 105, 9091677gp

DL CV Macro-Gargantuan Bottle Green Bits x(724) x[5]

i^64 AC 1.1E+5, HD 1.7E+6, i^79 hp 1.5E+9, RR 1120% #Att 13, TH ÷ AC/Save DC by 11130, i^58 dmg 5.5E+5

Str 278, Dex 341, Con 255, Int 629, Wis 741, Chr 180, 3.1E+5kxp

Pat Yourself On The Back (A being of your choice is Crushed(destroyed) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Wiz SL10] Psionic Shield: class VI/esper-blind but can still use psi for 1t

[Wiz SL11] Anti-Magic Shell 11: Anti-Magic of SL 0 to 10

[Wiz SL10] Tenser's Transformation 10: +200% of max hp to current hp, +6 TH melee

[Psi3½ Grand] Mind Blank, Personal: You are immune to scrying and mental effects.

[Pri SL5] Spell Resistance : Subject gains +12 +1/level SR.

[Psi6G Major] Persistence Worm: Does a 1st Dominion power over and over (1 time per segment)

[Wiz SL10] Nazzer's Nullification: Creates a DMZ (Dispel Magic Zone)

[Wiz SL8] Tenser's Transformation 8: +150% of max hp to current hp, +4 TH melee

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

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

[Wiz SL11] Duplicate Mechanism: duplicate a technology item

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

Combat effects:

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

[Psi-3 Major] Astral Destruct III: Astral destruct fights for you.

[Psi-5 Major] Beam of Nothing: CL*CL dmg in a 30' line (no save); they lose next F action (save)

[Pri SL6] Feeblemind:

[Psi10 Grand] Dream of Death: Death Spell 5d20 HD (save vs. Death Magic), sleeping targets get no save

[Pri SL3] Creeping Doom 3: 40 insect dmg

[Psi-12L minor] Blind/Unblind: Cure or Cause Blindness (RSW save)

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

[Psi-17 Major] (no name): Chain Lightning: as spell, but jumps randomly (not closest person), can hit someone more than once

[Wiz SL12] Fireball 12: CLd24 fire dmg to a group (save:½)

[Wiz SL10] Summon Dweomer: Summons a creature (your choice, not random) with HD < CL

[Wiz SL5] Wall of Iron : 30 hp/four levels; can topple onto foes.

Dungeon090520 - Dungeon Level 105 (Fucking A)

Room # 4

Hall, Great - 35ft. long x 50ft. wide x 50ft. tall

stool; horn; putrid smell; drumming

Loop Door (goes to another timeline) on the north wall leading to a 50ft. long x 15ft. wide x 25ft. tall hallway.

Sample Names: Torisk the discourteous Time Rebel (Kayak); Pelinshae the sarcastic Air Octopus (Harpoon)

Inhaled Alcohol Trap; DL 105; Search DC 1082 (580 Cml damage, DC 1071 PPD save to negate)

Room (Floor) that (causes/has/or is) down-sliding

[x2] Immortals cannot smell, feel, or sense into this room unless they are actually there; Divine Intervention fails

7,763,147gp

pillows

Assassins Dagger of Reason, dagger, 1d1 (1), 400gp

Grifter's Plate: Equip: Pay 13 Wis and "Equipped creature gets +736

to hit/dmg and +58 AC/saves and 28090 hp and has Trample.; 11025840gp

Greenish Photo album: Free Run Feat: Move at x5 instead of x4 speed while running; 11025880gp

DL CV Xona-Tiny Steely Horns x(1460) x[6]

i^65 AC 1.1E+5, HD 6.5E+28, i^80 hp 5.5E+31, BlahR 1112% #Att 76, TH ÷ AC/Save DC by 11130, i^67 dmg 2.2E+5

Str 433, Dex 318, Con 306, Int 702, Wis 233, Chr 439, 3.1E+5kxp

Yessum (A being of your choice is Vetoed(slowed) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Pri SL8] Robe Of Healing: Get 20 1d4+4 healing effects (self or other) every round for 1h

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

[Psi8 Grand] Construct Weapon Item 4: Create a "Weapon" type item (see next page) of TechL=CL, each 4 TechL takes 1S action

[Wiz SL8] Fire Shield 8: Anyone who melees with you takes 175% dmg back

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

[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)

[Psi54 Ultra] Gadgetry: 1M, 1/d: Build a TechL=SL Psi8 item

[Wiz SL10] Tenser's Transformation 10: +200% of max hp to current hp, +6 TH melee

[Pri SL4] Dimensional Anchor : Bars extradimensional movement.

[Psi15 minor] Improve Breath Element: Add 1 to the E factor of your breath weapon element. (Choose a new element when you

[Wiz SL4] Dimensional Anchor : Bars extradimensional movement.

[Psi1 Major] Pass-Way: Can pass through any material or Wall spell (no harm)

Combat effects:

[Pri SL6] Death's Door 6: Target (currently at negative hp) goes to 4 hp (can't go above max)

[Wiz SL5] Wacky Ball 5 / Normal / ½: Ld10, save: ½

[Psi45 Grand] Hypnotic Control: Hypnosis (SL/2 saves)

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

[Psi30 Ultra] Decrease Constitution: -1 Con/succ

[Psi2 Major] Banishment: Target in pocket;returns @ end; Cannot gate/teleport

[Pri SL5] Greater Command : As command, but affects one subject/level.

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

[Wiz SL6] Semi-Imprisonment: Target is Imprisoned for CL segments (no save)

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

[Wiz SL8] Wacky Ball 8 / Normal / ½: Ld30, save: ½

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

Dungeon090520 - Dungeon Level 105 (Not On My Life)

Room # 5

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

U rack; Floors of Water; roar(ing); wind, strong, gusting

Sliding Door (slides left/right into wall) on the west wall leading to a 15ft. long x 5ft. wide x 25ft. tall hallway.

Sample Names: Urag the astonishing Rocket Sidekick (Vibro-); Enevahr the virtuous Supreme Chameleon (Chariot)

Injected Composite Trap; DL 105; Search DC 1054 (6300 idamage, DC 1115 Will save for half)

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

[x2] Mortals cannot see, smell, or sense into this room unless they are actually there; Divine Intervention fails

211,688gp

chalk

a map of southern Midgaard, 100gp

Rian's Triceps muscle: +88 to LVL; 1Z: Whenever you summon or create

creatures, you get twice as many of them.; CL 453; SL 105; 11025540gp

Gallon of Pearly Urine.; 1M: Wiped Out(destroyed) Shield: Whenever someone hits you with a melee attack, they suffer that Status Effect unless they make a save vs. Spell.; CL 535; SL 20; 11025450gp

DL CV Peta-Large Iridescent Glidings x(1954) x[8]

i^72 AC 1.1E+5, HD 4.7E+17, i^50 hp 4.0E+20, ER 1144% #Att 170, TH ÷ AC/Save DC by 11130, i^92 dmg 110290

Str 541, Dex 720, Con 348, Int 289, Wis 696, Chr 508, 3.1E+5kxp

Bugger (A being of your choice is Crushed(destroyed) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Psi54 minor] Mystic Shield: SR SL*CL

[Psi14 Grand] (no name): Your gaze causes Charm (no save, IR)

[Psi45 Ultra] Warding: Create a Trap (x1 Psionic) for SL/2 Psi45 powers

[Pri SL10] Goodberry 10: Creates 40 goodberries

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

[Psi6N Grand] Null Field 4: All spells of SL 4 or higher don't work in 100'r

[Wiz SL9] Fire Shield 9: Anyone who melees with you takes 200% dmg back

[Pri SL7] Phoenix Sanctuary: You take half damage from any source (duration 1 turn, cannot be made permanent)

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

[Pri SL6] Goodberry 6: Creates 24 goodberries

[Wiz SL11] Globe of Invulnerability 11: Immune to spells with SL=0 to 10

[Psi54 minor] Aura of Fear: Fear by sight (SL saves)

Combat effects:

[Pri SL5] Cure Wounds 5: Cures 15d8 hp (can take offer of 6 per die -> 90 hp)

[Psi45 minor] Disruption: Minor: Target takes CL*SL disruption damage (no save); Grand: The damage given plus a Disintegrate e

[Psi10 Major] Fire Blast: One group takes (8+CL/5)d6 fire dmg (save:½)

[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)

[Psi6G Grand] Summon Greater Deva: Summons a x2 Angel or Greater Deva

[Wiz SL9] Energy Drain: Subject gains 2d4 negative levels.

[Psi29 Major] Monster Summoning IV:

[Pri SL7] Summon Nature's Ally VII : Calls creature to fight.

[Psi54 Ultra] Ice Production: CL*(SL+2) ice dmg to one target (no save)

[Psi9 Grand] Temporal: Stop Time: CH*3' radius Time Stop

[Psi3½ Grand] Crisis of Life: Stop subject's heart.

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

Dungeon090520 - Dungeon Level 105 (Kthx)

Room # 6

Training/Exercise/Practice - 10ft. long x 15ft. wide x 30ft. tall

wardrobe; staff, normal; clicking; earthy smell

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

Sample Names: Murith the imbecilic Global -strike (Spear); Emmech the omnivorous Winter Princess (Orb)

Air in room transforms into Elemental Magic Trap; DL 105; Search DC 1147 (420 Wis damage/s, DC 1143 Spell save for 1/3)(multi

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

[x2] Room is permanently/continuously ****Cursed**** (Ancient Foul Cursed)ed, only creatures immune or bubbled against it can fu
7,401,510gp

belt

a bloody cowl, +4 AC, 10gp

Rian's Crap: +91 to HD; 1V: x1 Special on room: Wacky balls cure instead of damage

people. Spend a SL=2 spell slot each round to upkeep this. ; CL 685; SL 105; 11025590gp

Purplish Coasters: +105hhLQ∞T Action(s); 11025330gp

DL CV Exa-Medium Yellow Secures x(1069) x[4]

i^75 AC 1.1E+5, HD 2.4E+20, i^62 hp 2.1E+23, TR 1076% #Att 26, TH ÷ AC/Save DC by 11130, i^72 dmg 6.6E+4

Str 320, Dex 410, Con 398, Int 140, Wis 356, Chr 506, 3.1E+5kxp

Phew (A being of your choice is Skinned(intrude) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

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

[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)

[Pri SL5] Resist Vulnerability: Target gains a Resist to something which can only be used to counter a Vulnerability (Duration 1 hc

[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.

[Psi4 Grand] To Hit *2: Multiply your to hit rolls by 2, you autohit on natural 21-2 or better (Minor is 19).

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

[Wiz SL5] Animal Growth : One animal/two levels doubles in size, HD.

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

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

[Pri SL2] Double Resist [E=1 element]: Pick an E=1 element, you double resist it (1/4 dmg, 1/10 if make save) for 1 hour.

[Pri SL7] Spell Immunity 7: Be immune to 4 spells by name

[Pri SL5] Extra Group +1: The next spell you cast will affect +1 groups of monsters

Combat effects:

[Psi6E Major] Mass Suggestion: As the 6th level Wizard spell

[Psi60 Major] Toxin: Poison (as spell)

[Psi54 Major] Ice Animation: Summon a DL=SL Ice Elemental

[Psi10 Major] Automaton: Control target's V actions (save)

[Psi9 Major] Molecular Disrupter: CHd10 Disruption damage (save:½)

[Pri SL5] Remove Coma: Removes the Coma effect

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

[Pri SL10] Dispel Evil 10: Dispel 6 evil targets (can target the same thing more than once) (save)

[Psi29 Grand] Grand Detonate (Psi2):

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

[Pri SL6] Command 6: Target makes 6 saves, each missed save allows 1 word for a command to be given

[Wiz SL9] Really Really Put of Misery: Target being that is Capital S Slain is removed from the timeline (no save)

Dungeon090520 - Dungeon Level 105 (Jeez Louise)

Room # 7

Hall, Great - 30ft. long x 35ft. wide x 35ft. tall

idol(s); fallen stones; buzzing; whistling

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

Sample Names: Talindra the base Living Armadillo (Cycle); Betharra the battling Father Chameleon (Crossbow)

Prismatic Wall 12 Trap; DL 105; Search DC 1082 (Cleric CL 210, no save)

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

[x2] Room is permanently/continuously Capital F Folded, only creatures immune or bubbled against it can function here.

4,738,530gp

dampness, wall

a bright yellow daffodil, 0gp

Needle of Taupe Female Squirt.; 1/2M: Atomized(destroyed) Shield: Whenever someone hits you with a melee attack, they suffer that Status Effect unless they make a save vs. Spell.; CL 615; SL 20; 11025460gp

Bluish Cube [98d10] ++106 dmg -4+/x15; 1M: Choose 1 target within 120'

per segment, it takes 6d6 fire dmg (save:½); CL 375; SL 105, 5108324gp

DL CV Giga-Fine Vermilion Eels x(1585) x[7]

i^76 AC 1.1E+5, HD 1.4E+10, i^90 hp 1.2E+13, MR 1124% #Att 66, TH ÷ AC/Save DC by 11130, i^83 dmg 1.1E+5

Str 325, Dex 638, Con 695, Int 184, Wis 637, Chr 341, 3.1E+5kxp

Right (A being of your choice is Unsettled(cursed) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

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

[Wiz SL8] Tenser's Transformation 8: +150% of max hp to current hp, +4 TH melee

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

[Wiz SL7] Anti-Psionic Shell:

[Psi16 Ultra] Golem Form: Brain: +1QM action; 1M: Psi1 Psionic Blast; iPR +70%

[Wiz SL10] Reflect Dweomer: One action or effect is reflected to caster (no save)

[Psi72 minor] Force Field: +PL current hp

[Psi3½ minor] Dissolving Weapon: Your weapon deals 4d6 acid damage.

[Wiz SL10] Anti-Magic Shell 10: Anti-Magic of SL 0 to 9

[Psi30 Major] Animate: Animate Object (as spell)

[Psi-3 minor] Lesser Metaphys. Armor: Enemies need a +1 weapon to hit you.

[Pri SL7] Regenerate 7: Regenerates 1 hp /s

Combat effects:

[Pri SL10] Dispel Magic 10: Dispel 8 magic effects

[Psi12T minor] Mass Blindness: Blindness (as spell) but 90'r area

[Psi6E minor] Continual Darkness: As the wizard spell "Continual Darkness"

[Wiz SL6] Power Word Kill 6: Kills a creature if current hp < 30 (no save)

[Wiz SL7] Death Spell 7: Slay 7d12 HD of creatures (save)

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

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

[Wiz SL10] Tap Dweomer: Move CLdCL current hp from one target to another (no save)

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

[Pri SL9] Fire Storm 9: (CL+2)d14 holy fire dmg, hits 4 groups (no save)

[Psi45 Major] Combustion: An object explodes (item save), the person carrying it takes CL*SL/2 damage (save)

[Psi27 Major] Drake: You can breathe an Inner Element once this round equal to your hp in dmg.

Dungeon090520 - Dungeon Level 105 (Yippee Kiyay Mfer)

Room # 8

Rogue's Chamber/Lab - 45ft. long x 10ft. wide x 45ft. tall

balance & weights; Bridge, Ice; ozone smell; clicking

Time Door (goes to another time) on the east wall leading to a 30ft. long x 5ft. wide x 10ft. tall hallway.

Sample Names: Murgol the abusive Elasti-meister (Symbiosis); Jolan the chivalrous Water Longshoreman (Taxi)

Air in room transforms into Elemental Fungus/Seaweed Trap; DL 105; Search DC 1066 (1300 Str damage/s, no save)(multiple targets)

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

[x2] Ultraplanar beings cannot feel, smell, or sense into this room unless they are actually there; Divine Intervention fails

10,677,310gp

silver symbol

Death's Presence, Ogp

Featherweight Chain Mail +8/+8 (No Armor; No Weight), 123140gp

Maroon Gauntlets [AT+39607] +34225 AC/+107 Saves; 1P: How many of an item exists is multiplied

by 2 (you need a Grand to duplicate a x2 item); CL 450; SL 105; 9298315gp

DL CV Zetta-Titanic Ivory Fuels x(843) x[6]

i^80 AC 1.1E+5, HD 7.9E+24, i^52 hp 6.7E+27, CR 1084% #Att 81, TH ÷ AC/Save DC by 11130, i^52 dmg 3.3E+5

Str 165, Dex 412, Con 183, Int 699, Wis 644, Chr 190, 3.1E+5kxp

Okie Doke (A being of your choice is *Cursed* (doesn't target, no resist, can't be dispelled).)

Prepared effects:

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

[Psi45 minor] Illusory Duplication: Mirror Image (SL images)

[Pri SL10] Protection from Fire 10: Stop the next CL*36 fire dmg

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

[Wiz SL5] Globe of Invulnerability 5: Immune to spells with SL=0 to 4

[Pri SL8] Lady's Smile: Can choose result of 1 die roll within 2r

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

[Psi18 Grand] Scty: Flight Blockade: [permanent] No flying in area

[Psi3 minor] Biocurrent: Continuous bioelectrical current deals 1d4 electrical dmg/r to up to 2 cr.

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

[Psi81 minor] Extra Limbs: +1 arm, +1 tail, +2 legs, or +2 tentacles

[Wiz SL3] Prismatic Sphere 3: 1 Prismatic color

Combat effects:

[Pri SL5] Dispel Magic 5: Dispel 3 magic effects

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

[Pri SL8] Conjure Greater Elemental: Conjures a 36 HD Elemental Lord (x2 being)

[Pri SL4] Dispel Psionics: Cancels psionic effects

[Psi45 Grand] Heat: Target takes SL*CL Fire damage per segment for 1 round (no save)

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

[Wiz SL7] Fireball 7: CLd14 fire dmg to a group (save:½)

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

[Psi18 Grand] Limited Wish: Limited Wish (as spell)

[Pri SL5] Dispel Innates: Dispel Innates

[Pri SL8] Heal 8: Cure to 150% of max hp (max Heal 8 can cure at once = 1500 hp)

[Psi0 Grand] Fireball: KiLd6 dmg, KiL' radius (fire damage) (save:½, if made save again for 0)

Dungeon090520 - Dungeon Level 105 (Stank You)

Room # 9

Lounge - 10ft. long x 35ft. wide x 10ft. tall

Bridge, Rope; coat rack; smoky smell; snapping

Phase Door (as the spell) on the west wall leading to a 50ft. long x 10ft. wide x 5ft. tall hallway.

Sample Names: Surdulica the annoying Crime Terrorist (Musket); Selathian the bombastic Lurking Emperor (BBs)

Tripping Deathblades Trap; DL 105; Search DC 1137 (Attack +1890 melee, 730d20 Chr damage), (multiple targets)

Wall that (causes/has/or is) stuck

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Year
11,018,619gp

paint

a bottle of lager, 25gp

Clear Bolas [68d4] +106 Th/+155 dmg -8+/x55; 1/2M: 1 target: Paralysis 1h (save); CL 498; SL 105, 125840gp

Drab Age Cat. 55 Brown Dragon Armor [AT+31335] x34 AC/+12768 Saves;

1M: Gain 5 temporary hit points.; CL 546; SL 105; 10782750gp

DL CV Tera-Small Yellowish Disadvantages x(692) x[4]

i^86 AC 1.1E+5, HD 1.2E+14, i^69 hp 9.8E+16, RR 1088% #Att 159, TH ÷ AC/Save DC by 11130, i^55 dmg 6.6E+4

Str 249, Dex 404, Con 357, Int 349, Wis 556, Chr 125, 3.1E+5kxp

Yikes (A being of your choice is Violated(intrude) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

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

[Psi-12T Major] Improved Inallability: Improved Invisibility (sight/sound/smell), can't be touched

[Psi54 Grand] Magic Shield: Stops SL/2 magical attacks on you

[Wiz SL5] Animate Dead : Creates undead skeletons and zombies.

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

[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.

[Psi3½ minor] Vigor: Gain 5 temporary hit points.

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

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

[Psi6N minor] Null Field 10: All spells of SL 10 or higher don't work in 100'r

[Pri SL8] Lady's Smile: Can choose result of 1 die roll within 2r

[Psi45 Grand] Plasma Control: SL/2 (round down) instances of Resist plasma; +SL*10% damage with plasma effects

Combat effects:

[Pri SL4] Creeping Doom 4: 160 insect dmg

[Psi30 Grand] Incr./Decr. Movements: ±1 V action /r per 2 successes

[Psi10 Major] Static Discharge: All in caster's group (except caster) take (10+CL/3)d6 lightning dmg (save:½)

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

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

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

[Psi2 Major] Detonate: (level)d6 damage (save:½); (2*level)d6 damage

[Psi45 Ultra] Radiowave Generation: SL*CL/2 Radiowave damage (1 group, no save, the effect can go through a SL' wall)

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

[Psi29 Major] Rainbow Silver effect:

[Pri SL9] Conjure Elemental 9: Conjure a DL=8 elemental

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

Dungeon090520 - Dungeon Level 105 (Good To Go)

Room # 10

Priest's Chamber/Lab - 45ft. long x 50ft. wide x 40ft. tall

platform; Flowstone (slippery); dank, mouldy smell; whistling

Plant Door (a door made of plants) on the north wall leading to a 5ft. long x 20ft. wide x 10ft. tall hallway.

Sample Names: Zarik the astonishing Lurking Razor (Analyzer); Verthandi the crazy Monsieur Specter (ATV)

Hail of Spears Trap; DL 105; Search DC 1105 (Attack +525 ranged, 180d2 Int damage)

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

[x2] Mortals cannot hear, smell, or sense into this room unless they are actually there; Divine Intervention fails

1,080,241gp

mandolin

a Cuban Cigar, 200gp

Rian's Blood: +15 to LVL; 1attack: One target 10d6 elec

dmg, 1d6 other targets 10d6 elec dmg.; CL 582; SL 105; 11025190gp

Leaden Bludgeoning Weapon [3d20] +174 Th/+145 dmg -13+/x45; 1P: Deflect a melee attack; CL 489; SL 105, 134627gp

DL CV Zetta-Titanic Turquoise Fangs x(811) x[5]

i^91 AC 1.1E+5, HD 7.9E+24, i^52 hp 6.7E+27, PR 1074% #Att 129, TH ÷ AC/Save DC by 11130, i^73 dmg 22135

Str 661, Dex 675, Con 388, Int 407, Wis 660, Chr 245, 3.1E+5kxp

Safety First (Reflect a being of your choice's segment of actions (can't be dispelled).)

Prepared effects:

[Psi0 Major] Focus: Stay Conscious: Stay Conscious at negative hp; X = -(current hp)/2, round up

[Pri SL10] Resist Fire/Resist Cold 10: Take -90% dmg vs. fire or cold

[Psi7 Grand] (no name): Immunity to any effect that requires a Fortitude save (unless the effect also works on objects)

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

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

[Psi54 Ultra] Mystic Shield: SR SL*CL

[Pri SL5] Ironskin: Does not stop falling damage. Does not leak like Stoneskin. Any attack (hit or miss) knocks off an Ironskin, unl

[Psi29 minor] Mirror Image:

[Psi19 V] Immortality Other: N targets cannot be killed or slain this day (doesn't work on self)

[Pri SL5] Summon Nature's Ally V : Summons a DL V animal (maintained)

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

[Wiz SL11] Bestow Save: get saves vs effects with no save 1t/lvl

Combat effects:

[Wiz SL10] Create Dweomer: Wall of any element, dmg = (2*CL)d8+(CL) (no save)

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

[Psi-12C Major] Wild Invocation IV: Random 6th (80%) or 7th (20%) SL Wizard Invocation spell

[Pri SL5] Insect Plague : Insect horde limits vision, inflicts damage, creatures flee.

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

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

[Pri SL8] Blade Barrier 8: 10d10 dmg wall (shards)

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

[Pri SL3] Hold Person/Monster 3: Hold 5 person or 3 monster targets (save)

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

[Wiz SL7] Immediate Monster Summoning VII: Summons a DL V monster without summoning sickness

[Psi54 Major] Water Animation: Summon a DL=SL Water Elemental

Dungeon090520 - Dungeon Level 105 (Hell No)

Room # 11

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

pentagram; Walls of Fire; laughter; rotting vegetation smell

Teleport Door (other side is far away) on the north wall leading to a 25ft. long x 25ft. wide x 10ft. tall hallway.

Sample Names: Alayne the spellbinding Scarlet Maximus (Plane); Karathis the unloved Rainbow Mist (Hyper-)

Solid Stun Blast Trap; DL 105; Search DC 1075 (Psionicist CL 210, DC 1146 Spell save to negate)

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

[x2] Room is permanently/continuously Capital F Folded, only creatures immune or bubbled against it can function here.

4,808,487gp

leather bracers

magenta potion, 'armor' 'cure light' 'poison' ", 32gp

Clear Wand [63d8] +26570 Th/+108 dmg -30+/x36; 1V: TK punch:roll TH, dmg= $\frac{1}{2} \times \text{succ}$; CL 482; SL 105, 4526767gp

Rosy Bookmark: +4100 Skill Points; 11025250gp

DL CV Zetta-Tiny Claret Lakes x(1467) x[7]

i⁵⁷ AC 1.1E+5, HD 6.2E+22, i⁸⁶ hp 5.2E+25, IR 1107% #Att 187, TH ÷ AC/Save DC by 11130, i⁸⁰ dmg 5.5E+5

Str 540, Dex 744, Con 589, Int 735, Wis 348, Chr 184, 3.1E+5kxp

Woo (A being of your choice is Blasphemy(cursed) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Psi45 Grand] Force Field vs. Hostiles: Enemies must make SL/2 saves to attack you

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

[Psi6E Major] Cloak of Darkness: Imp.Invis., Immune to Detection/Location

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

[Wiz SL11] Symbol Of Wizardry: all that look at symbol have their spells reset

[Pri SL8] Antimagic Field : Negates magic within 10 ft.

[Wiz SL4] Globe of Invulnerability 4: Immune to spells with SL=0 to 3

[Psi3½ Major] Incarnate: Make some powers permanent.

[Pri SL6] Protection from Lightning 6: Stop the next CL*20 lightning dmg

[Wiz SL4] Stoneskin (2): 4+CL/2 stoneskins; they "leak"

[Pri SL2] Goodberry 2: Creates 8 goodberries

[Psi4 Grand] Actions *2: Pick one action type (M, P, V). Your number of actions of that type is multiplied by 2

Combat effects:

[Psi30 Grand] Acid Bolt: Acid damage, Con resists

[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

[Psi3½ minor] Mind Thrust: Deal 1d10 damage.

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

[Psi9 Grand] Transferer: Steal one power from target (save)

[Psi30 Grand] Death Beam: Necromantic damage

[Wiz SL5] Summon Monster V : Calls outsider to fight for you.

[Psi45 Ultra] Combustion: An object explodes (item save), the person carrying it takes CL*SL/2 damage (save)

[Psi81 Major] Dispel 5: Dispel a SL 0-5 effect

[Psi9 Grand] Possession: Magic Jar (as spell)

[Psi-12T minor] Ice Aura: Anyone who melees with you takes CL ice dmg /s (no save)

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

Dungeon090520 - Dungeon Level 105 (Fuck Da Pope)

Room # 12

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

coat rack; cushion; breeze, gusting; footsteps (receding)

Locked Door, Magic/Psi on the west wall leading to a 30ft. long x 5ft. wide x 15ft. tall hallway.

Sample Names: Najera the grim Fighting Champion (Atomic); Zivon of Svirilsk the self-righteous Commander Claw (Genetic engine)

Unchangeable Reality Trap; DL 105; Search DC 1074 (Psionicist CL 210, DC 1068 Breath Weapon save to negate)

Door, Secret that (causes/has/or is) illusory wall

[x2] Ultraplanar beings cannot hear, smell, or sense into this room unless they are actually there; Divine Intervention fails

939,769gp

clay

a heart shaped medallion, 220gp

Weapon A1 (Direct Physical) (+8/+8; reverse Meteor Swarm (Air & Water) brand), 171150gp

Rian's Tibialis anterior muscle: +202 to Dex; 1/2M: +CCL RV actions. ; CL 378; SL 105; 11025510gp

DL CV Yotta-Diminutive Electric Blue Basins x(759) x[4]

i^92 AC 1.1E+5, HD 3.2E+25, i^53 hp 2.7E+28, AllR 1109% #Att 45, TH ÷ AC/Save DC by 11130, i^65 dmg 22089

Str 375, Dex 143, Con 196, Int 317, Wis 648, Chr 316, 3.1E+5kxp

What The Deuce (A being of your choice is Erased Forwards and Backwards in Time (doesn't target, no resist, can't be dispelled).

Prepared effects:

[Psi16 Ultra] Create Golem IV: Create a DL X Golem (iAC=CL/12, ihp=CL/5, Str=8*CL)

[Pri SL4] Resist [E=4 element]: Pick an E=4 element, you resist it for 1 hour.

[Psi5 minor] Invisibility Realm: Improved Invis., can see other Invis.

[Pri SL2] Protection from Lightning 2: Stop the next CL*4 lightning dmg

[Pri SL6] Resist [E=3 element]: Pick an EE=3 element, you resist it for 1 hour.

[Psi--2 Ultra] Z Acceleration: +CL Q^{∞}0 actions /r (self); Cast Psi using 0 actions

[Pri SL7] Symbol : Triggered runes have array of effects.

[Wiz SL9] Third Level Magic-User Spells (DM1): Cast any four 3rd level Wizard spells simultaneously when it is cast.

[Psi9 Ultra] Environ.: Familiar Locale: CH mile r, atmosphere same as home

[Pri SL8] Duplicate Monster: Duplicate a x1 monster (not incl. classes)

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

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

Combat effects:

[Psi3½ minor] Strength of My Enemy: Siphon away your enemy's strength and grow stronger.

[Pri SL5] Limited Cureall: Cureall, target must Fort save vs. # hp down (+10 per other effect)

[Psi15 Major] Darkness: Darkness CL*10' radius

[Wiz SL5] Cloudkill : Kills 3 HD or less; 4-6 HD save or die.

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

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

[Psi-6G Major] Desolation: All psionic pools (including yours and friends) within 70' radius are emptied (use antiPsiR)

[Pri SL9] Conjure Elemental 9: Conjure a DL=8 elemental

[Psi-6G Major] Apocalypse: Pick a 350' radius area, next segment, all in area take CL^3 vile dmg (no resistance)

[Wiz SL10] Tap Dweomer: Move CLdCL current hp from one target to another (no save)

[Pri SL8] Spiral Of Degeneration: All x1 items within 50' turn off, all lose 1 spell/r, 1h

[Psi54 Grand] Ice Animation: Summon a DL=SL Ice Elemental

Dungeon090520 - Dungeon Level 106 (Blurgh)

Room # 1

Training/Exercise/Practice - 5ft. long x 30ft. wide x 30ft. tall

tripod; beaker; sneezing; ozone smell

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

Sample Names: Rivalin the base Fantastic -wing (Vibro-); Coroleas the contemptible Magnetic Shark (Psycho-)

Air in room transforms into Elemental Solid Neutronium Trap; DL 106; Search DC 1150 (400 Con damage/s, DC 1102 RSW save for

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

[x2] Ultraplanar beings cannot feel, taste, or sense into this room unless they are actually there; Divine Intervention fails

5,716,803gp

sticks

a Magical Jacuzzi, Ogp

Chrome Scarab [AT++118] +29928 AC/+211 Saves; 1M: No Target: Cannot

be directly targetted with effects; CL 518; SL 106; 5542930gp

Rian's Fibula bone: +283 to HD; 1V: When you summon a

creature, destroy an item or spell effect.; CL 440; SL 106; 11237090gp

DL CVI Peta-Colossal Violet Pantyhoses x(481) x[6]

i^94 AC 1.1E+5, HD 3.8E+18, i^51 hp 3.3E+21, PR 1142% #Att 107, TH ÷ AC/Save DC by 11342, i^95 dmg 1.3E+5

Str 304, Dex 383, Con 354, Int 198, Wis 416, Chr 683, 3.3E+5kxp

Jumping Jesus On A Pogo Stick (A being of your choice is Disintegrated (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Wiz SL11] Continuous (one spell is continuous):

[Wiz SL12] Original Stoneskin 12: Block the next 9 P actions of attacks

[Wiz SL11] Fire Shield 11: Anyone who melees with you takes 250% dmg back

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

[Psi-15 Grand] Dial-a-Breath Element (≤): You can use any element with E factor equal to or less than your normal breath.

[Psi29 minor] Missile Deflection:

[Psi45 Grand] Vibration Control: SL/2 (round down) instances of Resist vibration; +SL*10% damage with vibration effects

[Psi1 Major] Body Control: Water Breathing, Resist environment 1 HD/level

[Psi3½ Major] Truevenom Weapon: Your weapon is horribly poisonous.

[Wiz SL10] Anti-Dispel Magic Shell: your effects are non-dispellable (inc.shell)

[Pri SL8] Robe Of Healing: Get 20 1d4+4 healing effects (self or other) every round for 1h

[Pri SL8] Goodberry 8: Creates 32 goodberries

Combat effects:

[Wiz SL3] Time Stop 3: Stops time for 1d2 segments

[Pri SL5] Command 5: Target makes 5 saves, each missed save allows 1 word for a command to be given

[Psi-12C minor] Taunt Blast: One group will attack you on their next action (no save)

[Psi10 minor] Feather Fall *: Feather Fall

[Pri SL9] Summon Monster IX : Calls outsider to fight for you.

[Psi60 Grand] Nether Bolt: LVL*10 dmg Nether, vile damage

[Wiz SL8] Feeblemind 8: -40 mental stat points (randomly distributed in packets of 5) (save per packet)

[Pri SL3] Bestow Curse : -6 to an ability; -4 on TH/saves/checks; or 50% lose action

[Psi10 Major] Fire Curtain: Circular wall of fire around caster, 3d6 dmg

[Psi45 Grand] Geoforce: 1bM: Stop or Create an Earthquake, Landslide, etc. Damage would be CL*SL Earth to a group (save for C

[Psi-17 Ultra] (no name): Word of Destruction: Room shape is rearranged, everyone in room (incl. PCs) take a slay (save) and a bl

[Pri SL10] Call Lightning 10: (CL+2)d22 lightning dmg (save:½) (halve the die type if not outside)

Dungeon090520 - Dungeon Level 106 (Fo Sheezie)

Room # 2

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

font; strappado; clanking; "Bleah!" (off in the distance)

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

Sample Names: Wregan Oakring the rabid Aqua- Blade (Catapult); Antinko the Deer the impossible Mind -ion (Evolved artificially
Injected Gravity Trap; DL 106; Search DC 1159 (360 idamage, no resistance)

Fire that (causes/has/or is) Teleports

[x2] Room is permanently/continuously Annihilateded, only creatures immune or bubbled against it can function here.

454,803gp

rope

a ((+*+)) bracelet, +3 AC, 950gp

Veteran's Stealthsuit: Equip: Pay 2181 hp(s) and "Equipped creature gets +751 to hit/dmg and +424

AC/saves and 12996 hp and has Protection from wordy, Myriad, Afterlife 44 and Denimwalk.; 11236930gp

Rian's Semitendinosus muscle: +207 to Chr; 1M: You gain

double your strength bonus to damage; CL 487; SL 106; 11236870gp

DL CVI Mega-Titanic Roseate Perfumes x(1064) x[5]

i^91 AC 1.1E+5, HD 7.1E+9, i^97 hp 6.0E+12, IR 1150% #Att 164, TH ÷ AC/Save DC by 11342, i^95 dmg 1123630

Str 467, Dex 504, Con 594, Int 161, Wis 124, Chr 542, 3.3E+5kxp

Duh (A being of your choice is Eradicated(destroyed) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Psi0 Grand] Cobra Charm: Gaze, target must save vs. RSW or he cannot use any actions next segment, maintain 1M

[Wiz SL11] Fire Shield 11: Anyone who melees with you takes 250% dmg back

[Psi45 Ultra] Body Coating: 5*SL hp Armor spell, self only, stacks with the (Wizard) Armor spell

[Wiz SL9] Extra Group +2: The next spell you cast will affect +2 groups of monsters

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

[Psi3 Super] Monster Domination: Dominates any creature for less time.

[Psi29 Major] Anti-Anti-Magic Ray:

[Pri SL5] Double Resist [E=4 element]: Pick an E=4 element, you double resist it (1/4 dmg, 1/10 if make save) for 1 hour.

[Wiz SL8] Second Level Magic-User Spells (DM2): Can cast one 2nd Level Wizard spell per round as Z action

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

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

[Wiz SL10] Anti-Magic Shell 10: Anti-Magic of SL 0 to 9

Combat effects:

[Psi45 minor] Heat: Target takes SL*CL Fire damage per segment for 1 round (no save)

[Wiz SL7] Ray of Enfeeblement 7: -35 physical stat points (randomly distributed in packets of 5) (save per packet)

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

[Wiz SL9] Imprisonment: Entombs subject beneath the earth

[Psi6G Ultra] Stasis: Touch: Target is Temporal Stasised (no save); you control the duration with DPPs

[Psi1 Ultra] Counterspell: [0 action to use] Counters a Magic/Psi/Innate

[Psi10 Major] Fire Stream: Choose 1 target within 120' per segment, it takes 6d6 fire dmg (save:½)

[Pri SL5] Dispel Evil: Unsummons evil creatures (Outer-planar/summoned no save). If cast against 1 creature of the appropriate 1

[Psi3½ minor] Mind Thrust: Deal 1d10 damage.

[Wiz SL7] Banishment : Force a creature or creatures back to its own plane.

[Psi29 Major] Hold Monster:

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

Dungeon090520 - Dungeon Level 106 (Cheers)

Room # 3

Garbage Room - 10ft. long x 20ft. wide x 15ft. tall

Bridge, Ice; carpet; buzzing; steamy near floor

Phase Door (phases in/out every so often) on the south wall leading to a 10ft. long x 5ft. wide x 20ft. tall hallway.

Sample Names: Adal the wretched Brunette Plague (Supernatural); Halmir the belligerent Valiant Tarantula (Cart)

Injected Acid Trap; DL 106; Search DC 1126 (1380 idamage, no save)

Pool that (causes/has/or is) False

[x2] Ultraplanar beings cannot taste, see, or sense into this room unless they are actually there; Divine Intervention fails
8,252,168gp

pulley

a Long Lantern, 12gp

Dull Pipes: +15 Kit Slots; 11236720gp

Mauve Tweezers: All your Psionicist classes use the "set XP table"(3kxp
at 2nd, doubles til 9th,600kxp at 10th,+300kxp per level afterward).; 11236630gp

DL CVI Zetta-Gargantuan Pinkish Graphics x(1215) x[5]

i^41 AC 1.1E+5, HD 2.0E+24, i^56 hp 1.7E+27, PR 1113% #Att 15, TH ÷ AC/Save DC by 11342, i^87 dmg 112462

Str 483, Dex 513, Con 424, Int 735, Wis 687, Chr 565, 3.3E+5kxp

Bfd (Enemy Subordinates can't affect you (can't be dispelled).)

Prepared effects:

[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}

[Psi--2 Grand] Endurance of the World: +9 TH; +9 dmg; IECNR +25% ; Lasts 5r after maint.

[Pri SL5] Protection from Lightning 5: Stop the next CL*16 lightning dmg

[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

[Psi72 minor] Energy Control: -10% dmg to Cold, Darkness, Electricity, Fire, Gravity, Kinetic, Light, Magnetic, Radiation, Sonic, or '

[Pri SL7] Goodberry 7: Creates 28 goodberries

[Wiz SL7] Fire Shield 7: Anyone who melees with you takes 150% dmg back

[Wiz SL7] First Level Magic-User Spells (DM2): Can cast one 1st Level Wizard spell per round as Z action

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

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

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

Combat effects:

[Pri SL8] Conjure Greater Elemental: Conjures a 36 HD Elemental Lord (x2 being)

[Psi8 Major] Repair Serious Damage: Cures 80 hp (8 Hull points) to a technological item, fixes minor malfunctions

[Wiz SL11] Magic Missile 11: (CL+1)*11/2 missiles, each does 1d4+1 force dmg (no save)

[Psi30 Major] Blackout: Blast:Cause Blindness(as spell)

[Wiz SL9] Ray of Enfeeblement 9: -45 physical stat points (randomly distributed in packets of 5) (save per packet)

[Wiz SL5] Wall of Stone : 20 hp/four levels; can be shaped.

[Psi30 Grand] Acid Bolt: Acid damage, Con resists

[Pri SL10] Cure Wounds 10: Cures 55d8 hp (can take offer of 6 per die -> 330 hp)

[Psi-12L Grand] Choose Summoning VII: Monster Summoning using ML VII chart, you pick the result

[Wiz SL8] Incurse (Rewrite Out of Time): Target being or object is Rewritten out of time (i.e. Incursed) (RSW save)

[Psi1 Ultra] Mental Deceleration: Target loses next N mental actions (no save)

[Pri SL8] Flame Strike 8: CLd14 holy fire dmg (save:½)

Dungeon090520 - Dungeon Level 106 (Ok)

Room # 4

Fountain/Pool Room - 20ft. long x 35ft. wide x 25ft. tall

well; arrow slit (wall)/murder hole (ceiling); scuttling; twanging

Concealed (Hidden) Door on the south wall leading to a 30ft. long x 15ft. wide x 5ft. tall hallway.

Sample Names: Angelar the handsome Injustice Dusk (4x4); Robaire the nefarious Crimson Doomsday (Bludgeon)

Well-Camouflaged Spears Trap; DL 106; Search DC 1122 (Attack +318 ranged, 150d12 idamage)

Fire that (causes/has/or is) False

[x2] Mortals cannot smell, feel, or sense into this room unless they are actually there; Divine Intervention fails

8,094,764gp

louse

a cup of coffee, 2gp

Red Amulet; +4 to STR, DEX, CON; Sustain STR; Regeneration;

Permanent Light(1); Activates for charm monsters (x4) every 150+d150 turns, 844540gp

Chestnut Plate: +53 level(s) of exceptional Con; 11236560gp

DL CVI Colossal Aquamarine Magicians x(1270) x[8]

i^72 AC 1.1E+5, HD 3464, i^71 hp 2.9E+6, AllR 1136% #Att 159, TH ÷ AC/Save DC by 11342, i^70 dmg 9.0E+4

Str 357, Dex 578, Con 648, Int 148, Wis 477, Chr 163, 3.3E+5kxp

Fuck That Noise (A being of your choice is Clusterfucked(broken) (doesn't target, no resist, can't be dispelled).)

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.

[Pri SL7] Phoenix Sanctuary: You take half damage from any source (duration 1 turn, cannot be made permanent)

[Wiz SL5] Fire Shield 5: Anyone who melees with you takes 100% dmg back

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

[Psi29 Grand] Duplicate Monster (Clone) (x1):

[Pri SL7] Symbol : Triggered runes have array of effects.

[Wiz SL11] Loop/Reality Stability: Loop/Reality Stability (duration 1 day), reverse removes it (no save)

[Pri SL4] Goodberry 4: Creates 16 goodberries

[Psi6E Major] Spinning Missiles: Small horns break off body and attack

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

[Wiz SL4] Dimensional Anchor : Bars extradimensional movement.

[Psi100 Grand] Preservation: 1=Preserve,2=Trap Soul,5=Permanency,7=Stasis; affects 2+CL/9 groups

Combat effects:

[Psi19 Major] Waves of Darkness: 30' radius, make 2 saves vs. Will, one miss = Confusion CL r., two misses = Fear

[Psi45 Grand] Mechanical Creation: Summon a DL=SL-2 Golem or Technological monster

[Wiz SL9] Wacky Ball 9 / Normal / ½: Ld100, save: ½

[Wiz SL10] Create Dweomer: Wall of any element, dmg = (2*CL)d8+(CL) (no save)

[Pri SL8] Mass Heal : As heal, but with several subjects.

[Wiz SL10] Eridor's Ebony Bolt: 4 perm. hp loss/lvl, no MR, cannot be resisted

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

[Pri SL10] Neutralize Poison 10: Cure 7 poison effects (reverse causes that many, save for each)

[Psi1 Ultra] Wish: Wish (as spell), or any Psi2 Dev/Sci/High Sci

[Psi19 Major] Health: 1M, 1V, touch: Heal hp of damage and/or restore Con; C=number of Con restored

[Wiz SL11] Mental Loss: target loses 1M action for 1t

[Wiz SL5] Fireball 5: CLd10 fire dmg to a group (save:½)

Dungeon090520 - Dungeon Level 106 (Rock And Roll)

Room # 5

Wizard's Chamber/Lab - 15ft. long x 40ft. wide x 40ft. tall

Bridge, Conjured (magical); arras (coin container); steamy near ceiling; earthy smell

Mimic (the monster) on the south wall leading to a 10ft. long x 25ft. wide x 20ft. tall hallway.

Sample Names: Dagos the terrible Madame Menace (Whip); Zarovun the virtuous Earth Network (Water)

Ingested Earth Trap; DL 106; Search DC 1144 (28800 idamage, no save)

Pit that (causes/has/or is) Animated

[x2] Immortals cannot smell, taste, or sense into this room unless they are actually there; Divine Intervention fails

10,770,177gp

hair/fur bits

a meat cleaver, dagger, 4d5 (12), 53gp

Potion of Climbing, 5950gp

Wooden Stealthsuit: Equip: Pay 33 Chr and "Equipped creature gets +105 to hit/dmg and

+16 AC/saves and 11520 hp and has Reach, Horsemanship and Protection from die rolls.; 11236340gp

DL CVI Yotta-Small Azur Priests x(1877) x[4] x[[3]]

i^60 AC 1.1E+5, HD 1.3E+26, i^86 hp 1.1E+29, CR 1108% #Att 178, TH ÷ AC/Save DC by 11342, i^76 dmg 3.4E+5

Str 355, Dex 619, Con 748, Int 267, Wis 301, Chr 746, 3.3E+5kxp

D'Oh (A being of your choice is Ego-Dominated (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Wiz SL9] Original Stoneskin 9: Block the next 6 P actions of attacks

[Wiz SL11] Duplicate Mechanism: duplicate a technology item

[Psi9 Ultra] Thought: Incr.Charisma: +CH Chr, considered X2 in highest class

[Pri SL9] Rift: all undead within 360 yards have x10 hp; duration 3 d

[Pri SL5] Ironskin: Does not stop falling damage. Does not leak like Stoneskin. Any attack (hit or miss) knocks off an Ironskin, unl

[Psi4 Ultra] Item *2.5: How many of an item exists is multiplied by 2.5 (you need a Grand to duplicate a x2 item)

[Psi3 Super] Monster Domination: Dominates any creature for less time.

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

[Pri SL4] Resist [E=4 element]: Pick an E=4 element, you resist it for 1 hour.

[Psi8 Ultra] Construct Weapon Item 8: Create a "Weapon" type item (see next page) of TechL=CL, each 8 TechL takes 1S action

[Psi-5 Major] Immune to Poison: Target is immune to poison & disease

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

Combat effects:

[Psi29 Major] Megakinesis:

[Pri SL10] Creeping Doom 10: (1d7+11)*160 insect dmg

[Psi45 Grand] Energy Solidification: Minor: Web; Major: Iron Bands of Bilarro; Grand: Solid Wall of Force; Super: Forcecage

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

[Wiz SL5] Dispel Magic 5: Dispel 3 magic effects

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

[Wiz SL10] Tap Dweomer: Move CLdCL current hp from one target to another (no save)

[Psi29 minor] Telekinesis:

[Wiz SL10] Eridor's Ebony Bolt: 4 perm. hp loss/lvl, no MR, cannot be resisted

[Psi30 Ultra] Fire Blast /Hellblast: Ele.Fire damage,Con resist

[Pri SL9] Miracle : Requests a deity's intercession.

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

Dungeon090520 - Dungeon Level 106 (Christmas On A Cracker)

Room # 6

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

Bridge, Web; Floors of Ice; steamy; knocking

Plane Shift Door (other side is on another plane) on the north wall leading to a 10ft. long x 25ft. wide x 25ft. tall hallway.

Sample Names: Orland the wondrous Crimson Squad (Lance); Thalantyr the aggressive Bored Gang (Giga-)

Swinging Wall Trap; DL 106; Search DC 1071 (20600 idamage, no save)

Fireplace 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 3,730,749gp

yarn

ripped leather pants, +1 AC, 238gp

Amulet of Natural Armor +5: (Neck) +5 AT, 53340gp

Pitch-black Water bottle: +53 level(s) of exceptional Dex; 11237060gp

DL CVI Macro-Colossal Off-White Religions x(1253) x[4]

i^68 AC 1.1E+5, HD 3.5E+6, i^59 hp 3.0E+9, RR 1138% #Att 190, TH ÷ AC/Save DC by 11342, i^92 dmg 4.5E+4

Str 558, Dex 499, Con 286, Int 720, Wis 643, Chr 309, 3.3E+5kxp

Stank You (A being of your choice is Set (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Pri SL4] Dimensional Anchor : Bars extradimensional movement.

[Psi45 Ultra] Force Field vs. Hostiles: Enemies must make SL/2 saves to attack you

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

[Wiz SL9] Elemental Aura : Element Protect from one element, it's plane, and it's creatures

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

[Psi19 Grand] Paladin Lore: Abilities as per a Paladin of half level (round up); your light-saber is a "holy avenger"

[Psi-12C Super] Anti-Commotion Resist.: +CL*5% aaAllR (Anti-Anti R vs. everything)

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

[Psi16 Grand] Golem Form: S=6,7,8: Unusual Material of S=6,7,8 (cannot exceed real S number)

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

[Psi29 minor] Gaze Reflection:

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

Combat effects:

[Wiz SL10] Summon Dweomer: Summons a creature (your choice, not random) with HD < CL

[Psi14 Grand] (no name): Alter your Lycanthrope form, DM rolls on LVL/2 Lycanthrope or Animal table

[Psi0 minor] Disable Limb: One attack: One limb cannot be used by target for 1t (no save)

[Wiz SL4] Wall of Fire : Passing through wall deals 2d6+CL dmg fire

[Wiz SL10] Dispel Exhaustion 10: Restore 97% of dmg taken, get an Original Haste 10 for 1 round

[Wiz SL8] Ray of Enfeeblement 8: -40 physical stat points (randomly distributed in packets of 5) (save per packet)

[Pri SL6] Mass Remove Curse: Remove Curse on 6 targets or 1 group

[Psi9 Major] Disintegration Beam: Disintegrate up to 100*CH lbs. (save)

[Wiz SL9] Mordenkainen's Disjunction 9: Disjunct 1 effect (any type)

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

[Psi60 Major] Toxin: Poison (as spell)

[Pri SL10] Command 10: Target makes 10 saves, each missed save allows 1 word for a command to be given

Dungeon090520 - Dungeon Level 106 (Forget It)

Room # 7

Armory - 5ft. long x 50ft. wide x 20ft. tall

clamps; tube (container); foggy; creaking

Glass Door (transparent) (shatters if opened) on the north wall leading to a 25ft. long x 5ft. wide x 20ft. tall hallway.

Sample Names: Sula the mighty Captain Wraith (Thingamabob); Sadebreth the jocular Gold Barbarian (Truncheon)

Hail of Javelins Trap; DL 106; Search DC 1104 (Attack +954 ranged, 740d100 Dex damage)

Fire 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 Disjunct (effect)ed, only creatures immune or bubbled against it can function here.

8,757,921gp

bucket

shield of victory, +2 AC, 1000gp

Conqueror's Jitte: Equip: Pay 28 Wis and "Equipped creature gets +229 to hit/dmg and +211 AC/saves

and 72828 hp and has Skulk, Bushido 26, Rampage 46 and Protection from two-word names.; 11236620gp

Claret Clamp: +8uncIQ ∞ N Action(s); 11236390gp

DL CVI Mega-Large Clear Shoemakers x(985) x[6]

i⁴⁹ AC 1.1E+5, HD 4.4E+8, i⁵⁵ hp 3.8E+11, PR 1127% #Att 157, TH \div AC/Save DC by 11342, i⁶³ dmg 4.5E+4

Str 268, Dex 127, Con 504, Int 571, Wis 432, Chr 147, 3.3E+5kxp

Darn Tootin' (A being of your choice is Vulnerable Weapons (doesn't target, no resist, can't be dispelled).)

Prepared effects:

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

[Wiz SL8] Dust of Disappearance: Dust of Disappearance for 1 turn

[Wiz SL5] Tenser's Transformation 5: +75% of max hp to current hp, +1 TH melee

[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)

[Psi7 Major] (no name): Immunity to ability drain

[Psi54 Ultra] Aura of Fear: Fear by sight (SL saves)

[Wiz SL11] Bestow Save: get saves vs effects with no save 1t/lvl

[Psi27 Major] Armor Ceremony: Pick Physical, Magical, Psionic, or Innate. You take 1/10 dmg from that source.

[Pri SL5] Ironskin: Does not stop falling damage. Does not leak like Stoneskin. Any attack (hit or miss) knocks off an Ironskin, unl

[Pri SL9] Resist Fire/Resist Cold 9: Take -85% dmg vs. fire or cold

[Wiz SL11] Tenser's Transformation 11: +225% of max hp to current hp, +7 TH melee

[Psi4 Ultra] Actions *2.5: Pick one action type (M, P, V). Your number of actions of that type is multiplied by 2.5

Combat effects:

[Psi15 Major] Darkness: Darkness CL*10' radius

[Pri SL8] Fire Storm 8: (CL+2)d11 holy fire dmg, hits 3 groups (no save)

[Psi100 Major] Telekinesis: Telekinesis CL*10' falling dmg (assuming size M); affects 2+CL/9 groups

[Pri SL9] Command 9: Target makes 9 saves, each missed save allows 1 word for a command to be given

[Pri SL4] Flame Strike 4: CLd6 holy fire dmg (save:½)

[Wiz SL10] Power Word Fragment: 1 body part of target is removed

[Pri SL7] Wish: Duplicate any Wizard or Priest spell of levels 0-6.

[Psi6E minor] Animate Dead: Similar to priest spell "Animate Dead"

[Wiz SL6] Wacky Ball 6 / Normal / ½: Ld12, save: ½

[Wiz SL9] Magic Missile 9: (CL+1)*9/2 missiles, each does 1d4+1 force dmg (no save)

[Wiz SL10] Fire Maze: maze spell on lvl creatures, each takes 10 fire dmg/r

[Psi45 minor] Serial Immortality: 0, 1/d: Resurrection, self only, there is a delay of (11-SL) rounds

Dungeon090520 - Dungeon Level 106 (Blurgh)

Room # 8

Elevator Room - 10ft. long x 30ft. wide x 35ft. tall

trough; ladle; laughter; ringing

Flesh Door on the south wall leading to a 45ft. long x 25ft. wide x 5ft. tall hallway.

Sample Names: Penrith Oakwood the omnivorous Dog Disaster (Ultralight); Banning Maccusson the indescribable Atomic Dancer

Inhaled Vibranium Trap; DL 106; Search DC 1102 (1500 idamage, no resistance)

Door that (causes/has/or is) Magical Pool: Heal (75%) or Poison (death/40) (25%)

[x2] Ultraplanar beings cannot taste, feel, or sense into this room unless they are actually there; Divine Intervention fails

8,038,830gp

paint

a key, 0gp

Rian's Teres major muscle: +181 to CL; 1V: Your Concordant class levels can

be changed at will (you can shift XP around); CL 552; SL 106; 11236230gp

Amber Clamp: Free Beggar Kit: +1 nonweapon prof.; Pick

Pockets 10*level%; -4 NPC reactions, Free bonus Disguise proficiency; 11236890gp

DL CVI Tera-Titanic Pale Camels x(508) x[5]

i^63 AC 1.1E+5, HD 7.5E+15, i^65 hp 6.4E+18, PR 1126% #Att 181, TH ÷ AC/Save DC by 11342, i^77 dmg 1123623

Str 246, Dex 483, Con 571, Int 119, Wis 580, Chr 713, 3.3E+5kxp

Peeew (A being of your choice is Blasphemy(cursed) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Wiz SL5] Extra Group +1: The next spell you cast will affect +1 groups of monsters

[Psi45 Major] Cosmic Awareness: Grand: Cosmic Awareness

[Wiz SL10] Anti-Magic Shell 10: Anti-Magic of SL 0 to 9

[Psi-3 Super] Astral Destruct IX: Astral destruct fights for you.

[Psi4 Grand] To Hit *2: Multiply your to hit rolls by 2, you autohit on natural 21-2 or better (Minor is 19).

[Pri SL8] Regenerate 8: Regenerates 2 hp /s

[Psi6G Major] Persistence Worm: Does a 1st Dominion power over and over (1 time per segment)

[Wiz SL6] Tenser's Transformation 6: +100% of max hp to current hp, +2 TH melee

[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

[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 f

[Psi4 Major] Saves *1.5: Multiply your save rolls by 1.5, you automake saves on natural 21-1.5 or better (Minor is 19).

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

Combat effects:

[Pri SL8] Circle Of Sunmotes: All friends get leveled6 hp,+1/+1 TH/dmg; enemies get reverse

[Pri SL6] Neutralize Poison 6: Cure 3 poison effects (reverse causes that many, save for each)

[Psi29 Ultra] Shielder: Bolt (Psi 9): CHxCHd8 Force damage, ignores defenses:

[Wiz SL10] Afflict Dweomer: Target cannot make saving throws (no save)

[Wiz SL10] Summon Dweomer: Summons a creature (your choice, not random) with HD < CL

[Wiz SL5] Cone of Cold 5: CLd10+CL cold dmg to a group (save:½)

[Wiz SL7] Fireball 7: CLd14 fire dmg to a group (save:½)

[Psi30 Major] Mana Touch: Astral damage

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

[Psi54 Grand] Ice Control: Wall of Ice

[Psi5 Major] Concentration Break: Target loses M Mentals (maintenance=+M/r)

[Pri SL4] Remove Capital S Stun: Removes Capital S Stun

Dungeon090520 - Dungeon Level 106 (La Di Da)

Room # 9

Nest (animal) - 30ft. long x 15ft. wide x 45ft. tall

statue; mound of rubble; smoky smell; jingling

Trapped Door, Magic/Psi on the west wall leading to a 40ft. long x 25ft. wide x 15ft. tall hallway.

Sample Names: Oku the rabid Sir Queen (Portal); Talonira the astonishing Machine People (Giraffe)

Spiked Chute Trap; DL 106; Search DC 1159 (40 Cml damage, DC 1165 PP save for 1/3)

Idol that (causes/has/or is) Releases - Gem/Jewelry

[x2] Immortals cannot taste, smell, or sense into this room unless they are actually there; Divine Intervention fails

6,020,409gp

iron drill

a sparkling wand, 'colour spray', 325gp

Rian's Spinal Fluid: +280 to Con; 1M: 1M or 1T: 10 dmg 15' radius (Annihilation, centered on you, hole in the middle, no save). Taking this power more than once increases the damage by 10 each time. ; CL 464; SL 106; 11236330gp

Butcher's the Binding Blade: Equip: Pay 20 Wis and "Equipped creature gets +721 to hit/dmg and

+1041 AC/saves and 3240 hp and has Protection from watermarks and Protection from black borders.; 11236540gp

DL CVI Yotta-Diminutive Steely Fictions x(735) x[8]

i^84 AC 1.1E+5, HD 3.2E+25, i^78 hp 2.7E+28, XR 1122% #Att 82, TH ÷ AC/Save DC by 11342, i^50 dmg 3.4E+5

Str 610, Dex 319, Con 737, Int 691, Wis 345, Chr 393, 3.3E+5kxp

Fo Sheezie (A being of your choice is Broken(broken) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Wiz SL12] Sixth Level Magic-User Spells (DM2): Can cast one 6th Level Wizard spell per round as Z action

[Wiz SL3] Displacement : WR 50%

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

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

[Pri SL6] Antilife Shell : 10-ft. field hedges out living creatures.

[Wiz SL9] Prismatic Sphere 9: 7 Prismatic colors or 5 MultiPrismatic colors (may repeat colors in either mode)

[Wiz SL5] Prismatic Sphere 5: 3 Prismatic colors or 1 MultiPrismatic colors (may repeat colors in either mode)

[Psi19 Grand] Paladin Lore: Abilities as per a Paladin of half level (round up); your light-saber is a "holy avenger"

[Wiz SL4] Tenser's Transformation 4: +50% of max hp to current hp

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

[Psi7 Major] (no name): Immunity to poison

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

Combat effects:

[Psi60 minor] Stun Touch: LVL*5 dmg + stun (save)

[Psi45 Ultra] Cold Generation: SL*CL Cold damage (1 group, no save)

[Psi45 Major] Hypnotic Control: Hypnosis (SL/2 saves)

[Psi-3 Major] Summon Monster II: Summons a DL II monster, can be in addition to astral destruct

[Psi1 Major] Telekinesis: Max.Weight=3*sum(level), accel. 2"/r move rate

[Pri SL7] Conjure/Dismiss Quasi Elemental: Summons or dismisses a Quasi Elemental

[Wiz SL12] Monster Swarm Summoning XII: Summons CL/16 (round down) DL XI monsters

[Pri SL8] Implosion/Inversion: Each round for 1t, caster can implode 1 target (save -4)

[Wiz SL9] Magic Missile 9: (CL+1)*9/2 missiles, each does 1d4+1 force dmg (no save)

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

[Wiz SL7] Wacky Ball 7 / Normal / ½: Ld20, save: ½

[Pri SL9] Heal 9: Cure to 175% of max hp (max Heal 9 can cure at once = 1750 hp)

Dungeon090520 - Dungeon Level 106 (What In Hell)

Room # 10

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

desk; coat rack; bong; smoky

Secret Door on the south wall leading to a 50ft. long x 20ft. wide x 15ft. tall hallway.

Sample Names: Alanar the spiteful Yellow Doom (Blaster); Jalana the unpleasant Seagoing Speedster (Gyro-)

Camouflaged Caltrops Trap; DL 106; Search DC 1165 (Attack +742 ranged, 260d10 Str damage)

Altar that (causes/has/or is) Talks - Nonsense

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Week
2,909,459gp

funnel

a tattoo, +2 AC, 0gp

Thimble of Iridescent Female Squirt.; 1M: Wiped Out(destructed) Shield: Whenever someone hits you with a melee attack, they suffer that Status Effect unless they make a save vs. Spell.; CL 727; SL 20; 11236640gp

Garnet Wand [58d20] +16640 Th/+114 dmg -6+/x27; 1F: Disintegrate (save); CL 528; SL 106, 2880114gp

DL CVI Macro-Diminutive Cyan Subways x(1591) x[7]

i^78 AC 1.1E+5, HD 27181, i^82 hp 2.3E+7, GR 1085% #Att 52, TH ÷ AC/Save DC by 11342, i^60 dmg 1.1E+5

Str 367, Dex 643, Con 314, Int 409, Wis 629, Chr 328, 3.3E+5kxp

Jeez (A being of your choice is Wiped Out(destructed) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Psi45 Ultra] Force Field vs. Emotion: Immune to spell level 0 to SL-1 enchantment/charm effects

[Pri SL9] Shapechange : Transforms you into any creature, and change forms once per round.

[Wiz SL10] Fourth & Fifth Level Magic-User Spells:

[Psi-3 Super] Armageddon: Destroy a demiplane (will probably get Objected to unless it's empty)

[Pri SL4] Resist [E=2 element]: Pick an EE=2 element, you resist it for 1 hour.

[Wiz SL10] Original Stoneskin 10: Block the next 7 P actions of attacks

[Psi1 Ultra] Legend Element: Casts any one 1st level Legend spell

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

[Pri SL7] Spell Immunity 7: Be immune to 4 spells by name

[Psi9 Major] Become Energy: Move at light speed, immune phys.attack

[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.

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

[Psi-5 Grand] Cone of Nothing: CL*CL*CL dmg in a 30' cone (no save); they lose next Opp action (save)

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

[Wiz SL7] Cone of Cold 7: CLd14+CL cold dmg to a group (save:½)

[Wiz SL4] Immediate Monster Summoning IV: Summons a DL II monster without summoning sickness

[Wiz SL7] Limited Wish: Will duplicate any Wizard or Priest spell of levels 0-6.

[Wiz SL11] Unlimited Wish:

[Psi29 Major] Cloudkill:

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

[Wiz SL5] Wall of Iron : 30 hp/four levels; can topple onto foes.

[Psi30 Grand] Psi Sword: Roll TH (+succ), dmg=ä(succ)

[Wiz SL10] Mass Magic Jar: You Magic Jar into a whole group of targets (Magic Jar save), can use P/V actions through all of them

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

Dungeon090520 - Dungeon Level 106 (Arse)

Room # 11

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

rail; statue (toppled); creaking; manure smell

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

Sample Names: Chorth the friendly, neighborhood Ultra Six (Invisi--); Isalis the fantastic Teenage Dusk (Nag)

Pixelate Trap; DL 106; Search DC 1143 (Cleric CL 212, no resistance)

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

[x2] Room is permanently/continuously Alley Effected, only creatures immune or bubbled against it can function here.

2,602,820gp

goblet

the chain, 1gp

Weapon: Chainsaw [magically powered; 2d2+8/2d2+10] +4/+11; 82430gp

Rian's Tibialis anterior muscle: +300 to CL; 1M: Your sight can go around corners (you can see everything in this plane that you can trace a path to); CL 552; SL 106; 11236300gp

DL CVI Macro-Fine Amber Pears x(1396) x[6]

i^45 AC 1.1E+5, HD 1.4E+4, i^84 hp 1.2E+7, TR 1063% #Att 48, TH ÷ AC/Save DC by 11342, i^82 dmg 134898

Str 583, Dex 471, Con 209, Int 407, Wis 241, Chr 192, 3.3E+5kxp

Yiss (Reflect a being of your choice's segment of actions (can't be dispelled).)

Prepared effects:

[Wiz SL8] Prismatic Sphere 8: 6 Prismatic colors or 4 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.

[Wiz SL9] Third Level Magic-User Spells (DM2): Can cast one 3rd Level Wizard spell per round as Z action

[Wiz SL12] Fire Shield 12: Anyone who melees with you takes 275% dmg back

[Wiz SL5] Animal Growth : One animal/two levels doubles in size, HD.

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

[Psi6G Super] MassTelepathicCommand: Suggestion (no save) up to CL targets

[Psi16 Major] Golem Form: Clay: Unarmed damage you deal can be cured only by a CL=17+ Heal spell (or better)

[Psi3½ Major] Incarnate: Make some powers permanent.

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

[Psi24 Grand] HD type: Add +1d+2: Add 1 to number of HD and 2 to the HD type per level

[Pri SL7] Phoenix Sanctuary: You take half damage from any source (duration 1 turn, cannot be made permanent)

Combat effects:

[Psi3½ Grand] Divert Teleport: Choose destination for another's teleport.

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

[Wiz SL11] Meteor Swarm 11: 6 meteors each dealing 14d6 earth dmg & same fire dmg (save:½ for fire)

[Wiz SL5] Wall of Iron : 30 hp/four levels; can topple onto foes.

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

[Psi45 Ultra] Serial Immortality: 0, 1/d: Resurrection, self only, there is a delay of (11-SL) rounds

[Psi29 Ultra] As You Are:

[Psi-6E Major] Festering Evil: Each segment, all non-E creatures within sight take CL unholy grave dmg (no save)

[Psi45 Grand] Light Emission: SL*CL/2 Light damage (no save) and SL/2 instances of blindness (save)

[Wiz SL4] Dispel Exhaustion 4: Restore 50% of dmg taken, get an Original Haste 4 for 1 round

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

Dungeon090520 - Dungeon Level 106 (Na)

Room # 12

Rogue's Chamber/Lab - 40ft. long x 45ft. wide x 40ft. tall

Floors of Glass; cruet (flask); salty, wet smell; breeze, gusting

Secret Door on the east wall leading to a 30ft. long x 20ft. wide x 10ft. tall hallway.

Sample Names: Dreagus the bothersome Wild Slug (Gyro-); Lavarender the brazen B'Wana Lord (Taxi)

Swinging Block Trap; DL 106; Search DC 1122 (37500 idamage, no save)

Fire that (causes/has/or is) Spinning

[x2] Immortals cannot hear, feel, or sense into this room unless they are actually there; Divine Intervention fails
3,495,305gp

cloth

a bar of silver, 50gp

Bluish Amulet [AT+170] +28224 AC/+207 Saves; 1V: + or - SL to your next die roll; CL 600; SL 106; 3649455gp

Crystalline Chocolate: +9hhhKQQH Action(s); 11236300gp

DL CVI Tera-Large Sky-Blue Clutchs x(1037) x[8]

i^69 AC 1.1E+5, HD 4.7E+14, i^55 hp 4.0E+17, GR 1094% #Att 148, TH ÷ AC/Save DC by 11342, i^57 dmg 1.3E+5
Str 745, Dex 529, Con 173, Int 506, Wis 233, Chr 479, 3.3E+5kxp

Ew (A being of your choice is Shrunk(humiliate) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Pri SL9] Anti-Dispel Magic Shell: your effects are non-dispellable (inc.shell)

[Psi4 V] Spell *3: One spell that you know has it's effect multiplied by 3, or costs only 1/(3*2-1) of a spell slot

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

[Psi16 Major] Golem Form: Juggernaut: +12" move rate; 1V, charging: 10d10 dmg to one target

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

[Psi81 Grand] Desolidification: You pass through objects as if they weren't there

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

[Pri SL4] Goodberry 4: Creates 16 goodberries

[Wiz SL11] Fifth Level Magic-User Spells (DM1): Cast any four 5th level Wizard spells simultaneously when it is cast.

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

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

[Wiz SL8] Time/Reality Stability: Time/Reality Stability (duration 1 day), reverse removes it (Spell save)

Combat effects:

[Pri SL5] Call Lightning 5: (CL+2)d12 lightning dmg (save:½) (halve the die type if not outside)

[Wiz SL4] Dispel Exhaustion 4: Restore 50% of dmg taken, get an Original Haste 4 for 1 round

[Psi5 Major] Magic Jar: Magic Jar (as spell), save at -level

[Wiz SL11] Magic Missile 11: (CL+1)*11/2 missiles, each does 1d4+1 force dmg (no save)

[Pri SL9] Creeping Doom 9: (1d6+8)*140 insect dmg

[Pri SL3] Creeping Doom 3: 40 insect dmg

[Psi45 Major] Geoforce: 1bM: Stop or Create an Earthquake, Landslide, etc. Damage would be CL*SL Earth to a group (save for C

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

[Wiz SL6] Really Put of Misery: Target being that is slain is Capital S Slain (no save)

[Psi54 Ultra] Ice Production: CL*(SL+2) ice dmg to one target (no save)

[Psi60 Ultra] Cureall: Cureall

[Psi12L Grand] Summon Lawful Creature: Gate (as spell) for Lawful creature or for a Water or Air Elemental

Dungeon090520 - Dungeon Level 107 (Please)

Room # 1

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

sack; keg; murmuring; updraft, slight

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

Sample Names: Nym the scowling Hour Guy (Thorns); Masheth the enigmatic Hawk Defender (Spinach)

Wall transforms into Elemental Steam Trap; DL 107; Search DC 1092 (4350 Wis damage/s, no save)

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

[x2] Room is permanently/continuously Disjunct (effect)ed, only creatures immune or bubbled against it can function here.

2,654,413gp

torn sack

a pink and green stone, 50gp

Rian's Tongue: +13 to ML; 1attack: Get 1r of actions per

1s; only cure spells & Div {allies only}; CL 487; SL 107; 11449390gp

Ivory Arrows (20) [8d6] +17161 Th/+33857 dmg -17+/x42; 1P: Summon a DL=SL-1 Animal; CL 534; SL 107, 8591470gp

DL CVII Giga-Tiny Pinkish Chicorys x(2041) x[4] x[[2]]

i^64 AC 1.1E+5, HD 5.7E+10, i^78 hp 4.9E+13, ER 1148% #Att 13, TH ÷ AC/Save DC by 11556, i^96 dmg 4.6E+4

Str 673, Dex 175, Con 339, Int 595, Wis 367, Chr 276, 3.4E+5kxp

Duh (A being of your choice is Wiped Out(destructed) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Psi16 Ultra] Golem Form: Adamantite: Immune magic; 1V: Trample for 8d10+(Str bonus) dmg

[Psi14 Ultra] (no name): Your unarmed attacks are Permanent hp of damage

[Pri SL2] Double Resist [E=1 element]: Pick an E=1 element, you double resist it (1/4 dmg, 1/10 if make save) for 1 hour.

[Wiz SL3] Displacement : WR 50%

[Psi-12T Major] Effect Familiarity: Pick any spell/power. You resist it; and at +50% when using it.

[Psi16 Major] Golem Form: Ruby: set Str 20+LVL; Immune Priest magic

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

[Pri SL9] Duplicate Mechanism: duplicate a technology item

[Psi6N Grand] Druid Spells, LVL 9: Get a druid progression of level 9 (max = your level)

[Wiz SL10] Anti-Dispel Magic Shell: your effects are non-dispellable (inc.shell)

[Psi18 Grand] Scty: Spell Trap: Contingency for any 1 power (Magic/Psi/Innate)

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

Combat effects:

[Psi5 Grand] Alter Reality (greater): Alter Reality (as spell)

[Wiz SL6] Lightning Bolt 6: CLd12 lightning dmg to a group (save:½)

[Pri SL10] Fire Storm 10: (CL+2)d17 holy fire dmg, hits 5 groups (no save)

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

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

[Pri SL8] Treat Terrible Wounds: Cure 80% of max hp

[Psi0 Grand] Stunning Shout: Target must save vs. PP or stunned 1d(KiL) segments

[Psi30 Major] Blackout: Blast:Cause Blindness(as spell)

[Psi-9 Grand] Hyperkinetic:Hyper Inaction: -CH V actions, -CH AC (no save)

[Psi29 Grand] Lightning Bolt LVLd10:

[Psi7 Grand] (no name): Death Spell a group (total CL*CL HD, max HD affected = CL)

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

Dungeon090520 - Dungeon Level 107 (True Dat)

Room # 2

Psionicist's Chamber/Lab - 30ft. long x 40ft. wide x 35ft. tall

idol; furnace; wind, strong, gusting; misted

Double Door on the south wall leading to a 45ft. long x 25ft. wide x 20ft. tall hallway.

Sample Names: Ellard the dazzling Metal Eyeball (RV); Tarsoth the frigid Dream Super-Heroe (Soul sold to Devil)

Air in room transforms into Elemental Dust Trap; DL 107; Search DC 1148 (1180 Int damage/s, DC 1142 Will save for 1/10)(multi)

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

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

[x2] Immortals cannot feel, taste, or sense into this room unless they are actually there; Divine Intervention fails

3,887,430gp

lens

a Poison-Filled Spear, staff, 15d20 (157), 1260gp

Rian's Mandible bone: +302 to Chr; 1/2M: An effect you

do causes damage direct to experience points; CL 554; SL 107; 11450070gp

Rian's Liver: +302 to Chr; 1V: 1bV: Blink behind target.; CL 523; SL 107; 11449980gp

DL CVII Macro-Gargantuan Beige Lightnings x(1968) x[4]

i^47 AC 1.1E+5, HD 1.8E+6, i^47 hp 1.5E+9, AllR 1151% #Att 131, TH ÷ AC/Save DC by 11556, i^89 dmg 6.9E+4

Str 583, Dex 576, Con 748, Int 546, Wis 402, Chr 255, 3.4E+5kxp

Right On (A being of your choice is Multilated(destructed) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Psi6E Super] Steal Soul III: Transforms unwilling target to a larva

[Pri SL8] Robe Of Healing: Get 20 1d4+4 healing effects (self or other) every round for 1h

[Wiz SL11] Prismatic Sphere 11: 9 Prismatic colors or 7 MultiPrismatic colors (may repeat colors in either mode)

[Wiz SL10] Fire Shield 10: Anyone who melees with you takes 225% dmg back

[Psi10 minor] Pain Erase: Target heals 25% of damage taken; Take only 75% of damage received

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

[Wiz SL12] Prismatic Sphere 12: 10 Prismatic colors or 8 MultiPrismatic colors (may repeat colors in either mode)

[Wiz SL6] Contingency: Each creature can only have 1 Contingency spell on him. If the contingency spell is dispelled, the effect ir

[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 SL11] Tenser's Transformation 11: +225% of max hp to current hp, +7 TH melee

[Psi16 Ultra] Golem Form: Burning Man: Immune fire (and variants); Eldritch Fire Shield (100% dmg back); 1M: Fear (1 group)

[Wiz SL7] Armor 7: +CL*14 current hp

Combat effects:

[Wiz SL6] Cone of Cold 6: CLd12+CL cold dmg to a group (save:½)

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

[Wiz SL4] Dispel Exhaustion 4: Restore 50% of dmg taken, get an Original Haste 4 for 1 round

[Psi45 minor] Self-Revival: 0, (SL-1)/d: Heal self

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

[Wiz SL10] Mordenkainen's Disjunction 10: Disjunct 2 effects (any type)

[Psi30 Ultra] Air Blast: Ele.Air damage, Dex resists

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

[Psi54 Grand] Darkness: Darkness (can blind a person, make SL saves)

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

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

[Pri SL6] Summon Nature's Ally VI : Calls creature to fight.

Dungeon090520 - Dungeon Level 107 (Piss)

Room # 3

Creamatorium - 5ft. long x 10ft. wide x 10ft. tall

tapestry; waterclock; smoky; gong

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

Sample Names: Reule Slystep the gelatinous Power Mist (Hydrofoil); Songtorn the sensational Meteor Panther (Dark)

Air in room transforms into Elemental Fungus/Seaweed Trap; DL 107; Search DC 1099 (940 Chr damage/s, no save)(multiple targ

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

[x2] Room is permanently/continuously ****Cursed**** (Ancient Foul Cursed)ed, only creatures immune or bubbled against it can fu
1,419,698gp

pot

a kid leather skirt, +3 AC, 1400gp

Phial of Ice Blue Vomit:: 1/3M: Atomized(destroyed) Beam: Do this Status

Effect to one target (no save) ; CL 626; SL 20; 11450070gp

Ring of Safety (0,1 ch: Make a save you missed [has 4 ch]), 24420gp

DL CVII Xona-Medium Twinkling Uncles x(631) x[8]

i^82 AC 1.1E+5, HD 2.6E+29, i^55 hp 2.3E+32, GR 1090% #Att 72, TH ÷ AC/Save DC by 11556, i^88 dmg 2.3E+5

Str 155, Dex 738, Con 385, Int 459, Wis 457, Chr 340, 3.4E+5kxp

Jesus H. Christ (A being of your choice is Unaware (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Pri SL5] Protection from Lightning 5: Stop the next CL*16 lightning dmg

[Wiz SL5] Prismatic Sphere 5: 3 Prismatic colors or 1 MultiPrismatic colors (may repeat colors in either mode)

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

[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

[Psi-3 Major] Shards Touch: Your shards touch deals 7d6 acid damage.

[Pri SL6] Protection from Lightning 6: Stop the next CL*20 lightning dmg

[Psi5 Major] No Target: Cannot be directly targetted with effects

[Psi16 Ultra] Golem Form: S=9,10,11: Unusual Material of S=9,10,11 (cannot exceed real S number)

[Psi3 Super] Affinity Field: Effects that affect you also affect others.

[Psi18 Major] Metamorph: Shapechange (as spell), +LVL Dex:Balance

[Psi15 minor] Polymorph Self: Polymorph Self

[Wiz SL8] Fire Shield 8: Anyone who melees with you takes 175% dmg back

Combat effects:

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

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

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

[Pri SL9] Call Lightning 9: (CL+2)d20 lightning dmg (save:½) (halve the die type if not outside)

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

[Wiz SL11] Unlimited Wish:

[Pri SL1] Cure Light Wounds (3): Cure 2d8+L (choose 1 die), reverse has save:½ {Touch, 1 creature}

[Psi54 minor] Psychic Will: Wall of Force

[Psi54 Ultra] Spiritual Drain: Target loses CL*SL hp (necromantic, no save), you gain CL*SL hp (not above max)

[Wiz SL9] Dispel Magic 9: Dispel 7 magic effects

[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)

[Pri SL7] Flame Strike 7: CLd12 holy fire dmg (save:½)

Dungeon090520 - Dungeon Level 107 (Yo)

Room # 4

Psionicist's Chamber/Lab - 30ft. long x 20ft. wide x 40ft. tall

grill; mattress; clanking; stale, fetid smell

Plant Door (as the spell) on the east wall leading to a 45ft. long x 10ft. wide x 10ft. tall hallway.

Sample Names: Urgaan the demented Bee Agent (Ultralight); Holnbe the aggressive Laser Carrot (Rapier)

Rolling Javelins Trap; DL 107; Search DC 1087 (Attack +1819 ranged, 680d50 idamage)

Pedestal that (causes/has/or is) Attacks

[x2] Mortals cannot feel, taste, or sense into this room unless they are actually there; Divine Intervention fails

7,620,114gp

cracks, floor

a Duergar Shield, +1 AC, 891gp

loun Stone, Don, +1 school of specialization (Wizard), 11220gp

Sienna Amulet [AT+160] +172 AC/+179 Saves; 1P: SL/2 instances of Resist Poison/Drugs; CL 481; SL 107; 123530gp

DL CVII Mega-Small Violet Stomachs x(1086) x[4]

i^55 AC 1.1E+5, HD 1.1E+8, i^58 hp 9.7E+10, BlahR 1127% #Att 5, TH ÷ AC/Save DC by 11556, i^96 dmg 6.9E+4

Str 368, Dex 327, Con 419, Int 576, Wis 425, Chr 282, 3.4E+5kxp

Pat Myself On The Back (A being of your choice is Maimed(destructed) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Wiz SL12] Globe of Invulnerability 12: Immune to spells with SL=0 to 11

[Pri SL10] Goodberry 10: Creates 40 goodberries

[Wiz SL12] Eighth & Ninth Level Magic-User Spells:

[Wiz SL3] Haste: +1 P, +1V to one group

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

[Psi45 Ultra] Illusory Duplication: Mirror Image (SL images)

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

[Psi-12L Super] Spirit Resistance: +5*CL% XR

[Psi2 minor] Displacement: As per Displacer Beast; AC bonus is +4

[Psi45 Major] Mental Invisibility: Improved Invis.: it's +SL AC instead of +4

[Wiz SL9] Chain Contingency : Like the contingency, but holds more spell

[Wiz SL12] Armor 12: +CL*24 current hp

Combat effects:

[Pri SL3] Cure Blindness or Deafness: Cures Blindness or Deafness

[Pri SL6] Blade Barrier : Blades encircling you deal 1d6 damage/level.

[Psi16 minor] Turn (Command) Golems: Turn (Command) Golems (need to make a turning roll as usual)

[Wiz SL7] Summon Monster VII : Calls outsider to fight for you.

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

[Psi6N Major] Reverse Magic: Casts reverse of spell, N=SL of spell (max = your level/2)

[Psi0 Grand] Spinning Foot Sweep: One kicking attack on each target within KiL'r: Normal damage, targets are knocked down

[Psi30 Grand] Incr./Decr. Movements: ±1 V action /r per 2 successes

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

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

[Wiz SL11] Negation Blast: all x1 items within 30 yards turn off for 1t

[Wiz SL12] Pixelate: Pixelate target (no save)

Dungeon090520 - Dungeon Level 107 (Duh)

Room # 5

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

workbench; stool, normal; stale, fetid smell; updraft, strong

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

Sample Names: Salia the sarcastic Bullet Spear (Gadgets); Levka the Cougar the disgusting Violet Musketeer (Van)

Injected Colorpool Trap; DL 107; Search DC 1083 (6000 idamage, DC 1135 Will save to negate), (multiple targets)

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

[x2] Room is permanently/continuously Capital F Folded, only creatures immune or bubbled against it can function here.

4,903,883gp

clamps

a stone key, 0gp

Nut-brown Talisman [AT+22807] +177 AC/+167 Saves; 1V: Predetermined

event triggers teleport.; CL 522; SL 107; 2958845gp

Rian's Rectus abdominis muscle: +73 to ML; 1M: The effects of

your Concordant spells and abilities are permanent; CL 518; SL 107; 11449360gp

DL CVII Zetta-Titanic Slate Ices x(1970) x[5] x[[4]]

i^74 AC 1.1E+5, HD 8.1E+24, i^84 hp 7.0E+27, ER 1161% #Att 68, TH ÷ AC/Save DC by 11556, i^93 dmg 3.4E+5

Str 525, Dex 616, Con 364, Int 594, Wis 597, Chr 728, 3.4E+5kxp

Stank You (A being of your choice is Despair(gloom) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Wiz SL8] Prismatic Sphere 8: 6 Prismatic colors or 4 MultiPrismatic colors (may repeat colors in either mode)

[Wiz SL8] Armor 8: +CL*16 current hp

[Wiz SL9] Anti-Magic Shell 9: Anti-Magic of SL 0 to 8

[Wiz SL2] Fire Shield 2: Anyone who melees with you takes 25% dmg back

[Psi16 Ultra] Create Golem IV: Create a DL X Golem (iAC=CL/12, ihp=CL/5, Str=8*CL)

[Wiz SL12] Original Stoneskin 12: Block the next 9 P actions of attacks

[Psi-1 Major] Inverse Magic Jar: Another being can use your body

[Psi10 minor] Resistance to Sleep: Immune Sleep

[Wiz SL5] Fire Shield 5: Anyone who melees with you takes 100% dmg back

[Pri SL2] Protection from Lightning 2: Stop the next CL*4 lightning dmg

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

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

Combat effects:

[Wiz SL10] Ship In A Bottle: area iron flask (imprisonment) effect

[Psi54 Ultra] Ice Animation: Summon a DL=SL Ice Elemental

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

[Pri SL8] Summon Nature's Ally VIII : Calls creature to fight.

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

[Wiz SL8] Power Word Capital S Stun: Capital S Stuns a target with 130 current hp or less (no save)

[Wiz SL11] Time Stop 11: Stops time for 1d6 rounds

[Psi2 Grand] Alter Reality: Alter Reality or Psi1 major; Double CL effect

[Wiz SL7] Insanity : Subject suffers continuous confusion.

[Wiz SL6] Flesh to Stone : Makes living thing to become stone

[Pri SL8] Mass Heal : As heal, but with several subjects.

[Wiz SL9] Meteor Swarm: 80d4 Eldritch Earth and Fire (no save, 4 groups)

Dungeon090520 - Dungeon Level 107 (Jesus Christ)

Room # 6

Animal Pens - 30ft. long x 20ft. wide x 5ft. tall

waterclock; Floors of Glass; murmuring; breeze, slight

Teleport Door (other side is far away) on the south wall leading to a 20ft. long x 25ft. wide x 20ft. tall hallway.

Sample Names: Perdekop the sarcastic Arch-Child (Bubble); Cirvlon the holy Cosmic Brain (Fungal)

Injected Earth Trap; DL 107; Search DC 1130 (3480 Int damage, DC 1152 PPD save for 1/10)

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

[x2] Room is permanently/continuously Capital F Folded, only creatures immune or bubbled against it can function here.

2,809,039gp

dipping water

a talkative parrot, +2 AC, 60gp

Rian's Urethra: +214 to HD; 1/2M: You can attack any target you can perceive.; CL 436; SL 107; 11449170gp

Specter's Axe: Equip: Pay 64 Int and "Equipped creature gets

+349 to hit/dmg and +321 AC/saves and 12996 hp".; 11449850gp

DL CVII Tera-Small Rose Saws x(1810) x[8]

i^54 AC 1.1E+5, HD 1.2E+14, i^75 hp 1.0E+17, PR 1126% #Att 136, TH ÷ AC/Save DC by 11556, i^58 dmg 1144937

Str 385, Dex 621, Con 444, Int 511, Wis 716, Chr 124, 3.4E+5kxp

Jeeze (Immune to an entire segment's worth of actions (can't be dispelled).)

Prepared effects:

[Psi-12C minor] Know Next Dice Rolls: 0,1/r: Roll dice ahead of time before action, can choose not to

[Psi9 Major] Plane Phaze: Turn into Ghost incl. Aging touch

[Wiz SL7] First Level Magic-User Spells (DM1): Cast any four 1st level Wizard spells simultaneously when it is cast.

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

[Pri 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.

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

[Pri SL5] Golem: Makes a golem (you need raw materials)

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

[Wiz SL8] Second Level Magic-User Spells (DM1): Cast any four 2nd level Wizard spells simultaneously when it is cast.

[Wiz SL9] Prismatic Sphere 9: 7 Prismatic colors or 5 MultiPrismatic colors (may repeat colors in either mode)

[Psi6E Super] Immunity IV: Globe/Invuln., Immune:1st-2nd Dominions

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

Combat effects:

[Psi3 Grand] Mass Suggestion: Many targets follow suggested action.

[Psi45 Major] Iron Will: 1bM: One effect that's hitting you is delayed for SL segments (it will still resolve even if the caster is drop

[Psi100 Ultra] Cellular Heal/Harm: up to X targets: Heal or Harm X% of max hp

[Psi18 Major] Binding: Forcecage (as spell)

[Psi-2 Major] Endorphin Drain: 6 Int,Wis,or Chr dmg; 6 to all three

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

[Pri SL7] Call Lightning 7: (CL+2)d16 lightning dmg (save:½) (halve the die type if not outside)

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

[Wiz SL10] Power Word Blind 10: Blinds & stuns a creature if current hp < 200 (no save)

[Wiz SL9] Gate: Connects two planes for travel or summoning.

[Psi14 Ultra] (no name): Summon a DL=X Lycanthrope

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

Dungeon090520 - Dungeon Level 107 (Huminah)

Room # 7

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

altar; quilt; moaning; dusty

Intelligent Door, might have ego score on the west wall leading to a 20ft. long x 5ft. wide x 10ft. tall hallway.

Sample Names: Nydas the rancorous Rainbow Whatsit (Crowbar); Troa the abusive Bionic Falcon (Chariot)

Air in room transforms into Elemental Rainbow Trap; DL 107; Search DC 1083 (880 Wis damage/s, DC 1156 Breath Weapon save

Statue that (causes/has/or is) Asks

[x2] Room is permanently/continuously Alley Effected, only creatures immune or bubbled against it can function here.

3,498,694gp

rope

the Face of Humbleness, +10 AC, 1700gp

Sanctuary of Victory: Equip: Pay 65 Wis and "Equipped creature gets +471 to hit/dmg and

+139 AC/saves and 67712 hp and has Battle Cry, Prowess, Frenzy, Intimidate and Flying.; 11449510gp

Flask of Chestnut Mucus.; 1V: Wiped Out(destructed) Shield: Whenever someone hits you with a melee attack, they suffer that Status Effect unless they make a save vs. Spell.; CL 619; SL 20; 11449440gp

DL CVII Yotta-Medium Steely Dedications x(1862) x[8] x[[4]]

i^63 AC 1.1E+5, HD 2.6E+26, i^79 hp 2.2E+29, AllR 1141% #Att 9, TH ÷ AC/Save DC by 11556, i^57 dmg 5.7E+5

Str 633, Dex 144, Con 706, Int 547, Wis 468, Chr 491, 3.4E+5kxp

Dur (A being of your choice is Crushed(destroyed) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Psi6E minor] Polymorph Self: As the 4th level Wizard spell

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

[Wiz SL6] Contingency: Each creature can only have 1 Contingency spell on him. If the contingency spell is dispelled, the effect is

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

[Pri SL8] Regenerate 8: Regenerates 2 hp /s

[Psi30 Major] Anti-Missile Barrier: Ranged:+½ AC,-1dmg per hit/succ

[Wiz SL9] Chain Contingency : Like the contingency, but holds more spell

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

[Pri SL7] Phoenix Sanctuary: You take half damage from any source (duration 1 turn, cannot be made permanent)

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

[Psi1 Grand] Amplify Power: +N to CL (or) +N*10% effect to next Psi1 power (max N=CL)

[Psi7 Grand] (no name): Immunity to death or slay effects

Combat effects:

[Psi12T minor] Mass Blindness: Blindness (as spell) but 90'r area

[Psi30 Grand] Treat Serious Wounds: Heals 60% max hp (3 succ)

[Pri SL9] Death's Door 9: Target (currently at negative hp) goes to 32 hp (can't go above max)

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

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

[Psi45 Grand] Energy Conversion: 0, SL/t: Convert an element in an effect to another element (max E factor = SL/2, round down)

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

[Psi29 Major] Monster Summoning IV:

[Psi9 Grand] Photon Kin.: Laser Beam: 10*(CHd8) Light damage (save)

[Wiz SL8] Trap the Soul : Imprisons subject within gem.

[Pri SL6] Dispel Magic 6: Dispel 4 magic effects

[Pri SL10] Heal 10: Cure to 200% of max hp (max Heal 10 can cure at once = 2000 hp)

Dungeon090520 - Dungeon Level 107 (Oh Man)

Room # 8

Torture Chamber - 30ft. long x 50ft. wide x 50ft. tall

Floors of Ooze; book; splashing; foggy near ceiling

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

Sample Names: Senedana the rebellious Brother Fighter (Bike); Sedalia the lazy Platinum Menace (Droid)

Get it on! Trap; DL 107; Search DC 1099 (Psionicist CL 214, no resistance)

Stairway that (causes/has/or is) magically reinforced

[x2] Room is permanently/continuously Charmed, only creatures immune or bubbled against it can function here.

1,622,262gp

tripod

a packet of Red Leicester cheese, 5gp

Flayer Soup: Equip: Pay 1977 PSP(s) and "Equipped creature gets

+83 to hit/dmg and +223 AC/saves and 10108 hp".; 11449590gp

Pinkish Amulet [AT++159] +210 AC/+41209 Saves; 1/3P: Resist one normal (E=1) element, this can be taken twice for an E=2, thrice for an E=3, etc.; CL 614; SL 107; 8375085gp

DL CVII Tera-Diminutive Shimmering Elbows x(1005) x[7]

i^72 AC 1.1E+5, HD 2.9E+13, i^56 hp 2.5E+16, MR 1142% #Att 140, TH ÷ AC/Save DC by 11556, i^51 dmg 6.9E+4

Str 715, Dex 299, Con 574, Int 452, Wis 758, Chr 714, 3.4E+5kxp

Sugar Honey Ice Tea (A being of your choice is Screwed Over(slowed) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

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

[Psi24 Grand] HD type: Add +1d+2: Add 1 to number of HD and 2 to the HD type per level

[Wiz SL5] Original Stoneskin 5: Block the next 2 P actions of attacks

[Psi0 Grand] Shock Treatment: Immune Lightning; 1 POP, 1V: Deal KiL damage to one target (save: ½)

[Psi45 Grand] Force Field vs. Power Manipulation: ER 10*SL%

[Psi9 Ultra] Thought: Incr.Charisma: +CH Chr, considered X2 in highest class

[Wiz SL5] Fire Shield 5: Anyone who melees with you takes 100% dmg back

[Wiz SL5] Animal Growth : One animal/two levels doubles in size, HD.

[Pri SL6] Protection from Lightning 6: Stop the next CL*20 lightning dmg

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

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

[Psi5 Major] No Target: Cannot be directly targetted with effects

Combat effects:

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

[Psi5 minor] Natural Protection: (Z action) Natural Effect damage resistance 75% for 1s

[Psi30 Grand] Mana Bolt: Astral damage

[Wiz SL10] Fireball 10: CLd20 fire dmg to a group (save:½)

[Pri SL8] Flame Strike 8: CLd14 holy fire dmg (save:½)

[Wiz SL12] Dispel Exhaustion 12: Restore 99% of dmg taken, get an Original Haste 12 for 1 round

[Pri SL5] Fire Storm 5: (CL+2)d2 holy fire dmg, hits 1 group (no save)

[Psi12C Grand] Wild Magic Surge: Generate (level) Wild Surges within 60' each round for 1h

[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 SL5] Telekinesis : Lifts or moves 25 lb./level at long range.

[Wiz SL5] Magic Missile 5: (CL+1)*5/2 missiles, each does 1d4+1 force dmg (no save)

[Psi3½ minor] Energy Missile: Deal 3d6 energy damage to up to five subjects.

Dungeon090520 - Dungeon Level 107 (Fuck Me)

Room # 9

Hall - 25ft. long x 30ft. wide x 30ft. tall

bucket; relief; rustling; bong

Ice Door (transparent) on the south wall leading to a 15ft. long x 10ft. wide x 20ft. tall hallway.

Sample Names: Naeron the obscene Professor Cyborg (Pellets); Ollin the discourteous Count Menace (Harpoon)

Wall transforms into Elemental Solid Neutronium Trap; DL 107; Search DC 1177 (680 Int damage/s, no resistance)

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

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Mont 7,329,081gp

utensils

a cup of tea, 2gp

Lavender Bolts (10) [34d8] +139 Th/++13 dmg -6+/x7; 1V: Astral stunning; CL 638; SL 107, 153157gp

Chartreuse Hair tie: +12slowKQQQQ"Bug" Action(s); 11449280gp

DL CVII Zetta-Medium Shimmering Houses x(1915) x[7]

i^66 AC 1.1E+5, HD 2.5E+23, i^82 hp 2.2E+26, TR 1163% #Att 130, TH ÷ AC/Save DC by 11556, i^56 dmg 45812

Str 243, Dex 490, Con 441, Int 627, Wis 409, Chr 574, 3.4E+5kxp

Yis (A being of your choice is Frelled(broken) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Pri SL9] Protection from Fire 9: Stop the next CL*32 fire dmg

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

[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

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

[Pri SL9] Petition: auto make next divine intervention roll

[Psi45 minor] Reality Alteration: + or - SL to your next die roll

[Psi81 Major] Missile Reflection: Reflect 1 missile per P attack

[Wiz SL11] Tenser's Transformation 11: +225% of max hp to current hp, +7 TH melee

[Psi16 Ultra] Golem Form: Brain: +1QM action; 1M: Psi1 Psionic Blast; iPR +70%

[Psi45 Ultra] Illusory Duplication: Mirror Image (SL images)

[Wiz SL12] Original Stoneskin 12: Block the next 9 P actions of attacks

[Psi24 Major] Level: other out of group: Get a "Level:" ability (your level or less) in class in any group (can take multiple times)

Combat effects:

[Wiz SL11] Fireball 11: CLd22 fire dmg to a group (save:½)

[Psi-12T V] Ka-boom!: All within sight (incl. party) take CL idmg (no resistance/imm.). This damage is considered idmg even wher

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

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

[Psi-9 Ultra] Hyperkinetic: Decr.Mentals: -CH Mental actions (no save)

[Wiz SL9] Mordenkainen's Disjunction 9: Disjunct 1 effect (any type)

[Psi29 minor] Double Pain (Psi2):

[Psi-2 Major] Degenerate: Degenerate (LVL /s); 2*LVL /s

[Wiz SL8] Immediate Monster Summoning VIII: Summons a DL VI monster without summoning sickness

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

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

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

Dungeon090520 - Dungeon Level 107 (Shut Up)

Room # 10

Gas Chamber - 10ft. long x 45ft. wide x 30ft. tall

steps; armoire; steamy near floor; sneezing

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

Sample Names: Delryn the subterranean Warrior Vulture (Hang Glider); Robaire the ignorant He-- Twosome (Van)

Basic Javelins Trap; DL 107; Search DC 1130 (Attack +2140 melee, 140d100 Int damage)

Statue 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] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Segment 9,577,103gp

sword blade

a cold pill, 'cure disease' 'cure disease' 'cure disease' ', 1000gp

Bag of Bottle Green Tears.; 1V: Wiped Out(destructed) PFA: Whenever someone targets you with an effect, they suffer that Status Effect unless they make a save vs. Spell.; CL 579; SL 20; 11449170gp

Rian's Deltoid muscle: +264 to Wis; 1M: Travel through

the 11th dimension to any omniverse.; CL 644; SL 107; 11449340gp

DL CVII Macro-Tiny Ruby Dewes x(784) x[7]

i^91 AC 1.1E+5, HD 54794, i^68 hp 4.7E+7, AllR 1107% #Att 139, TH ÷ AC/Save DC by 11556, i^48 dmg 68759

Str 681, Dex 284, Con 501, Int 567, Wis 629, Chr 602, 3.4E+5kxp

Phew (A being of your choice is Incoherent(unaware) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Pri SL5] Summon Nature's Ally V : Summons a DL V animal (maintained)

[Wiz SL5] Prismatic Sphere 5: 3 Prismatic colors or 1 MultiPrismatic colors (may repeat colors in either mode)

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

[Psi4 Ultra] Money *2.5: How much money you get in dungeon is multiplied by 2.5 (only affects you, not whole party)

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

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

[Pri SL10] Protection from Lightning 10: Stop the next CL*36 lightning dmg

[Psi3 Super] Astral Construct IX: Astral construct fights for you.

[Psi3 Major] Teleport Trigger: Predetermined event triggers teleport.

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

[Pri SL2] Goodberry 2: Creates 8 goodberries

[Psi16 minor] Golem Form: Mud: Resist blunt weapons; Both punches hit: Hug 2d6+(Str bonus)+paralyzation (PPD save)

Combat effects:

[Psi29 Grand] Acid Bolt LVLd10:

[Psi--2 Ultra] Change Reality: Change Reality (any Psi grand); Double CL effect

[Pri SL6] Command 6: Target makes 6 saves, each missed save allows 1 word for a command to be given

[Wiz SL9] Gate: Connects two planes for travel or summoning.

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

[Psi6G Ultra] Sixth Level Priest Spell: Cast one 6th level Priest spell at CL = 80

[Psi10 Major] Kinetic Dome: Kinetic Wall (see above) but is a hemisphere

[Psi54 Grand] Damage Transference: Cell Adjustment CL*SL*2 hp

[Psi30 Grand] Lightning Bolt: Lightning damage, Dex resists

[Pri SL4] Remove Capital S Stun: Removes Capital S Stun

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

[Psi30 Ultra] Acid Blast /Toxic Wave: Acid damage, Con resists

Dungeon090520 - Dungeon Level 107 (No Duh)

Room # 11

Training/Exercise/Practice - 5ft. long x 30ft. wide x 25ft. tall

tongs; workbench; thumping; groaning

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

Sample Names: Faldorn the unpleasant Ghost Finger (Hyper-); Kaliesh the gelatinous Yellow Frog (Anti-matter)

Inhaled Harming Trap; DL 107; Search DC 1124 (6300 Wis damage, no resistance)

Door, Secret that (causes/has/or is) Intelligent

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Day 6,752,539gp

shrine

a green potion, 'gas breath' " " ", 300gp

Trailblazer's Bow: Equip: Pay 58 Chr and "Equipped creature gets +316 to hit/dmg and +964 AC/saves

and 16224 hp and has Vigilance, Protection from even collector numbers, Double Strike and Blurry.; 11449180gp

Scroll of Spell Research, Wizard (1/d: A new spell

(randomly researched) of levels 1-10 appears on the scroll.), 104250gp

DL CVII Xona-Titanic Indigo Coils x(1565) x[7]

i^93 AC 1.1E+5, HD 8.5E+30, i^72 hp 7.3E+33, CR 1120% #Att 129, TH ÷ AC/Save DC by 11556, i^87 dmg 3.4E+5

Str 321, Dex 414, Con 590, Int 204, Wis 277, Chr 610, 3.4E+5kxp

Hells No (A being of your choice is Technicolored(high) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Psi-12T Major] Time Aura: Enemies in your group lose 1 action /s (no save)

[Wiz SL8] Tenser's Transformation 8: +150% of max hp to current hp, +4 TH melee

[Psi24 Major] HD type: Add +1d+0: Add 1 to number of HD per level

[Wiz SL12] Eighth & Ninth Level Magic-User Spells:

[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 SL11] Prismatic Sphere 11: 9 Prismatic colors or 7 MultiPrismatic colors (may repeat colors in either mode)

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

[Wiz SL11] Bestow Save: get saves vs effects with no save 1t/lvl

[Psi3½ minor] Dissolving Weapon: Your weapon deals 4d6 acid damage.

[Pri SL9] Resist Fire/Resist Cold 9: Take -85% dmg vs. fire or cold

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

[Pri SL8] Forever Minions: All dead in area raise as zombies in 1r; spell is permanent

Combat effects:

[Psi3 minor] Ecto Puppet: You directly control an astral construct.

[Wiz SL10] Mordenkainen's Disjunction 10: Disjunct 2 effects (any type)

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

[Psi54 Grand] Spiritual Drain: Target loses CL*SL hp (necromantic, no save), you gain CL*SL hp (not above max)

[Pri SL8] Creeping Doom 8: (1d5+7)*120 insect dmg

[Psi29 Grand] Restoration/Energy Drain:

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

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

[Psi30 Ultra] Lightning Blast: Lightning damage, Dex resists

[Psi2 Grand] Grand Detonate: CLd20 shards damage; Use d30's

[Psi-12C minor] Wild Invocation II: Random 2nd (60%) or 3rd (40%) SL Wizard Invocation spell

[Wiz SL4] Wacky Ball 4 / Normal / ½ : Ld8 dmg normal element (area) (save: ½)

Dungeon090520 - Dungeon Level 107 (Bad News Bears)

Room # 12

Cell - 10ft. long x 50ft. wide x 25ft. tall

pillar; table; tinkling; misted

Plane Shift Door (other side is on another plane) on the east wall leading to a 25ft. long x 5ft. wide x 20ft. tall hallway.

Sample Names: Larn the miserly Sister -ette (Solar); Bui Swordthrower the dazzling American Light (Javelin)

Injected Anti-Loop Trap; DL 107; Search DC 1143 (94000 idamage, no save)

Machine 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/Round 6,073,057gp

iron drill

Mutton, 20gp

Chocolate Bracers [AT+21910] +157 AC/+197 Saves; 1attack: Lightning

shield (xSL/10 damage back); CL 478; SL 107; 2842260gp

Copper Gauntlet, spiked [90d6] +33489 Th/+40400 dmg -25+/x31;

1P: Steal an action (save); CL 509; SL 107, 12399077gp

DL CVII Exa-Fine Fuchsia Fictions x(562) x[5]

i^71 AC 1.1E+5, HD 1.5E+19, i^66 hp 1.3E+22, MR 1083% #Att 197, TH ÷ AC/Save DC by 11556, i^61 dmg 137412

Str 474, Dex 543, Con 122, Int 640, Wis 542, Chr 678, 3.4E+5kxp

Hat Tip (A being of your choice is Lower Multiplier (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Pri SL7] Regenerate 7: Regenerates 1 hp /s

[Wiz SL5] Prismatic Sphere 5: 3 Prismatic colors or 1 MultiPrismatic colors (may repeat colors in either mode)

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

[Psi18 Major] Psi: Amplification: x2 effect on next Psi (any freq.) power

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

[Psi45 Grand] Reflection: MPIWReflection 5*SL%

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

[Psi--2 Grand] Endurance of the World: +9 TH; +9 dmg; IECNR +25% ; Lasts 5r after maint.

[Wiz SL5] Anti-Radioactive Shell:

[Wiz SL4] Armor 4: +CL*8 current hp

[Wiz SL5] Fire Shield 5: Anyone who melees with you takes 100% dmg back

[Wiz SL5] Globe of Invulnerability 5: Immune to spells with SL=0 to 4

Combat effects:

[Pri SL9] True Resurrection : As resurrection, plus remains aren't needed.

[Psi1 Ultra] Counterspell: [0 action to use] Counters a Magic/Psi/Innate

[Wiz SL12] Dispel Exhaustion 12: Restore 99% of dmg taken, get an Original Haste 12 for 1 round

[Psi45 Grand] Mind Transferral: Minor: Empathy (save); Major: Magic Jar (SL/3 saves)

[Pri SL2] Hold Person/Monster 2: Hold 4 person or 2 monster targets (save)

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

[Pri SL10] Creeping Doom 10: (1d7+11)*160 insect dmg

[Psi9 Major] Amphibian: [Water Breathing] Sonic Blast:CH*10 dmg

[Pri SL6] Flame Strike 6: CLd10 holy fire dmg (save:½)

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

[Pri SL9] Dispel Evil 9: Dispel 5 evil targets (can target the same thing more than once) (save)

[Wiz SL8] Solid Wall of Force: Stops spell effects, hurled objects, breath weapons, people, and psionic effects.

Dungeon090520 - Dungeon Level 108 (Hundo)

Room # 1

Closet - 50ft. long x 25ft. wide x 25ft. tall

Chimney, Fire (for fireplace); sofa; coughing; slithering

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

Sample Names: Aulwyr the cut-throat Doom Light (Rainbow); Klennald the noxious Princess Conundrum (Spoon)

Crushing Lock Trap; DL 108; Search DC 1127 (700 Dex damage, no save)

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

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Reset
171,169gp

rope rotted

a studded leather jacket, +1 AC, 34gp

Electric blue Rope [54d12] +131 Th/+141 dmg 19+/x33; 1attack: KiLd8 dmg, KiL' radius

(fire damage) (save:½, if made save again for 0); CL 571; SL 108, 139760gp

Rian's Finger Nails: +177 to Str; 1attack: +1 size category, DR 10/evil or good.; CL 616; SL 108; 11664680gp

DL CVIII Xona-Colossal Prismatic Cultivators x(1603) x[5]

i^54 AC 1.2E+5, HD 4.3E+30, i^98 hp 3.7E+33, BlahR 1091% #Att 150, TH ÷ AC/Save DC by 11772, i^51 dmg 9.3E+4

Str 205, Dex 613, Con 569, Int 733, Wis 333, Chr 402, 3.5E+5kxp

Yeah (A being of your choice is Exterminated(gloom) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Wiz SL9] Third Level Magic-User Spells (DM1): Cast any four 3rd level Wizard spells simultaneously when it is cast.

[Pri SL8] Duplicate Monster: Duplicate a x1 monster (not incl. classes)

[Pri SL5] Resist Fire/Resist Cold 5: Take -65% dmg vs. fire or cold

[Psi4 Major] AC *1.5: Your new AC = (old AC - 10) * 1.5 + 10

[Pri SL3] Goodberry 3: Creates 12 goodberries

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

[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 SL10] Anti-Magic Shell 10: Anti-Magic of SL 0 to 9

[Wiz SL6] Prismatic Sphere 6: 4 Prismatic colors or 2 MultiPrismatic colors (may repeat colors in either mode)

[Wiz SL11] Anti-Magic Shell 11: Anti-Magic of SL 0 to 10

[Wiz SL9] Tenser's Transformation 9: +175% of max hp to current hp, +5 TH melee

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

Combat effects:

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

[Psi3 Major] Astral Construct V: Astral construct fights for you.

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

[Wiz SL7] Summon Monster VII : Calls outsider to fight for you.

[Wiz SL1] Prismatic Wall 1: 1 Prismatic color

[Pri SL5] Insect Plague : Insect horde limits vision, inflicts damage, creatures flee.

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

[Wiz SL8] As You Will Be: +1 ML for 1 turn, you will Twilight at end of effect (no resistance)

[Pri SL4] Command 4: Target makes 4 saves, each missed save allows 1 word for a command to be given

[Psi45 Grand] Hypnotic Control: Hypnosis (SL/2 saves)

[Psi10 Major] Scare: Fear 1d3+CL/2 r, target must save every round (even if made previous saves)

[Psi3½ Major] Energy Wall: Create wall of your chosen energy type.

Dungeon090520 - Dungeon Level 108 (Jebus)

Room # 2

Wizard's Chamber/Lab - 25ft. long x 35ft. wide x 50ft. tall

Walls of Souls; tun; downdraft, slight; thud

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

Sample Names: Rodor Galansson the sublime Mighty Syndicate (Trick); Quallem the impolite Aqua- Vampire (Grappling Hook)

Air in room transforms into Elemental Slag / Tar Trap; DL 108; Search DC 1145 (910 Str damage/s, no save)(multiple targets)

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

[x2] Room is permanently/continuously Annihilated, only creatures immune or bubbled against it can function here.

6,828,902gp

spices

amethyst ring, 500gp

Blackened Book: +3300 PSP's; 11664250gp

Rian's Hamstring muscle: +200 to Int; 1Z: Target gains $10 \cdot N$ hp, where

N is the number of people in the party+summons; CL 417; SL 108; 11664960gp

DL CVIII Peta-Fine Brownish Prosecutions x(1509) x[8]

i⁹⁰ AC 1.2E+5, HD 1.5E+16, i⁶⁵ hp 1.3E+19, AllR 1153% #Att 141, TH ÷ AC/Save DC by 11772, i⁸⁷ dmg 2.3E+4

Str 731, Dex 183, Con 198, Int 339, Wis 311, Chr 613, 3.5E+5kxp

Gor Blimey (Make irrelevant an entire segment's worth of actions (can't be dispelled).)

Prepared effects:

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

[Psi1 Ultra] Sinanju Spirit: Know and can use all Martial Arts powers

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

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

[Wiz SL6] Anti-Magic Shell 6: Anti-Magic of SL 0 to 5

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

[Psi8 Major] Unusual Mix: May construct your tech items using "Unusual Materials" chart, this may have odd effects

[Psi100 Major] Psionic Cage: Reverse Wards (no one can leave)

[Psi72 Major] Absorption - Energy: -PL dmg per energy attack

[Wiz SL3] Haste: +1 P, +1V to one group

[Psi-12T Major] Time Aura: Enemies in your group lose 1 action /s (no save)

[Psi16 Grand] Golem Form: Shaboath: Immune water; 1P: Drown a group; 1M: Wall of Ice

Combat effects:

[Wiz SL3] Dispel Illusion : Dispels illusions in area

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

[Psi29 Major] Reverse Magic (cast reverse at effect):

[Pri SL3] Hold Person/Monster 3: Hold 5 person or 3 monster targets (save)

[Psi29 Major] Megakinesis:

[Psi--2 Grand] Grand Acidify: CLd20 acid damage; Use d30's

[Pri SL7] Gate: Connects two planes for travel or summoning.

[Pri SL10] Flame Strike 10: CLd18 holy fire dmg (save:½)

[Wiz SL6] Dispel Exhaustion 6: Restore 85% of dmg taken, get an Original Haste 6 for 1 round

[Pri SL5] Greater Command : As command, but affects one subject/level.

[Wiz SL5] Dispel Magic 5: Dispel 3 magic effects

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

Dungeon090520 - Dungeon Level 108 (Kthx)

Room # 3

Garbage Room - 35ft. long x 5ft. wide x 40ft. tall

prayer rug; Bridge, Conjured (magical); footsteps (behind); salty, wet smell

Teleport Door (other side is far away) on the south wall leading to a 10ft. long x 15ft. wide x 5ft. tall hallway.

Sample Names: Goblincrusher the kewl Quick Twosome (Screwdriver); Hicetaon the noxious Ant Reserve (Hang Glider)

Ingested Nether Trap; DL 108; Search DC 1103 (2120 idamage, no resistance)

Ceiling that (causes/has/or is) Treasure hidden by Illusion (to change or hide appearance)

[x2] Mortals cannot see, smell, or sense into this room unless they are actually there; Divine Intervention fails

8,587,532gp

vase

a goblin's short sword, sword, 2d4 (5), 46gp

Drum of Brilliant Ass Juice:; 1P: Atomized(destroyed) Shield: Whenever someone hits you with a melee attack, they suffer that Status Effect unless they make a save vs. Spell.; CL 651; SL 20; 11664690gp

Emerald Armor Gemlet [AT+30982] +170 AC/+21904 Saves; 1F:

Bars extradimensional movement.; CL 620; SL 108; 6709500gp

DL CVIII Mega-Gargantuan Rust Cormorants x(1825) x[8]

i^82 AC 1.2E+5, HD 1.8E+9, i^63 hp 1.6E+12, XR 1108% #Att 206, TH ÷ AC/Save DC by 11772, i^65 dmg 1.4E+5

Str 347, Dex 677, Con 500, Int 539, Wis 227, Chr 122, 3.5E+5kxp

Drats (A being of your choice is Obliterated(destroyed) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Psi24 Grand] Rogue points 30: This class gives an extra +30 Rogue points per level.

[Psi9 Ultra] Control Earth: Mass Damage: Your physicals do Hp instead of hp

[Psi45 minor] Reflection: MPIWReflection 5*SL%

[Wiz SL2] Fire Shield 2: Anyone who melees with you takes 25% dmg back

[Psi6G Ultra] Hero Lore: You gain x2 multiplier; Hero's powers of level = (CL-21)/7

[Pri SL7] Symbol : Triggered runes have array of effects.

[Psi18 Grand] Scty: Flight Blockade: [permanent] No flying in area

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

[Pri SL5] Summon Nature's Ally V : Summons a DL V animal (maintained)

[Psi30 Grand] Luck: Gains +1(+5%)/succ on 1 action

[Psi3½ Major] Teleport Trigger: Predetermined event triggers teleport.

[Pri SL6] Resist [E=6 element]: Pick an E=6 element, you resist it for 1 hour.

Combat effects:

[Pri SL4] Creeping Doom 4: 160 insect dmg

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

[Psi54 Major] Telekinesis: Telekinesis CL*SL*10 lbs.

[Wiz SL7] Delayed Blast Fireball : A fireball with +1 bonus to any dice, and can be delayed for up to 5 rounds

[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)

[Psi10 Major] Impact: (CL+3)d8 telekinetic dmg; one target; no save

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

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

[Pri SL4] Death's Door 4: Target (currently at negative hp) goes to 1 hp

[Pri SL7] Death's Door 7: Target (currently at negative hp) goes to 8 hp (can't go above max)

[Pri SL8] Summon Monster VIII : Calls outsider to fight for you.

[Psi9 Major] Incendiary Blast: Con-CH check or CHd12 damage

Dungeon090520 - Dungeon Level 108 (Balls)

Room # 4

Cistern (holds water) - 40ft. long x 45ft. wide x 45ft. tall

overhang; jug; tapping; knocking

Phase Door (phases in/out every so often) on the west wall leading to a 10ft. long x 5ft. wide x 5ft. tall hallway.

Sample Names: Nothnarg the ever-loving, blue-eyed Princess Nine (Engine); Atol Spearthraser the tone-deaf Quin- Wolf (Unde

Contact Tempest Trap; DL 108; Search DC 1093 (2250 Wis damage, no resistance)

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

[x2] Room is permanently/continuously Berserked, only creatures immune or bubbled against it can function here.

11,019,107gp

dripping

a small metal shield, +1 AC, 75gp

Rian's Tears: +58 to Dex; 1M: Convert a white card, a blue card, a black

card, a red card, and a green card from MTG to DND.; CL 676; SL 108; 11664370gp

General's of the Righteous: Equip: Pay 86 Con and "Equipped creature

gets +745 to hit/dmg and +111 AC/saves and 83232 hp"; 11664220gp

DL CVIII Exa-Huge Shocking Pink Sundials x(1881) x[8]

i^64 AC 1.2E+5, HD 1.0E+21, i^91 hp 8.7E+23, WR 1158% #Att 164, TH ÷ AC/Save DC by 11772, i^67 dmg 1166419

Str 148, Dex 253, Con 217, Int 249, Wis 228, Chr 576, 3.5E+5kxp

Jesus, Mary, And Joseph (A being of your choice is Ego-Dominated (doesn't target, no resist, can't be dispelled).)

Prepared effects:

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

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

[Pri SL3] Goodberry 3: Creates 12 goodberries

[Psi45 Grand] True Invulnerability: SL instances of Resist distributed as you like (medium categories: a school, an element, etc.)

[Pri SL5] Resist Fire/Resist Cold 5: Take -65% dmg vs. fire or cold

[Psi-6G minor] Starlit: Holy Fire Shield (half damage back in melee); +CL*20% RaRR; Ultravision

[Wiz SL11] Duplicate Mechanism: duplicate a technology item

[Wiz SL6] Contingency: Each creature can only have 1 Contingency spell on him. If the contingency spell is dispelled, the effect ir

[Wiz SL12] Eighth & Ninth Level Magic-User Spells:

[Psi27 Major] Worshipers of Any God: You have an enslaved creature: You gain his hp in permanent hp for the day.

[Psi7 Grand] (no name): Immunity to energy drain and negative levels

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

Combat effects:

[Psi30 Major] Stun Bolt: Astral stunning

[Pri SL3] Hold Person/Monster 3: Hold 5 person or 3 monster targets (save)

[Psi100 Major] Dispel Exhaustion: Mental Surgery (1) but all in psi link affected

[Pri SL2] Blade Barrier 2: 4d4 dmg wall (shards)

[Wiz SL11] Reset Self:

[Wiz SL7] Power Word Stun 7: Stuns a creature if current hp < 160 (no save)

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

[Pri SL8] Undead Plague: Summon 1000 skeletons

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

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

[Pri SL7] Restoration (1): Removes all lost levels, not just one. Also restores ability score drains. Does not age caster or target.

[Pri SL9] Treat Ultra Wounds: Cure 90% of max hp

Dungeon090520 - Dungeon Level 108 (Fuck Da Pope)

Room # 5

Wizard's Chamber/Lab - 15ft. long x 15ft. wide x 40ft. tall

table (small); candlestick; footsteps (side); squealing

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

Sample Names: Sinnatha the sublime Invisible Bug (Grenades); Maira the impolite Manga Weirdo (Symbiosis)

Spiked Floor Trap; DL 108; Search DC 1108 (8640 idamage, no resistance)

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

[x2] Room is permanently/continuously Disjunct (effect)ed, only creatures immune or bubbled against it can function here.

8,343,988gp

teeth/fangs, scattered

a green snake scale shirt, +4 AC, 30gp

Blue Armor, Light [AT+194] +157 AC/+25921 Saves; 1P: Resist Vacuum and High Pressure; CL 651; SL 108; 3364725gp

Pale Shield [AT+36486] +16640 AC/+31330 Saves; 1P: Roll 1d4+16 instead

of 1d20 for to hit; CL 531; SL 108; 10623105gp

DL CVIII Exa-Gargantuan Yellow Beams x(1846) x[8]

i^47 AC 1.2E+5, HD 2.0E+21, i^68 hp 1.7E+24, AllR 1083% #Att 191, TH ÷ AC/Save DC by 11772, i^80 dmg 1.2E+5

Str 199, Dex 350, Con 727, Int 451, Wis 274, Chr 760, 3.5E+5kxp

Fuck A Duck (A being of your choice is Despair(gloom) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Wiz SL5] Fire Shield 5: Anyone who melees with you takes 100% dmg back

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

[Wiz SL10] Tenser's Transformation 10: +200% of max hp to current hp, +6 TH melee

[Wiz SL10] Reflect Dweomer: One action or effect is reflected to caster (no save)

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

[Psi81 Ultra] Magic Defense: Resist magic

[Psi1 minor] Psionic Trigger: Contingency for 1 psi power (still need points)

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

[Wiz SL11] Prismatic Sphere 11: 9 Prismatic colors or 7 MultiPrismatic colors (may repeat colors in either mode)

[Wiz SL5] Original Stoneskin 5: Block the next 2 P actions of attacks

[Wiz SL11] Tenser's Transformation 11: +225% of max hp to current hp, +7 TH melee

[Pri SL2] Protection from Lightning 2: Stop the next CL*4 lightning dmg

Combat effects:

[Wiz SL8] Power Word Kill 8: Kills a creature if current hp < 90 (no save)

[Wiz SL9] Really Really Put of Misery: Target being that is Capital S Slain is removed from the timeline (no save)

[Psi29 Major] Hold Monster:

[Pri SL8] Conjure Greater Elemental: Conjures a 36 HD Elemental Lord (x2 being)

[Psi29 Major] Enervation:

[Psi0 minor] Throw: Make one attack, if successful, throw target level*10' in one direction, he takes falling dmg

[Psi10 Major] Kinetic Dome: Kinetic Wall (see above) but is a hemisphere

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

[Pri SL9] Blade Barrier 9: 11d11 dmg wall (shards)

[Psi72 Major] Energy Blast - Explosive: One group takes PL energy dmg (no save)

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

[Wiz SL11] Mordenkainen's Disjunction 11: Disjunct 3 effects (any type)

Dungeon090520 - Dungeon Level 108 (Na)

Room # 6

Animal Pens - 10ft. long x 45ft. wide x 45ft. tall

curtain; Floors of Water; urine smell; acrid smell

Wood Door, Normal on the west wall leading to a 50ft. long x 5ft. wide x 10ft. tall hallway.

Sample Names: Shemesh the awesome Quin- Cow (Ether); Bedwyr the incredible Silent League (Solar)

Injected Silverglade Trap; DL 108; Search DC 1166 (2520 Str damage, DC 1178 Will save to negate)

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

[x2] Room is permanently/continuously Disjunct (effect)ed, only creatures immune or bubbled against it can function here.

7,634,540gp

bucket

a Silver Mace of The Titans, mace, 7d5 (21), 566gp

Jug of Red Mucus.; 1F: Wiped Out(destructed) Shield: Whenever someone hits you with a melee attack,

they suffer that Status Effect unless they make a save vs. Spell.; CL 519; SL 20; 11664570gp

Adventuring Armaments: Equip: Pay 57 Cml and "Equipped creature gets

+209 to hit/dmg and +67 AC/saves and 38440 hp".; 11664980gp

DL CVIII Zetta-Medium Carnelian Dashes x(2008) x[7]

i^64 AC 1.2E+5, HD 2.6E+23, i^69 hp 2.2E+26, GR 1173% #Att 90, TH ÷ AC/Save DC by 11772, i^79 dmg 9.3E+4

Str 197, Dex 671, Con 619, Int 569, Wis 271, Chr 309, 3.5E+5kxp

Fo Shizzle My Nizzle (A being of your choice is Vulnerable Weapons (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Wiz SL10] Prismatic Sphere 10: 8 Prismatic colors or 6 MultiPrismatic colors (may repeat colors in either mode)

[Psi18 Grand] Scty: MagnificentDefender: No magic & psi of SL 7 or lower in area

[Psi45 Major] Reflection: MPIWReflection 5*SL%

[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 SL8] Sphere Of Security: Friends get +2 AC,+2 saves, +50% MR, 4 Pro.scroll effects 1h

[Wiz SL11] Symbol Of Wizardry: all that look at symbol have their spells reset

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

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

[Psi7 Major] (no name): Regenerate at CL-3 hp /s

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

[Psi-3 Major] Physical Barrier: -CL dmg per physical attack

[Pri SL8] Protection from Lightning 8: Stop the next CL*28 lightning dmg

Combat effects:

[Psi-9 Grand] Hyperkinetic: Decr.Attacks: -CH P actions (yuck!) (no save)

[Psi15 V] Charm Reptiles: Charm Reptile/Dragon (no save, can use IR)

[Wiz SL7] Steal Enchantment : Transfer the enchantment of one spell to an another

[Psi54 Major] Vampirism: Target gets SL/2 negative levels (energy drain, no save), you gain CL*SL hp (not above max)

[Psi12C Major] Miscast Magic: Miscast Magic (TM 69), also works on psionics

[Psi6N Major] Dispel Psionic: Dispel one psionic effect

[Psi29 Grand] Photon Kinetic: Laser Beam (Psi 9): 10*(CHd8) Light damage (save):

[Pri SL7] Escape: You Escape from current situation

[Psi-12L minor] Choose Summoning II: Monster Summoning using ML II chart, you pick the result

[Psi6N Major] Dispel Non-Balance: Dispel Evil but vs. non-Neutral creatures

[Pri SL5] Cure Wounds 5: Cures 15d8 hp (can take offer of 6 per die -> 90 hp)

[Psi30 Ultra] Earth Blast: Ele.Earth damage,Con resist

Dungeon090520 - Dungeon Level 108 (Herp Derp)

Room # 7

Bath / Bathing Room - 40ft. long x 45ft. wide x 5ft. tall

decanter; cage; steamy; wind, strong

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

Sample Names: Ollarn the demented Snow Ninjas (Ultralight); Umandiira the congenial Magnetic Goliath (Saber)

Power Word Stun 12 Trap; DL 108; Search DC 1125 (Cleric CL 216, no save)

Door that (causes/has/or is) Symbiotic

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Reset
3,041,382gp

sword

an ivory helm, +2 AC, 15gp

Phial of Rose-Coloured Breast Milk;; 1Z: Wiped Out(destructed) Blast: Do this

Status Effect to one group (no save) ; CL 540; SL 20; 11664300gp

Aquamarine Staff [99d20] +15376 Th/+13689 dmg -6+/x45; 1M: Produces

fire or frost (6 dmg, save:½); CL 552; SL 108, 4936227gp

DL CVIII Peta-Gargantuan Rosy Repairs x(1704) x[6]

i^95 AC 1.2E+5, HD 1.9E+18, i^53 hp 1.7E+21, AllR 1107% #Att 114, TH ÷ AC/Save DC by 11772, i^69 dmg 233369

Str 288, Dex 161, Con 453, Int 357, Wis 730, Chr 123, 3.5E+5kxp

Dookie Salad (Enemy Subordinates can't affect you (can't be dispelled).)

Prepared effects:

[Psi23 Grand] Breath Weapon Cloud: Forms into a breath weapon if triggered

[Psi6G Super] Destroy Evil Spirit: Evil creature loses N stat points and N^2 permanent hp (no resistance, can use GR)

[Psi45 Major] Resist: Magic: SL/4 (round down) instances of Resist magic

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

[Pri SL9] Regenerate 9: Regenerates 4 hp /s

[Wiz SL4] Armor 4: +CL*8 current hp

[Psi-9 Grand] Control Air: Armor: +CH Saves, Armor has 10*CH hp

[Pri SL9] Rift: all undead within 360 yards have x10 hp; duration 3 d

[Pri SL10] Goodberry 10: Creates 40 goodberries

[Wiz SL5] Animal Growth : One animal/two levels doubles in size, HD.

[Psi45 Grand] True Invulnerability: SL instances of Resist distributed as you like (medium categories: a school, an element, etc.)

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

Combat effects:

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

[Wiz SL12] Time Stop 12: Stops time for 1d7 rounds

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

[Wiz SL8] Power Word Kill 8: Kills a creature if current hp < 90 (no save)

[Psi2 Major] Detonate: (level)d6 damage (save:½); (2*level)d6 damage

[Pri SL6] Blade Barrier 6: 8d8 dmg wall (shards)

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

[Psi29 Ultra] Reconstruct:

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

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

[Pri SL9] Reset Self: Reset self

[Pri SL8] Call Lightning 8: (CL+2)d18 lightning dmg (save:½) (halve the die type if not outside)

Dungeon090520 - Dungeon Level 108 (Ugh)

Room # 8

Hall, Great - 5ft. long x 15ft. wide x 35ft. tall

workbench; sideboard (china closet); drumming; wind, strong

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

Sample Names: Cethrassir the virtuous Battle -oid (Teleporter); Vashti the sepulchral Robo- Reserve (Pistol)

Container transforms into Elemental Heat / Warmth Trap; DL 108; Search DC 1167 (1200 Dex damage/s, no save)

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

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Reset
7,603,616gp

bird cage

a barrel of jet fuel, 'refresh' 'giant strength' 'fly' ', 1gp

Rian's Gluteus maximus muscle: +281 to Con; 1P: One group

10d6 elec dmg. Persists 1 rd.; CL 491; SL 108; 11664310gp

Leaden Cube [92d6] +22801 Th/+136 dmg 2+/x4; 1M: ½M, -4 current hp: 30' r: CLd6

unholy radiance (no save), good-align have no resist and take x2 dmg; CL 426; SL 108, 3892954gp

DL CVIII Mega-Diminutive Turquoise Hemps x(1555) x[7]

i^72 AC 1.2E+5, HD 2.8E+7, i^55 hp 2.5E+10, RR 1094% #Att 194, TH ÷ AC/Save DC by 11772, i^55 dmg 4.7E+4

Str 365, Dex 577, Con 306, Int 254, Wis 733, Chr 597, 3.5E+5kxp

Giggity (Deflect a being of your choice's segment of actions (can't be dispelled).)

Prepared effects:

[Wiz SL11] Tenser's Transformation 11: +225% of max hp to current hp, +7 TH melee

[Wiz SL9] Fire Shield 9: Anyone who melees with you takes 200% dmg back

[Psi54 Major] Aura of Fear: Fear by sight (SL saves)

[Wiz SL9] Armor 9: +CL*18 current hp

[Pri SL2] Resist Fire/Resist Cold 2: Take -50% dmg vs. fire or cold

[Wiz SL6] Prismatic Sphere 6: 4 Prismatic colors or 2 MultiPrismatic colors (may repeat colors in either mode)

[Psi9 Ultra] Thought: No Body: You no longer have/need a physical body

[Wiz SL4] Tenser's Transformation 4: +50% of max hp to current hp

[Wiz SL9] Prismatic Sphere 9: 7 Prismatic colors or 5 MultiPrismatic colors (may repeat colors in either mode)

[Psi3½ Major] Steadfast Perception: Gain immunity to illusory effects, +6 bonus on Spot and Search checks.

[Psi0 Grand] Extendable Limbs: Your limbs can extend an extra KiL'

[Wiz SL6] Contingency: Each creature can only have 1 Contingency spell on him. If the contingency spell is dispelled, the effect ir
Combat effects:

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

[Psi5 Grand] Destroy Matter: Disintegrate (save), if save made takes half max hp

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

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

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

[Psi81 Grand] Energy Blast III: [Pick an element] CLd20 dmg of that element (one group, no save)

[Pri SL6] Remove *Curse*: Removes *Curse*, Capital C Curse (but not Ancient Foul Curse)

[Pri SL9] Fire Storm 9: (CL+2)d14 holy fire dmg, hits 4 groups (no save)

[Psi12T Major] Dispel Magic: Dispel Magic (as spell)

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

[Pri SL7] Cure Wounds 7: Cures 28d8 hp (can take offer of 6 per die -> 168 hp)

[Wiz SL10] Power Word Kill 10: Kills a creature if current hp < 150 (no save)

Dungeon090520 - Dungeon Level 108 (Safety First)

Room # 9

Gas Chamber - 5ft. long x 20ft. wide x 40ft. tall

hay (pile); pot (huge); earthy smell; footsteps (approaching)

Archway (open) on the south wall leading to a 15ft. long x 10ft. wide x 20ft. tall hallway.

Sample Names: Dhulark the bizarre Orange Spider (Nano-); Ollamh the obscene Alpha Cronie (Terra)

Swinging Doorknob Trap; DL 108; Search DC 1152 (13000 Int damage, DC 1144 Will save for 1/10)

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

[x2] Gods cannot hear, feel, or sense into this room unless they are actually there; Divine Intervention fails

4,765,327gp

zebra pelt

the Orb of Carga, +3 AC, 758gp

Navy Eyes [103d20] +23715 Th/++14 dmg -11+/x25; 1P: SL*CL/2 Sound damage

(no save) and SL/2 instances of deafness (save); CL 444; SL 108, 4056027gp

Mage of the Realm: Equip: Pay 15 Con and "Equipped creature gets

+106 to hit/dmg and +103 AC/saves and 62410 hp and has Reach.; 11664630gp

DL CVIII Tera-Fine Dove-Grey Familys x(830) x[8]

i^61 AC 1.2E+5, HD 1.5E+13, i^92 hp 1.3E+16, TR 1141% #Att 1, TH ÷ AC/Save DC by 11772, i^88 dmg 5.8E+5

Str 214, Dex 639, Con 200, Int 432, Wis 602, Chr 724, 3.5E+5kxp

Giggity (A being of your choice is Tentacle Raped(humiliate) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

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

[Psi16 Ultra] Golem Form: Iron: set Str 24+LVL; Cured by fire dmg; Mouth's P: Breathe poison (group, half hp, BW save:1/2)

[Wiz SL9] Third Level Magic-User Spells (DM1): Cast any four 3rd level Wizard spells simultaneously when it is cast.

[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.

[Psi4 Ultra] Move Rate *2.5: Multiply Move Rate by 2.5

[Pri SL10] Protection from Fire 10: Stop the next CL*36 fire dmg

[Wiz SL8] Prismatic Sphere 8: 6 Prismatic colors or 4 MultiPrismatic colors (may repeat colors in either mode)

[Wiz SL5] Animal Growth : One animal/two levels doubles in size, HD.

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

[Wiz SL6] Prismatic Sphere 6: 4 Prismatic colors or 2 MultiPrismatic colors (may repeat colors in either mode)

[Wiz SL9] Shape Change : Changes the caster to someone else, he adopt it powers and vulnerabilities save that depends upon int

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

Combat effects:

[Psi45 minor] Control: 1bM: Redirect an effect (caster makes SL/4 saves)

[Pri SL10] Death's Door 10: Target (currently at negative hp) goes to 64 hp (can't go above max)

[Wiz SL6] Cone of Cold 6: CLd12+CL cold dmg to a group (save:½)

[Psi8 Major] Repair Serious Damage: Cures 80 hp (8 Hull points) to a technological item, fixes minor malfunctions

[Psi6G Grand] White Hurricane: All Evil in sight Gated to their home (no save)

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

[Wiz SL5] Twilight: Target is Twilighted for CL segments (Will save)

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

[Wiz SL8] As You Will Be: +1 ML for 1 turn, you will Twilight at end of effect (no resistance)

[Pri SL3] Creeping Doom 3: 40 insect dmg

[Psi9 Major] Disintegration Beam: Disintegrate up to 100*CH lbs. (save)

[Pri SL9] Remove Curse 9: Cure 6 curse effects (reverse causes that many, save for each)

Dungeon090520 - Dungeon Level 108 (Jeeze)

Room # 10

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

quill; Bridge, Force (magical); chanting; tinkling

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

Sample Names: Salix the virtuous Mademoiselle Liberator (Rod); Yemishite the artistic Composite Weirdo (Wings)

Magic Missile 12 Trap; DL 108; Search DC 1165 (Cleric CL 216, DC 1183 RSW save for 1/3)

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

[x2] Room is permanently/continuously Capital F Folded, only creatures immune or bubbled against it can function here.

9,825,697gp

bandora

A Very Mini skirt of Lady Justice, 650gp

Greenish Wand [101d6] +141 Th/+161 dmg -13+/x13; 1M: (level)d4 years aged; CL 696; SL 108, 166124gp

Rian's Triceps muscle: +263 to HD; 1M: When you cast this spell, you learn a

SL=5 spell named Gideon, Martial Paragon. All your subordinates get +1 DL.; CL 472; SL 108; 11664460gp

DL CVIII Exa-Tiny Spruce Servants x(1600) x[4]

i^91 AC 1.2E+5, HD 6.2E+19, i^63 hp 5.4E+22, TR 1082% #Att 10, TH ÷ AC/Save DC by 11772, i^50 dmg 93409

Str 142, Dex 535, Con 365, Int 415, Wis 419, Chr 692, 3.5E+5kxp

Fuck (A being of your choice is Overwhelmed(insane) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Psi54 minor] Systematic Antidote: SL/2 instances of Resist Poison/Drugs

[Psi-6N Major] Gaea's Avenger ~: 1P or 1M: Immune to xN and lower artifact effects that you (or your party) do not control; max

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

[Wiz SL10] Psionic Shield: class VI/esper-blind but can still use psi for 1t

[Psi23 Grand] Chaos Cloud: Does random effects every round

[Pri SL9] Protection from Lightning 9: Stop the next CL*32 lightning dmg

[Pri SL10] Protection from Lightning 10: Stop the next CL*36 lightning dmg

[Psi-15 Grand] Dial-a-Breath Element (≤): You can use any element with E factor equal to or less than your normal breath.

[Psi60 V] Super Unluck: Choose result on next die roll on enemy

[Psi3½ Major] Clairtangent Hand: Emulate far hand at a distance.

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

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

Combat effects:

[Pri SL7] Death's Door 7: Target (currently at negative hp) goes to 8 hp (can't go above max)

[Psi10 Major] Charm Person: Charm Person (make CL saves)

[Psi100 Major] Energy Dissipation: Take 3/4 damage from every energy attack

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

[Wiz SL9] Cone of Cold 9: CLd18+CL cold dmg to a group (save:½)

[Psi10 Major] Dream Suggestion: Suggestion (CL/2 saves vs.spell)

[Psi3 Major] Greater Domination: Subject obeys your will.

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

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

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

[Psi-9 Ultra] Nightmare: Improver Beam: +CH/6 to being's multiplier (will be Set in 1r)

[Psi3 Major] Lesser Domination: Forces subject to obey your will.

Dungeon090520 - Dungeon Level 108 (Fo Shizzle My Nizzle)

Room # 11

Game Room - 25ft. long x 40ft. wide x 5ft. tall

pan; barrel; smoky; dank, mouldy smell

Plant Door (as the spell) on the west wall leading to a 20ft. long x 10ft. wide x 10ft. tall hallway.

Sample Names: Llanwy the satanic Blind Paladin (Submarine); Luiren the invincible Detective Engineer (-tron)

Well-Camouflaged Jaws Trap; DL 108; Search DC 1092 (Attack +1620 melee, 110d4 Con damage)

Furnishings 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.

34,633gp

rock

Grey Leather Armor, +4 AC, 1gp

Rian's Liver: +123 to Int; 1M: Your attacks are charm branded (Will save) ; CL 566; SL 108; 11664970gp

Rian's Trachea: +123 to Int; 1V: Brand this Status Effect to one weapon (no save) ; CL 462; SL 108; 11665080gp

DL CVIII Diminutive Green Shoes x(1030) x[4]

i^48 AC 1.2E+5, HD 132, i^88 hp 23396, ER 1106% #Att 23, TH ÷ AC/Save DC by 11772, i^49 dmg 1.2E+5

Str 225, Dex 240, Con 666, Int 608, Wis 752, Chr 237, 3.5E+5kxp

Zounds (A being of your choice is Truename Dominated (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Psi-9 Grand] Energy Kinetic: Amplify: Add 3*CH dice to your next energy attack

[Wiz SL3] Prismatic Sphere 3: 1 Prismatic color

[Psi-9 Ultra] AntiBio Force: Inaccuracy: People need a 20+CH to Autohit you

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

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

[Psi45 Grand] Body Resistance: Physical attacks that do less than SL*2 dmg to you do nothing

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

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

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

[Wiz SL6] Planar Displace: Planar Displacement for 1 turn

[Psi4 minor] Saves *1.25: Multiply your save rolls by 1.25, you automake saves on natural 21-1.25 or better (Minor is 19).

[Pri SL6] Anti-Animal Shell:

Combat effects:

[Wiz SL6] Disintegrate : Disintegrates a single victim

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

[Pri SL10] Creeping Doom 10: (1d7+11)*160 insect dmg

[Wiz SL6] Death Spell 6: Slay 6d12 HD of creatures (save)

[Psi-6G Major] Desolation: All psionic pools (including yours and friends) within 70' radius are emptied (use antiPsiR)

[Psi60 minor] Cure Light Wounds: Cure 1d8+LVL hp

[Psi30 V] Solid Stun Blast: Astral stunning, x2 normal succ

[Pri SL8] Cure Wounds 8: Cures 36d8 hp (can take offer of 6 per die -> 216 hp)

[Psi45 Major] Summoning: Summon a DL=SL Outer

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

[Psi45 Grand] Mind Transferral: Minor: Empathy (save); Major: Magic Jar (SL/3 saves)

[Psi6N minor] Mental Ball 2: 20'r; take 2*level*(# of freq.) damage; no save

Dungeon090520 - Dungeon Level 108 (Bah)

Room # 12

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

hassock (ottoman); hamper; ringing; horn/trumpet sounding

Bronze Door, Normal on the south wall leading to a 45ft. long x 15ft. wide x 25ft. tall hallway.

Sample Names: Kylona the gallant Hawk Justice (Water); Izzali the amazing Tomorrow -strike (Dinosaur)

Crushing Wall Trap; DL 108; Search DC 1133 (420 idamage, no save)

Furnishings that (causes/has/or is) Monster Generator: Elemental (summons an Elemental every segment)

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Day 3,483,792gp

chair w/straps

Slaver's Whip, whip, 5d6 (17), 401gp

Ochre Rope [65d6] +32401 Th/+36101 dmg 9+/x51; 1/2V: Add dice to a damaging effect

which is resolving (Max = level) only on 1 target; CL 608; SL 108, 11518144gp

CrystalGusari: Equip: Pay 2086 Rogue Point(s) and "Equipped creature gets +58 to hit/dmg

and +113 AC/saves and 40960 hp and has Evolve, Shadow and Prowess.; 11664460gp

DL CVIII Zetta-Tiny Cinnamon Watches x(1701) x[5]

i^84 AC 1.2E+5, HD 6.4E+22, i^55 hp 5.6E+25, GR 1149% #Att 206, TH ÷ AC/Save DC by 11772, i^90 dmg 233372

Str 262, Dex 676, Con 277, Int 170, Wis 694, Chr 381, 3.5E+5kxp

Damn Skippy (A being of your choice is Smashed(destroyed) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Wiz SL10] Prismatic Sphere 10: 8 Prismatic colors or 6 MultiPrismatic colors (may repeat colors in either mode)

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

[Psi54 minor] Mystic Shield: SR SL*CL

[Wiz SL10] Fire Shield 10: Anyone who melees with you takes 225% dmg back

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

[Wiz SL8] Clone: Clone

[Pri SL5] Protection from Fire 5: Stop the next CL*16 fire dmg

[Wiz SL11] Fifth Level Magic-User Spells (DM1): Cast any four 5th level Wizard spells simultaneously when it is cast.

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

[Pri SL5] Golem: Makes a golem (you need raw materials)

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

[Psi45 Ultra] Vibration Control: SL/2 (round down) instances of Resist vibration; +SL*10% damage with vibration effects

Combat effects:

[Pri SL9] Miracle : Requests a deity's intercession.

[Pri SL8] Cure Wounds 8: Cures 36d8 hp (can take offer of 6 per die -> 216 hp)

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

[Psi3½ Major] Time Hop: Subject hops forward in time 1 round/level.

[Wiz SL3] Prismatic Wall 3: 3 Prismatic colors or 1 MultiPrismatic colors (may repeat colors in either mode)

[Psi9 Major] Telekinesis (master): CH*1000 lb. weight limit

[Pri SL10] Dispel Evil 10: Dispel 6 evil targets (can target the same thing more than once) (save)

[Psi54 minor] Psychic Will: Wall of Force

[Pri SL6] Summon Nature's Ally VI : Calls creature to fight.

[Wiz SL12] Power Word Blind 12: Blinds & stuns a creature if current hp < 280 (no save)

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

[Pri SL8] Fear Contagion: All within 240' are feared (no save), effect is contagious 1t

Dungeon090520 - Dungeon Level 109 (Cheese And Rice)

Room # 1

Armory - 15ft. long x 40ft. wide x 20ft. tall

crucible; pipette; sobbing; footsteps (receding)

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

Sample Names: Matarn the radioactive Phantom Elephant (-wing); Belpren the wingless Mighty Sidekick (Hydro-)

Annihilation Bolt Trap; DL 109; Search DC 1108 (Psionicist CL 218, no resistance)

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

[x2] Immortals cannot taste, see, or sense into this room unless they are actually there; Divine Intervention fails

5,525,141gp

pottery shards

the belt 'Majesty', +4 AC, 1300gp

Greenish Dart [104d6] +129 Th/+38024 dmg 2+/x15; 1P: Summon a Demon Beast: AC 70, hp

700, #Att 7/1, TH +70, dmg 70, 1M: 10 dmg to target; CL 545; SL 109, 6448977gp

Rosy Wand [45d20] +47089 Th/++206 dmg -29+/x10; 1V: SL*CL

Vibration damage (1 group, no save); CL 522; SL 109, 15007884gp

DL CIX Peta-Small Cinnamon Spruces x(1063) x[7]

i^70 AC 1.2E+5, HD 1.2E+17, i^89 hp 1.1E+20, WR 1133% #Att 42, TH ÷ AC/Save DC by 11990, i^80 dmg 237672

Str 499, Dex 181, Con 467, Int 602, Wis 347, Chr 307, 3.6E+5kxp

Damn Skippy (Make irrelevant a being of your choice's segment of actions (can't be dispelled).)

Prepared effects:

[Pri SL6] Anti-Animal Shell:

[Wiz SL8] Original Stoneskin 8: Block the next 5 P actions of attacks

[Psi81 Major] Missile Reflection: Reflect 1 missile per P attack

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

[Wiz SL4] Armor 4: +CL*8 current hp

[Pri SL5] Resist Vulnerability: Target gains a Resist to something which can only be used to counter a Vulnerability (Duration 1 hr

[Psi16 Ultra] Golem Form: Brain: +1QM action; 1M: Psi1 Psionic Blast; iPR +70%

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

[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

[Psi-3 Grand] Spiritual Body: Planar Displaced, Immune Matter, you can't physically attack

[Psi6E Super] Astral Form Blockade Field: Stops Astral Psi./Proj., Dim.Doors

[Psi-5 Major] Immune to Poison: Target is immune to poison & disease

Combat effects:

[Wiz SL5] Wall of Force: The wall only stops spell effects, hurled objects, and breath weapons. People and psionic effects can pa

[Wiz SL4] Alley Summoning IV: Summons a DL VIII alley monster, under your control, 4% chance per segment of losing control

[Psi18 Grand] Worm: 1 target: Mental & Physical Domination (save)

[Pri SL7] Dispel Magic 7: Dispel 5 magic effects

[Psi19 Grand] Improved Health: 1M, 1V: Heal hp of damage and/or restore stats; C=number of stat pts restored

[Wiz SL6] Power Word Kill 6: Kills a creature if current hp < 30 (no save)

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

[Wiz SL3] Time Stop 3: Stops time for 1d2 segments

[Psi45 Grand] Undead Control: Turn Undead at CL=(SL-2)*2

[Wiz SL11] Death Spell 11: Slay 11d12 HD of creatures (save)

[Wiz SL10] Fireball 10: CLd20 fire dmg to a group (save:½)

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

Dungeon090520 - Dungeon Level 109 (Cool Bananas)

Room # 2

Rogue's Chamber/Lab - 20ft. long x 50ft. wide x 35ft. tall

Floors of Souls; Floors of Plants; howling; gong

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

Sample Names: Tesidus the kewl Beta Aardvark (Spike); Naiden the extraordinary Captain Dozen (Rocket)

Brick transforms into Elemental Imprisonment Trap; DL 109; Search DC 1181 (4500 Con damage/s, no save)

Passage that (causes/has/or is) Changes - Sex

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Day 1,653,151gp

words (scrawled)

Everlasting Power, exotic, 15d18 (142), 125gp

Rosy Rope [88d4] +147 Th/+122 dmg -9+/x46; 1M: Imprisonment (as spell) or its reverse; CL 663; SL 109, 155284gp

Haunted of the Meek: Equip: Pay 35 Dex and "Equipped creature gets +35 to hit/dmg and +101 AC/saves and 1280 hp"; 11881310gp

DL CIX Titanic Smoky Debts x(1494) x[5]

i^80 AC 1.2E+5, HD 7002, i^99 hp 6.1E+6, AllR 1104% #Att 52, TH ÷ AC/Save DC by 11990, i^52 dmg 237663

Str 535, Dex 249, Con 264, Int 766, Wis 326, Chr 303, 3.6E+5kxp

Yikes (PCs can't affect you (can't be dispelled).)

Prepared effects:

[Wiz SL10] Psionic Shield: class VI/esper-blind but can still use psi for 1t

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

[Psi6G Major] Field of Disjunction: Destroys evil creatures/magic items (save); 1 attempt per round

[Psi30 Grand] Flame Shield: Protection from Fire

[Psi3½ Major] Truevenom: Your natural weapons are covered in horrible poison.

[Psi3 Major] Dissolving Touch: Your acid touch deals 7d6 acid damage.

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

[Wiz SL11] Fifth Level Magic-User Spells (DM1): Cast any four 5th level Wizard spells simultaneously when it is cast.

[Pri SL5] Resist Vulnerability: Target gains a Resist to something which can only be used to counter a Vulnerability (Duration 1 hr)

[Psi6G Super] Fifth Level Priest Spell: Cast one 5th level Priest spell at CL = 70

[Pri SL4] Dimensional Anchor : Bars extradimensional movement.

[Wiz SL9] Shape Change : Changes the caster to someone else, he adopt it powers and vulnerabilities save that depends upon int
Combat effects:

[Psi100 Major] Energy Dissipation: Take 3/4 damage from every energy attack

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

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

[Wiz SL7] Limited Wish: Will duplicate any Wizard or Priest spell of levels 0-6.

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

[Wiz SL12] Magic Missile 12: (CL+1)*6 missiles, each does 1d4+1 force dmg (no save)

[Psi12T Major] Mass Sleep: Sleep all creatures (save) in 90'r area

[Wiz SL7] Magic Missile 7: (CL+1)*7/2 missiles, each does 1d4+1 force dmg (no save)

[Psi3½ Grand] Ectoplasmic Cocoon, Mass: You encapsulate all foes in a 20-ft. radius.

[Psi18 Grand] Mass Telekinesis: LVL tons, each lb. can do 1 dmg

[Psi29 minor] Hold Person:

[Psi-3 Major] Drop: Target cannot fly (no save)

Dungeon090520 - Dungeon Level 109 (Blargh)

Room # 3

Harem/Seraglio - 40ft. long x 45ft. wide x 10ft. tall

candlesticks; stand; whining; acrid smell

Golem Door (it's a Golem creature) on the south wall leading to a 15ft. long x 20ft. wide x 20ft. tall hallway.

Sample Names: Draskilion the atrocious Aqua- Girl (Zamboni); Frotak the irritating Metal Warlord (Mutant)

Unchangeable Reality Trap; DL 109; Search DC 1153 (Psionicist CL 218, DC 1091 PPD save for 1/3)

Door that (causes/has/or is) behind tapestry

[x2] Room is permanently/continuously Capital F Folded, only creatures immune or bubbled against it can function here.

10,770,576gp

fungus

a chessboard, exotic, 1d5 (3), 38gp

Indigo Newspaper: +4700 PSP's; 11881850gp

Rian's Ulna bone: +76 to LVL; 1attack: Reset one of your progressions minus one spell.

You have no max number of maintains until your next turn.; CL 467; SL 109; 11882030gp

DL CIX Peta-Fine Spruce Correspondents x(1676) x[6] x[[4]]

i^46 AC 1.2E+5, HD 1.5E+16, i^69 hp 1.3E+19, WR 1169% #Att 59, TH ÷ AC/Save DC by 11990, i^92 dmg 2.4E+5

Str 201, Dex 333, Con 232, Int 699, Wis 198, Chr 459, 3.6E+5kxp

Hells To The No (A being of your choice is Sluggish(unaware) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

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

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

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

[Wiz SL7] Prismatic Sphere 7: 5 Prismatic colors or 3 MultiPrismatic colors (may repeat colors in either mode)

[Wiz SL9] Third Level Magic-User Spells (DM1): Cast any four 3rd level Wizard spells simultaneously when it is cast.

[Wiz SL11] Symbol Of Wizardry: all that look at symbol have their spells reset

[Pri SL7] Regenerate 7: Regenerates 1 hp /s

[Wiz SL12] Anti-Magic Shell 12: Anti-Magic of SL 0 to 11

[Psi-6N Major] Dual Nature ~: 1P or 1M: Whenever you summon or create creatures, you get twice as many of them

[Psi45 Major] Light Control: SL/2 (round down) instances of Resist light; +SL*10% damage with light effects

[Pri SL5] Resist [E=5 element]: Pick an E=5 element, you resist it for 1 hour.

[Psi24 Grand] Memorization Level Increase 3: +1 Memorization Level (this is next level of picks for rogues)

Combat effects:

[Psi-12L minor] Choose Summoning II: Monster Summoning using ML II chart, you pick the result

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

[Pri SL8] Death's Door 8: Target (currently at negative hp) goes to 16 hp (can't go above max)

[Wiz SL11] As You Are: target's XP divisor increased by 1 (reverse's minimum = 1)

[Wiz SL8] Magic Missile 8: (CL+1)*4 missiles, each does 1d4+1 force dmg (no save)

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

[Pri SL3] Bestow Curse : -6 to an ability; -4 on TH/saves/checks; or 50% lose action

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

[Pri SL5] Cure Wounds 5: Cures 15d8 hp (can take offer of 6 per die -> 90 hp)

[Psi29 minor] Darkness:

[Psi45 Ultra] Mind Transferral: Minor: Empathy (save); Major: Magic Jar (SL/3 saves)

[Psi45 minor] Sleep-Induced: Sleep (SL/2 saves)

Dungeon090520 - Dungeon Level 109 (Peeyew)

Room # 4

Dressing Room - 20ft. long x 15ft. wide x 5ft. tall

fireplace; bookcase; steamy near ceiling; sobbing

Void Door (cannot see through doorway) on the north wall leading to a 10ft. long x 15ft. wide x 20ft. tall hallway.

Sample Names: Phenica the valorous Obsidian Hornet (Divine intervention); Galena the rabid Grim Emperor (Houseboat)

Air in room transforms into Elemental Anti-Psionic Trap; DL 109; Search DC 1166 (4400 Dex damage/s, no resistance)(multiple ta
Illusion that (causes/has/or is) Suspends Animation

[x2] Immortals cannot smell, feel, or sense into this room unless they are actually there; Divine Intervention fails

4,167,536gp

perfume

a map of New Thalos, 250gp

Armor: 3 half-plusses, 10920gp

Black Cube [99d8] +147 Th/+16129 dmg 18+/x26; 1/3M: Alter two resistances (or one immunity)

to be of different element(s) (Pick an EE factor = original); CL 573; SL 109, 2807497gp

DL CIX Macro-Gargantuan Indigo Advices x(672) x[5]

i^61 AC 1.2E+5, HD 1.8E+6, i^88 hp 1.6E+9, AllR 1108% #Att 45, TH ÷ AC/Save DC by 11990, i^88 dmg 237680

Str 181, Dex 509, Con 171, Int 579, Wis 154, Chr 461, 3.6E+5kxp

Bad News Bears (PCs can't affect you (can't be dispelled).)

Prepared effects:

[Psi3 Super] Shapechange: You become any creature, change one/round.

[Wiz SL6] Planar Displace: Planar Displacement for 1 turn

[Psi16 Major] Golem Form: S=3,4,5: Unusual Material of S=3,4,5 (cannot exceed real S number)

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

[Psi45 Ultra] Force Field vs. Emotion: Immune to spell level 0 to SL-1 enchantment/charm effects

[Psi100 Major] Psionic Cage: Reverse Wards (no one can leave)

[Wiz SL6] Globe of Invulnerability 6: Immune to spells with SL=0 to 5

[Wiz SL5] Armor 5: +CL*10 current hp

[Psi0 Grand] Energy Reflection: As Arrow Cutting (above), except vs. magical missiles (even vs. Meteor Swarms & such)

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

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

[Psi30 V] Super Luck: Choose result on next die roll

Combat effects:

[Psi30 Ultra] Decrease Strength: -1 Str/succ

[Pri SL5] Hold Person/Monster 5: Hold 7 person or 5 monster targets (save)

[Psi14 Major] (no name): Group gets a disease (PPD save)

[Psi10 Major] Static Discharge: All in caster's group (except caster) take (10+CL/3)d6 lightning dmg (save:½)

[Psi29 Grand] Prismatic Beam (Spray):

[Psi15 Major] Hypnotism: Hypnotism

[Pri SL10] Death's Door 10: Target (currently at negative hp) goes to 64 hp (can't go above max)

[Psi45 Major] Geoforce: 1bM: Stop or Create an Earthquake, Landslide, etc. Damage would be CL*SL Earth to a group (save for C

[Psi54 Ultra] Air Animation: Summon a DL=SL Air Elemental

[Psi3½ Major] Telekinetic Thrust: Hurl objects with the force of your mind.

[Psi9 Major] Nova Bolt: CHd12 Fire damage, Heats Metal (save:½)

[Psi1 minor] Domination: Save; Psionic gets control of all actions

Dungeon090520 - Dungeon Level 109 (Kthx)

Room # 5

Chapel - 5ft. long x 30ft. wide x 25ft. tall

chalk; quill; slithering; metallic smell

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

Sample Names: Lammas the magnificent Astro- Battalion (Curse); Nanta the gelatinous Lurking Avenger (Unicycle)

Injected Abyssal Water Trap; DL 109; Search DC 1162 (1380 Con damage, no resistance)

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

[x2] Immortals cannot hear, smell, or sense into this room unless they are actually there; Divine Intervention fails
1,402,803gp

equipment (usable)

a red steel helm, +4 AC, 145gp

Cinnamon Girdle [AT+28567] +27556 AC/xx14 Saves; 1M: Add 1 to number of HD

and 2 to the HD type per level; CL 539; SL 109; 10322640gp

Rian's Tibia bone: +53 to Dex; 1M: Swap minds with two targets.; CL 554; SL 109; 11882100gp

DL CIX Mega-Gargantuan Black Chairs x(561) x[5]

i^60 AC 1.2E+5, HD 1.8E+9, i^50 hp 1.6E+12, ER 1098% #Att 117, TH ÷ AC/Save DC by 11990, i^88 dmg 3.6E+5

Str 759, Dex 444, Con 655, Int 664, Wis 229, Chr 666, 3.6E+5kxp

Darn Tootin' (A being of your choice is Decayed(sick) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Psi-12L Major] Hold All: Immune to XP/Stat/Multiplier/Action Drain, Aging, As You Are

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

[Psi6G Ultra] Expanded Spectrum: You are affected by up to CL Priest or Wizard Divination spells of spell level 1-7

[Wiz SL6] Fire Shield 6: Anyone who melees with you takes 125% dmg back

[Wiz SL9] Third Level Magic-User Spells (DM1): Cast any four 3rd level Wizard spells simultaneously when it is cast.

[Psi16 Ultra] Golem Form: Brain: +1QM action; 1M: Psi1 Psionic Blast; iPR +70%

[Pri SL10] Spell Immunity 10: Be immune to 7 spells by name

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

[Psi18 Grand] Psi: Slayer: Sword: 1V to swing: LVLd100 dmg, always hits

[Pri SL2] Goodberry 2: Creates 8 goodberries

[Psi16 Major] Golem Form: Glass: Improved Invis.; 1M: Prismatic Spray your group (hole in the middle)

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

Combat effects:

[Psi29 minor] Telekinesis:

[Wiz SL8] Mass Charm : As charm monster, but all within 30 ft.

[Psi29 Ultra] Shielder: Bolt (Psi 9): CHxCHd8 Force damage, ignores defenses:

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

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

[Wiz SL9] Death Spell 9: Slay 9d12 HD of creatures (save)

[Wiz SL8] Lightning Bolt 8: CLd16 lightning dmg to a group (save:½)

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

[Wiz SL9] Power Word Blind 9: Blinds & stuns a creature if current hp < 160 (no save)

[Wiz SL9] Power Word Stun 9: Stuns a creature if current hp < 320 (no save)

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

[Psi30 Grand] Mana Beam: Astral damage

Dungeon090520 - Dungeon Level 109 (Cleanup In Aisle 6)

Room # 6

Hall, Great - 40ft. long x 40ft. wide x 25ft. tall

screen; tripod; snapping; squeaking

Energy/Elemental Door on the north wall leading to a 30ft. long x 15ft. wide x 5ft. tall hallway.

Sample Names: Deathurga the cut-throat Animal Lightning (Unobtainium); Nashira the cut-throat Master Dinosaur (Spear)

Ingested Silverglade Trap; DL 109; Search DC 1147 (5040 idamage, DC 1128 PPD save for half)

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

[x2] Room is permanently/continuously Capital F Folded, only creatures immune or bubbled against it can function here.

2,049,747gp

utensils

a Bouquet of Silk Orchids, 2gp

Azur Photo album: All your Monster classes use the "set XP

table"(3kxp at 2nd, doubles til 9th,600kxp at 10th,+300kxp per level afterward).; 11881990gp

Pint of Lavender Breast Milk.; 1Z: Wiped Out(destructed) Bolt-On: Do this Status

Effect to one target (Spell save: 0) ; CL 594; SL 20; 11881650gp

DL CIX Giga-Titanic Straw-Coloured Gazelles x(557) x[5]

i^53 AC 1.2E+5, HD 7.5E+12, i^70 hp 6.6E+15, RR 1123% #Att 13, TH ÷ AC/Save DC by 11990, i^54 dmg 1.4E+5

Str 433, Dex 363, Con 147, Int 439, Wis 528, Chr 504, 3.6E+5kxp

Bleeding (PCs can't affect you (can't be dispelled).)

Prepared effects:

[Wiz SL10] Prismatic Sphere 10: 8 Prismatic colors or 6 MultiPrismatic colors (may repeat colors in either mode)

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

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

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

[Psi-12T Major] Resurrect Self: Teleport Away when killed, Resurrect Self 1 round later

[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

[Psi6G Major] Physical Manifestation: Have a spare body, 0: switch from one to the other

[Wiz SL12] Fire Shield 12: Anyone who melees with you takes 275% dmg back

[Psi45 minor] Resist: Magic: SL/4 (round down) instances of Resist magic

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

[Wiz SL9] Armor 9: +CL*18 current hp

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

Combat effects:

[Wiz SL8] Extract: Extracts memories and thoughts from target (no save)

[Psi1 Major] Energy Dissipation: Take half damage from an energy attack

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

[Wiz SL6] Wacky Ball 6 / Normal / ½: Ld12, save: ½

[Wiz SL8] Power Word Stun 8: Stuns a creature if current hp < 240 (no save)

[Wiz SL11] Immediate Monster Summoning XI: Summons a DL IX monster without summoning sickness

[Psi30 Major] Mana Touch: Astral damage

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

[Wiz SL11] Monster Swarm Summoning XI: Summons CL/8 (round down) DL X monsters

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

[Pri SL10] Neutralize Poison 10: Cure 7 poison effects (reverse causes that many, save for each)

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

Dungeon090520 - Dungeon Level 109 (What In The Hell)

Room # 7

Psionicist's Chamber/Lab - 40ft. long x 30ft. wide x 20ft. tall

brazier(s); bell (huge); stale, fetid smell; gong

Plane Shift Door (other side is on another plane) on the south wall leading to a 35ft. long x 20ft. wide x 5ft. tall hallway.

Sample Names: Kaveri the wondrous Blood Flea (Hyper-); Eris the holy Giant Mane (Laser)

Wide-Mouth Door Trap; DL 109; Search DC 1161 (400 Str damage, no resistance)

Pool 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] Room is permanently/continuously *Cursed*ed, only creatures immune or bubbled against it can function here.

4,154,156gp

harpoon

the Iron Lung, +11 AC, 1445gp

Black Toe ring: Free Aerial Servant Familiar; 11881390gp

Broad Sword 'Aranruth' (3d5) (+20,+12); +3 to WIS, DEX; Slay Evil, Undead, Demon, Dragon; Frost Brand; Resist Cold, Fear, Nether, Chaos; Sustain WIS, DEX; Free Action; Hold Life; See Invisible; Slow Digestion; Regeneration; Blessed Blade, 115324
DL CIX Macro-Small Olive Moles x(1748) x[7]

i^86 AC 1.2E+5, HD 1.1E+5, i^48 hp 9.8E+7, BlahR 1143% #Att 138, TH ÷ AC/Save DC by 11990, i^96 dmg 2.4E+4

Str 488, Dex 655, Con 695, Int 206, Wis 649, Chr 504, 3.6E+5kxp

Screw It (Deflect a being of your choice's segment of actions (can't be dispelled).)

Prepared effects:

[Psi45 minor] Body Coating: 5*SL hp Armor spell, self only, stacks with the (Wizard) Armor spell

[Psi14 minor] (no name): Can turn into one additional form; DM rolls DL=LVL/3 Lycanthrope or Animal

[Wiz SL11] Symbol Of Wizardry: all that look at symbol have their spells reset

[Psi3½ Super] Metamorphosis, Greater: Assume shape of any nonunique creature or object each round.

[Psi81 Ultra] Duplication: There are two of you

[Psi-3 Major] Metaphysical Armor: Enemies need a +3 weapon to hit you.

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

[Psi27 Grand] The Call: Choose a creature type: summons (LVL-DL)^2 of them. (DL is creature's DL).

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

[Wiz SL11] Psionic Reflection: any undesired psionic effect is reflected for 1t

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

[Wiz SL8] Second Level Magic-User Spells (DM1): Cast any four 2nd level Wizard spells simultaneously when it is cast.

Combat effects:

[Pri SL6] Really Put of Misery: Target being that is slain is Capital S Slain (no save)

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

[Wiz SL5] Cloudkill : Kills 3 HD or less; 4-6 HD save or die.

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

[Psi54 Major] 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

[Psi-6G Major] Locusts: Creeping doom with CL^3 insects (each having 1 hp and doing 1 dmg)

[Pri SL7] Resist Fire/Resist Cold 7: Take -75% dmg vs. fire or cold

[Pri SL8] Neutralize Poison 8: Cure 5 poison effects (reverse causes that many, save for each)

[Psi15 minor] Charm Person: Charm Person

[Pri SL5] Hold Person/Monster 5: Hold 7 person or 5 monster targets (save)

[Wiz SL7] Crap: Target is crapped (Will save)

Dungeon090520 - Dungeon Level 109 (Hells)

Room # 8

Chantry (Shrine) - 35ft. long x 5ft. wide x 50ft. tall

carafe (decanter); sofa; roar(ing); music

Void Door (cannot see through doorway) on the east wall leading to a 25ft. long x 20ft. wide x 15ft. tall hallway.

Sample Names: Tamar Beechsilver the winsome Cat Worm (Starship); Yrre Cowskinner the infernal Cobalt Blur (Neutralizer)

Well-Camouflaged Deathblades Trap; DL 109; Search DC 1186 (Attack +654 ranged, 180d50 Cml damage)

Vegetation that (causes/has/or is) Changes - Sex

[x2] Gods cannot hear, taste, or sense into this room unless they are actually there; Divine Intervention fails

4,798,216gp

bones (humanoid)

a pair of studded leather sleeves, +1 AC, 17gp

Ochre Shield [AT+16906] ++14 AC/+31330 Saves; 1V: Any Acrobat SL-1

pick; 5*CL Rogue points in it; CL 606; SL 109; 6128485gp

Thimble of Spruce Feces.; 1/3V: Atomized(destroyed) PFA: Whenever someone targets you with an effect, they suffer that Status Effect unless they make a save vs. Spell.; CL 498; SL 20; 11881280gp

DL CIX Peta-Gargantuan Glassy Toothy x(1502) x[6]

i^64 AC 1.2E+5, HD 2.0E+18, i^82 hp 1.7E+21, PR 1142% #Att 156, TH ÷ AC/Save DC by 11990, i^78 dmg 2.4E+4

Str 385, Dex 148, Con 256, Int 137, Wis 554, Chr 305, 3.6E+5kxp

Blurgh (A being of your choice is Maimed(destructed) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Psi4 Grand] Money *2: How much money you get in dungeon is multiplied by 2 (only affects you, not whole party)

[Psi3½ Super] Apopsi: You delete target's psionic powers.

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

[Psi6E Major] Spinning Missiles: Small horns break off body and attack

[Psi6E Super] Permanency: Makes a Demon psi power permanent

[Psi-3 Major] Shards Touch: Your shards touch deals 7d6 acid damage.

[Psi30 V] Super Luck: Choose result on next die roll

[Psi4 minor] Multiplier *1.25: Add 1.25-1 to your multiplier (see [X]). Using a Minor does nothing. Using a Major: +1 mult. in off

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

[Psi6E Grand] Shape Change: As the 9th level Wizard spell

[Psi45 Grand] Energy Body: Major: You are made of energy; cannot use P actions; resist physical damage

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

Combat effects:

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

[Pri SL8] Conjure Greater Elemental: Conjures a 36 HD Elemental Lord (x2 being)

[Wiz SL8] Power Word Blind 8: Blinds & stuns a creature if current hp < 120 (no save)

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

[Pri SL8] Creeping Doom 8: (1d5+7)*120 insect dmg

[Pri SL9] Down a Hole: Target is put Down a Hole (no save)

[Wiz SL7] Magic Missile 7: (CL+1)*7/2 missiles, each does 1d4+1 force dmg (no save)

[Psi54 Grand] Ice Production: CL*(SL+2) ice dmg to one target (no save)

[Psi2 minor] Cause Sleep: Sleep (save); No memory of sleep

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

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

[Pri SL5] Animate Dead Monsters: Animates CL dead monsters

Dungeon090520 - Dungeon Level 109 (Bugger)

Room # 9

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

torches; ladle; buzzing; clicking

Teleport Door (other side is far away) on the west wall leading to a 25ft. long x 20ft. wide x 20ft. tall hallway.

Sample Names: Selmiela the evil Teenage Hamster (Paranormal); Ekbir the amoral War Mafia (Cannon)

Fusillade of Pendulums Trap; DL 109; Search DC 1132 (Attack +109 ranged, 900d100 idamage)

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

[x2] Room is permanently/continuously Disjunct (effect)ed, only creatures immune or bubbled against it can function here.

2,645,930gp

dress

suede boots of Rob Roy, +3 AC, 5500gp

Bronze Bookmark: +11 Level(s) in a Wizard Group Class; 11881530gp

Dove-grey Cinder block: +5700 PSP's; 11881450gp

DL CIX Yotta-Huge Flesh Saxophones x(863) x[8] x[[2]]

i^90 AC 1.2E+5, HD 1.1E+27, i^90 hp 9.2E+29, BlahR 1153% #Att 214, TH ÷ AC/Save DC by 11990, i^67 dmg 594114

Str 703, Dex 247, Con 663, Int 565, Wis 214, Chr 531, 3.6E+5kxp

Who'S Your Daddy (A being of your choice is Flattened (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Pri SL8] Robe Of Healing: Get 20 1d4+4 healing effects (self or other) every round for 1h

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

[Psi-6E Grand] Bringer: Immune Illusions; Immune Disease; Immune Reverse Healing

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

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

[Pri SL6] Anti-Animal Shell:

[Pri SL2] Goodberry 2: Creates 8 goodberries

[Wiz SL11] Symbol Of Wizardry: all that look at symbol have their spells reset

[Wiz SL6] Tenser's Transformation 6: +100% of max hp to current hp, +2 TH melee

[Psi-2 Grand] Elemental Composition: Can be any Normal/Para/Quasi Eele ; Can be Semi Eele

[Wiz SL5] Improved Free Action: Immune Capital S Stun, Stop, Hold, Paralysis, Summoning Sickness; Hold P,V actions

Combat effects:

[Wiz SL7] Finger of Death : 60 yard Slay one victim, there is saving throw vs. death

[Wiz SL12] Immediate Monster Summoning XII: Summons a DL X monster without summoning sickness

[Wiz SL9] Dispel Magic 9: Dispel 7 magic effects

[Pri SL5] Death's Door 5: Target (currently at negative hp) goes to 2 hp (can't go above max)

[Psi30 Ultra] Earth Blast: Ele.Earth damage,Con resist

[Psi0 Major] Death Touch: One attack: Death (save vs. PPD)

[Psi30 Ultra] Chaotic World: Chaos Blast

[Wiz SL9] Cone of Cold 9: CLd18+CL cold dmg to a group (save:½)

[Pri SL4] Restoration (3): Restores level and ability score drains.

[Wiz SL9] Fireball 9: CLd18 fire dmg to a group (save:½)

[Wiz SL9] Lightning Bolt 9: CLd18 lightning dmg to a group (save:½)

[Psi30 Ultra] Spell Barrier: Wall:Dead Magic (all types)

Dungeon090520 - Dungeon Level 109 (Kthnxbai)

Room # 10

Audience - 35ft. long x 15ft. wide x 25ft. tall

hole (blasted); branding irons; dank, mouldy smell; "Bleah!" (off in the distance)

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

Sample Names: Kari Sunstaff the wicked Racoon Criminal (Neutralizer); Fermin of the Silent Mind the irresistible Silver Work (Ver

Annihilation Bolt Trap; DL 109; Search DC 1107 (Psionicist CL 218, no resistance)

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

[x2] Room is permanently/continuously Annihilated, only creatures immune or bubbled against it can function here.

1,654,661gp

pot

a bloody obsidian altar, Ogp

Carmine Tree: +109bLQQA Action(s); 11881390gp

Needle of Flesh Discharge:; 1Z: Atomized(destroyed) PFA: Whenever someone targets you with an effect, they suffer that Status Effect unless they make a save vs. Spell.; CL 536; SL 20; 11881200gp

DL CIX Yotta-Large Pearly Birds x(784) x[5]

i^67 AC 1.2E+5, HD 5.3E+26, i^59 hp 4.6E+29, MR 1183% #Att 37, TH ÷ AC/Save DC by 11990, i^59 dmg 23768

Str 525, Dex 249, Con 547, Int 602, Wis 292, Chr 276, 3.6E+5kxp

Fosheezy (A being of your choice is Blackballed(slowed) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Wiz SL4] Dimensional Anchor : Bars extradimensional movement.

[Psi3½ Grand] Form of Doom: You transform into a frightening tentacled beast.

[Psi9 Ultra] Thought: No Body: You no longer have/need a physical body

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

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

[Psi16 Ultra] Golem Form: Adamantite: Immune magic; 1V: Trample for 8d10+(Str bonus) dmg

[Wiz SL8] Clone: Clone

[Psi-12C Super] Wild Invocation VI: Random 10 (95%) or 2m4+10 (5%) SL Wizard Invocation spell

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

[Psi-12T minor] Touch Reflection: Touch effects are reflected back to opponent

[Psi72 minor] Animation: Animate Object (hp=PL*4, #Att=1, TH +PL, dmg PLd2)

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

Combat effects:

[Pri SL2] Blade Barrier 2: 4d4 dmg wall (shards)

[Psi-6G Major] Angelic Favor †: 1bM: Summon a DL IV Angel/Deva, lasts until destroyed

[Wiz SL3] Paralyzation: Paralyzation (area) (save) (max HD = 2*CL)

[Psi45 Major] Gestalt: Major: 1M: Do 2 Minor powers that you know; Grand: 1M: Do 2 Major powers that you know; etc.

[Psi6N Ultra] Mental Ball 11: 110'r; take 11*level*(# of freq.) damage; no save

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

[Wiz SL8] As You Will Be: +1 ML for 1 turn, you will Twilight at end of effect (no resistance)

[Wiz SL7] Time Stop 7: Stops time for 1d2 rounds

[Pri SL4] Lesser Planar Ally : Summons a DL IV outer-planar (payment determines duration)

[Wiz SL5] Cloudkill : Kills 3 HD or less; 4-6 HD save or die.

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

[Psi9 Major] Bio Force: Force Beam: Target in cocoon (save), no P/V actions

Dungeon090520 - Dungeon Level 109 (Peace Out)

Room # 11

Pantry - 10ft. long x 15ft. wide x 50ft. tall

stocks; recess; clanking; dusty

Concealed (Hidden) Door on the east wall leading to a 20ft. long x 5ft. wide x 10ft. tall hallway.

Sample Names: Dhulark the attractive Earth Stalker (Motorhome); Versher the warped Wolf Platypus (Nunchucks)

Chute transforms into Elemental Venderant Nelaborong Trap; DL 109; Search DC 1159 (1800 Dex damage/s, no save)

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

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Reset
4,312,128gp

pipe (smoking pipe)

a ((+*+)) crest, +4 AC, 1000gp

Bone Hauberk: Equip: Pay 2936 Skill Point(s) and "Equipped creature gets +559 to hit/dmg and +892

AC/saves and 22500 hp and has Squirrellink, Mentor, Protection from loose lips and Double Strike.; 11881470gp

Crystalline Stone [82d12] +14400 Th/+179 dmg -7+/x47; 1attack: SL*CL/2 Light damage

(no save) and SL/2 instances of blindness (save); CL 634; SL 109, 2534930gp

DL CIX Diminutive Garnet Ikebanas x(1364) x[7]

i^52 AC 1.2E+5, HD 41, i^98 hp 23854, XR 1101% #Att 4, TH ÷ AC/Save DC by 11990, i^85 dmg 7.1E+4

Str 546, Dex 392, Con 584, Int 212, Wis 213, Chr 578, 3.6E+5kxp

Somebody Get A Mop & Bucket (PCs can't affect you (can't be dispelled).)

Prepared effects:

[Pri SL7] Time/Reality Stability: Time/Reality Stability (duration 1 day), reverse removes it (Spell save)

[Psi-6G minor] Starlit: Holy Fire Shield (half damage back in melee); +CL*20% RaRR; Ultravision

[Pri SL6] Resist Fire/Resist Cold 6: Take -70% dmg vs. fire or cold

[Wiz SL8] Tenser's Transformation 8: +150% of max hp to current hp, +4 TH melee

[Pri SL4] Dimensional Anchor : Bars extradimensional movement.

[Psi6N minor] Null Field 10: All spells of SL 10 or higher don't work in 100'r

[Pri SL5] Extra Group +1: The next spell you cast will affect +1 groups of monsters

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

[Wiz SL7] First Level Magic-User Spells (DM1): Cast any four 1st level Wizard spells simultaneously when it is cast.

[Pri SL10] Protection from Fire 10: Stop the next CL*36 fire dmg

[Pri SL9] Anti-Dispel Magic Shell: your effects are non-dispellable (inc.shell)

[Psi-1 Major] Hand-to-Hand Resistance: +level*5% aWR; others you target -level*5% aWR; no selective targetting penalties

Combat effects:

[Pri SL9] Cure Wounds 9: Cures 45d8 hp (can take offer of 6 per die -> 270 hp)

[Psi54 minor] Hypnotism: Hypnosis (SL saves)

[Psi6E Major] Voices: 2 saves:fail 1=insan., fail 2=ultrablast

[Wiz SL5] Alley Summoning V: Summons a DL X alley monster, under your control, 5% chance per segment of losing control

[Pri SL4] Heal 4: Cure to 50% of max hp (max Heal 4 can cure at once = 500 hp)

[Psi-2 Grand] Steal Actions: Steal an action (save); --

[Pri SL4] Treat Critical Wounds: Cure 40% of max

[Psi-6N minor] Natural Healing ~: 1P or 1M: Target is cured equal to his Con score in hp

[Psi9 Major] Molecular Disrupter: CHd10 Disruption damage (save:½)

[Psi81 minor] Flash: Blind a sense (Spell save)

[Psi60 Major] Blink: Blink (controlled)

[Wiz SL9] Dispel Exhaustion 9: Restore 96% of dmg taken, get an Original Haste 9 for 1 round

Dungeon090520 - Dungeon Level 109 (Big Whoop)

Room # 12

Barracks / Quarters - 25ft. long x 20ft. wide x 5ft. tall

lamp; shelf; jingling; buzzing

Locked Door, Mechanical on the west wall leading to a 40ft. long x 5ft. wide x 10ft. tall hallway.

Sample Names: Zylphan the strange Obsidian Ninjas (Flaming); Ulzana the rabid Zoo Six (Bird)

Basic Spears Trap; DL 109; Search DC 1166 (Attack +218 ranged, 240d100 Dex damage)

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

[x2] Room is permanently/continuously Berserked, only creatures immune or bubbled against it can function here.

7,531,213gp

coat

a flask of a nice red wine, 200gp

Rian's Sacrum bone: +195 to HD; 1attack: Lower SR by CL or MR by CL*5%; CL 534; SL 109; 11881760gp

Beige Wallet: All your Wizard classes use the "set XP table"(3kxp

at 2nd, doubles til 9th,600kxp at 10th,+300kxp per level afterward).; 11881120gp

DL CIX Xona-Huge Topaz Leathers x(1371) x[5]

i^66 AC 1.2E+5, HD 1.1E+30, i^83 hp 9.5E+32, IR 1118% #Att 109, TH ÷ AC/Save DC by 11990, i^70 dmg 9.5E+4

Str 554, Dex 686, Con 305, Int 598, Wis 656, Chr 442, 3.6E+5kxp

Cleanup In Aisle 6 (A being of your choice is Maimed(destructed) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Psi12T Super] Mass Feeblemind: Feeblemind (as spell) in 90'r area

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

[Psi-6G minor] Angelfire: Spend Q psi points from non-Psi(-6) pools you have: Your next attack does +Q dmg

[Wiz SL5] Globe of Invulnerability 5: Immune to spells with SL=0 to 4

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

[Pri SL5] Resist [E=5 element]: Pick an E=5 element, you resist it for 1 hour.

[Psi8 Ultra] Create Technological Monster IV: Create a DL XII Technological Monster (iAC=CL/8, ihp=CL/8, Str=8*CL)

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

[Psi-3 Super] Pawn: Pawn someone (gets a Will and a Spell save, making either is a make)

[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

[Psi45 Major] Regeneration: Regenerate SL hp/s

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

Combat effects:

[Psi30 Ultra] Mana Blast: Astral damage

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

[Wiz SL12] Wacky Ball 12 / Normal / ½ : Ld100000, save: ½

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

[Wiz SL8] Death Spell 8: Slay 8d12 HD of creatures (save)

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

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

[Psi2 Ultra] Cellular Heal/Harm: X targets: Heal/Harm X% of max; X*2% of max

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

[Pri SL5] Creeping Doom 5: (1d2+4)*60 insect dmg

[Psi6E Major] Telekinesis: Maintenance cost=Initial/10 per round

[Wiz SL7] Insanity : Subject suffers continuous confusion.

Dungeon090520 - Dungeon Level 110 (Right)

Room # 1

Animal Pens - 35ft. long x 5ft. wide x 45ft. tall

pail; pentagram; sobbing; poor oxygen

Archway (open) on the south wall leading to a 30ft. long x 20ft. wide x 5ft. tall hallway.

Sample Names: Tarus the savage Slime Menace (Neutralizer); Marley the ugly Danger Woman (Katana)

Get it on! Trap; DL 110; Search DC 1142 (Psionicist CL 220, DC 1180 Fortitude save to negate)

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

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Month
4,981,245gp

rag

a huge, wicked-looking scythe, polearm, 6d10 (33), 177gp

Phial of Walnut Earwax;; 1M: Atomized(destroyed) Beam: Do this Status

Effect to one target (no save) ; CL 490; SL 20; 12100590gp

Aqua Hammer, light [2d10] +12545 Th/+119 dmg 8+/x45; 1M: Summon CL Animals of

the type that you are the Lycanthrope of, DL=LVL; CL 496; SL 110, 2192574gp

DL CX Yotta-Titanic Reddish Snows x(1128) x[7]

i^45 AC 1.2E+5, HD 8.5E+27, i^84 hp 7.5E+30, RR 1161% #Att 154, TH ÷ AC/Save DC by 12210, i^52 dmg 3.6E+5

Str 347, Dex 655, Con 682, Int 374, Wis 344, Chr 472, 3.8E+5kxp

Spank You (A being of your choice is **Cursed** (Ancient Foul Cursed) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

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

[Wiz SL10] Armor 10: +CL*20 current hp

[Pri SL6] Spell Immunity 6: Be immune to 3 spells by name

[Wiz SL9] Globe of Invulnerability 9: Immune to spells with SL=0 to 8

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

[Psi3 minor] Dissipating Touch: Touch deals 1d8 damage.

[Psi54 Ultra] Flame Being: Fire Shield (SL*10% damage back to attacker); Deal +SL fire dmg with melee attacks

[Wiz SL11] Prismatic Sphere 11: 9 Prismatic colors or 7 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.

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

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

[Psi27 minor] Cloak of Oblivion: Pick any one specific spell or psionic power. You are immune to it.

Combat effects:

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

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

[Pri SL7] Dispel Evil 7: Dispel 3 evil targets (can target the same thing more than once) (save)

[Wiz SL1] Alley Summoning I: Summons a DL II alley monster, under your control, 1% chance per segment of losing control

[Psi100 minor] Automaton: Animate CL objects as DL I Golems (count as your summon)

[Wiz SL7] Finger of Death : 60 yard Slay one victim, there is saving throw vs. death

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

[Psi-6G minor] Bloodboil: Target takes CL holy blood dmg (no save) per segment

[Psi6G Major] First Level Priest Spells: Cast one 1st level Priest spell at CL = 30

[Psi0 Major] Ear Pop: (The 2att from separate limbs) One attack: Target stunned and deaf (each save vs. PP)

[Psi10 Major] Throw: Throw a small object to deal (CL+4)d6 dmg to a target (don't need to roll to hit)

[Wiz SL11] Power Word Stun 11: Stuns a creature if current hp < 480 (no save)

Dungeon090520 - Dungeon Level 110 (Hot Dog)

Room # 2

Creamatorium - 20ft. long x 25ft. wide x 10ft. tall

sheet; thongs; dusty; updraft, strong

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

Sample Names: Verthandi the unloved Bee Frog (Hang Glider); Guenele the noxious Lurking Flea (Paddleboat)

Wacky Ball 12 / Normal / ½ Trap; DL 110; Search DC 1105 (Wizard CL 220, no resistance)

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

[x2] Room is permanently/continuously Berserked, only creatures immune or bubbled against it can function here.

11,429,185gp

sticks

a map of World, 150gp

Green Psi Crystal: All your Priest classes use the "set XP

table"(3kxp at 2nd, doubles til 9th,600kxp at 10th,+300kxp per level afterward).; 12100500gp

Walnut Fake flowers: +8uncKQ∞N Action(s); 12100430gp

DL CX Zetta-Tiny Violet Turns x(1540) x[5]

i^94 AC 1.2E+5, HD 6.5E+22, i^54 hp 5.8E+25, RR 1150% #Att 116, TH ÷ AC/Save DC by 12210, i^82 dmg 9.7E+4

Str 376, Dex 140, Con 476, Int 185, Wis 392, Chr 555, 3.8E+5kxp

Shit (Deflect an entire segment's worth of actions (can't be dispelled).)

Prepared effects:

[Pri SL4] Dimensional Anchor : Bars extradimensional movement.

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

[Psi-12C Major] Globe of High Resistance: Immune to SL 4-6 (all types), Resist SL 2-3 (all types)

[Psi18 Major] Telepathy: Psych. Shield: -LVL CL,+LVL saves on Psi effects vs.you; +LVL Wis: Willpower

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

[Psi24 Ultra] Rogue points 40: This class gives an extra +40 Rogue points per level.

[Pri SL5] Antiplant Shell: Keeps out plants

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

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

[Wiz SL11] Anti-Magic Shell 11: Anti-Magic of SL 0 to 10

[Psi2 Grand] Cosmic Awareness: Detect "Everything" CL*30'; Range is sight

[Psi-9 Major] Stone Eyes: Gaze: Petrification (save)

Combat effects:

[Psi3 Grand] Disintegrate: One creature or object vanishes.

[Wiz SL5] Dispel Innates:

[Pri SL5] Heal 5: Cure to 75% of max hp (max Heal 5 can cure at once = 750 hp)

[Psi30 Ultra] Decrease Wisdom: -1 Wis/succ

[Pri SL5] Wall of Stone : 20 hp/four levels; can be shaped.

[Psi1 minor] Command: Command (as spell)

[Psi54 Ultra] Animal Summoning: Summon a DL=SL-1 Animal

[Psi10 Major] Control: Control target's P actions (save); Caster cannot use M actions

[Psi54 Grand] Vampirism: Target gets SL/2 negative levels (energy drain, no save), you gain CL*SL hp (not above max)

[Wiz SL3] Paralyzation: Paralyzation (area) (save) (max HD = 2*CL)

[Wiz SL5] Enslave Monster: As Charm Monster, except the effect cannot be thrown off by being damaged, and there is no daily s

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

Dungeon090520 - Dungeon Level 110 (Darn Tootin')

Room # 3

Temple - 35ft. long x 25ft. wide x 15ft. tall

Walls of Ice; tube (piping); groaning; still, very chill

Revolving/Swinging Door on the east wall leading to a 50ft. long x 20ft. wide x 25ft. tall hallway.

Sample Names: Kiril the handsome Terra- Thirteen (Taxi); Siloros the atrocious Space Shrike (Suction Cup)

Inhaled Abyssal Water Trap; DL 110; Search DC 1104 (1100 Con damage, DC 1177 Spell save for 1/10)

Monster 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
5,464,312gp

prism

the morning star, flail, +1 AC, 6d3 (12), 330gp

Rian's Pectoralis major muscle: +17 to HNCL; 1V: Summon a DL V Insect with "1M,

Lose 2 DL's: Dispel an ability on target creature or item."; CL 652; SL 110; 12100330gp

Great Gloves: Equip: Pay 10 Chr and "Equipped creature gets

+19 to hit/dmg and +541 AC/saves and 29575 hp".; 12100780gp

DL CX Exa-Huge Chrome Armys x(766) x[6]

i^77 AC 1.2E+5, HD 1.0E+21, i^92 hp 9.0E+23, TR 1149% #Att 34, TH ÷ AC/Save DC by 12210, i^87 dmg 3.6E+5

Str 414, Dex 393, Con 287, Int 774, Wis 451, Chr 190, 3.8E+5kxp

Safety First (A being of your choice is Vulnerable Innates (doesn't target, no resist, can't be dispelled).)

Prepared effects:

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

[Psi45 Major] Warding: Create a Trap (x1 Psionic) for SL/2 Psi45 powers

[Psi9 Ultra] Bio Force: Super Accuracy: Roll 1d4+16 instead of 1d20 for to hit

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

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

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

[Wiz SL10] Fire Shield 10: Anyone who melees with you takes 225% dmg back

[Pri SL6] Resist Fire/Resist Cold 6: Take -70% dmg vs. fire or cold

[Wiz SL7] Original Stoneskin 7: Block the next 4 P actions of attacks

[Wiz SL3] Haste: +1 P, +1V to one group

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

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

Combat effects:

[Psi-12L minor] Choose Summoning I: Monster Summoning using ML I chart, you pick the result

[Psi-6G minor] Glimmer †: 1bM: Target can't be directly targetted; effects on him (including this) can still be targetted

[Wiz SL10] Dispel Exhaustion 10: Restore 97% of dmg taken, get an Original Haste 10 for 1 round

[Wiz SL10] Magic Missile 10: (CL+1)*5 missiles, each does 1d4+1 force dmg (no save)

[Wiz SL10] Cone of Cold 10: CLd20+CL cold dmg to a group (save:½)

[Wiz SL3] Charming III: Charms up to 3 monsters, gets a new save every hour

[Wiz SL4] Wall of Fire : Passing through wall deals 2d6+CL dmg fire

[Wiz SL2] Alley Summoning II: Summons a DL IV alley monster, under your control, 2% chance per segment of losing control

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

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

[Wiz SL8] Trap the Soul : Imprisons subject within gem.

[Pri SL9] Neutralize Poison 9: Cure 6 poison effects (reverse causes that many, save for each)

Dungeon090520 - Dungeon Level 110 (Shit Snacking Crackers)

Room # 4

Court - 45ft. long x 25ft. wide x 15ft. tall

phial; armchair; drumming; ozone smell

Bone Door (shrieks loudly if opened) on the east wall leading to a 40ft. long x 5ft. wide x 5ft. tall hallway.

Sample Names: Olwyn the indescribable Martian Claw (Starship); Vassi the Seeker the odious Bronze Wasp (Teleporter)

Annihilation Bolt Trap; DL 110; Search DC 1200 (Psionicist CL 220, no save)

Pit that (causes/has/or is) Resisting - Specific

[x2] Immortals cannot feel, see, or sense into this room unless they are actually there; Divine Intervention fails

11,283,872gp

alkaline salts

a bright red potion, 'cure critical' 'cure light' " ", 39gp

Prismatic Stone [50d12] +190 Th/+30624 dmg 18+/x42; 1M: Mental Surgery

(1) but all in psi link affected; CL 636; SL 110, 5241177gp

Chrome Rapier [57d4] +24650 Th/+163 dmg -19+/x26; 1M: SL*CL

Cold damage (1 group, no save); CL 705; SL 110, 4252460gp

DL CX Exa-Huge Topaz Ostrichs x(548) x[4]

i^51 AC 1.2E+5, HD 1.0E+21, i^58 hp 9.0E+23, IR 1193% #Att 220, TH ÷ AC/Save DC by 12210, i^Plenty dmg 7.3E+4

Str 210, Dex 653, Con 604, Int 425, Wis 555, Chr 293, 3.8E+5kxp

Blurgh (Deflect a being of your choice's segment of actions (can't be dispelled).)

Prepared effects:

[Wiz SL1] Radiation Resistance: RR 60+CL*5% [duration 1 hour]

[Psi12T Grand] Luck: +1 Luck point (as per Luckstone)

[Psi12T Super] Mass Energy Drain: Energy Drain (as spell) in 90'r area

[Psi6N Ultra] Thief Abilities, LVL 12: Get thief abilities of level 12 (max = your level)

[Wiz SL3] Third Arm Growth: Grow an extra arm or leg [lose spell slot while running]

[Wiz SL11] Psionic Reflection: any undesired psionic effect is reflected for 1t

[Psi6E Super] Steal Soul III: Transforms unwilling target to a larva

[Psi72 minor] Force Field: +PL current hp

[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

[Wiz SL8] Original Stoneskin 8: Block the next 5 P actions of attacks

[Psi5 Ultra] Shapechange: Shapechange (as spell,phys.innates gained)

[Psi54 Ultra] Gravity Increase: Decrease gravity in room or object/person by SL G's (x1 Special)

Combat effects:

[Wiz SL2] Fireball 2: CLd4 fire dmg to a group (save:½)

[Wiz SL6] Wacky Ball 6 / Normal / ½: Ld12, save: ½

[Wiz SL2] Summon Monster II: 1 DL 2 or 1d3 DL 1 creatures to fight for you {1 creature}

[Psi10 Grand] Animate Fire: Turn fire into 2^(X+1) HD fire elemental, where X is the # sizes beyond size T

[Wiz SL6] Magic Missile 6: (CL+1)*3 missiles, each does 1d4+1 force dmg (no save)

[Pri SL2] Death Knell: Slain if <0 hp (save); you +1d8 hp, +2 Str, +1 CL {Touch, 1 creature}

[Psi29 minor] Color Beam (Spray):

[Psi30 Major] Treat Moderate Wounds: Heals 30% max hp (2 succ)

[Wiz SL9] Lightning Bolt 9: CLd18 lightning dmg to a group (save:½)

[Wiz SL8] Cone of Cold 8: CLd16+CL cold dmg to a group (save:½)

[Psi0 Grand] Iceblast: KiLd4 dmg in a KiL*5' line (ice damage) (save:½)

[Psi2 Major] Summon Planar Creature: Choice of plane but not exact; Creature not angry

Dungeon090520 - Dungeon Level 110 (Geez)

Room # 5

Water Closet/Toilet - 25ft. long x 50ft. wide x 25ft. tall

Walls of Souls; bowl; bellow (ing); metallic smell

Phase Door (phases in/out every so often) on the west wall leading to a 15ft. long x 20ft. wide x 5ft. tall hallway.

Sample Names: Smytron the cowardly Seagoing Lady (Unicorn); Pyotr the Strangler the irresistible Silver Arrow (Houseboat)

Air in room transforms into Elemental Bark Trap; DL 110; Search DC 1122 (2280 Str damage/s, no save)(multiple targets)

Ceiling that (causes/has/or is) Changes - Sex

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Week
4,658,808gp

dipping water

a plate of filet mignon with mange tou, 'armor' 'protection good' 'refresh' ", 40gp

Greenish Gloves [ATxx4] +124 AC/+27226 Saves; 1Z: Chain Contingency, up

to LVL powers any type; CL 476; SL 110; 3496210gp

Orange Flowers: Free Bite Feat: You can bite in combat (dmg for size M = 1d6); 12100400gp

DL CX Mega-Medium Twinkling Sessions x(2124) x[6]

i^90 AC 1.2E+5, HD 2.3E+8, i^92 hp 2.0E+11, CR 1134% #Att 75, TH ÷ AC/Save DC by 12210, i^90 dmg 3.6E+5

Str 487, Dex 243, Con 277, Int 207, Wis 424, Chr 719, 3.8E+5kxp

Lordy (A being of your choice is Atomized(destroyed) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Psi-15 minor] Add Tentacle: Tentacle does 1d(CL*2) damage

[Pri SL2] Protection from Fire 2: Stop the next CL*4 fire dmg

[Wiz SL5] Globe of Invulnerability 5: Immune to spells with SL=0 to 4

[Psi45 Grand] Force Field vs. Power Manipulation: ER 10*SL%

[Psi-3 Super] Astral Destruct IX: Astral destruct fights for you.

[Pri SL5] Resist Fire/Resist Cold 5: Take -65% dmg vs. fire or cold

[Psi100 minor] Telekinetic Blade: Base damage 1dCL, considered +CL/3 weapon, mental weapon, hits whole group

[Psi6G Grand] Field of Peace: Everyone within 30' (incl. Deva) can use only V and Z actions

[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)

[Wiz SL9] Globe of Invulnerability 9: Immune to spells with SL=0 to 8

[Wiz SL1] Poisonous Claws: Natural fighting has poison (CL*4 dmg, save for CL)

[Psi81 minor] Life Support, Resist Vacuum: Resist Vacuum and High Pressure

Combat effects:

[Wiz SL2] Hypnotic Pattern (1): 24 HD looking at pattern are Hypnotized

[Psi45 Major] Neural Manipulation: Minor: Seizure (-2 all rolls, save); Major: Paralysis (SL/3 saves)

[Psi45 Ultra] Spray: SL choking dmg to a group per segment (can leave the area)

[Psi45 Grand] Missile Creation: Do SL missile attacks, must roll to hit, each hit does 10 dmg (no save) and a stun (save)

[Psi6G Major] Whispy Stuff: White fog 20' r; evil that enters are Blinded (save /s) and Numbed (save /s)

[Psi1 Major] Dispel Exhaustion: Mental Surgery (1) but all in psi link affected

[Pri SL4] Summon Monster IV : Summons a DL IV monster (1 turn)

[Psi81 Grand] Suppress: Target cannot use a particular power (no save)

[Wiz SL11] Death Spell 11: Slay 11d12 HD of creatures (save)

[Wiz SL5] Summon Monster V : Calls outsider to fight for you.

[Psi45 Ultra] Electrical Generation: SL*CL Lightning damage (1 group, no save)

[Psi100 minor] Cell Adjustment I: Cure/cause N hp, hits 2+CL/9 groups, max N = CL*2

Dungeon090520 - Dungeon Level 110 (Bleeding)

Room # 6

Office - 10ft. long x 40ft. wide x 15ft. tall

arch; lens (concave, convex, etc.); shuffling; clicking

Bone Door (shrieks loudly if opened) on the north wall leading to a 25ft. long x 5ft. wide x 25ft. tall hallway.

Sample Names: Valdick the impossible Underground One (Pitchfork); Aerlson the fearless October Elephant (Sword)

Flooding Spring Trap; DL 110; Search DC 1167 (2240 Cml damage, no save)

Painting that (causes/has/or is) Moves/Rolls

[x2] Room is permanently/continuously *Cursed*ed, only creatures immune or bubbled against it can function here.

6,570,658gp

boots

a bright red potion, 'cure critical' 'cure light' " ", 39gp

Puce Cloak [AT+23109] +202 AC/+165 Saves; 1P: SL/2 (round down) instances of

Resist lightning; +SL*10% damage with lightning effects; CL 541; SL 110; 3001385gp

Rian's Adrenal Gland: +72 to Str; 1/2attack: Heals up to 100 groups

of creatures. (Yes, this can be reversed.) ; CL 705; SL 110; 12100950gp

DL CX Mega-Medium Slate Cods x(1477) x[4]

i^85 AC 1.2E+5, HD 2.3E+8, i^88 hp 2.0E+11, MR 1181% #Att 181, TH ÷ AC/Save DC by 12210, i^59 dmg 72609

Str 705, Dex 163, Con 631, Int 272, Wis 459, Chr 254, 3.8E+5kxp

Eww (A being of your choice is Shrunk(humiliate) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Psi4 Grand] Item *2: How many of an item exists is multiplied by 2 (you need a Grand to duplicate a x2 item)

[Pri SL8] Duplicate Monster: Duplicate a x1 monster (not incl. classes)

[Psi6E Major] Psi-Trap: Holds one power in area for triggering

[Wiz SL8] Dust of Disappearance: Dust of Disappearance for 1 turn

[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

[Psi29 Grand] Duplicate Monster (Clone) (x1):

[Psi16 Ultra] Golem Form: Bone: Undead immunities; Can't be Turned; 1M: Paralyze a group

[Psi-12T Super] Crapulence Aura: Enemies in sight takes CL*3 crapulence dmg /s (no resistance)

[Psi-3 minor] Tail of the Rat: Gain a tail; your base tail attack does 1d4 damage.

[Psi-3 Grand] Breath of the Drake: Breath water for 11d4 damage.

[Pri SL3] Goodberry 3: Creates 12 goodberries

[Wiz SL6] Original Stoneskin 6: Block the next 3 P actions of attacks

Combat effects:

[Psi10 Major] Hypnotism: Hypnosis (make CL saves)

[Wiz SL7] Wacky Ball 7 / Normal / ½: Ld20, save: ½

[Wiz SL6] Wacky Ball 6 / Normal / ½: Ld12, save: ½

[Psi45 Major] Self-Revival: 0, (SL-1)/d: Heal self

[Psi45 Grand] Chemical Touch: Chemical effect of TechL=SL*2 or less (range touch)

[Psi1 Ultra] Super Domination: Dominate one target (no save, no PsiR, no Wis)

[Psi72 minor] Plant Control: Entangle

[Psi-3 Major] Cone of Earthquake: Earthquake inflicts 5d4 sonic damage (group)

[Psi30 Major] Petrify/Reverse Petrify: Flesh to Stone, Con resists

[Wiz SL8] Power Word Capital S Stun: Capital S Stuns a target with 130 current hp or less (no save)

[Wiz SL2] Magic Missile 2: (CL+1) missiles, each does 1d4+1 force dmg (no save)

[Psi16 Major] Golem Jar: Magic Jar into a Golem (Magic Jar contest rules, which the golem will probably lose)

Dungeon090520 - Dungeon Level 110 (Meow)

Room # 7

Class - 30ft. long x 30ft. wide x 45ft. tall

iron maiden; tongs; "Bleah!" (off in the distance); humming

Golem Door (it's a Golem creature) on the north wall leading to a 50ft. long x 10ft. wide x 20ft. tall hallway.

Sample Names: Lesya the rabid Shrinking Glory (Power); Kelgore the invincible Invisible Manhunter (Whip)

Wall transforms into Elemental Negative Energy / Death Trap; DL 110; Search DC 1166 (950 Chr damage/s, no resistance)

Fire that (causes/has/or is) Monster Generator: Animal (summons an Animal every segment)

[x2] Mortals cannot feel, smell, or sense into this room unless they are actually there; Divine Intervention fails

10,616,074gp

wooden armchair

The First Key, 1gp

Cyan Armor Gemlet [AT+221] +35344 AC/+120 Saves; 1P: Double resist anti-matter (1/4, save for 1/10), Can survive in anti-matter based prime; CL 484; SL 110; 4521125gp

Alabaster Coasters: Free Nature's Fists Feat: Resist Acid; Your arms are encased in stone; +1d(2*LVL) Acid dmg w/ fists; Ignore Hardness; 12100160gp

DL CX Yotta-Huge Royal Blue Gasolines x(1449) x[8]

i^93 AC 1.2E+5, HD 1.1E+27, i^98 hp 9.4E+29, CR 1123% #Att 170, TH ÷ AC/Save DC by 12210, i^Metric Fukton dmg 2.4E+4 Str 707, Dex 407, Con 332, Int 251, Wis 546, Chr 440, 3.8E+5kxp

Woohoo (A being of your choice is Incoherent(unaware) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Wiz SL3] Globe of Invulnerability 3: Immune to spells with SL=0 to 2

[Psi5 Ultra] Shapechange: Shapechange (as spell,phys.innates gained)

[Pri SL8] Spell Immunity 8: Be immune to 5 spells by name

[Wiz SL1] Armor : AC6 until 8+1/level points of damage had been sustained by subject

[Psi-2 Grand] Ultrasword [-X]: Ignore non-racial immunity to psionics; --

[Wiz SL9] Original Stoneskin 9: Block the next 6 P actions of attacks

[Wiz SL9] Fire Shield 9: Anyone who melees with you takes 200% dmg back

[Psi4 minor] Ability Score *1.25: Choose one ability score. New score = (old score - 10) * 1.25 + 10

[Pri SL2] Goodberry 2: Creates 8 goodberries

[Psi9 minor] Extra Limbs: [+1d4 limbs] Can use them normally

[Pri SL10] Protection from Lightning 10: Stop the next CL*36 lightning dmg

[Pri SL5] Resist Vulnerability: Target gains a Resist to something which can only be used to counter a Vulnerability (Duration 1 hr)

Combat effects:

[Psi3½ Major] Control Body: Take rudimentary control of your foe's limbs.

[Psi-2 Major] Degenerate: Degenerate (LVL /s); 2*LVL /s

[Psi-1 minor] Reverse ESP: 0, 1/r: Target hears your thoughts and must save or insane.

[Wiz SL12] Feeblemind 12: -60 mental stat points (randomly distributed in packets of 5) (save per packet)

[Wiz SL10] Create Dweomer: Wall of any element, dmg = (2*CL)d8+(CL) (no save)

[Psi45 Grand] Chemical Touch: Chemical effect of TechL=SL*2 or less (range touch)

[Pri SL1] Blade Barrier 1: 3d3 dmg wall (shards)

[Pri SL9] Conjure Elemental 9: Conjure a DL=8 elemental

[Wiz SL6] Immediate Monster Summoning VI: Summons a DL IV monster without summoning sickness

[Wiz SL5] Wall of Stone : 20 hp/four levels; can be shaped.

[Psi9 Major] Paralysis Bolt: Paralyzation CH t (save)

[Psi6N minor] Telekinesis: N=(weight lifted)*(move rate in inches)/100

Dungeon090520 - Dungeon Level 110 (Boy Howdy)

Room # 8

Divination - 50ft. long x 35ft. wide x 45ft. tall

coal; Bridge, Swinging (like a swing); chanting; coughing

Iris Door (seals as a spiral) on the north wall leading to a 5ft. long x 5ft. wide x 20ft. tall hallway.

Sample Names: Saewald the mordant Bionic Woman (Golden); Porpherio the obscene Professor -tech (Shotgun)

Injected Negative Energy / Death Trap; DL 110; Search DC 1183 (2400 idamage, no resistance)

Room (Floor) that (causes/has/or is) Monster Generator: Animal (summons an Animal every segment)

[x2] Room is permanently/continuously **Cursed** (Ancient Foul Cursed)ed, only creatures immune or bubbled against it can fu
7,276,366gp

magic circle

a plate of filet mignon with mange tou, 'armor' 'protection good' 'refresh' ", 40gp

Saffron Psi Crystal: +80 Feat Slots; 12100990gp

Dove-grey Helm [AT+140] ++218 AC/+27225 Saves; 1F: Your acid breath deals

3d6 damage to a close target.; CL 526; SL 110; 9372485gp

DL CX Peta-Titanic Claret Pediatricians x(560) x[8]

i^63 AC 1.2E+5, HD 7.9E+18, i^85 hp 7.0E+21, BlahR 1118% #Att 6, TH ÷ AC/Save DC by 12210, i^63 dmg 1.2E+6

Str 685, Dex 532, Con 563, Int 372, Wis 385, Chr 562, 3.8E+5kxp

Hells (A being of your choice is Fubar(broken) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Pri SL8] Sphere Of Security: Friends get +2 AC,+2 saves, +50% MR, 4 Pro.scroll effects 1h

[Pri SL6] Resist [E=6 element]: Pick an E=6 element, you resist it for 1 hour.

[Psi18 Grand] Scty: Invisible Defender: Shield vs. physical/energy 1000*LVL hp

[Psi4 Grand] Saves *2: Multiply your save rolls by 2, you automake saves on natural 21-2 or better (Minor is 19).

[Wiz SL11] Duplicate Mechanism: duplicate a technology item

[Psi45 minor] Force Field vs. Power Manipulation: ER 10*SL%

[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

[Psi-15 Grand] Dial-a-Breath Element (≤): You can use any eelement with E factor equal to or less than your normal breath.

[Psi30 Major] Animate: Animate Object (as spell)

[Psi54 minor] Systematic Antidote: SL/2 instances of Resist Poison/Drugs

[Pri SL2] Resist [E=2 element]: Pick an E=2 element, you resist it for 1 hour.

[Psi3 Grand] Breath of the Dragon: Breath fire for 11d4 damage.

Combat effects:

[Wiz SL2] Shatter: Object(s) destroyed (save vs. crushing blow) {1 group}

[Psi54 Ultra] Lightning: CL*SL lightning dmg to one group (no save)

[Psi6N Major] Dismiss Elemental, E=3-4: N=1 for normal, 2 for para, 3 for quasi, 4 for semi

[Pri SL9] Implosion : Kills one creature/round.

[Psi6G minor] Remove Demon Influence: Removes possession, domination, charm, etc.; Does not have to be evil source

[Psi19 Major] Waves of Darkness: 30' radius, make 2 saves vs. Will, one miss = Confusion CL r., two misses = Fear

[Psi29 Ultra] In the Eye of Chaos (Psi 11R) (target needs double actions to do things):

[Wiz SL3] Monster Swarm Summoning III: Summons CL*3.5 (round down) DL II monsters

[Wiz SL6] Vorp: Target is Vorpalled (PP save)

[Pri SL7] Flame Strike 7: CLd12 holy fire dmg (save:½)

[Psi45 Grand] Sleep-Induced: Sleep (SL/2 saves)

[Psi-9 minor] Loss of Limbs: Target is sharpened (save)

Dungeon090520 - Dungeon Level 110 (Please)

Room # 9

Well - 50ft. long x 10ft. wide x 45ft. tall

table, long; crystal ball; still; humming

Bone Door (shrieks loudly if opened) on the west wall leading to a 25ft. long x 10ft. wide x 5ft. tall hallway.

Sample Names: Jevan the mind-numbing Wing Marvel (Yak); Terek the sarcastic Secret Claw (Pistol)

Whirling Balls Trap; DL 110; Search DC 1129 (Attack +1760 ranged, 770d30 Wis damage)

Passage that (causes/has/or is) Illusionary wall concealing a chamber with monster and treasure

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Mont 8,219,494gp

candelabra

belt of Scottish blood, +2 AC, 1630gp

Rian's Tarsus bone: +430 to Str; 1M: Nondetection from all

beings of Multiplier xCCL or less.; CL 515; SL 110; 12100400gp

Cup of Mauve Blood Serum;; 1M: Atomized(destroyed) Balls: Do this Status

Effect to one group (Spell save: 0) ; CL 391; SL 20; 12100200gp

DL CX Gargantuan Bottle Green Yellows x(1895) x[6]

i^44 AC 1.2E+5, HD 1868, i^95 hp 1.6E+6, GR 1160% #Att 206, TH ÷ AC/Save DC by 12210, i^48 dmg 1210082

Str 683, Dex 718, Con 645, Int 291, Wis 419, Chr 194, 3.8E+5kxp

Right (A being of your choice is Decayed(sick) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Psi23 Grand] Chaos Cloud: Does random effects every round

[Pri SL1] Protection from Lightning 1: Stop the next CL*2 lightning dmg

[Pri SL9] Petition: auto make next divine intervention roll

[Psi15 Grand] Dial-a-Breath Element (≤): You can use any element with E factor equal to or less than your normal breath.

[Pri SL6] Protection from Lightning 6: Stop the next CL*20 lightning dmg

[Pri SL6] Resist Fire/Resist Cold 6: Take -70% dmg vs. fire or cold

[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.

[Psi27 Major] Priests of Any God: You have an enslaved Priest: You gain his Priest memorization for the day.

[Psi54 Grand] Invisibility: Minor: Invisibility; Major: Improved Invisibility; Grand: Dust of Disappearance

[Wiz SL10] Fire Shield 10: Anyone who melees with you takes 225% dmg back

[Pri SL5] Goodberry 5: Creates 20 goodberries

[Psi45 minor] Resist: Vampirism: SL/3 (round down) instances of Resist necromancy, energy and stat drains

Combat effects:

[Psi1 Ultra] Counterspell: [0 action to use] Counters a Magic/Psi/Innate

[Psi54 Major] Vampirism: Target gets SL/2 negative levels (energy drain, no save), you gain CL*SL hp (not above max)

[Psi5 Grand] Change Reality (lesser): 1st-7th level Alt,Cnj,Cre,Ele,Hea,Sum

[Pri SL8] Blade Barrier 8: 10d10 dmg wall (shards)

[Psi2 Major] Energy Containment: Absorb max 1 die/lvl;glow:-2AC; 0 dmg from energy

[Wiz SL3] Time Stop 3: Stops time for 1d2 segments

[Wiz SL7] Magic Missile 7: (CL+1)*7/2 missiles, each does 1d4+1 force dmg (no save)

[Psi6E minor] Taunt: Similar to wizard spell "Taunt"

[Pri SL4] Blade Barrier 4: 6d6 dmg wall (shards)

[Psi-2 minor] Sound Less: Deafness (save); Blindness (save)

[Wiz SL11] Feeblemind 11: -55 mental stat points (randomly distributed in packets of 5) (save per packet)

[Psi29 Grand] Restoration/Energy Drain:

Dungeon090520 - Dungeon Level 110 (Damn Straight)

Room # 10

Throne Room - 5ft. long x 45ft. wide x 5ft. tall

Walls of Air; arras (coin container); splintering; earthy smell

Concealed (Hidden) Door on the west wall leading to a 45ft. long x 25ft. wide x 25ft. tall hallway.

Sample Names: Feronia the mighty Digi-- Corp (Vortex); Hassan Aziz the sinful Orange Djinn (Bike)

Rolling Deathblades Trap; DL 110; Search DC 1174 (Attack +1980 melee, 200d10 idamage)

Door that (causes/has/or is) Intelligent

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Mont
3,724,520gp

nails

a mobile telephone, 'energy drain', 100gp

Mortar Shield: Equip: Pay 18 Str and "Equipped creature gets +241

to hit/dmg and +31 AC/saves and 9245 hp and has Outlast.; 12100590gp

Cup of Snow-White Discharge.; 1V: Atomized(destroyed) PFA: Whenever someone targets you with an effect, they suffer that Status Effect unless they make a save vs. Spell.; CL 541; SL 20; 12100180gp

DL CX Giga-Tiny Sienna Vegetables x(1713) x[7]

i^80 AC 1.2E+5, HD 5.9E+10, i^49 hp 5.2E+13, MR 1189% #Att 55, TH ÷ AC/Save DC by 12210, i^57 dmg 6.1E+5

Str 570, Dex 779, Con 423, Int 618, Wis 132, Chr 611, 3.8E+5kxp

Yiss (A being of your choice is Decayed(sick) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Psi8 Ultra] Construct Control Item 8: Create a "Control" type item (see next page) of TechL=CL, each 8 TechL takes 1S action

[Psi4 minor] AC *1.25: Your new AC = (old AC - 10) * 1.25 + 10

[Psi54 minor] Split: You are two beings (two places at once); it costs 3 actions to have each body do 1 action

[Psi45 Major] Force Field: Immune to spell level 0 to SL-2 effects; -(SL-1) per physical attack; ER 5*SL%

[Wiz SL5] Fire Shield 5: Anyone who melees with you takes 100% dmg back

[Psi4 Grand] Damage *2: Damage with one physical weapon is multiplied by 2

[Wiz SL5] Original Stoneskin 5: Block the next 2 P actions of attacks

[Wiz SL7] Original Stoneskin 7: Block the next 4 P actions of attacks

[Psi45 Major] Kinetic Control: SL/2 (round down) instances of Resist telekinesis; +SL*10% damage with telekinesis effects

[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

[Psi-12T Major] Heal Self: 1/d (automatic): If you go below 0 hp, you are Healed

[Psi7 minor] (no name): Immunity to disease

Combat effects:

[Psi45 Major] Sonic Generation: SL*CL/2 Sound damage (no save) and SL/2 instances of deafness (save)

[Wiz SL9] Heal:

[Wiz SL3] Suggestion: Compels subject to follow stated course of action.

[Pri SL8] Summon Monster VIII : Calls outsider to fight for you.

[Psi1 minor] Lights: Faerie Fire, Dancing Lights, Light

[Wiz SL7] Power Word Blind 7: Blinds & stuns a creature if current hp < 80 (no save)

[Psi30 Grand] Control Movement: Caster controls ½V action/succ

[Wiz SL10] Down a Hole: Target is put Down a Hole (no save)

[Psi54 Ultra] Darkness: Darkness (can blind a person, make SL saves)

[Psi29 Ultra] Eye for an Eye (Psi 11W) (fork an eye back on someone):

[Wiz SL8] As You Will Be: +1 ML for 1 turn, you will Twilight at end of effect (no resistance)

[Psi54 Grand] Flame Project: CL*(SL+2) fire dmg to one target (no save)

Dungeon090520 - Dungeon Level 110 (Out Fucking Standing)

Room # 11

Divination - 40ft. long x 30ft. wide x 35ft. tall

hole (blasted); whips; bong; rattling

Flesh Door on the south wall leading to a 50ft. long x 20ft. wide x 25ft. tall hallway.

Sample Names: Taran the brazen Mademoiselle Doomsday (Zip Gun); Kolkis the unkind Underground Blaze (Shooter)

Air in room transforms into Elemental Grave Trap; DL 110; Search DC 1122 (5820 Con damage/s, no save)(multiple targets)

Passage that (causes/has/or is) Moves/Rolls

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Half Segment
2,323,284gp

cage

a Dark Hooded Garment, +2 AC, 0gp

Rian's Occipital bone: +386 to Dex; 1M: Sporacle-ize (random SEL

11 status effect, group, no save) ; CL 448; SL 110; 12100420gp

Blue Robe [AT++111] +138 AC/+189 Saves; 1P: Shield vs. Energy/Physical, 100*LVL hp; CL 520; SL 110; 1618685gp

DL CX Small Prismatic Cymbals x(1814) x[4]

i^90 AC 1.2E+5, HD 142, i^56 hp 97552, IR 1137% #Att 198, TH ÷ AC/Save DC by 12210, i^48 dmg 2.4E+5

Str 750, Dex 461, Con 739, Int 559, Wis 719, Chr 485, 3.8E+5kxp

Herp Derp (A being of your choice is Smashed(destroyed) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Psi3½ Major] Power Resistance: Grant PR equal to 12 + level.

[Psi29 Grand] Duplicate Monster (Clone) (x1):

[Pri SL10] Resist Fire/Resist Cold 10: Take -90% dmg vs. fire or cold

[Pri SL9] Resist Fire/Resist Cold 9: Take -85% dmg vs. fire or cold

[Psi3½ Major] Exhalation of the Black Dragon: Your acid breath deals 3d6 damage to a close target.

[Pri SL6] Anti-Animal Shell:

[Wiz SL4] Anti-Magic Shell 4: Anti-Magic of SL 0 to 3

[Psi2 minor] Awe: Won't attack caster (save); No save

[Wiz SL6] Globe of Invulnerability 6: Immune to spells with SL=0 to 5

[Psi29 Grand] Spell Reflection:

[Psi1 Grand] Psionic Amplification: Multiplies a power; Max.=level/4+1

[Psi3½ Major] Dimensional Anchor, Psionic: Bars extra dimensional movement.

Combat effects:

[Pri SL8] Summon Monster VIII : Calls outsider to fight for you.

[Psi45 Major] Energy Sponge: bM: SL*10% chance to absorb an entire energy attack

[Psi-12T minor] Bring Animals I: Summon CL Animals using ML I chart, you pick the result

[Wiz SL7] Steal Enchantment : Transfer the enchantment of one spell to an another

[Psi10 minor] Dispel Exhaustion: Target heals 25% of damage taken

[Psi54 Major] Ice Animation: Summon a DL=SL Ice Elemental

[Psi54 Major] Super Breath: CL*SL air dmg to one group (no save)

[Pri SL5] Dispel Innates: Dispel Innates

[Psi54 Major] Water Animation: Summon a DL=SL Water Elemental

[Psi6G Grand] Suneagle: Summons a Phoenix (see Monstrous Compendium)

[Psi30 Grand] Ice Bolt: Ice damage, Con resists

[Pri SL3] Summon Monster III : Calls DL 3 outsider to fight for you.

Dungeon090520 - Dungeon Level 110 (Shit Snacking Crackers)

Room # 12

Solar - 10ft. long x 50ft. wide x 15ft. tall

casket; Chute, Sand/Quicksand; rustling; footsteps (side)

Automatic Door (opens if anyone approaches) on the south wall leading to a 25ft. long x 5ft. wide x 20ft. tall hallway.

Sample Names: Shelgarn the daring Green Hamster (Bazooka); Soma the maniacal Monsieur Justice (Helicopter)

Rolling Jaws Trap; DL 110; Search DC 1209 (Attack +110 melee, 230d6 idamage)

Door that (causes/has/or is) Enrages

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Day 1,953,863gp

coat

a leather gem pouch, 1gp

Rian's Kidneys: +365 to Con; 1P: Geas/Quest a target. Gets atonement at end.; CL 608; SL 110; 12100440gp

Olive drab Gauntlets [AT+161] +188 AC/+28901 Saves; 1M: Double Resist edged weapons;

Resist cold, fire, lightning; Halve your move rate; CL 552; SL 110; 3725230gp

DL CX Tera-Huge Ultramarine Sides x(1955) x[6]

i^48 AC 1.2E+5, HD 9.7E+14, i^57 hp 8.5E+17, CR 1146% #Att 173, TH ÷ AC/Save DC by 12210, i^91 dmg 72662

Str 609, Dex 413, Con 534, Int 474, Wis 445, Chr 674, 3.8E+5kxp

Motherfucker (Ignore an entire segment's worth of actions (can't be dispelled).)

Prepared effects:

[Psi6G Super] Reduplication: Duplicates one (non-magical, non-psionic) item; max TechL = CL

[Wiz SL12] Sixth Level Magic-User Spells (DM1): Cast any four 6th level Wizard spells simultaneously when it is cast.

[Wiz SL5] Original Stoneskin 5: Block the next 2 P actions of attacks

[Pri SL10] Spell Immunity 10: Be immune to 7 spells by name

[Psi-12C Super] Cthulhoid Swarm VIII: Summon CL*9 Monsters using ML VIII "Weird" chart (random)

[Wiz SL6] Contingency: Each creature can only have 1 Contingency spell on him. If the contingency spell is dispelled, the effect ir

[Psi45 Major] Hyper-Invention: (12-SL)M: Create a TechL=SL*2-3 object (see [Q8], can have at most LVL of these objects)

[Psi45 Major] Warding: Create a Trap (x1 Psionic) for SL/2 Psi45 powers

[Psi54 minor] Force Field: CL*SL*2 hp ablative Force Field (vs. physical or energy attacks)

[Wiz SL2] Protection from Arrows: -10 dmg /missile attack, unless +L/5+1 or better {Touch, 1 creature}

[Psi4 Ultra] AC *2.5: Your new AC = (old AC - 10) * 2.5 + 10

[Pri SL5] Spell Resistance : Subject gains +12 +1/level SR.

Combat effects:

[Psi10 minor] Break: Break an object (item save); S = Str score desired (max = Int)

[Wiz SL8] Wacky Ball 8 / Normal / ½: Ld30, save: ½

[Psi54 minor] Water Control: Wall of Water / Part Water / Lower Water

[Wiz SL4] Summon Monster IV : Summons a DL IV monster (duration 1t)

[Psi2 minor] Inflict Pain: -4 TH; no spells (save); unc. 1d10r (save)

[Pri SL5] Command 5: Target makes 5 saves, each missed save allows 1 word for a command to be given

[Wiz SL3] Melf's Minute Meteors: CLd4 dmg earth to one target (no save)

[Psi6G Grand] Summon Greater Deva: Summons a x2 Angel or Greater Deva

[Psi3 minor] Astral Construct I: Creates astral construct to fight for you.

[Psi0 Major] Death Touch: One attack: Death (save vs. PPD)

[Wiz SL5] Wall of Stone : 20 hp/four levels; can be shaped.

[Psi3½ Grand] Crisis of Life: Stop subject's heart.

