

Dungeon071720 - Dungeon Level 1

Room # 1

Rogue's Chamber/Lab - 30ft. long x 45ft. wide x 45ft. tall

grindstone; vial; snapping; still

Locked Door, Out of Phase on the west wall leading to a 15ft. long x 10ft. wide x 5ft. tall hallway.

Sample Names: Ashmedai the winsome Cat Hitman (Nag); Timor the atrocious Frog Aardvark (Psi--)

Injected Water Trap; DL 1; Search DC 11 (10 Wis damage, no save)

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

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

618gp

dried blood

Blood Filled Jacuzzi, Ogp

Orangey Cube [1d8] +3 Th/+1 dmg 16+/x4; 1Z: 20*level hp:1r;disease=+5 PSPs; CL 7; SL 1, 1184gp

Potion of Invulnerability (+2/+2 protection), 10510gp

DL I Tiny Wizard-classes Elf/Avalons x(12) x[5]

AC 11, HD 2, hp 8, #Att 2, TH ÷ AC/Save DC by 2, dmg 5

Str 13, Dex 14, Con 13, Int 17, Wis 12, Chr 17, 0.03kxp

Knows Wizard spells, Immune sleep, aging

Prepared effects:

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

Combat effects:

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

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Room # 2

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

Chasm, Constructed (purposely built); door (broken); breeze, slight; "Bleah!" (off in the distance)

Trapped Door, Mechanical on the south wall leading to a 5ft. long x 20ft. wide x 15ft. tall hallway.

Sample Names: Balian the conspiratorial Ring Armadillo (Flash); Ellister the satanic Dream Razor (Burro)

Scything Deathblades Trap; DL 1; Search DC 11 (Attack +2 melee, 10d2 damage)

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

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

272gp

wood (scraps)

a black-hilted two-handed sword called, sword, 40d4 (100), 1530gp

Mirror of Opposition, 3730gp

Pitch-black Cat: +100 Rogue Points; 1650gp

DL I Fine Rakshasa-World Golems x(6) x[5]

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

Str 13, Dex 12, Con 13, Int 14, Wis 14, Chr 15, 0.03kxp

Immune slain, Resist Slain, Vulnerable enchanted items., Immune crits, ability dmg, energy drain, poison, sleep, paralysis, stunnir

Prepared effects:

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

Combat effects:

[Wiz SL1] Alley Summoning I: Summons a DL II alley monster, under your control, 1% chance per segment of losing control

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Room # 3

Workroom - 10ft. long x 35ft. wide x 25ft. tall

chest, large; candelabra; whispering; manure smell

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

Sample Names: Argen the dazzling Freedom Glider (Stellar); Sahin the righteous Screaming Ninja (Rapier)

Camouflaged Blades Trap; DL 1; Search DC 11 (Attack +8 melee, 10d2 damage)

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

[x1] Dimensional Mine Generator (one mine per month, hits a random player or monster, takes 1d30 dmg and is Fumble)

114gp

keg

some grayish herbs, " 'giant strength' " ", 36gp

Bottle green Shield [AT+8] +3 AC/+1 Saves; 1M: [+1d4 limbs] Can use them normally; CL 7; SL 1; 2175gp

Potion of Heroism, 8730gp

DL I Small Underdark Mutants x(27) x[5]

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

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

Light Sensitivity, Immune radiation

Prepared effects:

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

Combat effects:

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

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Room # 4

Warrior's Chamber/Lab - 30ft. long x 50ft. wide x 15ft. tall

spatula; tub; chanting; wind, strong

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

Sample Names: Shra the smelly She-- Child (Whip); Caliandros the ignoble Platinum Raiders (Spitballs)

Ingested Anti-Godly Trap; DL 1; Search DC 11 (20 damage, DC 11 RSW save for 1/10)

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

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

396gp

mold (common)

A "BEAVER TAIL", sword, 12d22 (138), 1300gp

Chocolate Eye liner: +1 level(s) of exceptional Str; 1440gp

Greenish Staff [1d8] +4 Th/+5 dmg 18+/x3; 1Z: Drain Magic Item Charges; CL 8; SL 1, 2374gp

DL I Medium Priest-classes Beholders x(4) x[4]

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

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

Knows Priest spells, Has eye stalks, 1 mouth, and 1 central anti-magic eye. Can cast through eye stalks. Flys

Prepared effects:

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

Combat effects:

[Psi29 minor] Lightning Bolt:

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Room # 5

Dressing Room - 50ft. long x 10ft. wide x 30ft. tall

kiln; brazier & charcoal; salty, wet smell; steamy near floor

Undead Door (has a trapped spirit/ghost) on the north wall leading to a 5ft. long x 5ft. wide x 25ft. tall hallway.

Sample Names: Wizzo the jolly Father Duo (Gateway); Iliphel the superlative Demolition -teer (Derringer)

Swinging Container Trap; DL 1; Search DC 11 (20 damage, DC 11 RSW save for 1/10), (multiple targets)

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

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

[x1] Gravity high 5 G's (-16 Str, /move rate by 6, falling dmg x6, Z actions reduced by 5/s)

162gp

bowl

a bright ball of light, 0gp

Blue Crossbow, hand [1d8] +1 Th/+0 dmg 19+/-x2; 1M: 1 target: Regenerate; heal LVL*LVL hp; CL 9; SL 1, 1127gp

Oil of Armor, 7420gp

DL I Small Swamp Leeches x(19) x[4]

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

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

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

Prepared effects:

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

Combat effects:

[Psi6N minor] Telekinesis: N=(weight lifted)*(move rate in inches)/100

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Room # 6

Wardrobe - 25ft. long x 20ft. wide x 10ft. tall

Floors of Plants; sanctuary; hooting; breeze, slight, damp

Trapped Door, Mechanical on the north wall leading to a 50ft. long x 25ft. wide x 10ft. tall hallway.

Sample Names: Siddal the anarchic Stone Sorceress (Secret Decoder); Frocyn the disgusting Earth Champion (Hyper-)

Whirling Caltrops Trap; DL 1; Search DC 11 (Attack +1 ranged, 10d2 Cml damage)

Door, Secret that (causes/has/or is) Shoots

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

312gp

markings

an order pad, axe, +2 AC, 9d8 (40), 40gp

Flesh Nunchaku [1d4] +2 Th/+1 dmg 20+/x3; 1M: One group is

charmed (Will save), doesn't affect undead etc.; CL 8; SL 1, 1184gp

Braid of Dire Shifting: (Head) Enlarge Person (self only) while shifting., 6840gp

DL I Fine Water Beholders x(13) x[8]

AC 11, HD 2, hp 2, #Att 1, TH ÷ AC/Save DC by 2, dmg 5

Str 14, Dex 17, Con 13, Int 13, Wis 12, Chr 12, 0.03kxp

Resist cold. Double dmg from fire., Has eye stalks, 1 mouth, and 1 central anti-magic eye. Can cast through eye stalks. Flys

Prepared effects:

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

Combat effects:

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

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Room # 7

Bedroom/Boudior - 20ft. long x 35ft. wide x 35ft. tall

Bridge, Wood; statue (toppled); still, warm (or hot); music

Golem Door (it's a Golem creature) on the north wall leading to a 20ft. long x 10ft. wide x 20ft. tall hallway.

Sample Names: Arnor Thorirson the dumbfounding Bat Liberator (Teleporter); Prespa the caustic Princess Spider (Symbiosis)

Compacting Floor Trap; DL 1; Search DC 11 (20 damage, no resistance)

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

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

633gp

grain alcohol

a roc feather, +1 AC, 50gp

Aqua Rope [1d8] +1 Th/+1 dmg 16+/x3; 1M: Command (as spell), except can use 2 words; CL 9; SL 1, 944gp

Olive Talisman [AT+8] +1 AC/+1 Saves; 1M: Resist blunt weapons; Both

punches hit: Hug 2d6+(Str bonus)+paralyzation (PPD save); CL 8; SL 1; 2010gp

DL I Diminutive Arctic Lycanthropes x(4) x[7]

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

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

Immune cold. Double dmg from fire., Can polymorph to alternate form.

Prepared effects:

[Psi45 minor] Magnetic Manipulation: SL/2 (round down) instances of Resist magnetism; +SL*10% damage with magnetism effect

Combat effects:

[Psi-6E minor] Drain Life N: ½M, -1 current hp: Target takes N unholy negative vile grave dmg (no save); gain N hp (can go above

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Room # 8

Corridor - 10ft. long x 45ft. wide x 40ft. tall

pliers; incense burner(s); footsteps (behind); tinkling

Tricked Door on the east wall leading to a 10ft. long x 25ft. wide x 20ft. tall hallway.

Sample Names: Qunix the tone-deaf Sky -noid (Lycanthropy); Salasker the damnable Digi-- Titan (Grenades)

Lowering Passage Trap; DL 1; Search DC 11 (10 Cml damage, no save)

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

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

[x1] All spells function at triple effect

865gp

pillow

suede boots of Rob Roy, +3 AC, 5500gp

Rian's Saliva: +2 to HD; 1P: Blocks the first SL attacks (melee

or ranged). Doesn't count as a stone skin. ; CL 9; SL 1; 2010gp

Olive Armor, Medium [AT+7] +0 AC/+1 Saves; 1M: Multiply Move Rate by 1.25; CL 6; SL 1; 1210gp

DL I Diminutive Psionicist-classes Intelligent-Trap/Trick/Specials x(9) x[5]

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

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

Know a Psi frequency, Incorporeal, Find/Remove Trap/Trick/Special halves hp

Prepared effects:

[Psi15 minor] Add Breath Weapon [2nd]: Breath weapon is once per 3 rounds. Choose a normal (E=1) element. Breath = (CL+1)(

Combat effects:

[Psi29 minor] Cause Serious Wounds:

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Room # 9

Heating Room (for warmth) - 40ft. long x 15ft. wide x 50ft. tall

armchair; barrel; foggy; cold current

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

Sample Names: Arien the mind-numbing Mammoth Barbarian (Bazooka); Aniel the marvelous Mega- Bulk (Cycle)

Scything Caltrops Trap; DL 1; Search DC 11 (Attack +5 ranged, 10d2 damage)

Door, Secret that (causes/has/or is) Takes/Steals

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

823gp

nutshells

the desk, 0gp

Amethyst Sword, bastard [1d8] +5 Th/+2 dmg 20+/x3; 1P: SL*CL Mental damage (1 group, no save); CL 8; SL 1, 1940gp

loun Stone, Normal, Absorb 40 levels up to SL 4, 4430gp

DL I Small Plains Dragons x(5) x[5]

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

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

Has mtg W spells, Flys, Breath weapon, dark vision, immune sleep and paralysis.

Prepared effects:

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

Combat effects:

[Psi0 minor] Disarm: One attack: Target is disarmed (no save)

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Room # 10

Garbage Room - 45ft. long x 40ft. wide x 10ft. tall

couch; Walls of Water; bang, slam; scream(ing)

Trapped Door, Out of Phase on the west wall leading to a 40ft. long x 25ft. wide x 10ft. tall hallway.

Sample Names: Oku the daring Cyber- Rage (Stallion); Lentac the clueless October Musketeer (Pillow)

Vent transforms into Elemental Psionic / Thought Trap; DL 1; Search DC 11 (10 Str damage/s, no save)

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

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

701gp

morning star

a concrete block, 0gp

Rian's Gastrocnemius muscle: +1 to ML; 1P: 1bM or 1 OppM: Counter target magical/psionic

effect unless its user devotes another spell/psionic slot to it. ; CL 6; SL 1; 2030gp

Helm of Opposite Alignment, 7370gp

DL I Fine Underdark Weirds x(4) x[5]

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

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

Light Sensitivity, Immune critical hits, poison, sleep, paralysis, stunning. Has no soul.

Prepared effects:

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

Combat effects:

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

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Room # 11

Treasure Room - 5ft. long x 25ft. wide x 10ft. tall

Chute, Flesh (acid damage); bowl; ringing; breeze, slight

Intelligent Door, might have ego score on the south wall leading to a 20ft. long x 5ft. wide x 25ft. tall hallway.

Sample Names: Kura the acerbic Power Flash (Helicopter); Evin the unholy Colossal Two (-mobile)

Flooding Portcullis Trap; DL 1; Search DC 11 (10 Con damage, no save)

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

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

942gp

garlic

anti-cyclops elixir, 'invisibility' " " ", 25gp

Peacock blue Rope [1d4] +1 Th/+2 dmg 18+/x2; 1M: Target is aged CL*CL years (no save); CL 6; SL 1, 820gp

Opaque Gem: Free Rider Kit: +1 normal familiar (must be some sort of mount), Free bonus AnimalTraining proficiency; 2040gp

DL I Fine City/Town Golems x(19) x[4]

AC 11, HD 2, hp 2, RR 99% #Att 1, TH ÷ AC/Save DC by 2, dmg 5

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

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

Prepared effects:

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

Combat effects:

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

Dungeon071720 - Dungeon Level 1

Room # 12

Storage - 20ft. long x 35ft. wide x 35ft. tall

U rack; Walls of Souls; clear; whistling

Secret Door on the west wall leading to a 15ft. long x 5ft. wide x 20ft. tall hallway.

Sample Names: Warrender the foul Sky Cronie (Sail); Jalar the bizarre Rainbow Glory (Solar)

Hail of Spears Trap; DL 1; Search DC 11 (Attack +3 ranged, 10d2 damage)

Dome that (causes/has/or is) Magical Pool: Heal (75%) or Poison (death/40) (25%)

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

475gp

bottle, broken

a red lightbulb, 650gp

Broom of Animated Attack, 8510gp

Crimson Scarab [AT+12] +2 AC/+0 Saves; 1M: Polymorph Self; lasts CL turns; CL 7; SL 1; 1975gp

DL I Small Outer-CN Plants x(19) x[8]

AC 11, HD 2, hp 16, #Att 1, TH ÷ AC/Save DC by 2, dmg 5

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

Dark vision, Immune high frequency sampling, chaos effects, Resist law, Immune critical hits, poison, sleep, paralysis, stunning.

Prepared effects:

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

Combat effects:

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

Dungeon071720 - Dungeon Level 2

Room # 1

Solar - 15ft. long x 50ft. wide x 25ft. tall

rod, mixing/stirring; Walls of Magma; scream(ing); footsteps (approaching)

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

Sample Names: Zaliosta the valiant He-- Creeper (Canoe); Attor the Stonemason the unholy Sea Horde (Zip-line)

Falling Wall Trap; DL 2; Search DC 21 (10 Chr damage, no save)

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

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

1,832gp

metal bookcase

Zomak's Plushie Doll, 10gp

Ebony Clock: +100 PSP's; 4160gp

Ebony Ring: Free Virtual Pet Familiar; 4260gp

DL II Tiny Swamp Unlives x(56) x[5]

AC 43, HD 6, hp 20, #Att 2, TH ÷ AC/Save DC by 6, dmg 17

Str 14, Dex 16, Con 22, Int 18, Wis 22, Chr 19, 0.2kxp

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

Prepared effects:

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

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

Combat effects:

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

[Psi3½ minor] Daze, Psionic: Humanoid creature of 4 HD or less loses next action.

Dungeon071720 - Dungeon Level 2

Room # 2

Smithy/Forge - 35ft. long x 15ft. wide x 50ft. tall

statue(s); pillow; foggy near floor; misted

Membrane Portal on the north wall leading to a 25ft. long x 20ft. wide x 15ft. tall hallway.

Sample Names: Mardakine the violent American Skier (Hubcap); Beledia the lazy Beta Cephalopod (Car)

Moving Block Trap; DL 2; Search DC 21 (20 Chr damage, no resistance)

Pedestal that (causes/has/or is) Directs

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

1,685gp

mat

The Breadfruit Tree, 0gp

Slate Ioun Stone: +1 level(s) of exceptional Str; 4600gp

Rian's Trachea: +2 to LVL; 1Z: 1bM: Immune to a P attack from someone ; CL 10; SL 2; 5060gp

DL II Tiny Buffyverse Lycanthropes x(12) x[5]

AC 41, HD 3, hp 48, #Att 4, TH ÷ AC/Save DC by 3, dmg 17

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

Has 50th Edition abilities, Can polymorph to alternate form.

Prepared effects:

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

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

Combat effects:

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

[Psi-2 minor] Half Pain: Take half damage from one person for 1t; --

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Room # 3

Aviary - 15ft. long x 35ft. wide x 40ft. tall

cushion; pit (shallow); updraft, strong; humming

Archway (open) on the north wall leading to a 40ft. long x 25ft. wide x 10ft. tall hallway.

Sample Names: Thendara the avaricious Millennium Yak (Droid); Aeron the secretive Millennium Rebel (Shooter)

Flame Strike 2 Trap; DL 2; Search DC 22 (Cleric CL 4, no resistance)

Door, Secret that (causes/has/or is) Releases - Gem/Jewelry

[x1] Necromancy spells function at triple effect

3,069gp

hooks

a golden morning star, flail, 18d25 (234), 2100gp

Potion of Bug Repellant (Resist Bugs), 10470gp

Beige Oil: Free Diplomat Kit: +2 NPC reactions; x2

starting money; Charm/Influence Reaction 5*level%, Free bonus Debating proficiency; 5020gp

DL II Tiny Desert/Arabian Golems x(36) x[5]

AC 44, HD 6, hp 40, #Att 2, TH ÷ AC/Save DC by 6, dmg 9

Str 14, Dex 17, Con 18, Int 14, Wis 18, Chr 19, 0.2kxp

Resist heat, Has mtg C spells, Immune crits, ability dmg, energy drain, poison, sleep, paralysis, stunning, disease, mind-affecting €

Prepared effects:

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

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

Combat effects:

[Psi10 minor] Distract: Target cannot cast spells (save vs. spell)

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

Dungeon071720 - Dungeon Level 2

Room # 4

Priest's Chamber/Lab - 20ft. long x 5ft. wide x 25ft. tall

arras (coin container); idol; grating; breeze, slight

Loop Door (goes to another timeline) on the east wall leading to a 30ft. long x 20ft. wide x 25ft. tall hallway.

Sample Names: Hogni the Deer the impossible American Yak (Psycho-); Arkhosia the awful Magnetic Killer (Throwing Stars)

Ingested Verdant Trap; DL 2; Search DC 21 (40 Int damage, no save)

Door that (causes/has/or is) Magical Pool/Throne: Turns gold into platinum (50%) or lead (50%)

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

3,329gp

ring

a dark cloak, +1 AC, 330gp

Periapt of Foul Rotting, 3430gp

Rian's Rectus abdominis muscle: +6 to HD; 1F: Summon a DL III Human Cleric Archer, he cures 30

hp to one target and causes 30 hp to another target per action. ; CL 18; SL 2; 4560gp

DL II Diminutive Plains Reptiles x(28) x[6]

AC 43, HD 6, hp 20, #Att 4, TH ÷ AC/Save DC by 3, dmg 10

Str 16, Dex 13, Con 15, Int 21, Wis 21, Chr 17, 0.2kxp

Has mtg W spells, Half AC from AT. Resist Heat. Usually has a tail and claws

Prepared effects:

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

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

Combat effects:

[Psi54 minor] Ice Control: Wall of Ice

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

Dungeon071720 - Dungeon Level 2

Room # 5

Conjuring - 15ft. long x 45ft. wide x 30ft. tall

sconce; cressets; salty, wet smell; clashing

Teleport Door (other side is far away) on the west wall leading to a 50ft. long x 25ft. wide x 20ft. tall hallway.

Sample Names: Lollyra the radioactive Duke Fox (Pitchfork); Cressen the spiteful Chimp Hitman (Spines)

Deeper Brick Trap; DL 2; Search DC 22 (40 Int damage, DC 22 RSW save for 1/3)

Tapestry that (causes/has/or is) Invisible

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

2,712gp

dung

a dressing table, 200gp

Multi-prismatic Girdle [AT+12] +4 AC/+2 Saves; 1P: Take -N/2 dmg per physical

or energy attack (max N = level); CL 12; SL 2; 3320gp

Carmine Toilet: +2slowQP Action(s); 4280gp

DL II Tiny Outer-NE Immortals x(27) x[5]

AC 42, HD 4, hp 40, #Att 1, TH ÷ AC/Save DC by 3, dmg 9

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

Telepathy, immune acid and poison, resist cold, electricity, and fire., Unaging

Prepared effects:

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

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

Combat effects:

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

[Psi-3 minor] Chilling Ray: Cold ray deals 3d6 damage to foe.

Dungeon071720 - Dungeon Level 2

Room # 6

Armory - 50ft. long x 40ft. wide x 50ft. tall

chasm; bucket; whistling; dusty

Archway (open) on the east wall leading to a 35ft. long x 10ft. wide x 15ft. tall hallway.

Sample Names: Angrule the ugly Beta Lightning (-O-matic); Nulathae the amoral Hyper- Platoon (Fork)

Rolling Spears Trap; DL 2; Search DC 22 (Attack +26 melee, 20d4 Wis damage)

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

[x1] DDZ (Dispel Damage Zone) - Damage effects get countered; existing damage effects have SL% of being dispelled/Month
3,809gp

paint

Mark of Daemias, +5 AC, 940gp

Azur Rope [2d4] +1 Th/+8 dmg 17+/x5; 1V: Summon CL Animals

using ML III chart, you pick the result; CL 18; SL 2, 4520gp

Cyan Necklace [AT+9] +1 AC/+8 Saves; 1Z: Mult. power (Max=level/5+1); CL 14; SL 2; 3490gp

DL II Fine Psionicist-classes Illusionarys x(46) x[6]

AC 43, HD 4, hp 12, #Att 1, TH ÷ AC/Save DC by 6, dmg 18

Str 18, Dex 17, Con 19, Int 23, Wis 19, Chr 20, 0.2kxp

Know a Psi frequency, Incorporeal

Prepared effects:

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

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

Combat effects:

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

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

Dungeon071720 - Dungeon Level 2

Room # 7

Throne Room - 20ft. long x 35ft. wide x 45ft. tall

candelabra; well; grating; hissing

Plant Door (a door made of plants) on the west wall leading to a 45ft. long x 5ft. wide x 10ft. tall hallway.

Sample Names: Rabican Phantommover the disgusting Fighting Ninjas (Saber); Fandrice the excessive Onyx Cat (Armor)

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

Pedestal that (causes/has/or is) magically reinforced

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

982gp

razor

an amber chain, +1 AC, 10gp

Potion of Harm, 6140gp

Horn of Fog, 8130gp

DL II Tiny Rakshasa-World Aliens x(55) x[7]

AC 43, HD 4, hp 20, #Att 3, TH ÷ AC/Save DC by 3, dmg 26

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

Immune slain, Resist Slain, Vulnerable enchanted items., Does not breathe. Has Psi 8.

Prepared effects:

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

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

Combat effects:

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

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

Dungeon071720 - Dungeon Level 2

Room # 8

Workroom - 35ft. long x 15ft. wide x 25ft. tall

table, trestle; candelabrum; music; snapping

Teleport Door (other side is far away) on the north wall leading to a 30ft. long x 5ft. wide x 5ft. tall hallway.

Sample Names: Cathria the ever-loving, blue-eyed Gamma Thirteen (Zamboni); Sanossen the sensational Morphin' Baby (Trainin,

Deeper Passage Trap; DL 2; Search DC 22 (40 damage, no save)

Stairway that (causes/has/or is) Symbiotic

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

3,815gp

vinegar

The Siren's Dulcimer, 'charm person', 100gp

Crystalline Stone [1d10] +16 Th/+1 dmg 15+/x3; 1M: SL*CL Vibration damage (1 group, no save); CL 14; SL 2, 4577gp

Cyan Rope [1d6] +15 Th/+4 dmg 20+/x4; 1M: Choose 1 target;

he removes/drops 1 item /s (no save); CL 12; SL 2, 4607gp

DL II Medium Outer-CE Avian/Birds x(8) x[4]

AC 44, HD 12, hp 96, #Att 3, TH ÷ AC/Save DC by 3, dmg 10

Str 21, Dex 18, Con 13, Int 22, Wis 21, Chr 23, 0.2kxp

Telepathy, immune electricity and poison, Resist acid, cold, and fire, Can summon other Outer CE, Flys. Has 2 Wings, 2 talons, an

Prepared effects:

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

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

Combat effects:

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

[Psi29 minor] Color Beam (Spray):

Dungeon071720 - Dungeon Level 2

Room # 9

Guardroom - 20ft. long x 10ft. wide x 5ft. tall

Bridge, Chain; mirror; putrid smell; steamy near ceiling

Bone Door (shrieks loudly if opened) on the north wall leading to a 35ft. long x 15ft. wide x 5ft. tall hallway.

Sample Names: Iratze of the Shadow Desert the attractive Platinum -strike (Dagger); Thorik the amazing Albino Photon (Chemical)

Cone of Eldritch Shards {Acid} Trap; DL 2; Search DC 21 (Wizard CL 4, DC 21 Spell save for 1/3), (multiple targets)

Ceiling that (causes/has/or is) Enrages

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

1,851gp

lime

Lieutenant Commander's Shield, +3 AC, 100gp

Rian's Femur bone: +8 to Int; 1P: Deal $10 \times (N-4)$ dmg to a group, you cure

the total damage done (to all creatures) to one target. ; CL 10; SL 2; 4630gp

Rian's Heart: +2 to LVL; 1M: You cured SL^4 hp and target takes SL^3 white pudding dmg.; CL 14; SL 2; 4530gp

DL II Large Monster-classes Intelligent-Trap/Trick/Specials x(8) x[4]

AC 44, HD 20, hp 320, #Att 4, TH \div AC/Save DC by 3, dmg 10

Str 13, Dex 18, Con 22, Int 22, Wis 24, Chr 16, 0.2kxp

Has Master Monster picks, Incorporeal, Find/Remove Trap/Trick/Special halves hp

Prepared effects:

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

[Psi27 minor] Graver Company: Negative Plane Protection; Immune to Str/Dex/Con loss; vulnerable to Holy

Combat effects:

[Psi45 minor] Fire Generation: $SL \times CL$ Fire damage (1 group, no save)

[Psi6N minor] Remove Alteration: Dispel one Alteration, Polymorph, or Transmutation effect

Dungeon071720 - Dungeon Level 2

Room # 10

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

Walls of Bone; table, round; metallic smell; slithering

Bone Door (shrieks loudly if opened) on the south wall leading to a 5ft. long x 10ft. wide x 15ft. tall hallway.

Sample Names: Imayn the jovial Miracle Blood (Spitballs); Taelin the lazy Detective Bull (Curse)

Moving Trapdoor Trap; DL 2; Search DC 21 (40 Dex damage, no resistance)

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

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

2,379gp

cloth

a splint mail vest, +2 AC, 210gp

Black Bottle: +200 Rogue Points; 4210gp

Carmine Necklace [AT+12] +15 AC/+5 Saves; 1F: +5*CL% AntiMR; +2*CL% ER; CL 9; SL 2; 4355gp

DL II Tiny Mind-Flayer-World Elf/Avalons x(22) x[7]

AC 43, HD 2, hp 48, #Att 1, TH ÷ AC/Save DC by 6, dmg 26

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

Has tentacles. Usually psionic., Immune sleep, aging

Prepared effects:

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

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

Combat effects:

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

[Pri SL2] Hold Person/Monster 2: Hold 4 person or 2 monster targets (save)

Dungeon071720 - Dungeon Level 2

Room # 11

Sitting Room - 20ft. long x 30ft. wide x 45ft. tall

arch; thurible (incense); chlorine smell; chanting

Flesh Door on the north wall leading to a 45ft. long x 10ft. wide x 10ft. tall hallway.

Sample Names: Calekoth the valorous Aqua- Hitmen (Boat); Maungra the malevolent Forgotten Pachyderm (Tentacles)

Air in room transforms into Elemental Grave Trap; DL 2; Search DC 21 (20 Str damage/s, no save)

Fountain that (causes/has/or is) Geas/Quest

[x1] Nothing in the room can be affected by Immune Gravity, Immune Gravity, Hallucinatory Terrain

184gp

candle snuffer

a shadowy -=>> neckchain, +2 AC, 1200gp

Copper Staff [1d4] +16 Th/+4 dmg 20+/x2; 1V: Humanoid creature of

4 HD or less loses next action.; CL 11; SL 2, 4277gp

Royal blue Armor, Medium [AT+15] +15 AC/+2 Saves; 1M: +CL*5% RR;

Resist own effects; Resist Wild Surges; CL 10; SL 2; 5140gp

DL II Tiny Mind-Flayer-World Intelligent-Trap/Trick/Specials x(41) x[6]

AC 44, HD 6, hp 48, #Att 4, TH ÷ AC/Save DC by 3, dmg 10

Str 18, Dex 20, Con 22, Int 17, Wis 23, Chr 20, 0.2kxp

Has tentacles. Usually psionic., Incorporeal, Find/Remove Trap/Trick/Special halves hp

Prepared effects:

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

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

Combat effects:

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

[Psi10 minor] Lift: TK up/down only; w = ln(weight in lbs.); S = ln(speed in ")

Dungeon071720 - Dungeon Level 2

Room # 12

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

bladder; dais (raised platform); metallic smell; squeaking

Energy/Elemental Door on the west wall leading to a 45ft. long x 15ft. wide x 5ft. tall hallway.

Sample Names: Hardwicke the happy Admiral Sisterhood (Shield); Nihmedu the magnificent Tomorrow Eight (Amplifier)

Ingested Magnetism Trap; DL 2; Search DC 21 (40 Wis damage, DC 22 RSW save for 1/3)

Fountain that (causes/has/or is) Illusionary wall concealing a pit above

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

1,168gp

mattress

a glinting silver helmet, +1 AC, 20gp

Potion of Fortitude (Con becomes 18 or +1 to Con), 6320gp

Rian's Blood: +3 to Int; 1M: Legend Lore.; CL 9; SL 2; 4380gp

DL II Diminutive Inner-Planar Intelligent-Trap/Trick/Specials x(16) x[8]

AC 42, HD 3, hp 24, #Att 2, TH ÷ AC/Save DC by 3, dmg 10

Str 14, Dex 13, Con 21, Int 15, Wis 22, Chr 22, 0.2kxp

Immune 1 element., Incorporeal, Find/Remove Trap/Trick/Special halves hp

Prepared effects:

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

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

Combat effects:

[Psi45 minor] Cold Generation: SL*CL Cold damage (1 group, no save)

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

Dungeon071720 - Dungeon Level 3

Room # 1

Office - 5ft. long x 45ft. wide x 10ft. tall

rail; steps; giggling (faint); ozone smell

Mimic (the monster) on the north wall leading to a 35ft. long x 25ft. wide x 10ft. tall hallway.

Sample Names: Darkith the mischievous Adolescent Scarab (Cow); Demtra the boisterous Animal Ghost (Kryptonite)

Air in room transforms into Elemental Impact Trap; DL 3; Search DC 31 (90 Chr damage/s, DC 32 Will save for 1/10)

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

[x1] Roll 1d10+1 times on the x1 Special table; duplicated results are doubled/tripled/quadrupled/etc.

3,898gp

gong

a cloth and mail soldier's uniform, +3 AC, 40gp

Garnet Rapier [2d20] +3 Th/+15 dmg 18+/x4; 1M: Summon CL Animals

using ML III chart, you pick the result; CL 20; SL 3, 5984gp

Rian's Spinal Fluid: +3 to LVL; 1M: Summon a DL III Angel, it flies,

and makes your Summon Psi11U/W powers cost only ½M each. ; CL 21; SL 3; 9730gp

DL III Diminutive Outer-LG Spirit-of-the-Lands x(12) x[8] x[[3]]

AC 93, HD 4, hp 24, #Att 6, TH ÷ AC/Save DC by 4, dmg 19

Str 30, Dex 21, Con 17, Int 25, Wis 31, Chr 17, 0.5kxp

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

Prepared effects:

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

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

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

Combat effects:

[Psi6E minor] Temptation: Target saves or is suggested for 1 round

[Pri SL3] Dispel Magic 3: Dispel 1 magic effect

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

Dungeon071720 - Dungeon Level 3

Room # 2

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

closet (wardrobe); book; updraft, slight; murmuring

Energy/Elemental Door on the south wall leading to a 30ft. long x 10ft. wide x 10ft. tall hallway.

Sample Names: Tharadodus the attractive She-- Trio (Rollerblades); Henesh the diseased Sky Sidekick (Dark)

Ingested Shards Trap; DL 3; Search DC 33 (40 Cml damage, no resistance)

Arch that (causes/has/or is) Sloping

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

6,602gp

morning star

an electric eraser, mace, 9d17 (81), 340gp

Rian's Trapezius muscle: +1 to LVL; 1P: You can ignore this

status while you are affected by it.; CL 14; SL 3; 9110gp

Horn of the Vast Swamp, 11560gp

DL III Medium Technological Spirit-of-the-Lands x(72) x[6]

AC 92, HD 21, hp 192, #Att 2, TH ÷ AC/Save DC by 12, dmg 75

Str 15, Dex 22, Con 15, Int 21, Wis 30, Chr 20, 0.5kxp

Has Psi 8/16/24 items, Incorporeal

Prepared effects:

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

[Psi-3 minor] Tail of the Rat: Gain a tail; your base tail attack does 1d4 damage.

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

Combat effects:

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

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

[Psi29 minor] Sleep:

Dungeon071720 - Dungeon Level 3

Room # 3

Aviary - 50ft. long x 20ft. wide x 40ft. tall

recess; spatula; breeze, gusting; splintering

Phase Door (phases in/out every so often) on the west wall leading to a 15ft. long x 5ft. wide x 5ft. tall hallway.

Sample Names: Jeriele the wicked Element Mistress (Nag); Glaeros the crazy Mighty Doom (Whip)

Compacting Container Trap; DL 3; Search DC 33 (20 Int damage, no resistance), (multiple targets)

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

[x1] Psi 30 powers function at triple effect

1,211gp

flail

the Belt of Apocalypse, +2 AC, 30gp

Rian's Nose: +4 to HNCL; 1P: Up to 3 targets are cured (1d10+CL)*10 hp ; CL 14; SL 3; 9250gp

Drab Sand paper: All your Custom classes use the "set XP

table"(3kxp at 2nd, doubles til 9th,600kxp at 10th,+300kxp per level afterward).; 9440gp

DL III Diminutive Wizard-classes Humanoids x(46) x[5]

AC 93, HD 12, hp 72, #Att 2, TH ÷ AC/Save DC by 4, dmg 38

Str 20, Dex 28, Con 14, Int 28, Wis 26, Chr 18, 0.5kxp

Knows Wizard spells, Has 2 arms, 2 legs, and 1 head.

Prepared effects:

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

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

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

Combat effects:

[Psi-17 minor] (no name): Create a LVL*10' Wall of Stone with random orientation in the room

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

[Psi-2 minor] Half Pain: Take half damage from one person for 1t; --

Dungeon071720 - Dungeon Level 3

Room # 4

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

carpet; mortar & pestle; dusty; clashing

Phase Door (as the spell) on the west wall leading to a 50ft. long x 5ft. wide x 10ft. tall hallway.

Sample Names: Alrus the super-intelligent Ruby Sisterhood (Prototype); Canegoth the dumbfounding Android Albino (Tractor)

Wide-Mouth Container Trap; DL 3; Search DC 33 (60 damage, DC 31 PPD save for half)

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

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

655gp

discarded weapons

a biology book, 300gp

Rian's Gluteus maximus muscle: +2 to LVL; 1M: 1N, sacrifice a summon: Deal 10

dmg to one target (no save, TechR to resist) ; CL 24; SL 3; 9600gp

Rian's Trapezius muscle: +4 to Str; 1M: Deal 10*(N-2) magic dmg to

one group, cure that amount to another target ; CL 27; SL 3; 9290gp

DL III Huge Mind-Flayer-World Hounds x(62) x[4]

AC 95, HD 27, hp 640, #Att 4, TH ÷ AC/Save DC by 4, dmg 74

Str 17, Dex 29, Con 27, Int 15, Wis 27, Chr 20, 0.5kxp

Has tentacles. Usually psionic., Has 4 legs, and at least 1 head

Prepared effects:

[Pri SL3] Goodberry 3: Creates 12 goodberries

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

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

Combat effects:

[Psi-15 minor] Alter Resistances: Alter two resistances (or one immunity) to be of different element(s) (Pick an EE factor ≤ origi

[Psi6E minor] Temptation: Target saves or is suggested for 1 round

[Pri SL3] Remove Curse : Frees object or person from curse.

Dungeon071720 - Dungeon Level 3

Room # 5

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

holy/unholy writings; tank (container); steamy near ceiling; twanging

Trapped Door, Magic/Psi on the west wall leading to a 35ft. long x 10ft. wide x 15ft. tall hallway.

Sample Names: Al-Asraad the sarcastic Wombat Avenger (Bow); Warian Firelash the caustic Millennium Horde (Skateboard)

Camouflaged Balls Trap; DL 3; Search DC 31 (Attack +36 melee, 30d4 damage)

Fireplace that (causes/has/or is) Spinning

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

4,281gp

iron symbol

a potion of cure hunger, 'create food' 'create food' 'create food' ", 5gp

Robe of Powerlessness, 8330gp

Rian's Skin: +9 to CL; 1M: +LVL Con ; CL 21; SL 3; 9560gp

DL III Diminutive Warrior-classes Outers x(56) x[4]

AC 93, HD 12, hp 66, #Att 5, TH ÷ AC/Save DC by 12, dmg 74

Str 17, Dex 23, Con 20, Int 16, Wis 27, Chr 25, 0.5kxp

Has warrior picks, No soul. Dark vision.

Prepared effects:

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

[Psi27 minor] People's Bless: One die roll within 1 round is adjusted as you wish (max of ±LVL%).

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

Combat effects:

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

[Pri SL1] Cure Light Wounds (3): Cure 2d8+L (choose 1 die), reverse has save:½ {Touch, 1 creature}

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

Dungeon071720 - Dungeon Level 3

Room # 6

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

ledge; wheel; chanting; ringing

Membrane Portal on the west wall leading to a 35ft. long x 5ft. wide x 20ft. tall hallway.

Sample Names: Tholqra the loathsome Fighting Dragon (Darts); Skalanx the self-righteous Space Monster (Venom)

Swinging Door Trap; DL 3; Search DC 31 (20 damage, DC 31 Reflex save for 1/3)

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

[x1] Gravity high 6 G's (-20 Str, /move rate by 7, falling dmg x7, Z actions reduced by 6/s)

8,528gp

straw

A golden bell on a silver neckchain, 1024gp

Rian's Tibialis anterior muscle: +1 to ML; 1M: You and target grouped. Do

one punch at +SL/xSL dmg and critical on 20-SL/x3; CL 14; SL 3; 9130gp

Rian's Eyes: +7 to Wis; 1M: 1bM, Pay N+2 SL: One

target gets Overhit and +10*N to hit/dmg/AC/Saves.; CL 16; SL 3; 9810gp

DL III Diminutive Forest Dragons x(55) x[4]

AC 95, HD 9, hp 20, #Att 2, TH ÷ AC/Save DC by 12, dmg 19

Str 26, Dex 22, Con 26, Int 25, Wis 14, Chr 27, 0.5kxp

Has mtg G spells, Flys, Breath weapon, dark vision, immune sleep and paralysis.

Prepared effects:

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

[Psi-6G minor] Angelfire: Spend Q psi points from non-Psi(-6) pools you have: Your next attack does +Q dmg

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

Combat effects:

[Psi-6G minor] Angelic Heal: Cure N hp to one target (max N = 5+CL^2)

[Psi-6N minor] Force of Nature II: Summon a Wood Elemental: AC 40, hp 80, #Att 2/1, TH +30, dmg 30

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

Dungeon071720 - Dungeon Level 3

Room # 7

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

columns/pillars; sconce, wall; foggy near ceiling; chlorine smell

Concealed (Hidden) Door on the west wall leading to a 40ft. long x 5ft. wide x 10ft. tall hallway.

Sample Names: Theophania the wretched Speed Cronie (Technology); Hephis the monstrous October Machine (Solar)

Air in room transforms into Elemental Forbiddance Trap; DL 3; Search DC 31 (30 Wis damage/s, DC 31 Reflex save to negate)

Illusion that (causes/has/or is) Illusionary wall concealing a chamber with monster and treasure

[x1] Psi 81 powers function at triple effect

8,044gp

dice

black scum, 0gp

Burgundy Bracers [AT+43] +35 AC/+5 Saves; 1M: Change your body to be of an E=SL/2 element; CL 24; SL 3; 12935gp

Copper Arrows (20) [2d6] +17 Th/+4 dmg 19+/x6; 1M: Blind a sense (Spell save); CL 27; SL 3, 7570gp

DL III Diminutive Collectiverse/Gooneyverse/etc. Giants x(74) x[4]

AC 93, HD 6, hp 60, #Att 6, TH ÷ AC/Save DC by 12, dmg 57

Str 21, Dex 24, Con 21, Int 30, Wis 20, Chr 16, 0.5kxp

Immune disintegration and annihilation, Minimum size category Large.

Prepared effects:

[Pri SL2] Double Resist [E=1 element]: Pick an E=1 element, you double resist it (1/4 dmg, 1/10 if make save) for 1 hour.

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

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

Combat effects:

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

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

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

Dungeon071720 - Dungeon Level 3

Room # 8

Wine Cellar - 20ft. long x 35ft. wide x 5ft. tall

coal; cassocks (robes); breeze, slight; music

Trapped Door, Mechanical on the east wall leading to a 30ft. long x 10ft. wide x 25ft. tall hallway.

Sample Names: Tinalis the wonderful Seagoing Lady (Evolved artificially); Aothar the valiant White Wolf (Vibranium)

Fusillade of Spears Trap; DL 3; Search DC 32 (Attack +12 ranged, 10d4 damage)

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

[x1] Dimensional Mine Generator (one mine per segment, hits a random player or monster, takes 1d4 dmg and is Exhausted/Fatigued)
493gp

corpse (adventurer)

the Titanic Bracelet of Virgo, 260gp

Brilliant Piercing Weapon [1d20] +17 Th/+4 dmg 19+/x3; 1Z: Line, all in area

CLd6 heat dmg (save:½), immunity to non-magical heat works; CL 21; SL 3, 6610gp

Bright Clock: +2 level(s) of exceptional Str; 9490gp

DL III Small Wizard-classes Kobolds x(34) x[7]

AC 95, HD 12, hp 88, #Att 5, TH ÷ AC/Save DC by 4, dmg 73

Str 24, Dex 28, Con 24, Int 18, Wis 20, Chr 27, 0.5kxp

Knows Wizard spells, Can overbear in numbers.

Prepared effects:

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

[Psi27 minor] Cloak of Oblivion: Pick any one specific spell or psionic power. You are immune to it.

[Psi27 minor] People's Bless: One die roll within 1 round is adjusted as you wish (max of ±LVL%).

Combat effects:

[Wiz SL2] Prismatic Wall 2: 2 Prismatic colors

[Wiz SL2] Alley Summoning II: Summons a DL IV alley monster, under your control, 2% chance per segment of losing control

[Psi-6N minor] Force of Nature II: Summon a Wood Elemental: AC 40, hp 80, #Att 2/1, TH +30, dmg 30

Dungeon071720 - Dungeon Level 3

Room # 9

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

cruet (flask); knives; dank, mouldy smell; giggling (faint)

Mimic (the monster) on the north wall leading to a 5ft. long x 10ft. wide x 20ft. tall hallway.

Sample Names: Turgny the congenial Gorilla Wizard (Holy); Morcar the spellbinding Cat Reaper (Light)

Paralyzation Trap; DL 3; Search DC 31 (Cleric CL 6, no save)

Machine that (causes/has/or is) push-brick trigger

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

2,974gp

hairbrush

Phoenix RolePlaying Guide, 'charm person' 'charm person' 'sleep' 'weaken', 5gp

Crystalline Crossbow, heavy [2d10] +5 Th/+9 dmg 18+/x4; 1V: Animate

Dead: Similar to priest spell "Animate Dead"; CL 20; SL 3, 5617gp

Jet-black Arrows (20) [2d6] +2 Th/+3 dmg 16+/x6; 1F: Create a LVL*10'

Wall of Stone with random orientation in the room; CL 14; SL 3, 2937gp

DL III Large Outer-LN Humanoids x(63) x[8]

AC 95, HD 15, hp 352, #Att 3, TH ÷ AC/Save DC by 12, dmg 19

Str 20, Dex 28, Con 23, Int 31, Wis 20, Chr 22, 0.5kxp

Dark vision, immune mine-affecting, resist acid and cold., Has 2 arms, 2 legs, and 1 head.

Prepared effects:

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

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

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

Combat effects:

[Pri SL3] Cure Disease: Cures Disease

[Wiz SL2] Prismatic Wall 2: 2 Prismatic colors

[Psi10 minor] Feather Fall *: Feather Fall

Dungeon071720 - Dungeon Level 3

Room # 10

Workroom - 40ft. long x 35ft. wide x 5ft. tall

Bridge, Stone; ladle; scream(ing); scream(ing)

Wood Door, Normal on the east wall leading to a 45ft. long x 15ft. wide x 10ft. tall hallway.

Sample Names: Angrael the jocular Gorilla Dog (Axe); Jandar the dumbfounding Do-Gooder Fire (Demonic)

Lurking Evil N Trap; DL 3; Search DC 31 (Psionicist CL 6, DC 31 Will save for 1/10)

Vegetation that (causes/has/or is) Talks - Nonsense

[x1] Evocation spells function at zero effect

5,225gp

rag

a flowing black habit, +4 AC, 10gp

Holy Star of the Bright Desert, 16770gp

Saffron Medallion [AT+43] +5 AC/+10 Saves; 1P: -2 dmg/att;+level/3 AC bonus; CL 21; SL 3; 9335gp

DL III Diminutive Water Faeries x(37) x[7]

AC 92, HD 4, hp 24, #Att 6, TH ÷ AC/Save DC by 4, dmg 21

Str 20, Dex 29, Con 17, Int 19, Wis 29, Chr 31, 0.5kxp

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

Prepared effects:

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

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

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

Combat effects:

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

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

[Psi30 minor] Stun Touch: Astral stunning

Dungeon071720 - Dungeon Level 3

Room # 11

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

condlestick; boots (iron); chlorine smell; horn/trumpet sounding

Sliding Door (slides left/right into wall) on the north wall leading to a 30ft. long x 20ft. wide x 15ft. tall hallway.

Sample Names: Ngona the naughty Mega- Terrorist (ATV); Khalas the furious Death Vampire (Staff)

Chute transforms into Elemental Diamond Trap; DL 3; Search DC 33 (60 Chr damage/s, no resistance)

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

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

1,894gp

carpet

A Will-o'-the-Wisp, 10gp

Brilliant Talisman [AT+12] +26 AC/+5 Saves; 1M: Target is immune to fear & beguiling; CL 18; SL 3; 7495gp

Rian's Liver: +12 to Wis; 1M: Summon a DL III Spirit, it flies. ; CL 20; SL 3; 9360gp

DL III Small Outer-CN Weirds x(14) x[6]

AC 95, HD 5, hp 88, #Att 5, TH ÷ AC/Save DC by 4, dmg 19

Str 28, Dex 24, Con 30, Int 26, Wis 25, Chr 23, 0.5kxp

Dark vision, Immune high frequency sampling, chaos effects, Resist law, Immune critical hits, poison, sleep, paralysis, stunning. H

Prepared effects:

[Psi7 minor] (no name): Whenever you touch someone, they get a disease (PPD save)

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

[Wiz SL3] Prismatic Sphere 3: 1 Prismatic color

Combat effects:

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

[Psi-5 minor] Nullcancel: Dispel one x1 effect (no save, gets ER)

[Wiz SL3] Fireball 3: CLd6 fire dmg to a group (save:½)

Dungeon071720 - Dungeon Level 3

Room # 12

Meeting Room - 10ft. long x 20ft. wide x 15ft. tall

quill; paintings/frescoes; breeze, slight, damp; wind, strong, gusting

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

Sample Names: Darlithia the incredible Hawk Vision (Rapier); Varlae the warped Monsieur Conundrum (Kryptonite)

Reverse Magic (cast reverse at effect) Trap; DL 3; Search DC 31 (Psionicist CL 6, no resistance)

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

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

7,560gp

wooden bookcase

Captain's Ring, 150gp

Bright Age Cat. 5 Radiation Dragon Armor [AT+31] +6 AC/+5 Saves; 1M: Create a Psi16

item (see next page) of TechL=CL, each TechL takes 1S action; CL 14; SL 3; 6180gp

Blackened Bolas [1d6] +17 Th/+5 dmg 19+/x3; 1M: Sleep 3*CL r (save

vs. spell); max HD affected /target = CL; CL 14; SL 3, 5220gp

DL III Tiny Megaverse-Project Leeches x(40) x[8]

AC 95, HD 5, hp 144, #Att 2, TH ÷ AC/Save DC by 4, dmg 55

Str 27, Dex 16, Con 29, Int 25, Wis 27, Chr 24, 0.5kxp

StunR DL*10%, 0, 1/half segment: Remove a SEL=DL status effect.

Prepared effects:

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

[Psi81 minor] Force Field: -CL*2 dmg distributed among /energy or /physical attacks

[Psi45 minor] Magnetic Manipulation: SL/2 (round down) instances of Resist magnetism; +SL*10% damage with magnetism effect

Combat effects:

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

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

[Psi54 minor] Animal Summoning: Summon a DL=SL-1 Animal

Dungeon071720 - Dungeon Level 4

Room # 1

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

carpet (largish); branding irons; grunting; slithering

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

Sample Names: Calaudra the rebellious Father Armadillo (Snowshoes); Gridhan the belligerent Speed Reserve (Camel)

Poisoned Balls Trap; DL 4; Search DC 42 (Attack +12 ranged, 30d6 Con damage)

Idol that (causes/has/or is) false wall

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

5,687gp

scroll case (empty)

Bath Robe, +3 AC, 300gp

Wristband of Chameleon Power, 12460gp

Crystalline Bookmark: +400 PSP's; 16910gp

DL IV Huge Nightmare-Dimension Dragons x(70) x[6]

AC 161, HD 36, hp 1216, #Att 8, TH ÷ AC/Save DC by 5, dmg 67

Str 27, Dex 34, Con 31, Int 27, Wis 36, Chr 16, 1.5kxp

ER DL*5%, Flys, Breath weapon, dark vision, immune sleep and paralysis.

Prepared effects:

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

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

[Psi3½ minor] Energy Adaptation, Specified: Gain resistance 10 against one energy type.

[Wiz SL3] Armor 3: +CL*6 current hp

Combat effects:

[Psi29 minor] Confusion:

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

[Psi3 minor] Ecto Puppet: You directly control an astral construct.

[Wiz SL3] Death Spell 3: Slay 3d12 HD of creatures (save)

Dungeon071720 - Dungeon Level 4

Room # 2

Robing Room - 15ft. long x 40ft. wide x 30ft. tall

rack; cresset (torch on a pole); rustling; moaning

Brass Door, Normal on the east wall leading to a 50ft. long x 5ft. wide x 15ft. tall hallway.

Sample Names: Yassar the \$6 million Evil Lady (Machine Gun); Khazar the amphibious Rat Light (Lycanthropy)

Spiked Spring Trap; DL 4; Search DC 43 (120 damage, DC 43 Will save to negate)

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

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

6,534gp

cobwebs

a Demon Clan Signet, +1 AC, 191gp

Lily-white Slashing Weapon [1d20] +7 Th/+26 dmg 18+/x5; 1M: -3 M, -3 P, -3 V (save); CL 20; SL 4, 8684gp

Flesh-coloured Girdle [AT+12] +6 AC/+7 Saves; 1M: Sword of Force; attacks

by itself, does 1d10 vs. evil /r; CL 18; SL 4; 5445gp

DL IV Gargantuan Modern Artifacts x(27) x[6]

AC 168, HD 66, hp 9728, #Att 2, TH ÷ AC/Save DC by 5, dmg 163

Str 30, Dex 29, Con 37, Int 38, Wis 15, Chr 28, 1.5kxp

Has Action points, Access to high tech items, Ego Score, Can dominate things.

Prepared effects:

[Pri SL4] Resist Fire/Resist Cold 4: Take -60% dmg vs. fire or cold

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

[Pri SL4] Goodberry 4: Creates 16 goodberries

[Wiz SL3] Haste: +1 P, +1V to one group

Combat effects:

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

[Psi2 minor] Splice: Do combined powers as 1 Mental; +2 checks when used

[Pri SL3] Dispel Magic 3: Dispel 1 magic effect

[Psi60 minor] Stun Touch: LVL*5 dmg + stun (save)

Dungeon071720 - Dungeon Level 4

Room # 3

Refectory (Monestary Dining Room) - 25ft. long x 15ft. wide x 50ft. tall

chandelier; hooks; metallic smell; bellow (ing)

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

Sample Names: Haila the sepulchral Scarlet Hitmen (Blade); Baredena the wingless Jet Weirdo (Sai)

Deeper Door Trap; DL 4; Search DC 41 (160 Int damage, DC 43 Spell save for 1/3)

Dome that (causes/has/or is) Resisting - Specific

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

13,294gp

razor

a cleaver, axe, 52d2 (78), 640gp

Trumpet of Doom, 13120gp

Wand of Flame Extinguishing, 8730gp

DL IV Tiny Monster-classes Outers x(68) x[5]

AC 166, HD 6, hp 320, #Att 4, TH ÷ AC/Save DC by 5, dmg 163

Str 25, Dex 25, Con 26, Int 26, Wis 26, Chr 26, 1.5kxp

Has Master Monster picks, No soul. Dark vision.

Prepared effects:

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

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

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

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

Combat effects:

[Pri SL4] Dispel Psionics: Cancels psionic effects

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

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

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

Dungeon071720 - Dungeon Level 4

Room # 4

Wizard's Chamber/Lab - 40ft. long x 10ft. wide x 15ft. tall

lectern; steps; urine smell; wind, strong, moaning

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

Sample Names: Wildcat Fyrenson the deceitful Masked Lion (Hammer); Cebus the noxious Cobalt Blade (Catapult)

Well-Camouflaged Pendulums Trap; DL 4; Search DC 41 (Attack +68 melee, 40d4 damage)

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

[x1] DPowZ (Dispel Power Zone) - Power effects get countered; existing power effects have SL% of being dispelled/Half Segment
8,929gp

fungi, common

a crabshell, +1 AC, 1gp

Jet-black Slashing Weapon [1d6] +26 Th/+7 dmg 20+/x3; 1M: You heal 3d6 dmg,

bonus to next poison/disease save, or heal 2 ability pts.; CL 20; SL 4, 8514gp

Browny Pillow: Free Deflect Arrows Feat: Need empty hand. Reflex save vs. DC 20+plusses to deflect (1/r); 16650gp

DL IV Large Synnibarr Oozes x(73) x[4]

AC 166, HD 17, hp 2560, #Att 3, TH ÷ AC/Save DC by 20, dmg 34

Str 19, Dex 38, Con 30, Int 23, Wis 20, Chr 17, 1.5kxp

+10^DL (DL tenths!) to dmg, No INT. Immune mind-affecting, crits, gazes, illusions, poison, sleep, paralysis, polymorph, and stun

Prepared effects:

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

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

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

[Psi9 minor] Resistance to Psionics: CH*5% Psionic Resistance (adj.@12th)

Combat effects:

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

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

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

[Wiz SL3] Prismatic Wall 3: 3 Prismatic colors or 1 MultiPrismatic colors (may repeat colors in either mode)

Dungeon071720 - Dungeon Level 4

Room # 5

Chapel - 20ft. long x 5ft. wide x 10ft. tall

table, round; stool; metallic smell; grating

Locked Door, Mechanical on the east wall leading to a 30ft. long x 10ft. wide x 20ft. tall hallway.

Sample Names: Secarr the vengeful Monsieur Dragon (Crossbow); Valmaxian the philanthropic Time Zombie (Helicopter)

Air in room transforms into Elemental Vibration Trap; DL 4; Search DC 44 (60 Con damage/s, no save)

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

[x1] Gravity high 10 G's (-36 Str, /move rate by 11, falling dmg x11, Z actions reduced by 10/s)

13,960gp

drum

a katana blade, sword, 10d2 (15), 15gp

Jet-black Necklace [AT+14] +48 AC/+63 Saves; 1P: Polymorph Self (as spell); CL 16; SL 4; 17565gp

Brilliant Age Cat. 6 Flame Dragon Armor [AT+24] +7 AC/+9 Saves; 1F:

You can use Far Hand at any distance.; CL 23; SL 4; 7195gp

DL IV Tiny Tarrasque-World Elementals x(95) x[4]

AC 164, HD 5, hp 76, #Att 3, TH ÷ AC/Save DC by 5, dmg 130

Str 19, Dex 28, Con 22, Int 29, Wis 21, Chr 31, 1.5kxp

Mreflection DL*10%, Immune critical hits, poison, sleep, paralysis, stunning. Has no soul. Immune to its own element.

Prepared effects:

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

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

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

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

Combat effects:

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

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

[Psi-6G minor] Lightning: Target takes (CL+2)d6 holy lightning dmg (save: ½)

[Pri SL4] Flame Strike 4: CLd6 holy fire dmg (save:½)

Dungeon071720 - Dungeon Level 4

Room # 6

Hallway - 35ft. long x 5ft. wide x 15ft. tall

arrow slit (wall)/murder hole (ceiling); crucible; breeze, gusting; humming

False Door on the south wall leading to a 10ft. long x 10ft. wide x 20ft. tall hallway.

Sample Names: Beramos the magnificent Lurking -strike (Ornithopter); Wilcannia the despicable Platypus -strike (Bow)

Air in room transforms into Elemental Nexus Trap; DL 4; Search DC 42 (30 Chr damage/s, no save)

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

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

8,552gp

wax drippings

a long steel key, 0gp

Ring of Wizardry (per SL), 7350gp

Cyan Toe ring: Free Samurai Kit: Ki Shout: Mouth's V, LVL/d: Str becomes 18 w/

Lim.Exc. bonus (i.e. +6 Str bonus), CF=2: +LVL/4 martial arts maneuvers, Free bonus Riding proficiency; 16890gp

DL IV Huge Nightmare-Dimension Giants x(41) x[4]

AC 168, HD 144, hp 1216, #Att 3, TH ÷ AC/Save DC by 20, dmg 33

Str 34, Dex 19, Con 18, Int 28, Wis 38, Chr 18, 1.5kxp

ER DL*5%, Minimum size category Large.

Prepared effects:

[Psi14 minor] (no name): Can turn into one additional form; DM rolls DL=LVL/3 Lycanthrope or Animal

[Wiz SL4] Globe of Invulnerability 4: Immune to spells with SL=0 to 3

[Wiz SL4] Prismatic Sphere 4: 2 Prismatic colors

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

Combat effects:

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

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

[Pri SL3] Summon Insects: Summons DL 3 insects

[Wiz SL2] Alley Summoning II: Summons a DL IV alley monster, under your control, 2% chance per segment of losing control

Dungeon071720 - Dungeon Level 4

Room # 7

Bath / Bathing Room - 25ft. long x 15ft. wide x 25ft. tall

keg; curtain/tapestry; giggling (faint); still

Membrane Portal on the south wall leading to a 40ft. long x 15ft. wide x 5ft. tall hallway.

Sample Names: Thrade the wild Death America (Mutagen); Irenicus the noxious Sovereign Light (Truncheon)

Air in room transforms into Elemental Prismatic Trap; DL 4; Search DC 42 (20 Str damage/s, no save)

Illusion that (causes/has/or is) Shoots

[x1] Nothing in the room can be affected by Avoid Specials, Floor no target, No target

12,551gp

vampire dust

some chain shackles, 0gp

Sepia Blouse: +4uncQQC Action(s); 16700gp

Wand of 12d6 fireballs, 8730gp

DL IV Fine Water Kobolds x(35) x[7]

AC 162, HD 2, hp 18, PR 46% #Att 2, TH ÷ AC/Save DC by 5, dmg 99

Str 22, Dex 28, Con 29, Int 18, Wis 27, Chr 15, 1.5kxp

Resist cold. Double dmg from fire., Can overbear in numbers.

Prepared effects:

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

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

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

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

Combat effects:

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

[Pri SL2] Flame Strike 2: CLd2 holy fire dmg (save:½)

[Wiz SL4] Time Stop 4: Stops time for 1d5 segments

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

Dungeon071720 - Dungeon Level 4

Room # 8

Nest (animal) - 5ft. long x 30ft. wide x 20ft. tall

side chair(s); pit (shallow); murmuring; gong

Plant Door (a door made of plants) on the north wall leading to a 45ft. long x 15ft. wide x 20ft. tall hallway.

Sample Names: Najera the boisterous Moon Light (Spear); Kaliesh the valiant Gaseous Cow (Foam)

Wall of Fire Trap; DL 4; Search DC 43 (Wizard CL 8, DC 44 Fortitude save for 1/3)

Tapestry that (causes/has/or is) Disintegrates

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

8,885gp

pouch

a flickering light, 10gp

Rian's Coccyx bone: +10 to CL; 1M: 1bM, Pay N+2 SL:

One target gets Overhit and +10*N to hit/dmg/AC/Saves.; CL 24; SL 4; 16220gp

Ring of Contrariness, 6330gp

DL IV Small Joke Goblin/Orcs x(34) x[8]

AC 165, HD 5, hp 160, RR 88% #Att 3, TH ÷ AC/Save DC by 5, dmg 34

Str 25, Dex 16, Con 36, Int 21, Wis 25, Chr 29, 1.5kxp

Has Punomancy, Dark Vision, Stay conscious past Ohp. Light Sensitivity

Prepared effects:

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

[Wiz SL3] Armor 3: +CL*6 current hp

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

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

Combat effects:

[Psi-12T minor] Ice Aura: Anyone who melees with you takes CL ice dmg /s (no save)

[Psi27 minor] Lord: Command (as spell) using LVL words, up to LVL creatures within LVL*10' range

[Psi--2 minor] Double [C]: Doubles a harmful [C] section effect; Becomes capital lettered

[Psi2 minor] Momentum Theft: Stop (200 lbs, each x2 is +5 PSPs); Held for 1r

Dungeon071720 - Dungeon Level 4

Room # 9

Kennel - 25ft. long x 40ft. wide x 10ft. tall

arch; skull; sneezing; downdraft, strong

Undead Door (has a trapped spirit/ghost) on the south wall leading to a 15ft. long x 20ft. wide x 5ft. tall hallway.

Sample Names: Famal the boisterous Shatter Collector (Lunar); Erlend Greenknife the spectacular Giant Raiders (Truck)

Contact Minerals Trap; DL 4; Search DC 42 (40 Int damage, no resistance)

Stairway that (causes/has/or is) Treasure hidden behind a loose stone in the wall

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

228gp

iron drill

some spiked punch, 75gp

Reddish Lance [1d12] +4 Th/+6 dmg 16+/x6; 1M: max 20*level hp /r; disease=+5 PSPs; CL 29; SL 4, 5900gp

Prismatic Rope [2d12] +5 Th/+35 dmg 20+/x2; 1P: 1 target: Hypnosis 1m (save); CL 32; SL 4, 11390gp

DL IV Tiny Outer-CG Intelligent-Trap/Trick/Specials x(65) x[7]

AC 163, HD 4, hp 320, #Att 3, TH ÷ AC/Save DC by 5, dmg 34

Str 19, Dex 24, Con 33, Int 30, Wis 29, Chr 18, 1.5kxp

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

Prepared effects:

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

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

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

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

Combat effects:

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

[Wiz SL3] Death Spell 3: Slay 3d12 HD of creatures (save)

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

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

Dungeon071720 - Dungeon Level 4

Room # 10

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

vestry (clothing); Walls of Fire; sobbing; shuffling

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

Sample Names: Pallimir the foul Fighting Djinn (Fungal); Tazian the grim Ambush -wing (Flight Ring)

Air in room transforms into Elemental Venderant Nelaborong Trap; DL 4; Search DC 42 (120 Str damage/s, no save)

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

[x1] Gravity low 1/2 of a G (-4 Dex, move rate divided by 3, falling dmg = 0, Z actions reduced to 1/s, -1 Con/week)
2,156gp

ladle

a blue steel visor, +4 AC, 195gp

Crimson Armor Gemlet [AT+44] +5 AC/+63 Saves; 1M: Invisibility Realm:

Improved Invis., can see other Invis.; CL 18; SL 4; 15800gp

Beige Cloak [AT+33] +7 AC/+15 Saves; 1P: +1 size; +2 Str; +2*CL max hp; CL 36; SL 4; 10985gp

DL IV Small Outer-TN Mutants x(53) x[6]

AC 165, HD 5, hp 136, MR 87% #Att 1, TH ÷ AC/Save DC by 20, dmg 98

Str 20, Dex 23, Con 28, Int 34, Wis 31, Chr 38, 1.5kxp

Immune mind-affecting, positive energy, and negative energy. Resist cold, fire, and acid, Immune radiation

Prepared effects:

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

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

[Psi3½ minor] Biofeedback: Gain damage reduction 2/-.

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

Combat effects:

[Psi2 minor] Inflict Pain: -4 TH; no spells (save); unc. 1d10r (save)

[Psi6N minor] Telekinesis: N=(weight lifted)*(move rate in inches)/100

[Psi29 minor] Lightning Bolt:

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

Dungeon071720 - Dungeon Level 4

Room # 11

Class - 20ft. long x 35ft. wide x 35ft. tall

paintings/frescoes; bellows; horn/trumpet sounding; grating

Golem Door (it's a Golem creature) on the south wall leading to a 50ft. long x 5ft. wide x 15ft. tall hallway.

Sample Names: Astragalus the super-intelligent First Walker (Air); Akim Amare the frigid Injustice Beast (Javelin)

Air in room transforms into Elemental Shards Trap; DL 4; Search DC 44 (20 Chr damage/s, no resistance)

Idol that (causes/has/or is) Geas/Quest

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

10,631gp

tapestry

Sphere of Truth, 0gp

Carmine Gauntlets [AT+14] +17 AC/+15 Saves; 1M: Body Double: Transform a larva into a clone; CL 20; SL 4; 7540gp

Electric blue Staff [4d8] +9 Th/+3 dmg 17+/x2; 1M: Summon a Fungus Elemental:

AC 100, hp 500, #Att 5/1, TH +90, dmg 90; CL 22; SL 4, 4797gp

DL IV Gargantuan Kara-Tur Weirids x(105) x[7]

AC 168, HD 67, hp 2560, PR 77% #Att 8, TH ÷ AC/Save DC by 20, dmg 66

Str 16, Dex 16, Con 18, Int 28, Wis 35, Chr 29, 1.5kxp

Has Martial Arts, Immune critical hits, poison, sleep, paralysis, stunning. Has no soul.

Prepared effects:

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

[Psi4 minor] Move Rate *1.25: Multiply Move Rate by 1.25

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

Combat effects:

[Psi-2 minor] Reduced Strength: Strength dmg, Max=level; Max=2*level

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

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

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

Dungeon071720 - Dungeon Level 4

Room # 12

Priest's Chamber/Lab - 30ft. long x 5ft. wide x 40ft. tall

pedestal; Floors of Magma; tinkling; manure smell

Phase Door (as the spell) on the south wall leading to a 15ft. long x 10ft. wide x 5ft. tall hallway.

Sample Names: Zallanora the homicidal Alien America (Shotgun); Arkon the unloved Hate Witch (Scissors)

Electrified Brick Trap; DL 4; Search DC 42 (40 Cml damage, no save)

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

[x1] DIZ (Dispel Innate Zone) - Innate effects get countered; existing innate effects have SL% of being dispelled/Round

12,344gp

crystal ball

dead turtle, 50gp

Rian's Finger Nails: +6 to Wis; 1M: 1 group gains 1 random Insanity (Spell save).; CL 18; SL 4; 16960gp

Green Wand [2d6] +15 Th/+7 dmg 17+/x6; 1M: Astral construct fights for you.; CL 29; SL 4, 8010gp

DL IV Gargantuan Sigil/Maelstrom Spirit-of-the-Lands x(33) x[4]

AC 166, HD 264, hp 2176, #Att 7, TH ÷ AC/Save DC by 5, dmg 131

Str 33, Dex 24, Con 38, Int 30, Wis 16, Chr 34, 1.5kxp

Immune Maze effects, Incorporeal

Prepared effects:

[Psi16 minor] Golem Form: Caryatid Column: +4 saves; Weapons have 25% chance to shatter when hitting you; 1M: Feign Death

[Psi81 minor] Damage Reduction, Physical, 25%: Take x0.75 damage from physical attacks

[Psi16 minor] Golem Form: Skeletal: +2 arms (new group of limbs), but all your arms get -10/-10 TH/dmg

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

Combat effects:

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

[Psi6E minor] Continual Darkness: As the wizard spell "Continual Darkness"

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

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

Dungeon071720 - Dungeon Level 5

Room # 1

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

evil symbol; branding irons; sneezing; jingling

Archway (open) on the north wall leading to a 20ft. long x 15ft. wide x 20ft. tall hallway.

Sample Names: Luiren the ignoble Snow Witch (Grenades); Umandiira the immoral Steel King (Crowbar)

Hail of Blades Trap; DL 5; Search DC 52 (Attack +80 ranged, 20d10 damage)

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

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

20,129gp

iron chain

The Rod of Rulership, +2 AC, 10gp

Rian's Tibialis anterior muscle: +2 to LVL; 1M: Charm Monster (range touch; Spell save). ; CL 34; SL 5; 25160gp

Greenish Hanger: +100 Skill Points; 25150gp

DL V Small Dead-Timeline/Looporal Aliens x(100) x[4]

AC 254, HD 9, hp 232, CR 535% #Att 3, TH ÷ AC/Save DC by 6, dmg 103

Str 20, Dex 41, Con 22, Int 17, Wis 24, Chr 40, 5.25kxp

Reality/Loop stable., Does not breathe. Has Psi 8.

Prepared effects:

[Psi27 minor] People's Bless: One die roll within 1 round is adjusted as you wish (max of \pm LVL%).

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

[Pri SL5] Summon Nature's Ally V : Summons a DL V animal (maintained)

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

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

Combat effects:

[Psi6E Major] Gaseous Discharge: Stinking Cloud/Vampiric Mist/others?

[Psi0 Major] Ear Pop: (The 2att from seperate limbs) One attack: Target stunned and deaf (each save vs. PP)

[Wiz SL4] Dispel Psionics: Dispels Psionics

[Psi-5 minor] Bolt of Nothing: CL dmg to one target (no save); that targets loses next M action (save)

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

Dungeon071720 - Dungeon Level 5

Room # 2

Treasure Room - 25ft. long x 45ft. wide x 15ft. tall

Bridge, Bone; charcoal; rattling; steamy near ceiling

Plant Door (as the spell) on the west wall leading to a 10ft. long x 10ft. wide x 25ft. tall hallway.

Sample Names: Bleddis the virtuous Platypus Mane (Atomic); Pylia the battling Vibro Blitzkrieg (Flaming)

Burning Trapdoor Trap; DL 5; Search DC 51 (20 Con damage, DC 53 Spell save to negate)

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

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

18,047gp

pewter plate

clan chattan bagpipes, +2 AC, 450gp

Rusty Amulet [AT+16] +26 AC/+6 Saves; 1M: Protection (random scroll); CL 22; SL 5; 8070gp

Dull Scroll: +1 Level(s) in a Psionicist Group Class; 25140gp

DL V Tiny Water Cthulhoid-Horrors x(104) x[4] x[[3]]

AC 258, HD 20, hp 116, #Att 7, TH ÷ AC/Save DC by 30, dmg 104

Str 16, Dex 44, Con 39, Int 35, Wis 32, Chr 35, 5.25kxp

Resist cold. Double dmg from fire., Has a bizarre anatomy, strange abilities, an alien mindset, or any combination of the three.

Prepared effects:

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

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

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

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

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

Combat effects:

[Pri SL5] Dispel Evil: Unsummons evil creatures (Outer-planar/summoned no save). If cast against 1 creature of the appropriate 1

[Psi45 Major] Undead Control: Turn Undead at CL=(SL-2)*2

[Psi8 Major] Repair Serious Damage: Cures 80 hp (8 Hull points) to a technological item, fixes minor malfunctions

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

[Wiz SL2] Lightning Bolt 2: CLd4 lightning dmg to a group (save:½)

Dungeon071720 - Dungeon Level 5

Room # 3

Wafer Closet/Toilet - 40ft. long x 30ft. wide x 35ft. tall

manacles; pulpit; drumming; wind, strong, moaning

Energy/Elemental Door on the east wall leading to a 20ft. long x 15ft. wide x 10ft. tall hallway.

Sample Names: Korr the philosophical Spider Cronie (Particle); Pazruk the unpleasant Underground Pirate (Hatchet)

Box transforms into Elemental Slag / Tar Trap; DL 5; Search DC 51 (150 Cml damage/s, no resistance)

Arch that (causes/has/or is) Magical Pool: Heal (75%) or Poison (death/40) (25%)

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

15,200gp

clay

a simple ivory veil with tiny diamond, +1 AC, 10gp

Rian's Metacarpal bones: +14 to CL; 1M: Summon 6 DL I Kor Soldiers(one group). If

you spend an additional 6th level SL, you summon 12 instead.; CL 38; SL 5; 25430gp

loun Stone, Normal, Comprehend Languages continuous, 4360gp

DL V Diminutive Inner-Planar Viruss x(112) x[5]

AC 259, HD 4, hullp 52, MR 136% #Att 9, TH ÷ AC/Save DC by 6, dmg 54

Str 39, Dex 24, Con 24, Int 33, Wis 30, Chr 25, 5.25kxp

Immune 1 element., Can infect things. Immune mind-affecting, crits, gazes, illusions, poison, sleep, paralysis, polymorph, stunnin

Prepared effects:

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

[Psi-3 Major] Physical Barrier: -CL dmg per physical attack

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

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

[Psi45 Major] Vibration Control: SL/2 (round down) instances of Resist vibration; +SL*10% damage with vibration effects

Combat effects:

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

[Psi14 Major] (no name): Force Shapechange or Wrench

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

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

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

Dungeon071720 - Dungeon Level 5

Room # 4

Workroom - 5ft. long x 40ft. wide x 35ft. tall

prayer rug; grindstone; coughing; knocking

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

Sample Names: Walvis the carnivorous Albino Photon (Gateway); Belerian the naughty Quick Brotherhood (Blaster)

Camouflaged Caltrops Trap; DL 5; Search DC 51 (Attack +100 melee, 20d6 Con damage)

Wall that (causes/has/or is) Magical Thrones: There are two thrones; If a person sits in each one: they magic jar

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

5,005gp

bench

a light weight canoe, 0gp

Olive drab Slashing Weapon [1d6] +26 Th/+25 dmg 19+/x7;

1M: Level>10 or Int16=save; Max.HD=ä(level); CL 38; SL 5, 14264gp

Mistletoe leaf of x2 hp, 14770gp

DL V Huge Space Giants x(85) x[5]

AC 256, HD 205, hp 8640, PR 280% #Att 6, TH ÷ AC/Save DC by 6, dmg 53

Str 20, Dex 37, Con 23, Int 21, Wis 41, Chr 32, 5.25kxp

Immune hostile environments, Minimum size category Large.

Prepared effects:

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

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

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

[Wiz SL5] Anti-Magic Shell 5: Anti-Magic of SL 0 to 4

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

Combat effects:

[Psi-12C minor] Taunt Blast: One group will attack you on their next action (no save)

[Pri SL5] Greater Command : As command, but affects one subject/level.

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

[Pri SL3] Creeping Doom 3: 40 insect dmg

[Psi-6G minor] Angelic Heal: Cure N hp to one target (max N = 5+CL^2)

Dungeon071720 - Dungeon Level 5

Room # 5

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

pincers; table, large; still, warm (or hot); footsteps (ahead)

Mimic (the monster) on the south wall leading to a 50ft. long x 25ft. wide x 5ft. tall hallway.

Sample Names: Mourngrym the abusive White Tyrant (Sword); Nandel the aggressive First Frog (Rhino)

Spiked Lock Trap; DL 5; Search DC 52 (150 Con damage, no resistance)

Passage that (causes/has/or is) Combination lock

[x1] Tempus Fugit (time within the room flows at 25x rate compared to outside the room)

17,783gp

comb

a gaudy gold ring, +2 AC, 50gp

Cobalt Clock: +200 Rogue Points; 25190gp

Carmine Staff [1d10] +81 Th/+35 dmg 16+/x6; 1P: Max.=level in

HD damage, must be energy attack; CL 22; SL 5, 23100gp

DL V Small Mind-Flayer-World Illusionarys x(109) x[6]

AC 259, HD 9, hp 224, #Att 3, TH ÷ AC/Save DC by 6, dmg 255

Str 24, Dex 17, Con 29, Int 20, Wis 28, Chr 38, 5.25kxp

Has tentacles. Usually psionic., Incorporeal

Prepared effects:

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

[Psi1 Major] Body Control: Water Breathing, Resist environment 1 HD/level

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

[Psi24 Major] Rogue points 20: This class gives an extra +20 Rogue points per level.

[Psi45 minor] Reflection: MPIWReflection 5*SL%

Combat effects:

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

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

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

[Psi18 Major] Telepathic: Control: LVL/3 targets: Domination (save)

[Pri SL5] Rainbow: Creates a rainbow bridge (or) CL bolts d8 dmg 1 target each

Dungeon071720 - Dungeon Level 5

Room # 6

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

Bridge, Log; ropes; tinkling; poor oxygen

Trapped Door, Magic/Psi on the south wall leading to a 45ft. long x 25ft. wide x 15ft. tall hallway.

Sample Names: Lysirial the loathsome Justice Assassin (Flaming); Shreekah the vicious Teenage Star (Fire)

Spiked Pit Trap; DL 5; Search DC 53 (100 Dex damage, no save)

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

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

3,345gp

lectern

a green silk shirt, +10 AC, 900gp

Clear Rope [4d4] +8 Th/+8 dmg 18+/x7; 1Z: Blink; CL 25; SL 5, 6744gp

Sea-green Bottle: +5scrQS Action(s); 26000gp

DL V Gargantuan Outer-LE Cthulhoid-Horrors x(121) x[5]

AC 258, HD 410, hp 3456, #Att 8, TH ÷ AC/Save DC by 6, dmg 305

Str 19, Dex 32, Con 31, Int 19, Wis 22, Chr 36, 5.25kxp

Dark vision, Telepathy, immune fire and poison, resist acid and cold, Can summon other Outer LE, Has a bizarre anatomy, strange

Prepared effects:

[Pri SL4] Protection from Lightning 4: Stop the next CL*12 lightning dmg

[Psi45 minor] Force Field vs. Emotion: Immune to spell level 0 to SL-1 enchantment/charm effects

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

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

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

Combat effects:

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

[Pri SL5] Call Lightning 5: (CL+2)d12 lightning dmg (save:½) (halve the die type if not outside)

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

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

[Psi72 Major] Suffocate: Suffocate one target (no save, takes 1 cumulative dmg per segment)

Dungeon071720 - Dungeon Level 5

Room # 7

Heating Room (for warmth) - 5ft. long x 45ft. wide x 50ft. tall

grill; bell(s); still; splashing

Plant Door (as the spell) on the south wall leading to a 20ft. long x 25ft. wide x 10ft. tall hallway.

Sample Names: Revani the discourteous Elasti- Platypus (Capsule); Besmal the obscene Fly Bulk (Axe)

Remove Curse 5 Trap; DL 5; Search DC 55 (Wizard CL 10, no resistance)

Wall that (causes/has/or is) Spinning

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

10,203gp

live crickets

Ethereal Power, +1 AC, 90gp

Wand of Frost, 36720gp

Halfling Leather Armor [AT +2] -1/+4; Destroyed in Sun; 1V: Darkness 10'r, 19460gp

DL V Gargantuan Shangri-La Intelligent-Trap/Trick/Specials x(126) x[5] x[[4]]

AC 260, HD 81, hp 3456, PR 134% #Att 9, TH ÷ AC/Save DC by 6, dmg 205

Str 19, Dex 45, Con 33, Int 31, Wis 18, Chr 36, 5.25kxp

Has no truename, Immune Lost, Incorporeal, Find/Remove Trap/Trick/Special halves hp

Prepared effects:

[Pri SL4] Protection from Lightning 4: Stop the next CL*12 lightning dmg

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

[Pri SL5] Ironskin: Does not stop falling damage. Does not leak like Stoneskin. Any attack (hit or miss) knocks off an Ironskin, unl

[Wiz SL5] Anti-Magic Shell 5: Anti-Magic of SL 0 to 4

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

Combat effects:

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

[Psi54 minor] Super Breath: CL*SL air dmg to one group (no save)

[Pri SL5] MultiCure Critical Wounds: Cure Critical (3 targets) (r=sight)

[Pri SL5] Treat Deadly Wounds: Cure 50% of max hp

[Pri SL5] Remove Curse 5: Cure 2 curse effects (reverse causes that many, save for each)

Dungeon071720 - Dungeon Level 5

Room # 8

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

horn; idol (largish); roar(ing); still, warm (or hot)

Wood Door, Normal on the west wall leading to a 10ft. long x 5ft. wide x 25ft. tall hallway.

Sample Names: Hillel the jocular Sarge Carrot (Ice); Tionele the irresistible Dare- Super-Heroe (Jet)

Ingested Time / Temporal Trap; DL 5; Search DC 51 (80 damage, no resistance)

Vegetation that (causes/has/or is) Combination lock

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

7,844gp

flask

a small platinum key, 1gp

Flesh Clothes: +6 Magic Item Slots; 25380gp

Dove-grey Shirt: All your Monster classes use the "set XP table"(3kxp

at 2nd, doubles til 9th,600kxp at 10th,+300kxp per level afterward).; 25460gp

DL V Medium Outer-CE Faeries x(78) x[8]

AC 260, HD 14, hp 2160, RR 515% #Att 3, TH ÷ AC/Save DC by 6, dmg 255

Str 23, Dex 39, Con 35, Int 20, Wis 22, Chr 43, 5.25kxp

Telepathy, immune electricity and poison, Resist acid, cold, and fire, Can summon other Outer CE, Overwrite AC to |AC|, Flys, No

Prepared effects:

[Psi8 Major] Construct Weapon Item 2: Create a "Weapon" type item (see next page) of TechL=CL, each 2 TechL takes 1S action

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

[Psi72 Major] Alternate Form - Semisolid: Elasticity; Resist piercing weapons; Attack at half damage

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

[Pri SL5] Immune [E=2 element]: Pick an E=2 element, you are immune to it for 1 hour. (This immunity does not "spread" into other

Combat effects:

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

[Wiz SL2] Magic Missile 2: (CL+1) missiles, each does 1d4+1 force dmg (no save)

[Pri SL4] Restoration (3): Restores level and ability score drains.

[Wiz SL5] Cloudkill : Kills 3 HD or less; 4-6 HD save or die.

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

Dungeon071720 - Dungeon Level 5

Room # 9

Treasure Room - 15ft. long x 45ft. wide x 40ft. tall

arrow slit (wall)/murder hole (ceiling); lamp; putrid smell; tinkling

Double Door on the north wall leading to a 45ft. long x 25ft. wide x 10ft. tall hallway.

Sample Names: Wylen the diseased Cat Queen (Saw); Nolith the unholy Light Werewolf (Stellar)

Whirling Blades Trap; DL 5; Search DC 51 (Attack +70 ranged, 40d8 Dex damage)

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

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

8,639gp

lantern

The Jade Orb, 'frenzy', 1000gp

Braid of Spellstrike: (Head) Cast one Divine spell of up to 3rd level that targets himself

/ herself as a Swift Action. Casting time can be no more than a Standard Action., 7130gp

Translucent Photo album: Free Multidexterity Feat: No penalties in off hands; 26100gp

DL V Colossal Outer-NE Kobolds x(56) x[6]

AC 255, HD 165, hp 6912, #Att 2, TH ÷ AC/Save DC by 30, dmg 253

Str 43, Dex 27, Con 41, Int 37, Wis 34, Chr 23, 5.25kxp

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

Prepared effects:

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

[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.

[Psi8 Major] Hard Resistance to Chemicals: Double resist chemical elements (1/4, save for 1/10), Immune to gas & poison

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

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

Combat effects:

[Pri SL5] Blade Barrier 5: 7d7 dmg wall (shards)

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

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

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

[Wiz SL3] Melf's Minute Meteors: CLd4 dmg earth to one target (no save)

Dungeon071720 - Dungeon Level 5

Room # 10

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

Walls of Ice; cressets; giggling (faint); scratching/scrabbling

Sliding Door (slides left/right into wall) on the east wall leading to a 40ft. long x 20ft. wide x 15ft. tall hallway.

Sample Names: Szordrin the amazing Rocket Squadron (Pogo Stick); Urlingwood the philosophical New Paladin (Lucky Rabbit's Foot)

Brick transforms into Elemental Fire Trap; DL 5; Search DC 53 (80 Dex damage/s, no save)

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

[x1] Radiation (Psi9) of RS=2 (doesn't fluctuate)

14,095gp

bear pelt

a dark blue sash with a purple insigni, +2 AC, 400gp

Ring of Slaying (<=10 half-plusses) (per half-plus), 14140gp

Iron-grey Sketch pad: +500 Skill Points; 25280gp

DL V Tiny Outer-LE Plants x(54) x[5]

AC 255, HD 8, hp 112, MR 114% #Att 4, TH ÷ AC/Save DC by 6, dmg 51

Str 31, Dex 20, Con 25, Int 26, Wis 18, Chr 38, 5.25kxp

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

Prepared effects:

[Psi3 Major] Metamorphosis: You take the form of creatures and objects.

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

[Psi3 Major] Freedom of Movement: Move normally despite impediments.

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

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

Combat effects:

[Wiz SL5] Fireball 5: CLd10 fire dmg to a group (save:½)

[Wiz SL5] Dispel Exhaustion 5: Restore 75% of dmg taken, get an Original Haste 5 for 1 round

[Pri SL5] Call Lightning 5: (CL+2)d12 lightning dmg (save:½) (halve the die type if not outside)

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

[Psi6N minor] Telekinesis: N=(weight lifted)*(move rate in inches)/100

Dungeon071720 - Dungeon Level 5

Room # 11

Gardens - 10ft. long x 45ft. wide x 5ft. tall

stuffed animal; sconce, wall; whistling; ozone smell

Concealed (Hidden) Door on the west wall leading to a 45ft. long x 20ft. wide x 15ft. tall hallway.

Sample Names: Kwera the nefarious Slug Stalker (Taxi); Roven the obscene Flaming Canary (Balloon)

Wall transforms into Elemental Salt Trap; DL 5; Search DC 54 (150 Cml damage/s, no save)

Furnishings that (causes/has/or is) Aging

[x1] Psi 30 powers function at triple effect

16,023gp

vial

a Standard Tournament Combat Weapon, flail, 5d9 (25), 1141gp

Bright Robe [AT+31] +36 AC/+50 Saves; 1M: Create a "Weapon" type item (see next page) of TechL=CL, each TechL takes 1S action; CL 30; SL 5; 17555gp

Flatbox, 26270gp

DL V Diminutive Collectiverse/Gooeyverse/etc. Aliens x(68) x[7]

AC 254, HD 5, hullp 54, #Att 6, TH ÷ AC/Save DC by 6, dmg 253

Str 23, Dex 17, Con 33, Int 29, Wis 33, Chr 28, 5.25kxp

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

Prepared effects:

[Psi6N Major] Null Field 7: All spells of SL 7 or higher don't work in 100'r

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

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

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

[Psi4 Major] Money *1.5: How much money you get in dungeon is multiplied by 1.5 (only affects you, not whole party)

Combat effects:

[Pri SL5] Call Lightning 5: (CL+2)d12 lightning dmg (save:½) (halve the die type if not outside)

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

[Psi29 Major] Harm:

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

[Psi29 minor] Ray of Enfeeblement:

Dungeon071720 - Dungeon Level 5

Room # 12

Observatory - 45ft. long x 40ft. wide x 45ft. tall

whips; pot; still, warm (or hot); dusty

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

Sample Names: Lavarender the amoral Armadillo Alliance (Ionizer); Sulhaut the dewy-eyed Baron Bolt (Dark)

Limited Cureall Trap; DL 5; Search DC 55 (Wizard CL 10, no save), (multiple targets)

Dome that (causes/has/or is) Monster Generator: Elemental (summons an Elemental every segment)

[x1] DRZ (Dispel Radiation Zone) - Radiation effects get countered; existing radiation effects have SL% of being dispelled/Reset
5,621gp

torch (stub)

an Island Sword, sword, 5d5 (15), 150gp

Rian's Ulna bone: +1 to ML; 1M: All creatures have +1QS action.; CL 30; SL 5; 25370gp

Prismatic Cloak [AT+55] +9 AC/+7 Saves; 1P: You Reincarnate upon death, inactive and Feign Death for the rest of this combat; CL 45; SL 5; 13890gp

DL V Tiny Rakshasa-World Mutants x(139) x[5]

AC 253, HD 6, hullp 104, IR 92% #Att 5, TH ÷ AC/Save DC by 6, dmg 101

Str 18, Dex 24, Con 44, Int 29, Wis 34, Chr 27, 5.25kxp

Immune slain, Resist Slain, Vulnerable enchanted items., Immune radiation

Prepared effects:

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

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

[Psi81 Major] Missile Reflection: Reflect 1 missile per P attack

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

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

Combat effects:

[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 (n

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

[Wiz SL5] Death Spell 5: Slay 5d12 HD of creatures (save)

[Pri SL5] Flame Strike 5: CLd8 holy fire dmg (save:½)

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

Dungeon071720 - Dungeon Level 6

Room # 1

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

tapestry; chair with straps; foggy; smoky

Zombie Door (made of zombies) on the west wall leading to a 30ft. long x 5ft. wide x 10ft. tall hallway.

Sample Names: Froisson the mad Squirrel Twosome (Training); Yasha of Nizhyn the quarrelsome Micro- Yak (Helicopter)

Water-Filled Doorknob Trap; DL 6; Search DC 64 (30 Dex damage, no resistance)

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

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Week
27,342gp

dried blood

a skimpy hot pink bikini, +3 AC, 20gp

Inky Shoe lace: Free Wyrmslayer Kit: +4 TH and x+1

dmg vs. Dragons and Dragon-kin, Free bonus Dragon Lore proficiency; 36920gp

Orchid Toilet: +3 level(s) of exceptional Int; 36760gp

DL VI Diminutive City/Town Dragons x(59) x[6] x[[2]]

AC 365, HD 36, hp 456, IR 90% #Att 2, TH ÷ AC/Save DC by 7, dmgs 364

Str 38, Dex 27, Con 40, Int 20, Wis 29, Chr 42, 12kxp

Has hirelings, Flys, Breath weapon, dark vision, immune sleep and paralysis.

Prepared effects:

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

[Pri SL4] Immune [E=1 element]: Pick an E=1 element, you are immune to it for 1 hour. (This immunity does not "spread" into other elements)

[Psi45 minor] Regeneration: Regenerate SL hp/s

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

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

[Wiz SL5] Anti-Radioactive Shell:

Combat effects:

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

[Wiz SL4] Alley Summoning IV: Summons a DL VIII alley monster, under your control, 4% chance per segment of losing control

[Pri SL6] Mass Remove Paralysis:

[Wiz SL3] Charming III: Charms up to 3 monsters, gets a new save every hour

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

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

Dungeon071720 - Dungeon Level 6

Room # 2

Strongroom/Vault - 25ft. long x 45ft. wide x 50ft. tall

torches; mosaics; steamy; dusty

Glass Door (transparent) (shatters if opened) on the west wall leading to a 50ft. long x 15ft. wide x 5ft. tall hallway.

Sample Names: Yusbeg the annoying Terrible Person (Spores); Lynoure the gelatinous Fatal Syndicate (Donkey)

Heal Trap; DL 6; Search DC 66 (Wizard CL 12, no resistance)

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

[x2] Ultraplanar beings cannot smell, feel, or sense into this room unless they are actually there; Divine Intervention fails
3,247gp

crate

a rainbow potion of, " " " ", 1gp

Blue Flag: Free War Horse Familiar; 36440gp

Rian's Teres major muscle: +4 to ML; 1M: Summon 3 DL=LVL/2 Henchmen dressed like you.; CL 27; SL 6; 36410gp

DL VI Small Wizard-classes Avian/Birds x(107) x[8]

|AC| 366, HD 7, |hp| 320, WR 109% #Att 7, TH ÷ AC/Save DC by 42, random stat dmg 362

Str 36, Dex 50, Con 17, Int 39, Wis 44, Chr 24, 12kxp

Knows Wizard spells, Flys. Has 2 Wings, 2 talons, and a beak.

Prepared effects:

[Psi-12T minor] Touch Reflection: Touch effects are reflected back to opponent

[Wiz SL5] Animate Dead : Creates undead skeletons and zombies.

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

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

[Pri SL4] Resist Fire/Resist Cold 4: Take -60% dmg vs. fire or cold

[Psi6N Major] Druid Abilities, LVL 7: Get druid abilities of level 7 (max = your level)

Combat effects:

[Psi29 minor] Cause Serious Wounds:

[Psi45 Major] Weakness Creation: Add SL/2 instances of a Vulnerability to something (medium scale: a school, an element, etc.)

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

[Wiz SL6] Flesh to Stone : Makes living thing to become stone

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

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

Dungeon071720 - Dungeon Level 6

Room # 3

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

cressets; gong; earthy smell; manure smell

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

Sample Names: Rhagnoble the smelly Spider Zero (Blunderbuss); Fynolt the monstrous Monsieur Monkey (Sceptre)

Injected Negative Energy / Death Trap; DL 6; Search DC 61 (160 damage, no resistance)

Altar that (causes/has/or is) Magical Pool/Throne: Turns gold into platinum (50%) or lead (50%)

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Turn
17,839gp

armoire

Shield Of Tyson, +2 AC, 1000gp

Ebony Gem: Free Kyscu Drake Familiar; 36140gp

Crystalline Shield [AT+150] +9 AC/+122 Saves; 1M: Blink 10'/level each
round (no action after 1st); CL 33; SL 6; 38690gp

DL VI Huge Sea-of-Dust/Colorless Eelementals x(110) x[6]

AC 364, HD 54, |hp| 2624, IR 792% #Att 4, TH ÷ AC/Save DC by 42, dmg 435

Str 47, Dex 29, Con 46, Int 27, Wis 41, Chr 45, 12kxp

Immune alignment based/color based effects, Immune critical hits, poison, sleep, paralysis, stunning. Has no soul. Immune to its
Prepared effects:

[Pri SL2] Goodberry 2: Creates 8 goodberries

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

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

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

[Wiz SL3] Haste: +1 P, +1V to one group

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

Combat effects:

[Pri SL5] Wall of Thorns : Thorns damage anyone who tries to pass.

[Psi29 Major] Feeblemind:

[Psi29 minor] Ray of Enfeeblement:

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

[Pri SL5] Wall of Fire : Passing through wall deals 2d6 +1/level.

[Psi29 minor] Telekinesis:

Dungeon071720 - Dungeon Level 6

Room # 4

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

pail; wire; thud; still

Teleport Door (other side is far away) on the south wall leading to a 10ft. long x 25ft. wide x 20ft. tall hallway.

Sample Names: Yacheetes the egotistical Crime Specter (Rollerblades); Nishta the chivalrous Meteor Surfer (Flash)

Well-Camouflaged Arrows Trap; DL 6; Search DC 61 (Attack +72 ranged, 40d12 Str damage)

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

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Mont
24,821gp

grinder

(Courage) tartan strip, +2 AC, 2200gp

Psi3 Spell Lock (1 effect is perm), 5840gp

Mistletoe leaf of +10 hp, 4150gp

DL VI Diminutive Dead-Timeline/Looporal Plants x(163) x[5] x[[4]]

|AC| 365, HD 5, |hp| 504, IR 98% #Att 2, TH ÷ AC/Save DC by 7, dmg 74

Str 44, Dex 41, Con 44, Int 39, Wis 42, Chr 35, 12kxp

Reality/Loop stable., Immune critical hits, poison, sleep, paralysis, stunning.

Prepared effects:

[Pri SL5] Protection from Fire 5: Stop the next CL*16 fire dmg

[Psi12T Major] Favorable Die Rolls: All your non-permanent die rolls of NdS instead are rolled as (2*N)dS, choose N best dice

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

[Psi18 Major] Magnetic Ctrl: Force Bolt: 1 target: LVLd100 dmg (save:0)

[Psi9 Major] Bio Syntha Steel: +CH AC,-CH dmg/att,+CH/+CH nat. weapons

[Psi16 minor] Golem Form: Necrophidius: 1V: Hypnosis (1 target, Will save); Bite is paralysis branded (PPD save)

Combat effects:

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

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

[Psi81 Major] Dispel 5: Dispel a SL 0-5 effect

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

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

[Pri SL2] Withdraw: Get 1r of actions per 1s; only cure self & Div {self only}

Dungeon071720 - Dungeon Level 6

Room # 5

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

coal; rushes (herbs); dusty; salty, wet smell

Automatic Door (opens if anyone approaches) on the south wall leading to a 40ft. long x 10ft. wide x 25ft. tall hallway.

Sample Names: Tano the atrocious Freedom Surfer (Truck); Umberto the impossible Prince -lock (Sonic)

Moving Door Trap; DL 6; Search DC 65 (300 Cml damage, no save)

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

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Day
22,828gp

cracks

a black leather coat, +2 AC, 1600gp

Rian's Brain: +1 to Wis; 1M: [x1 Enemy Special]: Each segment, +x1dmg.; CL 47; SL 6; 37090gp

Wand/Negation (Dispel Magic @ 24th CL), 21270gp

DL VI Large Technological Beholders x(108) x[8]

AC 366, HD 27, hp 8064, IR 139% #Att 4, TH ÷ AC/Save DC by 42, dmg 725

Str 20, Dex 37, Con 24, Int 43, Wis 46, Chr 45, 12kxp

Has Psi 8/16/24 items, Has eye stalks, 1 mouth, and 1 central anti-magic eye. Can cast through eye stalks. Flys

Prepared effects:

[Psi16 Major] Construct Psi16 Item 2: Create a Psi16 type item (see next page) of TechL=CL, each 2 TechL takes 1S action

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

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

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

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

[Psi45 Major] True Invulnerability: SL instances of Resist distributed as you like (medium categories: a school, an element, etc.)

Combat effects:

[Psi6G minor] Self-Sacrifice: All others can Escape but deva is left behind

[Psi--2 Major] Alter Reality: Alter Reality (any Psi major); Double CL effect

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

[Psi54 Major] Phobia: Fear (SL saves)

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

[Psi2 Major] Detonate: (level)d6 damage (save:½); (2*level)d6 damage

Dungeon071720 - Dungeon Level 6

Room # 6

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

holy/unholy symbol(s); U rack; horn/trumpet sounding; hooting

Iris Door (seals as a spiral) on the north wall leading to a 40ft. long x 15ft. wide x 25ft. tall hallway.

Sample Names: Latonesh the wild Astro- Glory (Whip); Sef Maajid the uncanny Cobalt Elephant (Energy)

Inhaled Storm Trap; DL 6; Search DC 65 (720 damage, DC 66 PP save for 1/10)

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

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Reset
34,167gp

stones, small

A seemingly worthless scrap of paper, 0gp

Rian's Biceps brachii muscle: +2 to HNCL; 1P: 1S: 1d6+5 fire dmg.; CL 27; SL 6; 36560gp

Bluish Bludgening Weapon [1d8] +6 Th/+35 dmg 20+/x7; 1M: Fist of
Force (LVLd8 force dmg to one target); CL 24; SL 6, 10894gp

DL VI Huge Black-Ice Immortals x(159) x[4]

|AC| 363, HD 53, hp 2624, #Att 5, TH ÷ AC/Save DC by 7, dmg 723

Str 35, Dex 17, Con 31, Int 27, Wis 46, Chr 27, 12kxp

Knows Bug spells, Unaging

Prepared effects:

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

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

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

[Psi24 minor] Caster Level Increase 2: +2 Caster Level (this can be taken multiple times)

[Psi100 Major] Controlled Blinking: Blink CL' each segment

[Psi6E Major] Psi-Trap: Holds one power in area for triggering

Combat effects:

[Psi45 minor] Sleep-Induced: Sleep (SL/2 saves)

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

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

[Psi-6G minor] Possess: Target dominated (Will save); takes (CL+3)^2 dmg/s; you can't use actions while this runs

[Wiz SL6] Immediate Monster Summoning VI: Summons a DL IV monster without summoning sickness

[Psi-12C minor] Wild Invocation II: Random 2nd (60%) or 3rd (40%) SL Wizard Invocation spell

Dungeon071720 - Dungeon Level 6

Room # 7

Office - 5ft. long x 50ft. wide x 45ft. tall

pan; book; putrid smell; bang, slam

Intelligent Door, might have ego score on the east wall leading to a 45ft. long x 5ft. wide x 25ft. tall hallway.

Sample Names: Otavalo the altruistic Elasti-iac (Submarine); Frog Penrithson the avaricious Phantom Elf (Rapier)

Cone of Cold 6 Trap; DL 6; Search DC 62 (Cleric CL 12, DC 62 PPD save for 1/10)

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

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

21,880gp

flour

A Large Bunk, 0gp

Lavender Bracers [AT+108] +49 AC/++7 Saves; 1Z: Immune to XP/Stat/Multiplier/Action

Drain, Aging, As You Are; CL 42; SL 6; 30305gp

Boots of the Winterlands: (Feet) Move through snow at normal speed without leaving tracks. Travel across ice at full speed. Endure Elements against cold, always on., 6050gp

DL VI Large Superhero Elementals x(117) x[6]

AC 370, HD 30, hullp 1344, RR 942% #Att 1, TH ÷ AC/Save DC by 7, dmg 74

Str 36, Dex 42, Con 36, Int 33, Wis 19, Chr 46, 12kxp

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

Prepared effects:

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

[Psi-3 Major] Physical Barrier: -CL dmg per physical attack

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

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

[Wiz SL3] Armor 3: +CL*6 current hp

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

Combat effects:

[Wiz SL4] Wall of Fire : Passing through wall deals 2d6+CL dmg fire

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

[Psi29 minor] Blink:

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

[Psi15 Major] Color Spray: Color Spray

[Psi19 Major] Grip: Strangles target at CL dmg per segment

Dungeon071720 - Dungeon Level 6

Room # 8

Waiting Room - 40ft. long x 10ft. wide x 35ft. tall

votive light/candle; Bridge, Conjured (magical); creaking; snapping

Membrane Portal on the south wall leading to a 10ft. long x 15ft. wide x 25ft. tall hallway.

Sample Names: Spinyon the super-intelligent Senora Quasar (Extra-dimensional); Taragarth the demented Ice Dwarf (Cybernetic

Basic Blades Trap; DL 6; Search DC 66 (Attack +6 melee, 40d8 Wis damage), (multiple targets)

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

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Segment
8,399gp

large table

an engagement ring, 270gp

Lily-white Stone [1d6] +121 Th/+35 dmg 17+/x5; 1F: You heal 1d8 hp, +1

to next poison/disease save, or heal 1 ability point.; CL 33; SL 6, 31160gp

Pearly Carrots: +100 Rogue Points; 37040gp

DL VI Colossal Dead-Timeline/Looporal Aliens x(101) x[5]

AC 365, HD 196, |hp| 10240, PR 120% #Att 7, TH ÷ AC/Save DC by 7, dmg 721

Str 22, Dex 38, Con 28, Int 19, Wis 47, Chr 17, 12kxp

Reality/Loop stable., Does not breathe. Has Psi 8.

Prepared effects:

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

[Psi29 Major] Displacement:

[Psi14 minor] (no name): Can turn into one additional form; DM rolls DL=LVL/3 Lycanthrope or Animal

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

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

[Psi-12T Major] Tenser's Transformation: Tenser's Transformation

Combat effects:

[Pri SL2] Hold Person/Monster 2: Hold 4 person or 2 monster targets (save)

[Wiz SL5] Dismissal : Send a creature back to it's own plane

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

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

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

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

Dungeon071720 - Dungeon Level 6

Room # 9

Gas Chamber - 15ft. long x 35ft. wide x 45ft. tall

brazier(s); rug; bang, slam; roar(ing)

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

Sample Names: Dreyth the satanic Robo- Shadow (Sling); Meristaak the scowling Light Racer (Electrocution)

Air in room transforms into Elemental Thorns/Thicket Trap; DL 6; Search DC 62 (150 Str damage/s, no save)

Pit that (causes/has/or is) side-sliding

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Month
23,949gp

chains

a ((+*+)) bracelet, +3 AC, 950gp

Rian's Semitendinosus muscle: +6 to LVL; 1M: Summon a DL=1 Myr ; CL 33; SL 6; 36740gp

Rian's Abdominal external oblique muscle: +6 to LVL; 1P: One
target suffers a status effect of SEL=N.; CL 54; SL 6; 36560gp

DL VI Fine Desert/Arabian Kobolds x(114) x[6]

|AC| 365, HD 5, hp 240, PR 156% #Att 10, TH ÷ AC/Save DC by 7, random stat dmg 363

Str 52, Dex 33, Con 19, Int 40, Wis 42, Chr 51, 12kxp

Resist heat, Has mtg C spells, Can overbear in numbers.

Prepared effects:

[Pri SL5] Spell Resistance : Subject gains +12 +1/level SR.

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

[Psi6G minor] Poison Immunity: Immunity to magical/nonmagical poison

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

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

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

Combat effects:

[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)

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

[Psi1 minor] Telekinetic Blade: Base damage CLdCL, considered +CL/3 weapon, mental weapon

[Psi2 minor] Control Body: Control all P,V actions; Auto. win Contest

[Psi81 Major] Summon: Summon a DL V Outer planar creature

[Psi2 Major] Summon Planar Creature: Choice of plane but not exact; Creature not angry

Dungeon071720 - Dungeon Level 6

Room # 10

Animal Pens - 20ft. long x 5ft. wide x 30ft. tall

candles; cruet (flask); howling; smoky smell

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

Sample Names: Gwythyn the uncaring Bee Walker (Golden); Jumanah the naughty Soviet Phantom (Rifle)

Spring transforms into Elemental Holy Water Trap; DL 6; Search DC 61 (200 Int damage/s, DC 66 Will save to negate)

Stairway that (causes/has/or is) Gate (to random plane) in room (cannot be

dispelled unless a x2 or higher being steps through from this side)

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Half S
28,674gp

pole

Sweat Pants, +2 AC, 20gp

Bronze Scarab [AT+15] +8 AC/+8 Saves; 1M: One anti-psionic effect is permanent.; CL 42; SL 6; 8685gp

Amethyst Girdle [AT+20] +81 AC/+9 Saves; 1M: Your base unarmed attack does

1d8 damage. You heal the same amount.; CL 32; SL 6; 16880gp

DL VI Gargantuan Arctic Undeads x(130) x[4]

AC 370, HD 99, |hp| 4736, CR 99% #Att 4, TH ÷ AC/Save DC by 42, dmg 291

Str 34, Dex 20, Con 25, Int 34, Wis 38, Chr 43, 12kxp

Immune cold. Double dmg from fire., No CON. Immune crits, ability dmg/drain, poison, sleep, paralysis, stunning, disease, death

Prepared effects:

[Pri SL6] Goodberry 6: Creates 24 goodberries

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

[Psi45 minor] Energy Body: Major: You are made of energy; cannot use P actions; resist physical damage

[Psi3½ Major] Claws of the Vampire: Heal half of your claw's base damage.

[Psi6G Major] Barbarian's Club of Might: Auto roll 20 to hit and double base damage with one weapon strike per segment

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

Combat effects:

[Psi-6E minor] Darkbeam N: ½M, -4 current hp: 60' line takes CLd6 darkness dmg (no save) and stun 2 segments (Para save at -CL

[Wiz SL5] Dispel Innates:

[Pri SL4] Death's Door 4: Target (currently at negative hp) goes to 1 hp

[Wiz SL6] Death Spell 6: Slay 6d12 HD of creatures (save)

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

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

Dungeon071720 - Dungeon Level 6

Room # 11

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

lectern; bucket; howling; sneezing

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

Sample Names: Ryld the annoying Star Raccoon (Cable); Alamanther the amphibious Invisible Women (RV)

Air in room transforms into Elemental Fire Trap; DL 6; Search DC 64 (300 Cml damage/s, DC 63 PP save for 1/10)

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

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

35,747gp

fish hook

a water jug, 20gp

Rian's Gastrocnemius muscle: +22 to Wis; 1M: One touched creature: Put out

of Misery. Gain 1 temporary hero point/5HD it had.; CL 36; SL 6; 36910gp

Rian's Clavicle bone: +12 to HNCL; 1P: Summon a DL=1 Myr ; CL 32; SL 6; 36360gp

DL VI Titanic Wizard-classes Leeches x(37) x[4]

|AC| 365, HD 386, hullp 2.0E+4, IR 75% #Att 11, TH ÷ AC/Save DC by 42, dmg 435

Str 28, Dex 23, Con 31, Int 31, Wis 27, Chr 46, 12kxp

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

Prepared effects:

[Wiz SL5] Extra Group +1: The next spell you cast will affect +1 groups of monsters

[Pri SL4] Protection from Lightning 4: Stop the next CL*12 lightning dmg

[Wiz SL6] Tenser's Transformation 6: +100% of max hp to current hp, +2 TH melee

[Psi9 Major] Become Energy: Move at light speed, immune phys.attack

[Psi3½ minor] Thought Shield: Gain PR 13 against mind-affecting powers.

[Pri SL5] Resist Fire/Resist Cold 5: Take -65% dmg vs. fire or cold

Combat effects:

[Psi-6E minor] Darkbolt N: ½M, -1 current hp: Target takes CLd4 darkness dmg (no save) and stun 1 segment (Para save)

[Pri SL5] Wall of Fire : Passing through wall deals 2d6 +1/level.

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

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

[Psi19 Major] Health: 1M, 1V, touch: Heal hp of damage and/or restore Con; C=number of Con restored

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

Dungeon071720 - Dungeon Level 6

Room # 12

Dressing Room - 15ft. long x 20ft. wide x 40ft. tall

iron maiden; chute; breeze, slight, damp; giggling (faint)

Mimic (the monster) on the west wall leading to a 5ft. long x 10ft. wide x 20ft. tall hallway.

Sample Names: Niord the mind-numbing Terra- Dude (Light); Valdivia the gallant Bored Dusk (Griffon)

Dropping Drawer Trap; DL 6; Search DC 63 (400 damage, DC 64 Spell save for 1/3)

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

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Segm 10,278gp

sword

a bottle of Chablis Wine, 13gp

Beige Axe, throwing [4d12] ++7 dmg 19+/x7; 1Z: Summon a DL=SL creature based

on an picture/painting you have (the image is consumed); CL 48; SL 6, 23287gp

Chartreuse Armor, Medium [AT++13] +13 AC/+37 Saves; 1P: Pick any spell or

power. You are immune to that effect.; CL 24; SL 6; 27650gp

DL VI Large Modern Undeads x(86) x[7] x[[4]]

AC 364, HD 25, hp 8064, #Att 7, TH ÷ AC/Save DC by 42, dmg 366

Str 42, Dex 40, Con 52, Int 46, Wis 35, Chr 21, 12kxp

Has Action points, Access to high tech items, No CON. Immune crits, ability dmg/drain, poison, sleep, paralysis, stunning, disease

Prepared effects:

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

[Psi45 Major] Force Field: Immune to spell level 0 to SL-2 effects; -(SL-1) per physical attack; ER 5*SL%

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

[Pri SL6] No Save: The next spell you cast does not have a saving throw

[Psi6G Major] Champion Lore: Paladin's abilities of level = $\frac{1}{2}$ *CL

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

Combat effects:

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

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

[Psi-12T minor] Dispel Anti-Magic: Dispels one anti-Magic effect (or) Halve ER (no ER or save)

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

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

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

Dungeon071720 - Dungeon Level 7

Room # 1

Salon - 20ft. long x 50ft. wide x 10ft. tall

U rack; knives; coughing; chirping

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

Sample Names: Rolo the vile Brother Dervish (Nuclear); Quathiel the super-intelligent Sovereign Two (Spores)

Magic Missile 7 Trap; DL 7; Search DC 74 (Cleric CL 14, no save)

Stairway that (causes/has/or is) push-brick trigger

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

41,158gp

broken bottle

a black leather thong, +1 AC, 3gp

Brownish Gloves [AT++5] +101 AC/+120 Saves; 1P: Reflect 1 missile per P attack; CL 50; SL 7; 36455gp

Emerald Coasters: Free Spellweaver Familiar; 50020gp

DL VII Colossal City/Town Unlives x(108) x[7]

|AC| 493, HD 227, |hp| 12800, IR 123% #Att 2, TH ÷ AC/Save DC by 56, idmg 494

Str 19, Dex 34, Con 32, Int 44, Wis 59, Chr 48, 31.5kxp

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

Prepared effects:

[Psi24 Major] Memorization Level Increase 2: +1 Memorization Level (this is next level of picks for rogues)

[Wiz SL7] Spell Turning (2): Turns a spell back to it's caster

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

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

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

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

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

Combat effects:

[Psi3½ minor] Strength of My Enemy: Siphon away your enemy's strength and grow stronger.

[Psi29 minor] Fear:

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

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

[Psi19 minor] Control Pain: 1bV, can use while stunned: Immune to pain, stun (not capital "S"), torture

[Psi10 Major] Mindreave: Target gets Int set to 3; Insanity; lose all spells; lose all PSPs (save for each)

[Psi45 minor] Mechanical Creation: Summon a DL=SL-2 Golem or Technological monster

Dungeon071720 - Dungeon Level 7

Room # 2

Wizard's Chamber/Lab - 35ft. long x 15ft. wide x 30ft. tall

staff, normal; flask; sneezing; thumping

Phase Door (as the spell) on the east wall leading to a 35ft. long x 25ft. wide x 25ft. tall hallway.

Sample Names: Peleus the beautiful Sergeant Criminal (Mind); Krana the mind-numbing Vibro -iac (Crossbow)

Fear VI (Fear Contagion) Trap; DL 7; Search DC 74 (Psionicist CL 14, no resistance)

Stairway that (causes/has/or is) push-brick trigger

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Turn 1,304gp

bucket

a demon skull shield, +4 AC, 2000gp

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

at 2nd, doubles til 9th,600kxp at 10th,+300kxp per level afterward).; 49860gp

Crimson Mop: +200 PSP's; 49230gp

DL VII Large Outer-TN Kobolds x(37) x[6]

Stun AC 499, HD 231, stunp 1664, MR 123% #Att 7, TH ÷ AC/Save DC by 56, dmg 295

Str 48, Dex 27, Con 43, Int 32, Wis 21, Chr 37, 31.5kxp

Immune mind-affecting, positive energy, and negative energy. Resist cold, fire, and acid, Can overbear in numbers.

Prepared effects:

[Psi-12T Major] Improved Inallability: Improved Invisibility (sight/sound/smell), can't be touched

[Psi81 Major] Damage Reduction, Energy, 50%: Take x0.5 damage from energy

[Psi-12T minor] Touch Reflection: Touch effects are reflected back to opponent

[Psi6G Major] Forbiddance: Set up or remove a Forbiddance zone

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

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

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

Combat effects:

[Psi45 minor] Weakness Creation: Add SL/2 instances of a Vulnerability to something (medium scale: a school, an element, etc.)

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

[Psi-12C Major] Wild Invocation IV: Random 6th (80%) or 7th (20%) SL Wizard Invocation spell

[Psi30 minor] Stun Touch: Astral stunning

[Pri SL4] Call Lightning 4: (CL+2)d10 lightning dmg (save:½) (halve the die type if not outside)

[Psi72 minor] Mind Control: Control V actions (Will save), P actions (Will save at +5), or M actions (Will save at +10)

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

Dungeon071720 - Dungeon Level 7

Room # 3

Gallery - 40ft. long x 5ft. wide x 30ft. tall

Chute, Flesh (acid damage); knives; steamy near floor; hazy

Membrane Portal on the east wall leading to a 40ft. long x 15ft. wide x 25ft. tall hallway.

Sample Names: Tyburn the bewildering Invisible Assassin (Scimitar); Nalebranc the imbecilic Wombat Six (Home study course)

Crapulence Aura Trap; DL 7; Search DC 72 (Psionicist CL 14, no resistance)

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

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

48,265gp

funnel

a glass trinket, 15gp

Emerald Medallion [AT++4] +145 AC/+121 Saves; 1F: SR SL*CL; CL 63; SL 7; 42700gp

Grey Truban of Djinni Summoning, 12740gp

DL VII Medium Mountain Cthulhoid-Horrors x(127) x[5]

AC 496, HD 15, stunp 848, PR 77% #Att 2, TH ÷ AC/Save DC by 56, dmg 595

Str 51, Dex 28, Con 43, Int 39, Wis 29, Chr 26, 31.5kxp

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

Prepared effects:

[Psi81 Major] Growth 5: +2 size; +4 Str; +4*CL max hp

[Wiz SL4] Dimensional Anchor : Bars extradimensional movement.

[Wiz SL5] Extra Group +1: The next spell you cast will affect +1 groups of monsters

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

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

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

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

Combat effects:

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

[Pri SL6] Neutralize Poison 6: Cure 3 poison effects (reverse causes that many, save for each)

[Psi3½ Major] Eradicate Invisibility: Negate invisibility in 50-ft. burst.

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

[Wiz SL4] Time Stop 4: Stops time for 1d5 segments

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

[Psi54 Major] Super Breath: CL*SL air dmg to one group (no save)

Dungeon071720 - Dungeon Level 7

Room # 4

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

oil (barrel of); loose masonry; scuttling; footsteps (receding)

Trapped Door, Magic/Psi on the east wall leading to a 35ft. long x 20ft. wide x 5ft. tall hallway.

Sample Names: Safana the holy Shadow Eye (Zip-line); Cesta the byzantine Adolescent Engineer (Lucky Rabbit's Foot)

Rolling Caltrops Trap; DL 7; Search DC 72 (Attack +133 ranged, 70d12 damage)

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

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

19,052gp

cap

Assassin's FLame, 200gp

Obsidian Sandal: +4 level(s) of exceptional Con; 49640gp

Cyan Clay pot: +1hIRN Action(s); 49300gp

DL VII Fine Mind-Flayer-World Elf/Avalons x(180) x[4]

AC 493, HD 4, hullp 55, PR 109% #Att 2, TH ÷ AC/Save DC by 8, random stat dmg 199

Str 43, Dex 57, Con 39, Int 34, Wis 33, Chr 58, 31.5kxp

Has tentacles. Usually psionic., Immune sleep, aging

Prepared effects:

[Psi72 minor] Force Field: +PL current hp

[Psi3½ minor] Dissolving Touch: Your touch deals 4d6 acid damage.

[Psi81 minor] Stretching: Can attack (CL+3)/4 groups per segment without actually entering them

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

[Wiz SL4] Dimensional Anchor : Bars extradimensional movement.

[Psi6N Major] Druid Spells, LVL 7: Get a druid progression of level 7 (max = your level)

[Wiz SL6] Prismatic Sphere 6: 4 Prismatic colors or 2 MultiPrismatic colors (may repeat colors in either mode)

Combat effects:

[Psi19 Major] Bolt of Hatred: CLd6 force dmg to one target (no save)

[Psi29 minor] Lightning Bolt:

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

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

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

[Psi-6N minor] Naturalize: Dispel one non-natural effect (or) Turn off one non-natural item for 1 turn

[Pri SL5] Conjure/Dismiss Normal Elemental: Summons or dismisses a Normal Elemental

Dungeon071720 - Dungeon Level 7

Room # 5

Sitting Room - 25ft. long x 30ft. wide x 50ft. tall

grill; workbench; still; ringing

Ice Door (transparent) on the east wall leading to a 40ft. long x 15ft. wide x 10ft. tall hallway.

Sample Names: Cesta the ignorant Flaming Entity (Magnetic); Vagn Hawkfoot the enigmatic Phantom Hitman (Giga-)

Collapsing Floor Trap; DL 7; Search DC 77 (700 damage, no save)

Passage that (causes/has/or is) Suspends Animation

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

15,285gp

magnet

a large glass of whisky, 8gp

Drab Robe [AT+202] +101 AC/+14 Saves; 1M: Immune to disease; CL 49; SL 7; 45180gp

Blue Flag: +300 Skill Points; 49520gp

DL VII Fine Mind-Flayer-World Giants x(178) x[4]

|AC| 491, HD 8, hullp 50, #Att 12, TH ÷ AC/Save DC by 8, random stat dmg 982

Str 42, Dex 53, Con 25, Int 52, Wis 53, Chr 31, 31.5kxp

Has tentacles. Usually psionic., Minimum size category Large.

Prepared effects:

[Psi3½ Major] Evade Burst: You take no damage from a burst on a successful Reflex save.

[Psi9 Major] Energy Cocoon: Field CH'diam., fly: 7*CH" rate, 7*CH% PsiR

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

[Pri SL6] Resist [E=3 eeement]: Pick an EE=3 eeement, you resist it for 1 hour.

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

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

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

Combat effects:

[Psi12T Major] Mass Sleep: Sleep all creatures (save) in 90'r area

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

[Psi-5 Major] Zombify: Target gets -CL each to Int, Wis, and Chr (save for each point)

[Psi45 Major] Kinetic Bolt: SL*CL/2 Telekinesis dmg and knock back SL*10' (1 target, no save, Str-SL*2 check to avoid knock back)

[Psi14 Major] (no name): [0 action to use] Change form immediately

[Pri SL7] Escape: You Escape from current situation

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

Dungeon071720 - Dungeon Level 7

Room # 6

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

fetters; winch and pulley; breeze, slight, damp; dusty

Teleport Door (other side is far away) on the north wall leading to a 20ft. long x 25ft. wide x 25ft. tall hallway.

Sample Names: Atol Lucansson the ugly Mega- Conglomerate (Nano-); Tirzah the virtuous Prince Hitmen (Car)

Basic Blades Trap; DL 7; Search DC 73 (Attack +140 melee, 30d6 damage)

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

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Mont 2,666gp

funnel

[Shimmering] a -=(mirror)+=-, +5 AC, 350gp

Brownish Doll: Free Spell Focus Feat: Your spells of a school have +2 DC on saves; 49570gp

Multi-colored Eyes [7d8] +143 Th/+143 dmg 17+/x8; 1P: Heals 60% max hp (3 succ); CL 56; SL 7, 56450gp

DL VII Macro-Fine Arctic Outers x(196) x[4]

AC 503, HD 899, stunp 54272, IR 77% #Att 3, TH ÷ AC/Save DC by 56, idmg 198

Str 27, Dex 58, Con 36, Int 49, Wis 57, Chr 31, 31.5kxp

Immune cold. Double dmg from fire., No soul. Dark vision.

Prepared effects:

[Psi4 Major] Actions *1.5: Pick one action type (M, P, V). Your number of actions of that type is multiplied by 1.5

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

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

[Wiz SL4] Stoneskin (2): 4+CL/2 stoneskins; they "leak"

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

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

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

Combat effects:

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

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

[Psi9 Major] Amphibian: [Water Breathing] Sonic Blast:CH*10 dmg

[Psi8 minor] Energy Discharge: 80' line, CL^2 technological dmg (RSW save:½), can power tech items drained of power

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

[Pri SL4] Flame Strike 4: CLd6 holy fire dmg (save:½)

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

Dungeon071720 - Dungeon Level 7

Room # 7

Nest (animal) - 10ft. long x 40ft. wide x 20ft. tall

brazier; rug; bellow (ing); smoky

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

Sample Names: Melesca the irresistible Whirl Lion (Katana); Colgomere the infamous Super Bureau (-mobile)

Inhaled Adamantite Trap; DL 7; Search DC 76 (180 Cml damage, DC 74 Reflex save for 1/3)

Dome that (causes/has/or is) Teleports

[x2] Immortals cannot hear, smell, or sense into this room unless they are actually there; Divine Intervention fails
14,641gp

cask

innocent dreams, +3 AC, 350gp

Rusty Gloves [AT+18] +144 AC/+12 Saves; 1P: Your hair has controlled movement; can do a

"Hair attack" (using your hair's P action) for 1dSL dmg; CL 50; SL 7; 27690gp

Maroon Girdle [AT++4] +121 AC/++14 Saves; 1M: Gain immunity to illusory effects,
+6 bonus on Spot and Search checks.; CL 50; SL 7; 47610gp

DL VII Macro-Fine Post-Apocalyptic/Cybernetic Dragons x(64) x[8]

AC 499, HD 902, hullp 51200, #Att 1, TH ÷ AC/Save DC by 56, random stat dmg 105

Str 27, Dex 46, Con 20, Int 57, Wis 32, Chr 31, 31.5kxp

Class VI Esper Blind, Flys, Breath weapon, dark vision, immune sleep and paralysis.

Prepared effects:

[Psi--2 Major] Energy Command: Pick an element, you resist it; You double resist it

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

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

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

[Pri SL4] Immune [E=1 element]: Pick an E=1 element, you are immune to it for 1 hour. (This immunity does not "spread" into ot

[Psi6E Major] Avenger Lore: Anti-Paladin's abilities of ½ level

[Psi4 minor] Item *1.25: How many of an item exists is multiplied by 1.25 (you need a Grand to duplicate a x2 item)

Combat effects:

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

[Pri SL2] Withdraw: Get 1r of actions per 1s; only cure self & Div {self only}

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

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

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

[Psi30 Major] Ram Touch: 1 hull point damage/succ

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

Dungeon071720 - Dungeon Level 7

Room # 8

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

pentacle; Stalagmites; sobbing; still, warm (or hot)

Void Door (cannot see through doorway) on the east wall leading to a 45ft. long x 10ft. wide x 10ft. tall hallway.

Sample Names: Aldaron the warped Voodoo Scavenger (Zebra); Solenzara the poisonous Terrible Atom (Hook)

Air in room transforms into Elemental Annihilation Trap; DL 7; Search DC 72 (100 Wis damage/s, no save)

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

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

21,380gp

leaves (dry) & twigs

a shot of vodka, 10gp

Leaden Armor, Heavy [AT+150] +64 AC/+13 Saves; 1P: Alter two resistances (or one immunity) to

be of different element(s) (Pick an E factor = original); CL 38; SL 7; 32765gp

Chocolate Wallet: +100 Skill Points; 49170gp

DL VII Large Far-Realm/Ultrablack Oozes x(121) x[5]

AC 493, HD 30, hp 1728, WR 116% #Att 11, TH ÷ AC/Save DC by 56, dmg 494

Str 37, Dex 24, Con 31, Int 37, Wis 35, Chr 36, 31.5kxp

Can damage non-hp totals/scores., No INT. Immune mind-affecting, crits, gazes, illusions, poison, sleep, paralysis, polymorph, an

Prepared effects:

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

[Psi27 Major] Worshipers of Any God: You have an enslaved creature: You gain his hp in permanent hp for the day.

[Pri SL6] Spell Immunity 6: Be immune to 3 spells by name

[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).

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

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

[Psi29 minor] Missile Deflection:

Combat effects:

[Psi-12T minor] Dust Aura: Enemies in your group takes CL dust dmg /s (no save)

[Pri SL5] Neutralize Poison 5: Cure 2 poison effects (reverse causes that many, save for each)

[Psi29 Major] Rainbow Silver effect:

[Psi3½ Major] Ectoplasmic Cocoon: You encapsulate a foe so it can't move.

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

[Psi30 Major] Stun Beam: Astral stunning

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

Dungeon071720 - Dungeon Level 7

Room # 9

Temple - 15ft. long x 50ft. wide x 20ft. tall

steps; tube (piping); updraft, slight; clashing

Mobile Door (door moves around in dungeon) on the south wall leading to a 15ft. long x 10ft. wide x 5ft. tall hallway.

Sample Names: Abkii the amoral Commodore Nine (Moped); Walmac the amoral Mutant Giant (Garrote)

Wall transforms into Elemental Negative Energy / Death Trap; DL 7; Search DC 76 (100 Con damage/s, DC 72 Will save for 1/10)

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

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

26,198gp

dipping water

a shimmering jade earring, +4 AC, 1900gp

Emerald Stone [6d6] +49 Th/+13 dmg 13+/x4; 1M: Fear (save vs.

spell at -CL/3); Fumble (save vs. spell); CL 42; SL 7, 16644gp

Alabaster Longbow, composite [3d6] +195 Th/++4 dmg 18+/x2; 1V: Magic Jar:

Magic Jar (as spell), save at -level; CL 49; SL 7, 42220gp

DL VII Small Ultraplanar/Annihilation Faeries x(138) x[4]

Stun AC 502, HD 13, |hp| 424, MR 623% #Att 6, TH ÷ AC/Save DC by 56, dmg 1476

Str 33, Dex 18, Con 38, Int 28, Wis 55, Chr 53, 31.5kxp

Immune disintegration and annihilation, Overwrite AC to |AC|, Flys, No target.

Prepared effects:

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

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

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

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

[Psi45 minor] Energy Body: Major: You are made of energy; cannot use P actions; resist physical damage

[Wiz SL4] Improved Invisibility : As invisibility, but subject can attack and stay invisible.

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

Combat effects:

[Psi45 minor] Undead Control: Turn Undead at CL=(SL-2)*2

[Psi-12T minor] Dust Aura: Enemies in your group takes CL dust dmg /s (no save)

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

[Psi45 Major] Cold Generation: SL*CL Cold damage (1 group, no save)

[Psi29 Major] Paralysis:

[Pri SL6] Dispel Evil 6: Dispel 2 evil targets (can target the same thing more than once) (save)

[Wiz SL7] Power Word Blind 7: Blinds & stuns a creature if current hp < 80 (no save)

Dungeon071720 - Dungeon Level 7

Room # 10

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

chute; sunken area; sobbing; dusty

Iris Door (seals as a spiral) on the east wall leading to a 25ft. long x 25ft. wide x 20ft. tall hallway.

Sample Names: Oldra the socio-pathic Composite Alien (Mace); Vinuh the intangible Blue Champion (Tricycle)

Summon Monster VII Trap; DL 7; Search DC 71 (Wizard CL 14, DC 73 Reflex save for half)

Force Field that (causes/has/or is) Talks - Spell Casting

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

43,038gp

spiders

a T'cchallan Battle Axe, axe, 1d2 (1), 14gp

Amulet of PsiR (per 5%), 34270gp

Cinnamon Amulet [AT+21] +49 AC/+11 Saves; 1V: Gains +1(+5%)*LVL on 1 action; CL 44; SL 7; 15235gp

DL VII Fine Dead-Timeline/Looporal Artifacts x(147) x[5]

[AC] 501, HD 3, hullp 54, RR 156% #Att 2, TH ÷ AC/Save DC by 56, random stat dmg 197

Str 39, Dex 46, Con 52, Int 40, Wis 18, Chr 57, 31.5kxp

Reality/Loop stable., Ego Score, Can dominate things.

Prepared effects:

[Psi6G Major] Field of Disjunction: Destroys evil creatures/magic items (save); 1 attempt per round

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

[Psi81 minor] Damage Reduction, Physical, 25%: Take x0.75 damage from physical attacks

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

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

[Pri SL6] Forbiddance : Denies area to creatures of another alignment.

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

Combat effects:

[Wiz SL7] Magic Missile 7: (CL+1)*7/2 missiles, each does 1d4+1 force dmg (no save)

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

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

[Psi29 Major] Insanity Ray:

[Psi54 Major] Psychic Will: Wall of Force

[Psi14 Major] (no name): [0 action to use] Change form immediately

[Psi9 Major] Suspension: Temporal Stasis (save)

Dungeon071720 - Dungeon Level 7

Room # 11

Map Room / Cartography - 45ft. long x 45ft. wide x 15ft. tall

wire; coal; ringing; dank, mouldy smell

Revolving/Swinging Door on the south wall leading to a 40ft. long x 15ft. wide x 25ft. tall hallway.

Sample Names: Balok the tone-deaf Brain Spider (Crowbar); Cardolan the abusive Morphin' Finger (Gateway)

Contact Mist Trap; DL 7; Search DC 72 (480 damage, no save)

Vegetation that (causes/has/or is) Treasure hidden by Illusion (to change or hide appearance)

[x2] Room is permanently/continuously ****Cursed**** (Ancient Foul Cursed)ed, only creatures immune or bubbled against it can fu
27,410gp

quill pen

Abuse, 30gp

Pearl of Power (/die), 9420gp

Mierest's Starlit Sphere, 7340gp

DL VII Diminutive Mirror-Universe Giants x(133) x[8]

AC 503, HD 8, hp 714, IR 106% #Att 4, TH ÷ AC/Save DC by 56, dmg 99

Str 42, Dex 59, Con 48, Int 32, Wis 23, Chr 24, 31.5kxp

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

Prepared effects:

[Psi16 Major] Golem Form: Metagolem: Immune lightning; 1M: Fireball; 1M: Major Missile

[Psi6G Major] Spare Silver Cord: Have an extra Silver Cord (can raise multiple times)

[Wiz SL3] Blink (DM): 0, 1/r: Blink; The location is not random (caster has control). If you blink away after meleeing with a creati

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

[Psi4 minor] Damage *1.25: Damage with one physical weapon is multiplied by 1.25

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

[Pri SL6] Resist [E=6 element]: Pick an E=6 element, you resist it for 1 hour.

Combat effects:

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

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

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

[Wiz SL6] Wacky Ball 6 / Normal / ½: Ld12, save: ½

[Psi54 Major] Air Animation: Summon a DL=SL Air Elemental

[Psi29 Major] Deflection:

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

Dungeon071720 - Dungeon Level 7

Room # 12

Antechamber (Entry room into larger room) - 30ft. long x 35ft. wide x 30ft. tall

firepit; torches; squealing; still, very chill

Unusual Material Door on the south wall leading to a 40ft. long x 20ft. wide x 15ft. tall hallway.

Sample Names: Nerian Attorsson the unethical Countess Network (Nullifier); Darielle the double-talking Compu- Lightning (Staff)

Well-Camouflaged Spears Trap; DL 7; Search DC 76 (Attack +119 melee, 70d2 Chr damage)

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

[x2] Ultraplanar beings cannot taste, hear, or sense into this room unless they are actually there; Divine Intervention fails
9,546gp

club, splintered

shadowy handprints, +2 AC, 0gp

Ring of Protection from Undead, 28340gp

Ruddy Sketch pad: +4 level(s) of exceptional Dex; 49310gp

DL VII Macro-Fine Arctic Artifacts x(29) x[4]

AC 503, HD 897, hullp 56320, WR 553% #Att 2, TH ÷ AC/Save DC by 56, random stat dmg 295

Str 49, Dex 39, Con 53, Int 21, Wis 58, Chr 43, 31.5kxp

Immune cold. Double dmg from fire., Ego Score, Can dominate things.

Prepared effects:

[Psi18 Major] Magnetic Ctrl: Shield: Shield vs. Energy/Physical, 100*LVL hp

[Pri SL6] Protection from Fire 6: Stop the next CL*20 fire dmg

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

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

[Wiz SL3] Blink (DM): 0, 1/r: Blink; The location is not random (caster has control). If you blink away after meleeing with a creati

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

[Psi6G minor] Fortitude: Target cannot lose sanity for the day; +7 mental saves for the day

Combat effects:

[Psi12T Major] Mass Sleep: Sleep all creatures (save) in 90'r area

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

[Psi12T Major] Dispel Illusion: Dispel Illusion (or) Dispel Invisibility

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

[Wiz SL3] Dispel Magic 3: Dispel 1 magic effect

[Wiz SL7] Immediate Monster Summoning VII: Summons a DL V monster without summoning sickness

[Psi29 Major] Beam (Wall) of Force:

Dungeon071720 - Dungeon Level 8

Room # 1

Treasure Room - 15ft. long x 40ft. wide x 35ft. tall

mosaics; phial; clanking; manure smell

Void Door (cannot see through doorway) on the east wall leading to a 45ft. long x 10ft. wide x 15ft. tall hallway.

Sample Names: Thammuz the vicious Gorilla Flight (Super-goobers); Calut the secretive Dark Plunderer (Trick)

Hail of Caltrops Trap; DL 8; Search DC 86 (Attack +72 melee, 40d30 Con damage)

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

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

14,129gp

scorch marks

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

Ring of Mammal Control, 12320gp

Carnelian Staff [5d20] +15 Th/+63 dmg 16+/x5; 1P: Command (as spell), except can use 2 words; CL 58; SL 8, 22587gp

DL VIII Tiny Time/Temporal Immortals x(98) x[6]

iAC 644, HD 12, hullp 2272, ER 178% #Att 10, TH ÷ AC/Save DC by 72, idmg 388

Str 30, Dex 46, Con 36, Int 37, Wis 62, Chr 54, 75kxp

Time/Reality stable., Unaging

Prepared effects:

[Psi-6G Major] Fury †: 1bM: Troll regen 1/10 of max hp (round down) /s; Immune to Put Out of Misery / Coup de Grace

[Pri SL5] Protection from Fire 5: Stop the next CL*16 fire dmg

[Wiz SL8] Second Level Magic-User Spells (DM2): Can cast one 2nd Level Wizard spell per round as Z action

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

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

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

[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

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

Combat effects:

[Pri SL7] Gate: Connects two planes for travel or summoning.

[Wiz SL5] Enslave Monster: As Charm Monster, except the effect cannot be thrown off by being damaged, and there is no daily s

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

[Wiz SL5] Wall of Force: The wall only stops spell effects, hurled objects, and breath weapons. People and psionic effects can pa:

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

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

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

[Psi29 minor] Blindness:

Dungeon071720 - Dungeon Level 8

Room # 2

Empty (completely clean) - 35ft. long x 45ft. wide x 20ft. tall

ramp; hourglass; tapping; giggling (faint)

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

Sample Names: Nechtan Boarfoot the hostile Time Conundrum (Web); Dorn the jocular Dawn Mane (Genetic engineering)

Camouflaged Spears Trap; DL 8; Search DC 88 (Attack +104 ranged, 30d6 damage)

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

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Reset
50,375gp

sticks

a pair of white kid gloves, +3 AC, 350gp

Beige Armor, Heavy [AT+127] +65 AC/+122 Saves; 1Z: Breath weapon is once per 3

rounds. Choose a normal (EE=1) element. Breath = (CL+1)d(CL*2+2).; CL 51; SL 8; 44925gp

Chocolate Bottle: +4slowlQQC' Action(s); 64460gp

DL VIII Fine Monster-classes Leeches x(52) x[6]

iAC 644, HD 8, hp 69, WR 91% #Att 1, TH ÷ AC/Save DC by 72, dmg 1286

Str 28, Dex 60, Con 55, Int 55, Wis 23, Chr 36, 75kxp

Has Master Monster picks, 0, 1/half segment: Remove a SEL=DL status effect.

Prepared effects:

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

[Psi100 Grand] Preservation: 1=Preserve,2=Trap Soul,5=Permanency,7=Stasis; affects 2+CL/9 groups

[Psi-9 Major] Self-Transformer: Polymorph Self

[Pri SL6] Goodberry 6: Creates 24 goodberries

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

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

[Psi4 minor] Ability Score *1.25: Choose one ability score. New score = (old score - 10) * 1.25 + 10

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

Combat effects:

[Psi5 Major] Telekinesis: Telekinesis (weight limit=level+1 tons)

[Psi6G Grand] Third Level Priest Spell: Cast one 3rd level Priest spell at CL = 50

[Psi30 Grand] Confusion: Confusion (as spell)

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

[Pri SL7] Cureall: Cure all dmg + remove all non-divine ailments

[Psi--2 minor] Double [C]: Doubles a harmful [C] section effect; Becomes capital lettered

[Psi7 Major] (no name): Wither limbs (like a Sharpness effect) (CL-3 PP saves, each missed save is one lost limb)

[Psi0 Grand] Storm Hammer: One attack: Target takes KiL*10' falling damage

Dungeon071720 - Dungeon Level 8

Room # 3

Dining / Feast Hall - 10ft. long x 40ft. wide x 45ft. tall

divan; chute; snapping; laughter

Bronze Door, Normal on the east wall leading to a 10ft. long x 10ft. wide x 5ft. tall hallway.

Sample Names: Rox the fearless Bee -streak (Chronal); Mochan the omnivorous Star Albino (Bike)

Razor-Wire Doorknob Trap; DL 8; Search DC 87 (240 damage, DC 83 Reflex save for 1/3)

Furnishings that (causes/has/or is) Collapsing

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

626gp

corn extract

an aloe plant, 'cure critical' 'cure critical' 'shield' 'reserved', 350gp

Red Shield [ATx7] ++3 AC/+12 Saves; 1P: Can be any Normal/Para/Quasi Eele; CL 32; SL 8; 35760gp

Alabaster Pipes: Free Native Bird [Vermin Multiverse] Familiar; 65030gp

DL VIII Gargantuan Nightmare-Dimension Weirds x(158) x[6]

Stun AC 649, HD 136, stunp 8448, #Att 14, TH ÷ AC/Save DC by 9, dmg 769

Str 41, Dex 49, Con 65, Int 56, Wis 57, Chr 42, 75kxp

ER DL*5%, Immune critical hits, poison, sleep, paralysis, stunning. Has no soul.

Prepared effects:

[Psi-3 Major] Outcarnate: One anti-psionic effect is permanent.

[Psi23 Major] Wight Cloud: Energy drains unnatural creatures

[Wiz SL6] No Save: The next spell you cast does not have a saving throw

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

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

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

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

Combat effects:

[Psi-6G Major] Protector †: 1bM: Target gains 30 max hp (he does gain the 30 current hp too when this power is used)

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

[Pri SL7] Cureall: Cure all dmg + remove all non-divine ailments

[Psi29 Major] Flesh to Stone:

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

[Psi100 Grand] Death Stare: Death or Stun 2d4r (if over 2*level HD) (Fort save); affects 2+CL/9 groups

[Psi10 Major] Freeze: Target takes (4+CL/3)d6 cold dmg (save:½)

[Pri SL5] Insect Plague : Insect horde limits vision, inflicts damage, creatures flee.

Dungeon071720 - Dungeon Level 8

Room # 4

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

table; steps; groaning; sneezing

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

Sample Names: Selakiir the bombastic Brain Terror (Tube); Myrskyla the antagonistic Random Brotherhood (Rickshaw)

Razor-Wire Brick Trap; DL 8; Search DC 81 (240 Dex damage, no resistance)

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

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Year

5,301gp

large rug

Flowing Robe, +2 AC, 500gp

Belt of Many Pockets: (Waist) Belt of 64 pockets, each of which can hold up to 10 lbs or 1 cubic foot, yet remain weightless. A pocket can safely hold the wearer's Familiar. While within, the familiar does not need food, water, or air. These benefits only apply

Iridescent Armor, Medium [AT+232] +8 AC/+63 Saves; 1P: [pick R,M,P,I] Deflection CL*5%; CL 40; SL 8; 42005gp

DL VIII Diminutive Nightmare-Dimension Leeches x(38) x[4]

iAC 655, HD 6, ihp 140, MR 153% #Att 13, TH ÷ AC/Save DC by 72, idmg 769

Str 46, Dex 66, Con 41, Int 30, Wis 37, Chr 38, 75kxp

ER DL*5%, 0, 1/half segment: Remove a SEL=DL status effect.

Prepared effects:

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

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

[Psi24 Major] Level: other out of group: Get a "Level:" ability (your level or less) in class in any group (can take multiple times)

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

[Pri SL6] Resist Fire/Resist Cold 6: Take -70% dmg vs. fire or cold

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

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

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

Combat effects:

[Psi--2 Grand] Grand Acidify: CLd20 acid damage; Use d30's

[Psi54 minor] Vampirism: Target gets SL/2 negative levels (energy drain, no save), you gain CL*SL hp (not above max)

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

[Psi1 Major] Magic Jar: Magic Jar (as spell), save penalty -1/level

[Psi45 minor] Weakness Creation: Add SL/2 instances of a Vulnerability to something (medium scale: a school, an element, etc.)

[Wiz SL2] Lightning Bolt 2: CLd4 lightning dmg to a group (save:½)

[Pri SL3] Cure Disease: Cures Disease

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

Dungeon071720 - Dungeon Level 8

Room # 5

Wine Cellar - 5ft. long x 25ft. wide x 30ft. tall

fresco (painting); barrel; foggy; still

Locked Door, Mechanical on the north wall leading to a 45ft. long x 15ft. wide x 5ft. tall hallway.

Sample Names: Vephar the horrible Monsieur Queen (Portal); Vadalma the tone-deaf Mud Pack (Pickup Truck)

Injected Force Trap; DL 8; Search DC 84 (280 Con damage, no resistance)

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

[x2] Room is permanently/continuously Blinded, only creatures immune or bubbled against it can function here.
2,292gp

mushroom spores

[>-* Snowdrop *-<], 'frost breath', 300gp

Magenta Balloon: Free Evolved Human Familiar; 64830gp

Sea-green Javelin [6d8] +226 Th/+169 dmg 12+/x6; 1M: Charm Person (make CL saves); CL 52; SL 8, 74000gp

DL VIII Large Swamp Giants x(156) x[4]

AC 641, HD 37, hp 2144, PR 92% #Att 4, TH ÷ AC/Save DC by 72, idmg 1928

Str 64, Dex 64, Con 23, Int 59, Wis 37, Chr 52, 75kxp

Has mtg B spells, Minimum size category Large.

Prepared effects:

[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 SL5] Anti-Radioactive Shell:

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

[Psi27 Major] Priests of Any God: You have an enslaved Priest: You gain his Priest memorization for the day.

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

[Wiz SL7] Anti-Psionic Shell:

[Pri SL5] Antiplant Shell: Keeps out plants

Combat effects:

[Wiz SL7] Insanity : Subject suffers continuous confusion.

[Pri SL8] Flame Strike 8: CLd14 holy fire dmg (save:½)

[Psi1 Major] Improved Invisibility: Invisibility but can attack and remain Invis.

[Wiz SL6] Death Spell 6: Slay 6d12 HD of creatures (save)

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

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

[Psi54 Major] Super Breath: CL*SL air dmg to one group (no save)

[Psi29 Grand] Power Bolt LVld8:

Dungeon071720 - Dungeon Level 8

Room # 6

Fountain/Pool Room - 50ft. long x 40ft. wide x 50ft. tall

stall or pen; bunks; acrid smell; chirping

Flesh Door on the north wall leading to a 50ft. long x 10ft. wide x 15ft. tall hallway.

Sample Names: Beless the manipulative Delta Reserve (Paddleboat); Leonide Gavrilski the egotistical Death Woman (Cloud)

Contact Anti-Loop Trap; DL 8; Search DC 83 (960 damage, no save), (multiple targets)

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

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Mont
11,162gp

tankard

a pair of ACME rocket skates, +1 AC, 125gp

Scarab: [x1] Get an InnateR roll versus a special effect that offers no blahR; +5% irrInnR., 155240gp

Rian's Thymus: +10 to Wis; 1M: Summon a DL III Crab, when he dies, you
get ½M you can use before the end of the round. ; CL 51; SL 8; 64170gp

DL VIII Macro-Fine Random(ite) Hounds x(203) x[6]

AC 651, HD 1030, ihp 66560, CR 160% #Att 1, TH ÷ AC/Save DC by 72, random stat dmg 1284

Str 65, Dex 48, Con 49, Int 36, Wis 53, Chr 51, 75kxp

Has high frequency sampling, Has 4 legs, and at least 1 head

Prepared effects:

[Psi81 Major] Shape Shift: Polymorph Self

[Pri SL6] Protection from Fire 6: Stop the next CL*20 fire dmg

[Psi-6G Major] Warp Time †: 1bM: Double AC vs. missiles; Resist breath weapons and area effects

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

[Psi7 minor] (no name): Need not breathe

[Psi45 Major] Body Coating: 5*SL hp Armor spell, self only, stacks with the (Wizard) Armor spell

[Psi100 Major] Psionic Cage: Reverse Wards (no one can leave)

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

Combat effects:

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

[Wiz SL6] Power Word Blind 6: Blinds & stuns a creature if current hp < 40 (no save)

[Psi-6G minor] Lightning: Target takes (CL+2)d6 holy lightning dmg (save: ½)

[Pri SL7] Neutralize Poison 7: Cure 4 poison effects (reverse causes that many, save for each)

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

[Wiz SL2] Lightning Bolt 2: CLd4 lightning dmg to a group (save:½)

[Psi45 minor] Weakness Creation: Add SL/2 instances of a Vulnerability to something (medium scale: a school, an element, etc.)

[Wiz SL8] Feeblemind 8: -40 mental stat points (randomly distributed in packets of 5) (save per packet)

Dungeon071720 - Dungeon Level 8

Room # 7

Antechamber (Entry room into larger room) - 45ft. long x 35ft. wide x 10ft. tall

cupboard; curtain; hooting; "Bleah!" (off in the distance)

Bronze Door, Normal on the north wall leading to a 10ft. long x 20ft. wide x 15ft. tall hallway.

Sample Names: Ardan the violent Madame Razor (Saw); Hacathra the repugnant White Rocket (Tube)

Tripping Deathblades Trap; DL 8; Search DC 83 (Attack +16 ranged, 20d8 damage)

Machine that (causes/has/or is) Gaseous

[x2] Room is permanently/continuously **Cursed** (Ancient Foul Cursed)ed, only creatures immune or bubbled against it can fu
59,954gp

iron symbol

a strange portal, 0gp

Rian's Cocyx bone: +25 to Int; 1Z: Summon two DL I Goblins (same group). Storm (When you

cast this spell, fork it for each spell cast before it this segment.); CL 56; SL 8; 64660gp

Amethyst Bracers [AT+262] +11 AC/+145 Saves; 1M: Shield vs. physical/energy 1000*LVL hp; CL 44; SL 8; 57560gp

DL VIII Tiny Warrior-classes Kobolds x(165) x[8]

AC 642, HD 7, hullp 260, #Att 9, TH ÷ AC/Save DC by 72, idmg 1927

Str 24, Dex 30, Con 24, Int 54, Wis 53, Chr 59, 75kxp

Has warrior picks, Can overbear in numbers.

Prepared effects:

[Psi9 minor] Resistance to Psionics: CH*5% Psionic Resistance (adj.@12th)

[Psi4 Grand] Money *2: How much money you get in dungeon is multiplied by 2 (only affects you, not whole party)

[Pri SL5] Spell Immunity 5: Be immune to 2 spells by name

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

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

[Wiz SL8] Tenser's Transformation 8: +150% of max hp to current hp, +4 TH melee

[Psi8 Grand] Anti-Technological Shell: Reduce all technological objects within 30' by -CL TechL (min TechL=0)

[Psi45 minor] Reflection: MPIWReflection 5*SL%

Combat effects:

[Psi2 minor] Invincible Foes: Next hit drops target 1t; --

[Psi30 Grand] Stun Blast /Sleep: Astral stunning

[Pri SL6] Conjure/Dismiss Para Elemental: Summons or dismisses a Para Elemental

[Psi2 minor] Cause Sleep: Sleep (save); No memory of sleep

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

[Psi29 Grand] Escape:

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

[Pri SL3] Bestow Curse : -6 to an ability; -4 on TH/saves/checks; or 50% lose action

Dungeon071720 - Dungeon Level 8

Room # 8

Privy/Secret - 30ft. long x 35ft. wide x 30ft. tall

sconce, wall; chime(s); footsteps (approaching); bong

Intelligent Door, might have ego score on the south wall leading to a 15ft. long x 20ft. wide x 15ft. tall hallway.

Sample Names: Ibaymma the lazy Karate Brain (Golden); Rewen the excessive Prince Glider (Mutant)

Burning Container Trap; DL 8; Search DC 86 (160 damage, no resistance), (multiple targets)

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

[x2] Room is permanently/continuously ****Cursed**** (Ancient Foul Cursed)ed, only creatures immune or bubbled against it can fu
50,641gp

cupboard

an amber potion, 'cure light' 'armor' " ", 15gp

Rian's Femur bone: +27 to Chr; 1F: Entire party (incl. summons

and henchmen) get +1QS action this segment. ; CL 64; SL 8; 64620gp

Cyan Blutgening Weapon [8d20] +10 Th/++3 dmg 19+/x3; 1Z: Heals 60% max hp (3 succ); CL 52; SL 8, 11574gp

DL VIII Huge Random(ite) Faeries x(161) x[7]

|AC| 644, HD 69, hullp 4480, PR 155% #Att 13, TH ÷ AC/Save DC by 72, random stat dmg 519

Str 32, Dex 57, Con 39, Int 27, Wis 59, Chr 53, 75kxp

Has high frequency sampling, Overwrite AC to |AC|, Flys, No target.

Prepared effects:

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

[Pri SL8] Antimagic Field : Negates magic within 10 ft.

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

[Psi3½ Major] Inertial Barrier: Gain DR 5/-.

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

[Psi45 minor] Mental Invisibility: Improved Invis.: it's +SL AC instead of +4

[Psi-12L minor] Hold Life: Immune to XP/Stat Drain; Immune Aging

[Pri SL5] Spell Immunity 5: Be immune to 2 spells by name

Combat effects:

[Psi-6N Major] Child of Gaea: Target becomes Int=3, Wis=3, Chr=3, CL=0 (no save) for CL days

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

[Psi-2 Major] Acidify: (level)d6 acid dmg (save:½); (2*level)d6 acid damage

[Psi29 Grand] Prismatic Beam (Spray):

[Psi6G Major] Second Level Priest Spell: Cast one 2nd level Priest spell at CL = 40

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

[Psi6E Major] Gaseous Discharge: Stinking Cloud/Vampiric Mist/others?

[Wiz SL7] Reverse Gravity : Objects and creatures fall upward.

Dungeon071720 - Dungeon Level 8

Room # 9

Pantry - 10ft. long x 20ft. wide x 40ft. tall

statue; cressets; hazy; misted

False Door on the east wall leading to a 35ft. long x 15ft. wide x 20ft. tall hallway.

Sample Names: Kylona the jocular Sand Plague (Dagger); Orontes the bombastic Fatal Swarm (Capsule)

Injected Positive Energy / Life Trap; DL 8; Search DC 83 (300 Dex damage, no resistance)

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

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Day
42,692gp

branding iron

a fancy bone bed, 0gp

Azur Gauntlets [AT+232] +143 AC/x5 Saves; 1Z: May construct your tech items using

"Unusual Materials" chart, this may have odd effects; CL 44; SL 8; 66765gp

Bright Clothes: All your Custom classes use the "set XP table"(3kxp

at 2nd, doubles til 9th,600kxp at 10th,+300kxp per level afterward).; 64420gp

DL VIII Titanic Swamp Spirit-of-the-Lands x(44) x[6]

|AC| 655, HD 513, stunp 35328, PR 118% #Att 14, TH ÷ AC/Save DC by 72, random stat dmg 520

Str 37, Dex 37, Con 24, Int 63, Wis 47, Chr 47, 75kxp

Has mtg B spells, Incorporeal

Prepared effects:

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

[Psi-9 Major] Molecular Maintainer: Resist Disruption; Immune Disintegration

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

[Psi24 Major] Level: early 9: Get a "Level:" ability in your class 9 levels early (this can be taken multiple times)

[Pri SL5] Immune [E=2 element]: Pick an E=2 element, you are immune to it for 1 hour. (This immunity does not "spread" into ot

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

[Psi4 Grand] Damage *2: Damage with one physical weapon is multiplied by 2

[Psi0 Major] Focus: Stay Conscious: Stay Conscious at negative hp; X = -(current hp)/2, round up

Combat effects:

[Psi100 Major] Telekinesis: Telekinesis CL*10' falling dmg (assuming size M); affects 2+CL/9 groups

[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

[Psi100 Major] Dispel Exhaustion: Mental Surgery (1) but all in psi link affected

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

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

[Psi18 Grand] Worm: 1 target: Mental & Physical Domination (save)

[Pri SL4] Blade Barrier 4: 6d6 dmg wall (shards)

[Psi29 Major] Control Body (Psi2):

Dungeon071720 - Dungeon Level 8

Room # 10

Barracks / Quarters - 30ft. long x 20ft. wide x 40ft. tall

wood billets (shelf beds); charcoal bin; footsteps (receding); dank, mouldy smell

Trapped Door, Mechanical on the east wall leading to a 5ft. long x 20ft. wide x 15ft. tall hallway.

Sample Names: Kinither the unloved Dare- Hitmen (Saucer); Flande the maleficent Wing -stroke (Biotechnology)

Injected Solid Neutronium Trap; DL 8; Search DC 81 (420 damage, no save)

Idol that (causes/has/or is) Gaseous

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

23,881gp

straw mattress

an oaken door, Ogp

Pearly Necklace [AT+15] +11 AC/++13 Saves; 1P: Blink 10'/level each

round (no action after 1st); CL 46; SL 8; 30040gp

Beige Shield [AT+88] +9 AC/+99 Saves; 1M: Assassin's abilities of ½ level; CL 64; SL 8; 32070gp

DL VIII Macro-Diminutive Arctic Familiars x(179) x[5]

AC 652, HD 16408, hp 1.5E+5, WR 124% #Att 13, TH ÷ AC/Save DC by 72, dmg 263

Str 44, Dex 36, Con 49, Int 29, Wis 59, Chr 22, 75kxp

Immune cold. Double dmg from fire., Familiar Immunity

Prepared effects:

[Psi12T Major] Magic Resistance: Level*5% MR

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

[Psi18 Major] Telepathy: Psych. Lockpick: -LVL*10% reducible PsiR, +LVL Chr:Presence

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

[Psi10 Major] Mental Guard: Imm. Charm, Confusion, Fear, Feeblemind, Possession, Soul Trap, Suggestion

[Wiz SL2] Fire Shield 2: Anyone who melees with you takes 25% dmg back

[Psi16 Major] Golem Form: Metagolem: Immune lightning; 1M: Fireball; 1M: Major Missile

[Pri SL8] Goodberry 8: Creates 32 goodberries

Combat effects:

[Pri SL5] Neutralize Poison 5: Cure 2 poison effects (reverse causes that many, save for each)

[Psi12C Grand] Summon Chaotic Creature: Gate (as spell) for Chaotic creature or for an Earth or Fire Elemental

[Pri SL3] Dispel Magic 3: Dispel 1 magic effect

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

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

[Psi--2 minor] Double [C]: Doubles a harmful [C] section effect; Becomes capital lettered

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

[Psi81 Grand] Suppress: Target cannot use a particular power (no save)

Dungeon071720 - Dungeon Level 8

Room # 11

Game Room - 20ft. long x 20ft. wide x 50ft. tall

votive light/candle; sideboard (china closet); urine smell; chanting

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

Sample Names: Sheikh the socio-pathic Adolescent Hurricane (Truck); Aart Staffthruster the revolting Mad Midget (Blimp)

Chaos Storm Trap; DL 8; Search DC 86 (Psionist CL 16, DC 84 Will save to negate)

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

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Round 41,885gp

metal rod

a strange amulet, 1gp

Rian's Phalanx bone: +7 to ML; 1Z: Summon a DL VI Rhino Soldier that at the beginning of each segment, you may copy it if you control a blue item or creature. The copies have the copy ability.; CL 46; SL 8; 64150gp

Rian's Teres major muscle: +20 to CL; 1V: 1S: 1d8+LVL light dmg and expended.; CL 65; SL 8; 64910gp

DL VIII Huge Arctic Oozes x(116) x[6]

Stun AC 645, HD 536, hp 4352, #Att 6, TH ÷ AC/Save DC by 72, idmg 135

Str 29, Dex 38, Con 66, Int 50, Wis 29, Chr 57, 75kxp

Immune cold. Double dmg from fire., No INT. Immune mind-affecting, crits, gazes, illusions, poison, sleep, paralysis, polymorph, i

Prepared effects:

[Wiz SL4] Dimensional Anchor : Bars extradimensional movement.

[Psi54 Major] Flame Being: Fire Shield (SL*10% damage back to attacker); Deal +SL fire dmg with melee attacks

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

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

[Wiz SL8] Second Level Magic-User Spells (DM2): Can cast one 2nd Level Wizard spell per round as Z action

[Psi27 minor] Graver Company: Negative Plane Protection; Immune to Str/Dex/Con loss; vulnerable to Holy

[Wiz SL3] Blink (DM): 0, 1/r: Blink; The location is not random (caster has control). If you blink away after meleeing with a creati

[Psi27 Major] Armor Ceremony: Pick Physical, Magical, Psionic, or Innate. You take 1/10 dmg from that source.

Combat effects:

[Pri SL6] Hold Person/Monster 6: Hold 8 person or 6 monster targets (save)

[Pri SL8] Remove Curse 8: Cure 5 curse effects (reverse causes that many, save for each)

[Psi100 Grand] Severance: Save; stops use of any 1 ability in creature; affects 2+CL/9 groups

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

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

[Psi27 minor] Grace: Target stops fighting and will not attack again unless attacked (save)

[Psi6G minor] Self-Sacrifice: All others can Escape but deva is left behind

[Wiz SL7] Plane Shift : Up to eight subjects travel to another plane.

Dungeon071720 - Dungeon Level 8

Room # 12

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

bottle; Walls of Flesh; salty, wet smell; knocking

Loop Door (goes to another timeline) on the west wall leading to a 45ft. long x 20ft. wide x 25ft. tall hallway.

Sample Names: Ingi the Mace the violent Wild Inferno (Spike); Gilesia the puerile Composite Nine (Laser)

Room transforms into Elemental Pyre Trap; DL 8; Search DC 87 (450 Con damage/s, no resistance)

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

[x2] Ultraplanar beings cannot smell, feel, or sense into this room unless they are actually there; Divine Intervention fails
60,634gp

drapes

a Beautiful Single White Rose, +1 AC, 100gp

Antidote Cup (Neutralizes Poisons; Purify Drink), 46650gp

Alabaster Longsword [8d8] +121 Th/++15 dmg 15+/x5; 1P: Disease (SL saves); CL 36; SL 8, 58890gp

DL VIII Diminutive Space Giants x(54) x[8]

AC 643, HD 3, ihp 136, #Att 3, TH ÷ AC/Save DC by 9, idmg 769

Str 33, Dex 50, Con 34, Int 54, Wis 43, Chr 46, 75kxp

Immune hostile environments, Minimum size category Large.

Prepared effects:

[Psi1 Major] Shape Alteration: W=weight/1000, Polymorph Self (as spell)

[Wiz SL8] Clone: Clone

[Pri SL4] Resist Fire/Resist Cold 4: Take -60% dmg vs. fire or cold

[Psi14 Grand] (no name): Your gaze causes Charm (no save, IR)

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

[Pri SL5] Resist Fire/Resist Cold 5: Take -65% dmg vs. fire or cold

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

[Pri SL5] Golem: Makes a golem (you need raw materials)

Combat effects:

[Psi12T Major] Dispel Illusion: Dispel Illusion (or) Dispel Invisibility

[Psi7 Major] (no name): Summon a DL IV Undead

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

[Psi3½ minor] Daze, Psionic: Humanoid creature of 4 HD or less loses next action.

[Psi6E Major] Blackfire: Polymorph Any Object to Ashes (6d10 Hp)

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

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

[Wiz SL7] Crap: Target is crapped (Will save)

Dungeon071720 - Dungeon Level 9

Room # 1

Workshop - 15ft. long x 10ft. wide x 15ft. tall

pillory; Bridge, Swinging (like a swing); smoky; hooting

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

Sample Names: Oltin the anarchic Comet Shield (Electro-); Detho the unpleasant Shadow Mane (Glue)

Inhaled Steam Trap; DL 9; Search DC 93 (480 idamage, no save)

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

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

80,671gp

belt

a dark blue sash with a purple insigni, +2 AC, 400gp

Greenish Amulet [AT+204] +255 AC/+18 Saves; 1F: Physical attacks that do less

than SL*2 dmg to you do nothing; CL 72; SL 9; 68675gp

Ebony Flag: All your Custom classes use the "set XP table"(3kxp

at 2nd, doubles til 9th,600kxp at 10th,+300kxp per level afterward).; 81890gp

DL IX Macro-Tiny Synnibarr Leechs x(220) x[4]

iAC 812, HD 4610, ihp 3.4E+5, CR 127% #Att 15, TH ÷ AC/Save DC by 90, iidmg 8104

Str 42, Dex 50, Con 58, Int 40, Wis 32, Chr 20, 132kxp

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

Prepared effects:

[Pri SL9] Shapechange : Transforms you into any creature, and change forms once per round.

[Psi10 Major] Memory Protection *: Immune to Memory stealing, mind reading, Capital E Extract

[Psi-12L Major] Globe of Low Resistance: Immune to SL 0-2 (all types), Resist SL 3-4 (all types)

[Pri SL5] Protection from Fire 5: Stop the next CL*16 fire dmg

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

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

[Psi7 Grand] (no name): Immunity to energy drain and negative levels

[Psi6N Grand] Null Field 4: All spells of SL 4 or higher don't work in 100'r

[Psi9 minor] Poison Claws: CHd4 damage poison in fingernails (save)

Combat effects:

[Wiz SL9] Dispel Exhaustion 9: Restore 96% of dmg taken, get an Original Haste 9 for 1 round

[Pri SL5] Wall of Thorns : Thorns damage anyone who tries to pass.

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

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

[Psi6N Major] Reverse Magic: Casts reverse of spell, N=SL of spell (max = your level/2)

[Psi60 Grand] Nether Bolt: LVL*10 dmg Nether, vile damage

[Psi-12C minor] Dispel Radiation/Tech: Dispel one Radioactive, Wild/Chaos, or Technological effect

[Wiz SL9] Power Word Stun 9: Stuns a creature if current hp < 320 (no save)

[Pri SL7] Command 7: Target makes 7 saves, each missed save allows 1 word for a command to be given

Dungeon071720 - Dungeon Level 9

Room # 2

Refectory (Monestary Dining Room) - 40ft. long x 35ft. wide x 35ft. tall

couch; Bridge, Swinging (like a swing); dusty; earthy smell

Brass Door, Normal on the west wall leading to a 10ft. long x 15ft. wide x 20ft. tall hallway.

Sample Names: Maerlus the sophisticated Moon Turtle (Electrocution); Kren the intangible Composite Wonder (Wheel)

Fusillade of Deathblades Trap; DL 9; Search DC 93 (Attack +108 ranged, 80d8 idamage), (multiple targets)

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

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

24,694gp

hamper

a pair of blue gloves, +1 AC, 10gp

Nut-brown Greatsword [3d4] +12 Th/+196 dmg 20+/x6; 1P: 1 target: unc. (save), no psi (save); CL 38; SL 9, 40690gp

Rian's Rectus abdominis muscle: +3 to Chr; 1M: 1bM: Damage that would put you below 1 hp this segment puts you at 1 hp ; CL 60; SL 9; 81750gp

DL IX Colossal Outer-CG Insects x(131) x[6]

Stun AC 828, HD 297, [hp] 20992, #Att 9, TH ÷ AC/Save DC by 90, idmg 169

Str 48, Dex 44, Con 27, Int 41, Wis 43, Chr 23, 132kxp

Immune acid, cold, petrification. Resist electricity and fire. Protection from evil continuous. Tongues at will., No INT. Dark vision.

Prepared effects:

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

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

[Psi81 Grand] Damage Reduction, Physical, 75%: Take x0.25 damage from physical attacks

[Pri SL9] Shapechange : Transforms you into any creature, and change forms once per round.

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

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

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

[Psi14 Major] (no name): Immune disease and poison

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

Combat effects:

[Psi29 Major] Rainbow Silver effect:

[Pri SL2] Treat Moderate Wounds: Cure 20% of max hp {Touch, 1 creature}

[Psi10 Major] Automaton: Control target's V actions (save)

[Pri SL6] Neutralize Poison 6: Cure 3 poison effects (reverse causes that many, save for each)

[Psi54 Major] Bomb: CL*SL explosion dmg to your group (no save, hole in the middle)

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

[Psi9 Major] Disintegration Beam: Disintegrate up to 100*CH lbs. (save)

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

[Psi6E Grand] Mass Charm: As the 8th level Wizard spell

Dungeon071720 - Dungeon Level 9

Room # 3

Banquet - 40ft. long x 50ft. wide x 30ft. tall

spinning wheel; table, long; hazy; ringing

Flesh Door on the south wall leading to a 35ft. long x 25ft. wide x 15ft. tall hallway.

Sample Names: Hoel the artistic Imperial Wave (Psi--); Ottar the Possum the avaricious Shambling Pack (Magno-)

Wide-Mouth Stairs Trap; DL 9; Search DC 95 (180 Chr damage, DC 94 RSW save to negate)

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

[x2] Room is permanently/continuously Disjunct (effect)ed, only creatures immune or bubbled against it can function here.

75,951gp

ashes

Freedom Bracer of Braveheart, +3 AC, 7500gp

Armband of 18 Con, 15140gp

Rian's Humerus bone: +28 to Dex; 1F: CL tentacles appear in area of effect

and attack one group for 1d4 each plus paralysis (ppd save).; CL 72; SL 9; 81820gp

DL IX Large Henchmen Elf/Avalons x(85) x[7]

iAC 818, HD 40, stunp 2720, ER 113% #Att 15, TH ÷ AC/Save DC by 90, iidmg 1624

Str 35, Dex 46, Con 72, Int 66, Wis 59, Chr 31, 132kxp

Has henchmen spells, Immune sleep, aging

Prepared effects:

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

[Psi81 Major] Missile Reflection: Reflect 1 missile per P attack

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

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

[Pri SL5] Spell Resistance : Subject gains +12 +1/level SR.

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

[Psi6G Major] Champion Lore: Paladin's abilities of level = $\frac{1}{2}$ *CL

[Psi45 Grand] Illusory Duplication: Mirror Image (SL images)

[Psi23 Grand] Breath Weapon Cloud: Forms into a breath weapon if triggered

Combat effects:

[Wiz SL9] Lightning Bolt 9: CLd18 lightning dmg to a group (save: $\frac{1}{2}$)

[Psi12T Major] Dispel Illusion: Dispel Illusion (or) Dispel Invisibility

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

[Psi6E minor] Larva Life: Consume 1 larva to Cureall (incl. DPPs)

[Psi12L minor] Hold Person: Hold Person, +45 LPPs gives Hold Monster

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

[Pri SL7] Greater Restoration : As restoration, plus restores all levels and ability scores

[Wiz SL9] Dispel Exhaustion 9: Restore 96% of dmg taken, get an Original Haste 9 for 1 round

[Psi6N Grand] Mental Ball 8: 80'r; take 8*level*(# of freq.) damage; no save

Dungeon071720 - Dungeon Level 9

Room # 4

Harem/Seraglio - 25ft. long x 15ft. wide x 40ft. tall

wire; Floors of Insects; bang, slam; "Bleah!" (off in the distance)

Glass Door (transparent) (shatters if opened) on the north wall leading to a 35ft. long x 20ft. wide x 25ft. tall hallway.

Sample Names: Vyrmas the dazzling Bronze Flare (Horse); Kelton the imbecilic Sarge Panther (BBs)

Inhaled Silt Trap; DL 9; Search DC 94 (280 Int damage, DC 95 PPD save for 1/10)

Fireplace that (causes/has/or is) Illusionary wall concealing a pit above

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Round 25,411gp

yarn

A lewd tattoo, +1 AC, 25gp

Crystalline Cloak [AT+88] +145 AC/+12 Saves; 1P: Add 1.25-1 to your multiplier (see [X]). Using a Minor does nothing. Using a Major: +1 mult. in offense or defense (not both).; CL 50; SL 9; 36655gp

Bluish Glass: All your Monster classes use the "set XP table"(3kxp

at 2nd, doubles til 9th,600kxp at 10th,+300kxp per level afterward).; 82010gp

DL IX Macro-Fine Nightmare-Dimension Illusionarys x(87) x[7] x[[2]]

|AC| 811, HD 1161, ihp 89088, WR 1566% #Att 7, TH ÷ AC/Save DC by 90, idmg 817

Str 40, Dex 49, Con 70, Int 29, Wis 20, Chr 37, 132kxp

ER DL*5%, Incorporeal

Prepared effects:

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

[Wiz SL9] Extra Group +2: The next spell you cast will affect +2 groups of monsters

[Psi-6N Major] Gaea's Embrace ~: 1P or 1M: Target gains +3 AC/saves/TH/dmg and Troll-like regen CL hp/r

[Wiz SL4] Prismatic Sphere 4: 2 Prismatic colors

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

[Psi9 Major] Become Energy: Move at light speed, immune phys.attack

[Pri SL7] Goodberry 7: Creates 28 goodberries

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

[Wiz SL5] Globe of Invulnerability 5: Immune to spells with SL=0 to 4

Combat effects:

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

[Pri SL5] Limited Cureall: Cureall, target must Fort save vs. # hp down (+10 per other effect)

[Psi5 Grand] Destroy Matter: Disintegrate (save), if save made takes half max hp

[Pri SL9] Flame Strike 9: CLd16 holy fire dmg (save:½)

[Psi12T Grand] Magic Jar: Magic Jar (as spell)

[Pri SL9] Unlimited Wish: Duplicate any Wizard or Priest spell of levels 0-8.

[Psi45 Grand] Mind Transferral: Minor: Empathy (save); Major: Magic Jar (SL/3 saves)

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

[Psi-6G Major] Desolation: All psionic pools (including yours and friends) within 70' radius are emptied (use antiPsiR)

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Room # 5

Smithy/Forge - 40ft. long x 45ft. wide x 5ft. tall

well; trunk; rotting vegetation smell; stale, fetid smell

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

Sample Names: Krellick the aggressive Copper Ricochet (Supernatural); Rezwal the unpleasant Mutant Quasar (Unobtainium)

Box transforms into Elemental Creation Trap; DL 9; Search DC 99 (300 Wis damage/s, DC 97 PP save for 1/10)

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

[x2] Ultraplanar beings cannot smell, see, or sense into this room unless they are actually there; Divine Intervention fails
63,794gp

pews

a heavy book, mace, 6d11 (36), 100gp

Azur Tissue box: +600 PSP's; 81210gp

Coruskian Stone, 22640gp

DL IX Macro-Tiny Random(ite) Leeches x(109) x[5]

AC 817, HD 4617, ihp 3.6E+5, ER 94% #Att 6, TH ÷ AC/Save DC by 90, random stat dmg 8109

Str 68, Dex 20, Con 65, Int 73, Wis 29, Chr 28, 132kxp

Has high frequency sampling, 0, 1/half segment: Remove a SEL=DL status effect.

Prepared effects:

[Wiz SL6] No Save: The next spell you cast does not have a saving throw

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

[Psi6G Grand] Strength of Soul: Immune to Misguidance, Alignment or Persona change; Immune to Truename spell

[Psi4 Grand] To Hit *2: Multiply your to hit rolls by 2, you autohit on natural 21-2 or better (Minor is 19).

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

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

[Psi45 Major] Force Field vs. Emotion: Immune to spell level 0 to SL-1 enchantment/charm effects

[Psi4 minor] Ability Score *1.25: Choose one ability score. New score = (old score - 10) * 1.25 + 10

[Psi7 Grand] (no name): Immunity to energy drain and negative levels

Combat effects:

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

[Wiz SL7] Monster Swarm Summoning VII: Summons CL*1.5 (round down) DL VI monsters

[Wiz SL5] Cloudkill : Kills 3 HD or less; 4-6 HD save or die.

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

[Pri SL9] Flame Strike 9: CLd16 holy fire dmg (save:½)

[Pri SL1] Command 1: Target makes 1 save, each missed save allows 1 word for a command to be given

[Wiz SL6] Summon Monster VI : Calls outsider to fight for you.

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

[Pri SL8] Blade Barrier 8: 10d10 dmg wall (shards)

Dungeon071720 - Dungeon Level 9

Room # 6

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

Bridge, Ice; Bridge, Swinging (like a swing); clicking; buzzing

Revolving/Swinging Door on the north wall leading to a 30ft. long x 20ft. wide x 15ft. tall hallway.

Sample Names: Seija the battling Animal Terror (Catamaran); Nevis the radioactive Terra- Phantom (SUV)

Whirling Pendulums Trap; DL 9; Search DC 96 (Attack +9 melee, 40d20 Int damage)

Altar that (causes/has/or is) Poison

[x2] Room is permanently/continuously ****Cursed**** (Ancient Foul Cursed)ed, only creatures immune or bubbled against it can fu
7,021gp

powdered carrot

a pot of boiling oil, 490gp

Charm of Pro. from Disease, 6550gp

Clear Fake flowers: Free Spider Monkey Familiar; 81890gp

DL IX Small Outer-CE Undeads x(188) x[5]

iAC 817, HD 117, ihp 664, CR 109% #Att 18, TH ÷ AC/Save DC by 10, idmg 167

Str 33, Dex 67, Con 70, Int 52, Wis 58, Chr 24, 132kxp

Telepathy, immune electricity and poison, Resist acid, cold, and fire, Can summon other Outer CE, No CON. Immune crits, ability

Prepared effects:

[Psi-5 minor] Immune to Charm: Target is immune to charm & hypnosis

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

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

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

[Psi2 Major] Suppress Magic: Anti-Magic Shell (SL=X) 60' r; Dispel-Magic Zone

[Pri SL5] Protection from Fire 5: Stop the next CL*16 fire dmg

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

[Wiz SL6] No Save: The next spell you cast does not have a saving throw

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

Combat effects:

[Pri SL7] Blade Barrier 7: 9d9 dmg wall (shards)

[Psi-2 Major] Endorphin Drain: 6 Int,Wis,or Chr dmg; 6 to all three

[Psi45 minor] Gestalt: Major: 1M: Do 2 Minor powers that you know; Grand: 1M: Do 2 Major powers that you know; etc.

[Psi45 minor] Cold Generation: SL*CL Cold damage (1 group, no save)

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

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

[Wiz SL1] Charming I: Charms a monster, gets a new save every round

[Psi29 minor] Lightning Bolt:

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

Dungeon071720 - Dungeon Level 9

Room # 7

Dining / Feast Hall - 20ft. long x 5ft. wide x 5ft. tall

sideboard (china closet); statue(s); drumming; scream(ing)

Teleport Door (other side is far away) on the west wall leading to a 35ft. long x 20ft. wide x 20ft. tall hallway.

Sample Names: Tiax the dreadful Secret Reaper (Lycanthropy); Erisan the sophisticated Monsieur Duo (Wings)

Time Stop 9 Trap; DL 9; Search DC 93 (Wizard CL 18, DC 97 Reflex save for 1/3)

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

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Day

48,237gp

scattered stones

a plushie doll of Alys, 0gp

Rian's Extensor digitorum longus muscle: +4 to Con; 1V: Slay a creature (PPD

save), you gain it's hp to current hp ; CL 60; SL 9; 81810gp

Wand of Fire Casting (Psi10 item; 1M, 1 ch: Fire Stream (Psi10, SL=4, CL=12)), 45760gp

DL IX Fine Arctic Reptiles x(112) x[7]

Stun AC 811, HD 9, stunp 90, CR 188% #Att 15, TH ÷ AC/Save DC by 90, dmg 492

Str 67, Dex 23, Con 73, Int 53, Wis 42, Chr 51, 132kxp

Immune cold. Double dmg from fire., Half AC from AT. Resist Heat. Usually has a tail and claws

Prepared effects:

[Psi45 Grand] True Invulnerability: SL instances of Resist distributed as you like (medium categories: a school, an element, etc.)

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

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

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

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

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

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

[Psi-6G Grand] Wrath †: 1bM: Can use an extra 1P each segment this round; Immune to Fire and Negative

[Psi1 minor] Psionic Trigger: Contingency for 1 psi power (still need points)

Combat effects:

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

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

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

[Pri SL6] Fire Storm 6: (CL+2)d5 holy fire dmg, hits 1+1/2 groups (no save)

[Wiz SL5] Alley Summoning V: Summons a DL X alley monster, under your control, 5% chance per segment of losing control

[Pri SL9] Cure Wounds 9: Cures 45d8 hp (can take offer of 6 per die -> 270 hp)

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

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

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

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Room # 8

Antechamber (Entry room into larger room) - 40ft. long x 45ft. wide x 10ft. tall

keg; candlesticks; slithering; squealing

Locked Door, Out of Phase on the north wall leading to a 40ft. long x 25ft. wide x 20ft. tall hallway.

Sample Names: Irmar the satanic Jade Crustacean (Strobe); Alexius the opportunistic Omega Dude (Secret Decoder)

Whirling Jaws Trap; DL 9; Search DC 94 (Attack +117 ranged, 30d20 Int damage)

Wall that (causes/has/or is) side-sliding

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

1,893gp

flail

a chicken leg, 1gp

Ice blue Scarab [AT+17] +15 AC/+168 Saves; 1P: Breathe Acid (as per dragon); CL 72; SL 9; 33460gp

Ruby Tree: Free Scout Kit: +1 all nonweapon checks

when outdoors; Move Silently 10*level%, Free bonus Tracking proficiency; 81450gp

DL IX Macro-Diminutive Demi-Planes Elf/Avalons x(138) x[5]

AC 822, HD 2312, |hp| 1.8E+5, WR 174% #Att 15, TH ÷ AC/Save DC by 90, random stat dmg 813

Str 48, Dex 70, Con 65, Int 49, Wis 71, Chr 62, 132kxp

Immune hostile environments, Bars extradimensional travel, Immune sleep, aging

Prepared effects:

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

[Psi3 Major] Freedom of Movement: Move normally despite impediments.

[Psi-3 minor] Lesser Metaphys. Armor: Enemies need a +1 weapon to hit you.

[Psi3 Major] Teleport Trigger: Predetermined event triggers teleport.

[Psi2 Major] Subjective Reality: Immune to 1 specific type of effect; Can change /r

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

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

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

[Psi100 Major] Psionic Cage: Reverse Wards (no one can leave)

Combat effects:

[Psi3½ minor] Dimension Swap: You and ally or two allies switch positions.

[Psi3 Grand] Astral Construct VIII: Astral construct fights for you.

[Wiz SL7] Power Word Kill 7: Kills a creature if current hp < 60 (no save)

[Psi19 Grand] Petrify: Target is held (no save)

[Wiz SL3] Fireball 3: CLd6 fire dmg to a group (save:½)

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

[Psi0 Major] Ear Pop: (The 2att from seperate limbs) One attack: Target stunned and deaf (each save vs. PP)

[Wiz SL6] Power Word Stun 6: Stuns a creature if current hp < 80 (no save)

[Psi1 Grand] Grand Domination: Save at penalty equal to level; no HD limit

Dungeon071720 - Dungeon Level 9

Room # 9

Trophy Room - 30ft. long x 20ft. wide x 30ft. tall

alembic (alchemical still); Bridge, Rope; thud; hazy

Wood Door, Normal on the north wall leading to a 30ft. long x 10ft. wide x 25ft. tall hallway.

Sample Names: Lambi Sigwulfsson the chivalrous Space Bat (SUV); Korek the anarchic Sun Razor (Dragon)

Air in room transforms into Elemental Metallic Trap; DL 9; Search DC 99 (1350 Chr damage/s, DC 98 PPD save for half)

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

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Year
41,569gp

leather boot

a hammer, mace, 4d4 (10), 88gp

Brilliant Amulet [AT+331] +17 AC/+290 Saves; 1V: Create a "Power" type item (see next page) of TechL=CL, each 2 TechL takes 1S action; CL 46; SL 9; 84940gp

Brownish Bludgeoning Weapon [6d6] +12 Th/+16 dmg 14+/x6; 1V: Fear III

(Torture): Target saves or death in 6 rounds; CL 63; SL 9, 14467gp

DL IX Macro-Diminutive Swamp Elf/Avalons x(146) x[4]

Stun AC 812, HD 2308, ihp 1.7E+5, CR 109% #Att 4, TH ÷ AC/Save DC by 90, iidmg 4054

Str 46, Dex 24, Con 50, Int 50, Wis 35, Chr 69, 132kxp

Has mtg B spells, Immune sleep, aging

Prepared effects:

[Psi16 Grand] Create Golem III: Create a DL VII Golem (AC=12*CL, hp=10*(CL^3), Str=6*CL)

[Psi60 minor] Armor: Melee:+LVL AC, -LVL/2 dmg per hit

[Psi3 Grand] Breath of the Dragon: Breath fire for 11d4 damage.

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

[Psi7 Grand] (no name): Whenever you touch someone, they get Mummy Rot (no save)

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

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

[Psi81 Major] Growth 5: +2 size; +4 Str; +4*CL max hp

[Psi6G Grand] Strength of Soul: Immune to Misguidance, Alignment or Persona change; Immune to Truename spell

Combat effects:

[Pri SL6] Creeping Doom 6: (1d3+5)*80 insect dmg

[Pri SL1] Command 1: Target makes 1 save, each missed save allows 1 word for a command to be given

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

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

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

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

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

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

[Psi29 Grand] Time Shift:

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Room # 10

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

Chute, Sand/Quicksand; chasm; wind, strong; still

Phase Door (phases in/out every so often) on the north wall leading to a 30ft. long x 5ft. wide x 20ft. tall hallway.

Sample Names: Talmariel the battling Albino Company (Sail); Kura the adjectiveless Water Aardvark (Skates)

Secret Doorknob Trap; DL 9; Search DC 97 (1200 idamage, no resistance), (multiple targets)

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

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

72,178gp

yarn

a runed chisel, dagger, 6d21 (66), 210gp

Lochaber Axe 'Mundwine' (3d8) (+12,+17); +10 to Searching, Infravision, Tunneling; Slay

Evil, Giant; Very sharp; Resist Acid, Lightning, Fire, Cold, Fear, 851120gp

Copper Bludgeoning Weapon [3d6] ++17 dmg 16+/x5; 1P: Negate invisibility in 50-ft. burst.; CL 74; SL 9, 56300gp

DL IX Small Outer-LG Goblin/Orcs x(201) x[7]

AC 826, HD 13, hullp 656, IR 125% #Att 16, TH ÷ AC/Save DC by 90, iidmg 812

Str 44, Dex 59, Con 68, Int 37, Wis 33, Chr 69, 132kxp

Immune acid, cold, petrification. Resist electricity and fire. Protection from evil continuous. Tongues at will., Dark Vision, Stay coi

Prepared effects:

[Psi2 Major] Subjective Reality: Immune to 1 specific type of effect; Can change /r

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

[Psi7 Grand] (no name): Immunity to any effect that requires a Fortitude save (unless the effect also works on objects)

[Wiz SL5] Anti-Radioactive Shell:

[Wiz SL7] Spell Turning (2): Turns a spell back to it's caster

[Pri SL6] Resist [E=6 element]: Pick an E=6 element, you resist it for 1 hour.

[Pri SL4] Immune [E=1 element]: Pick an E=1 element, you are immune to it for 1 hour. (This immunity does not "spread" into ot

[Pri SL8] Spell Immunity 8: Be immune to 5 spells by name

[Pri SL6] No Save: The next spell you cast does not have a saving throw

Combat effects:

[Wiz SL7] Wacky Ball 7 / Normal / ½: Ld20, save: ½

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

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

[Pri SL6] Call Lightning 6: (CL+2)d14 lightning dmg (save:½) (halve the die type if not outside)

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

[Pri SL5] Neutralize Poison 5: Cure 2 poison effects (reverse causes that many, save for each)

[Psi3½ Major] Control Body: Take rudimentary control of your foe's limbs.

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

[Wiz SL8] Solid Wall of Force: Stops spell effects, hurled objects, breath weapons, people, and psionic effects.

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Room # 11

Shrine - 5ft. long x 15ft. wide x 35ft. tall

table, low; wall basin and font; updraft, strong; still, very chill

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

Sample Names: Shalush the terrible Albino Five (Droid); Corinth the noble Purple Vermin (Terra)

Camouflaged Caltrops Trap; DL 9; Search DC 95 (Attack +162 ranged, 80d30 idamage)

Pillar or Column that (causes/has/or is) Enlarge/reduces

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

9,334gp

fountain

a Designer Backpack, 1500gp

Straw-coloured Stone [7d6] +170 Th/+168 dmg 19+ /x3; 1M: Target is held (no save); CL 42; SL 9, 62644gp

Emerald Book: +9slowJQQA Action(s); 81220gp

DL IX Macro-Tiny Outer-NE Intelligent-Trap/Trick/Specials x(61) x[8]

|AC| 822, HD 4615, hullp 3.4E+5, PR 175% #Att 14, TH ÷ AC/Save DC by 90, iidmg 163

Str 50, Dex 44, Con 60, Int 32, Wis 66, Chr 48, 132kxp

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

Prepared effects:

[Wiz SL7] Globe of Invulnerability 7: Immune to spells with SL=0 to 6

[Psi54 Major] Flame Immunity: SL/2 instances of Resist Fire

[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-15 Grand] Dial-a-Breath Element (≤): You can use any eelement with E factor equal to or less than your normal breath.

[Pri SL6] Forbiddance : Denies area to creatures of another alignment.

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

[Pri SL4] Goodberry 4: Creates 16 goodberries

[Psi-12T Major] Effect Familiarity: Pick any spell/power. You resist it; and at +50% when using it.

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

Combat effects:

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

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

[Psi-12L minor] Dispel Anti-Psi: Dispels one anti-Psi effect

[Psi10 Major] Scare: Fear 1d3+CL/2 r, target must save every round (even if made previous saves)

[Psi54 minor] Air Control: Gust of Wind / Wall of Air

[Wiz SL9] Cone of Cold 9: CLd18+CL cold dmg to a group (save:½)

[Psi-12C Major] Cthulhoid Swarm V: Summon CL*2 Monsters using ML V "Weird" chart (random)

[Wiz SL7] Prismatic Spray : Seven multicolored ray flash from the caster hand, each causing different damage and other effects

[Psi27 minor] Wipeout: Assassination 10*LVL% (as Rogue ability), lasts for 1 attack

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Room # 12

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

wire; shaft; poor oxygen; breeze, gusting

Trapped Door, Mechanical on the west wall leading to a 5ft. long x 20ft. wide x 15ft. tall hallway.

Sample Names: Alatos the infamous Killer Musketeer (Torpedos); Nchaser the furious Fighting Doomsday (Near-death experience)

Tripping Pendulums Trap; DL 9; Search DC 95 (Attack +72 ranged, 90d20 idamage)

Monster that (causes/has/or is) Fruit

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

80,645gp

mattress

pile of gold, 0gp

Rian's Spleen: +1 to Chr; 1M: Automatic Divine Intervention.; CL 72; SL 9; 81840gp

Multi-colored Slashing Weapon [9d20] +99 Th/+16 dmg 14+/x6; 1M:

3*CH' radius: Unc. CH m (save); CL 46; SL 9, 26914gp

DL IX Macro-Tiny Synnibarr Eelementals x(193) x[6]

AC 817, HD 4609, ihp 3.6E+5, TR 1656% #Att 14, TH ÷ AC/Save DC by 90, dmg 2434

Str 34, Dex 50, Con 42, Int 45, Wis 35, Chr 70, 132kxp

+10^DL (DL tenths!) to dmg, Immune critical hits, poison, sleep, paralysis, stunning. Has no soul. Immune to its own eelement.

Prepared effects:

[Psi23 Grand] Prison Cloud: Captures one creature and holds there

[Psi24 Major] Memorization Level Increase 2: +1 Memorization Level (this is next level of picks for rogues)

[Psi2 minor] Time/Space Anchor: Cannot be teleported; --

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

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

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

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

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

[Psi-15 Major] Add Immunity: Immune to one normal (EE=1) eelement, this can be taken twice for an EE=2, thrice for an EE=3, et

Combat effects:

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

[Psi0 minor] Throw: Make one attack, if successful, throw target level*10' in one direction, he takes falling dmg

[Psi54 Grand] Lightning: CL*SL lightning dmg to one group (no save)

[Psi30 Grand] Psi Sword II: Roll TH (+succ), dmg=ä(succ), can hit nonliving

[Wiz SL8] Monster Swarm Summoning VIII: Summons CL*1 DL VII monsters

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

[Psi6N minor] Self-Preservation: Cure N*4 hp of damage

[Psi3 Grand] Astral Construct VI: Astral construct fights for you.

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

Dungeon071720 - Dungeon Level 10

Room # 1

Study - 50ft. long x 10ft. wide x 20ft. tall

door (broken); caldron; still; foggy

Phase Door (phases in/out every so often) on the north wall leading to a 40ft. long x 20ft. wide x 15ft. tall hallway.

Sample Names: Manida the rabid Ice Droid (Vortex); Boreas the demonic Laser Shark (Pegasus)

Ingested Rainbow Trap; DL 10; Search DC 105 (640 idamage, no save)

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

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

15,160gp

leather bracers

an idea, 1000gp

Rian's Stomach: +33 to Int; 1Z: Animates a dead monster as your summon (1 DL lower); CL 60; SL 10; 100460gp

Carmin Stone [10d10] +362 Th/+288 dmg 12+/x7; 1M: Summon CL

Monsters using ML II "Weird" chart (random); CL 83; SL 10, 122177gp

DL X Medium Desert/Arabian Dragons x(166) x[6]

||AC|| 1010, HD 29, ihp 1712, IR 148% #Att 8, TH ÷ AC/Save DC by 110, iindmg 1006

Str 33, Dex 45, Con 28, Int 49, Wis 75, Chr 49, 240kxp

Resist heat, Has mtg C spells, Flys, Breath weapon, dark vision, immune sleep and paralysis.

Prepared effects:

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

[Psi27 Grand] Diversify: Your next Psi27 power that has one target has LVL targets instead

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

[Psi1 Grand] Amplify Power: +N to CL (or) +N*10% effect to next Psi1 power (max N=CL)

[Pri SL6] Goodberry 6: Creates 24 goodberries

[Wiz SL10] Fall Short: all spells with finite range cannot affect you for 1t

[Psi1 Major] Shape Alteration: W=weight/1000, Polymorph Self (as spell)

[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).

[Wiz SL7] Spell Turning (2): Turns a spell back to it's caster

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

Combat effects:

[Pri SL7] Confusion:

[Pri SL8] Death's Door 8: Target (currently at negative hp) goes to 16 hp (can't go above max)

[Psi6E Grand] Mass Charm: As the 8th level Wizard spell

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

[Psi0 minor] Throw: Make one attack, if successful, throw target level*10' in one direction, he takes falling dmg

[Pri SL3] Dispel Magic 3: Dispel 1 magic effect

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

[Wiz SL7] Fireball 7: CLd14 fire dmg to a group (save:½)

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

[Wiz SL7] Dispel Magic 7: Dispel 5 magic effects

Dungeon071720 - Dungeon Level 10

Room # 2

Temple - 20ft. long x 5ft. wide x 25ft. tall

workbench; candle; rattling; horn/trumpet sounding

Flesh Door on the south wall leading to a 10ft. long x 20ft. wide x 5ft. tall hallway.

Sample Names: Falal the unlucky Jet Photon (Star); Cergos the heartless Beta Rebel (Hang Glider)

Spiked Portcullis Trap; DL 10; Search DC 101 (840 idamage, no save)

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

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Round 32,645gp

rack

a desiccated chameleon, 'detect invis' " " ", 30gp

Cordovan Armor Gemlet [ATxx4] x7 AC/+9 Saves; 1F: Teleport Away when killed, Resurrect Self 1 round later; CL 56; SL 10; 78510gp

Jet-black Scroll: All your Psionicist classes use the "set XP table"(3kxp at 2nd, doubles til 9th,600kxp at 10th,+300kxp per level afterward).; 100410gp

DL X Tiny Sigil/Maelstrom Animals x(48) x[4]

iAC 1006, HD 14, stunp 432, AIIR 1190% #Att 19, TH ÷ AC/Save DC by 110, iidmg 10009

Str 69, Dex 70, Con 72, Int 67, Wis 37, Chr 56, 240kxp

Immune Maze effects, Overwrite INT score to 1 or 2. Usually have arms, legs, a head, a tail, and/or wings.

Prepared effects:

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

[Psi3½ Major] Freedom of Movement, Psionic: You cannot be held or otherwise rendered immobile.

[Psi15 minor] Add Tail: Tail does 1d(CL*2) damage

[Wiz SL8] Second Level Magic-User Spells (DM2): Can cast one 2nd Level Wizard spell per round as Z action

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

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

[Pri SL8] Antimagic Field : Negates magic within 10 ft.

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

[Psi16 Grand] Create Golem III: Create a DL VII Golem (AC=12*CL, hp=10*(CL^3), Str=6*CL)

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

Combat effects:

[Pri SL7] Wish: Duplicate any Wizard or Priest spell of levels 0-6.

[Psi12T Grand] Magic Jar: Magic Jar (as spell)

[Psi60 minor] Stun Touch: LVL*5 dmg + stun (save)

[Psi-15 minor] Alter Resistances: Alter two resistances (or one immunity) to be of different element(s) (Pick an EE factor ≤ origi

[Psi29 minor] Wrench:

[Psi29 Grand] Escape:

[Psi27 Major] Smite: Target is Paralyzed and cannot use any M actions next round (save)

[Psi45 minor] Undead Control: Turn Undead at CL=(SL-2)*2

[Pri SL5] Neutralize Poison 5: Cure 2 poison effects (reverse causes that many, save for each)

[Psi-12L minor] Dispel Anti-Psi: Dispels one anti-Psi effect

Dungeon071720 - Dungeon Level 10

Room # 3

Lounge - 20ft. long x 45ft. wide x 5ft. tall

brazier & charcoal; pentagram; bong; slithering

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

Sample Names: Llanwy the loathsome Laser Twosome (Turbo); Ousas the deviant Stone -tech (-wagon)

Air in room transforms into Elemental Smoke Trap; DL 10; Search DC 102 (1500 Str damage/s, DC 103 Reflex save for half)

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

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Mont 3,729gp

javelin

a sailor's cap, +2 AC, 20gp

Dark Staff [6d8] +289 Th/+170 dmg 15+/x4; 1M: 10*(CHd8) Light damage (save); CL 55; SL 10, 85617gp

Burgundy Medallion [AT+406] +325 AC/+10 Saves; 1P: Take x0.1 damage from energy; CL 74; SL 10; 101125gp

DL X Tiny Island Golems x(224) x[7]

AC 1014, HD 8, |hp| 424, TR 131% #Att 10, TH ÷ AC/Save DC by 110, iidmg 3008

Str 30, Dex 45, Con 58, Int 22, Wis 60, Chr 40, 240kxp

Has mtg U spells, Immune crits, ability dmg, energy drain, poison, sleep, paralysis, stunning, disease, mind-affecting effects.

Prepared effects:

[Wiz SL4] Prismatic Sphere 4: 2 Prismatic colors

[Psi-3 Major] Plasmic Form: Plasma damaging shield (50% damage back)

[Psi29 minor] Animate Object:

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

[Psi-6G Major] Platinum Angel: Immune to slay and Capital S Slay; do not die at any negative hp total (still unconscious)

[Psi18 minor] Psi: Shield: Pick Phys,Magic,Psi: 10*LVL hp shield

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

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

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

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

Combat effects:

[Pri SL3] Hold Person/Monster 3: Hold 5 person or 3 monster targets (save)

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

[Psi7 Major] (no name): Summon a DL IV Undead

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

[Psi-5 minor] Bolt of Nothing: CL dmg to one target (no save); that targets loses next M action (save)

[Psi54 Grand] Psychic Will: Wall of Force

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

[Psi-9 Major] AntiBio Force: Force Beam: Target in cocoon (save), no M actions

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

[Wiz SL10] Meteor Swarm 10: 5 meteors each dealing 12d5 earth dmg & same fire dmg (save:½ for fire)

Dungeon071720 - Dungeon Level 10

Room # 4

Privy/Secret - 15ft. long x 30ft. wide x 15ft. tall

wire; Walls of Fire; coughing; breeze, slight, damp

Trapped Door, Mechanical on the west wall leading to a 25ft. long x 20ft. wide x 20ft. tall hallway.

Sample Names: Sparte the demonic Global -lock (Armor); Revani the horrible Blonde -wing (Metahuman)

Cell Rot Trap; DL 10; Search DC 106 (Psionicist CL 20, DC 109 PPD save for half)

Pedestal that (causes/has/or is) push-brick trigger

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Year
53,708gp

perfume

a cooking apron, +2 AC, 20gp

Inky Stone [5d4] +225 Th/+290 dmg 20+/x2; 1M: Wild Surge; CL 65; SL 10, 96567gp

Iron-grey Cube [2d10] +20 Th/+14 dmg 15+/x5; 1P: Absorb 3*CH dice as per Energy Control; CL 90; SL 10, 20067gp

DL X Medium Cloud Outers x(208) x[7]

|iAC| 1012, HD 28, stunp 16640, IR 191% #Att 14, TH ÷ AC/Save DC by 110, idmg 1207

Str 33, Dex 47, Con 63, Int 35, Wis 43, Chr 72, 240kxp

Fly with perfect maneuverability., No soul. Dark vision.

Prepared effects:

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

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

[Psi23 minor] Muffling Cloud: Muffles sound, 30% spell failure

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

[Psi-12C minor] Commotion Resistance: +CL*5% RR; Resist own effects; Resist Wild Surges

[Psi24 Major] Level: other out of group: Get a "Level:" ability (your level or less) in class in any group (can take multiple times)

[Psi27 minor] People's Bless: One die roll within 1 round is adjusted as you wish (max of ±LVL%).

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

[Psi0 Grand] Acid Breath: Breathe Acid (as per dragon)

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

Combat effects:

[Pri SL9] Energy Drain : Subject gains 2d4 negative levels.

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

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

[Psi12L Major] Charm Lawful Creature: Charm (no save) only vs. Lawful creatures

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

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

[Wiz SL5] Conjure Elemental : Conjures a 8 HD elemental

[Psi29 Grand] Imprisonment:

[Psi27 minor] Wipeout: Assassination 10*LVL% (as Rogue ability), lasts for 1 attack

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

Dungeon071720 - Dungeon Level 10

Room # 5

Empty (completely clean) - 35ft. long x 5ft. wide x 45ft. tall

furnace; table (small); salty, wet smell; cold current

Mobile Door (door moves around in dungeon) on the north wall leading to a 45ft. long x 5ft. wide x 10ft. tall hallway.

Sample Names: Nydas the unethical Water Nine (Throwing Stars); Zophas the tasteless Miss Gods (Venom)

Air in room transforms into Elemental Nether Trap; DL 10; Search DC 107 (240 Cml damage/s, no resistance)

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

[x2] Ultraplanar beings cannot feel, hear, or sense into this room unless they are actually there; Divine Intervention fails
82,497gp

pot

a pair of ringmail gloves, +1 AC, 45gp

Cinnamon Eyes [5d12] +360 Th/xx5 dmg 11+/x4; 1V: Imprisonment; CL 48; SL 10, 69940gp

Bisselite Wand of Peace, 35730gp

DL X Macro-Diminutive Concordant-classes Hounds x(181) x[6]

Stun AC 1010, HD 25690, ihp 2.2E+5, PR 154% #Att 18, TH ÷ AC/Save DC by 110, iidmg 1207

Str 60, Dex 60, Con 41, Int 55, Wis 71, Chr 38, 240kxp

Knows Concordant spells, Has 4 legs, and at least 1 head

Prepared effects:

[Psi18 minor] Telekinesis: Shield: 10*LVL hp shield vs. physical,energy,TK

[Psi30 Major] Animate: Animate Object (as spell)

[Psi-12T Major] Time Aura: Enemies in your group lose 1 action /s (no save)

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

[Wiz SL2] Fire Shield 2: Anyone who melees with you takes 25% dmg back

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

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

[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

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

[Psi45 Grand] Vibration Control: SL/2 (round down) instances of Resist vibration; +SL*10% damage with vibration effects

Combat effects:

[Wiz SL9] Magic Missile 9: (CL+1)*9/2 missiles, each does 1d4+1 force dmg (no save)

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

[Wiz SL6] Death Spell 6: Slay 6d12 HD of creatures (save)

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

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

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

[Pri SL8] Dispel Magic 8: Dispel 6 magic effects

[Psi12T Grand] Summon True Creature: Gate (as spell) for True creature or for a Time Elemental

[Psi-12T minor] Dust Aura: Enemies in your group takes CL dust dmg /s (no save)

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

Dungeon071720 - Dungeon Level 10

Room # 6

Waiting Room - 30ft. long x 5ft. wide x 10ft. tall

sofa; sheet; sneezing; scuttling

Archway (open) on the west wall leading to a 35ft. long x 10ft. wide x 20ft. tall hallway.

Sample Names: Gimra the subterranean Obsidian Brain (Lasso); Nezram the dreadful Compu- Wizard (Shield)

Dropping Vent Trap; DL 10; Search DC 108 (4000 idamage, no save), (multiple targets)

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

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

27,978gp

cinders

a psychedelic potion, 'invisibility' 'heal' 'fly' ", 50gp

Blackened Longbow [8d20] +12 Th/+16 dmg 18+/x4; 1P: 1 hull point damage/succ; CL 40; SL 10, 10674gp

Jet-black Stone [7d8] +196 Th/+290 dmg 20+/x2; 1M: Minor: Seizure (-2

all rolls, save); Major: Paralysis (SL/3 saves); CL 48; SL 10, 88150gp

DL X Titanic Outer-TN Eelementals x(170) x[7]

AC 1007, HD 643, stunp 53248, ER 156% #Att 6, TH ÷ AC/Save DC by 110, iidmg 10002

Str 67, Dex 46, Con 37, Int 26, Wis 54, Chr 77, 240kxp

Immune mind-affecting, positive energy, and negative energy. Resist cold, fire, and acid, Immune critical hits, poison, sleep, para

Prepared effects:

[Psi54 Major] Flame Immunity: SL/2 instances of Resist Fire

[Psi24 Grand] HD type: Add +1d+2: Add 1 to number of HD and 2 to the HD type per level

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

[Psi6G Grand] Astral Eyes: Can see through alterations/illusions/possession; Astral Perception

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

[Psi54 Grand] Aura of Fear: Fear by sight (SL saves)

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

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

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

Combat effects:

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

[Psi29 Grand] Meteor Swarm:

[Pri SL9] Reset Self: Reset self

[Wiz SL8] Power Word Blind 8: Blinds & stuns a creature if current hp < 120 (no save)

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

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

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

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

[Psi45 minor] Disruption: Minor: Target takes CL*SL disruption damage (no save); Grand: The damage given plus a Disintegrate e

[Psi10 Major] Fire Strands: Web spell, everyone within takes Xd6 dmg /r, X is # sizes larger than size T

Dungeon071720 - Dungeon Level 10

Room # 7

Bath / Bathing Room - 25ft. long x 25ft. wide x 50ft. tall

Walls of Air; table (small); stale, fetid smell; acrid smell

Sliding Door (slides left/right into wall) on the south wall leading to a 30ft. long x 20ft. wide x 5ft. tall hallway.

Sample Names: Halian the self-righteous Fighting Punisher (Stallion); Thorbrand Bullslayer the immoral Sea Giant (Car)

Heat Vision Trap; DL 10; Search DC 110 (Psionicist CL 20, no save)

Pedestal that (causes/has/or is) Resisting - General

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

79,919gp

flour

glowing star, 38gp

Russet Rope [1d12] +13 Th/+16 dmg 11+/x6; 1P: Astral damage; CL 69; SL 10, 16414gp

Rian's Abdominal external oblique muscle: +23 to Chr; 1Z: 1S: Slay Target.; CL 45; SL 10; 100130gp

DL X Gargantuan Monster-classes Aliens x(130) x[6]

iAC 1012, HD 162, ihp 13312, WR 105% #Att 18, TH ÷ AC/Save DC by 110, dmg 403

Str 78, Dex 62, Con 64, Int 69, Wis 39, Chr 71, 240kxp

Has Master Monster picks, Does not breathe. Has Psi 8.

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 SL8] Clone: Clone

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

[Psi3½ Major] Claws of the Vampire: Heal half of your claw's base damage.

[Psi6N Major] Null Field 7: All spells of SL 7 or higher don't work in 100'r

[Psi81 minor] Stretching: Can attack (CL+3)/4 groups per segment without actually entering them

[Pri SL9] Duplicate Mechanism: duplicate a technology item

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

[Psi3½ Major] Freedom of Movement, Psionic: You cannot be held or otherwise rendered immobile.

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

Combat effects:

[Psi16 Major] Golem Jar: Magic Jar into a Golem (Magic Jar contest rules, which the golem will probably lose)

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

[Psi-5 minor] Bolt of Nothing: CL dmg to one target (no save); that targets loses next M action (save)

[Psi45 Grand] Plasma Generation: SL*CL Plasma damage (1 group, no save)

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

[Psi54 Major] Vampirism: Target gets SL/2 negative levels (energy drain, no save), you gain CL*SL hp (not above max)

[Psi-2 Grand] Weakness of the World: -9/-9 AC/saves, -25% RR/MR/PsiR; Lasts 5r after maint.

[Wiz SL2] Alley Summoning II: Summons a DL IV alley monster, under your control, 2% chance per segment of losing control

[Wiz SL1] Alley Summoning I: Summons a DL II alley monster, under your control, 1% chance per segment of losing control

[Psi2 minor] Cause Decay: Item falls apart(save vs.acid); No save allowed

Dungeon071720 - Dungeon Level 10

Room # 8

Reception - 20ft. long x 25ft. wide x 35ft. tall

bench; screen; ringing; giggling (faint)

Stone Door, Normal on the south wall leading to a 5ft. long x 10ft. wide x 15ft. tall hallway.

Sample Names: Maldrk the devilish Mother Ghost (Katana); Sylvana the mind-numbing Light Vision (Cart)

Brick transforms into Elemental Hole / Anti-Hole Trap; DL 10; Search DC 102 (70 Con damage/s, no save)

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

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Half Segment
81,904gp

fountain

a Magical Potion of Deadly Combat, 'sanctuary' 'stone skin' 'giant strength' 'armor', 193gp

Multi-colored Sword, bastard [10d20] +144 Th/++4 dmg 15+/x4; 1M: 0, 1/d: Resurrection,

self only, there is a delay of (11-SL) rounds; CL 65; SL 10, 37127gp

Periapt of Protection from Curses, 35720gp

DL X Tiny Outer-CG Illusionarys x(133) x[6]

AC 1017, HD 13, |hp| 412, TR 161% #Att 11, TH ÷ AC/Save DC by 110, dmg 5010

Str 26, Dex 77, Con 51, Int 42, Wis 43, Chr 78, 240kxp

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

Prepared effects:

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

[Wiz SL9] Fire Shield 9: Anyone who melees with you takes 200% dmg back

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

[Psi-3 Major] Physical Barrier: -CL dmg per physical attack

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

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

[Psi5 Grand] Construction: Builds 1 machine up to level+1 complexity

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

[Pri SL6] Anti-Animal Shell:

[Psi10 Major] Mind Block: Can't be mentally targetted; auto make Will/Mental saves; can't be scryed

Combat effects:

[Psi3½ minor] Suggestion, Psionic: Compels subject to follow stated course of action.

[Pri SL10] Heal 10: Cure to 200% of max hp (max Heal 10 can cure at once = 2000 hp)

[Pri SL8] Spiral Of Degeneration: All x1 items within 50' turn off, all lose 1 spell/r, 1h

[Psi54 minor] Telekinesis: Telekinesis CL*SL*10 lbs.

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

[Pri SL10] Dispel Magic 10: Dispel 8 magic effects

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

[Wiz SL8] Time Stop 8: Stops time for 1d3 rounds

[Pri SL9] True Resurrection : As resurrection, plus remains aren't needed.

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

Dungeon071720 - Dungeon Level 10

Room # 9

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

relief; Bridge, Conjured (magical); wind, strong, gusting; dank, mouldy smell

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

Sample Names: Kene the indescribable Iron Enigma (Staff); Harthoan the belligerent Adolescent Warlock (Celestial)

Built-to-Collapse Block Trap; DL 10; Search DC 107 (1250 Wis damage, no save)

Pedestal that (causes/has/or is) Attacks

[x2] Room is permanently/continuously ****Cursed**** (Ancient Foul Cursed)ed, only creatures immune or bubbled against it can fu
98,897gp

leaves

a soft leather sofa, 0gp

Copper Wand [10d12] +120 Th/+401 dmg 14+/x9; 1M: Mass Charm: As the 8th level Wizard spell; CL 62; SL 10, 96917gp

Cloak of Displacement, 36770gp

DL X Macro-Tiny Internet Goblin/Orcs x(136) x[5]

iAC 1011, HD 5124, ihp 4.4E+5, IR 131% #Att 20, TH ÷ AC/Save DC by 110, iidmg 408

Str 55, Dex 50, Con 46, Int 40, Wis 32, Chr 42, 240kxp

Psilink, Immune Web, Dark Vision, Stay conscious past 0hp. Light Sensitivity

Prepared effects:

[Psi45 minor] Body Coating: 5*SL hp Armor spell, self only, stacks with the (Wizard) Armor spell

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

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

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

[Psi-3 Major] Dimensional Enhancer: Can teleport or dim door away during combat (x1 Special)

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

[Pri SL10] Regenerate 10: Regenerates 8 hp /s

[Psi29 Major] Displacement:

[Psi23 Major] Wight Cloud: Energy drains unnatural creatures

Combat effects:

[Psi-6E minor] Drain Life N: ½M, -1 current hp: Target takes N unholy negative vile grave dmg (no save); gain N hp (can go above

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

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

[Psi45 minor] Mind Transferral: Minor: Empathy (save); Major: Magic Jar (SL/3 saves)

[Psi16 minor] Turn (Command) Golems: Turn (Command) Golems (need to make a turning roll as usual)

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

[Wiz SL7] Monster Swarm Summoning VII: Summons CL*1.5 (round down) DL VI monsters

[Psi45 minor] Disruption: Minor: Target takes CL*SL disruption damage (no save); Grand: The damage given plus a Disintegrate e

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

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

Dungeon071720 - Dungeon Level 10

Room # 10

Wizard's Chamber/Lab - 10ft. long x 45ft. wide x 45ft. tall

cushion; screen; thumping; hazy

Iron Door, Normal on the east wall leading to a 10ft. long x 5ft. wide x 5ft. tall hallway.

Sample Names: Arnor Frogtrainer the super-intelligent Millennium Network (Chronal); Grianiel the malevolent Death Empire (Sa Inhaled Diamond Trap; DL 10; Search DC 101 (6000 idamage, no save)

Door that (causes/has/or is) Asks

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

98,847gp

candlestick

the Titanic Scale of Libra, +2 AC, 390gp

Carmine Checkbook: +2 Summon Slots; 100450gp

Rian's Parathyroid: +36 to Int; 1M: Like a Meteor Swarm CL⁴, but damage is of type Chicken and Brick. ; CL 44; SL 10; 100630gp

DL X Tiny Desert/Arabian Cthulhoid-Horrors x(129) x[4]

AC 1015, HD 6, ihp 432, TR 150% #Att 18, TH ÷ AC/Save DC by 110, iidmg 5002

Str 79, Dex 53, Con 54, Int 80, Wis 54, Chr 47, 240kxp

Resist heat, Has mtg C spells, Has a bizarre anatomy, strange abilities, an alien mindset, or any combination of the three.

Prepared effects:

[Psi14 Major] (no name): Immune disease and poison

[Pri SL5] Protection from Fire 5: Stop the next CL*16 fire dmg

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

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

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

[Pri SL5] Extra Group +1: The next spell you cast will affect +1 groups of monsters

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

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

[Wiz SL10] Anti-Magic Shell 10: Anti-Magic of SL 0 to 9

[Wiz SL4] Prismatic Sphere 4: 2 Prismatic colors

Combat effects:

[Wiz SL6] Dispel Magic 6: Dispel 4 magic effects

[Wiz SL9] Power Word Blind 9: Blinds & stuns a creature if current hp < 160 (no save)

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

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

[Wiz SL9] Fireball 9: CLd18 fire dmg to a group (save:½)

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

[Wiz SL6] Disintegrate : Disintegrates a single victim

[Pri SL4] Treat Critical Wounds: Cure 40% of max

[Wiz SL3] Dispel Magic 3: Dispel 1 magic effect

[Pri SL5] Treat Deadly Wounds: Cure 50% of max hp

Dungeon071720 - Dungeon Level 10

Room # 11

Guardroom - 25ft. long x 20ft. wide x 10ft. tall

loom; alcove; ozone smell; dank, mouldy smell

Flesh Door on the east wall leading to a 30ft. long x 10ft. wide x 10ft. tall hallway.

Sample Names: Kherris the astounding Prince -oid (Scooter); Yilan the nefarious Mega- Sisterhood (Wind)

Injected Salt Trap; DL 10; Search DC 108 (400 Str damage, DC 106 PP save for 1/10), (multiple targets)

Pit that (causes/has/or is) Changes - Alignment

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Day
87,111gp

gelatin

the steel bracers, +2 AC, 0gp

Rian's Hair: +23 to Str; 1M: 1bM: Counter/Dispel a command/domination effect.; CL 74; SL 10; 100790gp

Pale Lotion: +1000 PSP's; 100380gp

DL X Large Henchmen Kobolds x(144) x[7]

iAC 1009, HD 50, ihp 3392, ER 116% #Att 13, TH ÷ AC/Save DC by 110, iidmg 10007

Str 53, Dex 24, Con 22, Int 24, Wis 22, Chr 53, 240kxp

Has henchmen spells, Can overbear in numbers.

Prepared effects:

[Pri SL10] Resist Fire/Resist Cold 10: Take -90% dmg vs. fire or cold

[Pri SL6] Resist Fire/Resist Cold 6: Take -70% dmg vs. fire or cold

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

[Wiz SL6] Globe of Invulnerability 6: Immune to spells with SL=0 to 5

[Psi54 Grand] Invulnerability: -CL*SL/2 dmg per attack

[Psi6E Major] Spinning Missiles: Small horns break off body and attack

[Pri SL3] Protection from Lightning 3: Stop the next CL*8 lightning dmg

[Wiz SL7] Anti-Psionic Shell:

[Psi81 minor] Absorption, Energy: -CL dmg /energy attack; gain that amount in next damaging energy attack

[Pri SL8] Spell Immunity 8: Be immune to 5 spells by name

Combat effects:

[Pri SL9] Treat Ultra Wounds: Cure 90% of max hp

[Psi45 Major] Duplication: 1bM: Fork an effect (caster makes SL/3 saves)

[Psi10 Major] Insanity: Target gets Int set to 3; Insanity (save for each)

[Psi-6G Major] Desolation: All psionic pools (including yours and friends) within 70' radius are emptied (use antiPsiR)

[Wiz SL7] Delayed Blast Fireball : A fireball with +1 bonus to any dice, and can be delayed for up to 5 rounds

[Wiz SL10] Mordenkainen's Disjunction 10: Disjunct 2 effects (any type)

[Pri SL7] Neutralize Poison 7: Cure 4 poison effects (reverse causes that many, save for each)

[Psi6N minor] Telekinesis: N=(weight lifted)*(move rate in inches)/100

[Wiz SL7] Plane Shift : Up to eight subjects travel to another plane.

[Pri SL7] Confusion:

Dungeon071720 - Dungeon Level 10

Room # 12

Study - 25ft. long x 25ft. wide x 5ft. tall

firkin (small barrel); pipes (musical); buzzing; wind, strong, gusting

Flesh Door on the north wall leading to a 50ft. long x 5ft. wide x 5ft. tall hallway.

Sample Names: Ziolen the mischievous Bronze Storm (Stellar); Lodin the Staff the devious Hate Eye (Claws)

Dropping Lock Trap; DL 10; Search DC 107 (2000 Wis damage, DC 107 Fortitude save to negate)

Ceiling that (causes/has/or is) Illusionary wall concealing a chamber with monster and treasure

[x2] Gods cannot taste, see, or sense into this room unless they are actually there; Divine Intervention fails

70,386gp

offertory cont.

a pretty piece of string, 60gp

Bluish Crossbow, repeating heavy [1d4] +18 Th/+121 dmg 11+/x8; 1M: 1bM:

Fork a spell level 0 to SL effect; CL 52; SL 10, 31684gp

Ring of 3rd arm growth, 31730gp

DL X Diminutive Superhero Spirit-of-the-Lands x(73) x[6] x[[4]]

AC 1014, HD 6, hullp 208, BlahR 117% #Att 16, TH ÷ AC/Save DC by 110, iidmg 801

Str 21, Dex 56, Con 45, Int 74, Wis 69, Chr 29, 240kxp

Has sidekick spells, Incorporeal

Prepared effects:

[Psi-15 Grand] Dial-a-Breath Element (\leq): You can use any element with E factor equal to or less than your normal breath.

[Wiz SL7] First Level Magic-User Spells (DM1): Cast any four 1st level Wizard spells simultaneously when it is cast.

[Wiz SL10] Original Stoneskin 10: Block the next 7 P actions of attacks

[Psi16 minor] Golem Form: Wood: Immune Wood; 1M: Transmute Metal to Wood (owner PP saves)

[Psi7 Grand] (no name): Immunity to death or slay effects

[Psi2 minor] Displacement: As per Displacer Beast; AC bonus is +4

[Pri SL5] Protection from Lightning 5: Stop the next CL*16 lightning dmg

[Wiz SL10] Prismatic Solid: Add a "Special" to entire room of Prismatic-ness (1 prismatic effect per person per segment)

[Psi6E Grand] Forbiddance: As the 6th level Priest spell

[Wiz SL1] Armor 1: +CL*2 current hp

Combat effects:

[Psi3 Grand] True Domination: Dominated subjects less likely to defy your will.

[Wiz SL7] Power Word Kill 7: Kills a creature if current hp \leq 60 (no save)

[Psi8 Grand] Repair Massive Damage: Cures 640 hp (64 Hull points) to a technological item, fixes Crashed/Hung status

[Psi45 Major] Serial Immortality: 0, 1/d: Resurrection, self only, there is a delay of (11-SL) rounds

[Pri SL6] Summon Nature's Ally VI : Calls creature to fight.

[Psi10 minor] Confuse: Confusion (save)

[Psi30 Major] Power Touch: Astral damage

[Wiz SL10] Immediate Monster Summoning X: Summons a DL VIII monster without summoning sickness

[Pri SL1] Faerie Fire (3): Dispels darkness/blur/displacement/invisibility {1 group}

[Psi-2 minor] Time Halve: Lose one instance of "Q" on all action types; -4 AC/save; -2 TH

Dungeon071720 - Dungeon Level 11 (Bad News Bears)

Room # 1

Meeting Room - 15ft. long x 15ft. wide x 25ft. tall

tube (container); couch; earthy smell; scuttling

Locked Door, Mechanical on the south wall leading to a 20ft. long x 25ft. wide x 20ft. tall hallway.

Sample Names: Emmech the diseased Sister Squirrel (Sling); Ulvenar the friendly, neighborhood Electra- Nine (Cow)

Air in room transforms into Elemental Silt Trap; DL 11; Search DC 120 (450 Cml damage/s, no save)

Altar that (causes/has/or is) Aging

[x2] Gods cannot see, smell, or sense into this room unless they are actually there; Divine Intervention fails

101,867gp

paddle

the mighty mace 'Valour', mace, 25d20 (262), 3100gp

Blue Staff [2d10] +400 Th/+13 dmg 14+/x8; 1Z: Create a LVL *10' Wall

of Stone with random orientation in the room; CL 99; SL 11, 84554gp

Black Staff [1d12] +15 Th/+399 dmg 16+/x5; 1V: Monster Summoning using

ML IV chart, you pick the result; CL 77; SL 11, 81424gp

DL XI Macro-Diminutive Nut-Brown Professors x(285) x[7]

iiAC 1229, HD 2822, iihp 2.7E+5, BlahR 143% #Att 1, TH ÷ AC/Save DC by 132, random stat dmg 1217

Str 41, Dex 41, Con 40, Int 81, Wis 24, Chr 58, 3.1E+1kxp

Pat Yourself On The Back (A being of your choice is Coma (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Pri SL10] Spell Immunity 10: Be immune to 7 spells by name

[Psi8 Grand] Construct Weapon Item 4: Create a "Weapon" type item (see next page) of TechL=CL, each 4 TechL takes 1S action

[Pri SL9] Protection from Lightning 9: Stop the next CL*32 lightning dmg

[Wiz SL11] Globe of Invulnerability 11: Immune to spells with SL=0 to 10

[Psi45 Major] Chemical Mimicry: Change your body to be of an TechL=SL chemical

[Psi0 Grand] Extendable Limbs: Your limbs can extend an extra KiL'

[Pri SL2] Resist [E=2 element]: Pick an E=2 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.

[Psi-6G minor] Trumpet: Each segment, if an enemy combatant does *not* attack you, he takes CL dmg (no save)

[Psi3 minor] Vigor: You gain 3 temporary hit points.

[Psi7 Major] (no name): You emit a stench like a ghast

Combat effects:

[Pri SL7] Resist Fire/Resist Cold 7: Take -75% dmg vs. fire or cold

[Psi6G minor] Remove Demon Influence: Removes possession, domination, charm, etc.; Does not have to be evil source

[Wiz SL1] Cause Fear: Fear (save) {1 creature}

[Wiz SL9] Heal:

[Wiz SL7] Plane Shift : Up to eight subjects travel to another plane.

[Psi29 Grand] Prismatic Beam (Spray):

[Psi54 Grand] Ice Production: CL*(SL+2) ice dmg to one target (no save)

[Psi12C Major] Miscast Magic: Miscast Magic (TM 69), also works on psionics

[Pri SL9] Dispel Magic 9: Dispel 7 magic effects

[Psi-12L Major] Law Triple Beam: CLxCL mental dmg in 3 lines (Reflex:½); C-align x2 dmg

[Wiz SL5] Hold Monster : 1d4 creature Paralyses creatures unless save is made

Dungeon071720 - Dungeon Level 11 (Damn It)

Room # 2

Bath / Bathing Room - 10ft. long x 30ft. wide x 15ft. tall

Floors of Webs; offertory container; splashing; wind, strong, moaning

Wood Door, Normal on the south wall leading to a 40ft. long x 25ft. wide x 20ft. tall hallway.

Sample Names: Maiana the annoying Pubescent Fly (Extra-dimensional); Maneira the fantastic Electra- Protector (Unobtainium)

Room transforms into Elemental Pyre Trap; DL 11; Search DC 120 (500 Wis damage/s, DC 114 Will save for 1/3)

Fire that (causes/has/or is) Teleports

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Segm 60,123gp

boots

a Black Sash of Holding, +3 AC, 634gp

Flesh Gem: +300 PSP's; 121670gp

Rian's Stomach: +8 to LVL; 1M: Trap the Soul on a target plus 1d4 Con dmg/day.; CL 62; SL 11; 121970gp

DL XI Macro-Medium Indigo Grips x(253) x[8]

||AC|| 1215, HD 22533, |hp| 2.0E+6, ER 208% #Att 21, TH ÷ AC/Save DC by 132, iidmg 252

Str 56, Dex 31, Con 24, Int 28, Wis 56, Chr 44, 3.1E+1kxp

Oh Snap (A being of your choice is Capital M Mauled (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Pri SL8] Protection from Lightning 8: Stop the next CL*28 lightning dmg

[Wiz SL1] Blink Wounding: Caster "blinks" randomly if struck by weapon

[Psi18 Grand] Scty: Spell Trap: Contingency for any 1 power (Magic/Psi/Innate)

[Psi18 Grand] Scty: Invisible Defender: Shield vs. physical/energy 1000*LVL hp

[Psi-5 minor] Immune to Fear: Target is immune to fear & beguiling

[Psi6G Super] MassTelepathicCommand: Suggestion (no save) up to CL targets

[Psi-9 Major] Become Brain-independent: Can use 2M /s, immune ment.attack

[Wiz SL8] Permanency: ANY spell in the game can be made permanent.

[Psi45 Major] Hyper-Invention: (12-SL)M: Create a TechL=SL*2-3 object (see [Q8], can have at most LVL of these objects)

[Psi72 Major] Alternate Form - Energy: Nonsolid (still take damage normally); Cannot attack; Fly PL"; Immune to one form of ene

[Wiz SL2] Protection from Arrows: -10 dmg /missile attack, unless +L/5+1 or better {Touch, 1 creature}

Combat effects:

[Psi-12L Grand] Law Quadruple Beam: CLxCLx2 mental dmg in 4 lines (no save); C-align x3 dmg

[Psi29 Grand] Earth Bolt LVLd12:

[Pri SL7] Death's Door 7: Target (currently at negative hp) goes to 8 hp (can't go above max)

[Wiz SL10] Power Word Kill 10: Kills a creature if current hp < 150 (no save)

[Pri SL3] Command 3: Target makes 3 saves, each missed save allows 1 word for a command to be given

[Pri SL4] Lesser Planar Ally : Summons a DL IV outer-planar (payment determines duration)

[Pri SL4] Heal 4: Cure to 50% of max hp (max Heal 4 can cure at once = 500 hp)

[Pri SL7] Cure Wounds 7: Cures 28d8 hp (can take offer of 6 per die -> 168 hp)

[Wiz SL10] Create Dweomer: Wall of any element, dmg = (2*CL)d8+(CL) (no save)

[Wiz SL2] Hypnotic Pattern (1): 24 HD looking at pattern are Hypnotized

[Pri SL9] Dispel Evil 9: Dispel 5 evil targets (can target the same thing more than once) (save)

Dungeon071720 - Dungeon Level 11 (Poo)

Room # 3

Smithy/Forge - 35ft. long x 5ft. wide x 40ft. tall

steps; pegs; splashing; steamy near ceiling

Membrane Portal on the west wall leading to a 10ft. long x 15ft. wide x 10ft. tall hallway.

Sample Names: Eagle Cerdicsson the gallant Micro- Reserve (Flute); Jarek the invincible Fire Sentinel (Foam)

Whirling Arrows Trap; DL 11; Search DC 115 (Attack +11 ranged, 110d8 Chr damage)

Door that (causes/has/or is) Invisible

[x2] Room is permanently/continuously Alley Effected, only creatures immune or bubbled against it can function here.

105,899gp

mink pelt

a Mississippi Mud Pie, 'bless' " " ", 100gp

Chrome Scroll: +6 level(s) of exceptional Int; 121870gp

Rian's Gluteus maximus muscle: +14 to Dex; 1M: Your subordinates get +1DL

and whenever you gain SL's back, you get +1SL.; CL 62; SL 11; 121690gp

DL XI Fine Chestnut Values x(228) x[5]

Stun AC 1220, HD 5, stunp 126, XR 201% #Att 4, TH ÷ AC/Save DC by 132, random stat dmg 1214

Str 50, Dex 64, Con 46, Int 22, Wis 48, Chr 49, 3.1E+1kxp

Hell To The No (Ignore a being of your choice's segment of actions (can't be dispelled).)

Prepared effects:

[Psi2 minor] Gird: Maintain powers w/o conc.; Maintain in sleep

[Psi24 minor] CL/ML toggle: Pick N (can be negative); get +N ML and -N*2 CL; ML and CL must be at least 0

[Psi45 Major] Chemical Mimicry: Change your body to be of an TechL=SL chemical

[Wiz SL7] Original Stoneskin 7: Block the next 4 P actions of attacks

[Wiz SL8] Clone: Clone

[Psi30 Grand] Resist Allergy: Remove -1 penalty/succ

[Psi54 Major] Gravity Decrease: Increase gravity in room or object/person by SL G's (x1 Special)

[Psi45 minor] Warding: Create a Trap (x1 Psionic) for SL/2 Psi45 powers

[Psi45 Grand] Body Resistance: Physical attacks that do less than SL*2 dmg to you do nothing

[Psi81 minor] Life Support, Resist Vacuum: Resist Vacuum and High Pressure

[Wiz SL9] Shape Change : Changes the caster to someone else, he adopt it powers and vulnerabilities save that depends upon int

Combat effects:

[Psi3½ Grand] Retrieve: Teleport to your hand an item you can see.

[Pri SL6] Call Lightning 6: (CL+2)d14 lightning dmg (save:½) (halve the die type if not outside)

[Psi12L minor] Command: Command (as spell), except can use 2 words

[Pri SL2] Flame Strike 2: CLd2 holy fire dmg (save:½)

[Pri SL9] Remove Curse 9: Cure 6 curse effects (reverse causes that many, save for each)

[Pri SL3] Command 3: Target makes 3 saves, each missed save allows 1 word for a command to be given

[Psi1 minor] Telekinetic Blade: Base damage CLdCL, considered +CL/3 weapon, mental weapon

[Psi-12T minor] Hold Blast: One group is held (Will save)

[Wiz SL10] Fire Maze: maze spell on lvl creatures, each takes 10 fire dmg/r

[Psi45 Major] Spray: SL choking dmg to a group per segment (can leave the area)

[Psi45 minor] Absorption Power: bM: Absorb energy, gain 100/(12-SL)% of it in temporary hp

Dungeon071720 - Dungeon Level 11 (Word Up)

Room # 4

Waiting Room - 20ft. long x 5ft. wide x 15ft. tall

hogshead (large cask of liquid); iron bars; chiming; roar(ing)

Teleport Door (other side is far away) on the north wall leading to a 35ft. long x 10ft. wide x 10ft. tall hallway.

Sample Names: Ahora the demented Future Virtuoso (Magno-); Linvail the avaricious Moon Blur (Rod)

Creation Bolt Trap; DL 11; Search DC 113 (Psionicist CL 22, DC 117 Reflex save for 1/3)

Well that (causes/has/or is) Gate (to random plane) in room (cannot be dispelled unless a x2 or higher being steps through from this side)

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Week 53,358gp

small rug

A Large Bunk, Ogp

Chocolate Cube [9d10] +484 Th/x7 dmg 12+/x4; 1M: Remove Alteration; CL 72; SL 11, 146094gp

Clear Chapter book: Free Weathered Feat: Pick an element. You resist it.; 121320gp

DL XI Macro-Fine Glassy Halls x(48) x[8]

|iAC| 1220, HD 1415, iihp 1.3E+5, WR 208% #Att 21, TH ÷ AC/Save DC by 132, idmg 1211

Str 71, Dex 27, Con 53, Int 49, Wis 87, Chr 76, 3.1E+1kxp

Hell To The No (A being of your choice is Totaled(destroyed) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Wiz SL2] Globe of Invulnerability 2: Immune to spells with SL=0 to 1

[Psi60 Grand] Luck: Gains +1(+5%)*LVL on 1 action

[Psi23 minor] Obscuring Cloud: Blocks all forms of vision (inf,ult,x-r)

[Psi100 Major] Controlled Blinking: Blink CL' each segment

[Psi30 Major] [creature type] Form: Polymorph Self (as spell)

[Pri SL10] Regenerate 10: Regenerates 8 hp /s

[Psi60 Major] Anti-Missile Barrier: Ranged: +LVL/2 AC, -LVL dmg per hit/succ

[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 caster

[Wiz SL11] Fifth Level Magic-User Spells (DM2): Can cast one 5th Level Wizard spell per round as Z action

[Psi-6E minor] Demonfire: Spend the Q points from non-Psi(-6) frequencies. Your next attack is at +Q to hit.

[Psi45 Major] Force Field vs. Physical: -SL per physical attack

Combat effects:

[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

[Wiz SL4] Immediate Monster Summoning IV: Summons a DL II monster without summoning sickness

[Wiz SL2] Monster Swarm Summoning II: Summons CL*4 DL I monsters

[Pri SL5] Flame Strike 5: CLd8 holy fire dmg (save:½)

[Psi72 minor] Dazzle: Blind one sense to everyone in one group (RSW save)

[Wiz SL3] Prismatic Wall 3: 3 Prismatic colors or 1 MultiPrismatic colors (may repeat colors in either mode)

[Wiz SL5] Ray of Enfeeblement 5: -25 physical stat points (randomly distributed in packets of 5) (save per packet)

[Wiz SL5] Magic Missile 5: (CL+1)*5/2 missiles, each does 1d4+1 force dmg (no save)

[Pri SL7] Gate: Connects two planes for travel or summoning.

[Psi3½ minor] Mind Thrust: Deal 1d10 damage.

[Wiz SL9] Power Word Crap: Target with 250 or less current hp is crapped (no save)

Dungeon071720 - Dungeon Level 11 (Uhhuh)

Room # 5

Torture Chamber - 35ft. long x 5ft. wide x 10ft. tall

chute; pentagram; hazy; steamy near floor

Locked Door, Out of Phase on the west wall leading to a 50ft. long x 10ft. wide x 10ft. tall hallway.

Sample Names: Aengrilar the amphibious Soviet Corp (Zamboni); Ragnar the adjectiveless Composite Worm (Grappling Hook)

Sit Down Already! Trap; DL 11; Search DC 117 (Psionicist CL 22, no save)

Well that (causes/has/or is) Changes - Attribute

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Turn

21,051gp

bone

a rusty dagger, dagger, 1d5 (3), 17gp

Claret Ioun Stone: +400 PSP's; 121660gp

Leaden Clock: +400 PSP's; 121220gp

DL XI Small Amethyst Networks x(288) x[7]

iAC 1223, HD 198, ihp 1032, XR 134% #Att 2, TH ÷ AC/Save DC by 132, iiiidmg 12108

Str 30, Dex 65, Con 55, Int 66, Wis 60, Chr 52, 3.1E+1kxp

Fanfuckingtastic (A being of your choice is Stoned(high) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Wiz SL2] Invisibility: Invisibility; attacking ends spell {Touch, 1 target}

[Wiz SL9] Extra Group +2: The next spell you cast will affect +2 groups of monsters

[Wiz SL3] Anti-Magic Shell 3: Anti-Magic of SL 0 to 2

[Psi45 minor] Force Field vs. Vampirism: aNR 10*SL% (including energy and stat drains)

[Psi45 Grand] Illusory Duplication: Mirror Image (SL images)

[Wiz SL11] Duplicate Item: duplicate a x1 magic or psi item that uses charges

[Psi15 minor] Improve Breath Element: Add 1 to the E factor of your breath weapon element. (Choose a new element when you

[Pri SL6] Antilife Shell : 10-ft. field hedges out living creatures.

[Pri SL6] Resist Fire/Resist Cold 6: Take -70% dmg vs. fire or cold

[Psi6N Major] Druid Spells, LVL 7: Get a druid progression of level 7 (max = your level)

[Pri SL1] Resist Cold (1): All creatures in area get resist cold {1 group}

Combat effects:

[Pri SL10] Conjure Elemental 10: Conjure a DL=9 elemental

[Psi-12L Major] Law Double Beam: CLxCL mental dmg in 2 lines (Reflex:½); C-align x2 dmg

[Pri SL7] Earthquake: Intense tremor shakes 5-ft./level radius.

[Psi10 Major] Agony: -3 Int, -4 Wis, -3 saves, -3 TH, -3 dmg, can't use magic/psi, slow (save each)

[Wiz SL8] Wacky Ball 8 / Normal / ½: Ld30, save: ½

[Wiz SL7] Ray of Enfeeblement 7: -35 physical stat points (randomly distributed in packets of 5) (save per packet)

[Wiz SL10] Meteor Swarm 10: 5 meteors each dealing 12d5 earth dmg & same fire dmg (save:½ for fire)

[Psi54 Major] Flame Project: CL*(SL+2) fire dmg to one target (no save)

[Psi45 Grand] Disruption: Minor: Target takes CL*SL disruption damage (no save); Grand: The damage given plus a Disintegrate e

[Wiz SL8] Magic Missile 8: (CL+1)*4 missiles, each does 1d4+1 force dmg (no save)

[Psi-1 Major] Mental Paralysis Bolt: Save -6; 1 creature cannot use M actions for CL rounds; Max HD = 2*level

Dungeon071720 - Dungeon Level 11 (Hell Yeah)

Room # 6

Empty (completely clean) - 10ft. long x 15ft. wide x 10ft. tall

spinning wheel; tongs; jingling; misted

Intelligent Door, might have ego score on the north wall leading to a 25ft. long x 5ft. wide x 5ft. tall hallway.

Sample Names: Velira the magnificent Freedom Guard (Metahuman); Zhukar the winsome Purple Vision (Wrench)

Well-Camouflaged Caltrops Trap; DL 11; Search DC 120 (Attack +22 ranged, 50d100 idamage), (multiple targets)

Stairway that (causes/has/or is) Monster Generator: Outer (summons an Outer every segment)

[x2] Room is permanently/continuously Capital F Foldeded, only creatures immune or bubbled against it can function here.

5,921gp

std rations

a T'cchallan Battle Axe, axe, 1d2 (1), 14gp

Inky Piercing Weapon [7d12] +14 Th/+22 dmg 12+/x7; 1M: (The 2att from seperate limbs)

One attack: Target stunned and deaf (each save vs. PP); CL 72; SL 11, 17500gp

Rian's Gastrocnemius muscle: +1 to Chr; 1P: Convert a artifact/enchantment spell

not on the list from MTG to D&D.; CL 52; SL 11; 122100gp

DL XI Small Copper Throats x(303) x[5]

||AC|| 1225, HD 12, stunp 1016, TR 202% #Att 6, TH ÷ AC/Save DC by 132, iidmg 733

Str 31, Dex 85, Con 57, Int 45, Wis 58, Chr 39, 3.1E+1kxp

Peeyew (A being of your choice is Ill(sick) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Psi-6E minor] Ashes: Half of your weapon dmg is vile dmg (perm hp)

[Psi54 Grand] Force Shield: CL*SL*3 hp ablative Force Field (vs. physical or energy attacks, only one enemy /s)

[Pri SL2] Aid: Bless; +2d8 (choose 1 die) hp (can above max) {Touch, 1 creature}

[Pri SL7] Protection from Death: Immune to slain and Slain

[Pri SL10] Resist Fire/Resist Cold 10: Take -90% dmg vs. fire or cold

[Wiz SL5] Anti-Radioactive Shell:

[Psi54 Grand] Split: You are two beings (two places at once); it costs 3 actions to have each body do 1 action

[Psi3½ minor] Energy Adaptation, Specified: Gain resistance 10 against one energy type.

[Psi8 Major] Hard Resistance to Chemicals: Double resist chemical elements (1/4, save for 1/10), Immune to gas & poison

[Psi6E Major] Body Double: Transform a larva into a clone

[Psi18 Grand] Scty: MagnificentDefender: No magic & psi of SL 7 or lower in area

Combat effects:

[Pri SL10] Call Lightning 10: (CL+2)d22 lightning dmg (save:½) (halve the die type if not outside)

[Wiz SL2] Prismatic Wall 2: 2 Prismatic colors

[Pri SL9] Blade Barrier 9: 11d11 dmg wall (shards)

[Pri SL8] Create Greater Undead : Mummies, spectres, vampires, or ghosts.

[Psi-3 minor] Biodust: 1d4 dust dmg/r to up to 2 cr.

[Pri SL8] Fear Contagion: All within 240' are feared (no save), effect is contagious 1t

[Psi29 minor] Hold Person:

[Pri SL6] Heal: Cure all dmg + disease,blind,insanity,feeblemind

[Psi10 minor] Light: Light

[Pri SL10] Dispel Magic 10: Dispel 8 magic effects

[Psi-12L minor] Law Bolt: CLxCL mental dmg to 1 target (Reflex:½); C-align x2 dmg

Dungeon071720 - Dungeon Level 11 (Jeeze)

Room # 7

Bath / Bathing Room - 30ft. long x 50ft. wide x 20ft. tall

decanter; Chasm, Constructed (purposely built); smoky; clear

Phase Door (as the spell) on the east wall leading to a 15ft. long x 10ft. wide x 5ft. tall hallway.

Sample Names: Delryn the criminal Sky Claw (Stellar); Vitroin the dreadful Martian America (Extra-terrestrial)

Annihilation Bolt Trap; DL 11; Search DC 121 (Psionicist CL 22, no save)

Vegetation that (causes/has/or is) Teleports

[x2] Gods cannot feel, taste, or sense into this room unless they are actually there; Divine Intervention fails

114,114gp

yarn

The Diamond Sutra, 'dispel magic', 2gp

Blue Piercing Weapon [11d12] +144 Th/+18 dmg 16+/x10; 1P: You

and target up to $10 \cdot CL^3$ dmg (necro); CL 78; SL 11, 39880gp

Nut-brown Piercing Weapon [11d10] +120 Th/+17 dmg 19+/x3; 1M: Target believes what you want him to believe (Will save), 1 item per segment; CL 58; SL 11, 31610gp

DL XI Macro-Medium Hazel Earthquakes x(46) x[4]

Stun AC 1220, HD 247863, stunp $2.1E+6$, WR 113% #Att 2, TH \div AC/Save DC by 132, idmg 6055

Str 77, Dex 50, Con 57, Int 67, Wis 86, Chr 86, $3.1E+1$ kxp

God (A being of your choice is Atomized(destroyed) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Psi54 minor] Invulnerability: $-CL \cdot SL/2$ dmg per attack

[Psi3½ minor] Thought Shield: Gain PR 13 against mind-affecting powers.

[Wiz SL11] Loop/Reality Stability: Loop/Reality Stability (duration 1 day), reverse removes it (no save)

[Psi3 Major] Teleport Trigger: Predetermined event triggers teleport.

[Pri SL8] Sphere Of Security: Friends get +2 AC,+2 saves, +50% MR, 4 Pro.scroll effects 1h

[Psi100 Major] Mind Bar: Ench/Charm, Magic Jar, Domination, Invis. can't be used in room (x1 Special)

[Psi4 minor] Item *1.25: How many of an item exists is multiplied by 1.25 (you need a Grand to duplicate a x2 item)

[Psi81 minor] Absorption, Physical: $-CL$ dmg /physical attack; gain that amount in next damaging physical attack

[Wiz SL6] Anti-Magic Shell 6: Anti-Magic of SL 0 to 5

[Psi2 minor] Mind Bar: 75% vs. Ench/Cha;immune Telep.; +5 in contests

[Psi81 minor] Life Support, Resist Heat/Cold: Resist Heat/Cold

Combat effects:

[Wiz SL10] Feeblemind 10: -50 mental stat points (randomly distributed in packets of 5) (save per packet)

[Psi19 minor] Acrobatics: 1bV: Emulate a Acrobat ability of level = $CL/2$; P=your number of Rogue points in it

[Psi0 minor] Medicine I: Choose one: Cure KiL hp; Cure Wounding; Repair disabled limb

[Psi-12L minor] Choose Summoning II: Monster Summoning using ML II chart, you pick the result

[Psi29 minor] Confusion:

[Psi81 minor] Entangle: Entangle

[Wiz SL10] Mordenkainen's Disjunction 10: Disjunct 2 effects (any type)

[Pri SL8] Blade Barrier 8: 10d10 dmg wall (shards)

[Psi81 Major] Dispel 5: Dispel a SL 0-5 effect

[Wiz SL9] Wacky Ball 9 / Normal / ½: Ld100, save: ½

[Psi5 Major] Concentration Break: Target loses M Mentals (maintenance=+M/r)

Dungeon071720 - Dungeon Level 11 (Herp Derp)

Room # 8

Chapel - 20ft. long x 10ft. wide x 35ft. tall

pillow; Walls of Water; sobbing; creaking

Tricked Door on the north wall leading to a 35ft. long x 15ft. wide x 5ft. tall hallway.

Sample Names: Ilya the Tiger the sinful Fatal Flash (Sail); Dagorlad the noxious Blue Boy (Cow)

Air in room transforms into Elemental Tempest Trap; DL 11; Search DC 118 (30 Dex damage/s, no save)

Altar that (causes/has/or is) pressure-plate trigger

[x2] Ultraplanar beings cannot smell, see, or sense into this room unless they are actually there; Divine Intervention fails

18,390gp

skull

a death sentence, 'gas breath', 0gp

Alabaster Longsword [3d4] +12 Th/+288 dmg 16+/x5; 1Z: You teleport to

your hand an item you can see.; CL 76; SL 11, 62337gp

Carnelian Ring: +6 level(s) of exceptional Wis; 121670gp

DL XI Macro-Diminutive Brownish Dragons x(171) x[5]

||AC|| 1224, HD 31053, |hp| 2.6E+5, BlahR 172% #Att 21, TH ÷ AC/Save DC by 132, iidmg 3638

Str 51, Dex 76, Con 27, Int 70, Wis 22, Chr 81, 3.1E+1kxp

Cool Bananas (A being of your choice is Bitch Slapped(humiliate) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Psi-2 Major] Insens. to Psychic Imp.: Resist Psionics; Resist Anti-Psionics

[Pri SL1] Endure Elements: -5 dmg/r from 1 of: acid/cold/lightning/fire/sound {Touch, 1 creature}

[Psi15 minor] Versatile Breath Element: You can alternatively use a second element, with E factor equal or less than your norma

[Pri SL7] Protection from Lightning 7: Stop the next CL*24 lightning dmg

[Wiz SL3] Armor 3: +CL*6 current hp

[Psi45 Grand] Reality Alteration: + or - SL to your next die roll

[Wiz SL7] Tenser's Transformation 7: +125% of max hp to current hp, +3 TH melee

[Psi72 minor] Duplication: Create 1 Mirror Image (max = PL)

[Wiz SL2] Fire Shield 2: Anyone who melees with you takes 25% dmg back

[Wiz SL5] Globe of Invulnerability 5: Immune to spells with SL=0 to 4

[Psi-6G Grand] Wrath †: 1bM: Can use an extra 1P each segment this round; Immune to Fire and Negative

Combat effects:

[Wiz SL8] Fireball 8: CLd16 fire dmg to a group (save:½)

[Wiz SL8] Monster Swarm Summoning VIII: Summons CL*1 DL VII monsters

[Psi3½ minor] Energy Missile: Deal 3d6 energy damage to up to five subjects.

[Psi6E Major] Wall of Ice: As the 4th level Wizard spell

[Pri SL9] Unlimited Wish: Duplicate any Wizard or Priest spell of levels 0-8.

[Pri SL1] Blade Barrier 1: 3d3 dmg wall (shards)

[Wiz SL3] Charming III: Charms up to 3 monsters, gets a new save every hour

[Wiz SL10] Power Word Stun 10: Stuns a creature if current hp < 400 (no save)

[Psi29 minor] Beam (Cone) of Cold:

[Wiz SL5] Dispel Magic 5: Dispel 3 magic effects

[Psi54 Major] Bio-Energy Blast: CL*(SL+2) force dmg to one target (no save)

Dungeon071720 - Dungeon Level 11 (Ew)

Room # 9

Smithy/Forge - 40ft. long x 25ft. wide x 25ft. tall

condlestick; tweezers; humming; scuttling

Golem Door (it's a Golem creature) on the west wall leading to a 10ft. long x 25ft. wide x 10ft. tall hallway.

Sample Names: Berronar the groovilicious Onyx Death (Shotgun); Vashti the anarchic Doc Intruder (Willpower)

Contact Metal Trap; DL 11; Search DC 113 (40 idamage, no save), (multiple targets)

Container (Barrel, Jar, Vase, etc.) that (causes/has/or is) Moves/Rolls

[x2] Room is permanently/continuously Disjunct (effect)ed, only creatures immune or bubbled against it can function here.

20,415gp

dagger hilt

a pair of reinforced gloves, +1 AC, 42gp

Cyan Fork: +6 level(s) of exceptional Dex; 121740gp

Fuchsia Bag: +6hIQQQE Action(s); 121140gp

DL XI Macro-Diminutive Carnelian Popcorns x(216) x[8]

iiAC 1216, HD 31031, lifep 2.7E+5, XR 133% #Att 4, TH ÷ AC/Save DC by 132, iiiidmg 970

Str 60, Dex 58, Con 56, Int 71, Wis 58, Chr 80, 3.1E+1kxp

Uhuh (A being of your choice is Crushed(destroyed) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Psi3 minor] Dissipating Touch: Touch deals 1d8 damage.

[Pri SL6] Anti-Animal Shell:

[Psi-3 Major] Spell Barrier: SR 10+2*CL

[Wiz SL2] Globe of Invulnerability 2: Immune to spells with SL=0 to 1

[Pri SL1] Animal Companion: Make an animal your companion (not familiar) {1 creature}

[Pri SL10] Resist Fire/Resist Cold 10: Take -90% dmg vs. fire or cold

[Pri SL9] Duplicate Item: duplicate a x1 magic or psi item that uses charges

[Psi6E Grand] Shape Change: As the 9th level Wizard spell

[Pri SL8] Spell Immunity 8: Be immune to 5 spells by name

[Wiz SL4] Anti-Magic Shell 4: Anti-Magic of SL 0 to 3

[Wiz SL4] Polymorph Self : You assume a new form (no innate abilities)

Combat effects:

[Wiz SL8] Power Word Blind 8: Blinds & stuns a creature if current hp < 120 (no save)

[Psi-17 minor] (no name): Wand of Wonder effect

[Wiz SL8] Immediate Monster Summoning VIII: Summons a DL VI monster without summoning sickness

[Wiz SL3] Suggestion: Compels subject to follow stated course of action.

[Pri SL7] Command 7: Target makes 7 saves, each missed save allows 1 word for a command to be given

[Wiz SL6] Cone of Cold 6: CLd12+CL cold dmg to a group (save:½)

[Psi45 minor] Absorption Power: bM: Absorb energy, gain 100/(12-SL)% of it in temporary hp

[Wiz SL9] Heal:

[Wiz SL7] Immediate Monster Summoning VII: Summons a DL V monster without summoning sickness

[Wiz SL10] Wulf's Rectification: Sends 1d4+1 targets to home plane (no save, -20% MR/iMR)

[Psi81 minor] Energy Blast I: [Pick an element] CLd5 dmg of that element (one group, no save)

Dungeon071720 - Dungeon Level 11 (Wowie Zowie)

Room # 10

Armory - 50ft. long x 15ft. wide x 15ft. tall

quill; cushion; footsteps (side); clicking

Dimension Door (as the spell) on the south wall leading to a 5ft. long x 20ft. wide x 20ft. tall hallway.

Sample Names: Jejoran the athletic Slug Viking (Star); Avir the excessive Jade Tribe (Suction Cup)

Secret Lock Trap; DL 11; Search DC 116 (500 Int damage, DC 117 Fortitude save to negate)

Fountain 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 smell, see, or sense into this room unless they are actually there; Divine Intervention fails

48,040gp

fishing net

a crystal clear potion, 'detect invis' " " ", 20gp

Coppery Checkbook: +500 PSP's; 121940gp

Puce Cube [3d20] ++19 dmg 17+/x8; 1F: Blindness; CL 76; SL 11, 126747gp

DL XI Gargantuan Rosy Beavers x(99) x[5] x[[2]]

iAC 1212, HD 183, |hp| 15616, TR 193% #Att 17, TH ÷ AC/Save DC by 132, iidmg 489

Str 69, Dex 68, Con 39, Int 26, Wis 59, Chr 60, 3.1E+1kxp

Fuck (A being of your choice is Funied(positive) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Psi8 minor] Hard Resistance to Radiation: Double resist radiation (1/4, save for 1/10), Ignore gaining Psi9/18/27 powers due to f

[Wiz SL5] Globe of Invulnerability 5: Immune to spells with SL=0 to 4

[Pri SL6] Antilife Shell : 10-ft. field hedges out living creatures.

[Psi6E Super] Know Truename: As the 9th level Diviner spell

[Pri SL9] Protection from Lightning 9: Stop the next CL*32 lightning dmg

[Psi1 minor] Automaton: Animate Object (as spell)

[Psi7 minor] (no name): Need not breathe

[Psi16 minor] Golem Form: Wood: Immune Wood; 1M: Transmute Metal to Wood (owner PP saves)

[Psi9 Major] Stone Eyes: Gaze: Petrification (save)

[Wiz SL4] Globe of Invulnerability 4: Immune to spells with SL=0 to 3

[Pri SL7] Protection from Fire 7: Stop the next CL*24 fire dmg

Combat effects:

[Wiz SL8] Trap the Soul : Imprisons subject within gem.

[Psi3½ Major] Telekinetic Thrust: Hurl objects with the force of your mind.

[Psi54 minor] Super Breath: CL*SL air dmg to one group (no save)

[Wiz SL8] As You Will Be: +1 ML for 1 turn, you will Twilight at end of effect (no resistance)

[Psi8 minor] Energy Discharge: 80' line, CL^2 technological dmg (RSW save:½), can power tech items drained of power

[Psi54 Grand] Mimic: 1bM: Fork a spell level 0 to SL effect

[Psi10 minor] Spook: Fear (save vs. spell at -CL/3)

[Pri SL9] Erase Truename: Erases target's Truename (no save)

[Wiz SL8] Power Word Stun 8: Stuns a creature if current hp < 240 (no save)

[Psi2 minor] Aging: (level)d4 years aged; (level)d10 years

[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

Dungeon071720 - Dungeon Level 11 (Fanfuckingtastic)

Room # 11

Chantry (Shrine) - 5ft. long x 30ft. wide x 25ft. tall

statue; Walls of Bone; scratching/scrabbling; squealing

Zombie Door (made of zombies) on the south wall leading to a 30ft. long x 15ft. wide x 25ft. tall hallway.

Sample Names: Rahasia the aggressive Justice Apostle (-wagon); Aart Blackflower the amoral Shining Miracle (Gun)

Creation Bolt Trap; DL 11; Search DC 119 (Psionicist CL 22, no save)

Container (Barrel, Jar, Vase, etc.) that (causes/has/or is) Distorted - Height/Depth

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Turn 70,102gp

club, splintered

a][+][shield, +2 AC, 1000gp

Crystalline Necklace [AT+407] +14 AC/+18 Saves; 1P: How much money you get in dungeon

is multiplied by 2 (only affects you, not whole party); CL 85; SL 11; 65200gp

Rian's Tibialis anterior muscle: +9 to ML; 1F: 1bM or 1bT: Counter a counterspell. Picking this a second time gives you "2bM or 2bT: Insist an effect.". This cannot be picked more than twice. ; CL 57; SL 11; 121910gp

DL XI Small Dull Sweatshops x(277) x[6]

|AC| 1211, HD 21, stunp 1016, WR 127% #Att 15, TH ÷ AC/Save DC by 132, iidmg 1216

Str 58, Dex 71, Con 37, Int 58, Wis 38, Chr 68, 3.1E+1kxp

Hell No (A being of your choice is Spent (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Pri SL1] Goodberry: 8 berries can cure 1 hp or act as 1 full meal. 8 berries are always created.

[Psi3½ Major] Truevenom: Your natural weapons are covered in horrible poison.

[Pri SL7] Goodberry 7: Creates 28 goodberries

[Wiz SL9] Tenser's Transformation 9: +175% of max hp to current hp, +5 TH melee

[Wiz SL3] Nondetection : Hides subject from divination, scrying.

[Wiz SL5] Original Stoneskin 5: Block the next 2 P actions of attacks

[Pri SL8] Extra Group +2: The next spell you cast will affect +2 groups of monsters

[Psi24 Major] Level: early 9: Get a "Level:" ability in your class 9 levels early (this can be taken multiple times)

[Psi9 Major] Regenerator: [Regeneration CH hp/r, Restores Memory]

[Pri SL5] Antiplant Shell: Keeps out plants

[Psi7 Major] (no name): Whenever you touch someone, they are paralyzed (PP save)

Combat effects:

[Wiz SL7] Time Stop 7: Stops time for 1d2 rounds

[Pri SL5] Death's Door 5: Target (currently at negative hp) goes to 2 hp (can't go above max)

[Pri SL5] Hold Person/Monster 5: Hold 7 person or 5 monster targets (save)

[Psi-6G Major] Chorus: Your summoned creatures are dispelled; gain their combined hp (can go above max)

[Wiz SL10] Fire Maze: maze spell on lvl creatures, each takes 10 fire dmg/r

[Pri SL1] Entropic Shield: Any missile has a 20% chance to miss you {self only}

[Pri SL2] Dispel Radiation: Dispers Radiation (1 target = auto success) {1 group}

[Wiz SL7] Ray of Enfeeblement 7: -35 physical stat points (randomly distributed in packets of 5) (save per packet)

[Pri SL6] Hold Person/Monster 6: Hold 8 person or 6 monster targets (save)

[Wiz SL9] Mass Enslave: As Mass Charm, except the effect cannot be thrown off by being damaged, and there is no daily save ch

[Psi-17 Major] (no name): Teleport Other Away

Dungeon071720 - Dungeon Level 11 (When In The Heck)

Room # 12

Smithy/Forge - 15ft. long x 40ft. wide x 10ft. tall

ladder; Flowstone (slippery); wind, strong, gusting; foggy near ceiling

Locked Door, Out of Phase on the south wall leading to a 50ft. long x 5ft. wide x 10ft. tall hallway.

Sample Names: Vanada the merciless Tiger Syndicate (Trident); Merdecia the unholy Global Bullet (Neutralizer)

Lock transforms into Elemental Gravity Trap; DL 11; Search DC 121 (3000 Str damage/s, no resistance)

Pillar or Column that (causes/has/or is) pressure-plate trigger

[x2] Mortals cannot feel, see, or sense into this room unless they are actually there; Divine Intervention fails

12,387gp

bed

a portal to drakryi isle., 0gp

Scroll of Pro. from Weapons, Magic Miss., 17570gp

Azur Eyes [8d6] +19 Th/+400 dmg 11+/x9; 1Z: Telekinesis; CL 62; SL 11, 80017gp

DL XI Huge Maroon Deers x(179) x[7]

|AC| 1226, HD 1078, |hp| 7936, WR 2068% #Att 9, TH ÷ AC/Save DC by 132, i^4 dmg 252

Str 33, Dex 40, Con 50, Int 31, Wis 86, Chr 39, 3.1E+1kxp

Cool (Reflect an entire segment's worth of actions (can't be dispelled).)

Prepared effects:

[Psi8 Major] Construct Control Item 2: Create a "Control" type item (see next page) of TechL=CL, each 2 TechL takes 1S action

[Psi45 Grand] Electrical Control: SL/2 (round down) instances of Resist lightning; +SL*10% damage with lightning effects

[Pri SL6] No Save: The next spell you cast does not have a saving throw

[Wiz SL9] Shape Change : Changes the caster to someone else, he adopt it powers and vulnerabilities save that depends upon int

[Wiz SL8] Globe of Invulnerability 8: Immune to spells with SL=0 to 7

[Psi--2 Grand] Eeelemental Composition: Can be any Normal/Para/Quasi Eeele ; Can be Semi Eeele

[Wiz SL1] Cantrip: Can cast 1 cantrip (Wiz 0) per round as Z action

[Psi-6G Major] Iridescence †: 1bM: Immune Fire (all variants), Positive, Prismatic, Chromatic, Light, Radiance, Blindness

[Psi6N Grand] Druid Spells, LVL 9: Get a druid progression of level 9 (max = your level)

[Psi18 Major] Psi: Amplification: x2 effect on next Psi (any freq.) power

[Wiz SL3] Haste: +1 P, +1V to one group

Combat effects:

[Pri SL3] Cure Disease: Cures Disease

[Psi45 Major] Mechanical Creation: Summon a DL=SL-2 Golem or Technological monster

[Wiz SL5] Twilight: Target is Twilighted for CL segments (Will save)

[Psi-6G minor] Guardian †: 1bM: Prevent N of the damage being done to one target

[Psi54 Major] Air Control: Gust of Wind / Wall of Air

[Psi29 Grand] Mordenkainen's Disjunction:

[Pri SL3] Remove Disease : Cures all diseases affecting subject.

[Wiz SL10] Magic Missile 10: (CL+1)*5 missiles, each does 1d4+1 force dmg (no save)

[Wiz SL10] Time Stop 10: Stops time for 1d5 rounds

[Psi-15 minor] Alter Resistances: Alter two resistances (or one immunity) to be of different eeement(s) (Pick an EE factor ≤ origi

[Wiz SL8] Lightning Bolt 8: CLd16 lightning dmg to a group (save:½)

Dungeon071720 - Dungeon Level 12 (Over My Dead Body)

Room # 1

Entry/Vestibule - 30ft. long x 20ft. wide x 45ft. tall

pedestal; idol (largish); scratching/scrabbling; still

Tricked Door on the west wall leading to a 45ft. long x 15ft. wide x 5ft. tall hallway.

Sample Names: Manton the Beggar the virtuous Bullet Clan (Atomic); Monro the diseased Wing Cronie (Solar)

Wide-Mouth Floor Trap; DL 12; Search DC 132 (700 Dex damage, no resistance), (multiple targets)

Door, Secret that (causes/has/or is) Changes - Class

[x2] Ultraplanar beings cannot taste, hear, or sense into this room unless they are actually there; Divine Intervention fails
137,921gp

cask

a Chinese Sword of Jade, sword, 8d9 (40), 100gp

Rian's Sinuses: +15 to Con; 1M: Join two legions together. ; CL 72; SL 12; 144750gp

Orangey Helm [AT+22] +4 AC/+170 Saves; 1M: You are affected by up to CL

Priest or Wizard Divination spells of spell level 1-7; CL 66; SL 12; 33970gp

DL XII Macro-Medium Cordovan Transactions x(252) x[8]

iiAC 1452, HD 24581, ihp 2.4E+6, ER 201% #Att 15, TH ÷ AC/Save DC by 156, iiddmg 866

Str 74, Dex 59, Con 69, Int 49, Wis 67, Chr 65, 4.5E+1kxp

Stank You (A being of your choice is Pawned (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Pri SL7] Repulsion : Creatures can't approach you.

[Wiz SL8] Clone: Clone

[Psi6E Super] Hell Pit: 2 saves:fail 1=goto hell, fail 2=impris

[Psi-9 minor] Resistance to Anti-Magic: CH*5% aMR (adjust @ 12th casting level)

[Pri SL1] Resist Cold (1): All creatures in area get resist cold {1 group}

[Psi3 Super] Dissolution: You Disintegrate really large objects or creatures.

[Psi45 minor] True Invulnerability: SL instances of Resist distributed as you like (medium categories: a school, an element, etc.)

[Psi3 Grand] Null Psionics Field: Negates psionics within 10 ft.

[Pri SL2] Resist [E=1 element]: Pick an EE=1 element, you resist it for 1 hour.

[Psi-12T Grand] Bring Animals VII: Summon CL*4 Animals using ML VII chart, you pick the result

[Psi45 Grand] Hard Radiation Control: SL/2 (round down) instances of Resist radiation damage; +SL*10% damage with radiation (

[Wiz SL3] Fire Shield 3: Anyone who melees with you takes 50% dmg back

Combat effects:

[Psi54 Major] Mind Blast: SL Int dmg to one target (no save)

[Wiz SL9] Temporal Stasis: Puts subject into suspended animation.

[Psi29 Grand] Lightning Bolt LVLd10:

[Psi27 minor] Innocents: You cannot physically attack this segment. You are healed LVL^2 hp.

[Wiz SL4] Monster Swarm Summoning IV: Summons CL*3 DL III monsters

[Pri SL4] Cure Wounds 4: Cures 10d8 hp (can take offer of 6 per die -> 60 hp)

[Psi45 Major] Self-Revival: 0, (SL-1)/d: Heal self

[Psi45 minor] Chemical Touch: Chemical effect of TechL=SL*2 or less (range touch)

[Wiz SL6] Summon Monster VI : Calls outsider to fight for you.

[Wiz SL10] Strike Dweomer: (30*CL)d8 dmg to one target, any type of dmg, no save

[Psi3 Major] Brilliant Blast: Light blast inflicts 9d4 damage in 20' radius.

[Wiz SL7] Magic Missile 7: (CL+1)*7/2 missiles, each does 1d4+1 force dmg (no save)

Dungeon071720 - Dungeon Level 12 (Yippee)

Room # 2

Gardens - 45ft. long x 45ft. wide x 45ft. tall

crucible; cruet (flask); bang, slam; splashing

Unusual Material Door on the east wall leading to a 5ft. long x 20ft. wide x 15ft. tall hallway.

Sample Names: Trueaxe the radioactive Digi-- Commando (Fork); Anishta the fraudulent New Corona (Train)

Ka-boom! Trap; DL 12; Search DC 126 (Psionicist CL 24, no resistance)

Stairway that (causes/has/or is) Moves/Rolls

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Year
26,044gp

iron bar bent

the platinum spiked shield, +1 AC, 600gp

Sky-blue Chalk: Free Deflect Arrows Feat: Need empty hand. Reflex save vs. DC 20+plusses to deflect (1/r); 144960gp

Navy Clothes: Free Explorer Kit: 2 Survival

slots; Deep pockets cont., Free bonus Direction Sense proficiency; 145040gp

DL XII Gargantuan Ochre Barbers x(287) x[6] x[[2]]

iiAC 1449, HD 198, lifep 18688, PR 139% #Att 3, TH ÷ AC/Save DC by 156, i^5 dmg 1162

Str 91, Dex 56, Con 80, Int 27, Wis 64, Chr 79, 4.5E+1kxp

Fuck Me In The Ass With No Vaseline (Make irrelevant a being of your choice's segment of actions (can't be dispelled).)

Prepared effects:

[Psi18 Major] Telepathy: Psych. Shield: -LVL CL,+LVL saves on Psi effects vs.you; +LVL Wis: Willpower

[Psi2 Major] Kinetic Control: Take only 2+leak vs. physical attacks; Reflect 1d10 dmg

[Wiz SL4] Prismatic Sphere 4: 2 Prismatic colors

[Psi7 Major] (no name): Immunity to critical hits

[Wiz SL10] Globe of Invulnerability 10: Immune to spells with SL=0 to 9

[Wiz SL8] Original Stoneskin 8: Block the next 5 P actions of attacks

[Wiz SL12] Prismatic Sphere 12: 10 Prismatic colors or 8 MultiPrismatic colors (may repeat colors in either mode)

[Pri SL10] Spell Immunity 10: Be immune to 7 spells by name

[Pri SL9] Shapechange : Transforms you into any creature, and change forms once per round.

[Psi54 Major] Systematic Antidote: SL/2 instances of Resist Poison/Drugs

[Pri SL2] Protection from Lightning 2: Stop the next CL*4 lightning dmg

[Psi18 Grand] Scty: Peripheral Defender: -7*LVL dmg on all physical & energy attacks

Combat effects:

[Psi0 minor] Throw: Make one attack, if successful, throw target level*10' in one direction, he takes falling dmg

[Psi81 Grand] Suppress: Target cannot use a particular power (no save)

[Pri SL3] Call Lightning 3: (CL+2)d8 lightning dmg (save:½) (halve the die type if not outside)

[Psi54 Grand] Ice Control: Wall of Ice

[Psi45 Grand] Focus: Do SL instances of another Psi45 power you know; you are Spent and Harmed at the end of effect

[Psi0 Grand] Iceblast: KiLd4 dmg in a KiL*5' line (ice damage) (save:½)

[Wiz SL1] Charm Person: Charm 1 humanoid {1 creature}

[Wiz SL2] Magic Missile 2: (CL+1) missiles, each does 1d4+1 force dmg (no save)

[Psi45 Major] Duplication: 1bM: Fork an effect (caster makes SL/3 saves)

[Pri SL8] Circle Of Sunmotes: All friends get leveled6 hp,+1/+1 TH/dmg; enemies get reverse

[Psi3½ Major] Time Hop: Subject hops forward in time 1 round/level.

[Psi-6G Major] Chorus: Your summoned creatures are dispelled; gain their combined hp (can go above max)

Dungeon071720 - Dungeon Level 12 (Herp Derp)

Room # 3

Meditation - 50ft. long x 50ft. wide x 20ft. tall

horn; thumb screws; clicking; sobbing

Specialed Door on the south wall leading to a 20ft. long x 20ft. wide x 25ft. tall hallway.

Sample Names: Modig Cedarhome the super-intelligent Sergeant Pain (Nag); Migdala the invincible Ring -tech (Neutralizer)

Contact Sound Trap; DL 12; Search DC 127 (60 Chr damage, DC 129 Breath Weapon save for 1/3)

Passage that (causes/has/or is) Magical Pool/Throne: Adjusts a random ability score permanently, roll

1d6: (1-2) +1d4, (3-4) -1d4, (5-6) +1d4 to one and -1d4 to another

[x2] Room is permanently/continuously Berserked, only creatures immune or bubbled against it can function here.

76,672gp

grill

an aura of death, +4 AC, 1000gp

Brownish Toe ring: +2 Level(s) in a Custom Group Class; 144760gp

Rian's Liver: +29 to HD; 1F: 1bM: Counter a MTG

Black, Necromancy/Necromantic, or Psi7 power. ; CL 73; SL 12; 144170gp

DL XII Small Lime-Green Falls x(187) x[5]

|AC| 1456, HD 16, stunp 1160, TR 210% #Att 21, TH ÷ AC/Save DC by 156, iiiidmg 1733

Str 47, Dex 60, Con 81, Int 51, Wis 37, Chr 87, 4.5E+1kxp

Peeyew (A being of your choice is Exposed(intrude) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Pri SL8] Protection from Fire 8: Stop the next CL*28 fire dmg

[Pri SL1] Resist Cold (1): All creatures in area get resist cold {1 group}

[Psi-9 minor] Blister-healer: [+1 TH, -1 dmg/att]

[Psi72 minor] Duplication: Create 1 Mirror Image (max = PL)

[Psi-15 minor] Add Resistance: Resist one normal (EE=1) element, this can be taken twice for an EE=2, thrice for an EE=3, etc.

[Psi100 minor] Telekinetic Barrier: Take -N/2 dmg per physical or energy attack (max N = level)

[Pri SL2] Protection from Lightning 2: Stop the next CL*4 lightning dmg

[Psi54 Major] Gadgetry: 1M, 1/d: Build a TechL=SL Psi8 item

[Psi3 Major] Dimensional Anchor: Bars extradimensional movement.

[Psi45 Grand] Resist: Energy: SL/3 (round down) instances of Resist energy attacks

[Psi7 Grand] (no name): Immunity to Turn Undead

[Pri SL10] Spell Immunity 10: Be immune to 7 spells by name

Combat effects:

[Wiz SL5] Dispel Exhaustion 5: Restore 75% of dmg taken, get an Original Haste 5 for 1 round

[Pri SL9] Summon Monster IX : Calls outsider to fight for you.

[Pri SL5] Dispel Evil: Unsummons evil creatures (Outer-planar/summoned no save). If cast against 1 creature of the appropriate 1

[Psi7 Grand] (no name): Target is energy drained CL/2 levels (no save)

[Psi29 Grand] Internal Fire:

[Pri SL9] Dispel Evil 9: Dispel 5 evil targets (can target the same thing more than once) (save)

[Psi2 minor] Aging: (level)d4 years aged; (level)d10 years

[Pri SL7] Restoration (1): Removes all lost levels, not just one. Also restores ability score drains. Does not age caster or target.

[Wiz SL12] Power Word Kill 12: Kills a creature if current hp < 210 (no save)

[Wiz SL2] Hypnotic Pattern (1): 24 HD looking at pattern are Hypnotized

[Psi-12T Major] Bring Animals III: Summon CL Animals using ML III chart, you pick the result

[Psi5 minor] Reroll: (Z action) Reroll any die roll (yourself or other)

Dungeon071720 - Dungeon Level 12 (Zomfg)

Room # 4

Dormitory - 5ft. long x 15ft. wide x 10ft. tall

Walls of Souls; Floors of Ice; breeze, gusting; howling

Archway (open) on the west wall leading to a 50ft. long x 25ft. wide x 25ft. tall hallway.

Sample Names: Ilya the Wanderer the demonic Astro- Witch (-wing); Tyrre the odious Suicide Lass (Turbo)

Injected Smoke Trap; DL 12; Search DC 132 (480 Wis damage, no save)

Container (Barrel, Jar, Vase, etc.) that (causes/has/or is) Rising/Sinking

[x2] Mortals cannot taste, smell, or sense into this room unless they are actually there; Divine Intervention fails

33,155gp

pulpit

a leather pouch, 10gp

Turquoise Scarab [AT+28] +400 AC/++20 Saves; 1M: 1=Preserve,2=Trap

Soul,5=Permanency,7=Stasis; affects 2+CL/9 groups; CL 54; SL 12; 109535gp

Pale Armor, Medium [AT+29] +399 AC/+195 Saves; 1V: -2 dmg/att;+level/3 AC bonus; CL 68; SL 12; 85935gp

DL XII Macro-Large Purplish Metals x(272) x[8]

||AC|| 1455, HD 49162, stunp 4.8E+6, TR 127% #Att 5, TH ÷ AC/Save DC by 156, idmg 1163

Str 51, Dex 76, Con 25, Int 43, Wis 31, Chr 33, 4.5E+1kxp

Fanfuckingtastic (A being of your choice is Pwn3d(humiliate) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Psi8 Grand] Anti-Technological Shell: Reduce all technological objects within 30' by -CL TechL (min TechL=0)

[Psi3 Major] Teleport Trigger: Predetermined event triggers teleport.

[Pri SL9] Regenerate 9: Regenerates 4 hp /s

[Pri SL1] Resist Fire/Resist Cold 1: Take -45% dmg vs. fire or cold

[Wiz SL9] Anti-Magic Shell 9: Anti-Magic of SL 0 to 8

[Wiz SL11] Original Stoneskin 11: Block the next 8 P actions of attacks

[Psi7 minor] (no name): Need not breathe

[Psi45 Grand] Force Field vs. Hostiles: Enemies must make SL/2 saves to attack you

[Psi12T minor] Blink Wounding: Whenever you are struck by an attack sequence, you randomly blink away after damage

[Wiz SL3] Third Arm Growth: Grow an extra arm or leg [lose spell slot while running]

[Wiz SL3] Nondetection : Hides subject from divination, scrying.

[Psi54 minor] Flame Being: Fire Shield (SL*10% damage back to attacker); Deal +SL fire dmg with melee attacks

Combat effects:

[Wiz SL6] Disintegrate : Disintegrates a single victim

[Wiz SL12] Pixelate: Pixelate target (no save)

[Wiz SL10] Create Dweomer: Wall of any element, dmg = (2*CL)d8+(CL) (no save)

[Pri SL7] Treat Caused Wounds: Cure 70% of max hp

[Pri SL8] Blade Barrier 8: 10d10 dmg wall (shards)

[Wiz SL4] Prismatic Wall 4: 4 Prismatic colors or 2 MultiPrismatic colors (may repeat colors in either mode)

[Pri SL7] Cure Wounds 7: Cures 28d8 hp (can take offer of 6 per die -> 168 hp)

[Psi15 Major] Color Spray: Color Spray

[Wiz SL2] Cone of Cold 2: CLd4+CL cold dmg to a group (save:½)

[Psi9 Grand] Gravity Kin.: Incr.Weight: Target weight x100*CH (save or crushed)

[Pri SL3] Cure Disease: Cures Disease

[Psi45 Major] Duplication: 1bM: Fork an effect (caster makes SL/3 saves)

Dungeon071720 - Dungeon Level 12 (Yea)

Room # 5

Waiting Room - 25ft. long x 10ft. wide x 45ft. tall

scroll; clamps; footsteps (receding); "Bleah!" (off in the distance)

Phase Door (phases in/out every so often) on the east wall leading to a 40ft. long x 10ft. wide x 15ft. tall hallway.

Sample Names: Rathyrion the irritating Delta Pharaoh (Gyro-); Gaedynn the foul Tattered Dog (Burro)

Air in room transforms into Elemental Composite Trap; DL 12; Search DC 127 (3500 Cml damage/s, no resistance)

Passage that (causes/has/or is) Enlarge/reduces

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Turn
19,853gp

magic circle

a lockpick, 1gp

Orange Age Cat. 10 Drake, Elemental Armor [AT+18] +23 AC/+25

Saves; 12: Spell Turning (as spell); CL 60; SL 12; 15360gp

Rian's Trapezium muscle: +46 to Con; 1M: Whenever a spell is cast, unless

1 extra SL is spent, regain 1 SL. ; CL 64; SL 12; 144780gp

DL XII Fine Coppery Feelings x(268) x[4]

|AC| 1462, HD 6, lifep 1848, RR 174% #Att 20, TH ÷ AC/Save DC by 156, i^4 dmg 581

Str 57, Dex 31, Con 58, Int 90, Wis 68, Chr 81, 4.5E+1kxp

Fuck Me (Ignore an entire segment's worth of actions (can't be dispelled).)

Prepared effects:

[Psi24 minor] Rogue points 10: This class gives an extra +10 Rogue points per level.

[Psi3½ Super] Assimilate: Incorporate creature into your own body.

[Wiz SL11] Symbol Of Wizardry: all that look at symbol have their spells reset

[Psi12T Super] Aura of Non-Sentience: All creatures within 120' of caster (incl. the caster) lose all levels of experience, have a cor

[Psi12T Super] Psionic Turning: Spell Turning but affects Psionic effects

[Wiz SL3] Globe of Invulnerability 3: Immune to spells with SL=0 to 2

[Wiz SL11] Continuous (one spell is continuous):

[Pri SL3] Goodberry 3: Creates 12 goodberries

[Psi29 minor] Animate Object:

[Pri SL7] Time/Reality Stability: Time/Reality Stability (duration 1 day), reverse removes it (Spell save)

[Pri SL9] Anti-Dispel Magic Shell: your effects are non-dispellable (inc.shell)

[Pri SL2] Resist [E=1 element]: Pick an EE=1 element, you resist it for 1 hour.

Combat effects:

[Wiz SL10] Power Word Fragment: 1 body part of target is removed

[Psi-12C Major] Weird Chaos: Two groups: One gets hit by Weird, the other Chaos (as spells)

[Psi0 minor] Disable Limb: One attack: One limb cannot be used by target for 1t (no save)

[Wiz SL7] Power Word Kill 7: Kills a creature if current hp < 60 (no save)

[Pri SL5] Wall of Thorns : Thorns damage anyone who tries to pass.

[Psi10 minor] Pillar of Fire: Makes a column of fire (10' wide by 10*CL' high), 1d10 dmg

[Wiz SL5] Death Spell 5: Slay 5d12 HD of creatures (save)

[Psi30 Major] Ram Touch: 1 hull point damage/succ

[Pri SL1] Panic: Target is Panicked (50% flee, 50% taunted towards you) (Will save)

[Pri SL3] Summon Monster III : Calls DL 3 outsider to fight for you.

[Wiz SL8] Incurse (Rewrite Out of Time): Target being or object is Rewritten out of time (i.e. Incursed) (RSW save)

[Psi9 minor] Laser Vision: [see in dark] Laser Beam CHd8 dmg (save)

Dungeon071720 - Dungeon Level 12 (Bleeding)

Room # 6

Corridor - 20ft. long x 40ft. wide x 25ft. tall

altar; Bridge, Stone; smoky; bang, slam

Locked Door, Mechanical on the north wall leading to a 20ft. long x 5ft. wide x 10ft. tall hallway.

Sample Names: Eyvind Crocfoot the clever Beta Wasp (Seahorse); Faldorn the uncaring Squirrel Hamster (Suction Cup)

Basic Blades Trap; DL 12; Search DC 125 (Attack +240 ranged, 120d30 idamage)

Dome that (causes/has/or is) Gaseous

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Turn
49,266gp

lard

a Bright Blue Portal, 0gp

Flesh Cloak [AT+367] +20 AC/+16 Saves; 1F: x10 hp; CL 74; SL 12; 59155gp

Jet-black Potion: Free Maximize Spell Feat: All variable effects

of a spell are maximized. Spell has +3 SL.; 144260gp

DL XII Macro-Diminutive Straw-Coloured Pheasants x(211) x[7]

|iAC| 1448, HD 3073, iiihp 3.1E+5, WR 1656% #Att 20, TH ÷ AC/Save DC by 156, i^5 dmg 1162

Str 51, Dex 78, Con 50, Int 56, Wis 38, Chr 37, 4.5E+1kxp

Balls (Make irrelevant a being of your choice's segment of actions (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.

[Psi3½ Major] Inertial Barrier: Gain DR 5/-.

[Psi19 Grand] Paladin Lore: Abilities as per a Paladin of half level (round up); your light-saber is a "holy avenger"

[Wiz SL7] Original Stoneskin 7: Block the next 4 P actions of attacks

[Psi-12L Major] Choose Die Result: Choose result of one die roll (not "deep", only affects one die)

[Psi-12T minor] Touch Reflection: Touch effects are reflected back to opponent

[Wiz SL6] Anti-Magic Shell 6: Anti-Magic of SL 0 to 5

[Psi4 Grand] Money *2: How much money you get in dungeon is multiplied by 2 (only affects you, not whole party)

[Pri SL8] Duplicate Monster: Duplicate a x1 monster (not incl. classes)

[Wiz SL10] Original Stoneskin 10: Block the next 7 P actions of attacks

[Psi54 Grand] Energy Absorption: CL*SL*3 hp ablative Force Field (vs. energy attacks)

[Psi45 Major] Reflection: MPIWReflection 5*SL%

Combat effects:

[Psi10 minor] Light: Light

[Psi6E minor] Temptation: Target saves or is suggested for 1 round

[Pri SL8] Undead Plague: Summon 1000 skeletons

[Wiz SL7] Time Stop 7: Stops time for 1d2 rounds

[Psi18 Major] Pyrokinetic: Melt& Aflame: 30'r, LVLD20 fire damage (save:½)

[Pri SL5] Limited Cureall: Cureall, target must Fort save vs. # hp down (+10 per other effect)

[Psi45 Grand] Spray: SL choking dmg to a group per segment (can leave the area)

[Psi10 Major] Scare: Fear 1d3+CL/2 r, target must save every round (even if made previous saves)

[Pri SL8] Command 8: Target makes 8 saves, each missed save allows 1 word for a command to be given

[Wiz SL12] Power Word Stun 12: Stuns a creature if current hp < 560 (no save)

[Psi100 Grand] Death Stare: Death or Stun 2d4r (if over 2*level HD) (Fort save); affects 2+CL/9 groups

[Psi-3 minor] Astral Destruct I: Creates astral destruct to fight for you.

Dungeon071720 - Dungeon Level 12 (Uhhuh)

Room # 7

Strongroom/Vault - 20ft. long x 50ft. wide x 10ft. tall

oil (barrel of); Bridge, Force (magical); foggy near floor; giggling (faint)

Iris Door (seals as a spiral) on the west wall leading to a 35ft. long x 5ft. wide x 25ft. tall hallway.

Sample Names: Olaf Greenseed the unethical October Threesome (Web); Beramos the kewl Bionic Mutant (Tentacles)

Collapsing Floor Trap; DL 12; Search DC 126 (350 Str damage, no resistance), (multiple targets)

Furnishings that (causes/has/or is) Wish Fulfillment

[x2] Gods cannot see, smell, or sense into this room unless they are actually there; Divine Intervention fails

102,965gp

pewter cutlery

a Pair of Worn Snow Boots, +3 AC, 1655gp

Quarterstaff of Gandalf (1d30) (+10,+13); +4 to INT, WIS, CHR, Searching; Slay Evil, Orc, Troll; Flame Tongue; Resist

Fire, Nether; Hold Life; See Invisible; Permanent Light(1); Activates for probing, detection and full id every 1000 turns, 1403430g

Dove-grey Girdle [AT+176] +18 AC/+484 Saves; 1M: One spell that you know has it's effect

multiplied by 1.25, or costs only 1/(1.25*2-1) of a spell slot; CL 66; SL 12; 92570gp

DL XII Small Rusty Birds x(120) x[4]

iAC 1445, HD 21, ihp 14976, AIIR 210% #Att 8, TH ÷ AC/Save DC by 156, iidmg 1735

Str 83, Dex 94, Con 51, Int 81, Wis 46, Chr 81, 4.5E+1kxp

For Fuck'S Sake (A being of your choice is Schooled(humiliate) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Pri SL9] Duplicate Item: duplicate a x1 magic or psi item that uses charges

[Psi1 Grand] Psionic Amplification: Multiplies a power; Max.=level/4+1

[Pri SL4] Immune [E=1 element]: Pick an E=1 element, you are immune to it for 1 hour. (This immunity does not "spread" into ot

[Psi-15 minor] Add Breath Weapon [2nd]: Breath weapon is once per 3 rounds. Choose a normal (EE=1) eeement. Breath = (CL-

[Psi7 Major] (no name): Whenever you touch someone, they are paralyzed (PP save)

[Psi9 minor] Resistance to Poison: CH*5% Poison Resistance (non-adj.)

[Psi81 minor] Stretching: Can attack (CL+3)/4 groups per segment without actually entering them

[Wiz SL10] Nazzer's Nullification: Creates a DMZ (Dispel Magic Zone)

[Wiz SL4] Dimensional Anchor : Bars extradimensional movement.

[Psi-12T minor] Stay Conscious: You stay conscious up to -10-CLxCL hp (defensive acts only)

[Wiz SL3] Globe of Invulnerability 3: Immune to spells with SL=0 to 2

[Psi81 minor] Life Support, Resist Vacuum: Resist Vacuum and High Pressure

Combat effects:

[Wiz SL10] Eridor's Ebony Bolt: 4 perm. hp loss/lvl, no MR, cannot be resisted

[Pri SL4] Heal 4: Cure to 50% of max hp (max Heal 4 can cure at once = 500 hp)

[Wiz SL10] Down a Hole: Target is put Down a Hole (no save)

[Wiz SL4] Summon Monster IV : Summons a DL IV monster (duration 1t)

[Psi3 Grand] Astral Construct VIII: Astral construct fights for you.

[Psi10 Major] Agony: -3 Int, -4 Wis, -3 saves, -3 TH, -3 dmg, can't use magic/psi, slow (save each)

[Wiz SL7] Wacky Ball 7 / Normal / ½: Ld20, save: ½

[Wiz SL12] Feeblemind 12: -60 mental stat points (randomly distributed in packets of 5) (save per packet)

[Psi-6N Major] Force of Nature IV: Summon a Thicket Elemental: AC 80, hp 320, #Att 4/1, TH +70, dmg 70

[Psi29 Grand] Imprisonment:

[Wiz SL2] Hypnotic Pattern (1): 24 HD looking at pattern are Hypnotized

[Psi54 Grand] Heat Vision: 1M to start: Every segment for 1 round, as a 0 action, deal SL heat dmg to one target (no save)

Dungeon071720 - Dungeon Level 12 (Bleeding)

Room # 8

Museum - 40ft. long x 25ft. wide x 45ft. tall

spoon, measuring; table; foggy; foggy

Trapped Door, Out of Phase on the north wall leading to a 25ft. long x 20ft. wide x 20ft. tall hallway.

Sample Names: Ganderfal the impolite Arduous Nine (Sleigh); Nathos the imbecilic Colossal Witch (Catapult)

Basic Blades Trap; DL 12; Search DC 129 (Attack +180 melee, 100d8 idamage)

Idol that (causes/has/or is) Enrages

[x2] Gods cannot feel, hear, or sense into this room unless they are actually there; Divine Intervention fails

9,452gp

cloth cape

a red sash, +1 AC, 10gp

Ruby Bracers [AT+331] +20 AC/+13 Saves; 1P: x256 mass; +8

Str; -8/attack (physical or energy); CL 64; SL 12; 53560gp

Rian's Semitendinosus muscle: +32 to Chr; 1P: Wishoid for a SL 2 Psi11U/W spell ; CL 69; SL 12; 144980gp

DL XII Macro-Fine Orchid Vacuums x(287) x[5]

||iAC|| 1460, HD 18576, lifep 1.6E+5, IR 187% #Att 22, TH ÷ AC/Save DC by 156, iidmg 2891

Str 53, Dex 27, Con 39, Int 75, Wis 74, Chr 23, 4.5E+1kxp

Pat Yourself On The Back (A being of your choice is Suppressed(slowed) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Wiz SL7] Globe of Invulnerability 7: Immune to spells with SL=0 to 6

[Pri SL10] Regenerate 10: Regenerates 8 hp /s

[Wiz SL7] Original Stoneskin 7: Block the next 4 P actions of attacks

[Wiz SL9] Third Level Magic-User Spells (DM2): Can cast one 3rd Level Wizard spell per round as Z action

[Psi-2 Grand] Elemental Composition: Can be any Normal/Para/Quasi Eele ; Can be Semi Eele

[Wiz SL12] Sixth Level Magic-User Spells (DM1): Cast any four 6th level Wizard spells simultaneously when it is cast.

[Psi6E Super] Immunity IV: Globe/Invuln., Immune:1st-2nd Dominions

[Psi-12T Major] Globe of Mid Resistance: Immune to SL 2-4 (all types), Resist SL 1 & 3 (all types)

[Psi16 Grand] Construct Psi16 Item 4: Create a Psi16 item (see next page) of TechL=CL, each 4 TechL takes 1S action

[Pri SL5] Protection from Fire 5: Stop the next CL*16 fire dmg

[Wiz SL2] Invisibility: Invisibility; attacking ends spell {Touch, 1 target}

[Psi-12T Major] Resurrect Self: Teleport Away when killed, Resurrect Self 1 round later

Combat effects:

[Psi45 Grand] Disruption: Minor: Target takes CL*SL disruption damage (no save); Grand: The damage given plus a Disintegrate e

[Psi30 minor] Stun Touch: Astral stunning

[Psi45 minor] Light Emission: SL*CL/2 Light damage (no save) and SL/2 instances of blindness (save)

[Psi-1 Major] Physical Surgery: Pick 1: Halve hp & slow (N=1), Ray/Enfeeblement (N=5), Insanity (N=6); all have save

[Pri SL10] Fire Storm 10: (CL+2)d17 holy fire dmg, hits 5 groups (no save)

[Wiz SL4] Confusion : Confuses targets, who can wander away, attack friend or do nothing

[Pri SL5] Insect Plague : Insect horde limits vision, inflicts damage, creatures flee.

[Psi6G Major] Disk of Seven Heavens: Roll TH: If target hit is sent to Seven Heavens (no save)

[Psi10 minor] Intensify Fire *: Doubles the damage of an existing fire effect

[Psi29 Grand] Summon Planar Creature:

[Psi15 Major] Darkness: Darkness CL*10' radius

[Pri SL3] Remove Paralysis (2): Removes paralysis. This spell will also remove stun and summoning sickness effects. This spell als

Dungeon071720 - Dungeon Level 12 (Hot Diggety)

Room # 9

Hallway - 50ft. long x 25ft. wide x 40ft. tall

tub; urn; squealing; clear

Water Lock Door (holds back a lot of water) on the east wall leading to a 30ft. long x 5ft. wide x 10ft. tall hallway.

Sample Names: Khendar the uncaring Blonde -strike (-copter); Bjornin the virtuous Masked Agent (Mortar)

Solid Stun Blast Trap; DL 12; Search DC 127 (Psionacist CL 24, DC 125 PP save to negate)

Door that (causes/has/or is) side-sliding

[x2] Gods cannot see, hear, or sense into this room unless they are actually there; Divine Intervention fails

99,794gp

bandages

a honeycomb, 50gp

Indigo Eyes [4d8] ++22 dmg 16+/x6; 1V: Choice of plane but not exact; CL 80; SL 12, 95840gp

Rian's Metatarsal bones: +44 to Int; 1M: The target is

Jailed (Imprisonment + hold all actions).; CL 52; SL 12; 144300gp

DL XII Macro-Large Dark Channels x(53) x[6]

iiAC 1445, HD 49162, lifep 5.0E+6, PR 147% #Att 7, TH ÷ AC/Save DC by 156, iiidmg 14409

Str 82, Dex 31, Con 69, Int 46, Wis 77, Chr 27, 4.5E+1kxp

Right On (A being of your choice is Cremated(burned) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Wiz SL2] Magic Resistance: MR 50+CL*5% [duration 2 hours]

[Wiz SL3] Tenser's Transformation 3: +25% of max hp to current hp, -1 TH melee

[Pri SL3] Negative Plane Protection: Stops one negative energy attack

[Pri SL9] Regenerate 9: Regenerates 4 hp /s

[Pri SL1] Protection from Lightning 1: Stop the next CL*2 lightning dmg

[Pri SL4] Protection from Lightning 4: Stop the next CL*12 lightning dmg

[Wiz SL4] Fire Shield 4: Anyone who melees with you takes 75% dmg back

[Pri SL5] Golem: Makes a golem (you need raw materials)

[Psi45 minor] Force Field vs. Power Manipulation: ER 10*SL%

[Pri SL6] Resist Fire/Resist Cold 6: Take -70% dmg vs. fire or cold

[Psi81 minor] Growth 2: +1 size; +2 Str; +2*CL max hp

[Psi-3 Super] Pawn: Pawn someone (gets a Will and a Spell save, making either is a make)

Combat effects:

[Wiz SL5] Hold Monster : 1d4 creature Paralyzes creatures unless save is made

[Psi54 minor] Air Control: Gust of Wind / Wall of Air

[Pri SL4] Flame Strike 4: CLd6 holy fire dmg (save:½)

[Psi81 minor] Drain: Target loses -CL to a stat

[Wiz SL9] Power Word Blind 9: Blinds & stuns a creature if current hp < 160 (no save)

[Wiz SL9] Dispel Magic 9: Dispel 7 magic effects

[Pri SL9] Command 9: Target makes 9 saves, each missed save allows 1 word for a command to be given

[Wiz SL6] Power Word Kill 6: Kills a creature if current hp < 30 (no save)

[Psi14 minor] (no name): Summon CL Animals of the type that you are the Lycanthrope of, DL=LVL

[Wiz SL9] Wail of the Banshee: Kills one creature/level.

[Wiz SL7] Finger of Death : 60 yard Slay one victim, there is saving throw vs. death

[Pri SL8] Command 8: Target makes 8 saves, each missed save allows 1 word for a command to be given

Dungeon071720 - Dungeon Level 12 (Phew)

Room # 10

Pantry - 15ft. long x 10ft. wide x 30ft. tall

table (large); bellows; chlorine smell; salty, wet smell

Ice Door (transparent) on the east wall leading to a 25ft. long x 15ft. wide x 5ft. tall hallway.

Sample Names: Peregrine the arrogant Mistress Titan (Anti-matter); Odo the super-intelligent Masked Worm (Fire)

Injected Composite Trap; DL 12; Search DC 121 (1000 Dex damage, no resistance)

Arch that (causes/has/or is) Fruit

[x2] Room is permanently/continuously *Cursed*ed, only creatures immune or bubbled against it can function here.

10,113gp

broken glass

a gold coin, 0gp

Coppery Cube [3d10] +18 Th/x7 dmg 16+/x9; 1P: Lightning Bolt LVLd10; CL 80; SL 12, 58657gp

Ring of Power 'Vilya' (+10,+10); +3 to All stats, Speed; Immunity to Lightning; Resist Lightning, Poison, Disenchantment; Sustain S Slow Digestion; Feather Falling; Regeneration; See Invisible; Free Action; Hold Life; Activates for large lightning ball (250) every 2 DL XII Macro-Medium Transparent Harbors x(193) x[7]

iAC 1458, HD 24583, |hp| 2.5E+6, IR 138% #Att 12, TH ÷ AC/Save DC by 156, idmg 583

Str 48, Dex 89, Con 67, Int 53, Wis 48, Chr 32, 4.5E+1kxp

No Way (A being of your choice is Wrecked(destroyed) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Psi12T Super] Mass Feeblemind: Feeblemind (as spell) in 90'r area

[Wiz SL2] Anti-Magic Shell 2: Anti-Magic of SL 0 to 1

[Pri SL1] Resist [E=1 element]: Pick an E=1 element, you resist it for 1 hour.

[Psi16 Major] Golem Form: Metagolem: Immune lightning; 1M: Fireball; 1M: Major Missile

[Pri SL5] Ironskin: Does not stop falling damage. Does not leak like Stoneskin. Any attack (hit or miss) knocks off an Ironskin, unl

[Wiz SL12] Original Stoneskin 12: Block the next 9 P actions of attacks

[Wiz SL11] Anti-Magic Shell 11: Anti-Magic of SL 0 to 10

[Psi54 Grand] Acrobatics: Any Acrobat SL-1 pick; 5*CL Rogue points in it

[Wiz SL5] Extra Group +1: The next spell you cast will affect +1 groups of monsters

[Wiz SL11] Loop/Reality Stability: Loop/Reality Stability (duration 1 day), reverse removes it (no save)

[Psi6N Super] Create/Destroy Conduit: Creates or Destroys 1 Conduit, Wormhole, Gate, Color Pool

[Pri SL3] Double Resist [E=2 element]: Pick an E=2 element, you double resist it (1/4 dmg, 1/10 if make save) for 1 hour.

Combat effects:

[Wiz SL5] Dispel Exhaustion 5: Restore 75% of dmg taken, get an Original Haste 5 for 1 round

[Psi0 Major] Lightning Stroke: Each time you miss this round you may reroll (you are actually making new 2nd attacks)

[Pri SL2] Call Lightning 2: (CL+2)d6 lightning dmg (save:½) (halve the die type if not outside)

[Wiz SL1] Cone of Cold 1: CLd2+CL cold dmg to a group (save:½)

[Pri SL6] Dispel Magic 6: Dispel 4 magic effects

[Psi9 Grand] Photon Kin.: Laser Beam: 10*(CHd8) Light damage (save)

[Pri SL5] Rainbow: Creates a rainbow bridge (or) CL bolts d8 dmg 1 target each

[Psi-2 minor] Cause Disease: Cause Disease; Cause 2 diseases

[Psi9 Major] Molecular Disrupter: CHd10 Disruption damage (save:½)

[Wiz SL10] Power Word Kill 10: Kills a creature if current hp < 150 (no save)

[Wiz SL6] Magic Missile 6: (CL+1)*3 missiles, each does 1d4+1 force dmg (no save)

[Psi18 minor] Hypnosis: 1 target: Hypnosis 1m (save)

Dungeon071720 - Dungeon Level 12 (Shit)

Room # 11

Training/Exercise/Practice - 20ft. long x 50ft. wide x 10ft. tall

Chimney; catwalk; wind, strong, gusting; squeaking

Concealed (Hidden) Door on the west wall leading to a 50ft. long x 15ft. wide x 20ft. tall hallway.

Sample Names: Lorinda the invulnerable Frog Rocket (Mace); Kari the Possum the invincible Do-Gooder One (Rapier)

Lowering Door Trap; DL 12; Search DC 125 (300 idamage, no resistance)

Wall that (causes/has/or is) Polymorphing

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Year
22,909gp

bloodstain

a ball and chain shackle, +5 AC, 1500gp

Cloak of Manyform (2V: Alter Self; 2P: Polymorph Self; 2M: Shapechange), 126430gp

Ring of Danger Prediction (Sense Danger), 22410gp

DL XII Macro-Tiny Pearl Pains x(287) x[4]

|AC| 1457, HD 6153, ihp 6.3E+5, ER 131% #Att 22, TH ÷ AC/Save DC by 156, idmg 7208

Str 92, Dex 37, Con 34, Int 44, Wis 84, Chr 86, 4.5E+1kxp

Bah (A being of your choice is Roasted(burned) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Pri SL5] Resist [E=5 element]: Pick an E=5 element, you resist it for 1 hour.

[Wiz SL3] Fire Shield 3: Anyone who melees with you takes 50% dmg back

[Psi6G Major] Barbarian's Club of Might: Auto roll 20 to hit and double base damage with one weapon strike per segment

[Wiz SL9] Fire Shield 9: Anyone who melees with you takes 200% dmg back

[Psi5 Major] No Target: Cannot be directly targetted with effects

[Psi45 minor] Resist: Physical: SL/4 (round down) instances of Resist physical attacks

[Wiz SL3] Protection from Normal Missiles: Duration CL turns

[Wiz SL5] Fire Shield 5: Anyone who melees with you takes 100% dmg back

[Wiz SL4] Globe of Invulnerability 4: Immune to spells with SL=0 to 3

[Wiz SL10] Anti-Dispel Magic Shell: your effects are non-dispellable (inc.shell)

[Pri SL8] Antimagic Field : Negates magic within 10 ft.

[Psi19 minor] Accelerate Healing: Double your healing and hp regeneration rates

Combat effects:

[Wiz SL10] Fireball 10: CLd20 fire dmg to a group (save:½)

[Wiz SL8] Dispel Magic 8: Dispel 6 magic effects

[Wiz SL10] Dispel Magic 10: Dispel 8 magic effects

[Psi19 Major] Persuasion: Target believes what you want him to believe (Will save), 1 item per segment

[Wiz SL9] Monster Swarm Summoning IX: Summons CL/2 (round down) DL VIII monsters

[Wiz SL5] Wall of Iron : 30 hp/four levels; can topple onto foes.

[Psi18 Grand] Scty: Metamorph Blockade: [permanent] Force Shapechange, no polymorph

[Psi-12C minor] Cthulhoid Swarm II: Summon CL Monsters using ML II "Weird" chart (random)

[Psi6G Major] Zoroaster's Noonsblaze: 10*CL' cone: Blindness (no save); (2*CL)d6 dmg vs. creatures vulnerable to light

[Psi10 Major] Throw: Throw a small object to deal (CL+4)d6 dmg to a target (don't need to roll to hit)

[Wiz SL10] Power Word Blind 10: Blinds & stuns a creature if current hp < 200 (no save)

[Psi6E Major] Wall of Stone: As the 5th level Wizard spell

Dungeon071720 - Dungeon Level 12 (Oh Baby)

Room # 12

Elevator Room - 10ft. long x 10ft. wide x 30ft. tall

evil symbol; idol; still, very chill; clashing

Specialed Door on the south wall leading to a 5ft. long x 10ft. wide x 15ft. tall hallway.

Sample Names: Daksha the warped Extreme Pirate (Capsule); Paedra the vicious Crime Punisher (Ice)

Collapsing Chute Trap; DL 12; Search DC 130 (1200 idamage, no resistance)

Statue that (causes/has/or is) Gate (to random plane) in room (can be dispelled, or closed by a x1 or higher being passing through from this side)

[x2] Mortals cannot feel, taste, or sense into this room unless they are actually there; Divine Intervention fails

68,511gp

cloth vest

A sandwich, 1gp

Ring: Lower Resistance -30%, 32450gp

Ring of Windwarding, 15330gp

DL XII Macro-Fine Purplish Changes x(53) x[4]

||AC|| 1455, HD 1538, stunp 1.5E+5, IR 135% #Att 11, TH ÷ AC/Save DC by 156, random stat dmg 1451

Str 33, Dex 51, Con 94, Int 91, Wis 72, Chr 71, 4.5E+1kxp

What A Mess (A being of your choice is Maimed(destructed) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Psi8 Major] Unusual Mix: May construct your tech items using "Unusual Materials" chart, this may have odd effects

[Wiz SL1] Armor 1: +CL*2 current hp

[Psi27 Major] Priests of Any God: You have an enslaved Priest: You gain his Priest memorization for the day.

[Psi45 minor] Vibration Control: SL/2 (round down) instances of Resist vibration; +SL*10% damage with vibration effects

[Pri SL5] Resist Fire/Resist Cold 5: Take -65% dmg vs. fire or cold

[Psi54 Major] Stretching: Can melee up to SL people per round that aren't in your group

[Wiz SL5] Animate Dead : Creates undead skeletons and zombies.

[Psi8 Major] Construct Control Item 2: Create a "Control" type item (see next page) of TechL=CL, each 2 TechL takes 1S action

[Pri SL8] Robe Of Healing: Get 20 1d4+4 healing effects (self or other) every round for 1h

[Psi-2 Grand] Elemental Composition: Can be any Normal/Para/Quasi Eele ; Can be Semi Eele

[Wiz SL6] No Save: The next spell you cast does not have a saving throw

[Psi-12T Major] Resurrect Self: Teleport Away when killed, Resurrect Self 1 round later

Combat effects:

[Pri SL3] Dispel Magic 3: Dispel 1 magic effect

[Psi3 Grand] Improved Telekinesis: Lift or move 50 lb./level at long range.

[Wiz SL8] Monster Swarm Summoning VIII: Summons CL*1 DL VII monsters

[Wiz SL4] Immediate Monster Summoning IV: Summons a DL II monster without summoning sickness

[Wiz SL5] Dispel Innates:

[Pri SL9] Miracle : Requests a deity's intercession.

[Pri SL4] Limited Heal: Heal, target must Fort save vs. # hp down (+10 per other effect)

[Psi-6G Major] Resurrect/Destruct: Resurrection or Destruction

[Wiz SL8] Extract: Extracts memories and thoughts from target (no save)

[Psi45 Grand] Cold Generation: SL*CL Cold damage (1 group, no save)

[Psi-2 Major] Endorphin Drain: 6 Int,Wis,or Chr dmg; 6 to all three

[Wiz SL10] Ray of Enfeeblement 10: -50 physical stat points (randomly distributed in packets of 5) (save per packet)

Dungeon071720 - Dungeon Level 13 (Damn It)

Room # 1

Music Room - 45ft. long x 15ft. wide x 15ft. tall

fresco (painting); furnace; groaning; chlorine smell

Ice Door (transparent) on the south wall leading to a 10ft. long x 15ft. wide x 10ft. tall hallway.

Sample Names: Thuba the mind-numbing Terra- Bolt (-tron); Ruathym the virtuous Speed Musketeer (Net)

Air in room transforms into Elemental Thunder Trap; DL 13; Search DC 137 (3000 Dex damage/s, DC 139 Will save for half)

Vegetation that (causes/has/or is) Appearing/Disappearing

[x2] Gods cannot hear, taste, or sense into this room unless they are actually there; Divine Intervention fails

58,499gp

chair w/straps

a pearl ring, +1 AC, 25gp

Aqua Armor, Heavy [AT+297] +442 AC/+440 Saves; 1M: You pass through

objects as if they weren't there; CL 98; SL 13; 159415gp

Ring of Contrariness, 3670gp

DL XIII Gargantuan Snowy Rocks x(131) x[6]

iiiAC 1692, HD 219, ihp 22016, ER 2002% #Att 10, TH ÷ AC/Save DC by 182, idmg 341

Str 75, Dex 63, Con 42, Int 81, Wis 30, Chr 100, 6.4E+1kxp

Bleeding (A being of your choice is Calcify(unaware) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Psi-6E minor] Demonfire: Spend the Q points from non-Psi(-6) frequencies. Your next attack is at +Q to hit.

[Pri SL6] Resist Fire/Resist Cold 6: Take -70% dmg vs. fire or cold

[Psi15 Major] Add Immunity: Immune to one normal (E=1) element, this can be taken twice for an E=2, thrice for an E=3, etc.

[Wiz SL7] First Level Magic-User Spells (DM2): Can cast one 1st Level Wizard spell per round as Z action

[Wiz SL4] Evard's Black Tentacles : 1d4 +1/level tentacles grapple randomly within 15 ft.

[Wiz SL4] Armor 4: +CL*8 current hp

[Psi-12T Super] Bring Animals VIII: Summon CL*5 Animals using ML VIII chart, you pick the result

[Wiz SL10] Fourth & Fifth Level Magic-User Spells:

[Wiz SL5] Globe of Invulnerability 5: Immune to spells with SL=0 to 4

[Psi3½ Major] Teleport Trigger: Predetermined event triggers teleport.

[Psi2 Major] Superior Invisibility: No sound,smell; attack breaks; Improved Invisibility

[Psi6G Major] Paralysis Immunity: Immunity to paralysis, stun, and hold

Combat effects:

[Pri SL6] Hold Person/Monster 6: Hold 8 person or 6 monster targets (save)

[Wiz SL10] Ray of Enfeeblement 10: -50 physical stat points (randomly distributed in packets of 5) (save per packet)

[Pri SL4] Creeping Doom 4: 160 insect dmg

[Wiz SL6] Cone of Cold 6: CLd12+CL cold dmg to a group (save:½)

[Wiz SL9] Monster Swarm Summoning IX: Summons CL/2 (round down) DL VIII monsters

[Psi6N minor] Self-Preservation: Cure N*4 hp of damage

[Psi-6E minor] Chilling Darkness: Target gets -1 all #Att (PP save); x½ save bonus (PPD save); lose next M act. (BW save)

[Psi3 Major] Astral Construct IV: Astral construct fights for you.

[Psi10 Major] Burn: Target takes (4+CL/3)d6 fire dmg (save:½)

[Psi45 Major] Vibration: SL*CL Vibration damage (1 group, no save)

[Psi30 Grand] Death Beam: Necromantic damage

[Psi6G minor] Dispel Phantasm: Phantasms (non-corporeal undead of all types) are destroyed (no save)

Dungeon071720 - Dungeon Level 13 (Oh Man)

Room # 2

Meeting Room - 10ft. long x 50ft. wide x 5ft. tall

candelabra; columns/pillars; rustling; splintering

False Door on the west wall leading to a 50ft. long x 25ft. wide x 5ft. tall hallway.

Sample Names: Yaras the devious Jet Imp (Harpoon); Fintira the lucky Lieutenant Crusader (Solar)

Contact Silt Trap; DL 13; Search DC 131 (7000 idamage, DC 139 PP save for half)

Painting that (causes/has/or is) Flesh To Stone

[x2] Room is permanently/continuously Blinded, only creatures immune or bubbled against it can function here.

32,627gp

dampness, ceiling

scuffed knee pads, +2 AC, 10gp

Dark Stone [12d10] +442 Th/++20 dmg 13+/x9; 1M: Produces fire or frost (6 dmg, save:½); CL 89; SL 13, 154930gp

Ring: [x2] O,lose X*Y spells levels in memorization: Counter target psionic effect of SL=X;

Y is the number of Psi.Freq. you possess (wild+class count as 1) plus 1., 203450gp

DL XIII Medium Inky Incomes x(142) x[6] x[[2]]

Stun AC 1693, HD 28, iiiihp 2768, CR 215% #Att 21, TH ÷ AC/Save DC by 182, idmg 1358

Str 57, Dex 47, Con 46, Int 30, Wis 38, Chr 35, 6.4E+1kxp

Out Fucking Standing (A being of your choice is Full of Fail(insane) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Pri SL2] Resist [E=2 element]: Pick an E=2 element, you resist it for 1 hour.

[Pri SL5] Resist Fire/Resist Cold 5: Take -65% dmg vs. fire or cold

[Psi3½ Major] Clairtangent Hand: Emulate far hand at a distance.

[Psi45 Grand] Fire Control: SL/2 (round down) instances of Resist fire; +SL*10% damage with fire effects

[Pri SL8] Antimagic Field : Negates magic within 10 ft.

[Psi16 Grand] Golem Form: Stone: Immune earth; set Str 22+LVL; 1V: Slow

[Wiz SL12] Armor 12: +CL*24 current hp

[Psi54 Major] Thief: Any Thief SL-1 pick; 5*CL Rogue points in it

[Psi3½ minor] Vigor: Gain 5 temporary hit points.

[Wiz SL6] Globe of Invulnerability 6: Immune to spells with SL=0 to 5

[Psi8 minor] Technological Shield: DR (CL*2)/(+CL/2) (or) WR 10*CL% (or) Others need a +CL-1 weapon to hit you

[Wiz SL4] Improved Invisibility : As invisibility, but subject can attack and stay invisible.

Combat effects:

[Psi-12C minor] Cthulhoid Swarm I: Summon CL Monsters using ML I "Weird" chart (random)

[Psi18 Grand] Scty: Metamorph Blockade: [permanent] Force Shapechange, no polymorph

[Wiz SL10] Mordenkainen's Disjunction 10: Disjunct 2 effects (any type)

[Wiz SL6] Power Word Stun 6: Stuns a creature if current hp < 80 (no save)

[Psi8 minor] Hack into Technological Object: Hack (gain control) of a technological object with TechL<=CL (monsters get save)

[Wiz SL6] DNA Scamble Blast: Area DNA Scamble (PP save)

[Psi45 Grand] Hard Radiation: SL*CL/2 Radiation damage and SL Con damage (1 group, no save)

[Psi29 Major] Suggestion:

[Wiz SL8] Dispel Exhaustion 8: Restore 95% of dmg taken, get an Original Haste 8 for 1 round

[Psi29 Grand] Raise Dead Fully/Slay Living Fully:

[Psi6G Grand] Suneagle: Summons a Phoenix (see Monstrous Compendium)

[Psi3½ Grand] Time Hop, Mass: Willing subjects hop forward in time.

Dungeon071720 - Dungeon Level 13 (Pat Yourself On The Back)

Room # 3

Entry/Vestibule - 45ft. long x 15ft. wide x 50ft. tall

Bridge, Log; relief; snapping; murmuring

Plane Shift Door (other side is on another plane) on the north wall leading to a 5ft. long x 15ft. wide x 25ft. tall hallway.

Sample Names: Halbrinn the uncaring Terrible Dozen (Scimitar); Crigan the terrible Star Bolt (Bubble)

Annihilation Bolt Trap; DL 13; Search DC 136 (Psionicist CL 26, no resistance)

Wall that (causes/has/or is) Appearing/Disappearing

[x2] Immortals cannot see, hear, or sense into this room unless they are actually there; Divine Intervention fails

46,098gp

table

a flickering light, 10gp

Maroon Age Cat. 10 Great Wyrms of Chaos Armor [AT+24] xx3

AC/+440 Saves; 1M: Mirror Image (SL images); CL 76; SL 13; 91440gp

Rian's Skull bone: +39 to Int; 12: Damage Threshold 10 from physical attacks ; CL 98; SL 13; 169110gp

DL XIII Small Translucent Tigers x(217) x[6]

iiAC 1706, HD 325, ihp 17784, GR 221% #Att 17, TH ÷ AC/Save DC by 182, i^5 dmg 3385

Str 90, Dex 61, Con 92, Int 44, Wis 51, Chr 68, 6.4E+1kxp

Jesus Motherfucking Christ (A being of your choice is Full of Win(positive) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Pri SL6] No Save: The next spell you cast does not have a saving throw

[Pri SL5] Resist Fire/Resist Cold 5: Take -65% dmg vs. fire or cold

[Psi81 Grand] Damage Reduction, Energy, 75%: Take x0.25 damage from energy

[Wiz SL10] Tenser's Transformation 10: +200% of max hp to current hp, +6 TH melee

[Psi4 Major] Money *1.5: How much money you get in dungeon is multiplied by 1.5 (only affects you, not whole party)

[Pri SL10] Resist Fire/Resist Cold 10: Take -90% dmg vs. fire or cold

[Wiz SL10] Anti-Dispel Magic Shell: your effects are non-dispellable (inc.shell)

[Pri SL4] Immune [E=1 element]: Pick an E=1 element, you are immune to it for 1 hour. (This immunity does not "spread" into ot

[Psi16 minor] Golem Form: Flesh: Resist fire and cold; Cured by lightning (1 hp per die of dmg)

[Wiz SL11] Fifth Level Magic-User Spells (DM1): Cast any four 5th level Wizard spells simultaneously when it is cast.

[Psi16 Major] Golem Form: S=3,4,5: Unusual Material of S=3,4,5 (cannot exceed real S number)

[Psi6G Super] Fifth Level Priest Spell: Cast one 5th level Priest spell at CL = 70

Combat effects:

[Wiz SL12] Dispel Magic 12: Dispel 10 magic effects

[Pri SL6] MultiCure Deadly Wounds : Cure 8d8+10 or 58 to 6 different targets

[Psi45 minor] Summoning: Summon a DL=SL Outer

[Pri SL9] Creeping Doom 9: (1d6+8)*140 insect dmg

[Pri SL8] Undead Plague: Summon 1000 skeletons

[Psi-12L minor] Blind/Unblind: Cure or Cause Blindness (RSW save)

[Wiz SL3] Put Out of Misery: Target being at negative hp that would die if unattended is slain (no save)

[Pri SL8] Dispel Magic 8: Dispel 6 magic effects

[Psi100 minor] Automaton: Animate CL objects as DL I Golems (count as your summon)

[Psi-12C minor] High-Frequency Sample: Generate a High-Frequency Sampler minor effect

[Psi45 Major] Focus: Do SL instances of another Psi45 power you know; you are Spent and Harmed at the end of effect

[Psi3½ Major] Time Hop: Subject hops forward in time 1 round/level.

Dungeon071720 - Dungeon Level 13 (My Ass)

Room # 4

Fountain/Pool Room - 35ft. long x 40ft. wide x 15ft. tall

fresco (painting); oubliette (pit); breeze, slight, damp; splashing

Trapped Door, Out of Phase on the east wall leading to a 50ft. long x 10ft. wide x 5ft. tall hallway.

Sample Names: Gardi Crowlayer the spiteful Sergeant Carrot (Giraffe); Pharazia the handsome Obsidian -ion (-O-matic)

Solid Stun Blast Trap; DL 13; Search DC 143 (Psionicist CL 26, no resistance)

Door that (causes/has/or is) Treasure hidden in secret compartment in container

[x2] Room is permanently/continuously Berserked, only creatures immune or bubbled against it can function here.

25,672gp

human flesh

a standard issue vest, +1 AC, 90gp

Rian's Blood Vessels: +3 to Int; 1M: Do this Status Effect to one target (no save) ; CL 74; SL 13; 169130gp

Coppery Psi Crystal: +7 level(s) of exceptional Con; 169880gp

DL XIII Gargantuan Snow-White Dedications x(86) x[6]

||iAC|| 1699, HD 218, iiiihp 23040, CR 175% #Att 16, TH ÷ AC/Save DC by 182, idmg 3387

Str 66, Dex 60, Con 37, Int 24, Wis 30, Chr 84, 6.4E+1kxp

Yaaaa, About That (Deflect an entire segment's worth of actions (can't be dispelled).)

Prepared effects:

[Wiz SL3] Prismatic Sphere 3: 1 Prismatic color

[Pri SL7] Phoenix Sanctuary: You take half damage from any source (duration 1 turn, cannot be made permanent)

[Pri SL3] Resist [E=3 element]: Pick an E=3 element, you resist it for 1 hour.

[Psi45 minor] Mental Invisibility: Improved Invis.: it's +SL AC instead of +4

[Psi54 Grand] Split: You are two beings (two places at once); it costs 3 actions to have each body do 1 action

[Psi7 minor] (no name): Need not breathe

[Pri SL2] Goodberry 2: Creates 8 goodberries

[Psi6N Major] Thief Abilities, LVL 7: Get thief abilities of level 7 (max = your level)

[Psi9 minor] Force Field: Moveable Wall of Force (solid version)

[Psi3½ Major] Claws of the Vampire: Heal half of your claw's base damage.

[Psi6G Major] Paralysis Immunity: Immunity to paralysis, stun, and hold

[Psi54 minor] Energy Absorption: CL*SL*3 hp ablative Force Field (vs. energy attacks)

Combat effects:

[Psi3 Grand] Disintegrate: One creature or object vanishes.

[Psi72 minor] Deflection: Take -PL² dmg on one physical attack

[Psi9 minor] Scattershot: CH Energy Pellets, 1d4 dmg ea. (no save)

[Psi14 Major] (no name): [0 action to use] Change form immediately

[Wiz SL2] Shatter: Object(s) destroyed (save vs. crushing blow) {1 group}

[Wiz SL10] Time Stop 10: Stops time for 1d5 rounds

[Pri SL9] Remove Curse 9: Cure 6 curse effects (reverse causes that many, save for each)

[Psi-5 Grand] Cone of Nothing: CL*CL*CL dmg in a 30' cone (no save); they lose next Opp action (save)

[Wiz SL5] Magic Jar : Life force change between the caster and someone else

[Pri SL7] Cure Wounds 7: Cures 28d8 hp (can take offer of 6 per die -> 168 hp)

[Wiz SL6] Prismatic Wall 6: 6 Prismatic colors or 4 MultiPrismatic colors (may repeat colors in either mode)

[Psi10 minor] Spook: Fear (save vs. spell at -CL/3)

Dungeon071720 - Dungeon Level 13 (Fucking Hell)

Room # 5

Well - 50ft. long x 35ft. wide x 20ft. tall

cupboard; cask; squealing; moaning

Iron Door, Normal on the west wall leading to a 5ft. long x 10ft. wide x 15ft. tall hallway.

Sample Names: Hallfred Sunspear the heartless Mutant Villain (Spinach); Olphaunt the mind-numbing Sarge Corp (Tricycle)

Air in room transforms into Elemental Aether Trap; DL 13; Search DC 135 (240 Con damage/s, no save)

Ceiling that (causes/has/or is) Shifting

[x2] Ultraplanar beings cannot taste, see, or sense into this room unless they are actually there; Divine Intervention fails
2,436gp

mud

a shot of whiskey, 2gp

Rian's Coracobrachialis muscle: +12 to LVL; 1M: If 10 or more creatures died this segment, this has a
-6 spell robe effect. Summon a DL VIII Avatar with 1M: Slay a creature(no save).; CL 71; SL 13; 169630gp

Aqua Cube [8d20] +401 Th/+25 dmg 18+/x3; 1Z: Wall of Stone: As the 5th level Wizard spell; CL 89; SL 13, 85554gp

DL XIII Macro-Huge Flesh-Coloured Drops x(115) x[4]

Stun AC 1711, HD 1.1E+5, iiihp 1.1E+7, PR 208% #Att 20, TH ÷ AC/Save DC by 182, iidmg 16906

Str 51, Dex 43, Con 68, Int 99, Wis 30, Chr 95, 6.4E+1kxp

Jinkes (Enemy Subordinates can't affect you (can't be dispelled).)

Prepared effects:

[Psi-9 minor] Specific Reduction: takes -1d4 dmg/m on contact w/ substance

[Psi54 Grand] Invisibility: Minor: Invisibility; Major: Improved Invisibility; Grand: Dust of Disappearance

[Wiz SL5] Tenser's Transformation 5: +75% of max hp to current hp, +1 TH melee

[Psi-12T minor] Spectral Natural Fighting: Spectral Hand; no ill effects from punching/kicking things

[Psi60 Major] Anti-Missile Barrier: Ranged: +LVL/2 AC, -LVL dmg per hit/succ

[Wiz SL6] No Save: The next spell you cast does not have a saving throw

[Psi29 minor] Anti-Radiation Ray:

[Psi1 minor] Psionic Trigger: Contingency for 1 psi power (still need points)

[Pri SL5] Improved Free Action: Immune Capital S Stun, Stop, Hold, Paralysis, Summoning Sickness; Hold P,V actions

[Psi-15 Major] Dial-a-Breath Eelement (<): You can use any eelement with EE factor less than your normal breath.

[Psi45 minor] Resist: Magic: SL/4 (round down) instances of Resist magic

[Psi7 Major] (no name): Immunity to ability drain

Combat effects:

[Pri SL8] Shooting Stars: All enemies within 120' take 6d10+192 (no save) (fire+lightning)

[Psi0 minor] Choke: One attack: Each round target makes Con check or unconscious, maintain by using 1V

[Psi3 minor] Charm Person: Makes one person your friend.

[Psi-12C Major] Strip Down (Nude Bomb): Choose 1 target; he removes/drops 1 item /s (no save)

[Psi-2 minor] Half Pain: Take half damage from one person for 1t; --

[Psi81 Grand] Mind Control: Control M actions (Will save)

[Wiz SL5] Prismatic Bolt: Prismatic Spray on one target

[Psi-6E minor] Drain Life N: ½M, -1 current hp: Target takes N unholy negative vile grave dmg (no save); gain N hp (can go above

[Psi3½ Major] Baleful Teleport: Destructive teleport deals 9d6 damage.

[Pri SL8] Storm Of Vengeance: No spellcasting, lvl6 acid, 48d8 lightning, 3*lvl10 ice

[Pri SL4] Creeping Doom 4: 160 insect dmg

[Wiz SL3] Fireball 3: CLd6 fire dmg to a group (save:½)

Dungeon071720 - Dungeon Level 13 (Blimey)

Room # 6

Library - 25ft. long x 25ft. wide x 5ft. tall

Bridge, Swinging (like a swing); catwalk; tinkling; clanking

Bronze Door, Normal on the north wall leading to a 15ft. long x 15ft. wide x 15ft. tall hallway.

Sample Names: Baredena the electrifying October Person (Portal); Nahele the majestic Violet Warlock (Slingshot)

Creation Bolt Trap; DL 13; Search DC 135 (Psionicist CL 26, no save), (multiple targets)

Dome that (causes/has/or is) Points

[x2] Mortals cannot see, feel, or sense into this room unless they are actually there; Divine Intervention fails

127,028gp

foodstuffs (edible)

A band of blinding light, +2 AC, 120gp

Time Bomb, 9540gp

Hazel Necklace [AT+33] +15 AC/+289 Saves; 1P: Duplicate a x0 or x1 Radioactive Item; CL 96; SL 13; 54205gp

DL XIII Gargantuan Amethyst Knowledges x(337) x[8]

||iAC|| 1710, HD 216, ihp 21760, XR 196% #Att 2, TH ÷ AC/Save DC by 182, iidmg 3393

Str 27, Dex 43, Con 96, Int 68, Wis 80, Chr 42, 6.4E+1kxp

Yeah Right (PCs can't affect you (can't be dispelled).)

Prepared effects:

[Pri SL9] Duplicate Item: duplicate a x1 magic or psi item that uses charges

[Wiz SL11] Symbol Of Wizardry: all that look at symbol have their spells reset

[Pri SL3] Protection from Lightning 3: Stop the next CL*8 lightning dmg

[Psi19 Grand] Greater Force Shield: AT +CL*3 source; -CL/attack (physical or energy)

[Psi24 Major] Level: early 9: Get a "Level:" ability in your class 9 levels early (this can be taken multiple times)

[Psi27 minor] Cloak of Oblivion: Pick any one specific spell or psionic power. You are immune to it.

[Wiz SL12] Sixth Level Magic-User Spells (DM2): Can cast one 6th Level Wizard spell per round as Z action

[Wiz SL8] Permanency: ANY spell in the game can be made permanent.

[Psi9 Major] Control Body Molecules: Shapechange (as spell), even to objects

[Wiz SL11] Globe of Invulnerability 11: Immune to spells with SL=0 to 10

[Pri SL2] Resist [E=1 eelement]: Pick an EE=1 eelement, you resist it for 1 hour.

[Wiz SL10] Fire Shield 10: Anyone who melees with you takes 225% dmg back

Combat effects:

[Pri SL5] Blade Barrier 5: 7d7 dmg wall (shards)

[Psi6E Major] Feeblemind: Similar to wizard spell "Feeblemind"

[Psi29 Grand] Imprisonment:

[Psi5 minor] Heal Self: Cure up to 100 hp, Regenerate (as spell)

[Wiz SL2] Fireball 2: CLd4 fire dmg to a group (save:½)

[Psi-12C minor] Cthulhoid Swarm I: Summon CL Monsters using ML I "Weird" chart (random)

[Psi-3 Grand] Mass Confusion: Confusion a group (Will save)

[Wiz SL11] Fireball 11: CLd22 fire dmg to a group (save:½)

[Psi30 Grand] Confusion: Confusion (as spell)

[Psi100 minor] Command: Command (Will save), hits 2+CL/9 groups

[Wiz SL12] Cone of Cold 12: CLd24+CL cold dmg to a group (save:½)

[Psi-12C minor] Wild Invocation II: Random 2nd (60%) or 3rd (40%) SL Wizard Invocation spell

Dungeon071720 - Dungeon Level 13 (Whoopsie)

Room # 7

Sitting Room - 40ft. long x 20ft. wide x 25ft. tall

fallen stones; Walls of Webs; snapping; footsteps (side)

Brass Door, Normal on the south wall leading to a 5ft. long x 25ft. wide x 5ft. tall hallway.

Sample Names: Branchala the excessive Gorilla Golem (Inertron); Merranyth the unethical Light Hornet (Cybernetics)

Inhaled Alcohol Trap; DL 13; Search DC 141 (5500 Cml damage, no resistance)

Arch that (causes/has/or is) Gaseous

[x2] Ultraplanar beings cannot smell, feel, or sense into this room unless they are actually there; Divine Intervention fails

86,678gp

rivulet

elven boots, +4 AC, 120gp

Rian's Clavicle bone: +40 to Wis; 1Z: 4^CL force lightning dmg.

May divide by 10,000 to make into untyped.; CL 75; SL 13; 170050gp

Cyan Rope [6d20] +20 Th/+12 dmg 12+/x10; 1F: Fist of Force (LVLD8 force dmg to one target); CL 98; SL 13, 20877gp

DL XIII Macro-Diminutive Brownish Tadpoles x(222) x[4]

Stun AC 1714, HD 3331, ihp 4.7E+6, RR 219% #Att 14, TH ÷ AC/Save DC by 182, i^5 dmg 1363

Str 80, Dex 88, Con 27, Int 25, Wis 82, Chr 53, 6.4E+1kxp

Cheese And Rice (Enemy Subordinates can't affect you (can't be dispelled).)

Prepared effects:

[Psi-3 Major] Plasmic Form: Plasma damaging shield (50% damage back)

[Psi6G Major] Paralysis Immunity: Immunity to paralysis, stun, and hold

[Pri SL8] Regenerate 8: Regenerates 2 hp /s

[Wiz SL10] Armor 10: +CL*20 current hp

[Pri SL8] Extra Group +2: The next spell you cast will affect +2 groups of monsters

[Wiz SL9] Elemental Aura : Element Protect from one element, it's plane, and it's creatures

[Psi23 minor] Fart Cloud: Very smelly, sickening cloud

[Psi81 Major] Growth 5: +2 size; +4 Str; +4*CL max hp

[Pri SL4] Immune [E=1 element]: Pick an E=1 element, you are immune to it for 1 hour. (This immunity does not "spread" into ot

[Psi3 minor] Steadfast Gaze: Gaze attacks hold no terror for you.

[Psi45 Grand] Kinetic Control: SL/2 (round down) instances of Resist telekinesis; +SL*10% damage with telekinesis effects

[Wiz SL8] Tenser's Transformation 8: +150% of max hp to current hp, +4 TH melee

Combat effects:

[Psi54 minor] Darkness: Darkness (can blind a person, make SL saves)

[Psi54 minor] Water Animation: Summon a DL=SL Water Elemental

[Psi18 Grand] Limited Wish: Limited Wish (as spell)

[Psi45 Grand] Energy Sponge: bM: SL*10% chance to absorb an entire energy attack

[Pri SL7] Call Lightning 7: (CL+2)d16 lightning dmg (save:½) (halve the die type if not outside)

[Psi1 Major] Dispel Exhaustion: Mental Surgery (1) but all in psi link affected

[Wiz SL4] Cone of Cold 4: CLd8+CL cold dmg to a group (save:½)

[Psi72 minor] Paralysis: Paralyze one target (PPD save)

[Psi54 Grand] Acid: CL*(SL+2) acid dmg to one target (no save)

[Psi3 Grand] Reddopsi: Foe's power rebounds on her.

[Psi-6G Grand] Counterspell †: 1bM: Counter an effect

[Psi2 minor] Deflect: Deflect a missile; --

Dungeon071720 - Dungeon Level 13 (Bad News Bears)

Room # 8

Robing Room - 10ft. long x 20ft. wide x 40ft. tall

torches; holy/unholy writings; thumping; thud

Teleport Door (other side is far away) on the south wall leading to a 35ft. long x 15ft. wide x 15ft. tall hallway.

Sample Names: Klennald the frigid Space Eye (Pellets); Marou the egotistical Winter Ricochet (Helicopter)

Rolling Caltraps Trap; DL 13; Search DC 140 (Attack +13 ranged, 80d6 Dex damage)

Pedestal that (causes/has/or is) Flesh To Stone

[x2] Mortals cannot feel, see, or sense into this room unless they are actually there; Divine Intervention fails

110,055gp

glass cone

Freedom Bracer of Braveheart, +3 AC, 7500gp

Dove-grey Talisman [AT+22] +626 AC/+19 Saves; 1P: 1M, 1/d: Build a TechL=SL Psi8 item; CL 71; SL 13; 91760gp

Dove-grey Bolas [8d6] +170 Th/+530 dmg 16+/x3; 1M:

Telekinesis: Maintenance cost=Initial/10 per round; CL 86; SL 13, 130330gp

DL XIII Fine Russet Bikes x(275) x[8]

||AC|| 1711, HD 14, iiiihp 171, IR 159% #Att 3, TH ÷ AC/Save DC by 182, i^6 dmg 348

Str 53, Dex 79, Con 58, Int 27, Wis 66, Chr 81, 6.4E+1kxp

Yea (A being of your choice is Full of Win(positive) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Psi72 minor] Force Field: +PL current hp

[Pri SL9] Rift: all undead within 360 yards have x10 hp; duration 3 d

[Psi45 Major] Reflection: MPIWReflection 5*SL%

[Psi4 Major] Multiplier *1.5: Add 1.5-1 to your multiplier (see [X]). Using a Minor does nothing. Using a Major: +1 mult. in offen:

[Psi45 minor] Resist: Power Manipulation: SL/3 (round down) instances of Resist disenchantment

[Pri SL1] Animal Companion: Make an animal your companion (not familiar) {1 creature}

[Wiz SL7] Globe of Invulnerability 7: Immune to spells with SL=0 to 6

[Wiz SL3] Third Arm Growth: Grow an extra arm or leg [lose spell slot while running]

[Wiz SL10] Transform Dweomer: Shapechange permanently, to creature or object

[Wiz SL5] Anti-Radioactive Shell:

[Pri SL10] Spell Immunity 10: Be immune to 7 spells by name

[Wiz SL2] Armor 2: +CL*4 current hp

Combat effects:

[Pri SL6] Cure Wounds 6: Cures 21d8 hp (can take offer of 6 per die -> 126 hp)

[Psi29 Major] Rainbow Silver effect:

[Psi29 Major] Hold Monster:

[Psi45 Grand] Disruption: Minor: Target takes CL*SL disruption damage (no save); Grand: The damage given plus a Disintegrate e

[Psi19 Major] Bolt of Hatred: CLd6 force dmg to one target (no save)

[Psi72 minor] Stun: Stun one target (Fort save)

[Psi54 minor] Personality Transfer: Magic Jar (SL/2 saves)

[Pri SL7] Remove Curse 7: Cure 4 curse effects (reverse causes that many, save for each)

[Wiz SL12] Magic Missile 12: (CL+1)*6 missiles, each does 1d4+1 force dmg (no save)

[Pri SL6] Call Lightning 6: (CL+2)d14 lightning dmg (save:½) (halve the die type if not outside)

[Psi10 Major] Fire Blast: One group takes (8+CL/5)d6 fire dmg (save:½)

[Psi6E minor] Fear I (Scare): Target saves or loses 1 physical+mental

Dungeon071720 - Dungeon Level 13 (Forizzle)

Room # 9

Storage - 35ft. long x 5ft. wide x 40ft. tall

beaker; vial; grating; grunting

Phase Door (phases in/out every so often) on the east wall leading to a 40ft. long x 20ft. wide x 20ft. tall hallway.

Sample Names: Cellwair the fantastic Flying Duke (Home study course); Ungulisar the wonderful Manga Paladin (Torpedos)

Whirling Caltrops Trap; DL 13; Search DC 134 (Attack +260 melee, 40d100 Int damage)

Pit 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] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Segm 120,028gp

arras

spectacles, 550gp

Book of Thoth, 37210gp

Claret Necklace [AT+29] +18 AC/++5 Saves; 1Z: Sword of Force; attacks

by itself, does 1d10 vs. evil /r; CL 54; SL 13; 15560gp

DL XIII Macro-Small Smoky Hardwares x(301) x[5]

iiiAC 1703, HD 13316, lifep 1.5E+6, CR 171% #Att 22, TH ÷ AC/Save DC by 182, i^6 dmg 8452

Str 41, Dex 69, Con 33, Int 92, Wis 88, Chr 64, 6.4E+1kxp

Goddamn (A being of your choice is Shut Off(slowed) (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

[Psi45 Grand] Body Resistance: Physical attacks that do less than SL*2 dmg to you do nothing

[Psi--2 Grand] Eeelemental Composition: Can be any Normal/Para/Quasi Eeele ; Can be Semi Eeele

[Psi81 Major] Shape Shift: Polymorph Self

[Pri SL7] Phoenix Sanctuary: You take half damage from any source (duration 1 turn, cannot be made permanent)

[Psi45 minor] Prehensile Hair: Your hair has controlled movement; can do a "Hair attack" (using your hair's P action) for 1dSL dm

[Psi3 Super] Apopsi: You delete the psionic power of another.

[Psi7 Major] (no name): Whenever you touch someone, they are aged CLd4 years (PPD save)

[Psi81 minor] Stretching: Can attack (CL+3)/4 groups per segment without actually entering them

[Psi24 Major] Level: other out of group: Get a "Level:" ability (your level or less) in class in any group (can take multiple times)

[Psi81 Major] Density Increase 5: x32 mass; +5 Str; -5/attack (physical or energy)

[Psi45 minor] Fire Control: SL/2 (round down) instances of Resist fire; +SL*10% damage with fire effects

Combat effects:

[Psi3½ Grand] Banishment, Psionic: Banishes extraplanar creatures.

[Psi6E Major] Cause Insanity: 3 saves: each fail is 1 insanity

[Psi45 Grand] Weakness Creation: Add SL/2 instances of a Vulnerability to something (medium scale: a school, an element, etc.)

[Psi29 minor] Magic Missile:

[Psi29 minor] Beam (Cone) of Cold:

[Psi45 Grand] Disruption: Minor: Target takes CL*SL disruption damage (no save); Grand: The damage given plus a Disintegrate e

[Wiz SL7] Immediate Monster Summoning VII: Summons a DL V monster without summoning sickness

[Wiz SL7] Steal Enchantment : Transfer the enchantment of one spell to an another

[Psi-12C Major] Cthulhoid Swarm IV: Summon CL Monsters using ML IV "Weird" chart (random)

[Psi6E minor] Taunt: Similar to wizard spell "Taunt"

[Psi3½ minor] Energy Stun: Deal 1d6 damage and stun target if it fails both saves.

[Pri SL3] Remove Disease : Cures all diseases affecting subject.

Dungeon071720 - Dungeon Level 13 (Blargh)

Room # 10

Armory - 40ft. long x 25ft. wide x 5ft. tall

scroll tube; screen; whistling; splashing

Concealed (Hidden) Door on the east wall leading to a 45ft. long x 20ft. wide x 5ft. tall hallway.

Sample Names: Nvima the attractive Vector Slayer (Lunar); Quinqrost the mind-numbing Sergeant Blitzkrieg (Giraffe)

Razor-Wire Room Trap; DL 13; Search DC 142 (5000 Chr damage, no resistance)

Stairway that (causes/has/or is) Changes - Alignment

[x2] Ultraplanar beings cannot feel, see, or sense into this room unless they are actually there; Divine Intervention fails

108,435gp

lantern

an army of golden pixies, +4 AC, 0gp

Set of Gauntlets 'Camlost' (-11,-12) [2,+0]; +2 to STR, DEX; Immunity to Fire, Cold; Resist

Poison, Nether, Nexus, Chaos, Disenchantment; Hold Life; Self-Cursing; Drains Experience; Aggravates; Cursed; Heavily Cursed, 5

Inky Slashing Weapon [12d6] ++24 dmg 10+/x6; 1M: Banish to Home Plane; CL 62; SL 13, 100064gp

DL XIII Tiny Spruce Storms x(363) x[4]

||AC|| 1714, HD 11, iiiihp 720, TR 182% #Att 17, TH ÷ AC/Save DC by 182, i^5 dmg 1021

Str 38, Dex 62, Con 66, Int 56, Wis 72, Chr 89, 6.4E+1kxp

Holy Mary Mother Of God (A being of your choice is **Cursed** (Ancient Foul Cursed) (doesn't target, no resist, can't be dispelle

Prepared effects:

[Psi3½ Grand] True Metabolism: You regenerate 10 hit points/round.

[Psi3½ Grand] Reddopsi: Powers targeting you rebound on manifester.

[Wiz SL10] Transform Dweomer: Shapechange permanently, to creature or object

[Psi-12L minor] Hold Life: Immune to XP/Stat Drain; Immune Aging

[Psi6G Major] Spare Silver Cord: Have an extra Silver Cord (can raise multiple times)

[Psi7 minor] (no name): Need not breathe

[Psi2 minor] Invisibility: Makes someone invisible; Superior Invisibility

[Psi45 Major] Illusory Duplication: Mirror Image (SL images)

[Wiz SL9] Chain Contingency : Like the contingency, but holds more spell

[Psi54 minor] Absorption Field: Stops SL/2 mental attacks or mental-affecting powers on you

[Psi6E minor] Polymorph Self: As the 4th level Wizard spell

[Psi7 Grand] (no name): Whenever you touch someone, they get Mummy Rot (no save)

Combat effects:

[Psi81 Major] Dispel 5: Dispel a SL 0-5 effect

[Psi6N Grand] Freedom: [0 action to use] Reverse Imprisonment

[Psi6E minor] Charm Person: Similar to wizard spell "Charm Person"

[Psi45 Major] Hard Radiation: SL*CL/2 Radiation damage and SL Con damage (1 group, no save)

[Psi29 Major] Suggestion:

[Wiz SL11] Time Stop 11: Stops time for 1d6 rounds

[Wiz SL8] Power Word Blind 8: Blinds & stuns a creature if current hp < 120 (no save)

[Pri SL7] Dispel Magic 7: Dispel 5 magic effects

[Psi3½ Grand] Insanity: Subject is permanently confused.

[Wiz SL4] Lightning Bolt 4: CLd8 lightning dmg to a group (save:½)

[Wiz SL8] Summon Monster VIII : Calls outsider to fight for you.

[Pri SL8] Create Greater Undead : Mummies, spectres, vampires, or ghosts.

Dungeon071720 - Dungeon Level 13 (Please)

Room # 11

Garbage Room - 25ft. long x 45ft. wide x 40ft. tall

armchair; curtain; steamy; footsteps (ahead)

Iron Door, Normal on the south wall leading to a 15ft. long x 5ft. wide x 20ft. tall hallway.

Sample Names: Pangar the sinful Scarab Cow (Meditation); Talana the wild Demolition Surfer (Houseboat)

Vanish Trap; DL 13; Search DC 133 (Psionicist CL 26, no resistance)

Force Field that (causes/has/or is) Talks - Spell Casting

[x2] Room is permanently/continuously Alley Effected, only creatures immune or bubbled against it can function here.

25,642gp

hourglass

a scroll which reads "ysafg", 'identify' " " ", 84gp

Red Glasses: +700 Skill Points; 169120gp

Flesh Shovel: +200 PSP's; 169740gp

DL XIII Titanic White Breads x(165) x[5] x[[2]]

||AC|| 1711, HD 840, stunp 1144832, MR 178% #Att 18, TH ÷ AC/Save DC by 182, iidmg 1024

Str 33, Dex 45, Con 78, Int 55, Wis 65, Chr 64, 6.4E+1kxp

All Righty (A being of your choice is Clone-Insane (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Wiz SL1] Shield (1): Immune Force; AC2 source; +1 saves {self only}

[Pri SL4] Resist [E=4 element]: Pick an E=4 element, you resist it for 1 hour.

[Psi54 Major] Truesight: Minor: Detect Invis./Illusion; Major: True Seeing; Grand: Cosmic Awareness

[Pri SL8] Forever Minions: All dead in area raise as zombies in 1r; spell is permanent

[Pri SL9] Rift: all undead within 360 yards have x10 hp; duration 3 d

[Wiz SL3] Protection from Normal Missiles: Duration CL turns

[Psi7 minor] (no name): Doesn't cost an additional action to use, just your eye's P or M action: Gaze to Charm (save)

[Wiz SL6] Fire Shield 6: Anyone who melees with you takes 125% dmg back

[Pri SL5] Troll-like Regeneration: You Troll-like Regenerate at CL hp per round

[Pri SL7] Time/Reality Stability: Time/Reality Stability (duration 1 day), reverse removes it (Spell save)

[Psi3½ Grand] True Metabolism: You regenerate 10 hit points/round.

[Wiz SL10] Nazzer's Nullification: Creates a DMZ (Dispel Magic Zone)

Combat effects:

[Psi10 Major] Hypnotism: Hypnosis (make CL saves)

[Pri SL8] Create Greater Undead : Mummies, spectres, vampires, or ghosts.

[Wiz SL12] Dispel Magic 12: Dispel 10 magic effects

[Psi9 minor] Electricity Generator: 4d10'long, CHd6 dmg (save:½)

[Psi--2 minor] Double [C]: Doubles a harmful [C] section effect; Becomes capital lettered

[Psi-12T Major] Feeblemind Blast: One group is feebleminded (Will save)

[Psi54 Major] Vampirism: Target gets SL/2 negative levels (energy drain, no save), you gain CL*SL hp (not above max)

[Psi-6G Major] Chorus: Your summoned creatures are dispelled; gain their combined hp (can go above max)

[Wiz SL8] Ray of Enfeeblement 8: -40 physical stat points (randomly distributed in packets of 5) (save per packet)

[Wiz SL4] Charm Monster : Makes monster believe it is your ally.

[Pri SL8] Animal Horde: Summon your choice of 10*level HD of animals

[Psi-12C minor] Dispel Radiation/Tech: Dispel one Radioactive, Wild/Chaos, or Technological effect

Dungeon071720 - Dungeon Level 13 (W00T)

Room # 12

Aviary - 50ft. long x 35ft. wide x 50ft. tall

sanctuary; chair; scream(ing); scratching/scrabbling

Bronze Door, Normal on the north wall leading to a 10ft. long x 10ft. wide x 15ft. tall hallway.

Sample Names: Sajidah the marvelous Liberty Flower (Paranormal); Elholyn the smelly Global Finger (Orb)

Deeper Trapdoor Trap; DL 13; Search DC 137 (1200 Chr damage, no resistance)

Wall that (causes/has/or is) Magical Pool/Throne: Grants a wish, but pool has an alignment (rolled randomly)

[x2] Immortals cannot see, hear, or sense into this room unless they are actually there; Divine Intervention fails
117,460gp

ring

a Moodstone Ring, 100gp

Dagger 'Sting' (1d4) (+7,+8); +2 to STR, DEX, CON, Attacks; Slay Evil, Orc, Troll, Giant;

Resist Light; Free Action; See Invisible; Permanent Light(1); Activates for detect orcs every 10 turns, 107470gp

Rian's Hair: +20 to Wis; 1M: Summon a DL IV Bird Soldier, he flies,

and makes your other Bird summons +3 DL's higher. ; CL 103; SL 13; 169450gp

DL XIII Macro-Medium Bronze Humors x(358) x[4]

Stun AC 1693, HD 2.7E+4, ihp 2.8E+6, IR 186% #Att 8, TH ÷ AC/Save DC by 182, iiidmg 8459

Str 83, Dex 96, Con 94, Int 62, Wis 95, Chr 41, 6.4E+1kxp

Fuck Me (A being of your choice is Coma (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Psi4 Major] Money *1.5: How much money you get in dungeon is multiplied by 1.5 (only affects you, not whole party)

[Pri SL6] No Save: The next spell you cast does not have a saving throw

[Wiz SL2] Protection from Paralysis: Immune to paralysis, slow, hold {Touch, 1 creature}

[Pri SL9] Rift: all undead within 360 yards have x10 hp; duration 3 d

[Psi6G Grand] Strength of Soul: Immune to Misguidance, Alignment or Persona change; Immune to Truename spell

[Psi3 Super] Thrall: Target is your slave forever.

[Pri SL6] Resist [E=3 element]: Pick an EE=3 element, you resist it for 1 hour.

[Pri SL10] Goodberry 10: Creates 40 goodberries

[Pri SL8] Forever Minions: All dead in area raise as zombies in 1r; spell is permanent

[Wiz SL9] Elemental Aura : Element Protect from one element, it's plane, and it's creatures

[Psi45 Grand] Force Field vs. Mental: Immune to spell level 0 to SL-1 mental attacks

[Wiz SL2] Protection from Arrows: -10 dmg /missile attack, unless +L/5+1 or better {Touch, 1 creature}

Combat effects:

[Psi2 Major] Domination: Get control of all actions; Maintenance halved

[Psi45 Grand] Energy Sponge: bM: SL*10% chance to absorb an entire energy attack

[Psi6G Major] Escape: Everyone that deva wills (including self) can Escape home

[Pri SL1] Entropic Shield: Any missile has a 20% chance to miss you {self only}

[Psi54 minor] Animal Summoning: Summon a DL=SL-1 Animal

[Psi30 Grand] Power Bolt: Astral damage

[Pri SL2] Shatter : Object(s) destroyed (save vs. crushing blow) {1 group}

[Pri SL10] Cure Wounds 10: Cures 55d8 hp (can take offer of 6 per die -> 330 hp)

[Pri SL4] Heal 4: Cure to 50% of max hp (max Heal 4 can cure at once = 500 hp)

[Psi54 minor] Ice Animation: Summon a DL=SL Ice Elemental

[Pri SL5] Flame Strike 5: CLd8 holy fire dmg (save:½)

[Wiz SL1] Nahal's Reckless Dweomer: L% desired spell you know; else Wild Surge

Dungeon071720 - Dungeon Level 14 (Wow)

Room # 1

Meeting Room - 10ft. long x 50ft. wide x 40ft. tall

crate; tube (container); humming; splintering

Glass Door (transparent) (shatters if opened) on the north wall leading to a 50ft. long x 15ft. wide x 10ft. tall hallway.

Sample Names: Beornhelm the wingless Senor Sisterhood (Symbiosis); Danya the dreadful Mind King (Blade)

Compacting Ceiling Trap; DL 14; Search DC 151 (3250 Con damage, DC 148 Reflex save for 1/10)

Dome that (causes/has/or is) Resisting - General

[x2] Room is permanently/continuously ****Cursed**** (Ancient Foul Cursed)ed, only creatures immune or bubbled against it can fu
4,006gp

thumb screw

a small dusk of black gyvel, 1gp

Genie Prison (Iron Flask but only for Genies), 6210gp

Alabaster Shield [AT+30] +16 AC/+21 Saves; 1P: This class gives an
extra +20 Rogue points per level.; CL 72; SL 14; 16885gp

DL XIV Macro-Small Aquamarine Discoverys x(310) x[8]

iiAC 1987, HD 14348, ihp 1.7E+6, XR 161% #Att 26, TH ÷ AC/Save DC by 210, idmg 19604

Str 45, Dex 97, Con 84, Int 70, Wis 46, Chr 72, 8.7E+1kxp

Bfd (A being of your choice is Vitalized(positive) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Pri SL2] Resist Elements: -12 dmg/r from 1 of: acid/cold/lightning/fire/sound {Touch, 1 creature}

[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

[Wiz SL7] Original Stoneskin 7: Block the next 4 P actions of attacks

[Wiz SL8] Fire Shield 8: Anyone who melees with you takes 175% dmg back

[Psi54 Ultra] Flame Immunity: SL/2 instances of Resist Fire

[Pri SL6] Anti-Animal Shell:

[Psi54 Major] Invisibility: Minor: Invisibility; Major: Improved Invisibility; Grand: Dust of Disappearance

[Wiz SL2] Mirror Image (3): Creates 1d4+L/3 images of yourself {self only}

[Pri SL4] Immune [E=1 element]: Pick an E=1 element, you are immune to it for 1 hour. (This immunity does not "spread" into ot

[Pri SL6] Goodberry 6: Creates 24 goodberries

[Psi-9 Grand] Control Air: Armor: +CH Saves, Armor has 10*CH hp

[Psi45 Grand] Prehensile Hair: Your hair has controlled movement; can do a "Hair attack" (using your hair's P action) for 1dSL dm

Combat effects:

[Wiz SL8] Power Word Capital S Stun: Capital S Stuns a target with 130 current hp or less (no save)

[Pri SL1] Call Lightning 1: (CL+2)d4 lightning dmg (save:½) (halve the die type if not outside)

[Wiz SL11] Planet Swarm: target struck by 4 gas giants or 8 small planets (?!)

[Psi2 minor] Ballistic Attack: Roll TH; (level)d4 damage; (level)d8 damage

[Wiz SL5] Magic Missile 5: (CL+1)*5/2 missiles, each does 1d4+1 force dmg (no save)

[Psi54 Major] Ice Animation: Summon a DL=SL Ice Elemental

[Wiz SL5] Monster Swarm Summoning V: Summons CL*2.5 (round down) DL IV monsters

[Pri SL4] Treat Critical Wounds: Cure 40% of max

[Psi6G Ultra] Empyrean Guards: Summons CL Pers or Astral Devas ("Per" is described in Monstrous Compendium)

[Pri SL5] Wall of Thorns : Thorns damage anyone who tries to pass.

[Psi27 minor] Innocents: You cannot physically attack this segment. You are healed LVL^2 hp.

[Pri SL9] Unlimited Wish: Duplicate any Wizard or Priest spell of levels 0-8.

Dungeon071720 - Dungeon Level 14 (Christmas On A Cracker)

Room # 2

Training/Exercise/Practice - 10ft. long x 20ft. wide x 50ft. tall

coal; quill; still; whistling

Brass Door, Normal on the south wall leading to a 30ft. long x 20ft. wide x 15ft. tall hallway.

Sample Names: Iymrauth the jolly Lurking Bolt (Anti-matter); Zivon Jermijaovich the omnivorous Moon Octopus (Torpedos)

Chute transforms into Elemental Hole / Anti-Hole Trap; DL 14; Search DC 148 (300 Chr damage/s, no resistance)

Altar that (causes/has/or is) Monster Generator: Water (summons a Water every segment)

[x2] Gods cannot see, taste, or sense into this room unless they are actually there; Divine Intervention fails

105,544gp

wig

an engraved broadsword, sword, 10d14 (75), 0gp

Chrome Oil: Free Fox [1] Familiar; 196860gp

Crystalline Armor, Medium [AT+537] +255 AC/+441 Saves; 1V: How many of an item exists is multiplied by 2.5 (you need a Grand to duplicate a x2 item); CL 112; SL 14; 167475gp

DL XIV Macro-Tiny Lime-Green Kendos x(266) x[4]

Stun AC 1970, HD 7178, iiihp 8.3E+5, CR 146% #Att 7, TH ÷ AC/Save DC by 210, iiidmg 3929

Str 83, Dex 47, Con 65, Int 94, Wis 34, Chr 95, 8.7E+1kxp

Freaking Hell (Immune to an entire segment's worth of actions (can't be dispelled).)

Prepared effects:

[Psi3½ Grand] Contingency, Psionic: Sets trigger condition for another power.

[Pri SL8] Regenerate 8: Regenerates 2 hp /s

[Pri SL2] Resist [E=2 element]: Pick an E=2 element, you resist it for 1 hour.

[Psi2 Major] Subjective Reality: Immune to 1 specific type of effect; Can change /r

[Pri SL3] Animate Dead : Creates undead skeletons and zombies.

[Wiz SL2] Mirror Image (3): Creates 1d4+L/3 images of yourself {self only}

[Psi54 Grand] Split: You are two beings (two places at once); it costs 3 actions to have each body do 1 action

[Wiz SL11] Armor 11: +CL*22 current hp

[Psi12T Major] Favorable Die Rolls: All your non-permanent die rolls of NdS instead are rolled as (2*N)dS, choose N best dice

[Psi3½ Major] Inertial Barrier: Gain DR 5/-.

[Pri SL4] Protection from Fire 4: Stop the next CL*12 fire dmg

[Wiz SL8] Dust of Disappearance: Dust of Disappearance for 1 turn

Combat effects:

[Psi6G Ultra] Temporal Distortion: Target gains another half-segment of actions after the current half-segment

[Psi1 minor] Invisibility: Mental Invisibility, affects ä(level) in HD

[Wiz SL11] As You Are: target's XP divisor increased by 1 (reverse's minimum = 1)

[Wiz SL9] Power Word Kill 9: Kills a creature if current hp < 120 (no save)

[Psi54 minor] Starbolt: CL*(SL+2) plasma dmg to one target (no save)

[Wiz SL8] Dispel Magic 8: Dispel 6 magic effects

[Psi-5 Grand] Spectrify: Target gets -CL each to Str, Dex, and Con (save for each point)

[Pri SL9] Death's Door 9: Target (currently at negative hp) goes to 32 hp (can't go above max)

[Wiz SL8] Power Word Kill 8: Kills a creature if current hp < 90 (no save)

[Psi-12T Grand] Bring Animals VI: Summon CL*3 Animals using ML VI chart, you pick the result

[Psi100 Major] Paralysis Bolt: Paralysis (Fort save), hits 3+CL/9 groups

[Wiz SL7] Insanity : Subject suffers continuous confusion.

Dungeon071720 - Dungeon Level 14 (Hundo)

Room # 3

Storage - 40ft. long x 10ft. wide x 15ft. tall

arrow slit (wall)/murder hole (ceiling); curtain/tapestry; footsteps (behind); drumming

Trapped Door, Magic/Psi on the east wall leading to a 30ft. long x 5ft. wide x 5ft. tall hallway.

Sample Names: Akim Amare the wretched Battle Mask (Technology); Chania the courteous Dare-oid (Blaster)

Unchangeable Reality Trap; DL 14; Search DC 150 (Wizard CL 28, DC 141 Will save for 1/3)

Fireplace that (causes/has/or is) Monster Generator: Ooze (summons an Ooze every segment)

[x2] Room is permanently/continuously ****Cursed**** (Ancient Foul Cursed)ed, only creatures immune or bubbled against it can fu
67,566gp

mercury

a sub issue belt, +1 AC, 8gp

Bright Rope [14d20] +323 Th/+224 dmg 17+/x6; 1M: Circular wall

of fire around caster, 3d6 dmg; CL 126; SL 14, 112237gp

Scarab of Immunity to Confusion, 21410gp

DL XIV Macro-Large Dull Pines x(365) x[6]

iAC 1982, HD 57358, ihp 6.8E+6, TR 179% #Att 12, TH ÷ AC/Save DC by 210, i^5 dmg 398

Str 38, Dex 70, Con 45, Int 31, Wis 101, Chr 41, 8.7E+1kxp

Yessum (A being of your choice is Wiped Out(destructed) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Wiz SL9] Elemental Aura : Element Protect from one element, it's plane, and it's creatures

[Psi3 Super] Shapechange: You become any creature, change one/round.

[Psi45 Grand] Cosmic Awareness: Grand: Cosmic Awareness

[Psi54 Ultra] Acrobatics: Any Acrobat SL-1 pick; 5*CL Rogue points in it

[Psi6N minor] Thief Abilities, LVL 4: Get thief abilities of level 4 (max = your level)

[Psi81 Ultra] Growth 11: +4 size; +8 Str; +8*CL max hp

[Wiz SL9] Tenser's Transformation 9: +175% of max hp to current hp, +5 TH melee

[Psi54 Major] Flame Being: Fire Shield (SL*10% damage back to attacker); Deal +SL fire dmg with melee attacks

[Psi23 minor] Muffling Cloud: Muffles sound, 30% spell failure

[Psi45 minor] Chemical Mimicry: Change your body to be of an TechL=SL chemical

[Psi--2 minor] Resist Disease: Resist disease; Immune disease

[Psi-6G Major] Platinum Angel: Immune to slay and Capital S Slay; do not die at any negative hp total (still unconscious)

Combat effects:

[Psi29 Ultra] Nightmare: Removal Beam (Psi 9): -CH/6 to being's multiplier (save:½):

[Wiz SL5] Wall of Force: The wall only stops spell effects, hurled objects, and breath weapons. People and psionic effects can pa

[Psi3 minor] Lesser Cell Adjustment: You heal 1d8 hp, +1 to next poison/disease save, or heal 1 ability point.

[Psi10 Major] Heat Ray: Line, all in area CLd6 heat dmg (save:½), immunity to non-magical heat works

[Wiz SL1] Cause Fear: Fear (save) {1 creature}

[Pri SL6] Remove Curse 6: Cure 3 curse effects (reverse causes that many, save for each)

[Psi30 Grand] Mob Scene: Control Actions Blast

[Psi45 Ultra] Zombie Animation: Animate a dead body as a Zombie with DL=SL

[Psi29 Ultra] Alter Reality (each target max 1/turn):

[Psi9 Major] Paralysis Bolt: Paralyzation CH t (save)

[Psi5 Grand] Time Stop: Time Stop (as spell, maintained 3/r)

[Wiz SL10] Dispel Exhaustion 10: Restore 97% of dmg taken, get an Original Haste 10 for 1 round

Dungeon071720 - Dungeon Level 14 (Tittie Christ)

Room # 4

Map Room / Cartography - 40ft. long x 10ft. wide x 15ft. tall

votive light/candle; Walls of Souls; thumping; creaking

Dimension Door (as the spell) on the south wall leading to a 40ft. long x 25ft. wide x 25ft. tall hallway.

Sample Names: Yarthin the illustrious Bee Android (Glue); Borya the Nomad the fraudulent Manga Blitzkrieg (Nullifier)

Fusillade of Jaws Trap; DL 14; Search DC 145 (Attack +126 ranged, 50d20 idamage), (multiple targets)

Wall that (causes/has/or is) Monster Generator: Undead (summons an Undead every segment)

[x2] Gods cannot hear, smell, or sense into this room unless they are actually there; Divine Intervention fails

25,697gp

rams horn

A Beer Barrel Tree, 1gp

Wand of Steam & Vapor, 18320gp

Power Dragon Scale Mail 'Bladeturner' (-8) [50,+35]; Resist Acid, Lightning, Fire, Cold, Poison, Light, Dark, Blindness,, Confusion, Nether, Chaos, Disenchantment; Regeneration; Hold Life; Activates for Assume Dragonform; Activation in Dragonform: heroism, DL XIV Medium Indigo Apples x(111) x[8]

Stun AC 1972, HD 31, lifep 3264, GR 168% #Att 18, TH ÷ AC/Save DC by 210, i^5 dmg 9806

Str 53, Dex 58, Con 82, Int 92, Wis 31, Chr 50, 8.7E+1kxp

No Shit, Sherlock (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. Physical: -SL per physical attack

[Pri SL3] Double Resist [E=2 element]: Pick an E=2 element, you double resist it (1/4 dmg, 1/10 if make save) for 1 hour.

[Pri SL6] Antilife Shell : 10-ft. field hedges out living creatures.

[Psi29 Major] Inertial Beam (Barrier):

[Wiz SL1] Poisonous Claws: Natural fighting has poison (CL*4 dmg, save for CL)

[Psi6N Ultra] Druid Spells, LVL 12: Get a druid progression of level 12 (max = your level)

[Psi45 Ultra] Body Coating: 5*SL hp Armor spell, self only, stacks with the (Wizard) Armor spell

[Pri SL8] Regenerate 8: Regenerates 2 hp /s

[Wiz SL10] Psionic Shield: class VI/esper-blind but can still use psi for 1t

[Wiz SL4] Tenser's Transformation 4: +50% of max hp to current hp

[Wiz SL5] Improved Free Action: Immune Capital S Stun, Stop, Hold, Paralysis, Summoning Sickness; Hold P,V actions

[Wiz SL12] Eighth & Ninth Level Magic-User Spells:

Combat effects:

[Wiz SL10] Afflict Dweomer: Target cannot make saving throws (no save)

[Psi45 Ultra] Light Emission: SL*CL/2 Light damage (no save) and SL/2 instances of blindness (save)

[Psi10 minor] Suggest: Suggestion (save)

[Wiz SL3] Suggestion: Compels subject to follow stated course of action.

[Psi6E minor] Produce Fire/Frost: Produces fire or frost (6 dmg, save:½)

[Psi-12C minor] Chromatic Blast: Area effect Chromatic (50%) / Metallic (50%) Orb; CL=1d12

[Psi81 Grand] Dispel 8: Dispel a SL 0-8 effect

[Psi6N Major] Reverse Psionics: Casts reverse of psi, N=SL of effect (max = your level/2)

[Pri SL6] Summon Nature's Ally VI : Calls creature to fight.

[Pri SL3] Heal 3: Cure to 25% of max hp (max Heal 3 can cure at once = 250 hp)

[Pri SL9] Conjure Elemental 9: Conjure a DL=8 elemental

[Psi54 Ultra] Water Animation: Summon a DL=SL Water Elemental

Dungeon071720 - Dungeon Level 14 (Hell No)

Room # 5

Dormitory - 15ft. long x 5ft. wide x 10ft. tall

recess; bench; dusty; clanking

Void Door (cannot see through doorway) on the south wall leading to a 30ft. long x 10ft. wide x 10ft. tall hallway.

Sample Names: Shieldsplitter the self-righteous Nuclear Ray (Mutant); Erath the unbeatable Obsidian Dinosaur (Sled)

Spiked Passage Trap; DL 14; Search DC 142 (3500 idamage, DC 145 Spell save for 1/10)

Force Field that (causes/has/or is) Changes - Alignment

[x2] Immortals cannot smell, taste, or sense into this room unless they are actually there; Divine Intervention fails

70,085gp

ropes

a gold nugget, 1000gp

Charcoal Necklace [AT+232] +196 AC/+441 Saves; 1M: You pass through

objects as if they weren't there; CL 94; SL 14; 120165gp

Bottle green Newspaper: Free Martial Arts Style Kit: +1 Martial Arts style, Free bonus (none) proficiency; 197020gp

DL XIV Medium Lavender Parallelograms x(190) x[6]

iAC 1973, HD 40, iihp 3232, AIIR 194% #Att 10, TH ÷ AC/Save DC by 210, i⁵ dmg 1581

Str 78, Dex 101, Con 46, Int 92, Wis 65, Chr 108, 8.7E+1kxp

Arse (A being of your choice is Incoherent(unaware) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Psi3 Major] Polymorph Self: You assume a new form.

[Wiz SL2] Magic Resistance: MR 50+CL*5% [duration 2 hours]

[Wiz SL7] Original Stoneskin 7: Block the next 4 P actions of attacks

[Psi--2 minor] Magnify: Mult. power (Max=level/5+1); M+1, no extra cost

[Wiz SL3] Tenser's Transformation 3: +25% of max hp to current hp, -1 TH melee

[Wiz SL4] Armor 4: +CL*8 current hp

[Psi-9 minor] Blister-healer: [+1 TH, -1 dmg/att]

[Psi19 Major] Cloud Judgment: You cannot be detected/located using psionics, magic, or innates (incl. anti-versions)

[Wiz SL3] Third Arm Growth: Grow an extra arm or leg [lose spell slot while running]

[Psi9 Grand] Control Earth: Armor: +CH AC, Armor has 10*CH hp

[Wiz SL2] Globe of Invulnerability 2: Immune to spells with SL=0 to 1

[Wiz SL10] Psionic Shield: class VI/esper-blind but can still use psi for 1t

Combat effects:

[Psi45 Ultra] Summoning: Summon a DL=SL Outer

[Wiz SL7] Prismatic Wall 7: 7 Prismatic colors or 5 MultiPrismatic colors (may repeat colors in either mode)

[Wiz SL10] Eridor's Emerald Wall: anything touching wall is temporal stasised

[Pri SL5] Wall of Fire : Passing through wall deals 2d6 +1/level.

[Psi3½ Grand] Ectoplasmic Cocoon, Mass: You encapsulate all foes in a 20-ft. radius.

[Psi27 Ultra] Liturgy of Armageddon: All creatures within 1 mile radius are slain (no save) or Slain (save) [choose]

[Pri SL9] Fire Storm 9: (CL+2)d14 holy fire dmg, hits 4 groups (no save)

[Pri SL6] Create Undead : Ghouls, shadows, ghosts, wights, or wraiths.

[Pri SL10] Remove Curse 10: Cure 7 curse effects (reverse causes that many, save for each)

[Psi15 Major] Color Spray: Color Spray

[Wiz SL2] Death Spell 2: Slay 2d12 HD of creatures (save)

[Wiz SL11] Unlimited Wish:

Dungeon071720 - Dungeon Level 14 (Shit Snacking Crackers)

Room # 6

Chantry (Shrine) - 45ft. long x 35ft. wide x 50ft. tall

dome; Walls of Magma; footsteps (receding); music

Locked Door, Out of Phase on the west wall leading to a 35ft. long x 5ft. wide x 20ft. tall hallway.

Sample Names: Sandirathue the mad Morphin' Chimp (Air); Barzula the majestic Madame Knight (Ancient lore)

Sit Down Already! Trap; DL 14; Search DC 151 (Psionicist CL 28, no save)

Wall that (causes/has/or is) Releases - Map

[x2] Mortals cannot see, hear, or sense into this room unless they are actually there; Divine Intervention fails

105,860gp

leather gloves

a barrel of beer, 12gp

Rian's Sphenoid bone: +1 to ML; 1M: SL targets grouped

and held, first takes SL^3 piercing dmg.; CL 91; SL 14; 196340gp

Burgundy Greatclub [7d12] ++18 dmg 17+/x2; 1Z: Suggestion (CL/2 saves vs.spell); CL 112; SL 14, 193810gp

DL XIV Huge Cobalt Toilets x(179) x[6] x[[4]]

|iiAC| 1963, HD 115, ihp 12736, CR 166% #Att 17, TH ÷ AC/Save DC by 210, iidmg 393

Str 29, Dex 71, Con 44, Int 101, Wis 31, Chr 26, 8.7E+1kxp

My Ass (A being of your choice is Harmed (reverse Heal) (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)

[Psi54 Major] Energy Absorption: CL*SL*3 hp ablative Force Field (vs. energy attacks)

[Wiz SL8] Fire Shield 8: Anyone who melees with you takes 175% dmg back

[Wiz SL3] Fire Shield 3: Anyone who melees with you takes 50% dmg back

[Psi8 Major] Hard Resistance to Chemicals: Double resist chemical elements (1/4, save for 1/10), Immune to gas & poison

[Psi8 Ultra] Construct Weapon Item 8: Create a "Weapon" type item (see next page) of TechL=CL, each 8 TechL takes 1S action

[Psi-12L Major] Effect Immunity: Pick any spell or power. You are immune to that effect.

[Psi4 minor] Damage *1.25: Damage with one physical weapon is multiplied by 1.25

[Psi6N Major] Druid Spells, LVL 7: Get a druid progression of level 7 (max = your level)

[Psi45 Major] Force Field vs. Emotion: Immune to spell level 0 to SL-1 enchantment/charm effects

[Psi16 Ultra] Golem Form: Diamond: Immune lightning, acid; iNR 75%; 1M: Diamond wacky ball (LVLd8, no save); 1M: Sunray

[Psi6N minor] Bard or Sage Abilities, LVL 4: Get bard or sage abilities of level 4 (max = your level)

Combat effects:

[Psi45 Major] Summoning: Summon a DL=SL Outer

[Wiz SL10] Eridor's Ebony Bolt: 4 perm. hp loss/lvl, no MR, cannot be resisted

[Pri SL6] Treat Harmful Wounds: Cure 60% of max hp

[Psi0 minor] Medicine I: Choose one: Cure KiL hp; Cure Wounding; Repair disabled limb

[Psi2 Major] Telekinetic Barrier: Wall of Force; Free maintain 3r

[Wiz SL1] Summon Monster I: Summons a DL 1 creature to fight for you {1 creature}

[Wiz SL10] Control Gravity: +- 1 G gravity per level in large area for 1t

[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

[Psi45 minor] Vibration: SL*CL Vibration damage (1 group, no save)

[Wiz SL10] Fireball 10: CLd20 fire dmg to a group (save:½)

[Psi54 Ultra] Bomb: CL*SL explosion dmg to your group (no save, hole in the middle)

[Wiz SL2] Fireball 2: CLd4 fire dmg to a group (save:½)

Dungeon071720 - Dungeon Level 14 (Jfc)

Room # 7

Animal Pens - 50ft. long x 10ft. wide x 5ft. tall

loose masonry; lamp; snapping; thud

Bronze Door, Normal on the north wall leading to a 10ft. long x 10ft. wide x 25ft. tall hallway.

Sample Names: Myrdon the valiant Wing Ten (Claws); Orcslayer the wingless Atomic Nine (Mace)

Creation Bolt Trap; DL 14; Search DC 152 (Psionicist CL 28, no save)

Illusion that (causes/has/or is) Suggests

[x2] Room is permanently/continuously Berserked, only creatures immune or bubbled against it can function here.

154,559gp

spike, rusted

a silver elven shield, +4 AC, 1000gp

Cinnamon Staff [5d4] +528 Th/+16 dmg 17+/x3; 1V: Dispel a SL 0-2 effect; CL 68; SL 14, 101520gp

Burgundy Armor, Light [AT+296] +197 AC/+15 Saves; 1M: Immune to poison, non-silver weapons; CL 68; SL 14; 71850gp

DL XIV Macro-Huge Maroon Diamonds x(213) x[5]

Stun AC 1970, HD 1.1E+5, i^5 hp 1.3E+7, TR 221% #Att 26, TH ÷ AC/Save DC by 210, iiiidmg 1581

Str 55, Dex 26, Con 36, Int 105, Wis 26, Chr 89, 8.7E+1kxp

Dookie Salad (A being of your choice is Fated(positive) (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

[Psi3 Grand] Null Psionics Field: Negates psionics within 10 ft.

[Wiz SL4] Dimensional Anchor : Bars extradimensional movement.

[Wiz SL2] Mirror Image (3): Creates 1d4+L/3 images of yourself {self only}

[Wiz SL10] Reflect Dweomer: One action or effect is reflected to caster (no save)

[Psi54 minor] Truesight: Minor: Detect Invis./Illusion; Major: True Seeing; Grand: Cosmic Awareness

[Psi54 minor] Icing: SL/2 instances of Resist Cold/Ice

[Wiz SL5] Original Stoneskin 5: Block the next 2 P actions of attacks

[Pri SL5] Summon Nature's Ally V : Summons a DL V animal (maintained)

[Wiz SL9] Chain Contingency : Like the contingency, but holds more spell

[Psi6G Ultra] Inconvenience Immunity: Immune to Set, Truename, Crapped, Slain, As You Are

[Psi8 Ultra] Construct Weapon Item 8: Create a "Weapon" type item (see next page) of TechL=CL, each 8 TechL takes 1S action

Combat effects:

[Psi-6G Major] Apocalypse: Pick a 350' radius area, next segment, all in area take CL^3 vile dmg (no resistance)

[Psi-1 minor] Object Writing: Item must make item saving throw or destroyed

[Pri SL8] Spiral Of Degeneration: All x1 items within 50' turn off, all lose 1 spell/r, 1h

[Psi9 Major] Disintegration Beam: Disintegrate up to 100*CH lbs. (save)

[Psi3½ Grand] Energy Wave: Deal 13d4 damage of your chosen energy type in 120-ft. cone.

[Wiz SL10] Wacky Ball 10 / Normal / ½: Ld1000, save: ½

[Wiz SL6] Dispel Exhaustion 6: Restore 85% of dmg taken, get an Original Haste 6 for 1 round

[Psi12T minor] Mass Blindness: Blindness (as spell) but 90'r area

[Wiz SL10] Fire Maze: maze spell on lvl creatures, each takes 10 fire dmg/r

[Psi3 minor] Astral Construct II: Create astral construct to fight for you.

[Wiz SL8] Alter Reality (DM): Will duplicate any Wizard spell of levels 0-7 or any other spell of levels 0-6.

[Psi54 Major] Heat Vision: 1M to start: Every segment for 1 round, as a 0 action, deal SL heat dmg to one target (no save)

Dungeon071720 - Dungeon Level 14 (Cheers)

Room # 8

Treasure Room - 15ft. long x 30ft. wide x 35ft. tall

hay (pile); arch; thumping; laughter

Trapped Door, Mechanical on the south wall leading to a 30ft. long x 20ft. wide x 20ft. tall hallway.

Sample Names: Fredegar the iridescent Time-traveling Baby (Axe); Zargal the naughty Tomorrow Virtuoso (Unobtainium)

Vent transforms into Elemental Vacid / Umbra Trap; DL 14; Search DC 143 (6000 Dex damage/s, no save)

Arch that (causes/has/or is) Monster Generator in room (summons a monster every segment)

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Day 118,534gp

candle

the desk, 0gp

Nut-brown Halberd [11d12] ++23 dmg 20+/x2; 1M: Target takes (2+CL/3)d4 lightning

dmg, this effect can be Delayed Blasted; CL 70; SL 14, 212590gp

Helm of Teleportation, 31520gp

DL XIV Macro-Small Amethyst Scales x(99) x[8]

||AC|| 1964, HD 14337, i^5 hp 1.7E+6, MR 198% #Att 20, TH ÷ AC/Save DC by 210, iidmg 19613

Str 50, Dex 99, Con 88, Int 106, Wis 45, Chr 29, 8.7E+1kxp

Cool (A being of your choice is Fraggged(humiliate) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Wiz SL2] Resist Elements: -12 dmg/r from 1 of: acid/cold/lightning/fire/sound {Touch, 1 creature}

[Psi8 Major] Create Technological Monster II: Create a DL IV Technological Monster (AC=8*CL, hp=8*(CL^2), Str=4*CL)

[Psi-2 minor] Magnify: Mult. power (Max=level/5+1); M+1, no extra cost

[Wiz SL8] Fire Shield 8: Anyone who melees with you takes 175% dmg back

[Pri SL6] Antilife Shell : 10-ft. field hedges out living creatures.

[Pri SL6] Forbiddance : Denies area to creatures of another alignment.

[Pri SL6] Protection from Lightning 6: Stop the next CL*20 lightning dmg

[Pri SL8] Protection from Fire 8: Stop the next CL*28 fire dmg

[Wiz SL11] Continuous (one spell is continuous):

[Wiz SL3] Blink (DM): 0, 1/r: Blink; The location is not random (caster has control). If you blink away after meleeing with a creati

[Pri SL5] Double Resist [E=2 eeement]: Pick an EE=2 eeement, you double resist it (1/4 dmg, 1/10 if make save) for 1 hour.

[Wiz SL3] Psionic Resistance: PsiR 40+CL*5% [duration 3 hours]

Combat effects:

[Wiz SL6] Summon Monster VI : Calls outsider to fight for you.

[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

[Pri SL6] Conjure/Dismiss Para Elemental: Summons or dismisses a Para Elemental

[Psi6G Grand] Psychokinesis: Telekinetic N^2 lbs. at movement rate N/10, lasts for concentration (no DPPs)

[Psi19 Grand] Energy Absorption: 1bM: Absorb up to CL HD of an energy attack, affects everyone in your group

[Psi45 Major] Zombie Animation: Animate a dead body as a Zombie with DL=SL

[Psi29 minor] Chromatic Orb:

[Psi18 Major] Magnetic Ctrl: Disruption: Blast: Unconscious (save),no electronics

[Wiz SL4] Cone of Cold 4: CLd8+CL cold dmg to a group (save:½)

[Wiz SL7] Cone of Cold 7: CLd14+CL cold dmg to a group (save:½)

[Wiz SL1] Fireball 1: CLd2 fire dmg to a group (save:½)

[Wiz SL7] Feeblemind 7: -35 mental stat points (randomly distributed in packets of 5) (save per packet)

Dungeon071720 - Dungeon Level 14 (Holy Mary Mother Of God)

Room # 9

Heating Room (for warmth) - 30ft. long x 50ft. wide x 35ft. tall

straw; lamp; hissing; snapping

Double Door on the north wall leading to a 10ft. long x 25ft. wide x 15ft. tall hallway.

Sample Names: Elarenia the secretive Fire Man (Ionizer); Mansur Akmal the uncanny Aqua- Turtle (Paranormal)

Whirling Pendulums Trap; DL 14; Search DC 149 (Attack +168 melee, 80d20 Con damage)

Dome that (causes/has/or is) Attacks

[x2] Room is permanently/continuously Disjunct (effect)ed, only creatures immune or bubbled against it can function here.

65,662gp

robes

a glowing sphere, 300gp

Rian's Bronchi: +6 to LVL; 1Z: Divine Intervention or Choose 1 from the Omen table.; CL 76; SL 14; 196330gp

Rian's Sinuses: +10 to ML; 1P: 1bM: Unsummon a unique being.; CL 106; SL 14; 196360gp

DL XIV Macro-Huge Whitish Magicians x(369) x[7]

||iAC|| 1964, HD 1.1E+5, i^5 hp 1.3E+7, RR 204% #Att 18, TH ÷ AC/Save DC by 210, i^5 dmg 2353

Str 26, Dex 103, Con 88, Int 49, Wis 104, Chr 88, 8.7E+1kxp

Blarg (A being of your choice is Capital S Stun (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Psi8 Grand] Construct Control Item 4: Create a "Control" type item (see next page) of TechL=CL, each 4 TechL takes 1S action

[Psi24 minor] CL/ML toggle: Pick N (can be negative); get +N ML and -N*2 CL; ML and CL must be at least 0

[Pri SL1] Endure Elements: -5 dmg/r from 1 of: acid/cold/lightning/fire/sound {Touch, 1 creature}

[Wiz SL2] Resist Elements: -12 dmg/r from 1 of: acid/cold/lightning/fire/sound {Touch, 1 creature}

[Psi45 minor] Illusory Invisibility: Minor: Invis.; Major: Improved Invis.; Grand: Dust of Disappearance

[Wiz SL4] Improved Invisibility : As invisibility, but subject can attack and stay invisible.

[Pri SL1] Resist Cold (1): All creatures in area get resist cold {1 group}

[Psi6N minor] Bard or Sage Abilities, LVL 4: Get bard or sage abilities of level 4 (max = your level)

[Psi-2 Major] Energy Release: +CL to CL on your next damaging power; --

[Pri SL1] Animal Companion: Make an animal your companion (not familiar) {1 creature}

[Psi6E minor] Bodily Restoration II: Regeneration 3 hp/round, replace limbs

[Wiz SL4] Stoneskin (2): 4+CL/2 stonelines; they "leak"

Combat effects:

[Pri SL8] UltraCureAll: As Cureall but full set of phantom hit points.

[Psi6N minor] Force Shapechange: +20 CPPs to also Wrench the target

[Psi-6N minor] Naturalize: Dispel one non-natural effect (or) Turn off one non-natural item for 1 turn

[Wiz SL2] Charming II: Charms up to 2 monsters, gets a new save every turn

[Psi100 minor] Automaton: Animate CL objects as DL I Golems (count as your summon)

[Psi6G minor] Dispel Phantasm: Phantasms (non-corporeal undead of all types) are destroyed (no save)

[Psi-6N Grand] Force of Nature VI: Summon a Thorn Elemental: AC 120, hp 720, #Att 6/1, TH +110, dmg 110

[Pri SL6] Mass Remove Paralysis:

[Psi100 Ultra] Physical Deceleration: Target loses next N physical actions (no save); affects 1+CL/9 groups

[Wiz SL3] Put Out of Misery: Target being at negative hp that would die if unattended is slain (no save)

[Pri SL9] Implosion : Kills one creature/round.

[Psi0 Major] Lightning Stroke: Each time you miss this round you may reroll (you are actually making new 2nd attacks)

Dungeon071720 - Dungeon Level 14 (No Shit)

Room # 10

Trophy Room - 35ft. long x 30ft. wide x 5ft. tall

dish; strappado; dank, mouldy smell; misted

Trapped Door, Magic/Psi on the south wall leading to a 20ft. long x 25ft. wide x 25ft. tall hallway.

Sample Names: Wyndael the vengeful Light Ninjas (Skateboard); Moryson the daring Demolition Hitmen (Demonic)

Contact Aexus Trap; DL 14; Search DC 143 (40 idamage, no resistance)

Fountain that (causes/has/or is) Magical Pool/Throne: Teleports (roll 1d4): (1) Back to surface,

(2) Elsewhere on this DL, (3) 1 DL down, (4) 100 miles away outside

[x2] Room is permanently/continuously **Cursed** (Ancient Foul Cursed)ed, only creatures immune or bubbled against it can fu

83,144gp

oil (fuel)

an aquamarine potion, 'bless' 'bless' 'giant strength' ", 500gp

Katana 'Aglarang' (8d4) (+0,+0); +5 to DEX, Tunneling, Speed;

Sustain DEX; It provides light (radius 0) when fueled., 405730gp

Mace of Magnetism (Magnetic; damages AC as well as hp; 1M, target AC>10: Command), 326660gp

DL XIV Macro-Small Sapphire Days x(364) x[5]

|iiAC| 1972, HD 14346, iiiihp 1.6E+6, WR 158% #Att 3, TH ÷ AC/Save DC by 210, iidmg 19611

Str 30, Dex 94, Con 105, Int 68, Wis 30, Chr 85, 8.7E+1kxp

Arse (A being of your choice is Impaired(slowed) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Psi81 Ultra] Damage Reduction, Physical, 90%: Take x0.1 damage from physical attacks

[Psi54 Grand] Split: You are two beings (two places at once); it costs 3 actions to have each body do 1 action

[Psi12T Major] Favorable Die Rolls: All your non-permanent die rolls of NdS instead are rolled as (2*N)dS, choose N best dice

[Wiz SL11] Bestow Save: get saves vs effects with no save 1t/lvl

[Psi6E Super] Lich Lore: Lich powers of ½ level

[Psi45 minor] Energy Sheath: SL^2 hp Armor spell, self only, stacks with the (Wizard) Armor spell

[Wiz SL4] Polymorph Self : You assume a new form (no innate abilities)

[Psi6N Super] Create/Destroy Conduit: Creates or Destroys 1 Conduit, Wormhole, Gate, Color Pool

[Psi81 Major] Missile Reflection: Reflect 1 missile per P attack

[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 SL7] First Level Magic-User Spells (DM2): Can cast one 1st Level Wizard spell per round as Z action

[Wiz SL8] Anti-Magic Shell 8: Anti-Magic of SL 0 to 7

Combat effects:

[Psi5 Ultra] Change Reality (greater): As the 10th level spell, non-phys.things

[Pri SL1] Cause Fear: Fear (save), max 6 HD {1 creature}

[Wiz SL4] Charm Monster : Makes monster believe it is your ally.

[Pri SL6] Really Put of Misery: Target being that is slain is Capital S Slain (no save)

[Pri SL8] Cure Wounds 8: Cures 36d8 hp (can take offer of 6 per die -> 216 hp)

[Pri SL7] Hold Person/Monster 7: Hold 9 person or 7 monster targets (save)

[Wiz SL3] Hold Undead: Holds up to 3 undead

[Psi54 Grand] Damage Transference: Cell Adjustment CL*SL*2 hp

[Psi15 Grand] Suggestion: Suggestion

[Psi54 minor] Animal Summoning: Summon a DL=SL-1 Animal

[Psi7 Grand] (no name): Summon a DL VII Undead

[Wiz SL8] Lightning Bolt 8: CLd16 lightning dmg to a group (save:½)

Dungeon071720 - Dungeon Level 14 (Cool)

Room # 11

Elevator Room - 25ft. long x 30ft. wide x 50ft. tall

oubliette (pit); grindstone; gong; clear

Energy/Elemental Door on the west wall leading to a 30ft. long x 20ft. wide x 25ft. tall hallway.

Sample Names: Meronia the illustrious Squirrel Monster (Training); Kogagad the raving Tomorrow Warrior (Lunar)

Injected Ice / Snow Trap; DL 14; Search DC 142 (40 idamage, no save)

Passage that (causes/has/or is) One-Way

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Turn

38,281gp

amber rod

wine goblet, 1gp

Pale Wand [8d8] ++17 dmg 16+/x11; 1M: Light blast inflicts 9d4 damage in 20' radius.; CL 82; SL 14, 60757gp

Cordovan Amulet [AT+233] +197 AC/+399 Saves; 1M: How many of an item exists is multiplied

by 2 (you need a Grand to duplicate a x2 item); CL 73; SL 14; 112530gp

DL XIV Macro-Tiny Leaden Actors x(266) x[6]

||iAC|| 1974, HD 7180, iihp 8.1E+5, XR 188% #Att 3, TH ÷ AC/Save DC by 210, iiddmg 2358

Str 63, Dex 52, Con 58, Int 90, Wis 97, Chr 108, 8.7E+1kxp

Dookie Salad (A being of your choice is Maimed(destructed) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Psi54 Ultra] Thief: Any Thief SL-1 pick; 5*CL Rogue points in it

[Psi1 Grand] Shade: Creates a ghost/shade of person who died here, half powers

[Psi6E Super] Immunity IV: Globe/Invuln., Immune:1st-2nd Dominions

[Pri SL5] Resist Fire/Resist Cold 5: Take -65% dmg vs. fire or cold

[Wiz SL10] Fourth & Fifth Level Magic-User Spells:

[Psi-6N Major] Gaea's Herald ~: 1P or 1M: When your summoned creatures go below -10 hp, they don't disappear (you can cure)

[Wiz SL12] Armor 12: +CL*24 current hp

[Psi2 Grand] Elemental Composition: Can be any Normal/Para/Quasi Ele ; Can be Semi Ele

[Wiz SL8] Original Stoneskin 8: Block the next 5 P actions of attacks

[Psi7 minor] (no name): Need not breathe

[Wiz SL6] No Save: The next spell you cast does not have a saving throw

[Psi45 Grand] Force Field vs. Emotion: Immune to spell level 0 to SL-1 enchantment/charm effects

Combat effects:

[Pri SL6] Mass Remove Paralysis:

[Pri SL9] Implosion : Kills one creature/round.

[Pri SL6] Death's Door 6: Target (currently at negative hp) goes to 4 hp (can't go above max)

[Psi54 Major] Mimic: 1bM: Fork a spell level 0 to SL effect

[Psi-3 minor] Astral Destruct I: Creates astral destruct to fight for you.

[Pri SL7] Earthquake: Intense tremor shakes 5-ft./level radius.

[Psi--2 Grand] Grand Acidify: CLd20 acid damage; Use d30's

[Psi3 Grand] Insanity: Subject is permanently wacky.

[Psi6E Grand] Fear V (Vision of Weakness): Lose 1d6 levels, -6 Str/Dex/Con (save)

[Psi9 Grand] Temporal: Time Bolt: Ages target 10*(CHd4) years (save:½)

[Psi54 Major] Damage Transference: Cell Adjustment CL*SL*2 hp

[Pri SL7] Blade Barrier 7: 9d9 dmg wall (shards)

Dungeon071720 - Dungeon Level 14 (Duh)

Room # 12

Solar - 50ft. long x 35ft. wide x 35ft. tall

Chute, Sand/Quicksand; holy/unholy writings; groaning; horn/trumpet sounding

Locked Door, Out of Phase on the south wall leading to a 40ft. long x 10ft. wide x 5ft. tall hallway.

Sample Names: Malia the obscene Wolf Avenger (Plane); Eltherion the dazzling Gorilla Creeper (Musket)

Monster Swarm Summoning XII Trap; DL 14; Search DC 149 (Cleric CL 28, no resistance)

Fire that (causes/has/or is) Releases - Magic Item

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Reset
155,960gp

hacksaw

a Set of Arm Protectors, +2 AC, 389gp

Crimson Dust: +1200 Skill Points; 196270gp

Rosy Robe [AT+632] +17 AC/+677 Saves; 1V: Your new AC = (old AC - 10) * 2 + 10; CL 68; SL 14; 173700gp

DL XIV Macro-Gargantuan Burgundy Decimals x(198) x[6]

iiAC 1968, HD 2.3E+5, ihp 2.7E+7, MR 203% #Att 21, TH ÷ AC/Save DC by 210, i^4 dmg 5881

Str 66, Dex 88, Con 59, Int 91, Wis 69, Chr 31, 8.7E+1kxp

Blarg (A being of your choice is Confined(unaware) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Psi9 Major] Stone Eyes: Gaze: Petrification (save)

[Wiz SL9] Globe of Invulnerability 9: Immune to spells with SL=0 to 8

[Psi18 Grand] Scty: Spell Trap: Contingency for any 1 power (Magic/Psi/Innate)

[Wiz SL10] Prismatic Sphere 10: 8 Prismatic colors or 6 MultiPrismatic colors (may repeat colors in either mode)

[Psi1 Ultra] Hero Element: Casts any one 1st level Hero spell

[Psi27 Major] Armor Ceremony: Pick Physical, Magical, Psionic, or Innate. You take 1/10 dmg from that source.

[Pri SL5] Summon Monster V : Summons a DL V monster (1 turn)

[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

[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

[Psi72 minor] Reincarnate: You Reincarnate upon death, inactive and Feign Death for the rest of this combat

[Pri SL10] Spell Immunity 10: Be immune to 7 spells by name

[Wiz SL11] Bestow Save: get saves vs effects with no save 1t/lvl

Combat effects:

[Psi8 Major] Repair Serious Damage: Cures 80 hp (8 Hull points) to a technological item, fixes minor malfunctions

[Psi54 minor] Lightning: CL*SL lightning dmg to one group (no save)

[Wiz SL9] Create Any Monster:

[Psi6E Major] Howling Thunder: Randomly summons 6d20 abyssal spirits

[Psi6E Major] Summon Shapeless Horror: As per Demons supplement description

[Psi12T minor] Mass Blindness: Blindness (as spell) but 90'r area

[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 SL9] Death Spell 9: Slay 9d12 HD of creatures (save)

[Pri SL8] Circle Of Sunmotes: All friends get leveled6 hp,+1/+1 TH/dmg; enemies get reverse

[Psi12L minor] Command: Command (as spell), except can use 2 words

[Psi6N Major] Reverse Magic: Casts reverse of spell, N=SL of spell (max = your level/2)

[Pri SL3] Death's Door: Puts target (at negative hp) to 0 hp (1 hp if material comp.)

Dungeon071720 - Dungeon Level 15 (Rats)

Room # 1

Garbage Room - 20ft. long x 40ft. wide x 25ft. tall

cupboard; recess; grating; urine smell

Golem Door (it's a Golem creature) on the east wall leading to a 50ft. long x 5ft. wide x 15ft. tall hallway.

Sample Names: Davion the philosophical Purple Sentinel (Screwdriver); Cataria the non-politically correct Comet Syndicate (Warl

Door transforms into Elemental Napalm Trap; DL 15; Search DC 158 (100 Int damage/s, no save)

Wall that (causes/has/or is) Monster Generator: Animal (summons an Animal every segment)

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Year
173,999gp

rug

a bottle of lager, 25gp

Bracers of Archery, 17240gp

Ice blue Scimitar [14d20] +729 Th/+22 dmg 16+/x6; 1Z: Caster controls ½V action/succ; CL 107; SL 15, 142280gp

DL XV Macro-Colossal Pinky Farmers x(61) x[4]

||iAC|| 2275, HD 4.9E+5, i^6 hp 6.3E+7, GR 176% #Att 16, TH ÷ AC/Save DC by 240, iidmg 2711

Str 35, Dex 67, Con 62, Int 54, Wis 40, Chr 60, 1.2E+2kxp

La Di Da (Ignore an entire segment's worth of actions (can't be dispelled).)

Prepared effects:

[Pri SL8] Sphere Of Security: Friends get +2 AC,+2 saves, +50% MR, 4 Pro.scroll effects 1h

[Wiz SL6] Globe of Invulnerability 6: Immune to spells with SL=0 to 5

[Psi6E Super] Bodily Restoration IV: Troll-like Regeneration - of max hp/r

[Pri SL5] Goodberry 5: Creates 20 goodberries

[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.

[Psi27 minor] Dark Triangle: Name 2 Wizard/Priest schools: One has double effect, the other half (30' radius)

[Pri SL5] Summon Nature's Ally V : Summons a DL V animal (maintained)

[Psi6E Major] Necromancer Lore: Necromancer's abilities of ½ level

[Pri SL5] Double Resist [E=2 element]: Pick an EE=2 element, you double resist it (1/4 dmg, 1/10 if make save) for 1 hour.

[Wiz SL10] Globe of Invulnerability 10: Immune to spells with SL=0 to 9

[Wiz SL11] Fifth Level Magic-User Spells (DM2): Can cast one 5th Level Wizard spell per round as Z action

[Wiz SL6] Contingency: Each creature can only have 1 Contingency spell on him. If the contingency spell is dispelled, the effect ir
Combat effects:

[Wiz SL10] Meteor Swarm 10: 5 meteors each dealing 12d5 earth dmg & same fire dmg (save:½ for fire)

[Wiz SL10] Wacky Ball 10 / Normal / ½: Ld1000, save: ½

[Wiz SL6] Monster Swarm Summoning VI: Summons CL*2 DL V monsters

[Pri SL8] Finger of Death : Kills one subject.

[Wiz SL1] Cone of Cold 1: CLd2+CL cold dmg to a group (save:½)

[Wiz SL8] Mass Charm : As charm monster, but all within 30 ft.

[Pri SL7] Conjure/Dismiss Quasi Elemental: Summons or dismisses a Quasi Elemental

[Psi45 Major] Summoning: Summon a DL=SL Outer

[Wiz SL5] Dispel Exhaustion 5: Restore 75% of dmg taken, get an Original Haste 5 for 1 round

[Wiz SL6] Wacky Ball 6 / Normal / ½: Ld12, save: ½

[Wiz SL9] Gate: Connects two planes for travel or summoning.

[Psi45 Ultra] Hypnotic Control: Hypnosis (SL/2 saves)

Dungeon071720 - Dungeon Level 15 (Bam)

Room # 2

Kitchen - 35ft. long x 5ft. wide x 15ft. tall

Bridge, Ice; brazier & charcoal; buzzing; hazy

Archway (open) on the south wall leading to a 15ft. long x 10ft. wide x 10ft. tall hallway.

Sample Names: Felsur the diseased Quin- -streak (Plane); Felsur the vengeful Bionic Wing (Ornithopter)

Whirling Arrows Trap; DL 15; Search DC 151 (Attack +300 ranged, 30d30 idamage), (multiple targets)

Door, Secret that (causes/has/or is) Talks - Intelligently/Normally

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Half Segment
42,298gp

crystals

a golden wand, 'dispel magic', 550gp

Clear Eye liner: +400 Rogue Points; 225430gp

Charcoal Bookmark: Free Privateer Kit: Any Rogue 1 pick, with

5*LVL Rogue points for it, Free bonus Robbing proficiency; 225180gp

DL XV Tiny Yellow Birchs x(110) x[6]

iAC 2267, HD 20, i^5 hp 940, CR 186% #Att 28, TH ÷ AC/Save DC by 240, i^8 dmg 1808

Str 72, Dex 113, Con 86, Int 59, Wis 84, Chr 49, 1.2E+2kxp

Zounds (A being of your choice is Annihilated (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] Resist Fire/Resist Cold 10: Take -90% dmg vs. fire or cold

[Pri SL4] Resist [E=4 element]: Pick an E=4 element, you resist it for 1 hour.

[Psi6N Major] Thief Abilities, LVL 7: Get thief abilities of level 7 (max = your level)

[Pri SL1] Sanctuary (1): Opponents must make save to attack target {Touch, 1 creature}

[Wiz SL10] Nazzer's Nullification: Creates a DMZ (Dispel Magic Zone)

[Psi45 minor] Resist: Physical: SL/4 (round down) instances of Resist physical attacks

[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-9 minor] Specific Reduction: takes -1d4 dmg/m on contact w/ substance

[Psi29 Grand] Duplicate Magic Item (x1):

[Wiz SL2] Armor 2: +CL*4 current hp

[Psi81 Grand] Damage Reduction, Physical, 75%: Take x0.25 damage from physical attacks

Combat effects:

[Wiz SL12] Lightning Bolt 12: CLd24 lightning dmg to a group (save:½)

[Wiz SL8] Maze : Victim trapped inside some maze, getting out depends on intelligence

[Psi54 Ultra] Acid: CL*(SL+2) acid dmg to one target (no save)

[Psi54 Major] Heat Vision: 1M to start: Every segment for 1 round, as a 0 action, deal SL heat dmg to one target (no save)

[Pri SL3] Bestow Curse : -6 to an ability; -4 on TH/saves/checks; or 50% lose action

[Pri SL3] Summon Monster III : Calls DL 3 outsider to fight for you.

[Psi45 Major] Mind Blast: SL*CL Mental damage (1 group, no save)

[Wiz SL5] Alley Summoning V: Summons a DL X alley monster, under your control, 5% chance per segment of losing control

[Pri SL1] Call Lightning 1: (CL+2)d4 lightning dmg (save:½) (halve the die type if not outside)

[Psi54 Major] Personality Transfer: Magic Jar (SL/2 saves)

[Wiz SL6] Summon Monster VI : Calls outsider to fight for you.

[Psi-6N minor] Earth Storm: Deal Nd12 Eldritch Earth dmg 40' radius (no save); max N = CL

Dungeon071720 - Dungeon Level 15 (Please)

Room # 3

Closet - 20ft. long x 25ft. wide x 5ft. tall

ladle; font; smoky; cold current

Glass Door (transparent) (shatters if opened) on the west wall leading to a 50ft. long x 25ft. wide x 5ft. tall hallway.

Sample Names: Alditha the frigid Monsieur Wolf (Near-death experience); Nelrora the superlative Hate Pirate (BBs)

Falling Door Trap; DL 15; Search DC 157 (1800 idamage, no resistance)

Dome that (causes/has/or is) up-sliding

[x2] Gods cannot taste, smell, or sense into this room unless they are actually there; Divine Intervention fails

181,502gp

rock

A Delameter, 'acid breath', 100gp

Emerald Robe [AT+264] +399 AC/+27 Saves; 1Z: Druid Spells, LVL 12; CL 74; SL 15; 94910gp

Bronze Helm [AT+232] +24 AC/+360 Saves; 1F: Resist Psionics; CL 78; SL 15; 86050gp

DL XV Fine Bottle Green Willows x(367) x[4] x[[4]]

iiAC 2262, HD 14, iihp 230, RR 159% #Att 30, TH ÷ AC/Save DC by 240, i^7 dmg 2715

Str 32, Dex 44, Con 76, Int 87, Wis 108, Chr 73, 1.2E+2kxp

D'Oh (A being of your choice is Toasted(burned) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Psi45 Major] Prehensile Hair: Your hair has controlled movement; can do a "Hair attack" (using your hair's P action) for 1dSL dm

[Psi29 Ultra] Symbol of Wizardry:

[Psi-6N Major] Everhome: Your home plane is every plane; when this effect ends, your home plane = current plane

[Psi4 Ultra] Spell *2.5: One spell that you know has it's effect multiplied by 2.5, or costs only 1/(2.5*2-1) of a spell slot

[Psi45 Ultra] Mental Invisibility: Improved Invis.: it's +SL AC instead of +4

[Wiz SL9] Original Stoneskin 9: Block the next 6 P actions of attacks

[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

[Pri SL7] Protection from Lightning 7: Stop the next CL*24 lightning dmg

[Psi-12L Major] Effect Immunity: Pick any spell or power. You are immune to that effect.

[Psi-3 Grand] Breath of the Drake: Breath water for 11d4 damage.

[Wiz SL9] Third Level Magic-User Spells (DM2): Can cast one 3rd Level Wizard spell per round as Z action

[Psi9 Ultra] Bio Force: Maintain Health: +CH Con, regen all hit points each r

Combat effects:

[Psi9 Grand] Energy Kinetic: Manipulate: +-CH dice to existing energy effect

[Psi18 Major] Telepathy: Psi Scream: 1 target: unc. (save), no psi (save)

[Pri SL6] Summon Monster VI : Calls outsider to fight for you.

[Wiz SL11] Reset Self:

[Pri SL3] Treat Serious Wounds: Cure 30% of max

[Pri SL7] Confusion:

[Psi54 minor] Flame Project: CL*(SL+2) fire dmg to one target (no save)

[Psi29 Major] Beam (Wall) of Force:

[Psi6G Major] White Tornado: Telekinesis 1 evil target away (no save); Move rate = CL*100 / (weight of target)

[Psi-2 Grand] Grand Acidify: CLd20 acid damage; Use d30's

[Psi45 minor] Iron Will: 1bM: One effect that's hitting you is delayed for SL segments (it will still resolve even if the caster is drop

[Wiz SL9] Create Any Monster:

Dungeon071720 - Dungeon Level 15 (Blarg)

Room # 4

Meeting Room - 45ft. long x 35ft. wide x 45ft. tall

phial; statue; scratching/scrabbling; bellow (ing)

Trapped Door, Mechanical on the west wall leading to a 25ft. long x 25ft. wide x 15ft. tall hallway.

Sample Names: Setkoth the atrocious Frog Heroes (Hook); Zerielle the maleficent Shining Lion (Training)

Air in room transforms into Elemental Nexus Trap; DL 15; Search DC 153 (280 Wis damage/s, no resistance)

Pedestal that (causes/has/or is) Changes - Attribute

[x2] Room is permanently/continuously Disjunct (effect)ed, only creatures immune or bubbled against it can function here.

48,372gp

chunks

a small chair, 0gp

Rian's Femur bone: +27 to HD; 1M: 1M: A group gets +LVL set Str.; CL 93; SL 15; 225390gp

Amulet Versus Undead (/level), 5750gp

DL XV Macro-Huge Cobalt Desserts x(230) x[8]

iiAC 2251, HD 1.2E+5, iihp 1.5E+7, RR 213% #Att 9, TH ÷ AC/Save DC by 240, i^7 dmg 2707

Str 66, Dex 35, Con 51, Int 84, Wis 33, Chr 41, 1.2E+2kxp

Fuck That Noise (A being of your choice is Vitalized(positive) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Wiz SL7] Fire Shield 7: Anyone who melees with you takes 150% dmg back

[Wiz SL10] Fire Shield 10: Anyone who melees with you takes 225% dmg back

[Pri SL3] Negative Plane Protection: Stops one negative energy attack

[Wiz SL3] Protection from Normal Missiles: Duration CL turns

[Psi--2 Ultra] Psi Inertial Improver: Psi gives no save in your group; --

[Psi16 Major] Golem Form: S=3,4,5: Unusual Material of S=3,4,5 (cannot exceed real S number)

[Pri SL7] Repulsion : Creatures can't approach you.

[Psi45 Grand] Resist: Magic: SL/4 (round down) instances of Resist magic

[Wiz SL11] Armor 11: +CL*22 current hp

[Psi--2 minor] Resist Disease: Resist disease; Immune disease

[Wiz SL3] Globe of Invulnerability 3: Immune to spells with SL=0 to 2

[Wiz SL3] Fire Shield 3: Anyone who melees with you takes 50% dmg back

Combat effects:

[Psi30 Grand] Air Bolt: Ele.Air damage, Dex resists

[Psi54 Major] Ice Production: CL*(SL+2) ice dmg to one target (no save)

[Psi2 Ultra] Public Access Key: Target's Truename is visual (!); Thoughts visible too

[Psi14 minor] (no name): Target gets a disease (PPD save)

[Pri SL8] Call Lightning 8: (CL+2)d18 lightning dmg (save:½) (halve the die type if not outside)

[Pri SL6] Mass Remove Curse: Remove Curse on 6 targets or 1 group

[Wiz SL6] Really Put of Misery: Target being that is slain is Capital S Slain (no save)

[Pri SL3] Summon Insects: Summons DL 3 insects

[Pri SL5] Raise Dead : Restores life to subject who died up to 1 day/level ago. What you get is the full character at 1 hit point (he

[Wiz SL12] Power Word Stun 12: Stuns a creature if current hp < 560 (no save)

[Wiz SL10] Meteor Swarm 10: 5 meteors each dealing 12d5 earth dmg & same fire dmg (save:½ for fire)

[Psi29 Major] Harm:

Dungeon071720 - Dungeon Level 15 (What In The Fuck)

Room # 5

Warrior's Chamber/Lab - 35ft. long x 35ft. wide x 50ft. tall

bell (huge); stall or pen; gong; twanging

Locked Door, Mechanical on the north wall leading to a 35ft. long x 5ft. wide x 10ft. tall hallway.

Sample Names: Nezzar the caustic Masked Wasp (Spiritual); Orlow the miserly Valiant Dwarf (Wrench)

Air in room transforms into Elemental Anti-Godly Trap; DL 15; Search DC 163 (1750 Wis damage/s, DC 156 Reflex save for 1/10)

Room (Floor) that (causes/has/or is) Changes - Sex

[x2] Gods cannot feel, smell, or sense into this room unless they are actually there; Divine Intervention fails

5,660gp

odor (unidentifiable)

Dragon Tattoo, +1 AC, 4gp

Rose Eyes [2d6] +401 Th/+840 dmg 20+/x5; 1Z: Wand of Wonder effect; CL 100; SL 15, 223180gp

Rian's Eyes: +19 to HNCL; 1M: CL/3 groups each take 40 eldritch fire dmg (no save) ; CL 78; SL 15; 226010gp

DL XV Titanic Yellowy Punishments x(119) x[4]

||iAC|| 2274, HD 969, iiihp 1.2E+5, BlahR 166% #Att 19, TH ÷ AC/Save DC by 240, i^5 dmg 2254

Str 88, Dex 81, Con 64, Int 115, Wis 112, Chr 38, 1.2E+2kxp

Yuck (A being of your choice is Totaled(destroyed) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Pri SL2] Protection from Fire 2: Stop the next CL*4 fire dmg

[Psi45 Ultra] Power Simulation: The next Psi45 power you use will be resisted using MR instead of PR

[Wiz SL5] Prismatic Sphere 5: 3 Prismatic colors or 1 MultiPrismatic colors (may repeat colors in either mode)

[Wiz SL12] Tenser's Transformation 12: +250% of max hp to current hp, +8 TH melee

[Psi9 Ultra] Contingency: Contingency for one Psi9 power

[Pri SL8] Lady's Smile: Can choose result of 1 die roll within 2r

[Pri SL2] Resist Fire/Resist Cold 2: Take -50% dmg vs. fire or cold

[Psi3½ minor] Vigor: Gain 5 temporary hit points.

[Psi7 Major] (no name): Immunity to paralysis and stun

[Psi10 Major] Memory Protection *: Immune to Memory stealing, mind reading, Capital E Extract

[Psi45 Ultra] Magic Control: +SL/2 (round down) to SL of next Psi45 power

[Psi12L Super] Enslave: Target creature's AL switches to L, all of it's actions under control of caster (no save)

Combat effects:

[Wiz SL2] Prismatic Wall 2: 2 Prismatic colors

[Psi0 Grand] Spinning Foot Sweep: One kicking attack on each target within KiL'r: Normal damage, targets are knocked down

[Pri SL5] Wall of Stone : 20 hp/four levels; can be shaped.

[Wiz SL4] Summon Monster IV : Summons a DL IV monster (duration 1t)

[Psi30 Ultra] Decrease Charisma: -1 Chr/succ

[Pri SL2] Summon Monster II: 1 DL 2 or 1d3 DL 1 creatures to fight for you {1 creature}

[Pri SL6] Remove Curse 6: Cure 3 curse effects (reverse causes that many, save for each)

[Psi--2 Major] Alter Reality: Alter Reality (any Psi major); Double CL effect

[Psi54 Grand] Sonic Beam: CL*(SL+2) sound dmg to one target (no save)

[Psi5 Major] Magic Jar: Magic Jar (as spell), save at -level

[Pri SL6] MultiCure Deadly Wounds : Cure 8d8+10 or 58 to 6 different targets

[Pri SL5] Conjure/Dismiss Normal Elemental: Summons or dismisses a Normal Elemental

Dungeon071720 - Dungeon Level 15 (Hells Yes)

Room # 6

Stable - 30ft. long x 50ft. wide x 45ft. tall

bottle; Floors of Glass; squeaking; horn/trumpet sounding

Bronze Door, Normal on the west wall leading to a 35ft. long x 5ft. wide x 15ft. tall hallway.

Sample Names: Zamaran the acrobatic Wolf Djinn (Technology); Tanthea the satanic Ms. Turtle (Divine intervention)

Ingested Inertia Trap; DL 15; Search DC 151 (3000 idamage, no save)

Pillar or Column that (causes/has/or is) Changes - Alignment

[x2] Immortals cannot see, smell, or sense into this room unless they are actually there; Divine Intervention fails

168,618gp

dampness, ceiling

an elemental amulet, 86gp

Pinkish Scarab [AT+33] +324 AC/+19 Saves; 1M: Resist Psionics; CL 120; SL 15; 61970gp

Rian's Humerus bone: +1 to LVL; 1M: Gain knowledge of the location of any one

item, or summon a DL=IX or less being, from the Cthulhu mythos.; CL 90; SL 15; 225270gp

DL XV Macro-Diminutive Cyan Bowlings x(231) x[4]

iiiAC 2255, HD 3843, iiiihp 4.7E+5, RR 178% #Att 20, TH ÷ AC/Save DC by 240, iiidmg 2710

Str 79, Dex 70, Con 33, Int 83, Wis 45, Chr 95, 1.2E+2kxp

Get The Fuck Out Of Here (A being of your choice is Truename Dominated (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

[Psi6E Major] Psi-Trap: Holds one power in area for triggering

[Psi27 minor] Graver Company: Negative Plane Protection; Immune to Str/Dex/Con loss; vulnerable to Holy

[Wiz SL6] Armor 6: +CL*12 current hp

[Psi15 Super] Hypnotism: Hypnotism, up to CL targets

[Wiz SL4] Stoneskin (2): 4+CL/2 stoneskins; they "leak"

[Pri SL9] Protection from Fire 9: Stop the next CL*32 fire dmg

[Psi54 Major] Energy Absorption: CL*SL*3 hp ablative Force Field (vs. energy attacks)

[Wiz SL1] Poisonous Claws: Natural fighting has poison (CL*4 dmg, save for CL)

[Wiz SL11] Bestow Save: get saves vs effects with no save 1t/lvl

[Psi-3 Major] Outcarnate: One anti-psionic effect is permanent.

[Psi81 Ultra] Growth 11: +4 size; +8 Str; +8*CL max hp

Combat effects:

[Wiz SL11] Prismatic Wall 11: 11 Prismatic colors or 9 MultiPrismatic colors (may repeat colors in either mode)

[Psi45 Grand] Kinetic Bolt: SL*CL/2 Telekinesis dmg and knock back SL*10' (1 target, no save, Str-SL*2 check to avoid knock back

[Psi-12C minor] Taunt Blast: One group will attack you on their next action (no save)

[Pri SL5] Rainbow: Creates a rainbow bridge (or) CL bolts d8 dmg 1 target each

[Psi16 Major] Golem Jar: Magic Jar into a Golem (Magic Jar contest rules, which the golem will probably lose)

[Psi6N Grand] Mental Ball 8: 80'r; take 8*level*(# of freq.) damage; no save

[Psi10 minor] Pillar of Fire: Makes a column of fire (10' wide by 10*CL' high), 1d10 dmg

[Pri SL9] Cure Wounds 9: Cures 45d8 hp (can take offer of 6 per die -> 270 hp)

[Wiz SL9] Magic Missile 9: (CL+1)*9/2 missiles, each does 1d4+1 force dmg (no save)

[Psi-3 Grand] Astral Destruct VII: Astral destruct fights for you.

[Psi54 minor] Damage Transference: Cell Adjustment CL*SL*2 hp

[Psi54 Major] Ice Animation: Summon a DL=SL Ice Elemental

Dungeon071720 - Dungeon Level 15 (For Real)

Room # 7

Pen/Prison - 30ft. long x 40ft. wide x 45ft. tall

evil symbol; loose masonry; wind, strong; steamy near ceiling

Phase Door (phases in/out every so often) on the west wall leading to a 30ft. long x 10ft. wide x 20ft. tall hallway.

Sample Names: Dasselath the daring Madame Imp (Train); Ghostkill the insidious Fantastic Photon (Flail)

Hail of Spears Trap; DL 15; Search DC 152 (Attack +285 ranged, 40d50 Con damage)

Altar that (causes/has/or is) up-sliding

[x2] Room is permanently/continuously Disjunct (effect)ed, only creatures immune or bubbled against it can function here.

73,747gp

candelabra

a ferry ticket, 3gp

Incandescent Light of Edison; +3 to Infravision; Fiery

Aura; Electric Aura; Permanent Light(3); Activates for, 203330gp

Ice blue Armor, Heavy [AT+22] +485 AC/+730 Saves; 1M: Immune to

spell level 0 to SL-1 enchantment/charm effects; CL 95; SL 15; 166010gp

DL XV Macro-Gargantuan Pinkish Modems x(420) x[5]

|...[∞]|AC|...[∞]| 2280, HD 2.5E+5, i[∞] hp 3.1E+7, XR 186% #Att 22, TH ÷ AC/Save DC by 240, iiiidmg 1361

Str 78, Dex 94, Con 40, Int 58, Wis 58, Chr 41, 1.2E+2kxp

Dur (Deflect a being of your choice's segment of actions (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

[Psi6E Super] Bodily Restoration IV: Troll-like Regeneration – of max hp/r

[Psi-12T Major] Resurrect Self: Teleport Away when killed, Resurrect Self 1 round later

[Wiz SL7] Anti-Magic Shell 7: Anti-Magic of SL 0 to 6

[Wiz SL11] Bestow Save: get saves vs effects with no save 1t/lvl

[Wiz SL3] Globe of Invulnerability 3: Immune to spells with SL=0 to 2

[Wiz SL7] Original Stoneskin 7: Block the next 4 P actions of attacks

[Wiz SL10] Fire Shield 10: Anyone who melees with you takes 225% dmg back

[Psi45 Grand] Prehensile Hair: Your hair has controlled movement; can do a "Hair attack" (using your hair's P action) for 1dSL dm

[Wiz SL7] Tenser's Transformation 7: +125% of max hp to current hp, +3 TH melee

[Psi12T Major] Damage Resistance: -1/die damage (from any source)

[Psi8 Grand] Create Technological Monster III: Create a DL VIII Technological Monster (AC=16*CL, hp=8*(CL³), Str=6*CL)

Combat effects:

[Psi5 minor] Heal Self: Cure up to 100 hp, Regenerate (as spell)

[Psi45 Major] Mind Control: Minor: Command (save); Major: Domination (SL/3 saves)

[Wiz SL12] Death Spell 12: Slay 12d12 HD of creatures (save)

[Psi45 Major] Kinetic Bolt: SL*CL/2 Telekinesis dmg and knock back SL*10' (1 target, no save, Str-SL*2 check to avoid knock back)

[Psi10 Grand] Animate Fire: Turn fire into 2^X(X+1) HD fire elemental, where X is the # sizes beyond size T

[Pri SL7] Gate: Connects two planes for travel or summoning.

[Psi5 Major] Disjoin Magic: Mordenkainen's Disjunction (as spell)

[Pri SL4] Flame Strike 4: CLd6 holy fire dmg (save:½)

[Psi54 Ultra] Magic Blast: CL*SL force dmg to one group (no save)

[Psi29 Grand] Cureall/Causeall:

[Pri SL8] Death's Door 8: Target (currently at negative hp) goes to 16 hp (can't go above max)

[Pri SL5] Fire Storm 5: (CL+2)d2 holy fire dmg, hits 1 group (no save)

Dungeon071720 - Dungeon Level 15 (Forget It)

Room # 8

Nest (animal) - 35ft. long x 10ft. wide x 25ft. tall

arras (coin container); sofa; coughing; dank, mouldy smell

False Door on the south wall leading to a 40ft. long x 10ft. wide x 10ft. tall hallway.

Sample Names: Halav the sublime Squirrel Star (Zip-line); Carnelian the gelatinous Golden Arrow (Unexplained)

Magic Missile 12 Trap; DL 15; Search DC 165 (Cleric CL 30, no save)

Furnishings that (causes/has/or is) magically reinforced

[x2] Room is permanently/continuously Alley Effected, only creatures immune or bubbled against it can function here.

73,160gp

common fungi

a garden hoe, polearm, 12d48 (294), 1100gp

Garnet Cube [7d8] +361 Th/+20 dmg 20+/x7; 1M: Cancels psionic powers and effects.; CL 80; SL 15, 76374gp

Cord of Ekbir, 8930gp

DL XV Macro-Small Translucent Pains x(196) x[7] x[[4]]

||iAC|| 2259, HD 15363, iiihp 1.9E+6, RR 185% #Att 16, TH ÷ AC/Save DC by 240, i^6 dmg 2714

Str 81, Dex 53, Con 67, Int 36, Wis 61, Chr 104, 1.2E+2kxp

Spank You (A being of your choice is Wiped Out(destructed) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[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

[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).

[Pri SL9] Goodberry 9: Creates 36 goodberries

[Wiz SL3] Fire Shield 3: Anyone who melees with you takes 50% dmg back

[Pri SL5] Protection from Lightning 5: Stop the next CL*16 lightning dmg

[Psi54 Major] Invulnerability: -CL*SL/2 dmg per attack

[Wiz SL2] Blur (3): 20% WR vs. creatures without True Sight {self only}

[Psi30 Grand] Luck: Gains +1(+5%)/succ on 1 action

[Psi72 Major] Absorption - Physical: -PL dmg per physical attack

[Psi3 minor] Vigor: You gain 3 temporary hit points.

[Wiz SL4] Original Stoneskin 4: Block the next 1 P action of attacks

[Psi54 Major] Absorption Field: Stops SL/2 mental attacks or mental-affecting powers on you

Combat effects:

[Pri SL6] Remove Curse 6: Cure 3 curse effects (reverse causes that many, save for each)

[Pri SL2] Flame Strike 2: CLd2 holy fire dmg (save:½)

[Wiz SL2] Web: Save & Str check: Miss 1 = Slow; Miss 2 = Held {1 group}

[Psi1 Ultra] Mental Deceleration: Target loses next N mental actions (no save)

[Psi60 Major] Toxin: Poison (as spell)

[Psi-6N minor] Gaea's Blessing: Reconstruct up to three effects which were dispelled/twisted within the last turn

[Pri SL2] Remove Paralysis (3): Removes paralysis/hold/slow; up to 4 targets {1 group}

[Wiz SL10] Power Word Fragment: 1 body part of target is removed

[Wiz SL3] Fireball 3: CLd6 fire dmg to a group (save:½)

[Psi-6E Major] Stench of Evil N: ½M, -9 current hp: 30'r: CL^3 stench dmg (save:½), they can use X PSP (any freq/spells, use Q11)

[Pri SL8] Blade Barrier 8: 10d10 dmg wall (shards)

[Psi-1 Major] Mental Paralysis Bolt: Save -6; 1 creature cannot use M actions for CL rounds; Max HD = 2*level

Dungeon071720 - Dungeon Level 15 (Hundo)

Room # 9

Wardrobe - 40ft. long x 5ft. wide x 40ft. tall

cloth (altar); rushes (herbs); "Bleah!" (off in the distance); clanking

Unusual Material Door on the north wall leading to a 45ft. long x 25ft. wide x 10ft. tall hallway.

Sample Names: Dagos the vile Slug Squid (Broom); Lorach the jovial Detective Eye (Gateway)

Falling Box Trap; DL 15; Search DC 155 (260 idamage, DC 154 Reflex save for 1/10)

Stairway that (causes/has/or is) Elevator room, descends 2 levels and will not ascend for 30 turns.

[x2] Room is permanently/continuously Charmed, only creatures immune or bubbled against it can function here.

217,886gp

skull

a key, 0gp

Cordovan Armor, Medium [AT+632] +324 AC/+22 Saves; 1M: Deva can use other object as body; CL 105; SL 15; 135175gp

Crystalline Staff [4d8] x10 Th/+362 dmg 12+/x12; 1Z: As Energy Control, can throw affect yourself once for 1M; CL 128; SL 15, 212217gp

DL XV Macro-Gargantuan Plummy Threads x(274) x[7]

|iAC| 2263, HD 2.5E+5, i^5 hp 3.0E+7, IR 247% #Att 24, TH ÷ AC/Save DC by 240, i^5 dmg 4503

Str 54, Dex 62, Con 52, Int 59, Wis 48, Chr 53, 1.2E+2kxp

Bejeezus (A being of your choice is Calcify(unaware) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Psi0 Grand] Yoga Flame: Breathe Fire (as per dragon)

[Pri SL7] Protection from Death: Immune to slain and Slain

[Psi100 Grand] Psionic Amplification: Multiplies a power; Max.=level/4+1

[Psi1 Ultra] Legend Element: Casts any one 1st level Legend spell

[Pri SL5] Protection from Lightning 5: Stop the next CL*16 lightning dmg

[Wiz SL9] Original Stoneskin 9: Block the next 6 P actions of attacks

[Wiz SL9] Third Level Magic-User Spells (DM1): Cast any four 3rd level Wizard spells simultaneously when it is cast.

[Pri SL9] Duplicate Mechanism: duplicate a technology item

[Wiz SL9] Armor 9: +CL*18 current hp

[Pri SL1] Resist [E=1 element]: Pick an E=1 element, you resist it for 1 hour.

[Wiz SL8] Globe of Invulnerability 8: Immune to spells with SL=0 to 7

[Wiz SL5] Prismatic Sphere 5: 3 Prismatic colors or 1 MultiPrismatic colors (may repeat colors in either mode)

Combat effects:

[Psi29 Major] Drain Magic Items:

[Psi15 Grand] Hold Person: Hold Person

[Wiz SL8] Prismatic Wall 8: 8 Prismatic colors or 6 MultiPrismatic colors (may repeat colors in either mode)

[Pri SL1] Treat Light Wounds: Cure 10% of max hp {Touch, 1 creature}

[Pri SL8] Summon Monster VIII : Calls outsider to fight for you.

[Psi6G Major] Second Level Priest Spell: Cast one 2nd level Priest spell at CL = 40

[Psi10 Major] Hold: Hold Monster (save)

[Psi54 Ultra] Personality Transfer: Magic Jar (SL/2 saves)

[Psi-9 Ultra] DeShielder: DeShield: 1000 dmg

[Psi45 Ultra] Geoforce: 1bM: Stop or Create an Earthquake, Landslide, etc. Damage would be CL*SL Earth to a group (save for 0)

[Psi54 Major] Telekinesis: Telekinesis CL*SL*10 lbs.

[Psi100 Grand] Death Stare: Death or Stun 2d4r (if over 2*level HD) (Fort save); affects 2+CL/9 groups

Dungeon071720 - Dungeon Level 15 (Good To Go)

Room # 10

Smithy/Forge - 5ft. long x 50ft. wide x 15ft. tall

Bridge, Bone; spinning wheel; scratching/scrabbling; misted

Concealed (Hidden) Door on the south wall leading to a 20ft. long x 25ft. wide x 25ft. tall hallway.

Sample Names: Tharessi the infamous All-Star -ion (Griffon); Janos the belligerent Secret Djinn (Wings)

Moving Container Trap; DL 15; Search DC 156 (20 Str damage, DC 155 Fortitude save to negate)

Pool that (causes/has/or is) stuck

[x2] Mortals cannot hear, see, or sense into this room unless they are actually there; Divine Intervention fails

30,190gp

clamps

an EVIL looking wand, 'demonfire', 850gp

Lime-green Lace: +15bbJQQQV Action(s); 225260gp

AErthspear +0/+16 (Earthquake brand), 192340gp

DL XV Medium Pitch-Black Hawks x(383) x[7]

|iAC| 2258, HD 37, iiihp 3760, CR 222% #Att 15, TH ÷ AC/Save DC by 240, i^7 dmg 1363

Str 103, Dex 91, Con 31, Int 96, Wis 32, Chr 114, 1.2E+2kxp

God (PCs can't affect you (can't be dispelled).)

Prepared effects:

[Psi6E Super] Fear VI (Fear Contagion): As the Quest level Priest spell

[Wiz SL3] Fire Shield 3: Anyone who melees with you takes 50% dmg back

[Wiz SL2] Notched Blast: Your next spell is "held" (release as 0), no spells until released

[Psi2 Major] Superior Invisibility: No sound,smell; attack breaks; Improved Invisibility

[Wiz SL6] No Save: The next spell you cast does not have a saving throw

[Pri SL8] Protection from Lightning 8: Stop the next CL*28 lightning dmg

[Psi45 Ultra] Resist: Power Manipulation: SL/3 (round down) instances of Resist disenchantment

[Psi4 Ultra] Move Rate *2.5: Multiply Move Rate by 2.5

[Psi45 Ultra] Kinetic Control: SL/2 (round down) instances of Resist telekinesis; +SL*10% damage with telekinesis effects

[Wiz SL8] Tenser's Transformation 8: +150% of max hp to current hp, +4 TH melee

[Wiz SL6] Anti-Magic Shell 6: Anti-Magic of SL 0 to 5

[Psi14 minor] (no name): 0, when biting: Cause Lycanthropy (PPD save, if they fail, they are your slave)

Combat effects:

[Wiz SL11] Step Out of It: see section [C] for effects

[Pri SL7] Resurrection: What you get is the full character at 1 hit point, with the spells and psionic points he had when killed. He

[Psi2 minor] Cause Sleep: Sleep (save); No memory of sleep

[Psi0 minor] Disable Limb: One attack: One limb cannot be used by target for 1t (no save)

[Psi-3 Grand] Astral Destruct VI: Astral destruct fights for you.

[Psi18 minor] Psi: Spray: LVL targets:1d10 telekinetic dmg(save:½)

[Wiz SL1] Fireball 1: CLd2 fire dmg to a group (save:½)

[Wiz SL9] Mass Enslave: As Mass Charm, except the effect cannot be thrown off by being damaged, and there is no daily save chr

[Psi45 Grand] Neural Manipulation: Minor: Seizure (-2 all rolls, save); Major: Paralysis (SL/3 saves)

[Psi-9 Ultra] Nightmare: Physical Blast: CHxCH'r,lose CHd4 physical stats (save:½)

[Psi29 Ultra] Planetary Detonate (Psi2):

[Pri SL4] Remove Curse 4: Cure 1 curse effect (reverse causes that many, save)

Dungeon071720 - Dungeon Level 15 (Jesus, Mary, And Joseph)

Room # 11

Entry/Vestibule - 45ft. long x 50ft. wide x 5ft. tall

Chute, Sand/Quicksand; Floors of Webs; putrid smell; splintering

Glass Door (transparent) (shatters if opened) on the north wall leading to a 10ft. long x 25ft. wide x 5ft. tall hallway.

Sample Names: Gaderian the Ship Captain the scowling Moon Pack (Gas); Malingo the irresistible Bat Longshoreman (Caustic)

Flooding Room Trap; DL 15; Search DC 153 (780 Wis damage, no resistance)

Dome that (causes/has/or is) Intelligent

[x2] Room is permanently/continuously ****Cursed**** (Ancient Foul Cursed)ed, only creatures immune or bubbled against it can fu
58,946gp

skin

the amulet, 55gp

Pinky Armor, Heavy [AT+297] +19 AC/+29 Saves; 1V: 3*LVL% irreducible MR; CL 102; SL 15; 55225gp

Rian's Metatarsal bones: +27 to Int; 1V: Target item/creature/effect is Annhiliated.; CL 100; SL 15; 225190gp

DL XV Macro-Fine Whitish Prosecutions x(227) x[4]

|iAC| 2275, HD 1933, ihp 2.4E+5, WR 215% #Att 7, TH ÷ AC/Save DC by 240, iiiidmg 4514

Str 55, Dex 40, Con 39, Int 57, Wis 85, Chr 58, 1.2E+2kxp

Nope Nope Nope (A being of your choice is Clusterfucked(broken) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Wiz SL8] Clone: Clone

[Pri SL9] Resist Fire/Resist Cold 9: Take -85% dmg vs. fire or cold

[Psi3½ Major] Claws of the Vampire: Heal half of your claw's base damage.

[Psi18 Grand] Scty: Peripheral Defender: -7*LVL dmg on all physical & energy attacks

[Psi45 Major] Electrical Control: SL/2 (round down) instances of Resist lightning; +SL*10% damage with lightning effects

[Psi7 Grand] (no name): Immunity to any effect that requires a Fortitude save (unless the effect also works on objects)

[Pri SL6] Resist [E=3 eelement]: Pick an EE=3 eelement, you resist it for 1 hour.

[Psi19 Major] Hibernation Trance: Resist damage, need not breathe/eat/drink/sleep, cannot use any actions

[Pri SL4] Death Ward : Grants immunity to death spells and effects.

[Wiz SL10] Fire Shield 10: Anyone who melees with you takes 225% dmg back

[Psi-12C minor] Know Next Dice Rolls: 0,1/r: Roll dice ahead of time before action, can choose not to

[Psi3½ Major] Catapsi: Psychic static inhibits power manifestation.

Combat effects:

[Pri SL3] Cure Wounds 3: Cures 6d8 hp (can take offer of 6 per die -> 36 hp)

[Wiz SL10] Ship In A Bottle: area iron flask (imprisonment) effect

[Wiz SL9] Dispel Exhaustion 9: Restore 96% of dmg taken, get an Original Haste 9 for 1 round

[Pri SL7] Neutralize Poison 7: Cure 4 poison effects (reverse causes that many, save for each)

[Pri SL7] MultiHeal : Cure all dmg + disease,blind,insanity,feeblemind (6 targets)

[Psi18 Grand] Mass Telekinesis: LVL tons, each lb. can do 1 dmg

[Wiz SL2] Fireball 2: CLd4 fire dmg to a group (save:½)

[Wiz SL7] Steal Enchantment : Transfer the enchantment of one spell to an another

[Pri SL7] Heal 7: Cure to 125% of max hp (max Heal 7 can cure at once = 1250 hp)

[Psi-12C Grand] Wild Invocation V: Random 8 (90%) or 1d4+8 (10%) SL Wizard Invocation spell

[Psi29 Grand] Meteor Swarm:

[Wiz SL1] Nahal's Reckless Dweomer: L% desired spell you know; else Wild Surge

Dungeon071720 - Dungeon Level 15 (Pfft)

Room # 12

Gardens - 45ft. long x 20ft. wide x 10ft. tall

Walls of Water; rug; moaning; horn/trumpet sounding

Unusual Material Door on the south wall leading to a 40ft. long x 15ft. wide x 25ft. tall hallway.

Sample Names: Lothriel the majestic Time Dancer (Car); Parlamar the mad White Hawk (Ring)

Portcullis transforms into Elemental Impact Trap; DL 15; Search DC 160 (900 Con damage/s, DC 163 PPD save for 1/3)

Machine that (causes/has/or is) false wall

[x2] Immortals cannot hear, taste, or sense into this room unless they are actually there; Divine Intervention fails

113,121gp

prism

the shadow shroud, +7 AC, 1200gp

Olive Toe ring: +2 Level(s) in a Rogue Group Class; 225720gp

Crystalline Cup: Free Swashbuckler Kit: +2 AC; +2

NPC reactions; Ambidextrous, Free bonus Tumbling proficiency; 226030gp

DL XV Macro-Diminutive Primrose Deletes x(364) x[4]

||AC|| 2271, HD 3853, iiihp 4.9E+5, XR 195% #Att 19, TH ÷ AC/Save DC by 240, iidmg 464

Str 50, Dex 111, Con 46, Int 93, Wis 67, Chr 38, 1.2E+2kxp

What A Mess (A being of your choice is Maimed(destructed) (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 SL5] Animal Growth : One animal/two levels doubles in size, HD.

[Wiz SL2] Protection from Arrows: -10 dmg /missile attack, unless +L/5+1 or better {Touch, 1 creature}

[Wiz SL12] Armor 12: +CL*24 current hp

[Wiz SL9] Fire Shield 9: Anyone who melees with you takes 200% dmg back

[Psi10 minor] Fire Protection *: Resist Fire

[Pri SL7] Protection from Death: Immune to slain and Slain

[Pri SL4] Rusting Grasp : Your touch corrodes iron and alloys.

[Psi45 Ultra] Gravity Manipulation: SL/2 (round down) instances of Resist gravity/falling damage; +SL*10% damage with gravity/l

[Psi6N Major] Druid Spells, LVL 7: Get a druid progression of level 7 (max = your level)

[Psi4 Ultra] Money *2.5: How much money you get in dungeon is multiplied by 2.5 (only affects you, not whole party)

[Psi45 Major] Resist: Magic: SL/4 (round down) instances of Resist magic

Combat effects:

[Psi45 Major] Energy Sponge: bM: SL*10% chance to absorb an entire energy attack

[Psi-1 Major] Energy Amplification: Add dice to a damaging effect which is resolving (Max = level) only on 1 target

[Psi54 Ultra] Water Control: Wall of Water / Part Water / Lower Water

[Psi3 Grand] Mass Domination: Many targets subject to your will.

[Psi3 Grand] Astral Construct VII: Astral construct fights for you.

[Psi81 Major] Dispel 5: Dispel a SL 0-5 effect

[Psi-3 Grand] Replace: Put an object into someone's inventory (Reflex save)

[Wiz SL5] Telekinesis : Lifts or moves 25 lb./level at long range.

[Psi-12L minor] Law Bolt: CLxCL mental dmg to 1 target (Reflex:½); C-align x2 dmg

[Psi6E Major] Telekinesis: Maintenance cost=Initial/10 per round

[Wiz SL2] Alley Summoning II: Summons a DL IV alley monster, under your control, 2% chance per segment of losing control

[Psi3½ Major] Ectoplasmic Cocoon: You encapsulate a foe so it can't move.

Dungeon071720 - Dungeon Level 16 (Fosheezy)

Room # 1

Pantry - 45ft. long x 10ft. wide x 35ft. tall

book; Walls of Ice; breeze, gusting; chirping

Mobile Door (door moves around in dungeon) on the east wall leading to a 50ft. long x 15ft. wide x 5ft. tall hallway.

Sample Names: Bragi the extraordinary Composite Wolf (BBs); Mayim the spiteful Robot Ninjas (Cow)

Well-Camouflaged Caltrops Trap; DL 16; Search DC 161 (Attack +80 ranged, 130d20 idamage)

Pedestal that (causes/has/or is) Aging

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Day 114,193gp

bedroll

hair cuttings, 0gp

Chartreuse Crossbow, hand [9d4] ++5 dmg 15+/x12; 1M: Suffocate one target

(no save, takes 1 cumulative dmg per segment); CL 123; SL 16, 119900gp

Rian's Spleen: +45 to Con; 1P: Whenever you kill a

creature, restore 1 SL in memorization ; CL 123; SL 16; 257020gp

DL XVI Macro-Tiny Nut-Brown Marimbas x(99) x[8]

iiAC 2561, HD 131216, ihp 1.1E+6, AllR 221% #Att 11, TH ÷ AC/Save DC by 272, i^9 dmg 7690

Str 36, Dex 62, Con 108, Int 79, Wis 59, Chr 81, 1.5E+2kxp

Yer (A being of your choice is Ego-Dominated (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Wiz SL1] Cantrip: Can cast 1 cantrip (Wiz 0) per round as Z action

[Psi1 Ultra] Shotokan Spirit: Know and can use all Psi0 minor/major/grand powers

[Psi9 minor] Minormorph: Polymorph Self (as spell)

[Psi54 Ultra] Icing: SL/2 instances of Resist Cold/Ice

[Psi45 Grand] Body Coating: 5*SL hp Armor spell, self only, stacks with the (Wizard) Armor spell

[Pri SL6] Resist [E=6 element]: Pick an E=6 element, you resist it for 1 hour.

[Wiz SL3] Protection from Elements : Absorb 12 damage/level from one kind of energy.

[Wiz SL3] Armor 3: +CL*6 current hp

[Wiz SL3] Third Arm Growth: Grow an extra arm or leg [lose spell slot while running]

[Psi-12C Major] Globe of High Resistance: Immune to SL 4-6 (all types), Resist SL 2-3 (all types)

[Psi1 minor] Psionic Trigger: Contingency for 1 psi power (still need points)

[Pri SL6] Anti-Animal Shell:

Combat effects:

[Wiz SL11] Lightning Bolt 11: CLd22 lightning dmg to a group (save:½)

[Psi45 Ultra] Serial Immortality: 0, 1/d: Resurrection, self only, there is a delay of (11-SL) rounds

[Pri SL8] Mass Heal : As heal, but with several subjects.

[Psi6E Major] Telekinesis: Maintenance cost=Initial/10 per round

[Psi45 Major] Mechanical Creation: Summon a DL=SL-2 Golem or Technological monster

[Pri SL6] Dispel Magic 6: Dispel 4 magic effects

[Psi45 Major] Plasma Generation: SL*CL Plasma damage (1 group, no save)

[Psi3 minor] Brain Lock: Subject cannot move or take any mental actions.

[Wiz SL7] Banishment : Force a creature or creatures back to its own plane.

[Pri SL8] Call Lightning 8: (CL+2)d18 lightning dmg (save:½) (halve the die type if not outside)

[Psi-12C minor] Taunt Blast: One group will attack you on their next action (no save)

[Wiz SL4] Prismatic Wall 4: 4 Prismatic colors or 2 MultiPrismatic colors (may repeat colors in either mode)

Dungeon071720 - Dungeon Level 16 (Kthxbai)

Room # 2

Storage - 20ft. long x 15ft. wide x 45ft. tall

hogshead (large cask of liquid); cressets; squealing; urine smell

Automatic Door (opens if anyone approaches) on the west wall leading to a 35ft. long x 25ft. wide x 25ft. tall hallway.

Sample Names: Sythaeryn the sophisticated Morphin' Agent (Slingshot); Ashald the ugly Grey Speedster (Truck)

Basic Deathblades Trap; DL 16; Search DC 161 (Attack +240 melee, 30d2 idamage)

Pillar or Column that (causes/has/or is) Wish Fulfillment, Reversal

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Half S
87,363gp

wool

a beautiful blue blanket, 3gp

Bronze Arrows (20) [3d12] +576 Th/+26 dmg 10+/x8; 1P: Ele.Water damage,Str resist; CL 96; SL 16, 115814gp

Blue Clay pot: +900 PSP's; 256170gp

DL XVI Macro-Colossal Golden Nations x(146) x[8]

iiiAC 2562, HD 5.2E+5, i^7 hp 7.1E+7, GR 179% #Att 10, TH ÷ AC/Save DC by 272, i^7 dmg 1542

Str 69, Dex 60, Con 77, Int 84, Wis 99, Chr 72, 1.5E+2kxp

Fo Sheezie (A being of your choice is Maimed(destructed) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Psi23 Major] Wight Cloud: Energy drains unnatural creatures

[Wiz SL9] Tenser's Transformation 9: +175% of max hp to current hp, +5 TH melee

[Psi30 Major] [creature type] Form: Polymorph Self (as spell)

[Pri SL1] Resist Fire/Resist Cold 1: Take -45% dmg vs. fire or cold

[Psi0 minor] Fast-draw: 1 of your weapon attacks occurs at start of round; can pick up 1 weapon without using 1V

[Psi6N Grand] Druid Spells, LVL 9: Get a druid progression of level 9 (max = your level)

[Pri SL9] Protection from Fire 9: Stop the next CL*32 fire dmg

[Pri SL5] Extra Group +1: The next spell you cast will affect +1 groups of monsters

[Psi18 minor] Ego Shield: Immune to Mental Attacks; Undetect. Lie

[Wiz SL4] Improved Invisibility : As invisibility, but subject can attack and stay invisible.

[Pri SL9] Spell Immunity 9: Be immune to 6 spells by name

[Psi2 Major] Nerve Manipulation: Touch: Pain 1d3 r; Stun 1d2 r

Combat effects:

[Wiz SL12] Mordenkainen's Disjunction 12: Disjunct 4 effects (any type)

[Psi-2 Ultra] Planetary Acidify: Acidifies 1 planet or moon (!); 2 planets or moons!

[Pri SL7] Flame Strike 7: CLd12 holy fire dmg (save:½)

[Psi-1 Major] Physical Surgery: Pick 1: Halve hp & slow (N=1), Ray/Enfeeblement (N=5), Insanity (N=6); all have save

[Psi45 minor] Magic Domination: Control M Actions (SL/2 saves)

[Psi72 Major] Healing: Cure PL hp; Can use 5 to cure Nausea, 10 to cure Stun

[Psi10 minor] Intensify Fire *: Doubles the damage of an existing fire effect

[Psi29 Ultra] Eye for an Eye (Psi 11W) (fork an eye back on someone):

[Psi3 Grand] Improved Telekinesis: Lift or move 50 lb./level at long range.

[Pri SL3] Blade Barrier 3: 5d5 dmg wall (shards)

[Pri SL7] Raise Dead Fully: What you get is the full character at full hit points, but with no spells or psionic points. He loses 1 Con

[Pri SL2] Call Lightning 2: (CL+2)d6 lightning dmg (save:½) (halve the die type if not outside)

Dungeon071720 - Dungeon Level 16 (Already)

Room # 3

Psionicist's Chamber/Lab - 45ft. long x 45ft. wide x 5ft. tall

peephole; pentagram; roar(ing); foggy

Iris Door (seals as a spiral) on the west wall leading to a 15ft. long x 25ft. wide x 20ft. tall hallway.

Sample Names: Thainstone the vicious Whirl Ray (Camel); Hare Ariansson the grim 'n' gritty Quin- Carrot (Hubcap)

Doorknob transforms into Elemental Spirit Trap; DL 16; Search DC 172 (640 Wis damage/s, no resistance)

Machine that (causes/has/or is) Talks - Poetry / Rhymes

[x2] Room is permanently/continuously Capital F Folded, only creatures immune or bubbled against it can function here.

17,012gp

keg

A Yellow Vial, 'bless' 'sanctuary' 'armor' 'shield', 30gp

Bright Age Cat. 12 Red Dragon Armor [AT+32] +840 AC/+785 Saves; 1P: Your home plane is every plane; when this effect ends, your home plane = current plane; CL 97; SL 16; 218650gp

Manual of Golems, 34170gp

DL XVI Macro-Titanic Cinnamon Nylons x(136) x[5] x[[3]]

|iAC| 2573, HD 1.0E+6, iihp 1.4E+8, ER 247% #Att 11, TH ÷ AC/Save DC by 272, i^6 dmg 3081

Str 62, Dex 117, Con 103, Int 50, Wis 91, Chr 41, 1.5E+2kxp

D'Oh (A being of your choice is Unconscious (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Psi54 Ultra] Gravity Increase: Decrease gravity in room or object/person by SL G's (x1 Special)

[Wiz SL4] Anti-Magic Shell 4: Anti-Magic of SL 0 to 3

[Pri SL10] Regenerate 10: Regenerates 8 hp /s

[Wiz SL4] Prismatic Sphere 4: 2 Prismatic colors

[Psi3 minor] Biocurrent: Continuous bioelectrical current deals 1d4 electrical dmg/r to up to 2 cr.

[Pri SL7] Symbol : Triggered runes have array of effects.

[Pri SL8] Regenerate 8: Regenerates 2 hp /s

[Psi45 Ultra] Force Field vs. Mental: Immune to spell level 0 to SL-1 mental attacks

[Psi45 Grand] Resist: Energy: SL/3 (round down) instances of Resist energy attacks

[Psi45 Ultra] Resist: Mental: SL/2 (round down) instances of Resist mental attacks

[Psi3 Grand] Breath of the Dragon: Breath fire for 11d4 damage.

[Pri SL4] Resist [E=2 element]: Pick an EE=2 element, you resist it for 1 hour.

Combat effects:

[Psi45 Major] Energy Solidification: Minor: Web; Major: Iron Bands of Bilarro; Grand: Solid Wall of Force; Super: Forcecage

[Psi54 Ultra] Darkness: Darkness (can blind a person, make SL saves)

[Psi54 minor] Personality Transfer: Magic Jar (SL/2 saves)

[Wiz SL6] Wacky Ball 6 / Normal / ½: Ld12, save: ½

[Psi60 Ultra] Telekinesis: TK LVL*10' falling damage area

[Wiz SL9] Feeblemind 9: -45 mental stat points (randomly distributed in packets of 5) (save per packet)

[Psi45 Grand] Spray: SL choking dmg to a group per segment (can leave the area)

[Wiz SL11] Mordenkainen's Disjunction 11: Disjunct 3 effects (any type)

[Wiz SL5] Dismissal : Send a creature back to it's own plane

[Psi-6N minor] Gaea's Blessing: Reconstruct up to three effects which were dispelled/twisted within the last turn

[Psi15 Grand] Suggestion: Suggestion

[Pri SL4] Summon Monster IV : Summons a DL IV monster (1 turn)

Dungeon071720 - Dungeon Level 16 (Ew)

Room # 4

Empty (completely clean) - 45ft. long x 25ft. wide x 50ft. tall

chalk; crystal ball; footsteps (side); steamy near ceiling

Golem Door (it's a Golem creature) on the north wall leading to a 20ft. long x 15ft. wide x 15ft. tall hallway.

Sample Names: Linvail the electrifying Madame Razor (Saucer); Myrdon the unholy Arch- Dragon (Ether)

Sit Down Already! Trap; DL 16; Search DC 162 (Psionicist CL 32, no save), (multiple targets)

Door, Secret that (causes/has/or is) Monster Generator: Ooze (summons an Ooze every segment)

[x2] Room is permanently/continuously Blinded, only creatures immune or bubbled against it can function here.

188,431gp

map: known world

honeycomb, 3gp

Ruby Shield, light [16d6] +1025 Th/+442 dmg 14+/x7; 1M: Circular

wall of fire around caster, 3d6 dmg; CL 92; SL 16, 259144gp

loun Stone, Don, Get a "0" in next spell level in 1 class, 12420gp

DL XVI Macro-Colossal Jet-Black Lunchrooms x(212) x[7]

|iAC| 2588, HD 5.2E+5, i^5 hp 6.7E+7, ER 258% #Att 25, TH ÷ AC/Save DC by 272, i^9 dmg 5136

Str 39, Dex 96, Con 69, Int 104, Wis 99, Chr 66, 1.5E+2kxp

Hell, The (Enemy Subordinates can't affect you (can't be dispelled).)

Prepared effects:

[Pri SL9] Spell Immunity 9: Be immune to 6 spells by name

[Pri SL8] Extra Group +2: The next spell you cast will affect +2 groups of monsters

[Psi81 Major] Missile Reflection: Reflect 1 missile per P attack

[Pri SL5] Summon Monster V : Summons a DL V monster (1 turn)

[Psi45 Ultra] Force Field vs. Mental: Immune to spell level 0 to SL-1 mental attacks

[Wiz SL2] Globe of Invulnerability 2: Immune to spells with SL=0 to 1

[Psi45 Grand] Reflection: MPIWRReflection 5*SL%

[Psi54 Ultra] Molecular Chameleon: Polymorph your body into an unusual material that you're touching (max S factor = SL)

[Wiz SL11] Armor 11: +CL*22 current hp

[Psi-5 minor] Immune to Hold: Target is immune to hold & stop

[Pri SL3] Animate Dead : Creates undead skeletons and zombies.

[Psi7 Major] (no name): Regenerate at CL-3 hp /s

Combat effects:

[Psi6E Major] Fear IV (Id Insinuation): 6 simultaneous Psi.freq.2 mode D attacks

[Wiz SL5] Prismatic Bolt: Prismatic Spray on one target

[Pri SL2] Heal 2: Cure to 10% of max hp (max Heal 2 can cure at once = 62 hp)

[Psi6G minor] Repair: Repairs an object (as per Mend spell); works on devices up to TechL = CL

[Psi8 minor] Mend: Mend As spell

[Psi-2 Major] Endorphin Drain: 6 Int,Wis,or Chr dmg; 6 to all three

[Psi6G Ultra] Stasis: Touch: Target is Temporal Stasised (no save); you control the duration with DPPs

[Psi54 Grand] Darkness: Darkness (can blind a person, make SL saves)

[Wiz SL3] Time Stop 3: Stops time for 1d2 segments

[Pri SL6] Flame Strike 6: CLd10 holy fire dmg (save:½)

[Pri SL7] Cure Wounds 7: Cures 28d8 hp (can take offer of 6 per die -> 168 hp)

[Wiz SL7] Wacky Ball 7 / Normal / ½: Ld20, save: ½

Dungeon071720 - Dungeon Level 16 (Fuck That Noise)

Room # 5

Treasure Room - 35ft. long x 15ft. wide x 45ft. tall

casket; Chasm, Constructed (purposely built); scuttling; laughter

Phase Door (phases in/out every so often) on the east wall leading to a 25ft. long x 10ft. wide x 25ft. tall hallway.

Sample Names: Laertilus the infamous Azure Corp (Ionizer); Bedwyr the maniacal Tomorrow Boy (Stilts)

Fusillade of Jaws Trap; DL 16; Search DC 166 (Attack +224 melee, 150d2 idamage)

Idol that (causes/has/or is) Changes - Class

[x2] Immortals cannot taste, see, or sense into this room unless they are actually there; Divine Intervention fails
127,675gp

apron

a hotdog, 30gp

Small Leather Shield of the Elements [3,+15]; Resist Acid, Lightning, Fire,

Cold; Activates for protection from the elements every 160 turns, 305130gp

Reddish Armor, Heavy [AT+584] +961 AC/+625 Saves; 1M: +2 size; +4 Str; +4*CL max hp; CL 92; SL 16; 282630gp

DL XVI Macro-Gargantuan Leaden Puffins x(267) x[7]

iiAC 2588, HD 2.6E+5, iiiihp 3.5E+7, BlahR 215% #Att 15, TH ÷ AC/Save DC by 272, iiddmg 25604

Str 87, Dex 119, Con 115, Int 33, Wis 68, Chr 53, 1.5E+2kxp

Holy Smokes (A being of your choice is Full of Win(positive) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Psi81 Ultra] Damage Reduction, Physical, 90%: Take x0.1 damage from physical attacks

[Psi15 minor] Add Breath Weapon [2nd]: Breath weapon is once per 3 rounds. Choose a normal (E=1) element. Breath = (CL+1)(

[Psi6E Major] Imbue with Special Damage: Electric Aura, Acid Sting, others?

[Psi-9 Grand] Control Air: Armor: +CH Saves, Armor has 10*CH hp

[Pri SL4] Goodberry 4: Creates 16 goodberries

[Psi29 Major] Displacement:

[Wiz SL11] Loop/Reality Stability: Loop/Reality Stability (duration 1 day), reverse removes it (no save)

[Psi3½ minor] Dissolving Touch: Your touch deals 4d6 acid damage.

[Psi54 minor] Mystic Shield: SR SL*CL

[Pri SL9] Protection from Fire 9: Stop the next CL*32 fire dmg

[Psi2 minor] Awe: Won't attack caster (save); No save

[Pri SL6] Forbiddance : Denies area to creatures of another alignment.

Combat effects:

[Pri SL5] Conjure/Dismiss Normal Elemental: Summons or dismisses a Normal Elemental

[Psi8 minor] Mend: Mend As spell

[Psi30 minor] Stun Touch: Astral stunning

[Psi-12L Major] Choose Summoning V: Monster Summoning using ML V chart, you pick the result

[Wiz SL8] Monster Swarm Summoning VIII: Summons CL*1 DL VII monsters

[Psi81 Major] Energy Blast II: [Pick an element] CLd10 dmg of that element (one group, no save)

[Psi30 Grand] Power Bolt: Astral damage

[Wiz SL11] Time Stop 11: Stops time for 1d6 rounds

[Psi-9 Major] AntiBio Force: Super Slow: -½CH Dex, -1P action, ÷CH move rate

[Psi3½ minor] Déjà Vu: Your target repeats his last action.

[Psi6E minor] Larva Life: Consume 1 larva to Cureall (incl. DPPs)

[Pri SL7] Dispel Evil 7: Dispel 3 evil targets (can target the same thing more than once) (save)

Dungeon071720 - Dungeon Level 16 (Goddamn)

Room # 6

Divination - 25ft. long x 20ft. wide x 35ft. tall

Floors of Air; prayer rug; breeze, gusting; clashing

Locked Door, Out of Phase on the east wall leading to a 45ft. long x 25ft. wide x 10ft. tall hallway.

Sample Names: Ulorian the clueless Soviet Punisher (Llama); Yoncalla the rancorous Blue Network (Plane)

Burning Room Trap; DL 16; Search DC 172 (180 idamage, no resistance)

Passage 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/Half S
109,240gp

acorns

some blackberries, 0gp

Genie Prison (Iron Flask but only for Genies), 5230gp

Rian's Teres major muscle: +52 to Int; 1F: Summon a

DL=VII red Elemental with +1idmg melee.; CL 112; SL 16; 256860gp

DL XVI Colossal Off-White Plastics x(195) x[6]

||AC|| 2561, HD 520, ihp 66304, RR 166% #Att 14, TH ÷ AC/Save DC by 272, i^5 dmg 3079

Str 67, Dex 44, Con 48, Int 65, Wis 71, Chr 105, 1.5E+2kxp

Yiiks (A being of your choice is Rek'd(humiliate) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Psi72 Major] Absorption - Physical: -PL dmg per physical attack

[Psi3½ Grand] Mind Blank, Psionic: Subject immune to mental/emotional effects, scrying, and remote viewing.

[Pri SL5] Troll-like Regeneration: You Troll-like Regenerate at CL hp per round

[Pri SL7] Protection from Fire 7: Stop the next CL*24 fire dmg

[Psi3½ Major] Vampiric Blade: You heal half of your base weapon damage.

[Psi3 Super] True Telekinesis: Lift or move 500 lb./level at long range.

[Psi9 Grand] Control Earth: Armor: +CH AC, Armor has 10*CH hp

[Psi8 Major] Construct Generic Item 2: Create a "Generic" type item (see next page) of TechL=CL, each 2 TechL takes 1S action

[Wiz SL11] Tenser's Transformation 11: +225% of max hp to current hp, +7 TH melee

[Psi6G Grand] Astral Eyes: Can see through alterations/illusions/possession; Astral Perception

[Pri SL9] Shapechange : Transforms you into any creature, and change forms once per round.

[Pri SL9] Protection from Lightning 9: Stop the next CL*32 lightning dmg

Combat effects:

[Psi10 Major] Throw: Throw a small object to deal (CL+4)d6 dmg to a target (don't need to roll to hit)

[Pri SL6] Heal: Cure all dmg + disease,blind,insanity,feeblemind

[Psi3½ Major] Wall of Ectoplasm: You create a protective barrier.

[Psi-12L minor] Law Bolt: CLxCL mental dmg to 1 target (Reflex:½); C-align x2 dmg

[Wiz SL11] Reset Self:

[Wiz SL12] Lightning Bolt 12: CLd24 lightning dmg to a group (save:½)

[Psi45 Ultra] Control: 1bM: Redirect an effect (caster makes SL/4 saves)

[Wiz SL12] Feeblemind 12: -60 mental stat points (randomly distributed in packets of 5) (save per packet)

[Wiz SL10] Fireball 10: CLd20 fire dmg to a group (save:½)

[Wiz SL9] Create Any Monster:

[Wiz SL10] Afflict Dweomer: Target cannot make saving throws (no save)

[Pri SL7] Command 7: Target makes 7 saves, each missed save allows 1 word for a command to be given

Dungeon071720 - Dungeon Level 16 (Drats)

Room # 7

Animal Pens - 20ft. long x 45ft. wide x 20ft. tall

Stalactites (some might fall); carving; hazy; putrid smell

Void Door (cannot see through doorway) on the east wall leading to a 30ft. long x 15ft. wide x 5ft. tall hallway.

Sample Names: Ferired the \$6 million Raccoon Masochist (Skis); Chemosh the abusive Dawn Tiger (Juggernaut)

Stairs transforms into Elemental Slag / Tar Trap; DL 16; Search DC 172 (150 Int damage/s, DC 166 PP save for 1/3)

Pit that (causes/has/or is) Resisting - Specific

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Round 206,161gp

nutshells

ice, +3 AC, 10gp

Carnelian Bracers [AT+907] x10 AC/+26 Saves; 1Z: Create a DL

VIII Technological Monster (AC=16*CL, hp=8*(CL^3), Str=6*CL); CL 116; SL 16; 229205gp

Teal Book: Free Lightning Reflexes Feat: +2 Reflex saves; 256730gp

DL XVI Diminutive Tan Suedes x(65) x[4]

iiiAC 2583, HD 6, iiihp 532, BlahR 243% #Att 30, TH ÷ AC/Save DC by 272, iiiidmg 1539

Str 98, Dex 74, Con 41, Int 114, Wis 60, Chr 93, 1.5E+2kxp

Gtfo (Make irrelevant an entire segment's worth of actions (can't be dispelled).)

Prepared effects:

[Psi72 minor] Duplication: Create 1 Mirror Image (max = PL)

[Psi45 Grand] Gravity Manipulation: SL/2 (round down) instances of Resist gravity/falling damage; +SL*10% damage with gravity,

[Wiz SL2] Protection from Paralysis: Immune to paralysis, slow, hold {Touch, 1 creature}

[Psi23 Grand] Chaos Cloud: Does random effects every round

[Wiz SL6] Fire Shield 6: Anyone who melees with you takes 125% dmg back

[Pri SL4] Free Action: Immune stun, hold, paralysis, summoning sickness

[Pri SL1] Combine: -4 AC; no Dex adj.; Add Pri CLs for effects {Touch, 1+ creatures}

[Wiz SL7] First Level Magic-User Spells (DM1): Cast any four 1st level Wizard spells simultaneously when it is cast.

[Wiz SL5] Animate Dead : Creates undead skeletons and zombies.

[Pri SL8] Regenerate 8: Regenerates 2 hp /s

[Psi54 minor] Icing: SL/2 instances of Resist Cold/Ice

[Psi9 minor] Resistance to Radiation: CH*5% RR

Combat effects:

[Pri SL6] Heal: Cure all dmg + disease,blind,insanity,feeblemind

[Pri SL1] Panic: Target is Panicked (50% flee, 50% taunted towards you) (Will save)

[Wiz SL12] Unchangeable Reality:

[Psi54 Ultra] Mimic: 1bM: Fork a spell level 0 to SL effect

[Psi3 Major] Negate Psionics: Cancels psionic powers and effects.

[Pri SL6] Command 6: Target makes 6 saves, each missed save allows 1 word for a command to be given

[Pri SL2] Hold Person/Monster 2: Hold 4 person or 2 monster targets (save)

[Psi-9 Major] AntiBio Force: Force Beam: Target in cocoon (save), no M actions

[Psi29 Major] Slay Living:

[Wiz SL8] Monster Swarm Summoning VIII: Summons CL*1 DL VII monsters

[Wiz SL5] Enslave Monster: As Charm Monster, except the effect cannot be thrown off by being damaged, and there is no daily s

[Psi2 Major] Banishment: Target in pocket;returns @ end; Cannot gate/teleport

Dungeon071720 - Dungeon Level 16 (Damn Skippy)

Room # 8

Fountain/Pool Room - 30ft. long x 10ft. wide x 50ft. tall

Floors of Webs; Walls of Magma; giggling (faint); earthy smell

Undead Door (has a trapped spirit/ghost) on the east wall leading to a 20ft. long x 20ft. wide x 5ft. tall hallway.

Sample Names: Meronia the opportunistic Platinum Force (Javelin); Givlich the repulsive Adolescent Panther (Lycanthropy)

Contact Tempest Trap; DL 16; Search DC 172 (600 idamage, no save)

Fire that (causes/has/or is) Talks - Spell Casting

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Year
185,968gp

whetstone

a golden key, 0gp

Flesh Money: Free Weathered Feat: Pick an element. You resist it.; 256380gp

Ioun Stone, Don, Immune to Energy Drain, 16750gp

DL XVI Macro-Huge Mauve Springs x(176) x[7]

iAC 2586, HD 1.3E+5, lifep 1.7E+7, RR 164% #Att 31, TH ÷ AC/Save DC by 272, i^9 dmg 520

Str 76, Dex 118, Con 68, Int 114, Wis 51, Chr 84, 1.5E+2kxp

Kthx (A being of your choice is Stoned(high) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Psi27 minor] Graver Company: Negative Plane Protection; Immune to Str/Dex/Con loss; vulnerable to Holy

[Psi45 Major] Resist: Emotion: SL/2 (round down) instances of Resist enchantment/charm

[Wiz SL10] Globe of Invulnerability 10: Immune to spells with SL=0 to 9

[Psi16 Ultra] Golem Form: Bone: Undead immunities; Can't be Turned; 1M: Paralyze a group

[Psi9 Ultra] Environ.: Familiar Locale: CH mile r, atmosphere same as home

[Pri SL9] Goodberry 9: Creates 36 goodberries

[Psi45 Grand] Invisibility: Improved Invis.

[Pri SL6] Anti-Animal Shell:

[Pri SL1] Cantrip: Can cast 1 orison (Pri 0) per round as a Z action

[Psi45 minor] True Invulnerability: SL instances of Resist distributed as you like (medium categories: a school, an element, etc.)

[Wiz SL1] Radiation Resistance: RR 60+CL*5% [duration 1 hour]

[Wiz SL2] Notched Blast: Your next spell is "held" (release as 0), no spells until released

Combat effects:

[Wiz SL4] Monster Swarm Summoning IV: Summons CL*3 DL III monsters

[Pri SL7] Summon Nature's Ally VII : Calls creature to fight.

[Psi54 Grand] Earth Animation: Summon a DL=SL Earth Elemental

[Psi45 Ultra] Geoforce: 1bM: Stop or Create an Earthquake, Landslide, etc. Damage would be CL*SL Earth to a group (save for 0)

[Psi29 Grand] Maze:

[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)

[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 save)

[Psi45 Major] Radiowave Generation: SL*CL/2 Radiowave damage (1 group, no save, the effect can go through a SL' wall)

[Psi54 minor] Ice Control: Wall of Ice

[Pri SL4] Dispel Magic 4: Dispel 2 magic effects

[Psi12T Grand] Magic Jar: Magic Jar (as spell)

[Psi54 Grand] Acid: CL*(SL+2) acid dmg to one target (no save)

Dungeon071720 - Dungeon Level 16 (Who'S Your Daddy)

Room # 9

Wardrobe - 5ft. long x 45ft. wide x 20ft. tall

cage; bookcase; chirping; footsteps (behind)

Locked Door, Mechanical on the south wall leading to a 15ft. long x 20ft. wide x 10ft. tall hallway.

Sample Names: Sabirine the devious Yellow Masochist (Arrows); Giris the stupendous Sub-- Flash (Stationwagon)

Air in room transforms into Elemental Adamantite Trap; DL 16; Search DC 172 (60 Str damage/s, no resistance)

Fire that (causes/has/or is) Treasure hidden in secret space under container

[x2] Room is permanently/continuously Capital F Folded, only creatures immune or bubbled against it can function here.

143,142gp

fishing net

A white garter belt, +1 AC, 20gp

Orange Gauntlets [AT+736] +18 AC/+26 Saves; 1F: Make some powers permanent.; CL 84; SL 16; 107600gp

Shocking pink Shoe lace: +2 Level(s) in a Rogue Group Class; 256270gp

DL XVI Macro-Gargantuan Crimson Jumpers x(232) x[5]

[iiAC] 2566, HD 2.6E+5, iiihp 3.5E+7, CR 166% #Att 23, TH ÷ AC/Save DC by 272, iiidmg 3079

Str 91, Dex 67, Con 32, Int 106, Wis 85, Chr 79, 1.5E+2kxp

Blurgh (A being of your choice is Loop Incurred (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Pri SL2] Resist Fire/Resist Cold 2: Take -50% dmg vs. fire or cold

[Pri SL10] Regenerate 10: Regenerates 8 hp /s

[Psi-6G minor] Angelic Wall: DR 40/+CL

[Pri SL9] Goodberry 9: Creates 36 goodberries

[Psi16 minor] Golem Form: Necrophidius: 1V: Hypnosis (1 target, Will save); Bite is paralysis branded (PPD save)

[Psi12T Major] Psionic Resistance: Level*5% PsiR

[Pri SL9] Duplicate Mechanism: duplicate a technology item

[Psi3½ Super] Apopsi: You delete target's psionic powers.

[Psi45 Major] Force Field vs. Vampirism: aNR 10*SL% (including energy and stat drains)

[Wiz SL4] Dimensional Anchor : Bars extradimensional movement.

[Psi6G Super] Wish: Wish (as spell), CL = 35

[Psi2 Major] Subjective Reality: Immune to 1 specific type of effect; Can change /r

Combat effects:

[Psi6N Major] Dismiss Elemental, E=3-4: N=1 for normal, 2 for para, 3 for quasi, 4 for semi

[Wiz SL8] Death Spell 8: Slay 8d12 HD of creatures (save)

[Wiz SL11] As You Were: Target's experience levels halve (round up) (no save)

[Psi3 minor] Suggestion: Compels subject to follow suggested action.

[Wiz SL2] Prismatic Wall 2: 2 Prismatic colors

[Wiz SL9] Wail of the Banshee: Kills one creature/level.

[Wiz SL7] Time Stop 7: Stops time for 1d2 rounds

[Pri SL6] Cure Wounds 6: Cures 21d8 hp (can take offer of 6 per die -> 126 hp)

[Wiz SL5] Monster Swarm Summoning V: Summons CL*2.5 (round down) DL IV monsters

[Psi-2 minor] Time Diminish: -3 M, -3 P, -3 V (save); -1 more each type

[Psi-9 Major] AntiBio Force: Super Slow: -½CH Dex, -1P action, ÷CH move rate

[Pri SL8] Create Greater Undead : Mummies, spectres, vampires, or ghosts.

Dungeon071720 - Dungeon Level 16 (Over Your Dead Body)

Room # 10

Cell - 35ft. long x 20ft. wide x 20ft. tall

straw; pulpit; foggy near floor; hazy

Plane Shift Door (other side is on another plane) on the west wall leading to a 35ft. long x 10ft. wide x 20ft. tall hallway.

Sample Names: Rimardo the magnificent Monsieur Widow (Gadgets); Lolis the anarchic Animal Miracle (Sword)

Sit Down Already! Trap; DL 16; Search DC 164 (Psionist CL 32, no save)

Monster that (causes/has/or is) rotating wall

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Year
10,832gp

helmet dented

a mop, polearm, 2d10 (11), 20gp

Amulet of Extension, 8520gp

Brilliant Arrows (20) [1d4] +962 Th/+24 dmg 14+/x6; 1Z: Limited Wish (as spell), CL = 25; CL 88; SL 16, 178620gp

DL XVI Macro-Gargantuan Dove-Grey Ex-Husbands x(235) x[7]

|iiAC| 2579, HD 2.6E+5, ihp 5.4E+8, BlahR 188% #Att 3, TH ÷ AC/Save DC by 272, iidmg 25608

Str 93, Dex 59, Con 90, Int 87, Wis 43, Chr 114, 1.5E+2kxp

Already (A being of your choice is Tentacle Raped(humiliate) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Psi14 Major] (no name): Pick LVL unusual materials to be immune to.

[Wiz SL4] Evard's Black Tentacles : 1d4 +1/level tentacles grapple randomly within 15 ft.

[Pri SL9] Anti-Dispel Magic Shell: your effects are non-dispellable (inc.shell)

[Psi-12T minor] Effects Preservation: +5*CL% AntiMR; +2*CL% ER

[Psi27 Major] Priests of Any God: You have an enslaved Priest: You gain his Priest memorization for the day.

[Psi-12C Major] Effect Amplification: Pick any spell/power. You have double effect with that power.

[Pri SL8] Duplicate Monster: Duplicate a x1 monster (not incl. classes)

[Psi6G Major] Barbarian's Club of Might: Auto roll 20 to hit and double base damage with one weapon strike per segment

[Psi6N Major] Druid Abilities, LVL 7: Get druid abilities of level 7 (max = your level)

[Psi5 minor] Physical Protection: Caster's hit points triple for duration

[Wiz SL9] Third Level Magic-User Spells (DM2): Can cast one 3rd Level Wizard spell per round as Z action

[Psi2 Major] Kinetic Control: Take only 2+leak vs. physical attacks; Reflect 1d10 dmg

Combat effects:

[Psi2 minor] Cell Adjustment: 20*level hp:1r;disease=+5 PSPs; Half cost in PSPs

[Wiz SL11] Planet Swarm: target struck by 4 gas giants or 8 small planets (?!)

[Wiz SL4] Magic Missile 4: (CL+1)*2 missiles, each does 1d4+1 force dmg (no save)

[Wiz SL10] Down a Hole: Target is put Down a Hole (no save)

[Pri SL7] Death's Door 7: Target (currently at negative hp) goes to 8 hp (can't go above max)

[Pri SL6] Treat Harmful Wounds: Cure 60% of max hp

[Psi45 Major] Mind Blast: SL*CL Mental damage (1 group, no save)

[Wiz SL3] Lightning Bolt 3: CLd6 lightning dmg to a group (save:½)

[Psi9 Major] Paralysis Bolt: Paralyzation CH t (save)

[Psi-6G Major] Insist Power †: 1bM: Counter an effect which counters one of your effects

[Psi60 Grand] Cure Serious Wounds: Cure 6d8+6*LVL hp

[Psi-2 minor] Time Diminish: -3 M, -3 P, -3 V (save); -1 more each type

Dungeon071720 - Dungeon Level 16 (Drats)

Room # 11

Corridor - 15ft. long x 40ft. wide x 20ft. tall

tweezers; Floors of Water; squeaking; whining

Undead Door (has a trapped spirit/ghost) on the south wall leading to a 40ft. long x 5ft. wide x 25ft. tall hallway.

Sample Names: Nonnach the loathsome Terra- Comet (Yak); Svarog the psychotic Lightning Ranger (Extra-dimensional)

Basic Caltrops Trap; DL 16; Search DC 173 (Attack +288 melee, 80d12 Int damage)

Furnishings that (causes/has/or is) Magical Pool/Throne: Adjusts a random ability score permanently, roll

1d6: (1-2) +1d4, (3-4) -1d4, (5-6) +1d4 to one and -1d4 to another

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Half S

614gp

quilt

a dragonscale shield, +1 AC, 350gp

Bronze Teddy bear: Free Quick Draw Feat: Can draw weapon as a free action; 256890gp

Horseshoes of a Zephyr, 9610gp

DL XVI Macro-Medium Dark Internets x(273) x[7]

iiiiAC 2590, HD 32779, ihp 4.2E+6, ER 247% #Att 10, TH ÷ AC/Save DC by 272, iiiidmg 5136

Str 35, Dex 31, Con 102, Int 53, Wis 53, Chr 39, 1.5E+2kxp

Wtf (Enemy Subordinates can't affect you (can't be dispelled).)

Prepared effects:

[Wiz SL6] Anti-Magic Shell 6: Anti-Magic of SL 0 to 5

[Psi54 Ultra] Force Field: CL*SL*2 hp ablative Force Field (vs. physical or energy attacks)

[Psi54 Grand] Thief: Any Thief SL-1 pick; 5*CL Rogue points in it

[Pri SL8] Sphere Of Security: Friends get +2 AC,+2 saves, +50% MR, 4 Pro.scroll effects 1h

[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] Goodberry: 8 berries can cure 1 hp or act as 1 full meal. 8 berries are always created.

[Pri SL4] Dimensional Anchor : Bars extradimensional movement.

[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

[Pri SL4] Double Resist [E=3 element]: Pick an E=3 element, you double resist it (1/4 dmg, 1/10 if make save) for 1 hour.

[Pri SL9] Resist Fire/Resist Cold 9: Take -85% dmg vs. fire or cold

[Pri SL4] Resist [E=4 element]: Pick an E=4 element, you resist it for 1 hour.

[Wiz SL10] Psionic Shield: class VI/esper-blind but can still use psi for 1t

Combat effects:

[Pri SL8] Heal 8: Cure to 150% of max hp (max Heal 8 can cure at once = 1500 hp)

[Psi-2 minor] Taste Less: Cannot taste, drink potions, eat pills (save); Target cannot smell

[Wiz SL1] Lightning Bolt 1: CLd2 lightning dmg to a group (save:½)

[Psi10 Major] Automaton: Control target's V actions (save)

[Pri SL8] UltraCureAll: As Cureall but full set of phantom hit points.

[Psi-12C Grand] Cthulhoid Swarm VII: Summon CL*6 Monsters using ML VII "Weird" chart (random)

[Wiz SL8] Mass Charm : As charm monster, but all within 30 ft.

[Wiz SL8] Alter Reality (DM): Will duplicate any Wizard spell of levels 0-7 or any other spell of levels 0-6.

[Wiz SL1] Fireball 1: CLd2 fire dmg to a group (save:½)

[Wiz SL10] Fire Maze: maze spell on lvi creatures, each takes 10 fire dmg/r

[Wiz SL12] Monster Swarm Summoning XII: Summons CL/16 (round down) DL XI monsters

[Psi12L Grand] Summon Lawful Creature: Gate (as spell) for Lawful creature or for a Water or Air Elemental

Dungeon071720 - Dungeon Level 16 (Hurr Durr)

Room # 12

Workshop - 25ft. long x 25ft. wide x 20ft. tall

Priest/Religious Furnishings; clamps; scratching/scrabbling; salty, wet smell

Membrane Portal on the north wall leading to a 45ft. long x 20ft. wide x 15ft. tall hallway.

Sample Names: Vossen the fantastic Slug Glory (Pony); Kanya the impossible Sky Hive (Elephant)

Moving Brick Trap; DL 16; Search DC 176 (120 idamage, no resistance)

Passage that (causes/has/or is) Points

[x2] Mortals cannot taste, hear, or sense into this room unless they are actually there; Divine Intervention fails

215,148gp

shrine

LooneySword, exotic, +1 AC, 10d20 (105), 1000gp

Brownish Piercing Weapon [2d4] +1025 Th/+484 dmg 20+/x6; 1M: Charm

Person: Similar to wizard spell "Charm Person"; CL 87; SL 16, 265560gp

Chestnut Staff [10d12] +29 Th/+26 dmg 13+/x12; 1Z: Hold Person; CL 97; SL 16, 24924gp

DL XVI Titanic Aqua Plywoods x(210) x[7]

iiiiAC 2588, HD 1026, ihp 1.3E+5, MR 215% #Att 15, TH ÷ AC/Save DC by 272, i^7 dmg 5123

Str 67, Dex 62, Con 52, Int 31, Wis 52, Chr 81, 1.5E+2kxp

For Reals (A being of your choice is Immune (can't drop) Hastes (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Psi45 Major] Plasma Control: SL/2 (round down) instances of Resist plasma; +SL*10% damage with plasma effects

[Psi9 minor] Minormorph: Polymorph Self (as spell)

[Pri SL7] Goodberry 7: Creates 28 goodberries

[Psi3 Super] Apopsi: You delete the psionic power of another.

[Psi9 Ultra] Amplification: xCH on next Psi9 power's effect

[Wiz SL5] Globe of Invulnerability 5: Immune to spells with SL=0 to 4

[Wiz SL5] Armor 5: +CL*10 current hp

[Psi45 Grand] Hyper-Invention: (12-SL)M: Create a TechL=SL*2-3 object (see [Q8], can have at most LVL of these objects)

[Psi3½ minor] Dissolving Weapon: Your weapon deals 4d6 acid damage.

[Pri SL6] No Save: The next spell you cast does not have a saving throw

[Pri SL9] Duplicate Mechanism: duplicate a technology item

[Wiz SL12] Fire Shield 12: Anyone who melees with you takes 275% dmg back

Combat effects:

[Psi54 Grand] Phobia: Fear (SL saves)

[Psi-6G minor] Renewal †: 1bM: One target at negative hp is cured to 0 hp

[Pri SL10] Hold Person/Monster 10: Hold 12 person or 10 monster targets (save)

[Pri SL7] Conjure/Dismiss Quasi Elemental: Summons or dismisses a Quasi Elemental

[Psi-12C Major] Wild Invocation IV: Random 6th (80%) or 7th (20%) SL Wizard Invocation spell

[Pri SL3] Blade Barrier 3: 5d5 dmg wall (shards)

[Wiz SL11] Dispel Exhaustion 11: Restore 98% of dmg taken, get an Original Haste 11 for 1 round

[Pri SL4] Neutralize Poison 4: Cure 1 poison effect (reverse causes that many, save)

[Psi10 Major] Suggestion: Suggestion (make CL saves)

[Psi-6G Major] Insist Creature: Target creature is dominated (save vs. Will at -CL penalty) for CL rounds

[Psi45 Grand] Hard Radiation: SL*CL/2 Radiation damage and SL Con damage (1 group, no save)

[Psi30 Grand] Power Beam: Astral damage

Dungeon071720 - Dungeon Level 17 (Cheese And Crackers Got All Muddy)

Room # 1

Workshop - 25ft. long x 15ft. wide x 15ft. tall

herbs; spoon, measuring; thumping; cold current

Intelligent Door, might have ego score on the east wall leading to a 35ft. long x 20ft. wide x 10ft. tall hallway.

Sample Names: Neteru the bombastic Future Vision (Nullifier); Aberik the satanic Colossal Fury (Harpoon)

Electrified Floor Trap; DL 17; Search DC 174 (300 idamage, no save)

Vegetation that (causes/has/or is) Electrical Shock

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Half Segment
128,053gp

harpoon

Illumination of Fate, 200gp

Maroon Armor, Medium [AT+29] +17 AC/+842 Saves; 1M: Immune to Misguidance, Alignment

or Persona change; Immune to Truename spell; CL 94; SL 17; 122170gp

Reddish Girdle [AT+407] +783 AC/+1089 Saves; 1M: Polymorph to any monster; CL 70; SL 17; 292945gp

DL XVII Macro-Medium Ivory Profits x(350) x[4]

iiAC 2911, HD 34833, iihp 4.8E+6, IR 221% #Att 5, TH ÷ AC/Save DC by 306, i^4 dmg 14466

Str 92, Dex 44, Con 70, Int 116, Wis 51, Chr 45, 2.0E+2kxp

Hundo (A being of your choice is Atomized(destroyed) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Psi45 minor] Reality Alteration: + or - SL to your next die roll

[Psi45 Grand] Chemical Mimicry: Change your body to be of an TechL=SL chemical

[Wiz SL3] Third Arm Growth: Grow an extra arm or leg [lose spell slot while running]

[Pri SL5] Resist Fire/Resist Cold 5: Take -65% dmg vs. fire or cold

[Psi54 Ultra] Stretching: Can melee up to SL people per round that aren't in your group

[Psi-3 Major] Dimensional Enhancer: Can teleport or dim door away during combat (x1 Special)

[Psi4 V] AC *3: Your new AC = (old AC - 10) * 3 + 10

[Pri SL8] Lady's Smile: Can choose result of 1 die roll within 2r

[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

[Psi60 V] Super Unluck: Choose result on next die roll on enemy

[Psi16 Major] Golem-mind: Class VI/Esper-blind to all frequencies non-divisible by 8

[Wiz SL11] Fire Shield 11: Anyone who melees with you takes 250% dmg back

Combat effects:

[Psi45 Ultra] Domination: Dominate all actions (SL/5 saves)

[Wiz SL3] Put Out of Misery: Target being at negative hp that would die if unattended is slain (no save)

[Pri SL8] Fear Contagion: All within 240' are feared (no save), effect is contagious 1t

[Wiz SL2] Wacky Ball 2 / Normal / ½ : Ld4 dmg normal element (save: ½) {1 group}

[Psi5 Grand] Alter Reality (greater): Alter Reality (as spell)

[Pri SL7] Conjure/Dismiss Quasi Elemental: Summons or dismisses a Quasi Elemental

[Psi10 Major] Heat Ray: Line, all in area CLd6 heat dmg (save:½), immunity to non-magical heat works

[Pri SL8] Summon Nature's Ally VIII : Calls creature to fight.

[Pri SL2] Lesser Restoration: Restores temporary lowering of 1 ability score {Touch, 1 creature}

[Psi-3 Grand] Astral Destruct VI: Astral destruct fights for you.

[Psi30 Ultra] Death Blast: Necromantic damage

[Pri SL7] Cureall: Cure all dmg + remove all non-divine ailments

Dungeon071720 - Dungeon Level 17 (Dick Mast High Noon)

Room # 2

Well - 15ft. long x 50ft. wide x 30ft. tall

Bridge, Force (magical); pedestal; wind, strong, gusting; downdraft, slight

Void Door (cannot see through doorway) on the south wall leading to a 45ft. long x 20ft. wide x 20ft. tall hallway.

Sample Names: Easan the stupendous Dream Brain (Atomic); Fandrice the dazzling Battle Hive (Neutralizer)

Unchangeable Reality Trap; DL 17; Search DC 172 (Psionicist CL 34, DC 174 PPD save for half), (multiple targets)

Wall that (causes/has/or is) Suspends Animation

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Half S
203,903gp

candelabra

a mithril hammer, mace, 6d21 (66), 141gp

Rian's Tibialis anterior muscle: +17 to Chr; 1P: 1M: A group gets +25*WCL set Dex; CL 97; SL 17; 289430gp

Crimson Bracers [AT+492] +27 AC/xx5 Saves; 1P: SL/2 (round down) instances of

Resist magnetism; +SL*10% damage with magnetism effects; CL 97; SL 17; 113010gp

DL XVII Macro-Small Sepia Stopwatches x(276) x[6]

||AC|| 2906, HD 17410, i^7 hp 2.4E+6, WR 242% #Att 6, TH ÷ AC/Save DC by 306, iidmg 580

Str 94, Dex 50, Con 120, Int 35, Wis 105, Chr 50, 2.0E+2kxp

Nice One (A being of your choice is Skinned(intrude) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Psi54 minor] Energy Absorption: CL*SL*3 hp ablative Force Field (vs. energy attacks)

[Psi9 minor] Minormorph: Polymorph Self (as spell)

[Wiz SL2] Armor 2: +CL*4 current hp

[Psi18 Major] Telepathy: Psych. Lockpick: -LVL*10% reducible PsiR, +LVL Chr:Presence

[Psi9 minor] Resistance to Poison: CH*5% Poison Resistance (non-adj.)

[Psi3½ Major] Freedom of Movement, Psionic: You cannot be held or otherwise rendered immobile.

[Psi45 minor] Regeneration: Regenerate SL hp/s

[Psi24 Major] HD type: Add +1d+0: Add 1 to number of HD per level

[Wiz SL1] Armor : AC6 until 8+1/level points of damage had been sustained by subject

[Psi4 Grand] Multiplier *2: Add 2-1 to your multiplier (see [X]). Using a Minor does nothing. Using a Major: +1 mult. in offense o

[Wiz SL2] Protection from Arrows: -10 dmg /missile attack, unless +L/5+1 or better {Touch, 1 creature}

[Psi10 Major] Power Shift *: Your psionic powers appear to be a different form of energy (magic, innate, etc.) to Detection effect

Combat effects:

[Psi-6N minor] Force of Nature II: Summon a Wood Elemental: AC 40, hp 80, #Att 2/1, TH +30, dmg 30

[Wiz SL8] Monster Swarm Summoning VIII: Summons CL*1 DL VII monsters

[Psi45 Major] Energy Conversion: 0, SL/t: Convert an element in an effect to another element (max E factor = SL/2, round down)

[Wiz SL7] Lightning Bolt 7: CLd14 lightning dmg to a group (save:½)

[Psi5 Major] Concentration Break: Target loses M Mentals (maintenance=+M/r)

[Psi6N Major] Dispel Magic: Dispel one magic effect

[Pri SL5] Remove Coma: Removes the Coma effect

[Psi8 Major] Dispel Technology: Dispel a technological effect

[Psi100 Grand] Limited Wish: Limited Wish (as spell)

[Psi6G Grand] Fourth Level Priest Spell: Cast one 4th level Priest spell at CL = 60

[Wiz SL10] Cone of Cold 10: CLd20+CL cold dmg to a group (save:½)

[Pri SL7] Escape: You Escape from current situation

Dungeon071720 - Dungeon Level 17 (For Fuck'S Sake)

Room # 3

Wizard's Chamber/Lab - 20ft. long x 10ft. wide x 25ft. tall

altar; chest of drawers; coughing; foggy near floor

Time Door (goes to another time) on the west wall leading to a 50ft. long x 10ft. wide x 10ft. tall hallway.

Sample Names: Seshay the secretive Bored Family (Flail); Uzamaer the belligerent Mind -strike (Truncheon)

Unchangeable Reality Trap; DL 17; Search DC 181 (Cleric CL 34, no resistance)

Door that (causes/has/or is) Illusionary wall concealing a pit above

[x2] Gods cannot hear, see, or sense into this room unless they are actually there; Divine Intervention fails

184,462gp

curtains

BBQ Sandwich, 5gp

Hat: [x3/40/0/CG] Pileus Cap; 0,4/d: Dimension Door, no delay, no summoning sickness; Continuous Pass without Harm and Know & Free Action; Immune Paralysis; 1M: Repel Others (they suffer -1/-1 Protection and -1/-1 Striking per 1' they close)., 352420gp

Green Armor, Heavy [ATx9] +362 AC/++6 Saves; 1M: Roll 1d4+16 instead of 1d20 for to hit; CL 125; SL 17; 149690gp

DL XVII Diminutive Vermilion Heights x(164) x[8]

|iAC| 2901, HD 7, ihp 608, MR 244% #Att 27, TH ÷ AC/Save DC by 306, i^5 dmg 5784

Str 68, Dex 112, Con 67, Int 38, Wis 58, Chr 99, 2.0E+2kxp

Film At 11 (A being of your choice is Atomized(destroyed) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Psi3 Major] Metamorphosis: You take the form of creatures and objects.

[Psi45 Ultra] Resist: Physical: SL/4 (round down) instances of Resist physical attacks

[Wiz SL3] Tenser's Transformation 3: +25% of max hp to current hp, -1 TH melee

[Pri SL8] Lady's Smile: Can choose result of 1 die roll within 2r

[Wiz SL2] Blur (3): 20% WR vs. creatures without True Sight {self only}

[Psi100 Grand] Psionic Amplification: Multiplies a power; Max.=level/4+1

[Psi2 minor] Gird: Maintain powers w/o conc.; Maintain in sleep

[Pri SL5] Resist Fire/Resist Cold 5: Take -65% dmg vs. fire or cold

[Psi100 Ultra] X7 Element: Casts any one X7 grand

[Psi16 Major] Golem Form: Glass: Improved Invis.; 1M: Prismatic Spray your group (hole in the middle)

[Psi27 Grand] The Sorting: Shapechange, but can merge and assume qualities of LVL creature types.

[Psi-12L Super] Choose Summoning VIII: Monster Summoning using ML VIII chart, you pick the result

Combat effects:

[Psi29 Grand] Grand Detonate (Psi2):

[Wiz SL6] Capital S Stun Ball: Area effect Capital S Stun (PPD save)

[Psi-3 Grand] Recall Birth: Foe vividly recalls its birth, and gains CL negative levels (no save)

[Pri SL7] Command 7: Target makes 7 saves, each missed save allows 1 word for a command to be given

[Wiz SL7] Lightning Bolt 7: CLd14 lightning dmg to a group (save:½)

[Psi10 Major] Insanity: Target gets Int set to 3; Insanity (save for each)

[Wiz SL3] Suggestion: Compels subject to follow stated course of action.

[Wiz SL2] Charming II: Charms up to 2 monsters, gets a new save every turn

[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

[Psi45 Grand] Plasma Generation: SL*CL Plasma damage (1 group, no save)

[Psi7 Grand] (no name): Summon a DL VII Undead

[Psi18 Ultra] Possession: Magic Jar (no save) (no PsiR) (no immunity)

Dungeon071720 - Dungeon Level 17 (Disco)

Room # 4

Closet - 20ft. long x 5ft. wide x 20ft. tall

mattress; cushion; thud; sobbing

Concealed (Hidden) Door on the east wall leading to a 50ft. long x 10ft. wide x 15ft. tall hallway.

Sample Names: Khemed the sepulchral Spider Sadists (Battleaxe); Basajaun of the White Face the disgusting Duke Engineer (Ice)

Fusillade of Balls Trap; DL 17; Search DC 174 (Attack +289 melee, 140d20 idamage)

Door, Secret that (causes/has/or is) Monster Generator: Humanoid (summons a Humanoid every segment)

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Year
220,649gp

harpoon

a blue and yellow X-Men uniform, +3 AC, 10gp

Brilliant Talisman [AT+368] +576 AC/+25 Saves; 1P: Your new AC = (old AC - 10) * 1.5 + 10; CL 125; SL 17; 135930gp

Roseate Screw: Free Rat Familiar; 289630gp

DL XVII Titanic Off-White Guiltys x(73) x[6]

iiAC 2897, HD 1094, i^6 hp 1.5E+5, RR 175% #Att 32, TH ÷ AC/Save DC by 306, iidmg 14465

Str 35, Dex 77, Con 62, Int 60, Wis 119, Chr 46, 2.0E+2kxp

Wowie Zowie (A being of your choice is Deformed(broken) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Pri SL6] Resist Fire/Resist Cold 6: Take -70% dmg vs. fire or cold

[Psi81 Grand] Damage Reduction, Energy, 75%: Take x0.25 damage from energy

[Psi72 Major] Alternate Form - Semisolid: Elasticity; Resist piercing weapons; Attack at half damage

[Psi-9 Ultra] AntiBio Force: Inaccuracy: People need a 20+CH to Autohit you

[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.

[Psi3½ Major] Power Resistance: Grant PR equal to 12 + level.

[Pri SL1] Protection from Lightning 1: Stop the next CL*2 lightning dmg

[Wiz SL9] Globe of Invulnerability 9: Immune to spells with SL=0 to 8

[Wiz SL8] Second Level Magic-User Spells (DM2): Can cast one 2nd Level Wizard spell per round as Z action

[Psi-6G minor] Angelic Wall: DR 40/+CL

[Wiz SL11] Fire Shield 11: Anyone who melees with you takes 250% dmg back

[Psi24 Major] Memorization Level Increase 2: +1 Memorization Level (this is next level of picks for rogues)

Combat effects:

[Psi100 Major] Mass Domination: Domination (Will save at -CL), hits 3+CL/9 groups

[Pri SL8] Finger of Death : Kills one subject.

[Pri SL5] Limited Wish: 5th level spell: will duplicate any Wizard spell of levels 0-3 or Priest spell of levels 0-4.

[Wiz SL1] Sleep (1): 4d4 HD slept (no save); max HD/creature=4+2 {1 group}

[Psi6G Grand] Psychokinesis: Telekinese N^2 lbs. at movement rate N/10, lasts for concentration (no DPPs)

[Wiz SL8] Dispel Exhaustion 8: Restore 95% of dmg taken, get an Original Haste 8 for 1 round

[Psi29 minor] Darkness:

[Psi29 Major] Cloudkill:

[Psi3 Major] Astral Construct III: Astral construct fights for you.

[Psi45 Grand] Magic Domination: Control M Actions (SL/2 saves)

[Psi18 Major] Pyrokinetic: Melt& Aflame: 30'r, LVLd20 fire damage (save:½)

[Psi29 Grand] Power Bolt LVLd8:

Dungeon071720 - Dungeon Level 17 (Jesus Motherfucking Christ)

Room # 5

Rogue's Chamber/Lab - 15ft. long x 15ft. wide x 5ft. tall

cruet (flask); stall or pen; sobbing; buzzing

Glass Door (transparent) (shatters if opened) on the west wall leading to a 15ft. long x 10ft. wide x 5ft. tall hallway.

Sample Names: Agramant Silkflight the wicked Star Cow (Biotechnology); Pyotr Ilyaov the wingless Imperial -noid (Claws)

Air in room transforms into Elemental Glass Trap; DL 17; Search DC 181 (180 Cml damage/s, no save)

Pool that (causes/has/or is) Illusionary wall concealing a pit above

[x2] Gods cannot feel, smell, or sense into this room unless they are actually there; Divine Intervention fails

176,887gp

double bed

a rockpool, 0gp

Fuchsia Staff [9d8] +22 Th/+962 dmg 12+/x10; 1M: Change

Reality (lesser): 1st-7th level Alt,Cnj,Cre,Ele,Hea,Sum; CL 130; SL 17, 185147gp

Beanie of +3 V, 64540gp

DL XVII Small Multi-Prismatic Crowns x(326) x[5]

|iAC| 2911, HD 19, iiiihp 2400, BlahR 260% #Att 17, TH ÷ AC/Save DC by 306, i^5 dmg 2315

Str 86, Dex 105, Con 74, Int 100, Wis 32, Chr 110, 2.0E+2kxp

Yeah Right (A being of your choice is Famished/Starved(sick) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Wiz SL10] Transform Dweomer: Shapechange permanently, to creature or object

[Psi54 Major] Invisibility: Minor: Invisibility; Major: Improved Invisibility; Grand: Dust of Disappearance

[Psi4 Major] hp *1.5: Multiply hp by 1.5

[Psi54 Ultra] Gravity Increase: Decrease gravity in room or object/person by SL G's (x1 Special)

[Wiz SL4] Anti-Magic Shell 4: Anti-Magic of SL 0 to 3

[Psi29 minor] Animate Dead:

[Wiz SL12] Anti-Magic Shell 12: Anti-Magic of SL 0 to 11

[Pri SL1] Cantrip: Can cast 1 orison (Pri 0) per round as a Z action

[Wiz SL11] Fifth Level Magic-User Spells (DM2): Can cast one 5th Level Wizard spell per round as Z action

[Psi16 Major] Golem Form: Clay: Unarmed damage you deal can be cured only by a CL=17+ Heal spell (or better)

[Psi16 Ultra] Golem Form: Adamantite: Immune magic; 1V: Trample for 8d10+(Str bonus) dmg

[Pri SL8] Antimagic Field : Negates magic within 10 ft.

Combat effects:

[Psi18 Major] Binding: Forcecage (as spell)

[Pri SL5] Neutralize Poison 5: Cure 2 poison effects (reverse causes that many, save for each)

[Pri SL9] Summon Monster IX : Calls outsider to fight for you.

[Wiz SL10] Control Gravity: +- 1 G gravity per level in large area for 1t

[Wiz SL8] Ray of Enfeeblement 8: -40 physical stat points (randomly distributed in packets of 5) (save per packet)

[Psi29 Major] Fork:

[Psi29 Grand] Sporacle-ize (random [C8] section effect):

[Pri SL7] Conjure/Dismiss Quasi Elemental: Summons or dismisses a Quasi Elemental

[Pri SL4] Creeping Doom 4: 160 insect dmg

[Wiz SL12] Dispel Magic 12: Dispel 10 magic effects

[Psi54 Grand] Damage Transference: Cell Adjustment CL*SL*2 hp

[Wiz SL12] Feeblemind 12: -60 mental stat points (randomly distributed in packets of 5) (save per packet)

Dungeon071720 - Dungeon Level 17 (For Reals)

Room # 6

Cell - 20ft. long x 50ft. wide x 15ft. tall

dome; table, trestle; foggy; chirping

Automatic Door (opens if anyone approaches) on the south wall leading to a 45ft. long x 20ft. wide x 20ft. tall hallway.

Sample Names: Hadiya the cold-blooded Slug Skier (Motorhome); Ganelon Slightthoughts the anarchic Copper -naut (Saxophone

Moving Brick Trap; DL 17; Search DC 183 (1500 Dex damage, no save)

Altar that (causes/has/or is) Treasure hidden by Invisibility

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Day
1,628gp

drum

A Magical Jacuzzi, 0gp

Green Perfume: +1100 PSP's; 289200gp

Green Sword, bastard [5d6] +16 Th/+728 dmg 12+/x3; 1M: Suffocate one target

(no save, takes 1 cumulative dmg per segment); CL 84; SL 17, 137630gp

DL XVII Macro-Titanic Chocolate Frictions x(74) x[6]

|iAC| 2910, HD 1.9E+7, ihp 1.5E+8, TR 256% #Att 19, TH ÷ AC/Save DC by 306, i^9 dmg 14454

Str 40, Dex 117, Con 84, Int 49, Wis 84, Chr 115, 2.0E+2kxp

Damn It (A being of your choice is Wiped Out(destroyed) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Psi7 Major] (no name): Whenever you touch someone, they are energy drained (CL+3)/6 levels (no save)

[Psi3½ Major] Catapsi: Psychic static inhibits power manifestation.

[Pri SL10] Goodberry 10: Creates 40 goodberries

[Psi6E Super] Hell Pit: 2 saves:fail 1=goto hell, fail 2=impris

[Pri SL7] Phoenix Sanctuary: You take half damage from any source (duration 1 turn, cannot be made permanent)

[Psi4 minor] Money *1.25: How much money you get in dungeon is multiplied by 1.25 (only affects you, not whole party)

[Wiz SL2] Protection from Paralysis: Immune to paralysis, slow, hold {Touch, 1 creature}

[Psi10 minor] Pain Erase: Target heals 25% of damage taken; Take only 75% of damage received

[Wiz SL9] Tenser's Transformation 9: +175% of max hp to current hp, +5 TH melee

[Psi45 Ultra] Power Simulation: The next Psi45 power you use will be resisted using MR instead of PR

[Psi54 Major] Magic Shield: Stops SL/2 magical attacks on you

[Psi-6G minor] Trumpet: Each segment, if an enemy combatant does *not* attack you, he takes CL dmg (no save)

Combat effects:

[Psi3½ Grand] Ectoplasmic Cocoon, Mass: You encapsulate all foes in a 20-ft. radius.

[Wiz SL12] Reset (Self or Other):

[Psi54 minor] Personality Transfer: Magic Jar (SL/2 saves)

[Psi54 Ultra] Bio-Energy Blast: CL*(SL+2) force dmg to one target (no save)

[Pri SL10] Call Lightning 10: (CL+2)d22 lightning dmg (save:½) (halve the die type if not outside)

[Pri SL4] Remove Curse 4: Cure 1 curse effect (reverse causes that many, save)

[Pri SL5] Animate Dead Monsters: Animates CL dead monsters

[Wiz SL1] Death Spell 1: Slay 1d12 HD of creatures (save)

[Wiz SL5] Summon Monster V : Calls outsider to fight for you.

[Wiz SL9] Heal:

[Wiz SL2] Lightning Bolt 2: CLd4 lightning dmg to a group (save:½)

[Psi29 Grand] Temporal Stasis:

Dungeon071720 - Dungeon Level 17 (Hell Yeah)

Room # 7

Dormitory - 20ft. long x 15ft. wide x 10ft. tall

platform; mosaics; scratching/scrabbling; thumping

Mimic (the monster) on the east wall leading to a 10ft. long x 15ft. wide x 15ft. tall hallway.

Sample Names: Rawlinswood the enigmatic Machine Speedster (Yak); Radella the uncaring Valiant Prodigy (Saw)

Contact Grave Trap; DL 17; Search DC 171 (600 idamage, no resistance)

Well that (causes/has/or is) Anti-Magic

[x2] Gods cannot feel, taste, or sense into this room unless they are actually there; Divine Intervention fails

29,019gp

bones (humanoid)

an icy girth, +1 AC, 154gp

Rian's Gastrocnemius muscle: +11 to Wis; 1M: Whenever a creature appears in

room, takes 20 AEther dmg (x1 Special) ; CL 136; SL 17; 289130gp

Dove-grey Armor Gemlet [AT++21] +26 AC/+32 Saves; 1M: Caster immune

to and cannot use innates; CL 119; SL 17; 72585gp

DL XVII Tiny Alabaster Feathers x(264) x[7]

|...^∞|AC|...^∞| 2918, HD 26, i^5 hp 1164, AllR 217% #Att 4, TH ÷ AC/Save DC by 306, i^4 dmg 2324

Str 86, Dex 118, Con 70, Int 129, Wis 104, Chr 40, 2.0E+2kxp

Cool Beans (A being of your choice is Toasted(burned) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Psi45 Ultra] Magnetic Manipulation: SL/2 (round down) instances of Resist magnetism; +SL*10% damage with magnetism effect

[Wiz SL2] Blur (3): 20% WR vs. creatures without True Sight {self only}

[Psi24 Major] Level: other out of group: Get a "Level:" ability (your level or less) in class in any group (can take multiple times)

[Wiz SL11] Bestow Save: get saves vs effects with no save 1t/lvl

[Psi4 V] Move Rate *3: Multiply Move Rate by 3

[Wiz SL3] Nondetection : Hides subject from divination, scrying.

[Pri SL3] Protection From Fire: Immune normal fire; Absorb 12*CL dmg fire (or) Resist Fire

[Wiz SL11] Prismatic Sphere 11: 9 Prismatic colors or 7 MultiPrismatic colors (may repeat colors in either mode)

[Wiz SL3] Protection from Normal Missiles: Duration CL turns

[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] Clone: Clone

[Psi30 Major] Animate: Animate Object (as spell)

Combat effects:

[Psi3 minor] Suggestion: Compels subject to follow suggested action.

[Wiz SL11] Step Out of It: see section [C] for effects

[Pri SL3] Put Out of Misery: Target being at negative hp that would die if unattended is slain (no save)

[Psi72 Major] Suffocate: Suffocate one target (no save, takes 1 cumulative dmg per segment)

[Wiz SL6] Feeblemind 6: -30 mental stat points (randomly distributed in packets of 5) (save per packet)

[Wiz SL11] Magic Missile 11: (CL+1)*11/2 missiles, each does 1d4+1 force dmg (no save)

[Psi6G Ultra] Temporal Distortion: Target gains another half-segment of actions after the current half-segment

[Wiz SL5] Ray of Enfeeblement 5: -25 physical stat points (randomly distributed in packets of 5) (save per packet)

[Psi29 Ultra] Reset (each target max 1/day):

[Wiz SL3] Put Out of Misery: Target being at negative hp that would die if unattended is slain (no save)

[Wiz SL1] Charming I: Charms a monster, gets a new save every round

[Psi-6G minor] Guardian †: 1bM: Prevent N of the damage being done to one target

Dungeon071720 - Dungeon Level 17 (Omg)

Room # 8

Office - 25ft. long x 25ft. wide x 10ft. tall

cresset (torch on a pole); pit (shallow); wind, strong, gusting; still, warm (or hot)

Plane Shift Door (other side is on another plane) on the west wall leading to a 40ft. long x 15ft. wide x 15ft. tall hallway.

Sample Names: Nanta the astounding Blood Bull (Saw); Fish Arianson the jolly Squirrel Ghost (Power)

Rolling Blades Trap; DL 17; Search DC 178 (Attack +289 melee, 20d20 idamage)

Altar 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
59,698gp

amber rod

the Titanic Mask of Gemini, +1 AC, 360gp

Drums of Panic, 40640gp

Blackened Pipes: +15 Kit Slots; 289800gp

DL XVII Gargantuan Brilliant Singles x(175) x[7]

iiiAC 2907, HD 283, iihp 37248, PR 197% #Att 16, TH ÷ AC/Save DC by 306, iiidmg 587

Str 74, Dex 106, Con 118, Int 45, Wis 79, Chr 37, 2.0E+2kxp

Hot Dog (PCs can't affect you (can't be dispelled).)

Prepared effects:

[Psi8 Ultra] Construct Generic Item 8: Create a "Generic" type item (see next page) of TechL=CL, each 8 TechL takes 1S action

[Psi16 Ultra] Construct Psi16 Item 8: Create a Psi16 item (see next page) of TechL=CL, each 8 TechL takes 1S action

[Pri SL5] Protection from Fire 5: Stop the next CL*16 fire dmg

[Psi54 Grand] Molecular Chameleon: Polymorph your body into an unusual material that you're touching (max S factor = SL)

[Psi54 minor] Thief: Any Thief SL-1 pick; 5*CL Rogue points in it

[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 SL5] Summon Monster V : Summons a DL V monster (1 turn)

[Psi45 Grand] Energy Body: Major: You are made of energy; cannot use P actions; resist physical damage

[Pri SL3] Protection from Lightning 3: Stop the next CL*8 lightning dmg

[Psi6E Grand] Forbiddance: As the 6th level Priest spell

[Psi2 minor] Awe: Won't attack caster (save); No save

[Wiz SL1] Cantrip: Can cast 1 cantrip (Wiz 0) per round as Z action

Combat effects:

[Wiz SL5] Ray of Enfeeblement 5: -25 physical stat points (randomly distributed in packets of 5) (save per packet)

[Wiz SL11] Feeblemind 11: -55 mental stat points (randomly distributed in packets of 5) (save per packet)

[Psi-6N minor] Force of Nature I: Summon a Plant Elemental: AC 20, hp 20, #Att 1/1, TH +10, dmg 10

[Wiz SL12] Mordenkainen's Disjunction 12: Disjunct 4 effects (any type)

[Wiz SL11] Mordenkainen's Disjunction 11: Disjunct 3 effects (any type)

[Psi18 minor] Psi: Spray: LVL targets:1d10 telekinetic dmg(save:½)

[Psi30 Ultra] Treat Deadly Wounds: Heals 100% max hp (4 succ)

[Wiz SL2] Monster Swarm Summoning II: Summons CL*4 DL I monsters

[Pri SL8] Create Greater Undead : Mummies, spectres, vampires, or ghosts.

[Wiz SL11] As You Were: Target's experience levels halve (round up) (no save)

[Psi54 Grand] Acid: CL*(SL+2) acid dmg to one target (no save)

[Psi30 Major] Stun Bolt: Astral stunning

Dungeon071720 - Dungeon Level 17 (La Di Da)

Room # 9

Hall, Great - 30ft. long x 15ft. wide x 25ft. tall

Floors of Water; bellows; downdraft, strong; knocking

Bone Door (shrieks loudly if opened) on the south wall leading to a 35ft. long x 5ft. wide x 5ft. tall hallway.

Sample Names: Geirstein the Leopard the strange New Intruder (Sling); Merdigan the friendly, neighborhood Detective Sorcerer

Poisoned Arrows Trap; DL 17; Search DC 181 (Attack +136 ranged, 70d8 idamage)

Arch 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/Year 90,051gp

leaf-oak

a pair of manacles, +1 AC, 440gp

Emerald Cloak [AT+30] ++5 AC/+29 Saves; 1M: Can turn into one additional

form; DM rolls DL=LVL/3 Lycanthrope or Animal; CL 94; SL 17; 20495gp

Plummy Longbow [12d4] +20 Th/++19 dmg 9+/x5; 1Z: White fog 20' r; evil

that enters are Blinded (save /s) and Numbed (save /s); CL 98; SL 17, 73244gp

DL XVII Macro-Medium Olive Drab Proses x(348) x[4]

|iAC| 2923, HD 34824, iiihp 4.8E+6, IR 248% #Att 1, TH ÷ AC/Save DC by 306, i^9 dmg 8685

Str 128, Dex 122, Con 36, Int 76, Wis 120, Chr 117, 2.0E+2kxp

Motherfucker (A being of your choice is Capital F Folded (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Psi6G Major] Forbiddance: Set up or remove a Forbiddance zone

[Pri SL5] Protection from Lightning 5: Stop the next CL*16 lightning dmg

[Psi29 Ultra] Thermal Kinetic: Plasma Beam (Psi 9): ±CHx100°, save at -CHxCH or dead:

[Psi-2 Ultra] Public Access Lock: Your truename is unknowable; Thoughts unknowable too

[Psi-3 Major] Plasmic Form: Plasma damaging shield (50% damage back)

[Pri SL9] Spell Immunity 9: Be immune to 6 spells by name

[Pri SL4] Resist [E=2 eelement]: Pick an EE=2 eelement, you resist it for 1 hour.

[Psi4 Ultra] Move Rate *2.5: Multiply Move Rate by 2.5

[Wiz SL9] Original Stoneskin 9: Block the next 6 P actions of attacks

[Wiz SL7] Spell Turning (2): Turns a spell back to it's caster

[Wiz SL11] Duplicate Item: duplicate a x1 magic or psi item that uses charges

[Psi-3 Major] Replacement: Dispel displacement effect, or you ignore displacement for 1 turn

Combat effects:

[Psi6G Major] Zoroaster's Noonsblaze: 10*CL' cone: Blindness (no save); (2*CL)d6 dmg vs. creatures vulnerable to light

[Wiz SL5] Confusion No Save: Confusion one target (no save)

[Pri SL10] Heal 10: Cure to 200% of max hp (max Heal 10 can cure at once = 2000 hp)

[Psi-6G Grand] Counterspell †: 1bM: Counter an effect

[Psi3 Major] Brilliant Blast: Light blast inflicts 9d4 damage in 20' radius.

[Psi-6G minor] Guardian †: 1bM: Prevent N of the damage being done to one target

[Psi-6E Major] Infernal Spawn of Evil: Summon a Demon Beast: AC 70, hp 700, #Att 7/1, TH +70, dmg 70, 1M: 10 dmg to target

[Psi1 Grand] Grand Domination: Save at penalty equal to level; no HD limit

[Psi30 Ultra] Thunderclap: Blast:Sound damage, Con resists

[Pri SL10] Remove Curse 10: Cure 7 curse effects (reverse causes that many, save for each)

[Pri SL6] Call Lightning 6: (CL+2)d14 lightning dmg (save:½) (halve the die type if not outside)

[Wiz SL10] Feeblemind 10: -50 mental stat points (randomly distributed in packets of 5) (save per packet)

Dungeon071720 - Dungeon Level 17 (Poop)

Room # 10

Wardrobe - 15ft. long x 5ft. wide x 35ft. tall

tube (piping); pentagram; whining; grating

Locked Door, Out of Phase on the north wall leading to a 20ft. long x 20ft. wide x 20ft. tall hallway.

Sample Names: Mara the intangible Blackbelt Zero (Biotechnology); Sanat the terrible Global Syndicate (Strobe)

Collapsing Pit Trap; DL 17; Search DC 178 (100 Wis damage, DC 173 Breath Weapon save for 1/3), (multiple targets)

Painting that (causes/has/or is) Geas/Quest

[x2] Gods cannot feel, taste, or sense into this room unless they are actually there; Divine Intervention fails

107,644gp

dried peas

the golden claw, exotic, 7d12 (45), 410gp

Flesh Armor Gemlet [AT+537] +31 AC/+1090 Saves; 1M: Add 3*CH

dice to your next energy attack; CL 111; SL 17; 221165gp

Beanie of +1 V action, 27450gp

DL XVII Macro-Fine Iron-Grey Insurances x(303) x[4]

iiAC 2918, HD 2177, i^8 hp 3.1E+5, CR 238% #Att 6, TH ÷ AC/Save DC by 306, i^8 dmg 5789

Str 117, Dex 116, Con 60, Int 56, Wis 53, Chr 46, 2.0E+2kxp

Forget It (A being of your choice is Exposed(intrude) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Pri SL9] Regenerate 9: Regenerates 4 hp /s

[Wiz SL8] Dust of Disappearance: Dust of Disappearance for 1 turn

[Psi14 Grand] (no name): Get a Rogue chart (and 20*LVL Rogue points) up to level=LVL/2

[Psi45 Ultra] Energy Body: Major: You are made of energy; cannot use P actions; resist physical damage

[Wiz SL9] Fire Shield 9: Anyone who melees with you takes 200% dmg back

[Psi18 minor] Invisibility: Invisibility; immune to Light/Radiance

[Psi45 Major] Force Field vs. Hostiles: Enemies must make SL/2 saves to attack you

[Psi54 Grand] Flame Being: Fire Shield (SL*10% damage back to attacker); Deal +SL fire dmg with melee attacks

[Wiz SL12] Tenser's Transformation 12: +250% of max hp to current hp, +8 TH melee

[Psi45 Grand] Body Transformation: Change your body to be of an E=SL/2 element

[Pri SL6] Goodberry 6: Creates 24 goodberries

[Psi9 Grand] Gravity Kin.: Shield: Stops 4*CH hp per physical attack

Combat effects:

[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

[Psi54 Grand] Spiritual Drain: Target loses CL*SL hp (necromantic, no save), you gain CL*SL hp (not above max)

[Psi60 Grand] Cure Serious Wounds: Cure 6d8+6*LVL hp

[Psi-5 Grand] Cone of Nothing: CL*CL*CL dmg in a 30' cone (no save); they lose next Opp action (save)

[Psi-17 Major] (no name): Chain Lightning: as spell, but jumps randomly (not closest person), can hit someone more than once

[Psi15 Grand] Suggestion: Suggestion (up to CL targets)

[Pri SL7] Wish: Duplicate any Wizard or Priest spell of levels 0-6.

[Pri SL2] Dispel Radiation: Dispel Radiation (1 target = auto success) {1 group}

[Psi1 minor] Domination: Save; Psionic gets control of all actions

[Psi-12C Major] Cthulhoid Swarm III: Summon CL Monsters using ML III "Weird" chart (random)

[Psi12C Grand] Summon Chaotic Creature: Gate (as spell) for Chaotic creature or for an Earth or Fire Elemental

[Pri SL6] Neutralize Poison 6: Cure 3 poison effects (reverse causes that many, save for each)

Dungeon071720 - Dungeon Level 17 (Meow)

Room # 11

Storage - 25ft. long x 50ft. wide x 35ft. tall

overhang; chandelier; thumping; giggling (faint)

Iron Door, Normal on the south wall leading to a 15ft. long x 20ft. wide x 20ft. tall hallway.

Sample Names: Sarad the heartless Dream Lightning (Technology); Zipacna the intangible Suicide Sorceress (Crowbar)

Solid Stun Blast Trap; DL 17; Search DC 181 (Psionist CL 34, DC 181 Fortitude save for 1/10)

Dome that (causes/has/or is) Monster Generator: Insect (summons an Insect every segment)

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Year
120,619gp

cloth vest

fire flower, Ogp

Chestnut Shuriken (5) [3d10] +25 Th/+27 dmg 19+/x4; 1M: Major: 1M: Do 2 Minor powers that
you know; Grand: 1M: Do 2 Major powers that you know; etc.; CL 90; SL 17, 22977gp

Bottle green Shield [AT+331] +288 AC/+783 Saves; 1P: CH*5% RR; CL 130; SL 17; 191480gp

DL XVII Macro-Medium Rusty Lawyers x(278) x[8]

|...^∞|AC|...^∞| 2918, HD 34828, iiihp 4.8E+6, WR 210% #Att 26, TH ÷ AC/Save DC by 306, i^10 dmg 28913

Str 110, Dex 49, Con 127, Int 55, Wis 73, Chr 65, 2.0E+2kxp

Drats (Make irrelevant an entire segment's worth of actions (can't be dispelled).)

Prepared effects:

[Psi6E minor] Polymorph Self: As the 4th level Wizard spell

[Psi7 Grand] (no name): Whenever you touch someone, they get Mummy Rot (no save)

[Psi2 minor] Psychic Blade: Blade: 1d6/1d6 +2/+X, stun 1d6r (save); 1d10/1d10

[Pri SL5] Resist Vulnerability: Target gains a Resist to something which can only be used to counter a Vulnerability (Duration 1 hr)

[Pri SL7] Spell Immunity 7: Be immune to 4 spells by name

[Pri SL9] Duplicate Mechanism: duplicate a technology item

[Psi45 Major] Magnetic Manipulation: SL/2 (round down) instances of Resist magnetism; +SL*10% damage with magnetism effect

[Pri SL9] Protection from Fire 9: Stop the next CL*32 fire dmg

[Psi16 Major] Golem-mind: Class VI/Esper-blind to all frequencies non-divisible by 8

[Pri SL5] Summon Nature's Ally V : Summons a DL V animal (maintained)

[Psi45 Ultra] Force Field vs. Energy: Immune to spell level 0 to SL-1 energy attacks

[Psi18 Major] Metamorph: Shapechange (as spell), +LVL Dex:Balance

Combat effects:

[Psi6N minor] Mental Ball 2: 20'r; take 2*level*(# of freq.) damage; no save

[Pri SL7] Call Lightning 7: (CL+2)d16 lightning dmg (save:½) (halve the die type if not outside)

[Pri SL6] Call Lightning 6: (CL+2)d14 lightning dmg (save:½) (halve the die type if not outside)

[Psi54 minor] Bomb: CL*SL explosion dmg to your group (no save, hole in the middle)

[Pri SL8] Call Lightning 8: (CL+2)d18 lightning dmg (save:½) (halve the die type if not outside)

[Psi9 minor] Laser Vision: [see in dark] Laser Beam CHd8 dmg (save)

[Wiz SL12] Power Word Blind 12: Blinds & stuns a creature if current hp < 280 (no save)

[Psi-12L Major] Law Triple Beam: CLxCL mental dmg in 3 lines (Reflex:½); C-align x2 dmg

[Pri SL4] Remove Curse 4: Cure 1 curse effect (reverse causes that many, save)

[Wiz SL8] Death Spell 8: Slay 8d12 HD of creatures (save)

[Wiz SL7] Immediate Monster Summoning VII: Summons a DL V monster without summoning sickness

[Psi54 Grand] Control: Domination one target (SL/2 saves)

Dungeon071720 - Dungeon Level 17 (Cheese And Crackers Got All Muddy)

Room # 12

Privy/Secret - 5ft. long x 5ft. wide x 30ft. tall

overhang; pillar; moaning; chlorine smell

Automatic Door (opens if anyone approaches) on the north wall leading to a 5ft. long x 25ft. wide x 25ft. tall hallway.

Sample Names: Azoth the contemptible Danger Ant (Bubble); Aerne the demented Hawk Imp (Demonic)

Fusillade of Blades Trap; DL 17; Search DC 178 (Attack +85 melee, 50d20 Str damage)

Wall that (causes/has/or is) Magical Pool/Throne: Does a High Frequency Sample

[x2] Mortals cannot taste, feel, or sense into this room unless they are actually there; Divine Intervention fails

7,133gp

carved horn

a cloak of blood, +3 AC, 0gp

Rian's Humerus bone: +16 to ML; 1Z: Summon a DL=1 Myr ; CL 106; SL 17; 289340gp

Carmine Dart [2d8] xx6 Th/+31 dmg 20+/x8; 1M: Generate (level) Wild

Surges within 60' each round for 1h; CL 118; SL 17, 145950gp

DL XVII Gargantuan Chocolate Stations x(450) x[6]

iiiiAC 2914, HD 288, iiiihp 3.8E+4, CR 201% #Att 22, TH ÷ AC/Save DC by 306, i^8 dmg 5789

Str 103, Dex 129, Con 32, Int 87, Wis 106, Chr 121, 2.0E+2kxp

Go Crazy (A being of your choice is Calcify(unaware) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Wiz SL10] Tenser's Transformation 10: +200% of max hp to current hp, +6 TH melee

[Psi12T Super] Psionic Turning: Spell Turning but affects Psionic effects

[Psi0 Grand] Energy Reflection: As Arrow Cutting (above), except vs. magical missiles (even vs. Meteor Swarms & such)

[Pri SL2] Resist Elements: -12 dmg/r from 1 of: acid/cold/lightning/fire/sound {Touch, 1 creature}

[Wiz SL2] Mirror Image (3): Creates 1d4+L/3 images of yourself {self only}

[Psi3½ Super] Timeless Body: Ignore all harmful, and helpful, effects for 1 round.

[Pri SL4] Free Action: Immune stun, hold, paralysis, summoning sickness

[Psi45 Major] Body Coating: 5*SL hp Armor spell, self only, stacks with the (Wizard) Armor spell

[Psi10 Major] Mental Guard: Imm. Charm, Confusion, Fear, Feeblemind, Possession, Soul Trap, Suggestion

[Psi81 Grand] Growth 8: +3 size; +6 Str; +6*CL max hp

[Psi27 minor] Night Company: Improved Invis.; +LVL% Rogue abilities; +4/-4 pro.; vulnerable to Light and Fire

[Psi45 Grand] Gravity Manipulation: SL/2 (round down) instances of Resist gravity/falling damage; +SL*10% damage with gravity,

Combat effects:

[Wiz SL5] Prismatic Wall 5: 5 Prismatic colors or 3 MultiPrismatic colors (may repeat colors in either mode)

[Wiz SL4] Enervation : Subject gains CL/4 negative levels.

[Psi-6G Major] Desolation: All psionic pools (including yours and friends) within 70' radius are emptied (use antiPsiR)

[Psi-2 Major] Life Field: All in party all healed for LVL hp; 2*LVL hp instead

[Psi30 Ultra] Lightning Blast: Lightning damage, Dex resists

[Psi100 Major] Paralysis Bolt: Paralysis (Fort save), hits 3+CL/9 groups

[Psi2 minor] Control Body: Control all P,V actions; Auto. win Contest

[Psi-3 Major] Dimension Trade: Switch places with anyone you see (unwilling gets save)

[Psi54 Ultra] Heat Vision: 1M to start: Every segment for 1 round, as a 0 action, deal SL heat dmg to one target (no save)

[Psi10 Major] Static Charge: Target takes (2+CL/3)d4 lightning dmg, this effect can be Delayed Blasted

[Psi3 minor] Charm Person: Makes one person your friend.

[Pri SL6] Flame Strike 6: CLd10 holy fire dmg (save:½)

Dungeon071720 - Dungeon Level 18 (Hell Fucking Yeah)

Room # 1

Office - 45ft. long x 15ft. wide x 10ft. tall

hole; votive light/candle; splintering; snapping

Plant Door (as the spell) on the west wall leading to a 15ft. long x 15ft. wide x 20ft. tall hallway.

Sample Names: Vinsala the jocular Lurking -ette (Stationwagon); Ocymos the charming Techni- Shrike (Folding Chair)

Hail of Jaws Trap; DL 18; Search DC 181 (Attack +198 melee, 150d2 idamage)

Pedestal that (causes/has/or is) Wall 10' behind slides across passage blocking it for from 40-60 turns.

[x2] Immortals cannot hear, taste, or sense into this room unless they are actually there; Divine Intervention fails

273,781gp

lantern

a garnet, 50gp

Pearl Necklace [AT+1304] +901 AC/+841 Saves; 1P: AT +CL*3

source; -CL/attack (physical or energy); CL 76; SL 18; 390200gp

Electric blue Axe, throwing [7d20] +1155 Th/x8 dmg 19+/x4; 1P: [see

in dark] Laser Beam CHd8 dmg (save); CL 106; SL 18, 282977gp

DL XVIII Huge Beige Numbers x(196) x[5]

iiiAC 3258, HD 2628, iiiihp 21632, PR 189% #Att 19, TH ÷ AC/Save DC by 342, i^8 dmg 16216

Str 78, Dex 116, Con 122, Int 92, Wis 38, Chr 115, 2.5E+2kxp

Ew (A being of your choice is Raped(intrude) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Pri SL1] Goodberry: 8 berries can cure 1 hp or act as 1 full meal. 8 berries are always created.

[Psi45 Grand] Force Field vs. Energy: Immune to spell level 0 to SL-1 energy attacks

[Psi15 minor] Increase Breath Damage: +10% of current hp total to breath dmg [or (+1)d(+2) breath dmg if using set breath dice

[Wiz SL8] Dust of Disappearance: Dust of Disappearance for 1 turn

[Wiz SL8] Time/Reality Stability: Time/Reality Stability (duration 1 day), reverse removes it (Spell save)

[Psi45 Major] Force Field vs. Vampirism: aNR 10*SL% (including energy and stat drains)

[Psi10 Major] Ground *: Immune Lightning, must be touching the ground

[Wiz SL6] No Save: The next spell you cast does not have a saving throw

[Pri SL4] Protection from Fire 4: Stop the next CL*12 fire dmg

[Psi24 Grand] Level: early 16: Get a "Level:" ability in your class 16 levels early (this can be taken multiple times)

[Psi6G V] Celestial Chorus: CL*10' x CL*10' x CL*10' area is considered to be a different plane (your choice)

[Psi9 Ultra] Environ.: Familiar Locale: CH mile r, atmosphere same as home

Combat effects:

[Pri SL6] Dispel Magic 6: Dispel 4 magic effects

[Psi45 Grand] Vibration: SL*CL Vibration damage (1 group, no save)

[Wiz SL5] Wall of Stone : 20 hp/four levels; can be shaped.

[Psi45 minor] Geoforce: 1bM: Stop or Create an Earthquake, Landslide, etc. Damage would be CL*SL Earth to a group (save for 0

[Pri SL10] Blade Barrier 10: 12d12 dmg wall (shards)

[Psi29 Major] Dispel Magic:

[Psi6E Grand] Gate: As the 9th level Wizard spell

[Psi-12T minor] Dispel Anti-Magic: Dispels one anti-Magic effect (or) Halve ER (no ER or save)

[Psi9 Major] Heal/Cause Pain: Target healed or harmed CH*10 hp (save)

[Pri SL5] Command 5: Target makes 5 saves, each missed save allows 1 word for a command to be given

[Wiz SL9] Wail of the Banshee: Kills one creature/level.

[Psi54 minor] Cell Rot: Cell Adjustment (reversed) CL*SL*2 dmg (no save)

Dungeon071720 - Dungeon Level 18 (Fuck A Duck)

Room # 2

Meditation - 25ft. long x 50ft. wide x 10ft. tall

wheel; drum; rattling; whispering

Loop Door (goes to another timeline) on the east wall leading to a 45ft. long x 10ft. wide x 10ft. tall hallway.

Sample Names: Dongaill the malevolent October Monger (Holy); Thaldorn the demonic Hyper- Person (Cycle)

Tripping Arrows Trap; DL 18; Search DC 189 (Attack +360 ranged, 40d20 idamage)

Container (Barrel, Jar, Vase, etc.) that (causes/has/or is) Changes - Attribute

[x2] Room is permanently/continuously *Cursed*ed, only creatures immune or bubbled against it can function here.

78,426gp

mysterious stain

a sparkling wine cooler, 'cure poison' 'cure blindness' 'remove curse' 'refresh', 5gp

Flavorful Bowl (adds flavor), 16560gp

Rose Longsword [12d6] +33 Th/+30 dmg 10+/x5; 1P: Major: 1M: Do 2 Minor powers that you know; Grand: 1M: Do 2 Major powers that you know; etc.; CL 80; SL 18, 23394gp

DL XVIII Titanic Claret Knots x(333) x[6]

iiiAC 3243, HD 1155, i^8 hp 1.7E+5, RR 226% #Att 8, TH ÷ AC/Save DC by 342, i^5 dmg 9724

Str 87, Dex 38, Con 86, Int 126, Wis 117, Chr 126, 2.5E+2kxp

Fuck Me (A being of your choice is Mauled(destructed) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Pri SL4] Spell Immunity : Subject is immune to one spell per four levels

[Psi54 Major] Flame Immunity: SL/2 instances of Resist Fire

[Psi45 Grand] Plasma Control: SL/2 (round down) instances of Resist plasma; +SL*10% damage with plasma effects

[Wiz SL1] Armor 1: +CL*2 current hp

[Psi54 minor] Absorption Field: Stops SL/2 mental attacks or mental-affecting powers on you

[Psi45 minor] Force Field vs. Physical: -SL per physical attack

[Psi8 Grand] Cron Job: Contingency or Delayed Blast for one Psi8 power

[Pri SL10] Protection from Lightning 10: Stop the next CL*36 lightning dmg

[Psi7 Grand] (no name): Immunity to Turn Undead

[Psi27 Ultra] Prince: Your "caster level" (CL) for all purposes (even non-Psi27) is raised by LVL

[Psi18 Ultra] Caprenium Silence: 100'r, 100% irreducible InnateR, PsiR, or MR

[Wiz SL6] Original Stoneskin 6: Block the next 3 P actions of attacks

Combat effects:

[Psi3½ Grand] Crisis of Life: Stop subject's heart.

[Wiz SL6] Fireball 6: CLd12 fire dmg to a group (save:½)

[Pri SL8] Conjure/Dismiss Semi Elemental: Summons or dismisses a Semi Elemental

[Psi6E minor] Continual Darkness: As the wizard spell "Continual Darkness"

[Pri SL9] Summon Nature's Ally IX : Calls creature to fight.

[Psi2 Ultra] Cellular Heal/Harm: X targets: Heal/Harm X% of max; X*2% of max

[Wiz SL10] Power Word Stun 10: Stuns a creature if current hp < 400 (no save)

[Psi5 minor] Psionic Protection: (Z action) Power must make Casting Level check on d20

[Psi10 minor] Distract: Target cannot cast spells (save vs. spell)

[Pri SL8] Really Really Put of Misery: Target being that is Capital S Slain is removed from the timeline (no save)

[Psi45 Grand] Missile Creation: Do SL missile attacks, must roll to hit, each hit does 10 dmg (no save) and a stun (save)

[Pri SL7] Gate: Connects two planes for travel or summoning.

Dungeon071720 - Dungeon Level 18 (Not On My Life)

Room # 3

Pen/Prison - 30ft. long x 25ft. wide x 30ft. tall

mortar & pestle; pews; chanting; chiming

Glass Door (transparent) (shatters if opened) on the east wall leading to a 50ft. long x 10ft. wide x 5ft. tall hallway.

Sample Names: Adrestia the handsome Obsidian Fire (Extra-terrestrial); Zophas the invulnerable Frog Shield (Harpoon)

Air in room transforms into Elemental Harming Trap; DL 18; Search DC 186 (40 Dex damage/s, no resistance)

Door, Secret that (causes/has/or is) Distorted - Width/Length

[x2] Mortals cannot see, hear, or sense into this room unless they are actually there; Divine Intervention fails

96,390gp

hooks

a leather herb pouch, 600gp

Rian's Deltoid muscle: +48 to Dex; 1P: Travel through the

10th dimension to any alternate multiverse.; CL 116; SL 18; 324590gp

Multi-prismatic Slashing Weapon [7d8] +30 Th/+962 dmg 8+/x4; 1M: Restores

1 hp/DPP (limit = Wis*3 /round); CL 108; SL 18, 183084gp

DL XVIII Mega-Fine Maroon Wastes x(142) x[4]

i^6 AC 3265, HD 2.4E+6, i^8 hp 3.4E+8, XR 4104% #Att 35, TH ÷ AC/Save DC by 342, i^9 dmg 32409

Str 92, Dex 72, Con 105, Int 75, Wis 128, Chr 30, 2.5E+2kxp

Yuck (Immune to an entire segment's worth of actions (can't be dispelled).)

Prepared effects:

[Psi0 minor] Fast-draw: 1 of your weapon attacks occurs at start of round; can pick up 1 weapon without using 1V

[Psi16 Major] Golem Form: Amber: Tracking/Trailing prof.; Clairnasience; Detect Invis. cont.

[Psi16 Major] Golem Form: Metagolem: Immune lightning; 1M: Fireball; 1M: Major Missile

[Psi4 minor] To Hit *1.25: Multiply your to hit rolls by 1.25, you autohit on natural 21-1.25 or better (Minor is 19).

[Wiz SL3] Psionic Resistance: PsiR 40+CL*5% [duration 3 hours]

[Psi12T Super] Mass Feeblemind: Feeblemind (as spell) in 90'r area

[Psi23 Major] Sleep Cloud: Super sleep effect every round

[Psi54 Ultra] Flame Being: Fire Shield (SL*10% damage back to attacker); Deal +SL fire dmg with melee attacks

[Psi18 Grand] Psi: Web: 100'r, any flying creature is Imprisoned

[Pri SL5] Resist Fire/Resist Cold 5: Take -65% dmg vs. fire or cold

[Pri SL6] Protection from Fire 6: Stop the next CL*20 fire dmg

[Psi-3 Grand] Breath of the Drake: Breath water for 11d4 damage.

Combat effects:

[Wiz SL3] Cone of Cold 3: CLd6+CL cold dmg to a group (save:½)

[Psi54 minor] Ice Production: CL*(SL+2) ice dmg to one target (no save)

[Wiz SL10] Cone of Cold 10: CLd20+CL cold dmg to a group (save:½)

[Psi-12L Grand] Choose Summoning VII: Monster Summoning using ML VII chart, you pick the result

[Psi-3 minor] Psionic Trap: Create a psionic trap (a minor High Frequency Sample effect)

[Pri SL9] Death's Door 9: Target (currently at negative hp) goes to 32 hp (can't go above max)

[Pri SL9] Cure Wounds 9: Cures 45d8 hp (can take offer of 6 per die -> 270 hp)

[Pri SL10] Remove Curse 10: Cure 7 curse effects (reverse causes that many, save for each)

[Wiz SL3] Monster Swarm Summoning III: Summons CL*3.5 (round down) DL II monsters

[Psi54 Ultra] Air Control: Gust of Wind / Wall of Air

[Psi29 Major] Flesh to Stone:

[Wiz SL9] Cone of Cold 9: CLd18+CL cold dmg to a group (save:½)

Dungeon071720 - Dungeon Level 18 (Sugar Honey Ice Tea)

Room # 4

Gas Chamber - 50ft. long x 15ft. wide x 15ft. tall

casket; tube (container); twanging; dank, mouldy smell

Void Door (cannot see through doorway) on the south wall leading to a 40ft. long x 25ft. wide x 10ft. tall hallway.

Sample Names: Kylira the holy Poison Swarm (Thiotimoline); Hjalti Godsblade the discourteous Ring Wave (Spear)

Stairs transforms into Elemental Steam Trap; DL 18; Search DC 185 (450 Int damage/s, no resistance)

Force Field that (causes/has/or is) Gate (to random plane) in room (cannot be dispelled unless a x2 or higher being steps through from this side)

[x2] Ultraplanar beings cannot feel, taste, or sense into this room unless they are actually there; Divine Intervention fails 33,280gp

discarded weapons

laerkai stealth, +3 AC, 5000gp

Iridescent Talisman [AT+24] +33 AC/+360 Saves; 1M: Target heals 50% of damage

taken; Take only 50% of damage received; CL 138; SL 18; 69125gp

Rian's Spinal Cord: +9 to CL; 1M: Summon a DL VIII Elephant with "Destroy three items/effects

and the controller of those items/effects creates 3 DL III elephants"(same slot).; CL 90; SL 18; 324710gp

DL XVIII Mega-Fine Charcoal Selections x(204) x[7]

|iiAC| 3271, HD 2.4E+6, iiihp 3.5E+8, BlahR 202% #Att 8, TH ÷ AC/Save DC by 342, i^10 dmg 16206

Str 38, Dex 71, Con 78, Int 36, Wis 72, Chr 122, 2.5E+2kxp

Zounds (PCs can't affect you (can't be dispelled).)

Prepared effects:

[Pri SL5] Goodberry 5: Creates 20 goodberries

[Wiz SL4] Armor 4: +CL*8 current hp

[Psi2 Grand] Strength of the World: +9/+9 AC/saves, +25% RR/MR/PsiR; Lasts 5r after maint.

[Wiz SL5] Tenser's Transformation 5: +75% of max hp to current hp, +1 TH melee

[Wiz SL11] Globe of Invulnerability 11: Immune to spells with SL=0 to 10

[Wiz SL9] Fire Shield 9: Anyone who melees with you takes 200% dmg back

[Psi6G Grand] Discontinuity Immunity: Immune to Annihilation, Being Put Down a Hole

[Psi81 Ultra] Magic Defense: Resist magic

[Pri SL9] Protection from Lightning 9: Stop the next CL*32 lightning dmg

[Wiz SL4] Globe of Invulnerability 4: Immune to spells with SL=0 to 3

[Wiz SL6] Prismatic Sphere 6: 4 Prismatic colors or 2 MultiPrismatic colors (may repeat colors in either mode)

[Wiz SL9] Globe of Invulnerability 9: Immune to spells with SL=0 to 8

Combat effects:

[Pri SL9] Reset Self: Reset self

[Pri SL7] Resist Fire/Resist Cold 7: Take -75% dmg vs. fire or cold

[Wiz SL6] Death Spell 6: Slay 6d12 HD of creatures (save)

[Wiz SL4] Summon Monster IV : Summons a DL IV monster (duration 1t)

[Wiz SL6] Flesh to Stone : Makes living thing to become stone

[Psi-3 Major] Cone of Earthquake: Earthquake inflicts 5d4 sonic damage (group)

[Psi-12T Major] Bring Animals III: Summon CL Animals using ML III chart, you pick the result

[Psi0 Major] Lightning Stroke: Each time you miss this round you may reroll (you are actually making new 2nd attacks)

[Psi6N minor] Sleep Bolt: +20 CPPs to give no save; affects one target

[Psi3 minor] Astral Construct I: Creates astral construct to fight for you.

[Psi6N Major] Reverse Magic: Casts reverse of spell, N=SL of spell (max = your level/2)

[Pri SL4] Remove Capital S Stun: Removes Capital S Stun

Dungeon071720 - Dungeon Level 18 (Yeah)

Room # 5

Training/Exercise/Practice - 40ft. long x 10ft. wide x 15ft. tall

pipe (large cask); wardrobe; still; bang, slam

Mobile Door (door moves around in dungeon) on the east wall leading to a 15ft. long x 25ft. wide x 20ft. tall hallway.

Sample Names: Cangana the strange Digi-- Wizard (Prototype); Vilvisurr the unpleasant Rainbow Tarantula (Burro)

Well-Camouflaged Arrows Trap; DL 18; Search DC 192 (Attack +306 melee, 100d4 Wis damage)

Fire that (causes/has/or is) Gravity - Varying

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Year 219,443gp

leaves (dry) & twigs

a pair of leggings, +2 AC, 0gp

Roseate Button: Free Pegasus Familiar; 324260gp

Beige Chapter book: Free Nature's Fists Feat: Resist Acid; Your arms

are encased in stone; +1d(2*LVL) Acid dmg w/ fists; Ignore Hardness; 324770gp

DL XVIII Macro-Tiny Cordovan Airplanes x(389) x[4]

|iAC| 3267, HD 9220, ihp 1.3E+6, BlahR 209% #Att 17, TH ÷ AC/Save DC by 342, i^11 dmg 659

Str 53, Dex 104, Con 64, Int 85, Wis 32, Chr 136, 2.5E+2kxp

Safety First (A being of your choice is Capital S Stun (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Psi45 Grand] Chemical Mimicry: Change your body to be of an TechL=SL chemical

[Psi9 minor] Resistance to Magic: CH*5% MR (adjust @ 12th casting level)

[Psi3 Grand] Improved Vigor: You gain 13 temporary hit points.

[Psi16 Ultra] Golem Form: Burning Man: Immune fire (and variants); Eldritch Fire Shield (100% dmg back); 1M: Fear (1 group)

[Psi-6N Major] Everhome: Your home plane is every plane; when this effect ends, your home plane = current plane

[Psi3 Super] True Telekinesis: Lift or move 500 lb./level at long range.

[Pri SL4] Rusting Grasp : Your touch corrodes iron and alloys.

[Wiz SL4] Stoneskin (2): 4+CL/2 stoneskins; they "leak"

[Wiz SL11] Prismatic Sphere 11: 9 Prismatic colors or 7 MultiPrismatic colors (may repeat colors in either mode)

[Pri SL9] Protection from Fire 9: Stop the next CL*32 fire dmg

[Psi6G Grand] Aid Deva: You lose 1 multiplier, target gains 1 multiplier

[Wiz SL5] Tenser's Transformation 5: +75% of max hp to current hp, +1 TH melee

Combat effects:

[Psi19 Grand] Energy Absorption: 1bM: Absorb up to CL HD of an energy attack, affects everyone in your group

[Wiz SL8] Power Word Kill 8: Kills a creature if current hp < 90 (no save)

[Wiz SL9] Temporal Stasis: Puts subject into suspended animation.

[Psi54 Ultra] Ice Animation: Summon a DL=SL Ice Elemental

[Wiz SL7] Death Spell 7: Slay 7d12 HD of creatures (save)

[Psi3½ minor] Strength of My Enemy: Siphon away your enemy's strength and grow stronger.

[Wiz SL12] Dispel Magic 12: Dispel 10 magic effects

[Wiz SL2] Wacky Ball 2 / Normal / ½ : Ld4 dmg normal element (save: ½) {1 group}

[Psi30 V] Solid Stun Blast: Astral stunning, x2 normal succ

[Pri SL7] Heal 7: Cure to 125% of max hp (max Heal 7 can cure at once = 1250 hp)

[Pri SL8] Conjure Greater Elemental: Conjures a 36 HD Elemental Lord (x2 being)

[Psi18 Grand] Scty: Metamorph Blockade: [permanent] Force Shapechange, no polymorph

Dungeon071720 - Dungeon Level 18 (Yeah)

Room # 6

Psionicist's Chamber/Lab - 15ft. long x 20ft. wide x 10ft. tall

bucket; pit (shallow); urine smell; misted

Undead Door (has a trapped spirit/ghost) on the east wall leading to a 5ft. long x 5ft. wide x 20ft. tall hallway.

Sample Names: Aylara the excessive Chimp Blitzkrieg (Taxi); Nekode the amazing Mammoth -ette (Snowshoes)

Fireball 12 Trap; DL 18; Search DC 183 (Wizard CL 36, no resistance)

Container (Barrel, Jar, Vase, etc.) that (causes/has/or is) Gate (to random plane) in room

(cannot be dispelled unless a x2 or higher being steps through from this side)

[x2] Room is permanently/continuously Disjunct (effect)ed, only creatures immune or bubbled against it can function here.

207,285gp

pole, broken (5')

a slicing knife, dagger, 10d35 (180), 300gp

Sword of the Humorous +8/+8 (Tasha's Uncontrollable Laughter brand), 117710gp

Carmine Bracers [AT+44] +677 AC/+440 Saves; 1M: SL/2 instances of Resist Cold/Ice; CL 76; SL 18; 154645gp

DL XVIII Large Dove-Grey Squirrels x(308) x[6]

iiiiAC 3264, HD 83, i^8 hp 10592, MR 267% #Att 10, TH ÷ AC/Save DC by 342, i^10 dmg 3247

Str 121, Dex 103, Con 122, Int 79, Wis 123, Chr 102, 2.5E+2kxp

Get The Fuck Out Of Here (A being of your choice is Obliterated(destroyed) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Psi45 Major] Reflection: MPIWReflection 5*SL%

[Psi23 minor] Obscuring Cloud: Blocks all forms of vision (inf,ult,x-r)

[Wiz SL6] Armor 6: +CL*12 current hp

[Psi6G Super] Wish: Wish (as spell), CL = 35

[Psi29 minor] Anti-Radiation Ray:

[Wiz SL8] Dust of Disappearance: Dust of Disappearance for 1 turn

[Psi45 Grand] Cosmic Awareness: Grand: Cosmic Awareness

[Pri SL6] Anti-Animal Shell:

[Psi16 Grand] Golem Form: Stone: Immune earth; set Str 22+LVL; 1V: Slow

[Wiz SL4] Globe of Invulnerability 4: Immune to spells with SL=0 to 3

[Pri SL9] Protection from Fire 9: Stop the next CL*32 fire dmg

[Psi2 minor] Awe: Won't attack caster (save); No save

Combat effects:

[Wiz SL7] Banishment : Force a creature or creatures back to its own plane.

[Psi10 Major] Kinetic Wall: Immobile wall that blocks missile and melee weapons; must spend 1V to pass

[Psi54 Major] Flame Animation: Summon a DL=SL Fire Elemental

[Pri SL8] Storm Of Vengeance: No spellcasting, lvd6 acid, 48d8 lightning, 3*lvld10 ice

[Pri SL9] Remove Curse 9: Cure 6 curse effects (reverse causes that many, save for each)

[Psi54 Ultra] Ice Control: Wall of Ice

[Psi3½ Major] Psionic Revivify: Return the dead to life before the psyche leaves the corpse.

[Pri SL5] Call Lightning 5: (CL+2)d12 lightning dmg (save:½) (halve the die type if not outside)

[Wiz SL7] Prismatic Wall 7: 7 Prismatic colors or 5 MultiPrismatic colors (may repeat colors in either mode)

[Psi3 Major] Cone of Sound: Sonic energy inflicts 5d4 sonic damage.

[Wiz SL11] Dispel Exhaustion 11: Restore 98% of dmg taken, get an Original Haste 11 for 1 round

[Psi45 minor] Zombie Animation: Animate a dead body as a Zombie with DL=SL

Dungeon071720 - Dungeon Level 18 (Holy Smokes)

Room # 7

Chapel - 50ft. long x 5ft. wide x 35ft. tall

bowl; thurible (incense); footsteps (receding); wind, strong, moaning

Bronze Door, Normal on the north wall leading to a 30ft. long x 15ft. wide x 20ft. tall hallway.

Sample Names: Naged the strange Mighty Brotherhood (Flute); Shinantra the uncaring Sister Nimbus (Turbo)

Contact Inertia Trap; DL 18; Search DC 192 (1800 idamage, no save)

Furnishings that (causes/has/or is) false wall

[x2] Ultraplanar beings cannot hear, see, or sense into this room unless they are actually there; Divine Intervention fails
249,406gp

torch

girth of protection, +2 AC, 2000gp

Lily-white Amulet [ATx3] +625 AC/+20 Saves; 1M: Casts any one 1st level Hero spell; CL 99; SL 18; 95405gp

Emerald Bracers [AT+26] +840 AC/+34 Saves; 1M: Casts any one X7 grand; CL 126; SL 18; 128270gp

DL XVIII Macro-Huge Ruby Buildings x(138) x[8]

iiiiAC 3253, HD 1.5E+5, iiihp 2.2E+7, XR 247% #Att 25, TH ÷ AC/Save DC by 342, iidmg 6491

Str 52, Dex 62, Con 119, Int 37, Wis 97, Chr 41, 2.5E+2kxp

Goddamn (A being of your choice is Capital B Blasted (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Wiz SL9] Chain Contingency : Like the contingency, but holds more spell

[Pri SL9] Spell Immunity 9: Be immune to 6 spells by name

[Psi15 minor] Add Breath Weapon [2nd]: Breath weapon is once per 3 rounds. Choose a normal (E=1) element. Breath = (CL+1)(

[Psi45 Grand] Force Field vs. Physical: -SL per physical attack

[Psi-3 Major] Shards Touch: Your shards touch deals 7d6 acid damage.

[Pri SL6] Protection from Fire 6: Stop the next CL*20 fire dmg

[Psi45 Major] Hyper-Invention: (12-SL)M: Create a TechL=SL*2-3 object (see [Q8], can have at most LVL of these objects)

[Wiz SL5] Improved Free Action: Immune Capital S Stun, Stop, Hold, Paralysis, Summoning Sickness; Hold P,V actions

[Psi100 Grand] Psionic Disruption: No psi powers (any freq.) can be used in 50'r

[Psi3½ minor] Biofeedback: Gain damage reduction 2/-.

[Pri SL8] Extra Group +2: The next spell you cast will affect +2 groups of monsters

[Psi-15 minor] Add Breath Weapon [1st]: Breath weapon is 3/d. Choose a normal (EE=1) element. Breath = 50% of current hp t

Combat effects:

[Psi-6E minor] Drain Life N: ½M, -1 current hp: Target takes N unholy negative vile grave dmg (no save); gain N hp (can go above

[Psi100 Major] Mental Surgery: 1=Dispel Exhaustion,5=Feeblemind,6=Cure Insanity

[Psi45 Ultra] Sonic Generation: SL*CL/2 Sound damage (no save) and SL/2 instances of deafness (save)

[Psi9 Ultra] Photon Kin.: Phaser Beam: 100*(CHd20) Light damage (no save/PsiR)

[Pri SL8] Finger of Death : Kills one subject.

[Wiz SL11] Reset Self:

[Psi-2 minor] Deflect: Deflect a melee attack; --

[Pri SL5] Animate Dead Monsters: Animates CL dead monsters

[Wiz SL6] Ray of Enfeeblement 6: -30 physical stat points (randomly distributed in packets of 5) (save per packet)

[Pri SL6] Summon Monster VI : Calls outsider to fight for you.

[Psi60 minor] Cure Light Wounds: Cure 1d8+LVL hp

[Psi2 Ultra] Public Access Key: Target's Truename is visual (!); Thoughts visible too

Dungeon071720 - Dungeon Level 18 (Holy Bag Of Smashed Assholes Batman)

Room # 8

Robing Room - 5ft. long x 40ft. wide x 35ft. tall

fireplace; couch; wind, strong, gusting; still, very chill

Trapped Door, Mechanical on the north wall leading to a 10ft. long x 5ft. wide x 15ft. tall hallway.

Sample Names: Ejnar the grim Battle Pirate (Tentacles); Mhaerthorn the holy Princess Punisher (Knife)

Deeper Vent Trap; DL 18; Search DC 183 (4500 idamage, no resistance)

Well that (causes/has/or is) Aging

[x2] Room is permanently/continuously *Cursed*ed, only creatures immune or bubbled against it can function here.

97,277gp

brazier

a spear, staff, 1d8 (4), 9gp

Bucknard's Everfull Purse, 11120gp

Armor: [x3/80/0/Nil] Hellbronze Full Plate of the Barbarians [base AC -3; +2 saves] +30/+17; +9 levels all Warrior classes; -9 level: can use and gets +2P actions per segment; +1 Opposing P action per segment; x3/x2 Slaying; 0,9/d: Wrench/Ejection; 0,9/d: Disp DL XVIII Macro-Tiny Roseate Mayonnaises x(235) x[6]

||AC|| 3245, HD 9222, ihp 2.5E+7, GR 223% #Att 2, TH ÷ AC/Save DC by 342, i^9 dmg 2603

Str 62, Dex 56, Con 117, Int 114, Wis 80, Chr 120, 2.5E+2kxp

Cool (A being of your choice is Multilated(destructed) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Wiz SL11] Symbol Of Wizardry: all that look at symbol have their spells reset

[Psi3½ Super] Apopsi: You delete target's psionic powers.

[Pri SL5] Summon Nature's Ally V : Summons a DL V animal (maintained)

[Pri SL5] Double Resist [E=2 eeement]: Pick an EE=2 eeement, you double resist it (1/4 dmg, 1/10 if make save) for 1 hour.

[Pri SL8] Regenerate 8: Regenerates 2 hp /s

[Wiz SL8] Permanency: ANY spell in the game can be made permanent.

[Psi54 minor] Force Field: CL*SL*2 hp ablative Force Field (vs. physical or energy attacks)

[Psi4 minor] AC *1.25: Your new AC = (old AC - 10) * 1.25 + 10

[Pri SL7] Protection from Death: Immune to slain and Slain

[Psi54 Major] Magic Shield: Stops SL/2 magical attacks on you

[Wiz SL3] Third Arm Growth: Grow an extra arm or leg [lose spell slot while running]

[Wiz SL11] Continuous (one spell is continuous):

Combat effects:

[Wiz SL7] Ray of Enfeeblement 7: -35 physical stat points (randomly distributed in packets of 5) (save per packet)

[Wiz SL12] Feeblemind 12: -60 mental stat points (randomly distributed in packets of 5) (save per packet)

[Wiz SL5] Prismatic Wall 5: 5 Prismatic colors or 3 MultiPrismatic colors (may repeat colors in either mode)

[Psi14 Major] (no name): Group gets a disease (PPD save)

[Wiz SL7] Cone of Cold 7: CLd14+CL cold dmg to a group (save:½)

[Psi--2 Ultra] Planetary Demolish: 1 idmg in any E=CL/6 element; 2 idmg; CL/3 instead

[Wiz SL10] Control Gravity: +- 1 G gravity per level in large area for 1t

[Pri SL6] Death's Door 6: Target (currently at negative hp) goes to 4 hp (can't go above max)

[Psi-1 minor] Resume Animation: Remove one instance of Paralysis, Stun, Hold, etc. on yourself

[Psi54 Ultra] Water Animation: Summon a DL=SL Water Elemental

[Pri SL5] Call Lightning 5: (CL+2)d12 lightning dmg (save:½) (halve the die type if not outside)

[Wiz SL8] Dispel Exhaustion 8: Restore 95% of dmg taken, get an Original Haste 8 for 1 round

Dungeon071720 - Dungeon Level 18 (Jumping Jesus On A Pogo Stick)

Room # 9

Meditation - 45ft. long x 35ft. wide x 10ft. tall

table (small); fireplace; updraft, strong; still

Trapped Door, Magic/Psi on the south wall leading to a 40ft. long x 15ft. wide x 20ft. tall hallway.

Sample Names: Castellan the psychotic Lion -jack (Foam); Erisan the magnificent Vector Mafia (Flaming)

Contact Heat / Warmth Trap; DL 18; Search DC 193 (17000 idamage, no save)

Door that (causes/has/or is) Directs

[x2] Room is permanently/continuously Annihilateded, only creatures immune or bubbled against it can function here.

271,681gp

metal file

an Escape Key, 0gp

Cobalt Talisman [AT+906] +576 AC/+440 Saves; 1M: 1M, 1/d: Build a TechL=SL Psi8 item; CL 106; SL 18; 253080gp

Mauve Bottle cap: All your Monster classes use the "set XP

table"(3kxp at 2nd, doubles til 9th,600kxp at 10th,+300kxp per level afterward).; 324560gp

DL XVIII Macro-Huge Hazel Rats x(215) x[5]

|iAC| 3251, HD 1.5E+5, i^6 hp 2.1E+7, TR 230% #Att 30, TH ÷ AC/Save DC by 342, iiddmg 662

Str 85, Dex 76, Con 79, Int 130, Wis 42, Chr 74, 2.5E+2kxp

W00T (A being of your choice is Fatalitied(humiliate) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Pri SL4] Protection from Fire 4: Stop the next CL*12 fire dmg

[Psi45 minor] Resist: Vampirism: SL/3 (round down) instances of Resist necromancy, energy and stat drains

[Psi81 minor] Life Support, Resist Vacuum: Resist Vacuum and High Pressure

[Wiz SL3] Third Arm Growth: Grow an extra arm or leg [lose spell slot while running]

[Psi12L Major] Strength of One: Strength of One (TM 71)

[Wiz SL2] Resist Elements: -12 dmg/r from 1 of: acid/cold/lightning/fire/sound {Touch, 1 creature}

[Psi23 Major] Dust Cloud: Very dry cloud of degeneration

[Psi-6N Major] Nature's Cloak: +CL*10 Rogue points; Any Level=CL/2 (or less) Rogue pick

[Psi45 Grand] Ionization: Lightning shield (xSL/10 damage back)

[Psi45 Ultra] Ionization: Lightning shield (xSL/10 damage back)

[Pri SL2] Protection from Fire 2: Stop the next CL*4 fire dmg

[Psi7 Grand] (no name): Immunity to death or slay effects

Combat effects:

[Wiz SL3] Immediate Monster Summoning III: Summons a DL I monster without summoning sickness

[Psi5 minor] Modify Reality (least): Duplicate 1st-3rd level Alteration spell

[Psi6E Major] Gaze of Ice: Save (for damage) or petrified to ice

[Psi2 Ultra] Cellular Heal/Harm: X targets: Heal/Harm X% of max; X*2% of max

[Psi3 Major] Time Hop: Subject hops forward in time 3d6 rounds.

[Psi30 Grand] Mob Rush: Control Movement Blast

[Wiz SL11] Immediate Monster Summoning XI: Summons a DL IX monster without summoning sickness

[Wiz SL12] Monster Swarm Summoning XII: Summons CL/16 (round down) DL XI monsters

[Wiz SL2] Hypnotic Pattern (1): 24 HD looking at pattern are Hypnotized

[Pri SL8] Summon Nature's Ally VIII : Calls creature to fight.

[Psi-2 Major] Acidify: (level)d6 acid dmg (save:½); (2*level)d6 acid damage

[Psi3½ minor] Energy Stun: Deal 1d6 damage and stun target if it fails both saves.

Dungeon071720 - Dungeon Level 18 (Big Whoop)

Room # 10

Kitchen - 15ft. long x 25ft. wide x 45ft. tall

pool; fountain; hooting; whining

Trapped Door, Mechanical on the east wall leading to a 45ft. long x 10ft. wide x 25ft. tall hallway.

Sample Names: Myristyl the handsome Phantom -stroke (Battleaxe); Melesca the ugly Teenage League (Spatula)

Unchangeable Reality Trap; DL 18; Search DC 182 (Psionicist CL 36, no resistance)

Force Field that (causes/has/or is) Invisible

[x2] Room is permanently/continuously Annihilated, only creatures immune or bubbled against it can function here.

194,260gp

prism

a football, +3 AC, 1500gp

Plummy Coasters: Free Rogue Pick Feat: Get an "Any Rogue 1" pick; 324550gp

Rian's Spinal Cord: +25 to Con; 1V: As detect evil but without

concentration and you see strength of auras immediately.; CL 92; SL 18; 324450gp

DL XVIII Macro-Small Slate Jumpers x(132) x[8]

iiAC 3266, HD 18450, iihp 2.7E+6, CR 265% #Att 6, TH ÷ AC/Save DC by 342, i^8 dmg 9737

Str 75, Dex 65, Con 124, Int 119, Wis 95, Chr 106, 2.5E+2kxp

Stank You (A being of your choice is Immune (can't drop) Hastes (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Psi0 Grand] Shock Treatment: Immune Lightning; 1 POP, 1V: Deal KiL damage to one target (save: ½)

[Psi-3 Super] Astral Destruct IX: Astral destruct fights for you.

[Wiz SL8] Prismatic Sphere 8: 6 Prismatic colors or 4 MultiPrismatic colors (may repeat colors in either mode)

[Psi4 V] hp *3: Multiply hp by 3

[Wiz SL2] Globe of Invulnerability 2: Immune to spells with SL=0 to 1

[Wiz SL3] Globe of Invulnerability 3: Immune to spells with SL=0 to 2

[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 SL9] Goodberry 9: Creates 36 goodberries

[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] Armor 10: +CL*20 current hp

[Pri SL1] Protection from Fire 1: Stop the next CL*2 fire dmg

[Psi2 Major] Subjective Reality: Immune to 1 specific type of effect; Can change /r

Combat effects:

[Wiz SL7] Power Word Stun 7: Stuns a creature if current hp < 160 (no save)

[Psi-5 Grand] Spectrify: Target gets -CL each to Str, Dex, and Con (save for each point)

[Psi0 Grand] Fireball: KiLd6 dmg, KiL' radius (fire damage) (save:½, if made save again for 0)

[Psi54 Major] Phobia: Fear (SL saves)

[Pri SL8] Death's Door 8: Target (currently at negative hp) goes to 16 hp (can't go above max)

[Wiz SL2] Shatter: Object(s) destroyed (save vs. crushing blow) {1 group}

[Psi-6G minor] Avenge: Choose a target, you deal double weapon damage to that target this combat

[Wiz SL2] Fireball 2: CLd4 fire dmg to a group (save:½)

[Pri SL7] Treat Caused Wounds: Cure 70% of max hp

[Psi100 minor] Automaton: Animate CL objects as DL I Golems (count as your summon)

[Psi--2 Ultra] Change Reality: Change Reality (any Psi grand); Double CL effect

[Psi3 Major] Dismissal: Forces a creature to return to a native plane.

Dungeon071720 - Dungeon Level 18 (Fo' Sho')

Room # 11

Nest (animal) - 30ft. long x 40ft. wide x 5ft. tall

caldron; dish; steamy near ceiling; smoky

Locked Door, Mechanical on the north wall leading to a 20ft. long x 25ft. wide x 15ft. tall hallway.

Sample Names: Lhurdas the dreadful Electra- Villain (Burro); Zordral the wonderful Dog Conglomerate (Boomerang)

Inhaled Fungus/Seaweed Trap; DL 18; Search DC 191 (2100 idamage, no save)

Container (Barrel, Jar, Vase, etc.) that (causes/has/or is) Gaseous

[x2] Ultraplanar beings cannot smell, see, or sense into this room unless they are actually there; Divine Intervention fails

298,359gp

bloodstain

Overseer Sword, sword, 1d1 (1), 500gp

Armor: [x2] Black Armor of Nagash [base AC 0, non-bulky] +20/+11; auto make saves vs. spells, 258740gp

Garnet Cork: +1 Player Pick Slots; 324200gp

DL XVIII Titanic Ebony Craftsmans x(103) x[7]

i^5 AC 3242, HD 1164, ihp 1.7E+5, PR 195% #Att 20, TH ÷ AC/Save DC by 342, iiddmg 9727

Str 78, Dex 48, Con 30, Int 82, Wis 49, Chr 127, 2.5E+2kxp

Oh Baby (Deflect a being of your choice's segment of actions (can't be dispelled).)

Prepared effects:

[Wiz SL3] Prismatic Sphere 3: 1 Prismatic color

[Psi16 Major] Golem Form: Metagolem: Immune lightning; 1M: Fireball; 1M: Major Missile

[Wiz SL4] Evard's Black Tentacles : 1d4 +1/level tentacles grapple randomly within 15 ft.

[Wiz SL3] Haste: +1 P, +1V to one group

[Pri SL3] Resist [E=3 element]: Pick an E=3 element, you resist it for 1 hour.

[Psi6G Major] Clear Mind: Can see through any x1 illusion/disappearance/etc.

[Pri SL6] Resist [E=6 element]: Pick an E=6 element, you resist it for 1 hour.

[Psi16 Grand] Golem Form: Magic: MArmoring LVL*10; Disenchant any magical effect you touch; 1M: Wild Surge

[Psi-9 Major] Molecular Maintainer: Resist Disruption; Immune Disintegration

[Wiz SL9] Elemental Aura : Element Protect from one element, it's plane, and it's creatures

[Psi6E Grand] Immunity III: Immune:lightning/acid, +2 weapon to hit

[Pri SL6] Goodberry 6: Creates 24 goodberries

Combat effects:

[Psi45 Major] Weakness Creation: Add SL/2 instances of a Vulnerability to something (medium scale: a school, an element, etc.)

[Wiz SL5] Fireball 5: CLd10 fire dmg to a group (save:½)

[Pri SL7] Dispel Evil 7: Dispel 3 evil targets (can target the same thing more than once) (save)

[Psi30 Grand] Mana Bolt: Astral damage

[Pri SL7] Resist Fire/Resist Cold 7: Take -75% dmg vs. fire or cold

[Psi6N Grand] Mental Ball 8: 80'r; take 8*level*(# of freq.) damage; no save

[Pri SL8] Flame Strike 8: CLd14 holy fire dmg (save:½)

[Psi-1 minor] Reverse ESP: 0, 1/r: Target hears your thoughts and must save or insane.

[Wiz SL2] Wacky Ball 2 / Normal / ½ : Ld4 dmg normal element (save: ½) {1 group}

[Wiz SL9] Imprisonment: Entombs subject beneath the earth

[Wiz SL8] Maze : Victim trapped inside some maze, getting out depends on intelligence

[Wiz SL3] Suggestion: Compels subject to follow stated course of action.

Dungeon071720 - Dungeon Level 18 (Bfd)

Room # 12

Psionicist's Chamber/Lab - 45ft. long x 20ft. wide x 35ft. tall

Chimney; stuffed animal; chlorine smell; bellow (ing)

Membrane Portal on the north wall leading to a 40ft. long x 15ft. wide x 10ft. tall hallway.

Sample Names: Olica the fearless Crimson Friend (Motorcycle); Raumathar the sophisticated Tattered Squad (Gravity)

Ingested Holy {incl. Eldritch / Unholy} Trap; DL 18; Search DC 190 (700 Cml damage, no save)

Ceiling that (causes/has/or is) Combination lock

[x2] Room is permanently/continuously Charmed, only creatures immune or bubbled against it can function here.

22,295gp

pick handle

Assassin's AB Roller 2000, 500gp

Sapphire Clock: Free Warhol's Tin Can Familiar; 324400gp

Plummy Shield [AT+448] +484 AC/+24 Saves; 1M: CHd4 damage poison in fingernails (save); CL 141; SL 18; 137065gp

DL XVIII Medium Magenta Sycamores x(371) x[5]

|iiAC| 3264, HD 43, iiihp 5280, WR 245% #Att 32, TH ÷ AC/Save DC by 342, i^7 dmg 1313

Str 79, Dex 57, Con 108, Int 52, Wis 125, Chr 111, 2.5E+2kxp

Already (Immune to an entire segment's worth of actions (can't be dispelled).)

Prepared effects:

[Psi54 Major] Truesight: Minor: Detect Invis./Illusion; Major: True Seeing; Grand: Cosmic Awareness

[Pri SL6] Spell Immunity 6: Be immune to 3 spells by name

[Pri SL4] Dimensional Anchor : Bars extradimensional movement.

[Psi54 Ultra] Molecular Chameleon: Polymorph your body into an unusual material that you're touching (max S factor = SL)

[Psi15 minor] Add Breath Weapon [1st]: Breath weapon is 3/d. Choose a normal (E=1) element. Breath = 50% of current hp tota

[Psi6G V] Ultimate Lore: You gain x3 multiplier but are noticeable to other deities on same plane

[Psi45 Ultra] Electrical Control: SL/2 (round down) instances of Resist lightning; +SL*10% damage with lightning effects

[Pri SL3] Negative Plane Protection: Stops one negative energy attack

[Pri SL8] Forever Minions: All dead in area raise as zombies in 1r; spell is permanent

[Wiz SL5] Animate Dead : Creates undead skeletons and zombies.

[Psi45 Grand] Resist: Power Manipulation: SL/3 (round down) instances of Resist disenchantment

[Pri SL5] Antiplant Shell: Keeps out plants

Combat effects:

[Wiz SL8] Fireball 8: CLd16 fire dmg to a group (save:½)

[Wiz SL5] Ray of Enfeeblement 5: -25 physical stat points (randomly distributed in packets of 5) (save per packet)

[Psi30 Grand] Death Beam: Necromantic damage

[Pri SL9] True Resurrection : As resurrection, plus remains aren't needed.

[Psi29 minor] Cause Serious Wounds:

[Pri SL6] Dispel Evil 6: Dispel 2 evil targets (can target the same thing more than once) (save)

[Psi3 minor] Suggestion: Compels subject to follow suggested action.

[Psi2 Major] Metamorphosis: Polymorph Self(even to object); Max 3*caster's mass

[Wiz SL11] Unlimited Wish:

[Psi72 minor] Mind Control: Control V actions (Will save), P actions (Will save at +5), or M actions (Will save at +10)

[Pri SL5] Conjure/Dismiss Normal Elemental: Summons or dismisses a Normal Elemental

[Pri SL5] Wall of Stone : 20 hp/four levels; can be shaped.

Dungeon071720 - Dungeon Level 19 (Yikes)

Room # 1

Stable - 40ft. long x 30ft. wide x 40ft. tall

Floors of Fire; chute; ringing; thud

Glass Door (transparent) (shatters if opened) on the west wall leading to a 25ft. long x 20ft. wide x 20ft. tall hallway.

Sample Names: Rillifane the obscene Mister Rage (Dagger); Esma the amoral Doom Marauder (Foam)

Ingested Rainbow Silver Trap; DL 19; Search DC 195 (3000 idamage, no save)

Arch that (causes/has/or is) Monster Generator: Humanoid (summons a Humanoid every segment)

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Mont 22,918gp

lantern

a small key, 0gp

Amber Scarab [AT+1303] +32 AC/+31 Saves; 1V: 1bM: Troll regen 1/10 of max hp (round down)

/s; Immune to Put Out of Misery / Coup de Grace; CL 103; SL 19; 183055gp

Scroll of Pro. from Elementals, 19320gp

DL XIX Titanic Lily-White Trombones x(453) x[8]

|iAC| 3638, HD 1227, lifep 1.9E+5, BlahR 203% #Att 21, TH ÷ AC/Save DC by 380, i^9 dmg 726

Str 41, Dex 62, Con 49, Int 78, Wis 119, Chr 93, 3.2E+2kxp

Fuck Me In The Ass With No Vaseline (A being of your choice is Wiped Out(destructed) (doesn't target, no resist, can't be dispell

Prepared effects:

[Psi54 Grand] Flame Immunity: SL/2 instances of Resist Fire

[Psi45 Grand] Resist: Mental: SL/2 (round down) instances of Resist mental attacks

[Pri SL9] Duplicate Mechanism: duplicate a technology item

[Psi1 Major] Body Control: Water Breathing, Resist environment 1 HD/level

[Psi45 Major] Illusory Duplication: Mirror Image (SL images)

[Psi54 minor] Invisibility: Minor: Invisibility; Major: Improved Invisibility; Grand: Dust of Disappearance

[Psi3 Major] Energy Barrier: You convert energy attacks to harmless light.

[Wiz SL8] Globe of Invulnerability 8: Immune to spells with SL=0 to 7

[Pri SL3] Resist [E=3 element]: Pick an E=3 element, you resist it for 1 hour.

[Wiz SL1] Armor : AC6 until 8+1/level points of damage had been sustained by subject

[Psi1 Major] Pass-Way: Can pass through any material or Wall spell (no harm)

[Psi4 Grand] hp *2: Multiply hp by 2

Combat effects:

[Wiz SL12] Death Spell 12: Slay 12d12 HD of creatures (save)

[Psi45 minor] Magic Domination: Control M Actions (SL/2 saves)

[Pri SL8] Shooting Stars: All enemies within 120' take 6d10+192 (no save) (fire+lightning)

[Psi30 Ultra] Mob Mind: Control Thoughts Blast (yuck!)

[Wiz SL6] Ray of Enfeeblement 6: -30 physical stat points (randomly distributed in packets of 5) (save per packet)

[Pri SL4] Creeping Doom 4: 160 insect dmg

[Wiz SL10] Control Gravity: +- 1 G gravity per level in large area for 1t

[Wiz SL10] Dispel Exhaustion 10: Restore 97% of dmg taken, get an Original Haste 10 for 1 round

[Wiz SL11] Reset Self:

[Psi-17 Major] (no name): Teleport Other Away

[Wiz SL7] Monster Swarm Summoning VII: Summons CL*1.5 (round down) DL VI monsters

[Wiz SL9] Death Spell 9: Slay 9d12 HD of creatures (save)

Dungeon071720 - Dungeon Level 19 (Yer)

Room # 2

Entry/Vestibule - 30ft. long x 35ft. wide x 20ft. tall

font; rod, mixing/stirring; cold current; drumming

Secret Door on the north wall leading to a 20ft. long x 5ft. wide x 5ft. tall hallway.

Sample Names: Cylethor the fraudulent Aqua- Hawk (Gel); Beornhelm the amphibious Dog Soarer (Rollerblades)

Water-Filled Pit Trap; DL 19; Search DC 191 (20 idamage, no resistance)

Pool that (causes/has/or is) Gate (to random plane) in room (can be dispelled, or closed by a x1 or higher being passing through from this side)

[x2] Immortals cannot feel, smell, or sense into this room unless they are actually there; Divine Intervention fails

154,477gp

water, small puddle

a Golden Bracer, +5 AC, 685gp

Rose-coloured Horn: Free Shadowhawk Familiar; 361800gp

Jewel Encrusted Crown of the Fallen Star [0,+15]; +5 to Infravision; Resist

Mana; When activated, it detects magical objects on the current panel, 804620gp

DL XIX Macro-Titanic Copper Tents x(350) x[8]

iiiiAC 3619, HD 1.2E+6, i^6 hp 2.0E+8, MR 260% #Att 25, TH ÷ AC/Save DC by 380, i^12 dmg 10847

Str 58, Dex 135, Con 88, Int 108, Wis 84, Chr 46, 3.2E+2kxp

Bfd (A being of your choice is Skinned(intrude) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Pri SL3] Protection from Elements : Absorb 12 damage/level from one kind of energy.

[Psi54 Grand] Poison Touch: Your next attack is poisonous (Death or (SL-1)*10 dmg if they make the save)

[Wiz SL3] Blink (DM): 0, 1/r: Blink; The location is not random (caster has control). If you blink away after meleeing with a creati

[Psi-12L Major] Globe of Low Resistance: Immune to SL 0-2 (all types), Resist SL 3-4 (all types)

[Psi3½ Grand] Breath of the Black Dragon: Breathe acid for 11d6 damage.

[Wiz SL7] First Level Magic-User Spells (DM1): Cast any four 1st level Wizard spells simultaneously when it is cast.

[Pri SL8] Regenerate 8: Regenerates 2 hp /s

[Psi45 Ultra] Plasma Control: SL/2 (round down) instances of Resist plasma; +SL*10% damage with plasma effects

[Pri SL5] Protection from Lightning 5: Stop the next CL*16 lightning dmg

[Wiz SL10] Nazzar's Nullification: Creates a DMZ (Dispel Magic Zone)

[Wiz SL9] Prismatic Sphere 9: 7 Prismatic colors or 5 MultiPrismatic colors (may repeat colors in either mode)

[Wiz SL10] Prismatic Sphere 10: 8 Prismatic colors or 6 MultiPrismatic colors (may repeat colors in either mode)

Combat effects:

[Pri SL8] UltraCureAll: As Cureall but full set of phantom hit points.

[Psi45 minor] Magic Domination: Control M Actions (SL/2 saves)

[Psi9 Grand] Photon Kin.: Laser Beam: 10*(CHd8) Light damage (save)

[Psi18 Grand] Mass Heal: LVL targets: Heal

[Psi45 Grand] Radiowave Generation: SL*CL/2 Radiowave damage (1 group, no save, the effect can go through a SL' wall)

[Psi6G Major] Whispy Stuff: White fog 20' r; evil that enters are Blinded (save /s) and Numbed (save /s)

[Pri SL4] Lesser Planar Ally : Summons a DL IV outer-planar (payment determines duration)

[Psi29 Grand] Air Bolt LVLd12:

[Wiz SL3] Lightning Bolt 3: CLd6 lightning dmg to a group (save:½)

[Psi54 Grand] Damage Transference: Cell Adjustment CL*SL*2 hp

[Wiz SL5] Wall of Iron : 30 hp/four levels; can topple onto foes.

[Pri SL8] Implosion/Inversion: Each round for 1t, caster can implode 1 target (save -4)

Dungeon071720 - Dungeon Level 19 (W00T)

Room # 3

Psionist's Chamber/Lab - 15ft. long x 20ft. wide x 40ft. tall

candelabrum; stool, normal; knocking; shuffling

Golem Door (it's a Golem creature) on the east wall leading to a 10ft. long x 10ft. wide x 20ft. tall hallway.

Sample Names: Narishna the charismatic Cyber- Cow (Lucky Rabbit's Foot); Jilran the noxious Master Barbarian (Zebra)

Inhaled Void Trap; DL 19; Search DC 204 (1800 idamage, no resistance)

Well that (causes/has/or is) Combination lock

[x2] Room is permanently/continuously Blinded, only creatures immune or bubbled against it can function here.

206,532gp

rotten egg

tartan sign, 0gp

Primrose Scarab [AT+1095] +22 AC/+26 Saves; 1M: Inertial Beam (Barrier); CL 98; SL 19; 154815gp

Rian's Latissimus dorsi muscle: +40 to Chr; 1M: Cast a CSL=1 Villain spell.; CL 150; SL 19; 361420gp

DL XIX Diminutive Ultramarine Forms x(289) x[4]

iiAC 3632, HD 20, iihp 752, WR 206% #Att 9, TH ÷ AC/Save DC by 380, i^8 dmg 4344

Str 45, Dex 112, Con 95, Int 94, Wis 64, Chr 53, 3.2E+2kxp

What In Hell (A being of your choice is Imprisoned (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Wiz SL7] First Level Magic-User Spells (DM1): Cast any four 1st level Wizard spells simultaneously when it is cast.

[Wiz SL4] Prismatic Sphere 4: 2 Prismatic colors

[Psi81 minor] Regeneration: Regenerate CL hp/s

[Psi9 Ultra] Null Void: Null Innates: Caster immune to and cannot use innates

[Psi-12L Major] See Through: See through Dust of Disappearance & Mirage Arcana effects

[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).

[Psi6E Major] Psi-Trap: Holds one power in area for triggering

[Wiz SL11] Continuous (one spell is continuous):

[Psi1 Ultra] Energy Dampen: Permanent Energy Cancel on self or 100'cu area

[Pri SL4] Double Resist [E=3 element]: Pick an E=3 element, you double resist it (1/4 dmg, 1/10 if make save) for 1 hour.

[Pri SL8] Protection from Lightning 8: Stop the next CL*28 lightning dmg

[Psi29 Major] Protection (random scroll):

Combat effects:

[Psi2 Major] Domination: Get control of all actions; Maintenance halved

[Psi3½ Major] Time Hop: Subject hops forward in time 1 round/level.

[Wiz SL10] Wulf's Rectification: Sends 1d4+1 targets to home plane (no save, -20% MR/iMR)

[Pri SL3] Put Out of Misery: Target being at negative hp that would die if unattended is slain (no save)

[Psi19 Grand] Lightning: 1M: Shoots lightning from fingertips, LVLD10 dmg (no save, no PsiR, no immune psi)

[Pri SL9] Heal 9: Cure to 175% of max hp (max Heal 9 can cure at once = 1750 hp)

[Psi27 Grand] Imprisonment/Freedom: Imprisonment (as spell) or its reverse

[Psi-9 Ultra] Nightmare: Improver Beam: +CH/6 to being's multiplier (will be Set in 1r)

[Psi-12L Major] Choose Summoning V: Monster Summoning using ML V chart, you pick the result

[Pri SL8] Remove Curse 8: Cure 5 curse effects (reverse causes that many, save for each)

[Psi81 Major] Force Wall: Solid Wall of Force

[Pri SL8] Mass Heal : As heal, but with several subjects.

Dungeon071720 - Dungeon Level 19 (Yo)

Room # 4

Dormitory - 45ft. long x 5ft. wide x 45ft. tall

sack; Bridge, Stone; wind, strong; giggling (faint)

Undead Door (has a trapped spirit/ghost) on the east wall leading to a 30ft. long x 5ft. wide x 5ft. tall hallway.

Sample Names: Themrin the wonderful Thunder Valkyrie (Zamboni); Senia the amphibious Black Scavenger (Truncheon)

Tripping Jaws Trap; DL 19; Search DC 193 (Attack +209 ranged, 110d2 idamage)

Stairway that (causes/has/or is) Enrages

[x2] Room is permanently/continuously **Cursed** (Ancient Foul Cursed)ed, only creatures immune or bubbled against it can fu
292,690gp

coat

a military bunkbed, 0gp

Rian's Coracobrachialis muscle: +11 to LVL; 1F: Clone (as spell) ; CL 103; SL 19; 362060gp

Chestnut Rope [18d10] +1156 Th/+24 dmg 20+/x11; 1M: CLxCL mental dmg

in 3 lines (Reflex:½); C-align x2 dmg; CL 114; SL 19, 215397gp

DL XIX Macro-Tiny Cordovan Swings x(376) x[5]

iiiiAC 3647, HD 9732, i^6 hp 1.5E+6, PR 215% #Att 24, TH ÷ AC/Save DC by 380, iiiidmg 7221

Str 36, Dex 112, Con 35, Int 126, Wis 38, Chr 58, 3.2E+2kxp

Gtfo (A being of your choice is Wasted(high) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Wiz SL2] Protection from Paralysis: Immune to paralysis, slow, hold {Touch, 1 creature}

[Psi16 Grand] Golem Form: Mithral: Immune innates; +1Q0 action /r

[Pri SL9] Shapechange : Transforms you into any creature, and change forms once per round.

[Wiz SL2] Mirror Image (3): Creates 1d4+L/3 images of yourself {self only}

[Pri SL7] Repulsion : Creatures can't approach you.

[Psi6G Major] Clear Mind: Can see through any x1 illusion/disappearance/etc.

[Psi16 Ultra] Golem Form: Hammer: Immune magic; +4d6 dmg per physical attack

[Pri SL6] Spell Immunity 6: Be immune to 3 spells by name

[Psi16 Grand] Construct Psi16 Item 4: Create a Psi16 item (see next page) of TechL=CL, each 4 TechL takes 1S action

[Wiz SL8] Anti-Magic Shell 8: Anti-Magic of SL 0 to 7

[Psi100 Major] Controlled Blinking: Blink CL' each segment

[Psi81 Ultra] Growth 11: +4 size; +8 Str; +8*CL max hp

Combat effects:

[Psi29 Grand] Air Bolt LVLd12:

[Pri SL6] Treat Harmful Wounds: Cure 60% of max hp

[Pri SL6] Flame Strike 6: CLd10 holy fire dmg (save:½)

[Wiz SL12] Power Word Kill 12: Kills a creature if current hp < 210 (no save)

[Wiz SL12] Ray of Enfeeblement 12: -60 physical stat points (randomly distributed in packets of 5) (save per packet)

[Psi10 Grand] Summon Fire Elemental: Summons a 12 HD Fire Elemental, or gain control of someone's Fire Ele.

[Psi45 Ultra] Control: 1bM: Redirect an effect (caster makes SL/4 saves)

[Psi30 Ultra] Earth Blast: Ele.Earth damage,Con resist

[Psi18 minor] Heal and Regrowth: 1 target: Regenerate; heal LVL*LVL hp

[Wiz SL6] Wacky Ball 6 / Normal / ½: Ld12, save: ½

[Psi30 Grand] Bind: Stopped & -½ Str/succ

[Wiz SL5] Telekinesis : Lifts or moves 25 lb./level at long range.

Dungeon071720 - Dungeon Level 19 (Not On My Life)

Room # 5

Game Room - 5ft. long x 50ft. wide x 25ft. tall

Walls of Bone; closet (wardrobe); creaking; thud

Water Lock Door (holds back a lot of water) on the south wall leading to a 20ft. long x 5ft. wide x 5ft. tall hallway.

Sample Names: Laelithar the courteous Water Quasar (Chemical); Lilaea the scowling Slug Tornado (Thiotimoline)

Reset (Self or Other) Trap; DL 19; Search DC 200 (Wizard CL 38, no resistance)

Dome that (causes/has/or is) Gate (to random plane) in room (can be dispelled, or closed by a x1 or higher being passing through from this side)

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Turn 12,437gp

leaf-oak

a club, mace, 1d7 (4), 22gp

Bottle green Armor, Light [AT++39] +901 AC/+35 Saves; 1P: SL/2 (round down) instances

of Resist vibration; +SL*10% damage with vibration effects; CL 90; SL 19; 309340gp

Clear Crossbow, hand [12d10] +360 Th/+784 dmg 11+/x3; 1Z: Pick a 350' radius area,

next segment, all in area take CL^3 vile dmg (no resistance); CL 86; SL 19, 205090gp

DL XIX Gargantuan Red Docks x(500) x[5]

i^7 AC 3645, HD 306, i^7 hp 48256, MR 231% #Att 25, TH ÷ AC/Save DC by 380, iiiidmg 730

Str 128, Dex 49, Con 114, Int 30, Wis 104, Chr 64, 3.2E+2kxp

Jeez Louise (A being of your choice is Knockback(destructed) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Pri SL10] Goodberry 10: Creates 40 goodberries

[Psi-9 Major] Self-Transformer: Polymorph Self

[Psi10 minor] Pain Erase: Target heals 25% of damage taken; Take only 75% of damage received

[Pri SL6] No Save: The next spell you cast does not have a saving throw

[Psi23 minor] Obscuring Cloud: Blocks all forms of vision (inf,ult,x-r)

[Psi45 Major] Body Resistance: Physical attacks that do less than SL*2 dmg to you do nothing

[Pri SL2] Protection from Fire 2: Stop the next CL*4 fire dmg

[Pri SL8] Goodberry 8: Creates 32 goodberries

[Psi-3 Grand] Breath of the Drake: Breath water for 11d4 damage.

[Pri SL1] Cantrip: Can cast 1 orison (Pri 0) per round as a Z action

[Psi-12C Super] Cthulhoid Swarm VIII: Summon CL*9 Monsters using ML VIII "Weird" chart (random)

[Pri SL9] Resist Fire/Resist Cold 9: Take -85% dmg vs. fire or cold

Combat effects:

[Pri SL6] Dispel Magic 6: Dispel 4 magic effects

[Psi--2 minor] Cell Arrangement: cures 5*N% of max hp (max N=CL*5+35); Half cost in PSPs

[Psi10 minor] Beam of Light: Line of Blindness (all in area save vs. spell or blinded)

[Pri SL5] Wall of Stone : 20 hp/four levels; can be shaped.

[Wiz SL11] Negation Blast: all x1 items within 30 yards turn off for 1t

[Pri SL9] Dispel Evil 9: Dispel 5 evil targets (can target the same thing more than once) (save)

[Pri SL8] Creeping Doom 8: (1d5+7)*120 insect dmg

[Psi6E Major] Telekinesis: Maintenance cost=Initial/10 per round

[Wiz SL11] Time Stop 11: Stops time for 1d6 rounds

[Psi10 Grand] Summon Fire Elemental: Summons a 12 HD Fire Elemental, or gain control of someone's Fire Ele.

[Wiz SL4] Dispel Exhaustion 4: Restore 50% of dmg taken, get an Original Haste 4 for 1 round

[Pri SL4] Cure Wounds 4: Cures 10d8 hp (can take offer of 6 per die -> 60 hp)

Dungeon071720 - Dungeon Level 19 (Mother Of God)

Room # 6

Stable - 45ft. long x 35ft. wide x 15ft. tall

chime(s); Walls of Bone; smoky; drumming

Void Door (cannot see through doorway) on the west wall leading to a 30ft. long x 5ft. wide x 15ft. tall hallway.

Sample Names: Mirdle the strange Machine Doom (Arrows); Maro the infernal Time -wave (Unobtainium)

Inhaled Vibration Trap; DL 19; Search DC 196 (1800 idamage, DC 209 RSW save for half)

Fire that (causes/has/or is) Monster Generator: Dragon (summons a Dragon every segment)

[x2] Room is permanently/continuously Annihilated, only creatures immune or bubbled against it can function here.

111,669gp

torn sack

a vacuum, 0gp

Flesh-coloured Carrots: +10 level(s) of exceptional Wis; 361430gp

Chartreuse Girdle [AT+32] x9 AC/+19 Saves; 1P: -SL per physical attack; CL 115; SL 19; 104725gp

DL XIX Mega-Diminutive Clear Indonesias x(169) x[4]

iiiAC 3616, HD 5.0E+6, i¹⁰ hp 7.6E+8, CR 258% #Att 2, TH ÷ AC/Save DC by 380, i¹¹ dmg 3625

Str 138, Dex 47, Con 91, Int 83, Wis 59, Chr 77, 3.2E+2kxp

Damn It (A being of your choice is Clone-Insane (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Wiz SL9] Original Stoneskin 9: Block the next 6 P actions of attacks

[Psi4 V] To Hit *3: Multiply your to hit rolls by 3, you autohit on natural 21-3 or better (Minor is 19).

[Wiz SL10] Transform Dweomer: Shapechange permanently, to creature or object

[Psi9 minor] Poison Fangs: CHd6 damage poison in mouth (save)

[Psi--2 minor] Deflection: [pick R,M,P,I] Deflection CL*5%; pick 2, or Reflection on 1

[Psi29 Major] Anti-Psionic Ray:

[Pri SL1] Resist Fire/Resist Cold 1: Take -45% dmg vs. fire or cold

[Psi6N Grand] Null Field 4: All spells of SL 4 or higher don't work in 100'r

[Wiz SL12] Sixth Level Magic-User Spells (DM2): Can cast one 6th Level Wizard spell per round as Z action

[Psi1 Ultra] Hero Element: Casts any one 1st level Hero spell

[Psi4 minor] Ability Score *1.25: Choose one ability score. New score = (old score - 10) * 1.25 + 10

[Psi2 minor] Blink: Blink; Blink Wounding 1/r

Combat effects:

[Wiz SL6] Dispel Magic 6: Dispel 4 magic effects

[Wiz SL11] Mental Loss: target loses 1M action for 1t

[Wiz SL6] Cone of Cold 6: CLd12+CL cold dmg to a group (save:½)

[Pri SL7] Flame Strike 7: CLd12 holy fire dmg (save:½)

[Pri SL5] Limited Cureall: Cureall, target must Fort save vs. # hp down (+10 per other effect)

[Psi3½ Major] Control Body: Take rudimentary control of your foe's limbs.

[Pri SL6] Summon Nature's Ally VI : Calls creature to fight.

[Pri SL1] Cause Fear: Fear (save), max 6 HD {1 creature}

[Psi45 Ultra] Vibration: SL*CL Vibration damage (1 group, no save)

[Psi6E minor] Cause Moderate Wounds: Does 2d8+1 damage by touch (no save)

[Psi-17 minor] (no name): Sleep your entire group (incl. yourself) (save)

[Pri SL3] Blade Barrier 3: 5d5 dmg wall (shards)

Dungeon071720 - Dungeon Level 19 (My Ass)

Room # 7

Aviary - 10ft. long x 15ft. wide x 45ft. tall

horn; Walls of Magma; giggling (faint); smoky smell

Concealed (Hidden) Door on the south wall leading to a 40ft. long x 25ft. wide x 25ft. tall hallway.

Sample Names: Asfollen the nefarious Sea Weirdo (Grappling Hook); Deveny the annoying Blackbelt Villain (Pellets)

Ingested Thorns/Thicket Trap; DL 19; Search DC 201 (480 idamage, DC 207 Will save to negate)

Well that (causes/has/or is) Releases - Coins

[x2] Ultraplanar beings cannot taste, feel, or sense into this room unless they are actually there; Divine Intervention fails

39,011gp

bandora

a morris staff, 'protection evil', 146gp

Purplish Wand [5d20] ++26 dmg 7+/x12; 1M: Casts LVL Psi:

Bolts (LVLd10 telekinetic dmg) (no save); CL 115; SL 19, 244250gp

Pearly Rapier [17d6] +26 Th/++22 dmg 12+/x7; 1M: Wall of Force; CL 143; SL 19, 108724gp

DL XIX Diminutive Prismatic Tests x(253) x[6]

||iAC|| 3620, HD 6, iiihp 734, RR 257% #Att 16, TH ÷ AC/Save DC by 380, iiiidmg 723

Str 94, Dex 54, Con 65, Int 36, Wis 115, Chr 37, 3.2E+2kxp

Fuck Me In The Ass With No Vaseline (Make irrelevant an entire segment's worth of actions (can't be dispelled).)

Prepared effects:

[Wiz SL3] Displacement : WR 50%

[Psi9 Major] Invulnerability: +CH AC, +CH saves, 3*CH% MR,RR,PsiR

[Psi3 Super] Dissolution: You Disintegrate really large objects or creatures.

[Psi16 Ultra] Golem Form: Brain: +1QM action; 1M: Psi1 Psionic Blast; iPR +70%

[Wiz SL10] Tenser's Transformation 10: +200% of max hp to current hp, +6 TH melee

[Psi--2 minor] Biosaveback: -2 dmg/energy att; +CL/3 saves; +CL saves instead

[Pri SL4] Protection from Lightning 4: Stop the next CL*12 lightning dmg

[Wiz SL8] Time/Reality Stability: Time/Reality Stability (duration 1 day), reverse removes it (Spell save)

[Wiz SL4] Dimensional Anchor : Bars extradimensional movement.

[Pri SL7] Protection from Fire 7: Stop the next CL*24 fire dmg

[Pri SL4] Resist Fire/Resist Cold 4: Take -60% dmg vs. fire or cold

[Psi6G Grand] Wand of the Mind: All your effects from one class are at double CL (for effect and BlahR adj.)

Combat effects:

[Pri SL9] Miracle : Requests a deity's intercession.

[Wiz SL12] Cone of Cold 12: CLd24+CL cold dmg to a group (save:½)

[Pri SL4] Treat Critical Wounds: Cure 40% of max

[Wiz SL12] Feeblemind 12: -60 mental stat points (randomly distributed in packets of 5) (save per packet)

[Wiz SL12] Power Word Blind 12: Blinds & stuns a creature if current hp < 280 (no save)

[Wiz SL11] Meteor Swarm 11: 6 meteors each dealing 14d6 earth dmg & same fire dmg (save:½ for fire)

[Wiz SL8] Immediate Monster Summoning VIII: Summons a DL VI monster without summoning sickness

[Wiz SL12] Unchangeable Reality:

[Psi54 Major] Water Animation: Summon a DL=SL Water Elemental

[Wiz SL2] Hypnotic Pattern (1): 24 HD looking at pattern are Hypnotized

[Psi5 minor] Magical Protection: (Z action) Spell must make Casting Level check on d20

[Psi29 minor] Cause Serious Wounds:

Dungeon071720 - Dungeon Level 19 (Shit Snacking Crackers)

Room # 8

Stable - 35ft. long x 10ft. wide x 45ft. tall

forge; lens (concave, convex, etc.); sneezing; steamy near floor

Secret Door on the east wall leading to a 45ft. long x 20ft. wide x 5ft. tall hallway.

Sample Names: Sadomai the imbecilic Vibro Wave (Abnormal brain function); Jarniman the congenial Freedom Dog (Amplifier)

Charm Reptiles Trap; DL 19; Search DC 201 (Psionicist CL 38, no save)

Wall that (causes/has/or is) Gaseous

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Half S
154,827gp

eagle eye

The Arbiter Globe, 200gp

Green Cube [13d6] +32 Th/x11 dmg 18+/x12; 1P: Force Shapechange &

Wrench (no save, get ER & aNR); CL 116; SL 19, 205427gp

Rian's Lungs: +13 to ML; 1M: Foes must check SR twice against you.; CL 90; SL 19; 361780gp

DL XIX Mega-Diminutive Russet Arts x(503) x[4]

iiiAC 3646, HD 5.0E+6, i^6 hp 7.7E+8, PR 191% #Att 30, TH ÷ AC/Save DC by 380, i^12 dmg 4344

Str 107, Dex 130, Con 30, Int 109, Wis 136, Chr 56, 3.2E+2kxp

Craziness (A being of your choice is Gibbed(unique) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Pri SL9] Rift: all undead within 360 yards have x10 hp; duration 3 d

[Psi18 Grand] Scty: Confined Defender: Shield vs. magic/psionics 1000*LVL hp

[Psi27 Major] Armor Ceremony: Pick Physical, Magical, Psionic, or Innate. You take 1/10 dmg from that source.

[Psi18 minor] Innate Shield: 20*CL hp shield vs. Innate abilities

[Psi8 Ultra] Hard Resistance to Time: Double resist time (1/4, save for 1/10), Immune to Time Stop / Temporal Stasis

[Psi5 Ultra] Shapechange: Shapechange (as spell,phys.innates gained)

[Wiz SL6] Globe of Invulnerability 6: Immune to spells with SL=0 to 5

[Psi-12T Grand] Bring Animals VII: Summon CL*4 Animals using ML VII chart, you pick the result

[Wiz SL1] Find Familiar: See [S4], or finds your familiar {1 creature}

[Psi19 Major] Hibernation Trance: Resist damage, need not breathe/eat/drink/sleep, cannot use any actions

[Wiz SL3] Fire Shield 3: Anyone who melees with you takes 50% dmg back

[Psi29 Ultra] Symbol of Wizardry:

Combat effects:

[Wiz SL4] Wacky Ball 4 / Normal / ½ : Ld8 dmg normal element (area) (save: ½)

[Psi10 minor] Dispel Exhaustion: Target heals 25% of damage taken

[Psi19 Major] Bolt of Hatred: CLd6 force dmg to one target (no save)

[Wiz SL12] Pixelate: Pixelate target (no save)

[Psi3½ minor] Energy Missile: Deal 3d6 energy damage to up to five subjects.

[Psi54 Major] Damage Transference: Cell Adjustment CL*SL*2 hp

[Psi--2 Major] Demolish: CLd6 normal ele. dmg (group, save:½); (2*CL)d6 instead

[Pri SL2] Dispel Radiation: Dispers Radiation (1 target = auto success) {1 group}

[Psi9 Grand] Possession: Magic Jar (as spell)

[Psi54 Ultra] Flame Animation: Summon a DL=SL Fire Elemental

[Wiz SL6] Wacky Ball 6 / Normal / ½: Ld12, save: ½

[Psi54 Major] Air Control: Gust of Wind / Wall of Air

Dungeon071720 - Dungeon Level 19 (Who'S Your Daddy)

Room # 9

Sitting Room - 40ft. long x 25ft. wide x 40ft. tall

sideboard (china closet); steps; wind, strong, gusting; clashing

Mobile Door (door moves around in dungeon) on the north wall leading to a 10ft. long x 25ft. wide x 15ft. tall hallway.

Sample Names: Agladan the wondrous Madame Trio (Boat); Shareef Miksa the marvelous Mad Horde (Blaster)

Built-to-Collapse Container Trap; DL 19; Search DC 198 (600 idamage, DC 204 RSW save for half)

Machine that (causes/has/or is) Combination lock

[x2] Ultraplanar beings cannot see, taste, or sense into this room unless they are actually there; Divine Intervention fails

37,771gp

funnel

an icy girth, +1 AC, 154gp

Carnelian Scarab [AT+791] +38 AC/+27 Saves; 1M: Shapechange Self; CL 118; SL 19; 121720gp

Rian's Coracobrachialis muscle: +4 to ML; 1P: The target takes

4^N gold water damage (no resist).; CL 115; SL 19; 361440gp

DL XIX Macro-Huge Dull Crocodiles x(164) x[6] x[[2]]

iiiiAC 3639, HD 1.6E+5, iiihp 4.7E+8, IR 200% #Att 1, TH ÷ AC/Save DC by 380, i^10 dmg 36118

Str 80, Dex 75, Con 37, Int 32, Wis 49, Chr 81, 3.2E+2kxp

Cleanup In Aisle 6 (A being of your choice is Babalities(humiliate) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Psi3 Major] Clairtancy: You can use Far Hand at any distance.

[Pri SL5] Goodberry 5: Creates 20 goodberries

[Psi18 Ultra] Null Void: Null Dome: 3*LVL% irreducible PsiR

[Psi-9 minor] Electricity Suppressor: Resist Lightning

[Pri SL7] Protection from Death: Immune to slain and Slain

[Wiz SL2] Mirror Image (3): Creates 1d4+L/3 images of yourself {self only}

[Psi6E Major] Psi-Trap: Holds one power in area for triggering

[Psi45 Ultra] Energy Sheath: SL^2 hp Armor spell, self only, stacks with the (Wizard) Armor spell

[Wiz SL8] Globe of Invulnerability 8: Immune to spells with SL=0 to 7

[Pri SL9] Spell Immunity 9: Be immune to 6 spells by name

[Psi7 minor] (no name): Need not breathe

[Wiz SL8] Prismatic Sphere 8: 6 Prismatic colors or 4 MultiPrismatic colors (may repeat colors in either mode)

Combat effects:

[Pri SL10] Hold Person/Monster 10: Hold 12 person or 10 monster targets (save)

[Pri SL9] Erase Truename: Erases target's Truename (no save)

[Psi45 Major] Undead Control: Turn Undead at CL=(SL-2)*2

[Wiz SL6] Prismatic Wall 6: 6 Prismatic colors or 4 MultiPrismatic colors (may repeat colors in either mode)

[Psi45 Major] Light Emission: SL*CL/2 Light damage (no save) and SL/2 instances of blindness (save)

[Psi-6G Major] Mercy: Any number of targets within sight (can include yourself) each gain N hp; max N = 30

[Psi-2 Grand] Weakness of the World: -9/-9 AC/saves, -25% RR/MR/PsiR; Lasts 5r after maint.

[Psi45 minor] Disintegration: Major: Disintegrate (save)

[Psi30 Major] Death Touch: Necromantic damage

[Psi-12L Grand] Choose Summoning VII: Monster Summoning using ML VII chart, you pick the result

[Pri SL7] Restoration (1): Removes all lost levels, not just one. Also restores ability score drains. Does not age caster or target.

[Pri SL3] Bestow Curse : -6 to an ability; -4 on TH/saves/checks; or 50% lose action

Dungeon071720 - Dungeon Level 19 (Jeez Louise)

Room # 10

Kennel - 35ft. long x 40ft. wide x 45ft. tall

Walls of Bone; table, large; foggy near ceiling; whispering

Wood Door, Normal on the south wall leading to a 40ft. long x 15ft. wide x 10ft. tall hallway.

Sample Names: Jelline the furious Bronze Panther (Ultralight); Marozia the disgusting Composite Witch (Nullifier)

Unchangeable Reality Trap; DL 19; Search DC 192 (Psionicist CL 38, DC 206 PP save for half)

Container (Barrel, Jar, Vase, etc.) that (causes/has/or is) Gate (to random plane) in room

(cannot be dispelled unless a x2 or higher being steps through from this side)

[x2] Gods cannot smell, taste, or sense into this room unless they are actually there; Divine Intervention fails

2,678gp

pail

a bee's hive tentatively....., 0gp

Azur Stone [6d8] +401 Th/+30 dmg 14+/x2; 1M: Rotting Limb:

One limb useless, degenerate 1 hp/r; CL 143; SL 19, 95007gp

Pearly Armor, Medium [AT+847] xx6 AC/+730 Saves; 1M: Get a "Level:" ability in your

class 9 levels early (this can be taken multiple times); CL 129; SL 19; 384600gp

DL XIX Macro-Small Rust Calendars x(125) x[5]

|...[∞]|AC|...[∞]| 3647, HD 19462, iiihp 3.0E+6, MR 240% #Att 35, TH ÷ AC/Save DC by 380, i¹⁰ dmg 2892

Str 92, Dex 126, Con 82, Int 110, Wis 39, Chr 101, 3.2E+2kxp

Cool (Avoid an entire segment's worth of actions (can't be dispelled).)

Prepared effects:

[Psi-12T minor] Stay Conscious: You stay conscious up to -10-CLxCL hp (defensive acts only)

[Wiz SL8] Time/Reality Stability: Time/Reality Stability (duration 1 day), reverse removes it (Spell save)

[Psi45 Ultra] Force Field: Immune to spell level 0 to SL-2 effects; -(SL-1) per physical attack; ER 5*SL%

[Wiz SL12] Original Stoneskin 12: Block the next 9 P actions of attacks

[Pri SL1] Goodberry: 8 berries can cure 1 hp or act as 1 full meal. 8 berries are always created.

[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

[Psi45 minor] Invisibility: Improved Invis.

[Pri SL5] Golem: Makes a golem (you need raw materials)

[Pri SL5] Summon Monster V : Summons a DL V monster (1 turn)

[Psi3½ Major] Tower of Iron Will: Grant PR 19 against mind-affecting powers to all creatures within 10 ft. until your next turn.

[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

[Psi81 Ultra] Growth 11: +4 size; +8 Str; +8*CL max hp

Combat effects:

[Pri SL7] Greater Restoration : As restoration, plus restores all levels and ability scores

[Psi9 Major] Telekinesis (master): CH*1000 lb. weight limit

[Psi3 Major] Time Hop: Subject hops forward in time 3d6 rounds.

[Pri SL9] Neutralize Poison 9: Cure 6 poison effects (reverse causes that many, save for each)

[Psi2 Grand] Alter Reality: Alter Reality or Psi1 major; Double CL effect

[Psi12L minor] Command: Command (as spell), except can use 2 words

[Psi-12C minor] Chromatic Blast: Area effect Chromatic (50%) / Metallic (50%) Orb; CL=1d12

[Pri SL9] Treat Ultra Wounds: Cure 90% of max hp

[Psi45 Major] Weakness Creation: Add SL/2 instances of a Vulnerability to something (medium scale: a school, an element, etc.)

[Wiz SL3] Lightning Bolt 3: CLd6 lightning dmg to a group (save:½)

[Psi3½ Grand] Time Hop, Mass: Willing subjects hop forward in time.

[Wiz SL9] Create Any Monster:

Dungeon071720 - Dungeon Level 19 (Holy Smokes)

Room # 11

Treasure Room - 10ft. long x 45ft. wide x 10ft. tall

bell (huge); divan; humming; breeze, gusting

Flesh Door on the north wall leading to a 10ft. long x 5ft. wide x 20ft. tall hallway.

Sample Names: Zambi the irritating Royal Irregular (Cloud); Janick the evil American Hornet (Tractor)

Air in room transforms into Elemental Sand Trap; DL 19; Search DC 199 (720 Int damage/s, no save)

Fountain that (causes/has/or is) Wish Fulfillment

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Month
260,620gp

iron chain

a pocket of many things, 130gp

Dull Clothes: +2 Level(s) in a Rogue Group Class; 361490gp

Copper Crossbow, repeating heavy [4d10] +900 Th/+34 dmg 17+/x14; 1Z: Summon a Demon Beast: AC 70, hp 700, #Att 7/1, TH +70, dmg 70, 1M: 10 dmg to target; CL 104; SL 19, 172740gp

DL XIX Medium Shimmering Dressings x(402) x[6]

i^5 AC 3627, HD 49, i^8 hp 5920, RR 286% #Att 4, TH ÷ AC/Save DC by 380, i^12 dmg 3626

Str 121, Dex 38, Con 61, Int 59, Wis 140, Chr 58, 3.2E+2kxp

Narf (Enemy Subordinates can't affect you (can't be dispelled).)

Prepared effects:

[Psi4 V] Multiplier *3: Add 3-1 to your multiplier (see [X]). Using a Minor does nothing. Using a Major: +1 mult. in offense or def

[Psi29 minor] Animate Object:

[Pri SL1] Resist Cold (1): All creatures in area get resist cold {1 group}

[Psi-9 Major] Stone Eyes: Gaze: Petrification (save)

[Psi45 Grand] Chemical Mimicry: Change your body to be of an TechL=SL chemical

[Psi-6N Major] Gaea's Liege ~: 1P or 1M: Your max hp is CL^3 (and/or) Your TH bonus is +CL^2 (no other adj. can be added)

[Psi4 Ultra] Money *2.5: How much money you get in dungeon is multiplied by 2.5 (only affects you, not whole party)

[Pri SL1] Animal Companion: Make an animal your companion (not familiar) {1 creature}

[Psi-6G Major] Platinum Angel: Immune to slay and Capital S Slay; do not die at any negative hp total (still unconscious)

[Wiz SL7] Original Stoneskin 7: Block the next 4 P actions of attacks

[Psi15 Super] Summon Insects: Summon Insects

[Pri SL8] Robe Of Healing: Get 20 1d4+4 healing effects (self or other) every round for 1h

Combat effects:

[Psi3 minor] Lesser Cell Adjustment: You heal 1d8 hp, +1 to next poison/disease save, or heal 1 ability point.

[Psi72 Major] Suffocate: Suffocate one target (no save, takes 1 cumulative dmg per segment)

[Psi0 minor] Arrow Cutting: You get a Dex check (with penalty = enemy's level) for each missile shot at you this round

[Wiz SL2] Alley Summoning II: Summons a DL IV alley monster, under your control, 2% chance per segment of losing control

[Pri SL8] Create Greater Undead : Mummies, spectres, vampires, or ghosts.

[Psi29 minor] Charm Person:

[Wiz SL11] Negation Blast: all x1 items within 30 yards turn off for 1t

[Pri SL8] Call Lightning 8: (CL+2)d18 lightning dmg (save:½) (halve the die type if not outside)

[Wiz SL8] Power Word Capital S Stun: Capital S Stuns a target with 130 current hp or less (no save)

[Psi2 Grand] Alter Reality: Alter Reality or Psi1 major; Double CL effect

[Psi0 Major] Fire and Stones: (The 2att from separate limbs) One attack: Destroys enemy's weapon (item save)

[Psi45 Major] Hypnotic Control: Hypnosis (SL/2 saves)

Dungeon071720 - Dungeon Level 19 (Oy)

Room # 12

Priest's Chamber/Lab - 50ft. long x 30ft. wide x 40ft. tall

casket; chair; hooting; misted

Time Door (goes to another time) on the west wall leading to a 25ft. long x 25ft. wide x 10ft. tall hallway.

Sample Names: Bashal the illustrious Digi-- Conqueror (Motorhome); Nulathae the wicked Mad Hurricane (Saw)

Lowering Ceiling Trap; DL 19; Search DC 196 (1350 Str damage, DC 194 Reflex save for 1/3)

Idol that (causes/has/or is) Intelligent

[x2] Room is permanently/continuously Disjunct (effect)ed, only creatures immune or bubbled against it can function here.

14,496gp

armchair

the Titanic Fleece of Aries, +1 AC, 200gp

Sandy Cube [5d12] ++25 dmg 18+/x14; 1M: CLxCL mental dmg

in line (Reflex:½); C-align x2 dmg; CL 118; SL 19, 204567gp

Lily-white Scarab [AT++30] +1445 AC/+29 Saves; 1M: Resist earth; Any weapon that

hits you saves vs. crushing blow or destroyed; CL 150; SL 19; 309010gp

DL XIX Small Fuchsia Stoves x(228) x[8]

|iAC| 3615, HD 28, i^8 hp 3040, WR 216% #Att 38, TH ÷ AC/Save DC by 380, i^9 dmg 4335

Str 85, Dex 91, Con 73, Int 102, Wis 139, Chr 129, 3.2E+2kxp

Fuck A Duck (A being of your choice is Wiped Out(destructed) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Wiz SL5] Anti-Magic Shell 5: Anti-Magic of SL 0 to 4

[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

[Psi18 Major] Magnetic Ctrl: Shield: Shield vs. Energy/Physical, 100*LVL hp

[Psi0 Grand] Regeneration: Regenerate KiL hp per round (given as KiL/10 hp per segment)

[Psi45 Ultra] Resist: Vampirism: SL/3 (round down) instances of Resist necromancy, energy and stat drains

[Psi4 Ultra] To Hit *2.5: Multiply your to hit rolls by 2.5, you autohit on natural 21-2.5 or better (Minor is 19).

[Pri SL6] Resist [E=6 element]: Pick an E=6 element, you resist it for 1 hour.

[Wiz SL9] Chain Contingency : Like the contingency, but holds more spell

[Psi54 Grand] Poison Touch: Your next attack is poisonous (Death or (SL-1)*10 dmg if they make the save)

[Pri SL5] Spell Immunity 5: Be immune to 2 spells by name

[Wiz SL6] Anti-Magic Shell 6: Anti-Magic of SL 0 to 5

[Psi54 minor] Thief: Any Thief SL-1 pick; 5*CL Rogue points in it

Combat effects:

[Wiz SL6] Feeblemind 6: -30 mental stat points (randomly distributed in packets of 5) (save per packet)

[Psi54 Grand] Ice Animation: Summon a DL=SL Ice Elemental

[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 SL11] Death Spell 11: Slay 11d12 HD of creatures (save)

[Psi15 minor] Charm Person: Charm Person

[Pri SL3] Remove Curse : Frees object or person from curse.

[Psi45 Grand] Hypnotic Control: Hypnosis (SL/2 saves)

[Pri SL4] Call Lightning 4: (CL+2)d10 lightning dmg (save:½) (halve the die type if not outside)

[Psi-6E Major] Spoils of Evil: For each recently-dead (within last turn) body around, add 1 Psi(-6)E PSP & cure 1 hp

[Psi-17 minor] (no name): Chaos Ball your group (incl. yourself) for LVLd6 dmg

[Psi1 minor] Telekinetic Blade: Base damage CLdCL, considered +CL/3 weapon, mental weapon

Dungeon071720 - Dungeon Level 20 (Balls)

Room # 1

Wine Cellar - 35ft. long x 10ft. wide x 45ft. tall

wood billets (shelf beds); chandelier; rattling; breeze, slight

Stone Door, Normal on the west wall leading to a 15ft. long x 20ft. wide x 5ft. tall hallway.

Sample Names: Gavril the Wise the adjectiveless Yellow Guard (Pellets); Antinko the Hermit the tasteless Hyper- Shrike (Rocket)

Statue transforms into Elemental Anti-Godly Trap; DL 20; Search DC 205 (550 Con damage/s, DC 207 PP save for 1/3), (multiple t

Furnishings that (causes/has/or is) Spinning

[x2] Gods cannot see, hear, or sense into this room unless they are actually there; Divine Intervention fails

395,194gp

buffet

a dark blue domino mask, +2 AC, 10gp

Ruby Nail clippers: +3 Level(s) in a Priest Group Class; 400490gp

Sooty Chapter book: +4 Familiar Slots; 400330gp

DL XX Mega-Diminutive Sooty Visions x(438) x[8]

|...^∞|AC|...^∞| 4021, HD 5.2E+6, iiiihp 8.7E+8, PR 269% #Att 15, TH ÷ AC/Save DC by 420, i^11 dmg 20018

Str 129, Dex 68, Con 65, Int 122, Wis 55, Chr 116, 3.9E+2kxp

Rock And Roll (A being of your choice is Unconscious (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Psi-3 Grand] Breath of the Drake: Breath water for 11d4 damage.

[Wiz SL4] Armor 4: +CL*8 current hp

[Psi1 Major] Shape Alteration: W=weight/1000, Polymorph Self (as spell)

[Psi6E Super] Steal Soul III: Transforms unwilling target to a larva

[Psi4 minor] AC *1.25: Your new AC = (old AC - 10) * 1.25 + 10

[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

[Psi6E Super] Hell Pit: 2 saves:fail 1=goto hell, fail 2=impris

[Pri SL7] Regenerate 7: Regenerates 1 hp /s

[Psi29 Ultra] Anti-Innate Ray:

[Psi45 Ultra] Resist: Power Manipulation: SL/3 (round down) instances of Resist disenchantment

[Pri SL4] Spell Immunity : Subject is immune to one spell per four levels

[Psi27 Grand] Diversify: Your next Psi27 power that has one target has LVL targets instead

Combat effects:

[Psi45 Major] Duplication: 1bM: Fork an effect (caster makes SL/3 saves)

[Wiz SL6] Prismatic Wall 6: 6 Prismatic colors or 4 MultiPrismatic colors (may repeat colors in either mode)

[Pri SL6] Fire Storm 6: (CL+2)d5 holy fire dmg, hits 1+1/2 groups (no save)

[Pri SL2] Summon Nature's Ally II: 1 DL 2 or 1d3 DL 1 animals to fight for you {1 creature}

[Psi-6G Major] Locusts: Creeping doom with CL^3 insects (each having 1 hp and doing 1 dmg)

[Wiz SL1] Taunt: One or more creatures of 1 type taunted (save) {1 group}

[Wiz SL1] Color Spray: Unc. if <L; Blind if <L+3; Stun if >L+2 (save if >6) {1d6 creatures}

[Psi30 Grand] Power Beam: Astral damage

[Psi45 Grand] Missile Creation: Do SL missile attacks, must roll to hit, each hit does 10 dmg (no save) and a stun (save)

[Wiz SL9] Power Word Stun 9: Stuns a creature if current hp < 320 (no save)

[Wiz SL6] Really Put of Misery: Target being that is slain is Capital S Slain (no save)

[Wiz SL11] Dispel Magic 11: Dispel 9 magic effects

Dungeon071720 - Dungeon Level 20 (Wow)

Room # 2

Crypt / Burial Chamber - 5ft. long x 40ft. wide x 30ft. tall

arch; door (broken); buzzing; updraft, strong

Wood Door, Normal on the west wall leading to a 35ft. long x 20ft. wide x 5ft. tall hallway.

Sample Names: Serpin the strange Supreme Paladin (Amplifier); Oma the tone-deaf Nuclear Valkyrie (Rapier)

Air in room transforms into Elemental Silverglade Trap; DL 20; Search DC 202 (120 Str damage/s, no save)

Statue that (causes/has/or is) Gravity - Lesser

[x2] Room is permanently/continuously Alley Effected, only creatures immune or bubbled against it can function here.

362,994gp

scorch marks

a pink wand, 'faerie fire', 25gp

Coppery Helmet: All your Wizard classes use the "set XP table"(3kxp

at 2nd, doubles til 9th,600kxp at 10th,+300kxp per level afterward).; 400510gp

Ring of Blinking, 10160gp

DL XX Macro-Small Charcoal Gears x(484) x[4]

|iiAC| 4008, HD 20494, i^6 hp 3.4E+6, MR 237% #Att 18, TH ÷ AC/Save DC by 420, i^13 dmg 20008

Str 81, Dex 124, Con 73, Int 48, Wis 108, Chr 51, 3.9E+2kxp

Yeah, No (A being of your choice is Blown Away(destroyed) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Psi54 minor] Mystic Shield: SR SL*CL

[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).

[Wiz SL1] Shield (1): Immune Force; AC2 source; +1 saves {self only}

[Pri SL5] Spell Resistance : Subject gains +12 +1/level SR.

[Pri SL1] Resist Fire/Resist Cold 1: Take -45% dmg vs. fire or cold

[Psi4 Ultra] Ability Score *2.5: Choose one ability score. New score = (old score - 10) * 2.5 + 10

[Psi30 Grand] Shapechange (Personal): Polymorph to any monster

[Psi3½ Major] Incarnate: Make some powers permanent.

[Wiz SL10] Original Stoneskin 10: Block the next 7 P actions of attacks

[Wiz SL3] Third Arm Growth: Grow an extra arm or leg [lose spell slot while running]

[Wiz SL1] Armor : AC6 until 8+1/level points of damage had been sustained by subject

[Psi81 minor] Damage Reduction, Physical, 25%: Take x0.75 damage from physical attacks

Combat effects:

[Psi6N Major] Reverse Psionics: Casts reverse of psi, N=SL of effect (max = your level/2)

[Wiz SL5] Dismissal : Send a creature back to it's own plane

[Wiz SL3] Death Spell 3: Slay 3d12 HD of creatures (save)

[Psi2 Major] Disintegrate: Disintegrate 8 cu.' (save); (save-5);16 cu.'

[Psi54 Ultra] Hypnotism: Hypnosis (SL saves)

[Psi30 Ultra] Lightning Blast: Lightning damage, Dex resists

[Psi54 Ultra] Control: Domination one target (SL/2 saves)

[Wiz SL9] Wail of the Banshee: Kills one creature/level.

[Wiz SL1] Prismatic Wall 1: 1 Prismatic color

[Psi2 minor] Cause Sleep: Sleep (save); No memory of sleep

[Psi45 minor] Mind Control: Minor: Command (save); Major: Domination (SL/3 saves)

[Psi45 Grand] Heat: Target takes SL*CL Fire damage per segment for 1 round (no save)

Dungeon071720 - Dungeon Level 20 (Right)

Room # 3

Pool - 30ft. long x 35ft. wide x 10ft. tall

mound of rubble; Floors of Ice; footsteps (approaching); wind, strong, moaning

Glass Door (transparent) (shatters if opened) on the east wall leading to a 25ft. long x 20ft. wide x 25ft. tall hallway.

Sample Names: Fredegar the jolly Mister Vision (Battleaxe); Wolgast the infernal Manga Bulk (Thiotimoline)

Fusillade of Caltrops Trap; DL 20; Search DC 204 (Attack +20 ranged, 190d100 idamage)

Idol that (causes/has/or is) Attributes, rearranges Stats

[x2] Room is permanently/continuously Annihilateded, only creatures immune or bubbled against it can function here.

94,074gp

cobwebs

a dagger of blood, dagger, 19d20 (199), 0gp

Amethyst Blouse: Free Stat Requirement Kit: -4 to an ability score requirement in a class (standard 7 stats only: no Luck, HNCL, etc.), Free bonus (none) proficiency; 401030gp

Rian's Small Intestine: +78 to Con; 1Z: All intelligent enemies in the room commit suicide.; CL 110; SL 20; 401040gp

DL XX Macro-Large Walnut Aluminiums x(80) x[5]

||iAC|| 4030, HD 81924, iiiihp 1.3E+7, RR 223% #Att 32, TH ÷ AC/Save DC by 420, i^7 dmg 8015

Str 111, Dex 99, Con 139, Int 93, Wis 125, Chr 81, 3.9E+2kxp

Narf (A being of your choice is Valorous(positive) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Wiz SL4] Dimensional Anchor : Bars extradimensional movement.

[Psi27 Grand] Diversify: Your next Psi27 power that has one target has LVL targets instead

[Psi-12T minor] Effects Preservation: +5*CL% AntiMR; +2*CL% ER

[Psi-12T Super] Spirit Preservation: +5*CL% aXR

[Psi23 minor] Fart Cloud: Very smelly, sickening cloud

[Psi54 Ultra] Energy Absorption: CL*SL*3 hp ablative Force Field (vs. energy attacks)

[Pri SL7] Symbol : Triggered runes have array of effects.

[Psi45 Ultra] Force Field vs. Energy: Immune to spell level 0 to SL-1 energy attacks

[Psi7 Major] (no name): Whenever you touch someone, they are energy drained (CL+3)/6 levels (no save)

[Psi3½ Major] Immovability: You are almost impossible to move and gain DR 15/-.

[Psi5 Ultra] Shapechange: Shapechange (as spell,phys.innates gained)

[Wiz SL9] Third Level Magic-User Spells (DM1): Cast any four 3rd level Wizard spells simultaneously when it is cast.

Combat effects:

[Pri SL5] Flame Strike 5: CLd8 holy fire dmg (save:½)

[Psi0 minor] Arrow Cutting: You get a Dex check (with penalty = enemy's level) for each missile shot at you this round

[Psi10 Major] Throw: Throw a small object to deal (CL+4)d6 dmg to a target (don't need to roll to hit)

[Psi-2 Ultra] Change Reality: Change Reality or Psi-1 grand; Double CL effect

[Wiz SL7] Fireball 7: CLd14 fire dmg to a group (save:½)

[Psi30 Grand] Death Beam: Necromantic damage

[Psi-5 minor] Bolt of Nothing: CL dmg to one target (no save); that targets loses next M action (save)

[Pri SL5] Heal 5: Cure to 75% of max hp (max Heal 5 can cure at once = 750 hp)

[Pri SL8] Call Lightning 8: (CL+2)d18 lightning dmg (save:½) (halve the die type if not outside)

[Psi6E Major] Hex Bolt: 1 dmg/DPP (Save:½), Curse/Blight

[Wiz SL6] Mass Suggestion : Suggestion to one creature per level

[Psi81 Grand] Suppress: Target cannot use a particular power (no save)

Dungeon071720 - Dungeon Level 20 (Bfd)

Room # 4

Treasure Room - 20ft. long x 5ft. wide x 45ft. tall

chains; ladle; grating; salty, wet smell

Stone Door, Normal on the east wall leading to a 50ft. long x 5ft. wide x 15ft. tall hallway.

Sample Names: Vagn Hawkfoot the unloved Electra- Squid (Dirigible); Narcis the unkind Evil Cavalier (Rhino)

Basic Jaws Trap; DL 20; Search DC 218 (Attack +20 ranged, 170d2 idamage)

Vegetation that (causes/has/or is) Suggests

[x2] Room is permanently/continuously *Cursed*ed, only creatures immune or bubbled against it can function here.

146,385gp

carpet

a black diamond, 100gp

Crimson Armor Gemlet [AT+42] +30 AC/+485 Saves; 1Z: CH*5% Poison Resistance (non-adj.); CL 166; SL 20; 89955gp

Rian's Prostate Glands: +26 to Int; 1M: Remove all SEL=1 status effects and cure

10% max hp. Target may switch god to yours. ; CL 100; SL 20; 400540gp

DL XX Macro-Gargantuan Teal Winds x(508) x[5]

|...^∞|AC|...^∞| 4005, HD 3.3E+5, i^5 hp 5.3E+7, AIIR 286% #Att 17, TH ÷ AC/Save DC by 420, i^6 dmg 2419

Str 81, Dex 149, Con 135, Int 50, Wis 90, Chr 51, 3.9E+2kxp

Sugar Honey Ice Tea (A being of your choice is Vetoed(slowed) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Psi-6N minor] Adaptation ~: 1P or 1M: NaNR +CL*10%; Immune to Hostile Environment; Need not breathe

[Wiz SL1] Cantrip: Can cast 1 cantrip (Wiz 0) per round as Z action

[Pri SL7] Immune [E=4 element]: Pick an E=4 element, you are immune to it for 1 hour. (This immunity does not "spread" into ot

[Psi54 minor] Invulnerability: -CL*SL/2 dmg per attack

[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 SL10] Spell Immunity 10: Be immune to 7 spells by name

[Psi54 Ultra] Force Shield: CL*SL*3 hp ablative Force Field (vs. physical or energy attacks, only one enemy /s)

[Wiz SL8] Second Level Magic-User Spells (DM2): Can cast one 2nd Level Wizard spell per round as Z action

[Wiz SL9] Fire Shield 9: Anyone who melees with you takes 200% dmg back

[Psi45 Ultra] Hard Radiation Control: SL/2 (round down) instances of Resist radiation damage; +SL*10% damage with radiation (s

[Pri SL3] Double Resist [E=1 eeement]: Pick an EE=1 eeement, you double resist it (1/4 dmg, 1/10 if make save) for 1 hour.

[Pri SL3] Protection from Elements : Absorb 12 damage/level from one kind of energy.

Combat effects:

[Wiz SL12] Monster Swarm Summoning XII: Summons CL/16 (round down) DL XI monsters

[Wiz SL7] Limited Wish: Will duplicate any Wizard or Priest spell of levels 0-6.

[Pri SL5] Dispel Evil: Unsummons evil creatures (Outer-planar/summoned no save). If cast against 1 creature of the appropriate 1

[Psi14 Ultra] (no name): 1V, while attacking: Your natural attacks Cascade Rams one group

[Psi45 Ultra] Sonic Generation: SL*CL/2 Sound damage (no save) and SL/2 instances of deafness (save)

[Psi54 Ultra] Ice Production: CL*(SL+2) ice dmg to one target (no save)

[Psi54 Ultra] Matter Manipulation: CL*(SL+2) explosion dmg to one target (no save)

[Psi2 Major] Mindflame: <=8 HD Stun 2d6 r; >8 HD Dazed 1d3 r; <=16 HD; >16 HD

[Wiz SL10] Monster Swarm Summoning X: Summons CL/4 (round down) DL IX monsters

[Psi3 minor] Lesser Cell Adjustment: You heal 1d8 hp, +1 to next poison/disease save, or heal 1 ability point.

[Psi12L Grand] Summon Lawful Creature: Gate (as spell) for Lawful creature or for a Water or Air Elemental

[Psi54 minor] Psychic Will: Wall of Force

Dungeon071720 - Dungeon Level 20 (Yessum)

Room # 5

Armory - 25ft. long x 45ft. wide x 15ft. tall

table, low; bastinadoes; slithering; shuffling

Double Door on the south wall leading to a 50ft. long x 10ft. wide x 15ft. tall hallway.

Sample Names: Keteel the bothersome Night Lass (Talons); Aethelred Silverhammer the irresistible Father Tyrant (Wind)

Whirling Pendulums Trap; DL 20; Search DC 203 (Attack +120 ranged, 180d30 idamage)

Force Field that (causes/has/or is) Magical Pool/Throne: Adjusts a random ability score permanently,

roll 1d6: (1-2) +1d4, (3-4) -1d4, (5-6) +1d4 to one and -1d4 to another

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Round 286,527gp

tube

a magnet, 1gp

Gaze of the Cockatrice (12d9) (size M) +30/+20, +42 hp, shocking sharp vorpal, 305420gp

Jhessail's Silver Ring, 36530gp

DL XX Colossal Chartreuse Hardcover x(323) x[8]

iiiAC 4030, HD 653, iihp 1.1E+5, WR 281% #Att 36, TH ÷ AC/Save DC by 420, i^5 dmg 4818

Str 75, Dex 57, Con 125, Int 67, Wis 87, Chr 129, 3.9E+2kxp

Kthnxbai (A being of your choice is Crapped (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Wiz SL12] Prismatic Sphere 12: 10 Prismatic colors or 8 MultiPrismatic colors (may repeat colors in either mode)

[Wiz SL11] Duplicate Item: duplicate a x1 magic or psi item that uses charges

[Psi6E minor] Immunity I: Immune to poison, non-silver weapons

[Wiz SL12] Sixth Level Magic-User Spells (DM2): Can cast one 6th Level Wizard spell per round as Z action

[Psi14 minor] (no name): 0, when changing form: Cure (1d6)*10% of damage taken

[Wiz SL5] Anti-Radioactive Shell:

[Wiz SL1] Shield (1): Immune Force; AC2 source; +1 saves {self only}

[Psi6G Major] Barbarian's Club of Might: Auto roll 20 to hit and double base damage with one weapon strike per segment

[Psi6G Major] Persistence Worm: Does a 1st Dominion power over and over (1 time per segment)

[Wiz SL5] Anti-Magic Shell 5: Anti-Magic of SL 0 to 4

[Psi100 Grand] Suppression: Cannot use or be affected by psionics, all psi effects drop

[Psi54 Ultra] Split: You are two beings (two places at once); it costs 3 actions to have each body do 1 action

Combat effects:

[Wiz SL12] Pixelate: Pixelate target (no save)

[Pri SL5] Dispel Evil: Unsummons evil creatures (Outer-planar/summoned no save). If cast against 1 creature of the appropriate 1

[Pri SL8] Hold Person/Monster 8: Hold 10 person or 8 monster targets (save)

[Psi-2 Major] Acidify: (level)d6 acid dmg (save:½); (2*level)d6 acid damage

[Pri SL8] Fear Contagion: All within 240' are feared (no save), effect is contagious 1t

[Pri SL10] Dispel Magic 10: Dispel 8 magic effects

[Wiz SL3] Enslave Person: As Charm Person, except the effect cannot be thrown off by being damaged, and there is no daily save

[Wiz SL10] Cone of Cold 10: CLd20+CL cold dmg to a group (save:½)

[Wiz SL5] Magic Missile 5: (CL+1)*5/2 missiles, each does 1d4+1 force dmg (no save)

[Wiz SL10] Death Spell 10: Slay 10d12 HD of creatures (save)

[Psi2 Major] Energy Containment: Absorb max 1 die/lvl; glow:-2AC; 0 dmg from energy

[Psi-6E Major] Festering Evil: Each segment, all non-E creatures within sight take CL unholy grave dmg (no save)

Dungeon071720 - Dungeon Level 20 (Zomfg)

Room # 6

Dormitory - 35ft. long x 25ft. wide x 45ft. tall

arras (coin container); hourglass; earthy smell; wind, strong

Bronze Door, Normal on the west wall leading to a 45ft. long x 15ft. wide x 15ft. tall hallway.

Sample Names: Golia the lucky Detective Avenger (Cosmic); Lorn the caustic Sand -streak (Orb)

Air in room transforms into Elemental Crapulence Trap; DL 20; Search DC 202 (330 Wis damage/s, no save)

Force Field that (causes/has/or is) Treasure in a secret room nearby

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Week
136,072gp

crystal ball

small purple worm scale, +1 AC, 1665gp

Cinnamon Bottle: Free Tame Lion Familiar; 400960gp

Bright Teddy bear: +1500 PSP's; 400240gp

DL XX Mega-Tiny Scarlet Lambs x(116) x[8] x[[3]]

i^8 AC 4019, HD 2.1E+8, lifep 1.7E+9, WR 275% #Att 27, TH ÷ AC/Save DC by 420, i^7 dmg 816

Str 42, Dex 112, Con 93, Int 70, Wis 73, Chr 71, 3.9E+2kxp

Blarg (A being of your choice is Atomized(destroyed) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Psi29 Grand] Duplicate Magic Item (x1):

[Pri SL4] Protection from Fire 4: Stop the next CL*12 fire dmg

[Psi8 Grand] Anti-Technological Shell: Reduce all technological objects within 30' by -CL TechL (min TechL=0)

[Psi45 Major] Resist: Energy: SL/3 (round down) instances of Resist energy attacks

[Wiz SL6] Anti-Magic Shell 6: Anti-Magic of SL 0 to 5

[Pri SL1] Resist Cold (1): All creatures in area get resist cold {1 group}

[Wiz SL3] Protection from Normal Missiles: Duration CL turns

[Psi-3 Major] Plasmic Form: Plasma damaging shield (50% damage back)

[Psi54 Grand] Energy Absorption: CL*SL*3 hp ablative Force Field (vs. energy attacks)

[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.

[Psi4 V] Item *3: How many of an item exists is multiplied by 3 (you need a Grand to duplicate a x2 item)

[Psi24 Grand] Level: early 16: Get a "Level:" ability in your class 16 levels early (this can be taken multiple times)

Combat effects:

[Wiz SL10] Ship In A Bottle: area iron flask (imprisonment) effect

[Wiz SL8] Alter Reality (DM): Will duplicate any Wizard spell of levels 0-7 or any other spell of levels 0-6.

[Pri SL3] Remove Paralysis (2): Removes paralysis. This spell will also remove stun and summoning sickness effects. This spell als

[Wiz SL9] Really Really Put of Misery: Target being that is Capital S Slain is removed from the timeline (no save)

[Psi30 Ultra] Temporary Insanity: 1 insanity [DMG1]/succ

[Psi45 minor] Domination: Dominate all actions (SL/5 saves)

[Wiz SL9] Monster Swarm Summoning IX: Summons CL/2 (round down) DL VIII monsters

[Pri SL5] Blade Barrier 5: 7d7 dmg wall (shards)

[Pri SL3] Cure Blindness or Deafness: Cures Blindness or Deafness

[Wiz SL3] Wacky Ball 3 / Normal / ½ : Area CLd6 dmg normal element (save: ½)

[Wiz SL2] Dispel Radiation: Dispels Radiation (1 target = auto success) {1 group}

[Psi45 minor] Control: 1bM: Redirect an effect (caster makes SL/4 saves)

Dungeon071720 - Dungeon Level 20 (Hells)

Room # 7

Hallway - 50ft. long x 15ft. wide x 20ft. tall

hole; jug; sobbing; creaking

Trapped Door, Magic/Psi on the south wall leading to a 20ft. long x 15ft. wide x 5ft. tall hallway.

Sample Names: Tara the unpleasant Zoo Dragon (Glue); Olerijan the vengeful Mammoth Cronie (Thunder)

Air in room transforms into Elemental Fog Trap; DL 20; Search DC 219 (800 Int damage/s, DC 206 PPD save for half)

Pedestal that (causes/has/or is) Treasure hidden behind a loose stone in the wall

[x2] Room is permanently/continuously Disjunct (effect)ed, only creatures immune or bubbled against it can function here.

220,710gp

cracks, ceiling

The Diamond Sutra, 'dispel magic', 2gp

Glassy Psi Crystal: +20bbKQP Action(s); 400700gp

Flesh-coloured Cloak [AT+48] +27 AC/xx3 Saves; 1M: Create a Trap

(x1 Psionic) for SL/2 Psi45 powers; CL 95; SL 20; 25810gp

DL XX Small Sapphire Roses x(338) x[7] x[[4]]

||iAC|| 4031, HD 27, i^6 hp 3232, MR 280% #Att 27, TH ÷ AC/Save DC by 420, i^10 dmg 1612

Str 103, Dex 52, Con 83, Int 93, Wis 49, Chr 126, 3.9E+2kxp

Balls (A being of your choice is Mindraped(intrude) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Wiz SL3] Protection from Normal Missiles: Duration CL turns

[Psi4 V] Actions *3: Pick one action type (M, P, V). Your number of actions of that type is multiplied by 3

[Psi45 minor] Body Coating: 5*SL hp Armor spell, self only, stacks with the (Wizard) Armor spell

[Pri SL1] Endure Elements: -5 dmg/r from 1 of: acid/cold/lightning/fire/sound {Touch, 1 creature}

[Psi29 minor] Anti-Radiation Ray:

[Pri SL6] No Save: The next spell you cast does not have a saving throw

[Psi12C Super] Chaos Storm: All in 120'r area are affected by Weird, Maze, and Chaos (as spells) every round

[Psi-3 Major] Spell Barrier: SR 10+2*CL

[Wiz SL3] Displacement : WR 50%

[Wiz SL8] Clone: Clone

[Wiz SL11] Fifth Level Magic-User Spells (DM2): Can cast one 5th Level Wizard spell per round as Z action

[Wiz SL11] Armor 11: +CL*22 current hp

Combat effects:

[Psi30 Grand] Power Beam: Astral damage

[Wiz SL7] Monster Swarm Summoning VII: Summons CL*1.5 (round down) DL VI monsters

[Pri SL5] Dispel Innates: Dispel Innates

[Psi9 Major] Nova Bolt: CHd12 Fire damage, Heats Metal (save:½)

[Psi72 minor] Plant Control: Entangle

[Wiz SL1] Summon Monster I: Summons a DL 1 creature to fight for you {1 creature}

[Psi30 Ultra] Control Thoughts: Caster controls ½M action/succ

[Psi-2 Major] Degenerate: Degenerate (LVL /s); 2*LVL /s

[Psi72 minor] Energy Blast - Personal: One target takes PL energy dmg (no save)

[Psi72 minor] Dazzle: Blind one sense to everyone in one group (RSW save)

[Wiz SL7] Finger of Death : 60 yard Slay one victim, there is saving throw vs. death

[Pri SL9] Heal 9: Cure to 175% of max hp (max Heal 9 can cure at once = 1750 hp)

Dungeon071720 - Dungeon Level 20 (Jebus)

Room # 8

Antechamber (Entry room into larger room) - 25ft. long x 50ft. wide x 30ft. tall

pincers; balance & weights; tinkling; bong

Brass Door, Normal on the north wall leading to a 45ft. long x 25ft. wide x 5ft. tall hallway.

Sample Names: Manaigh the impossible Moon Sword (Spoon); Joal the opportunistic Time Canary (Saw)

Ka-boom! Trap; DL 20; Search DC 207 (Psionicist CL 40, DC 219 Reflex save for half), (multiple targets)

Well that (causes/has/or is) False

[x2] Immortals cannot see, smell, or sense into this room unless they are actually there; Divine Intervention fails

24,916gp

pot

a glass of fine elven wine, 100gp

Amethyst Eyes [6d10] +39 Th/+30 dmg 7+/x9; 1Z: Each segment, all non-E creatures

within sight take CL unholy grave dmg (no save); CL 95; SL 20, 26784gp

Reddish Wand [10d12] +32 Th/+23 dmg 16+/x12; 1M: Random 8 (90%)

or 1d4+8 (10%) SL Wizard Invocation spell; CL 100; SL 20, 25004gp

DL XX Macro-Colossal Steely Rabbis x(556) x[6]

|iAC| 4020, HD 6.6E+5, i^5 hp 1.1E+8, TR 239% #Att 35, TH ÷ AC/Save DC by 420, i^9 dmg 4812

Str 103, Dex 75, Con 80, Int 91, Wis 75, Chr 81, 3.9E+2kxp

What The Fuck (PCs can't affect you (can't be dispelled).)

Prepared effects:

[Pri SL2] Protection from Lightning 2: Stop the next CL*4 lightning dmg

[Wiz SL6] Tenser's Transformation 6: +100% of max hp to current hp, +2 TH melee

[Pri SL3] Negative Plane Protection: Stops one negative energy attack

[Psi6G Ultra] Hero Lore: You gain x2 multiplier; Hero's powers of level = (CL-21)/7

[Pri SL5] Summon Nature's Ally V : Summons a DL V animal (maintained)

[Wiz SL8] Second Level Magic-User Spells (DM1): Cast any four 2nd level Wizard spells simultaneously when it is cast.

[Pri SL6] Resist [E=6 element]: Pick an E=6 element, you resist it for 1 hour.

[Psi6G Ultra] Sentinel Lore: You gain x2 multiplier; Sentinel's powers of level = (CL-21)/7

[Psi-9 Major] Self-Transformer: Polymorph Self

[Pri SL4] Double Resist [E=3 element]: Pick an E=3 element, you double resist it (1/4 dmg, 1/10 if make save) for 1 hour.

[Pri SL4] Rusting Grasp : Your touch corrodes iron and alloys.

[Wiz SL3] Fire Shield 3: Anyone who melees with you takes 50% dmg back

Combat effects:

[Pri SL5] Creeping Doom 5: (1d2+4)*60 insect dmg

[Psi-6G minor] Angelic Heal: Cure N hp to one target (max N = 5+CL^2)

[Psi-17 minor] (no name): Create a random trap (only enemies trigger it)

[Psi54 Major] Hypnotism: Hypnosis (SL saves)

[Psi3½ Grand] Energy Wave: Deal 13d4 damage of your chosen energy type in 120-ft. cone.

[Psi1 minor] Invisibility: Mental Invisibility, affects ä(level) in HD

[Psi29 Grand] Earth Bolt LVLd12:

[Psi54 minor] Vampirism: Target gets SL/2 negative levels (energy drain, no save), you gain CL*SL hp (not above max)

[Psi9 Ultra] Polycancellation: Tricancellation CH targets

[Wiz SL8] Dispel Magic 8: Dispel 6 magic effects

[Psi7 Grand] (no name): Target is energy drained CL/2 levels (no save)

[Pri SL3] Summon Insects: Summons DL 3 insects

Dungeon071720 - Dungeon Level 20 (Okey Dokey)

Room # 9

Throne Room - 50ft. long x 30ft. wide x 50ft. tall

urn; candelabra; drumming; breeze, gusting

Phase Door (phases in/out every so often) on the south wall leading to a 15ft. long x 5ft. wide x 5ft. tall hallway.

Sample Names: Eshka the handsome Fly Pack (Dinosaur); Nerian Cedarson the criminal B'Wana Ant (Biplane)

Tripping Spears Trap; DL 20; Search DC 212 (Attack +360 ranged, 20d12 idamage)

Well that (causes/has/or is) Treasure hidden in secret compartment in container

[x2] Ultraplanar beings cannot see, hear, or sense into this room unless they are actually there; Divine Intervention fails
279,739gp

pole

a couple of beer cans, Ogp

Bottle green Toothbrush: All your Wizard classes use the "set XP

table"(3kxp at 2nd, doubles til 9th,600kxp at 10th,+300kxp per level afterward).; 400870gp

Chartreuse Armor, Light [ATx4] +401 AC/+440 Saves; 1M: set Str 20+LVL; Immune Priest magic; CL 120; SL 20; 124500gp

DL XX Macro-Tiny Indigo Iraqs x(480) x[7]

i^6 AC 4019, HD 10242, lifep 1.7E+6, WR 205% #Att 10, TH ÷ AC/Save DC by 420, i^11 dmg 2407

Str 144, Dex 108, Con 81, Int 63, Wis 150, Chr 150, 3.9E+2kxp

Screw It (A being of your choice is Famished/Starved(sick) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Wiz SL10] Anti-Magic Shell 10: Anti-Magic of SL 0 to 9

[Pri SL8] Protection from Fire 8: Stop the next CL*28 fire dmg

[Pri SL9] Anti-Dispel Magic Shell: your effects are non-dispellable (inc.shell)

[Pri SL10] Resist Fire/Resist Cold 10: Take -90% dmg vs. fire or cold

[Psi6N Ultra] Null Field 1: All spells of SL 1 or higher don't work in 100'r

[Pri SL9] Regenerate 9: Regenerates 4 hp /s

[Psi19 Grand] Paladin Lore: Abilities as per a Paladin of half level (round up); your light-saber is a "holy avenger"

[Wiz SL11] Anti-Magic Shell 11: Anti-Magic of SL 0 to 10

[Wiz SL7] First Level Magic-User Spells (DM1): Cast any four 1st level Wizard spells simultaneously when it is cast.

[Wiz SL5] Prismatic Sphere 5: 3 Prismatic colors or 1 MultiPrismatic colors (may repeat colors in either mode)

[Pri SL10] Goodberry 10: Creates 40 goodberries

[Wiz SL5] Anti-Radioactive Shell:

Combat effects:

[Wiz SL10] Death Spell 10: Slay 10d12 HD of creatures (save)

[Psi29 Major] Boneshatter (2d6/r + broken limb):

[Wiz SL4] Time Stop 4: Stops time for 1d5 segments

[Wiz SL1] Cause Fear: Fear (save) {1 creature}

[Wiz SL1] Alley Summoning I: Summons a DL II alley monster, under your control, 1% chance per segment of losing control

[Psi19 Grand] Energy Absorption: 1bM: Absorb up to CL HD of an energy attack, affects everyone in your group

[Pri SL3] Summon Monster III : Calls DL 3 outsider to fight for you.

[Pri SL9] Flame Strike 9: CLd16 holy fire dmg (save:½)

[Psi54 Ultra] Flame Project: CL*(SL+2) fire dmg to one target (no save)

[Psi6N Major] Reverse Magic: Casts reverse of spell, N=SL of spell (max = your level/2)

[Psi-12T V] Ka-boom!: All within sight (incl. party) take CL idmg (no resistance/imm.). This damage is considered idmg even wher

[Pri SL3] Summon Nature's Ally III : Calls DL 3 creature to fight.

Dungeon071720 - Dungeon Level 20 (Yippee Kiyay Mfer)

Room # 10

Warrior's Chamber/Lab - 50ft. long x 45ft. wide x 50ft. tall

Bridge, Wood; dais (raised platform); chirping; earthy smell

Plant Door (a door made of plants) on the east wall leading to a 10ft. long x 10ft. wide x 5ft. tall hallway.

Sample Names: Mariel the sophisticated Royal Super-Heroe (Ionizer); Rhyn the repulsive Gold Hawk (Shield)

Sit Down Already! Trap; DL 20; Search DC 216 (Psionicist CL 40, no resistance), (multiple targets)

Fire that (causes/has/or is) Treasure hidden by Invisibility

[x2] Room is permanently/continuously Charmed, only creatures immune or bubbled against it can function here.

74,468gp

bellows

The Arbiter Sword, sword, 1d1 (1), 600gp

Alabaster Gauntlet, spiked [5d8] +840 Th/+483 dmg 11+/x9; 1Z: CL*(SL+2)

acid dmg to one target (no save); CL 95; SL 20, 236164gp

Black Crossbow, heavy [7d6] +1444 Th/+38 dmg 19+/x2; 1P: ½M,

-16 current hp: Twist (dispel) CL effects; CL 96; SL 20, 262400gp

DL XX Huge Orangey Ices x(353) x[7] x[[2]]

i^8 AC 4037, HD 169, iiiihp 26624, XR 285% #Att 6, TH ÷ AC/Save DC by 420, i^8 dmg 12018

Str 121, Dex 104, Con 115, Int 133, Wis 138, Chr 129, 3.9E+2kxp

Hurr Durr (A being of your choice is Annihilated (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Pri SL6] Spell Immunity 6: Be immune to 3 spells by name

[Pri SL5] Improved Free Action: Immune Capital S Stun, Stop, Hold, Paralysis, Summoning Sickness; Hold P,V actions

[Wiz SL9] Extra Group +2: The next spell you cast will affect +2 groups of monsters

[Wiz SL11] Duplicate Item: duplicate a x1 magic or psi item that uses charges

[Psi54 Major] Mystic Shield: SR SL*CL

[Psi16 Ultra] Golem Form: Brass Minotaur: Immune Maze (and variants); Slaying +3/+3 +wounding; 1M: Trap the Soul; 1M: Maze

[Psi4 Major] Actions *1.5: Pick one action type (M, P, V). Your number of actions of that type is multiplied by 1.5

[Psi-6N Major] Gaea's Herald ~: 1P or 1M: When your summoned creatures go below -10 hp, they don't disappear (you can cure)

[Psi29 Major] Protection (random scroll):

[Pri SL2] Resist [E=1 eelement]: Pick an EE=1 eelement, you resist it for 1 hour.

[Pri SL8] Protection from Fire 8: Stop the next CL*28 fire dmg

[Psi27 Major] Armor Ceremony: Pick Physical, Magical, Psionic, or Innate. You take 1/10 dmg from that source.

Combat effects:

[Pri SL2] Withdraw: Get 1r of actions per 1s; only cure self & Div {self only}

[Wiz SL8] Alter Reality (DM): Will duplicate any Wizard spell of levels 0-7 or any other spell of levels 0-6.

[Pri SL9] Fire Storm 9: (CL+2)d14 holy fire dmg, hits 4 groups (no save)

[Wiz SL9] Wail of the Banshee: Kills one creature/level.

[Wiz SL10] Eridor's Emerald Wall: anything touching wall is temporal stasised

[Pri SL2] Treat Moderate Wounds: Cure 20% of max hp {Touch, 1 creature}

[Psi6E Grand] Steal Item: Target saves or demon gets 1 random item

[Psi6G minor] Remove Demon Influence: Removes possession, domination, charm, etc.; Does not have to be evil source

[Psi45 minor] Plasma Generation: SL*CL Plasma damage (1 group, no save)

[Psi0 Grand] Fireball: KiLd6 dmg, KiL' radius (fire damage) (save:½, if made save again for 0)

[Pri SL5] Limited Cureall: Cureall, target must Fort save vs. # hp down (+10 per other effect)

[Pri SL1] Entangle (1): Need plants to use; Slow (no save); Stop (save) {1 group}

Dungeon071720 - Dungeon Level 20 (Hell No)

Room # 11

Heating Room (for warmth) - 10ft. long x 25ft. wide x 20ft. tall

flask; Chute, Sand/Quicksand; downdraft, strong; steamy

Void Door (cannot see through doorway) on the south wall leading to a 10ft. long x 25ft. wide x 5ft. tall hallway.

Sample Names: Tayan the cold-blooded Blackbelt Djinn (Donkey); Treager the lazy Seagoing Four (Barge)

Creation Bolt Trap; DL 20; Search DC 201 (Psionicist CL 40, DC 205 Will save for 1/3)

Tapestry that (causes/has/or is) Magical Pool/Throne: Does a High Frequency Sample

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Segment 245,164gp

sword blade, broken

Aura of Fate, 200gp

Peacock blue Greatsword [3d8] +1295 Th/+842 dmg 7+/x12; 1M: 1d4 dust dmg/r to up to 2 cr.; CL 120; SL 20, 375757gp

Ivory Gloves [AT++7] +38 AC/+41 Saves; 1M: Astral Form Blockade

Field: Stops Astral Psi./Proj., Dim.Doors; CL 142; SL 20; 32850gp

DL XX Diminutive Copper Roosters x(473) x[4]

|...^∞|AC|...^∞| 4038, HD 23, iiihp 806, RR 5340% #Att 32, TH ÷ AC/Save DC by 420, i^11 dmg 4801

Str 78, Dex 78, Con 58, Int 145, Wis 68, Chr 66, 3.9E+2kxp

Blimey (A being of your choice is Funied(positive) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Psi81 minor] Damage Reduction, Physical, 25%: Take x0.75 damage from physical attacks

[Wiz SL9] Third Level Magic-User Spells (DM1): Cast any four 3rd level Wizard spells simultaneously when it is cast.

[Pri SL8] Robe Of Healing: Get 20 1d4+4 healing effects (self or other) every round for 1h

[Pri SL7] Regenerate 7: Regenerates 1 hp /s

[Wiz SL10] Ward Dweomer: Become immune to one type of attack/element

[Psi4 minor] Money *1.25: How much money you get in dungeon is multiplied by 1.25 (only affects you, not whole party)

[Pri SL2] Protection from Lightning 2: Stop the next CL*4 lightning dmg

[Wiz SL5] Prismatic Sphere 5: 3 Prismatic colors or 1 MultiPrismatic colors (may repeat colors in either mode)

[Psi45 Major] Resist: Vampirism: SL/3 (round down) instances of Resist necromancy, energy and stat drains

[Psi81 minor] Damage Reduction, Energy, 25%: Take x0.75 damage from energy

[Wiz SL3] Nondetection : Hides subject from divination, scrying.

[Wiz SL4] Evard's Black Tentacles : 1d4 +1/level tentacles grapple randomly within 15 ft.

Combat effects:

[Psi29 Grand] Resurrection/Destruction:

[Psi-9 Ultra] Polyrestoration: Trirestoration CH targets

[Psi45 Grand] Energy Solidification: Minor: Web; Major: Iron Bands of Bilarro; Grand: Solid Wall of Force; Super: Forcecage

[Psi-1 minor] Premature Trigger: Set off someone else's trigger prematurely (no save, ER resists)

[Psi45 minor] Iron Will: 1bM: One effect that's hitting you is delayed for SL segments (it will still resolve even if the caster is drop

[Psi3½ Major] Dominate, Psionic: Control target telepathically.

[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 SL8] Heal 8: Cure to 150% of max hp (max Heal 8 can cure at once = 1500 hp)

[Pri SL2] Shatter : Object(s) destroyed (save vs. crushing blow) {1 group}

[Psi6E minor] Fear I (Scare): Target saves or loses 1 physical+mental

[Pri SL8] Really Really Put of Misery: Target being that is Capital S Slain is removed from the timeline (no save)

[Wiz SL11] Unlimited Wish:

Dungeon071720 - Dungeon Level 20 (Damn Skippy)

Room # 12

Dining / Feast Hall - 50ft. long x 35ft. wide x 35ft. tall

pail; spinning wheel; horn/trumpet sounding; moaning

Energy/Elemental Door on the east wall leading to a 20ft. long x 10ft. wide x 15ft. tall hallway.

Sample Names: Yasheira the sophisticated Karate Wizard (Stationwagon); Setara the holy Monsieur Fly (Symbiosis)

Lock transforms into Elemental Nexus Trap; DL 20; Search DC 217 (800 Int damage/s, no resistance)

Room (Floor) that (causes/has/or is) Gate (to random plane) in room (cannot

be dispelled unless a x2 or higher being steps through from this side)

[x2] Room is permanently/continuously *Cursed*ed, only creatures immune or bubbled against it can function here.

197,422gp

loin cloth

a salted herring, 1gp

Rian's Brain: +7 to LVL; 1M: Summon a DL CCL

creature you control and understand (+1 slot).; CL 110; SL 20; 400590gp

Brilliant Tooth picks: +2hIQQQQQG Action(s); 400230gp

DL XX Macro-Medium Sooty Circulations x(526) x[4] x[[4]]

|iAC| 4033, HD 40964, iihp 6.8E+6, ER 298% #Att 21, TH ÷ AC/Save DC by 420, i^13 dmg 20018

Str 116, Dex 64, Con 128, Int 120, Wis 139, Chr 66, 3.9E+2kxp

Peeyew (Enemy Subordinates can't affect you (can't be dispelled).)

Prepared effects:

[Psi-9 minor] Resistance to Anti-Psionics: CH*5% aPR (adj.@12th)

[Pri SL8] Spell Immunity 8: Be immune to 5 spells by name

[Psi6G Major] Contingency: Set up a contingency for Psi6G power

[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

[Pri SL4] Immune [E=1 element]: Pick an E=1 element, you are immune to it for 1 hour. (This immunity does not "spread" into ot

[Psi7 Grand] (no name): Whenever you touch someone, they get Mummy Rot (no save)

[Pri SL7] Spell Immunity 7: Be immune to 4 spells by name

[Psi16 Ultra] Golem Form: Brain: +1QM action; 1M: Psi1 Psionic Blast; iPR +70%

[Psi6N Major] Thief Abilities, LVL 7: Get thief abilities of level 7 (max = your level)

[Pri SL8] Goodberry 8: Creates 32 goodberries

[Psi12C Super] Grand Chaos: All die rolls by all creatures within 240' of caster become either minimum (50%) or maximum (50%)

[Wiz SL9] Shape Change : Changes the caster to someone else, he adopt it powers and vulnerabilities save that depends upon int

Combat effects:

[Pri SL4] Dispel Psionics: Cancels psionic effects

[Psi0 Ultra] Inferno Strike: KiLd20 dmg, KiL*3' radius (fire damage) (save:½), center at caster (who doesn't take dmg)

[Psi3½ Major] Time Hop: Subject hops forward in time 1 round/level.

[Wiz SL5] Dispel Innates:

[Psi29 Ultra] As You Are:

[Wiz SL8] Prismatic Wall 8: 8 Prismatic colors or 6 MultiPrismatic colors (may repeat colors in either mode)

[Psi54 Major] Air Animation: Summon a DL=SL Air Elemental

[Pri SL4] Dismissal : Forces a creature to return to native plane. (save)

[Psi72 minor] Mind Control: Control V actions (Will save), P actions (Will save at +5), or M actions (Will save at +10)

[Pri SL8] Circle Of Sunmotes: All friends get leveled6 hp,+1/+1 TH/dmg; enemies get reverse

[Psi45 minor] Energy Conversion: 0, SL/t: Convert an element in an effect to another element (max E factor = SL/2, round down)

[Wiz SL8] Mass Charm : As charm monster, but all within 30 ft.

