

Dungeon082420 - Dungeon Level 1

Room # 1

Warrior's Chamber/Lab - 50ft. long x 5ft. wide x 20ft. tall

vestments; bowl; howling; grunting

Unusual Material Door on the south wall leading to a 45ft. long x 20ft. wide x 5ft. tall hallway.

Sample Names: Numestra the majestic Freedom Rocket (Dirigible); Chemosh the deadly Invisible Sword (Jet)

Silver Spears Trap; DL 1; Search DC 11 (Psionist CL 2, DC 11 Reflex save for 1/10)

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

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

872gp

shrine

the Ring of Majestics, +2 AC, 0gp

Ivory Bolts (10) [1d20] +2 Th/+1 dmg 20+/x4; 1M: 6 Str,Dex,or Con dmg; CL 6; SL 1, 920gp

Primrose Girdle [AT+7] +1 AC/+0 Saves; 1V: True Seeing; CL 6; SL 1; 1360gp

DL I Medium Mountain Elementals x(8) x[5]

AC 22, HD 4, hp 64, RR 86% #Att 1, TH ÷ AC/Save DC by 4, dmg 9

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

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

Prepared effects:

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

Combat effects:

[Pri SL1] Command 1: Target makes 1 save, each missed save allows 1 word for a command to be given

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Room # 2

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

oil (barrel of); chest of drawers; downdraft, strong; "Bleah!" (off in the distance)

Undead Door (has a trapped spirit/ghost) on the north wall leading to a 40ft. long x 25ft. wide x 25ft. tall hallway.

Sample Names: Rudra the homicidal Super Marauder (Helicopter); Nerence the satanic Poison Wind (Gravi-)

Basic Caltrops Trap; DL 1; Search DC 11 (Attack +2 ranged, 10d2 Int damage), (multiple targets)

Illusion that (causes/has/or is) Attacks

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

789gp

amber rod

firebreather, 80gp

Ember Cleaver: Equip: Pay 2 Str and "Equipped creature gets +8 to hit/dmg and +8 AC/saves and 10 hp".; 1230gp

Needle of Iridescent Blood Serum.; 1/3attack: Snail Trail PFA: Whenever someone targets you with an effect, they suffer that Status Effect unless they make a save vs. Spell.; CL 5; SL 1; 1870gp

DL I Tiny Warrior-classes Mutants x(19) x[5]

AC 22, HD 3, hp 16, #Att 1, TH ÷ AC/Save DC by 4, dmg 9

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

Has warrior picks, Immune radiation, has Psi freq divisible by 9

Prepared effects:

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

Combat effects:

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

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Room # 3

Gardens - 20ft. long x 50ft. wide x 25ft. tall

branding irons; overhang; smoky smell; rustling

Energy/Elemental Door on the west wall leading to a 5ft. long x 25ft. wide x 15ft. tall hallway.

Sample Names: Datharian the gelatinous Shatter Irregular (Cybernetics); Briona the rabid Bullet Weirdo (-mobile)

Crushing Ceiling Trap; DL 1; Search DC 11 (10 Int damage, DC 11 Reflex save to negate)

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

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

967gp

sack

a Bright Blue Portal, 0gp

Amber Stone [1d6] +0 Th/+2 dmg 19+/x3; 1M: As the 3rd level Wizard spell; CL 6; SL 1, 1184gp

Drum of Indigo Semen;; 1attack: Teaser Brand: Brand this Status

Effect to one weapon (no save) ; CL 5; SL 1; 1190gp

DL I Tiny Wizard-classes Cthulhoid-Horrors x(6) x[7]

AC 21, HD 3, hp 16, #Att 2, TH ÷ AC/Save DC by 4, dmg 9

Str 17, Dex 12, Con 17, Int 13, Wis 16, Chr 14, 0.02kxp

Knows Wizard spells, Immune called shots and crits, can high freq samp, mind blank

Prepared effects:

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

Combat effects:

[Psi6E minor] Cause Critical Wounds: Does 5d8+6 damage by touch (no save)

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Room # 4

Pantry - 30ft. long x 25ft. wide x 45ft. tall

dung heap; vice; rattling; updraft, slight

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

Sample Names: Anhaga Bonepike the deceitful Major Thirteen (Hubcap); Skoric the enigmatic Demolition Five (Kryptonite)

Déjà Vu Trap; DL 1; Search DC 11 (Psionicist CL 2, no resistance)

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

[x1] Psi 100 powers function at triple effect

895gp

alkaline salts

an ear of corn, 1gp

Browny Armor, Heavy [AT+5] +1 AC/+4 Saves; 1P: Moveable Wall of Force (solid version); CL 5; SL 1; 1065gp

Garnet Necklace [AT+8] +2 AC/+4 Saves; 1F: -2 dmg/energy att; +CL/3 saves; CL 6; SL 1; 1990gp

DL I Diminutive Outer-TN Spirit-of-the-Lands x(7) x[6]

AC 22, HD 3, hp 8, RR 104% #Att 1, TH ÷ AC/Save DC by 4, dmg 5

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

Immune mind-affecting, positive/negative energy. Resist cold/fire/acid, Incorporeal, can be turned as undead

Prepared effects:

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

Combat effects:

[Psi10 minor] Beam of Light: Line of Blindness (all in area save vs. spell or blinded)

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Room # 5

Stable - 20ft. long x 20ft. wide x 45ft. tall

idol (largish); votive light/candle; stale, fetid smell; steamy near ceiling

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

Sample Names: Fyren Bluesaber the devilish Time Fury (Torpedos); Yuldarra the infamous Screaming Gal (Fork)

Air in room transforms into Elemental Disintegration Trap; DL 1; Search DC 11 (10 Cml damage/s, no resistance)(multiple targets

Vegetation that (causes/has/or is) Combination lock

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

563gp

gong

a pair of ->*<- boots, +2 AC, 1100gp

Hero'ssplitter: Equip: Pay 2 SL(s) and "Equipped creature gets +8 to hit/dmg and +3 AC/saves and 5 hp"; 2040gp

Drum of Twinkling Female Squirt;; 1P: Spiderman PFA: Whenever someone targets you with an effect, they suffer that Status Effect unless they make a save vs. Spell.; CL 5; SL 1; 2040gp

DL I Medium Tarrasque-World Oozes x(8) x[8]

AC 21, HD 4, hp 64, #Att 1, TH ÷ AC/Save DC by 4, dmg 5

Str 16, Dex 14, Con 17, Int 13, Wis 16, Chr 12, 0.02kxp

Mreflection DL*10%, No INT. Immune mind-affecting, crits, anything requiring fort/ppd save.

Prepared effects:

[Psi29 minor] Gaze Reflection:

Combat effects:

[Psi-9 minor] You'll Shoot Your Eye Out!: Target loses 1 eye (no save)

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Room # 6

Animal Pens - 45ft. long x 15ft. wide x 45ft. tall

holy/unholy writings; dish; scratching/scrabbling; buzzing

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

Sample Names: Hiatea the unlucky Shrinking Panther (Magno-); Nalana the bizarre Yak Society (Web)

Injected Silence Trap; DL 1; Search DC 11 (20 damage, no save)

Well that (causes/has/or is) Rising/Sinking

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

558gp

lantern

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

Tatsumasa, Blade: Equip: Pay 29 hp(s) and "Equipped creature gets

+9 to hit/dmg and +8 AC/saves and 7 hp".; 1910gp

Inky Girdle [AT+6] +2 AC/+0 Saves; 1V: Any Thief SL-1 pick; 5*CL Rogue points in it; CL 6; SL 1; 1640gp

DL I Small Concordant-classes Goblin/Orcs x(7) x[6]

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

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

Knows Concordant spells and +1 X action if DL>5, Dark Vision, Stay conscious past Ohp. Light Sensitivity

Prepared effects:

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

Combat effects:

[Psi81 minor] Entangle: Entangle

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Room # 7

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

partially collapsed ceiling; butt (large barrel); twanging; horn/trumpet sounding

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

Sample Names: Gimra the ignoble Supreme Slug (Hyper-); Amorian the devilish Commodore Monster (Slime)

Camouflaged Deathblades Trap; DL 1; Search DC 11 (Attack +7 ranged, 10d2 damage)

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

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

990gp

harpoon

a large desk chair, 0gp

Rian's Spleen: +1 to Wis; 1P: Summon CL DL=SL-2 Dancing Potion Bottles.; CL 7; SL 1; 1820gp

Rian's Fibula bone: +1 to Dex; 1attack: Legend Lore.; CL 7; SL 1; 1990gp

DL I Tiny Black-Ice Aliens x(10) x[7]

AC 21, HD 3, hp 16, #Att 1, TH ÷ AC/Save DC by 4, dmg 9

Str 17, Dex 16, Con 16, Int 12, Wis 16, Chr 13, 0.02kxp

Knows Bug/Brass Gnat spells, Does not breathe. Has Psi 8.

Prepared effects:

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

Combat effects:

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

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Room # 8

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

grindstone; chest, large; breeze, gusting; misted

Water Lock Door (holds back a lot of water) on the east wall leading to a 10ft. long x 25ft. wide x 10ft. tall hallway.

Sample Names: Lyssintra the unethical Captain Aardvark (Cart); Delian the miserly Techni- Pack (Gas)

Ingested Animation Trap; DL 1; Search DC 11 (10 Cml damage, no save)

Fire that (causes/has/or is) Monster Generator: Animal (summons an Animal every segment)

[x1] Abjuration spells function at zero effect

11gp

low table

a long wooden pole, 'haste', 125gp

Bronze Glasses: +100 Skill Points; 1290gp

Ioun Stone, Normal, Comprehend Languages continuous, 8150gp

DL I Tiny Outer-NG Leeches x(9) x[7]

AC 21, HD 3, hp 16, #Att 2, TH ÷ AC/Save DC by 4, dmg 9

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

Immune acid/cold/petrification. Resist electricity/fire. Pro evil, 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}

Combat effects:

[Psi-6E minor] Evil Eye: Target's AC becomes 66-CL^2 (Petrif save at -CL); "/cr" means "per complete round"

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Room # 9

Water Closet/Toilet - 35ft. long x 35ft. wide x 15ft. tall

Walls of Glass; Stalagmites; steamy near floor; smoky

Membrane Portal on the east wall leading to a 40ft. long x 25ft. wide x 10ft. tall hallway.

Sample Names: Nydelthia the brazen Lion Fire (Raised by animals); Malingo the manipulative All-Star Inferno (Analyzer)

Compacting Vent Trap; DL 1; Search DC 11 (20 damage, no save)

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

[x1] DEZ (Dispel Effects Zone) - Effects effects get countered; existing effects effects have SL% of being dispelled/Segment

45gp

caldron

a tumbler of brandy, 10gp

Magenta Gloves [AT+6] +4 AC/+1 Saves; 1V: As the 4th level Wizard spell; CL 6; SL 1; 1735gp

Vial of Red Earwax;; 1M: Teaser Balls: Do this Status Effect to one group (Spell save: 0) ; CL 7; SL 1; 1600gp

DL I Tiny Warrior-classes Dragons x(17) x[8]

AC 21, HD 3, hp 16, #Att 2, TH ÷ AC/Save DC by 4, dmg 5

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

Has warrior picks, Flys, Breath weapon, dark vision, immune sleep and paralysis.

Prepared effects:

[Psi-9 minor] Resistance to Anti-Psionics: CH*5% aPR (adj.@12th)

Combat effects:

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

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Room # 10

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

thongs; stuffed animal; thud; footsteps (receding)

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

Sample Names: Indrele the annoying Compu- Gods (Venom); Alathar the caustic Winged Mistress (Bulldozer)

Air in room transforms into Elemental Magnetism Trap; DL 1; Search DC 11 (10 Con damage/s, no save)(multiple targets)

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

[x1] Radiation (Psi9) of RS=7 (doesn't fluctuate)

464gp

wall scratchings

the shield of defense, +1 AC, 192gp

Kusari- Blade: Equip: Pay 2 Chr and "Equipped creature gets +5 to hit/dmg and +9 AC/saves and 6 hp".; 1170gp

Reddish Weapon Gemlet: +1hQP Action(s); 1790gp

DL I Tiny Outer-LG Wurms x(17) x[7]

AC 21, HD 3, hp 16, #Att 1, TH ÷ AC/Save DC by 4, dmg 9

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

Immune acid/cold/petrification. Resist electricity/fire. Pro evil, Has no appendages.

Prepared effects:

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

Combat effects:

[Wiz SL1] Charm Person: Charm 1 humanoid {1 creature}

Dungeon082420 - Dungeon Level 1

Room # 11

Harem/Seraglio - 20ft. long x 25ft. wide x 25ft. tall

crate; Floors of Air; laughter; jingling

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

Sample Names: Alsinnara the boisterous Professor Weirdo (Extra-dimensional); Balok the sensational Detective Threesome (Blac

Basic Spears Trap; DL 1; Search DC 11 (Attack +1 melee, 10d2 Dex damage)

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

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

488gp

dust

a pair of Elvish boots, +2 AC, 960gp

Rian's Sinuses: +2 to Wis; 1M: 1bM:Enemy that attacked you

or targeted you this segment is Paralyzed.; CL 7; SL 1; 2100gp

Bag of Devouring, 6340gp

DL I Diminutive Monster-classes Intelligent-Trap/Trick/Specials x(14) x[4]

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

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

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

Prepared effects:

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

Combat effects:

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

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Room # 12

Barracks / Quarters - 15ft. long x 40ft. wide x 20ft. tall

thongs; holy/unholy symbol(s); dusty; snapping

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

Sample Names: Atrium the philosophical Blue Longshoreman (Llama); Legodia the criminal Lightning Trio (Wind)

Wide-Mouth Brick Trap; DL 1; Search DC 11 (10 Wis damage, no save)

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

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

207gp

cushion

a penny, '(null)', 1gp

Syringe of Brownish Female Squirt;; 1M: Snail Trail Bolt-On: Do this Status

Effect to one target (Spell save: 0) ; CL 5; SL 1; 1110gp

Brownish Girdle [AT+6] +1 AC/+1 Saves; 1/2M: SL/2 (round down) instances of Resist radiation damage;

+SL*10% damage with radiation (specific, not all of Psi9/18/27) effects; CL 6; SL 1; 1780gp

DL I Tiny Concordant-classes Oozes x(16) x[5]

AC 22, HD 3, hp 16, RR 51% #Att 2, TH ÷ AC/Save DC by 4, dmg 5

Str 13, Dex 17, Con 15, Int 12, Wis 14, Chr 12, 0.02kxp

Knows Concordant spells and +1 X action if DL>5, No INT. Immune mind-affecting, crits, anything requiring fort/ppd save.

Prepared effects:

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

Combat effects:

[Wiz SL2] Lightning Bolt 2: CLd4 lightning dmg to a group (save:½)

Dungeon082420 - Dungeon Level 2

Room # 1

Dressing Room - 50ft. long x 35ft. wide x 40ft. tall

armoire; Chasm, Natural; chlorine smell; downdraft, strong

Concealed (Hidden) Door on the west wall leading to a 45ft. long x 25ft. wide x 15ft. tall hallway.

Sample Names: Snorri Fishmaster the vengeful Squirrel Walker (-wing); Ashdown the hostile Commodore Thief (Chair)

Burning Trapdoor Trap; DL 2; Search DC 21 (40 Con damage, no resistance)

Force Field that (causes/has/or is) Anti-Magic

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

3,705gp

cracks, wall

a vial of holy water, 'bless' 'protection evil' 'remove curse' ", 72gp

Amber Axe, throwing [2d4] +4 Th/+8 dmg 16+/x3; 1V: One group is feeble-minded (Will save); CL 14; SL 2, 4414gp

Wand, Buckler, 6210gp

DL II Small Kara-Tur Avian/Birds x(15) x[4]

AC 83, HD 4, hp 192, #Att 4, TH ÷ AC/Save DC by 6, dmg 33

Str 22, Dex 19, Con 14, Int 21, Wis 20, Chr 19, 0.1kxp

Has Martial Arts, Flys. Has 2 Wings, 2 talons, and a beak.

Prepared effects:

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

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

Combat effects:

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

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

Dungeon082420 - Dungeon Level 2

Room # 2

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

statue; stall or pen; slithering; hazy

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

Sample Names: Gilola the maniacal Snow Platoon (Mortar); Snake Grindansson the invincible Shining Nova (Pillow)

Air in room transforms into Elemental Eldritchiron Trap; DL 2; Search DC 21 (40 Int damage/s, DC 21 PP save to negate)(multiple

Door that (causes/has/or is) Fruit

[x1] Gravity high 11 G's (-40 Str, /move rate by 12, falling dmg x12, Z actions reduced by 11/s)

936gp

ladle

(no short description), 0gp

Rian's Ethmoid bone: +4 to CL; 1M: No target, group no target, and DT 1.; CL 9; SL 2; 4690gp

Cup of Ice Blue Cerebrospinal Fluid;; 1P: Arabian Sunglasses Shield: Whenever someone hits you with a melee attack, they suffer that Status Effect unless they make a save vs. Spell.; CL 12; SL 2; 4470gp

DL II Large Dead-Timeline/Looporal Familiars x(12) x[7]

AC 81, HD 12, hp 640, #Att 3, TH ÷ AC/Save DC by 6, dmg 33

Str 15, Dex 21, Con 14, Int 23, Wis 22, Chr 20, 0.1kxp

Reality/Loop stable., Familiar Immunity until offensive

Prepared effects:

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

Combat effects:

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

[Pri SL4] Creeping Doom 4: 160 insect dmg

Dungeon082420 - Dungeon Level 2

Room # 3

Well - 20ft. long x 35ft. wide x 25ft. tall

box; furnace; shuffling; whistling

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

Sample Names: Limeira the mesmerizing Mammoth Squadron (Flash); Sativola the weird Dream -wave (Air)

Statue transforms into Elemental Aexus Trap; DL 2; Search DC 21 (20 Wis damage/s, no resistance), (multiple targets)

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

[x1] Sun spells function at zero effect

480gp

corroded chain

a laser energy pack, 10gp

Obsidian Spike: Equip: Pay 30 PSP(s) and "Equipped creature gets

+9 to hit/dmg and +3 AC/saves and 36 hp"; 4310gp

Maroon Tree: +2hQS Action(s); 4410gp

DL II Diminutive Psionicist-classes Giants x(22) x[8]

AC 84, HD 6, hp 20, #Att 3, TH ÷ AC/Save DC by 6, dmg 50

Str 23, Dex 19, Con 16, Int 19, Wis 20, Chr 15, 0.1kxp

Know a Psi frequency, Minimum size category Large.

Prepared effects:

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

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

Combat effects:

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

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

Dungeon082420 - Dungeon Level 2

Room # 4

Animal Pens - 10ft. long x 20ft. wide x 20ft. tall

forge; pincers; scream(ing); sobbing

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

Sample Names: Pergamino the savage Count Mouse (Bubble); Arbolyte the invulnerable Arduous Slayer (Divine intervention)

Poisoned Blades Trap; DL 2; Search DC 21 (Attack +36 ranged, 20d2 Wis damage)

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

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

1,628gp

live crickets

a pair of fruity braces, 750gp

Drum of Sky-Blue Vomit;; 1P: Arabian Sunglasses PFA: Whenever someone targets you with an effect, they suffer that Status Effect unless they make a save vs. Spell.; CL 10; SL 2; 4870gp

Rian's Small Intestine: +1 to Con; 1M: 1V: An item gets 1E action this segment. ; CL 12; SL 2; 4960gp

DL II Small Star-Wars-Loop Unlives x(33) x[6]

AC 82, HD 4, hp 160, #Att 4, TH ÷ AC/Save DC by 6, dmg 17

Str 14, Dex 21, Con 16, Int 21, Wis 24, Chr 20, 0.1kxp

Has force powers, No CON. Has Psi -7

Prepared effects:

[Psi4 minor] Damage *1.25: Damage with one physical weapon is multiplied by 1.25

[Psi-12C minor] Commotion Resistance: +CL*5% RR; Resist own effects; Resist Wild Surges

Combat effects:

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

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

Dungeon082420 - Dungeon Level 2

Room # 5

Waiting Room - 45ft. long x 15ft. wide x 35ft. tall

portcullis; tube (container); chlorine smell; ozone smell

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

Sample Names: Oldra the sophisticated Dark Racer (Abnormal brain function); Fari the jovial Brain Weirdo (Astral)

Rolling Blades Trap; DL 2; Search DC 21 (Attack +4 melee, 20d4 Chr damage)

Dome that (causes/has/or is) Gaseous

[x1] Abjuration spells function at triple effect

3,121gp

candlestick

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

Chrome Cup: +2bQV Action(s); 4730gp

Empyrial Lash: Equip: Pay 42 PSP(s) and "Equipped creature gets +21 to hit/dmg and +7 AC/saves and 7 hp".; 4920gp

DL II Diminutive Outer-TN Lycanthropes x(27) x[7]

AC 84, HD 5, hp 20, #Att 3, TH ÷ AC/Save DC by 6, dmg 34

Str 19, Dex 15, Con 16, Int 17, Wis 15, Chr 18, 0.1kxp

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

Prepared effects:

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

[Psi2 minor] Prolong: Range & area of powers +50%; Range & area +100%

Combat effects:

[Psi30 minor] Stun Touch: Astral stunning

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

Dungeon082420 - Dungeon Level 2

Room # 6

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

idol(s); alcove; slithering; rustling

Concealed (Hidden) Door on the west wall leading to a 20ft. long x 5ft. wide x 10ft. tall hallway.

Sample Names: Rauwen the poisonous Crime Mist (Energy); Testaron the caustic Future Company (Pitchfork)

Air in room transforms into Elemental Cold Trap; DL 2; Search DC 22 (20 Wis damage/s, no save)(multiple targets)

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

[x1] Roll 1d2+1 times on the x1 Special table; duplicated results are doubled/tripled/quadrupled/etc.

3,583gp

paddle lock

a leather flying helmet, +2 AC, 120gp

Rod of Flailing, 9110gp

Armor: 3 half-plusses, 11030gp

DL II Diminutive Underdark Intelligent-Trap/Trick/Specials x(36) x[7]

AC 82, HD 6, hp 24, #Att 1, TH ÷ AC/Save DC by 6, dmg 50

Str 18, Dex 24, Con 20, Int 13, Wis 20, Chr 16, 0.1kxp

Light Sensitivity, Incorporeal, Find/Remove Trap/Trick/Special halves hp

Prepared effects:

[Psi18 minor] Ego Shield: Immune to Mental Attacks; Undetect. Lie

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

Combat effects:

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

[Pri SL3] Neutralize Poison: Detoxifies venom in or on subject.

Dungeon082420 - Dungeon Level 2

Room # 7

Workshop - 5ft. long x 40ft. wide x 25ft. tall

Bridge, Web; mattress; giggling (faint); hooting

Trapped Door, Out of Phase on the west wall leading to a 30ft. long x 5ft. wide x 10ft. tall hallway.

Sample Names: Elentari the maniacal Sub-- Racoon (Knife); Drasus the insane Wild Valkyrie (Jet Pack)

Poisoned Arrows Trap; DL 2; Search DC 22 (Attack +40 ranged, 20d2 damage)

Ceiling that (causes/has/or is) Monster Generator: Reptile (summons a Reptile every segment)

[x1] Psi -7 powers function at zero effect

3,022gp

dampness, ceiling

an amber ember, 10gp

Cordovan Chair: +1 level(s) of exceptional Chr; 4360gp

Whispersilk Plating: Equip: Pay 2 Str and "Equipped creature gets

+3 to hit/dmg and +8 AC/saves and 32 hp".; 4990gp

DL II Diminutive Alley Hounds x(34) x[8]

AC 83, HD 6, hp 20, #Att 3, TH ÷ AC/Save DC by 6, dmg 49

Str 16, Dex 17, Con 23, Int 18, Wis 18, Chr 16, 0.1kxp

Attacks as x2 DL., Has 4 legs, and at least 1 head

Prepared effects:

[Wiz SL2] Fire Shield 2: Anyone who melees with you takes 25% dmg back

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

Combat effects:

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

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

Dungeon082420 - Dungeon Level 2

Room # 8

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

cask; stool, normal; stale, fetid smell; footsteps (side)

Trapped Door, Mechanical on the south wall leading to a 35ft. long x 20ft. wide x 25ft. tall hallway.

Sample Names: Lilka the discourteous Dog Squad (Web); Taliem the rabid Aristocratic Boy (Home study course)

Lock transforms into Elemental Alcohol Trap; DL 2; Search DC 21 (40 Wis damage/s, no resistance)

Fireplace that (causes/has/or is) Shoots

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

898gp

mica

a leather sofa, 10gp

Iron-grey Girdle [AT+8] +5 AC/+17 Saves; 1M: 10*LVL hp shield vs. physical,energy,TK; CL 9; SL 2; 4855gp

Cathar's of Tides: Equip: Pay 2 Int and "Equipped creature gets +8 to hit/dmg and +19 AC/saves and 20 hp".; 4170gp

DL II Diminutive Henchmen Insects x(20) x[8]

AC 81, HD 3, hp 40, CR 52% #Att 1, TH ÷ AC/Save DC by 6, dmg 17

Str 24, Dex 21, Con 20, Int 16, Wis 21, Chr 19, 0.1kxp

Has henchmen spells, No INT. Dark vision.

Prepared effects:

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

[Psi81 minor] Stretching: Can attack (CL+3)/4 groups per segment without actually entering them

Combat effects:

[Psi-12T minor] Dispel Anti-Magic: Dispel one anti-Magic effect (or) Halve ER (no ER or save)

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

Dungeon082420 - Dungeon Level 2

Room # 9

Hall - 20ft. long x 5ft. wide x 40ft. tall

weapon rack; mound of rubble; bang, slam; downdraft, slight

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

Sample Names: Tosti Arrowthrower the lazy Bee Shogun (Caustic); Raskin the unlucky Radioactive Ninja (Bow)

Charm Person or Mammal Trap; DL 2; Search DC 22 (Wizard CL 4, DC 21 Spell save for 1/10)

Illusion that (causes/has/or is) Intelligent

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

3,337gp

sheet

a glass of Coca-Cola, 4gp

Lavender Toe ring: +1 level(s) of exceptional Con; 4770gp

Phial of Olive Drab Tears;; 1M: Alaskan Pipeline Bolt-On: Do this Status

Effect to one target (Spell save: 0) ; CL 7; SL 2; 4950gp

DL II Large Star-Trek-Loop Humanoids x(20) x[5]

AC 82, HD 20, hp 384, #Att 2, TH ÷ AC/Save DC by 6, dmg 18

Str 16, Dex 23, Con 22, Int 21, Wis 18, Chr 23, 0.1kxp

Has captain spells, Has 2 arms, 2 legs, and 1 head.

Prepared effects:

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

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

Combat effects:

[Psi10 minor] Enforced Sleep: Sleep 3*CL r (save vs. spell); max HD affected /target = CL

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

Dungeon082420 - Dungeon Level 2

Room # 10

Warrior's Chamber/Lab - 10ft. long x 50ft. wide x 35ft. tall

Caved-in/Collapsed Area; hogshead (large cask of liquid); salty, wet smell; thud

Time Door (goes to another time) on the south wall leading to a 50ft. long x 10ft. wide x 10ft. tall hallway.

Sample Names: Daudir the frigid Shrinking Monkey (Machine Gun); Sink the beautiful Captain Flea (Silver)

Lowering Portcullis Trap; DL 2; Search DC 22 (20 Str damage, no resistance), (multiple targets)

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

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

1,939gp

small rug

a girdle of many pouches, 100gp

Lily-white Wand [2d12] +3 Th/+4 dmg 20+/x4; 1P: 1bM: Prevent N

of the damage being done to one target; CL 9; SL 2, 2117gp

Lily-white Wand [2d12] +3 Th/+4 dmg 20+/x4; 1P: 1bM: Prevent N

of the damage being done to one target; CL 9; SL 2, 2117gp

DL II Large Synnibarr Oozes x(12) x[4]

AC 82, HD 24, hp 320, #Att 2, TH ÷ AC/Save DC by 12, dmg 49

Str 21, Dex 16, Con 18, Int 24, Wis 18, Chr 14, 0.1kxp

+10^DL (DL tenths!) to dmg, No INT. Immune mind-affecting, crits, anything requiring fort/ppd save.

Prepared effects:

[Psi2 minor] Psychic Blade: Blade: 1d6/1d6 +2/+X, stun 1d6r (save); 1d10/1d10

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

Combat effects:

[Pri SL3] Remove Paralysis (2): Removes paralysis. This spell will also remove stun and summoning sickness effects. This spell als

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

Dungeon082420 - Dungeon Level 2

Room # 11

Laboratory - 50ft. long x 20ft. wide x 15ft. tall

desk; table, trestle; roar(ing); laughter

Membrane Portal on the west wall leading to a 35ft. long x 10ft. wide x 15ft. tall hallway.

Sample Names: Gaspard Shadowmover the puerile First Ninjas (Hang Glider); Leuko the immoral Spider Lackey (Hydrofoil)

Web Trap; DL 2; Search DC 22 (Wizard CL 4, no save)

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

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

3,926gp

pot

Archangel's Wings, +3 AC, 10gp

Flask of Crystalline Breast Milk:: 1M: Alaskan Pipeline Shield: Whenever someone hits you with a melee attack, they suffer that Status Effect unless they make a save vs. Spell.; CL 9; SL 2; 4670gp

Silverskin Staff: Equip: Pay 35 PSP(s) and "Equipped creature gets

+4 to hit/dmg and +19 AC/saves and 8 hp".; 4980gp

DL II Medium Outer-NG Elf/Avalons x(29) x[5]

AC 83, HD 8, hp 384, #Att 2, TH ÷ AC/Save DC by 12, dmg 33

Str 24, Dex 24, Con 14, Int 18, Wis 14, Chr 16, 0.1kxp

Immune acid/cold/petrification. Resist electricity/fire. Pro evil, Immune sleep, aging

Prepared effects:

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

[Psi-6G minor] Angelic Wall: DR 40/+CL

Combat effects:

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

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

Dungeon082420 - Dungeon Level 2

Room # 12

Map Room / Cartography - 40ft. long x 10ft. wide x 25ft. tall

stall or pen; table (large); gong; chirping

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

Sample Names: Dalena the beautiful Jet Death (Psychic); Loann the despicable He-- Fury (Kayak)

Summon Monster II Trap; DL 2; Search DC 22 (Wizard CL 4, no save)

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

[x1] Divination spells function at double effect

2,963gp

bone

Axe of Destruction, axe, 12d12 (78), 100gp

Ronin Sledge: Equip: Pay 3 Cml and "Equipped creature gets +5 to hit/dmg and +19 AC/saves and 6 hp".; 4290gp

Horn of Goodness (Evil), 8150gp

DL II Diminutive Far-Realm/Ultrablack Cthulhoid-Horrors x(19) x[5]

AC 81, HD 5, hp 24, CR 126% #Att 3, TH ÷ AC/Save DC by 12, dmg 34

Str 24, Dex 21, Con 20, Int 15, Wis 13, Chr 13, 0.1kxp

Can damage non-hp totals/scores., Immune called shots and crits, can high freq samp, mind blank

Prepared effects:

[Psi23 minor] Storm Cloud: Rain/thunder, mini 1-pt. lightning bolts

[Psi16 minor] Create Golem I: Create a DL I Golem (AC=3*CL, hp=10*CL, Str=2*CL)

Combat effects:

[Psi-2 minor] Decelerate: Target loses next action (save); next 2 actions

[Pri SL3] Creeping Doom 3: 40 insect dmg

Dungeon082420 - Dungeon Level 3

Room # 1

Strongroom/Vault - 15ft. long x 45ft. wide x 25ft. tall

holy/unholy writings; Floors of Magma; whining; clanking

Locked Door, Magic/Psi on the south wall leading to a 5ft. long x 25ft. wide x 10ft. tall hallway.

Sample Names: Ibrahim Samir the aggressive Doctor Shrike (Genetic engineering); Lorinar the socio-pathic Sovereign Super-Hero

Basic Deathblades Trap; DL 3; Search DC 32 (Attack +45 melee, 20d2 Dex damage)

Idol that (causes/has/or is) Pivots Two Possible Ways

[x1] Gas in room: Con (all in room get +50 to that stat while in room)

4,174gp

urn

a runed scroll, 'armor' 'protection evil' 'shield' ', 196gp

Thimble of Azur Ass Juice;; 1P: Skinned Bolt-On: Do this Status

Effect to one target (Spell save: 0) ; CL 12; SL 3; 9260gp

Hot Chariot: Equip: Pay 4 Chr and "Equipped creature gets +31 to hit/dmg and +6 AC/saves and 40 hp"; 9600gp

DL III Small Post-Apocalyptic/Cybernetic Immortals x(57) x[6]

AC 186, HD 21, hp 192, CR 50% #Att 1, TH ÷ AC/Save DC by 24, dmg 111

Str 16, Dex 22, Con 30, Int 31, Wis 29, Chr 14, 0.2kxp

Class VI Esper Blind, Unaging, Legend Lore halves hp

Prepared effects:

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

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

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

Combat effects:

[Pri SL3] Summon Insects: Summons DL 3 insects

[Psi54 Major] Damage Transference: Cell Adjustment CL*SL*2 hp

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

Dungeon082420 - Dungeon Level 3

Room # 2

Fountain/Pool Room - 20ft. long x 40ft. wide x 15ft. tall

dish; pan; updraft, slight; bong

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

Sample Names: Dearborn the dewy-eyed Tomorrow Alliance (Psycho-); Athelstan Lancethrasher the infamous Soviet Walker (Sk

Creeping Doom 3 Trap; DL 3; Search DC 32 (Wizard CL 6, no save)

Door, Secret that (causes/has/or is) Gravity - Lesser

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

1,109gp

dried blood

a good luck charm, 'bless', 50gp

Obsidian Necklace [AT+42] +25 AC/+7 Saves; 1attack: Double Resist edged weapons; Resist

cold, fire, lightning; Halve your move rate; CL 21; SL 3; 11225gp

Rian's Small Intestine: +12 to Con; 1M: Deal 30 fire dmg to

one target, cure another target 30 hp. ; CL 16; SL 3; 9420gp

DL III Tiny Black-Ice Lycanthropes x(20) x[8]

AC 183, HD 18, hp 88, #Att 5, TH ÷ AC/Save DC by 24, dmg 145

Str 31, Dex 26, Con 18, Int 29, Wis 15, Chr 28, 0.2kxp

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

Prepared effects:

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

[Psi3 Major] Teleport Trigger: Predetermined event triggers teleport.

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

Combat effects:

[Pri SL4] Lesser Planar Ally : Summons a DL IV outer-planar (payment determines duration)

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

[Pri SL2] Withdraw: Get 1r of actions per 1s; only cure self & Div {self only}

Dungeon082420 - Dungeon Level 3

Room # 3

Antechamber (Entry room into larger room) - 30ft. long x 40ft. wide x 5ft. tall

firepit; idol (largish); squeaking; breeze, gusting

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

Sample Names: Pellene the crazy Crimson Spear (Giga-); Shari the tone-deaf Elasti- Menace (Garrote)

Air in room transforms into Elemental Steam Trap; DL 3; Search DC 31 (20 Chr damage/s, DC 33 Fortitude save for 1/10)(multiple

Door that (causes/has/or is) Intelligent

[x1] Gravity high 3 G's (-8 Str, /move rate by 4, falling dmg x4, Z actions reduced by 3/s)

6,626gp

pine tar

a placement card, 'create rose' 'demonfire' 'mass invis' ", 50gp

Rian's Parathyroid: +7 to Dex; 1P: Target is held and takes CL G's of Gravity.; CL 14; SL 3; 9250gp

Pariah's Flail: Equip: Pay 3 Con and "Equipped creature gets +13

to hit/dmg and +21 AC/saves and 5 hp and has Mentor.; 10070gp

DL III Huge Forest Artifacts x(51) x[6]

AC 184, HD 28, hp 1280, #Att 3, TH ÷ AC/Save DC by 24, dmg 39

Str 26, Dex 24, Con 22, Int 23, Wis 23, Chr 19, 0.2kxp

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

Prepared effects:

[Psi23 Major] Dust Cloud: Very dry cloud of degeneration

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

[Psi4 minor] Money *1.25: How much money you get in dungeon is multiplied by 1.25 (only affects you, not whole party)

Combat effects:

[Psi72 minor] Neutralize: An effect loses PL-1 SL's, if it is reduced below 0 SL, it is dispelled

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

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

Dungeon082420 - Dungeon Level 3

Room # 4

Hall, Great - 35ft. long x 50ft. wide x 30ft. tall

bladder; mat; misted; clicking

Plant Door (as the spell) on the west wall leading to a 30ft. long x 10ft. wide x 10ft. tall hallway.

Sample Names: Tupan the fantastic Turbo- Wing (Hang Glider); Ythrial the hideous Gamma Cronie (Spores)

Contact Water Trap; DL 3; Search DC 31 (40 Cml damage, no save), (multiple targets)

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

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

109gp

pillow

the Titanic Scale of Libra, +2 AC, 0gp

Indigo Eyes [1d12] +2 Th/+26 dmg 16+/x5; 1P: CL*(SL+2) acid dmg to one target (no save); CL 21; SL 3, 7457gp

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

one group, cure that amount to another target ; CL 21; SL 3; 9670gp

DL III Diminutive Outer-LN Oozes x(45) x[4]

AC 183, HD 5, hp 44, #Att 6, TH ÷ AC/Save DC by 8, dmg 37

Str 23, Dex 14, Con 22, Int 17, Wis 24, Chr 26, 0.2kxp

Dark vision, immune mine-affecting, resist acid/cold., No INT. Immune mind-affecting, crits, anything requiring fort/ppd save.

Prepared effects:

[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

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

[Psi54 Major] Invulnerability: -CL*SL/2 dmg per attack

Combat effects:

[Psi100 minor] Automaton: Animate CL objects as DL I Golems (count as your summon)

[Psi-12L minor] Blind/Unblind: Cure or Cause Blindness (RSW save)

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

Dungeon082420 - Dungeon Level 3

Room # 5

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

couch; cauldron; roar(ing); bellow (ing)

Mobile Door (door moves around in dungeon) on the west wall leading to a 5ft. long x 15ft. wide x 20ft. tall hallway.

Sample Names: Vandrad Elephantrunner the base Fire Fury (Neutralizer); Deianira the righteous Lightning Crystal (Thunder)

Room transforms into Elemental Water Trap; DL 3; Search DC 33 (20 Str damage/s, no resistance)

Ceiling that (causes/has/or is) Monster Generator: Beholder (summons a Beholder every segment)

[x1] Gas in room: Wis (all in room get +41 to that stat while in room)

4,128gp

prism

an assassin's shroud, +2 AC, 100gp

Dark Chair: +300 PSP's; 9920gp

Flask of Rust Discharge;; 1F: Skinned Balls: Do this Status Effect

to one group (Spell save: 0) ; CL 14; SL 3; 9350gp

DL III Huge Swamp Familiars x(60) x[7]

AC 185, HD 78, hp 1408, RR 300% #Att 3, TH ÷ AC/Save DC by 24, dmg 38

Str 20, Dex 18, Con 20, Int 28, Wis 30, Chr 24, 0.2kxp

Has mtg B spells, Familiar Immunity until offensive

Prepared effects:

[Psi-9 minor] Resistance to Anti-Psionics: CH*5% aPR (adj.@12th)

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

[Psi18 minor] Psi: Shield: Pick Phys,Magic,Psi: 10*LVL hp shield

Combat effects:

[Psi-2 minor] Cell Adjustment: max 20*level hp /r; disease=+5 PSPs; Half cost in PSPs

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

[Psi-2 Major] Life Field: All in party all healed for LVL hp; 2*LVL hp instead

Dungeon082420 - Dungeon Level 3

Room # 6

Heating Room (for warmth) - 20ft. long x 50ft. wide x 20ft. tall

wardrobe; chest, large; thud; giggling (faint)

Mimic (the monster) on the east wall leading to a 30ft. long x 25ft. wide x 20ft. tall hallway.

Sample Names: Ninsun the holy Blind Savage (-copter); Saladen the wretched Purple Two (-wing)

Flame Project Trap; DL 3; Search DC 31 (Psionicist CL 6, DC 31 PPD save for 1/3), (multiple targets)

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

[x1] Animal spells function at zero effect

6,767gp

gelatin

a pile of coins, 0gp

Bag of Yellowy Tears;; 1Z: Hot Carl Blast: Do this Status Effect to one group (no save) ; CL 15; SL 3; 9420gp

Purplish Armor, Light [AT+9] +36 AC/+5 Saves; 1/3M: Can melee up to SL

people per round that aren't in your group; CL 12; SL 3; 7100gp

DL III Diminutive Outer-CN Giants x(26) x[4]

AC 183, HD 9, hp 48, MR 165% #Att 1, TH ÷ AC/Save DC by 8, dmg 39

Str 26, Dex 31, Con 25, Int 26, Wis 19, Chr 25, 0.2kxp

Dark vision, Immune high freq samp, chaos effects, Resist law, Minimum size category Large.

Prepared effects:

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

[Psi-5 minor] Immune to Sleep: Target is immune to sleep & exhaustion

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

Combat effects:

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

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

[Psi10 Major] Hypnotism: Hypnosis (make CL saves)

Dungeon082420 - Dungeon Level 3

Room # 7

Throne Room - 50ft. long x 20ft. wide x 15ft. tall

brazier; Stalagmites; hazy; cold current

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

Sample Names: Stanislov Mikhailski the spiteful Mud Society (Sceptre); Ankara the charming Hate Detective (Nunchucks)

Injected Force Trap; DL 3; Search DC 32 (80 damage, DC 32 Fortitude save for 1/3)

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

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

5,384gp

metal bracers

Action Comics #1 mint condition, 'heal', 15400gp

Bag of Fuchsia Blood Serum:: 1M: Jewish Lightning PFA: Whenever someone targets you with an effect, they suffer that Status Effect unless they make a save vs. Spell.; CL 12; SL 3; 9970gp

Mauve Knife: Free Medicine Man Kit: +LVL hp when Binding Wounds, Free bonus Herbalism proficiency; 10020gp

DL III Small Custom-classes Lycanthropes x(38) x[8]

AC 183, HD 5, hp 176, RR 204% #Att 5, TH ÷ AC/Save DC by 8, dmg 73

Str 22, Dex 23, Con 23, Int 22, Wis 31, Chr 16, 0.2kxp

Has Custom abilities, Can polymorph to alternate form.

Prepared effects:

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

[Pri SL3] Goodberry 3: Creates 12 goodberries

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

Combat effects:

[Psi45 Major] Gestalt: Major: 1M: Do 2 Minor powers that you know; Grand: 1M: Do 2 Major powers that you know; etc.

[Pri SL5] Call Lightning 5: (CL+2)d12 lightning dmg (save:½) (halve the die type if not outside)

[Psi72 Major] Healing: Cure PL hp; Can use 5 to cure Nausea, 10 to cure Stun

Dungeon082420 - Dungeon Level 3

Room # 8

Empty (completely clean) - 5ft. long x 35ft. wide x 5ft. tall

Floors of Insects; wheel; acrid smell; scream(ing)

Loop Door (goes to another timeline) on the south wall leading to a 20ft. long x 15ft. wide x 10ft. tall hallway.

Sample Names: Ruehar the stupendous Global Conundrum (Blaster); Erobia the astonishing Senor Aardvark (Rainbow)

Injected Force Trap; DL 3; Search DC 33 (60 Int damage, no save)

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

[x1] DRZ (Dispel Radiation Zone) - Radiation effects get countered; existing radiation effects have SL% of being dispelled/Half Seg
1,370gp

club, splintered

the Staff of The Knight Templar, +4 AC, 3335gp

Pearl of +1 Int, 12730gp

Dove-grey Battleaxe [3d10] +15 Th/+6 dmg 18+/x2; 1P: (level)d4 years aged; CL 12; SL 3, 5450gp

DL III Medium Water Plants x(21) x[7]

AC 182, HD 36, hp 352, #Att 3, TH ÷ AC/Save DC by 8, dmg 38

Str 25, Dex 31, Con 30, Int 30, Wis 20, Chr 16, 0.2kxp

Resist cold. Double dmg from fire., Immune critical hits, poison, sleep, paralysis, stunning.

Prepared effects:

[Wiz SL3] Prismatic Sphere 3: 1 Prismatic color

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

[Psi45 Major] Regeneration: Regenerate SL hp/s

Combat effects:

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

[Psi3½ Major] Wall of Ectoplasm: You create a protective barrier.

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

Dungeon082420 - Dungeon Level 3

Room # 9

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

bucket; fireplace with mantle; giggling (faint); steamy

Concealed (Hidden) Door on the south wall leading to a 50ft. long x 25ft. wide x 20ft. tall hallway.

Sample Names: Jakome the stupendous New Mime (Trident); Othreier the gelatinous Doc Genie (-wagon)

Injected Forbiddance Trap; DL 3; Search DC 31 (180 damage, no save), (multiple targets)

Pillar or Column that (causes/has/or is) down-sliding

[x1] DAZ (Dispel All Zone) - All effects get countered; existing all effects have SL% of being dispelled/Year
3,108gp

pottery shards

a Hoover vacuum cleaner, exotic, 15d28 (217), 1800gp

Jet-black Doll: +100 Rogue Points; 9300gp

Drum of Burgundy Mucus;; 1V: Felch PFA: Whenever someone targets you with an effect, they
suffer that Status Effect unless they make a save vs. Spell.; CL 14; SL 3; 9660gp

DL III Large Arctic Immortals x(57) x[5]

AC 182, HD 14, hp 640, #Att 3, TH ÷ AC/Save DC by 8, dmg 147

Str 27, Dex 19, Con 17, Int 18, Wis 16, Chr 16, 0.2kxp

Immune cold. Double dmg from fire., Unaging, Legend Lore halves hp

Prepared effects:

[Pri SL2] Frisky Chest: Object will move away from non-Caster. If (after moving for 6 rounds) what it is moving away from is keep

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

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

Combat effects:

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

[Psi0 minor] Throw: Make one attack, if successful, throw target level*10' in one direction, he takes falling dmg

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

Dungeon082420 - Dungeon Level 3

Room # 10

Study - 5ft. long x 10ft. wide x 5ft. tall

crystal ball; Bridge, Wood; creaking; chanting

Concealed (Hidden) Door on the east wall leading to a 30ft. long x 10ft. wide x 20ft. tall hallway.

Sample Names: Romochka the Tall the crazy He-- Lightning (Training); Zaxim the jocular Dynamo Horde (BBs)

Ingested Inertia Trap; DL 3; Search DC 32 (60 Cml damage, DC 33 Breath Weapon save to negate)

Pedestal that (causes/has/or is) Monster Generator: Humanoid (summons a Humanoid every segment)

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

5,471gp

spiders

a gold wedding band, 1000gp

Brownish Flag: +1 Level(s) in a Monster Group Class; 9330gp

Quart of Garnet Tears;; 1attack: Felch Brand: Brand this Status

Effect to one weapon (no save) ; CL 21; SL 3; 9610gp

DL III Large Outer-CG Faeries x(39) x[8]

AC 184, HD 18, hp 640, #Att 2, TH ÷ AC/Save DC by 24, dmg 75

Str 19, Dex 15, Con 18, Int 30, Wis 21, Chr 18, 0.2kxp

Immune acid/cold/petrification. Resist electricity/fire. Pro evil, Overwrite AC to |AC|, Flys, No target.

Prepared effects:

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

[Pri SL2] Frisky Chest: Object will move away from non-Caster. If (after moving for 6 rounds) what it is moving away from is keep

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

Combat effects:

[Psi30 minor] Stun Touch: Astral stunning

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

[Psi30 Major] Blackout: Blast:Cause Blindness(as spell)

Dungeon082420 - Dungeon Level 3

Room # 11

Training/Exercise/Practice - 30ft. long x 5ft. wide x 15ft. tall

hole; weapon rack; dusty; rustling

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

Sample Names: Ogmund Coppermark the artistic Baron Foursome (Caustic); Quatril the naughty Warrior Blade (Bike)

Basic Arrows Trap; DL 3; Search DC 31 (Attack +9 ranged, 20d4 Wis damage), (multiple targets)

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

[x1] Psi 8 powers function at triple effect

6,995gp

acorns

a pair of travelling boots, +1 AC, 88gp

Rust Armor Gemlet [AT+10] +5 AC/+5 Saves; 1/2M: Bars extradimensional movement.; CL 16; SL 3; 3760gp

Neurok Skewer: Equip: Pay 3 Str and "Equipped creature gets +6 to hit/dmg and +31 AC/saves and 81 hp"; 10030gp

DL III Tiny Joke Lycanthropes x(44) x[4]

AC 184, HD 4, hp 240, #Att 4, TH ÷ AC/Save DC by 8, dmg 74

Str 23, Dex 26, Con 29, Int 19, Wis 28, Chr 19, 0.2kxp

Has Punomancy, Can polymorph to alternate form.

Prepared effects:

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

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

[Psi-12C Major] Effect Amplification: Pick any spell/power. You have double effect with that power.

Combat effects:

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

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

[Psi3 Major] Dismissal: Forces a creature to return to a native plane.

Dungeon082420 - Dungeon Level 3

Room # 12

Barracks / Quarters - 35ft. long x 15ft. wide x 35ft. tall

branding irons; chair; hazy; gong

Bronze Door, Normal on the west wall leading to a 10ft. long x 25ft. wide x 5ft. tall hallway.

Sample Names: Lucasta the mesmerizing Jade Titan (Suction Cup); Coronal the mesmerizing Scarab Prowler (Hovercraft)

Call Lightning 3 Trap; DL 3; Search DC 31 (Wizard CL 6, no save)

Passage that (causes/has/or is) Treasure hidden under a heap of trash/dung

[x1] Summoning spells function at double effect

5,788gp

arrow, broken

Duergar Leggings, +1 AC, 765gp

Garnet Fake flowers: Free Wyrmslayer Kit: +4 TH and x+1

dmg vs. Dragons and Dragon-kin, Free bonus Dragon Lore proficiency; 10050gp

Executioner's Stealthsuit: Equip: Pay 110 PSP(s) and "Equipped creature gets

+3 to hit/dmg and +28 AC/saves and 36 hp".; 9640gp

DL III Small Henchmen Wurms x(21) x[8]

AC 185, HD 7, hp 528, MR 116% #Att 1, TH ÷ AC/Save DC by 8, dmg 110

Str 20, Dex 17, Con 28, Int 21, Wis 16, Chr 20, 0.2kxp

Has henchmen spells, Has no appendages.

Prepared effects:

[Psi4 minor] Move Rate *1.25: Multiply Move Rate by 1.25

[Psi6G Major] Barbarian's Club of Might: Auto roll 20 to hit and double base damage with one weapon strike per segment

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

Combat effects:

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

[Psi-6G minor] Blinding Light: Target is blinded (RSW save), halves his AC (Spell save), loses next P action (BW save)

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

Dungeon082420 - Dungeon Level 4

Room # 1

Dining / Feast Hall - 10ft. long x 50ft. wide x 40ft. tall

grindstone; vestments; grunting; shuffling

Iris Door (seals as a spiral) on the east wall leading to a 10ft. long x 5ft. wide x 15ft. tall hallway.

Sample Names: Selwyn Elmgold the immoral White Barbarian (Missiles); Vathek the grim Shrinking Rat (Net)

Razor-Wire Portcullis Trap; DL 4; Search DC 41 (160 Wis damage, no resistance)

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

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

11,306gp

equipment (broken)

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

Chrome Shirt: +3 Martial Arts Slots; 16180gp

Potion of Polymorph Self, 5320gp

DL IV Gargantuan NPC Hounds x(47) x[7]

AC 321, HD 70, hp 4864, #Att 2, TH ÷ AC/Save DC by 40, dmg 132

Str 28, Dex 27, Con 37, Int 32, Wis 37, Chr 37, 0.5kxp

Has FMCTP classed members w/sometimes Cus/Mon, Has 4 legs, and at least 1 head

Prepared effects:

[Psi45 Major] True Invulnerability: SL instances of Resist distributed as you like (medium categories: a school, an element, etc.)

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

[Psi8 Major] Unusual Mix: May construct your tech items using "Unusual Materials" chart, this may have odd effects

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

Combat effects:

[Psi54 minor] Super Breath: CL*SL air dmg to one group (no save)

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

[Wiz SL5] Lightning Bolt 5: CLd10 lightning dmg to a group (save:½)

[Wiz SL5] Enslave Monster: As Charm Monster, except the effect cannot be thrown off by being damaged, and there is no daily s

Dungeon082420 - Dungeon Level 4

Room # 2

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

throne; pot; bong; footsteps (ahead)

Energy/Elemental Door on the south wall leading to a 15ft. long x 25ft. wide x 20ft. tall hallway.

Sample Names: Tuenna the gallant Azure -strike (Spiritual); Bayard Readitouch the adjectiveless Commodore Virtuoso (Whip)

Choose Summoning III Trap; DL 4; Search DC 44 (Psionicist CL 8, no save)

Door, Secret that (causes/has/or is) Illusionary wall concealing a pit above

[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)

4,727gp

brass dust

a peacock feather, 'frenzy', 30gp

Brilliant Eyes [4d8] +50 Th/+6 dmg 20+/x3; 1V: Take rudimentary control of your foe's limbs.; CL 20; SL 4, 12317gp

Olive drab Rope [1d4] +26 Th/+37 dmg 15+/x5; 1/2F: Wall of Force; CL 18; SL 4, 13360gp

DL IV Medium Sea-of-Dust/Colorless Familiars x(28) x[8]

AC 326, HD 10, hp 608, CR 124% #Att 3, TH ÷ AC/Save DC by 10, dmg 193

Str 27, Dex 36, Con 29, Int 16, Wis 32, Chr 27, 0.5kxp

Immune alignment based/color based effects, Familiar Immunity until offensive

Prepared effects:

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

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

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

[Psi2 minor] Biofeedback: -2 dmg/att;+level/3 AC bonus; +level AC bonus

Combat effects:

[Psi27 minor] Wipeout: Assassination 10*LVL% (as Rogue ability), lasts for 1 attack

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

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

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

Dungeon082420 - Dungeon Level 4

Room # 3

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

divan; idol(s); jingling; snapping

Undead Door (has a trapped spirit/ghost) on the east wall leading to a 5ft. long x 10ft. wide x 10ft. tall hallway.

Sample Names: Calandra the amoral Winter Rebel (Donkey); Duvamil the rebellious Senor Super-Heroe (Thingamabob)

Scything Spears Trap; DL 4; Search DC 42 (Attack +24 ranged, 40d8 Dex damage)

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

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

622gp

lantern

a pair of vibranium shoulder pads, +2 AC, 10gp

Syringe of Orange Cerebrospinal Fluid; 1P: Gassed Bolt-On: Do this Status

Effect to one target (Spell save: 0) ; CL 14; SL 4; 16960gp

Cobalt Chair: Free Pirate/Outlaw Kit: Always have access to the store of generic items (in non-combat time), CF=2: Always have access to the store of armor, CF=3: Always have access to the store of weapons, Free bonus Seamanship proficiency; 17070gp

DL IV Small Lost-Planes/Anguinum-Synod Humanoids x(57) x[6]

AC 325, HD 12, hp 1088, #Att 5, TH ÷ AC/Save DC by 10, dmg 322

Str 31, Dex 20, Con 35, Int 33, Wis 15, Chr 23, 0.5kxp

Has Miniclass picks, flys, breath E=DL element, Has 2 arms, 2 legs, and 1 head.

Prepared effects:

[Wiz SL4] Dimensional Anchor : Bars extradimensional movement.

[Psi0 Major] Focus: Stay Conscious: Stay Conscious at negative hp; X = -(current hp)/2, round up

[Psi18 Major] Psi: Amplification: x2 effect on next Psi (any freq.) power

[Psi18 Major] Magnetic Ctrl: Shield: Shield vs. Energy/Physical, 100*LVL hp

Combat effects:

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

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

[Pri SL6] Blade Barrier : Blades encircling you deal 1d6 damage/level.

[Psi-6E Major] Festering Evil: Each segment, all non-E creatures within sight take CL unholy grave dmg (no save)

Dungeon082420 - Dungeon Level 4

Room # 4

Privy/Secret - 50ft. long x 35ft. wide x 30ft. tall

balcony; robes; rustling; chlorine smell

Trapped Door, Magic/Psi on the east wall leading to a 45ft. long x 15ft. wide x 15ft. tall hallway.

Sample Names: Koryn the impossible Royal Flea (Glider); Urathor the jocular Ultra People (Dirigible)

Deeper Spring Trap; DL 4; Search DC 43 (160 Cml damage, no resistance), (multiple targets)

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

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

13,530gp

quilt

some chocolate fudge, 60gp

Rian's Spleen: +2 to ML; 1M: Summon a DL=1 Invisible Camera

Person from "The Stage" (+1 Slot too).; CL 17; SL 4; 16260gp

Rian's Occipital bone: +3 to Wis; 1M: Target polymorphed into a human pirate.; CL 20; SL 4; 16600gp

DL IV Diminutive Demi-Planes Hounds x(74) x[4]

AC 324, HD 9, hp 320, #Att 3, TH ÷ AC/Save DC by 10, dmg 321

Str 30, Dex 31, Con 29, Int 31, Wis 15, Chr 33, 0.5kxp

Immune hostile environments, Bars extradimensional travel, Has 4 legs, and at least 1 head

Prepared effects:

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

[Wiz SL2] Fire Shield 2: Anyone who melees with you takes 25% dmg back

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

[Wiz SL3] Blink (DM): 0, 1/r: Blink; The location is not random (caster has control). If you blink away after meleeing with a creature

Combat effects:

[Pri SL6] Blade Barrier : Blades encircling you deal 1d6 damage/level.

[Psi30 Major] Stun Bolt: Astral stunning

[Psi9 Major] Bio Force: Force Beam: Target in cocoon (save), no P/V actions

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

Dungeon082420 - Dungeon Level 4

Room # 5

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

peephole; Walls of Glass; updraft, slight; ozone smell

Zombie Door (made of zombies) on the east wall leading to a 50ft. long x 5ft. wide x 25ft. tall hallway.

Sample Names: Uphrezza the jocular Doc Necromancer (Hydrofoil); Manarr the irresistible Fighting Frog (Cloud)

Inhaled Solid Neutronium Trap; DL 4; Search DC 43 (20 Chr damage, DC 42 Spell save to negate)

Pillar or Column that (causes/has/or is) Magical Pool/Throne: Grants

a wish, but pool has an alignment (rolled randomly)

[x1] Gravity low 1/49 of a G (-4 Dex, move rate divided by 3, falling dmg = 0, Z actions reduced to 1/s, -1 Con/week)

3,531gp

robe

collar of the seven hills, +2 AC, 650gp

Copper Robe [AT+40] +7 AC/+24 Saves; 1/2M: Confusion shield (whoever

hits you saves or is Confused); CL 20; SL 4; 10675gp

Nightmare Pike: Equip: Pay 71 Skill Point(s) and "Equipped creature gets +41 to hit/dmg and +25 AC/saves

and 20 hp and has Afterlife 1, Protection from odd collector numbers and Protection from watermarks.; 16150gp

DL IV Small Shangri-La Illusionarys x(32) x[5]

AC 326, HD 8, hp 272, #Att 6, TH ÷ AC/Save DC by 40, dmg 68

Str 21, Dex 20, Con 26, Int 38, Wis 35, Chr 27, 0.5kxp

Has no truename, Immune Lost, Incorporeal, Successful disbelief check halves hp

Prepared effects:

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

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

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

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

Combat effects:

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

[Psi6N Major] Dispel Psionic: Dispel one psionic effect

[Psi45 Major] Focus: Do SL instances of another Psi45 power you know; you are Spent and Harmed at the end of effect

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

Dungeon082420 - Dungeon Level 4

Room # 6

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

charcoal; Stalactites (some might fall); splashing; misted

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

Sample Names: Boaz the ignoble Purple Shogun (Golden); Zalurit the adjectiveless Screaming Nine (Shuttle)

Air in room transforms into Elemental Forbiddance Trap; DL 4; Search DC 43 (160 Con damage/s, DC 42 Fortitude save for half)(n

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

[x1] DPowZ (Dispel Power Zone) - Power effects get countered; existing power effects have SL% of being dispelled/Round 13,343gp

clamps

brass leggings, +1 AC, 128gp

Cup of Pitch-Black Mucus;; 1P: Gassed Beam: Do this Status Effect to one target (no save) ; CL 20; SL 4; 16490gp

Rian's Adrenal Gland: +7 to CL; 1M: Wishoid N.; CL 24; SL 4; 16820gp

DL IV Large Outer-LE Giants x(75) x[6]

AC 321, HD 22, hp 4864, MR 100% #Att 4, TH ÷ AC/Save DC by 40, dmg 193

Str 17, Dex 31, Con 26, Int 21, Wis 25, Chr 37, 0.5kxp

Telepathy, immune fire and poison, resist acid and cold, Minimum size category Large.

Prepared effects:

[Psi-12L minor] Anti-Psionic Resistance: +5*CL% AntiPsiR

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

[Psi4 minor] hp *1.25: Multiply hp by 1.25

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

Combat effects:

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

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

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

[Pri SL6] Remove Curse 6: Cure 3 curse effects (reverse causes that many, save for each)

Dungeon082420 - Dungeon Level 4

Room # 7

Trophy Room - 50ft. long x 45ft. wide x 35ft. tall

prayer rug; vice; footsteps (behind); breeze, slight

Wood Door, Normal on the north wall leading to a 15ft. long x 10ft. wide x 5ft. tall hallway.

Sample Names: Athelstan Bluedagger the altruistic Femme Vandal (Cable); Nain the dazzling Ultra Android (Sleigh)

Tripping Javelins Trap; DL 4; Search DC 42 (Attack +60 ranged, 30d4 Chr damage)

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

[x1] Law spells function at zero effect

13,203gp

barrel

A seemingly worthless scrap of paper, 0gp

Catboots (always land on feet; no falling damage), 11430gp

Silver Crown of Veluna, 25240gp

DL IV Diminutive Outer-TN Animals x(59) x[4]

AC 328, HD 12, hp 76, #Att 5, TH ÷ AC/Save DC by 10, dmg 259

Str 37, Dex 19, Con 35, Int 15, Wis 30, Chr 16, 0.5kxp

Immune mind-affecting, positive/negative energy. Resist cold/fire/acid, Overwrite INT score to 1 or 2. Usually have arms/legs/he

Prepared effects:

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

[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

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

[Psi29 Major] Anti-Psionic Ray:

Combat effects:

[Wiz SL6] Vorp: Target is Vorpalled (PP save)

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

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

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

Dungeon082420 - Dungeon Level 4

Room # 8

Heating Room (for warmth) - 50ft. long x 30ft. wide x 35ft. tall

rug; chest, medium; gong; laughter

Concealed (Hidden) Door on the east wall leading to a 20ft. long x 15ft. wide x 25ft. tall hallway.

Sample Names: Thalís the repulsive Liberty Pirate (Needles); Convik the stupendous Violet Blaze (Ultralight)

Neural Manipulation Trap; DL 4; Search DC 41 (Psionist CL 8, DC 42 Fortitude save to negate)

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

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

7,947gp

bottle

a plate of Buffalo Wings, 50gp

Gong of Dispelling, 11120gp

Lily-white Axe, throwing [2d6] +3 Th/+5 dmg 19+/x3; 1V: Choice of plane but not exact; CL 16; SL 4, 3410gp

DL IV Medium Wizard-classes Avian/Birds x(53) x[5]

AC 325, HD 16, hp 576, RR 412% #Att 8, TH ÷ AC/Save DC by 10, dmg 321

Str 31, Dex 31, Con 30, Int 35, Wis 25, Chr 33, 0.5kxp

Knows Wizard spells, Flys. Has 2 Wings, 2 talons, and a beak.

Prepared effects:

[Psi100 Major] Mind Bar: Ench/Charm, Magic Jar, Domination, Invis. can't be used in room (x1 Special)

[Psi6G Major] Assume Ethereal Form: Dual existence (Prime / Border Ethereal); +1 more needed to hit you

[Wiz SL4] Stoneskin (2): 4+CL/2 stoneskins; they "leak"

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

Combat effects:

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

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

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

[Pri SL3] Creeping Doom 3: 40 insect dmg

Dungeon082420 - Dungeon Level 4

Room # 9

Reception - 45ft. long x 45ft. wide x 10ft. tall

mosaics; chest of drawers; bang, slam; wind, strong, moaning

Mimic (the monster) on the south wall leading to a 15ft. long x 20ft. wide x 15ft. tall hallway.

Sample Names: Craemmol the grim Wombat Jack (Ornithopter); Sulward the scowling Mind Soarer (Metahuman)

Injected Sand Trap; DL 4; Search DC 42 (60 Str damage, DC 42 PPD save for 1/3)

Pool that (causes/has/or is) Releases - Map

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

11,886gp

vinegar

a large red bucket, 0gp

Burgundy Spring: +6 Magic Item Slots; 16650gp

Rian's Humerus bone: +8 to Str; 1attack: Immune non-home plane environment.; CL 20; SL 4; 16240gp

DL IV Tiny Outer-NG Immortals x(35) x[8]

AC 326, HD 8, hp 152, #Att 2, TH ÷ AC/Save DC by 40, dmg 67

Str 29, Dex 27, Con 37, Int 17, Wis 23, Chr 21, 0.5kxp

Immune acid/cold/petrification. Resist electricity/fire. Pro evil, Unaging, Legend Lore halves hp

Prepared effects:

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

[Psi3 minor] Biocurrent: Continuous bioelectrical current deals 1d4 electrical dmg/r to up to 2 cr.

[Pri SL4] Resist [E=4 element]: Pick an E=4 element, you resist it for 1 hour.

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

Combat effects:

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

[Pri SL6] Dispel Magic 6: Dispel 4 magic effects

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

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

Dungeon082420 - Dungeon Level 4

Room # 10

Crypt / Burial Chamber - 45ft. long x 20ft. wide x 15ft. tall

fountain; candlesticks; slithering; splintering

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

Sample Names: Xhosm the irresistible Whirl Werewolf (Holy); Ranike the impolite Millennium Lady (Ether)

Ceiling transforms into Elemental Water Trap; DL 4; Search DC 42 (40 Wis damage/s, no save)

Painting that (causes/has/or is) Polymorphing

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

6,411gp

battle axe

Nordic Fury's Adamantite Plate, 500gp

Sunsend: Equip: Pay 3 SL(s) and "Equipped creature gets +7 to hit/dmg and +6 AC/saves and 160 hp"; 16560gp

Jet-black Cyber/Bio-ware: All your Warrior classes use the "set XP table"(3kxp

at 2nd, doubles til 9th,600kxp at 10th,+300kxp per level afterward).; 16860gp

DL IV Diminutive Underdark Cthulhoid-Horrors x(60) x[6]

AC 327, HD 20, hp 320, #Att 6, TH ÷ AC/Save DC by 10, dmg 66

Str 38, Dex 29, Con 33, Int 37, Wis 27, Chr 16, 0.5kxp

Light Sensitivity, Immune called shots and crits, can high freq samp, mind blank

Prepared effects:

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

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

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

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

Combat effects:

[Pri SL6] Dispel Evil 6: Dispel 2 evil targets (can target the same thing more than once) (save)

[Wiz SL6] Disintegrate : Disintegrates a single victim

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

[Psi3 Major] Dismissal: Forces a creature to return to a native plane.

Dungeon082420 - Dungeon Level 4

Room # 11

Bestiary - 25ft. long x 25ft. wide x 50ft. tall

door (broken); holy/unholy writings; roar(ing); steamy near ceiling

Archway (open) on the east wall leading to a 35ft. long x 20ft. wide x 5ft. tall hallway.

Sample Names: Neimic the demonic Phantom Criminal (Rattan Cane); Senna the idiotic Techni- Men (Bird)

Falling Container Trap; DL 4; Search DC 43 (40 Dex damage, no save), (multiple targets)

Dome that (causes/has/or is) Magical Thrones: There are two thrones; If a person sits in each one: they magic jar

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

7,059gp

dampness, wall

the receptionist's letter of resignati, 0gp

Golden Bolts (10) [3d10] +25 Th/+4 dmg 15+/x5; 1P: Animate

Dead: Similar to priest spell "Animate Dead"; CL 18; SL 4, 6974gp

Bloodthirsty Mace: Equip: Pay 180 Rogue Point(s) and "Equipped creature gets +41 to hit/dmg and +21 AC/saves and 128 hp"; 16890gp

DL IV Large Henchmen Beholders x(71) x[4]

AC 321, HD 20, hp 1152, #Att 8, TH ÷ AC/Save DC by 10, dmg 67

Str 33, Dex 24, Con 30, Int 28, Wis 26, Chr 26, 0.5kxp

Has henchmen spells, Has eye stalks/1 mouth/1 central anti-magic eye. Can cast through eye stalks. Flys

Prepared effects:

[Psi2 minor] Mind Bar: 75% vs. Ench/Cha;immune Telep.; +5 in contests

[Psi-9 Major] Molecular Maintainer: Resist Disruption; Immune Disintegration

[Psi81 Major] Density Increase 5: x32 mass; +5 Str; -5/attack (physical or energy)

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

Combat effects:

[Psi18 Major] Pyrokinetic: Spont.Comb.: Spontaneously Combusts 1 target (save)

[Pri SL5] Flame Strike 5: CLd8 holy fire dmg (save:½)

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

[Psi0 minor] Medicine I: Choose one: Cure KiL hp; Cure Wounding; Repair disabled limb

Dungeon082420 - Dungeon Level 4

Room # 12

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

bucket; workbench; grating; squeaking

Revolving/Swinging Door on the east wall leading to a 15ft. long x 20ft. wide x 15ft. tall hallway.

Sample Names: Vendrona the acrid Mistress Sadists (Musket); Zuwarah the wicked Demolition Girl (Lunar)

Injected Forbiddance Trap; DL 4; Search DC 41 (80 damage, DC 42 PP save for 1/10)

Illusion that (causes/has/or is) behind tapestry

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

15,098gp

saddle

a boulder, 0gp

Bronze Crossbow, heavy [1d20] +48 Th/+9 dmg 15+/x5; 1M: You get a Dex check (with penalty = enemy's level) for each missile shot at you this round; CL 24; SL 4, 12620gp

Syringe of Flesh Sweat;; 1Z: Cleveland Steamer Shield: Whenever someone hits you with a melee attack, they suffer that Status Effect unless they make a save vs. Spell.; CL 18; SL 4; 16620gp

DL IV Fine Wizard-classes Dragons x(35) x[7]

AC 323, HD 36, hp 36, CR 104% #Att 3, TH ÷ AC/Save DC by 40, dmg 324

Str 37, Dex 31, Con 34, Int 20, Wis 25, Chr 34, 0.5kxp

Knows Wizard spells, Flys, Breath weapon, dark vision, immune sleep and paralysis.

Prepared effects:

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

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

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

[Wiz SL2] Protection from Arrows: -10 dmg /missile attack, unless +L/5+1 or better {Touch, 1 creature}

Combat effects:

[Psi-5 Major] Energy Drain: Target is energy drained CL levels in every class (1 save for each level)

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

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

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

Dungeon082420 - Dungeon Level 5

Room # 1

Meeting Room - 50ft. long x 35ft. wide x 35ft. tall

platform; cask; music; still

Iron Door, Normal on the east wall leading to a 35ft. long x 25ft. wide x 20ft. tall hallway.

Sample Names: Glendower the self-righteous Bat Fly (Nag); Melastirth the incredible Madame Mask (-mobile)

Unholy Word Trap; DL 5; Search DC 53 (Psionicist CL 10, no resistance)

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

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

21,397gp

stool

a catty of choy sum, 10gp

Rian's Humerus bone: +14 to Int; 1P: Summon a DL V Human Knight, he

hastes you and all your summons by +1S action. ; CL 25; SL 5; 25490gp

Rian's Liver: +3 to CL; 1/2P: Enemys in your Control Radius have -5 TH and

when an enemy area effect attack misses, you control where it splashes to.; CL 35; SL 5; 25280gp

DL V Fine Black-Ice Eelements x(63) x[4]

AC 509, HD 7, hp 58, #Att 4, TH ÷ AC/Save DC by 60, dmg 505

Str 34, Dex 34, Con 26, Int 23, Wis 34, Chr 41, 1.5kxp

Knows Bug/Brass Gnat spells, Has Psi -15. Has no soul. Immune to its own element.

Prepared effects:

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

[Wiz SL5] Extra Group +1: The next spell you cast will affect +1 groups of monsters

[Psi54 minor] Animate Objects: Animate Objects as if they were a DL=SL Golem summon

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

[Wiz SL5] Anti-Magic Shell 5: Anti-Magic of SL 0 to 4

Combat effects:

[Psi29 Major] Suggestion:

[Psi-12T Major] Feeblemind Blast: One group is feeble-minded (Will save)

[Wiz SL7] Dispel Magic 7: Dispel 5 magic effects

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

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

Dungeon082420 - Dungeon Level 5

Room # 2

Waiting Room - 30ft. long x 45ft. wide x 30ft. tall

chair; stand; scuttling; gong

Iris Door (seals as a spiral) on the east wall leading to a 15ft. long x 25ft. wide x 15ft. tall hallway.

Sample Names: Kolbein Liontrainer the fraudulent Princess Nimbus (Rapier); Aiba the abusive Dawn Prowler (Jet Pack)

Enslave Monster Trap; DL 5; Search DC 53 (Cleric CL 10, no resistance)

Fire that (causes/has/or is) Releases - Map

[x1] Gravity low 1/14 of a G (-4 Dex, move rate divided by 3, falling dmg = 0, Z actions reduced to 1/s, -1 Con/week)

6,323gp

demon ichor

a fountain of Dr. Pepper, 0gp

Rian's Humerus bone: +5 to LVL; 1P: Sacrifice N creatures: Summon

a unique DL (N*N)/2 Hellion (Max N=10*multiplier).; CL 25; SL 5; 25720gp

Maroon Tweezers: +3 level(s) of exceptional Chr; 25640gp

DL V Tiny Outer-NG Undeads x(22) x[6]

AC 509, HD 5, hp 1080, #Att 9, TH ÷ AC/Save DC by 12, dmg 505

Str 44, Dex 25, Con 16, Int 44, Wis 21, Chr 19, 1.5kxp

Immune acid/cold/petrification. Resist electricity/fire. Pro evil, No CON. Has Psi 7. Heal to dmg. Undead traits from PHB3

Prepared effects:

[Psi7 Major] (no name): Immunity to paralysis and stun

[Psi-6N Major] Dual Nature ~: 1P or 1M: Whenever you summon or create creatures, you get twice as many of them

[Psi45 Major] Mental Invisibility: Improved Invis.: it's +SL AC instead of +4

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

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

Combat effects:

[Psi72 minor] Energy Field: Damaging shield, PL energy dmg for 1 turn

[Psi6E Major] Charm or Hold Monster: Similar to respective wizard spells

[Psi-3 Major] Darkness Blast: Darkness blast inflicts 9d4 damage in 20' radius.

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

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

Dungeon082420 - Dungeon Level 5

Room # 3

Privy/Secret - 25ft. long x 30ft. wide x 30ft. tall

vestments; Walls of Air; manure smell; squealing

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

Sample Names: Tellan Yellowfish the bewildering Shadow Crew (Plasma); Anishta the bizarre Karate Punisher (Analyzer)

Camouflaged Caltrops Trap; DL 5; Search DC 51 (Attack +75 melee, 50d6 damage)

Fire that (causes/has/or is) Attacks

[x1] Dimensional Mine Generator (one mine per year, hits a random player or monster, takes 1d100 dmg and is Paralyzed)
14,458gp

rock

a dirty key, 0gp

Aqua Hanger: Free Sun Snake Familiar; 25390gp

Silver-Inlaid Skewer: Equip: Pay 231 PSP(s) and "Equipped creature gets
+25 to hit/dmg and +11 AC/saves and 250 hp".; 26000gp

DL V Gargantuan Forest Lycanthropes x(91) x[7]

AC 501, HD 86, hp 7424, #Att 4, TH ÷ AC/Save DC by 60, dmg 402

Str 36, Dex 38, Con 39, Int 20, Wis 16, Chr 33, 1.5kxp

Has mtg G spells, Can polymorph to alternate form.

Prepared effects:

[Psi45 minor] Energy Doppelganger: Mirror Image (1 image), it has SL³ hp; it flies at SL*3"; you can cast Psi45 effects through it

[Psi7 minor] (no name): People need a +CL weapon to hit you

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

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

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

Combat effects:

[Psi-6E Major] Beacon of Unrest: Bring a defeated monster back to life under your control (counts as a "Revive")

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

[Pri SL5] Dispel Evil: Unsummons evil creatures (Outer-planar/summoned no save). If cast against 1 creature of the appropriate 1

[Psi10 minor] Fear: Fear (save vs. spell at -CL/3); Fumble (save vs. spell)

[Psi54 Major] Super Breath: CL*SL air dmg to one group (no save)

Dungeon082420 - Dungeon Level 5

Room # 4

Chantry (Shrine) - 10ft. long x 5ft. wide x 5ft. tall

cauldron; lamp(s); grating; breeze, slight

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

Sample Names: Thocus the attractive Future Carrot (-tron); Cestrella the kewl Seagoing Family (4x4)

White Hurricane Trap; DL 5; Search DC 51 (Psionicist CL 10, no resistance)

Arch that (causes/has/or is) Talks - Yells/Screams

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

459gp

ladder

A pair of ivory scales, 434gp

Rian's Sweat: +5 to LVL; 1P: +2 SL in progression. ; CL 26; SL 5; 25450gp

Dove-grey Necklace [AT+54] +6 AC/+6 Saves; 1M: You cannot be held or otherwise rendered immobile.; CL 30; SL 5; 11910gp

DL V Diminutive Priest-classes Hounds x(63) x[7]

AC 508, HD 12, hp 104, #Att 7, TH ÷ AC/Save DC by 12, dmg 404

Str 17, Dex 18, Con 30, Int 44, Wis 23, Chr 32, 1.5kxp

Knows Priest spells, Has 4 legs, and at least 1 head

Prepared effects:

[Wiz SL4] Dimensional Anchor : Bars extradimensional movement.

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

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

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

[Pri SL5] Spell Resistance : Subject gains +12 +1/level SR.

Combat effects:

[Psi10 Major] Fire Stream: Choose 1 target within 120' per segment, it takes 6d6 fire dmg (save:½)

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

[Psi19 minor] Telekinesis: TK, weight W*10 lbs., max W=LVL^2, move rate=W ", throw does W dmg (roll TH)

[Psi100 Major] Improved Cell Adj.: Cure/cause N hp, hits 3+CL/9 groups, max N = CL*4

[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)

Dungeon082420 - Dungeon Level 5

Room # 5

Music Room - 20ft. long x 25ft. wide x 35ft. tall

jug; stuffed beast; laughter; steamy near ceiling

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

Sample Names: Zaranda the perverted Killer King (Rollerblades); Bayard Readitouch the discourteous Gorilla Mist (Machine Gun)

Death Bolt Trap; DL 5; Search DC 51 (Psionicist CL 10, no resistance)

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

[x1] Guardian spells function at double effect

6,766gp

metal rod

the Gown of the Vampress, +12 AC, 1594gp

Potion of Extra Psychic Power (x2 PSPs, +2 Int, +2 Wis for 1 turn), 5130gp

Rian's Finger Nails: +5 to ML; 1/2M: Combine 2 groups of enemies into one group (no save). Reverse of this spell splits one group into 2 groups.; CL 30; SL 5; 25480gp

DL V Colossal Star-Wars-Loop Mutants x(84) x[8]

AC 505, HD 168, hp 13312, #Att 7, TH ÷ AC/Save DC by 60, dmg 501

Str 28, Dex 45, Con 31, Int 21, Wis 32, Chr 16, 1.5kxp

Has force powers, Immune radiation, has Psi freq divisible by 9

Prepared effects:

[Psi6N minor] Thief Abilities, LVL 4: Get thief abilities of level 4 (max = your level)

[Psi2 minor] Invisibility: Makes someone invisible; Superior Invisibility

[Pri SL4] Immune [E=1 element]: Pick an E=1 element, you are immune to it for 1 hour. (This immunity does not "spread" into ot

[Psi27 Major] Armor Ceremony: Pick Physical, Magical, Psionic, or Innate. You take 1/10 dmg from that source.

[Psi45 minor] Regeneration: Regenerate SL hp/s

Combat effects:

[Pri SL2] Withdraw: Get 1r of actions per 1s; only cure self & Div {self only}

[Wiz SL1] Chromatic Orb: 1=Pearly (1d4; light in area; save or blinded for L r or until leaves area), 2=Ruby (1d6, save or -1 Str and

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

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

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

Dungeon082420 - Dungeon Level 5

Room # 6

Fountain/Pool Room - 45ft. long x 50ft. wide x 25ft. tall

columns/pillars; paintings/frescoes; bellow (ing); wind, strong

Automatic Door (opens if anyone approaches) on the east wall leading to a 45ft. long x 15ft. wide x 15ft. tall hallway.

Sample Names: Namia the greedy Killer Master (Kinetic); Garian the unethical Wombat Creeper (Burro)

Ingested Abyssal Water Trap; DL 5; Search DC 53 (100 damage, no resistance)

Fire that (causes/has/or is) Suspends Animation

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

21,715gp

shovel

a pair of winged boots, +1 AC, 280gp

Drum of Garnet Sweat:: 1M: Jonah and the Whale Shield: Whenever someone hits you with a melee

attack, they suffer that Status Effect unless they make a save vs. Spell.; CL 35; SL 5; 25670gp

Greenish Flag: +3 level(s) of exceptional Wis; 25290gp

DL V Large Water Beholders x(72) x[6]

AC 503, HD 28, hp 1792, PR 64% #Att 7, TH ÷ AC/Save DC by 12, dmg 203

Str 28, Dex 16, Con 27, Int 32, Wis 20, Chr 31, 1.5kxp

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

Prepared effects:

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

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

[Psi6N Major] Bard or Sage Abilities, LVL 7: Get bard or sage abilities of level 7 (max = your level)

[Wiz SL5] Original Stoneskin 5: Block the next 2 P actions of attacks

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

Combat effects:

[Pri SL5] Rainbow: Creates a rainbow bridge (or) CL bolts d8 dmg 1 target each

[Psi72 minor] Deflection: Take -PL^2 dmg on one physical attack

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

[Pri SL4] Cure Wounds 4: Cures 10d8 hp (can take offer of 6 per die -> 60 hp)

[Psi54 minor] Damage Transference: Cell Adjustment CL*SL*2 hp

Dungeon082420 - Dungeon Level 5

Room # 7

Meeting Room - 50ft. long x 15ft. wide x 45ft. tall

coat rack; straw; clanking; cold current

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

Sample Names: Renzia the miserly Underground Light (Axe); Cernus the odious Scarab Syndicate (Raft)

Flooding Door Trap; DL 5; Search DC 55 (200 damage, no resistance), (multiple targets)

Door that (causes/has/or is) Directs

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

15,218gp

perfume

a luminous pool, 0gp

Pint of Sea-Green Vomit.; 1M: Capital S Skinned Blast: Do this

Status Effect to one group (no save) ; CL 25; SL 5; 25460gp

Assaultclaw: Equip: Pay 4 Wis and "Equipped creature gets +11 to hit/dmg and +46 AC/saves and 150 hp"; 25430gp

DL V Tiny Random(ite) Aliens x(67) x[6]

AC 510, HD 13, hp 1080, #Att 9, TH ÷ AC/Save DC by 12, dmg 104

Str 17, Dex 24, Con 22, Int 21, Wis 23, Chr 16, 1.5kxp

Has high frequency sampling, Does not breathe. Has Psi 8.

Prepared effects:

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

[Psi81 Major] Density Increase 5: x32 mass; +5 Str; -5/attack (physical or energy)

[Wiz SL2] Fire Shield 2: Anyone who melees with you takes 25% dmg back

[Wiz SL4] Improved Invisibility : As invisibility, but subject can attack and stay invisible.

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

Combat effects:

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

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

[Pri SL4] Treat Critical Wounds: Cure 40% of max

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

[Pri SL6] Treat Harmful Wounds: Cure 60% of max hp

Dungeon082420 - Dungeon Level 5

Room # 8

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

stall or pen; bucket; whistling; cold current

Mimic (the monster) on the west wall leading to a 40ft. long x 5ft. wide x 20ft. tall hallway.

Sample Names: Eldoard the polite Raccoon -strike (Chair); Sadira the groovilicious Winter Marvel (Shield)

Telekinesis Trap; DL 5; Search DC 52 (Psionicist CL 10, no resistance)

Fountain that (causes/has/or is) Directs

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

15,211gp

pine tar

the Acid Wand, 'acid breath', 0gp

Accorder's Blade: Equip: Pay 5 Int and "Equipped creature gets +29 to hit/dmg and +17

AC/saves and 8 hp and has First Strike, Afterlife 3, Reach and Afterlife 3.; 25630gp

Pea green Mop: +1 Level(s) in a Monster Group Class; 25680gp

DL V Fine Sea-of-Dust/Colorless Eelementals x(33) x[4]

AC 501, HD 9, hp 54, #Att 5, TH ÷ AC/Save DC by 12, dmg 204

Str 30, Dex 35, Con 17, Int 33, Wis 20, Chr 23, 1.5kxp

Immune alignment based/color based effects, Has Psi -15. Has no soul. Immune to its own element.

Prepared effects:

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

[Psi2 minor] Time/Space Anchor: Cannot be teleported; --

[Psi7 Major] (no name): Whenever you touch someone, they are energy drained (CL+3)/6 levels (no save)

[Psi4 minor] Damage *1.25: Damage with one physical weapon is multiplied by 1.25

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

Combat effects:

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

[Psi--2 Major] Put Out of Misery: Put Out of Misery; Really Put Out of Misery

[Psi6N Major] Dispel Psionic: Dispel one psionic effect

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

[Psi10 Major] Automaton: Control target's V actions (save)

Dungeon082420 - Dungeon Level 5

Room # 9

Banquet - 40ft. long x 45ft. wide x 5ft. tall

skin; chest of drawers; acrid smell; coughing

Loop Door (goes to another timeline) on the east wall leading to a 35ft. long x 10ft. wide x 20ft. tall hallway.

Sample Names: Jurrolos the grim 'n' gritty Teenage Entity (Horse); Nalambar the unlucky Suicide Goliath (Axe)

Air in room transforms into Elemental Blizzard Trap; DL 5; Search DC 55 (60 Int damage/s, DC 54 PP save for 1/10)(multiple targets)

Ceiling that (causes/has/or is) side-sliding

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

24,994gp

garlic

the donation pit, 0gp

Pale Book: All your Custom classes use the "set XP table"(3kxp

at 2nd, doubles til 9th,600kxp at 10th,+300kxp per level afterward).; 25800gp

loun Stone, Don, 0 action, use once: All enemies Set, 12510gp

DL V Huge Outer-NG Plants x(52) x[8]

AC 509, HD 42, hp 17920, #Att 9, TH ÷ AC/Save DC by 12, dmg 301

Str 18, Dex 25, Con 45, Int 26, Wis 43, Chr 21, 1.5kxp

Immune acid/cold/petrification. Resist electricity/fire. Pro evil, Immune critical hits, poison, sleep, paralysis, stunning.

Prepared effects:

[Pri SL5] Protection from Fire 5: Stop the next CL*16 fire dmg

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

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

[Wiz SL3] Prismatic Sphere 3: 1 Prismatic color

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

Combat effects:

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

[Wiz SL5] Prismatic Bolt: Prismatic Spray on one target

[Wiz SL5] Hold Monster : 1d4 creature Paralyzes creatures unless save is made

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

[Pri SL7] Greater Restoration : As restoration, plus restores all levels and ability scores

Dungeon082420 - Dungeon Level 5

Room # 10

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

tweezers; tun; urine smell; hissing

Time Door (goes to another time) on the west wall leading to a 30ft. long x 20ft. wide x 15ft. tall hallway.

Sample Names: Selwyn Govannonson the unpleasant Colossal Clan (Pig); Chuff the unkind Miracle Lass (Sleigh)

(no name) Trap; DL 5; Search DC 51 (Psionicist CL 10, no save)

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

[x1] Transmutation spells function at triple effect

17,321gp

candle

The Shield of Promise, +2 AC, 10gp

Ioun Stone, Don, Immune to Breath Weapons, 13110gp

Sienna Potion: Free Psiologist Kit: +2*level PSPs in Psi2; +1 prof. slot in

a Psi2 power per 2 levels; -1 TH, Free bonus Harness Subc. proficiency; 25210gp

DL V Fine Star-Wars-Loop Avian/Birds x(69) x[7]

AC 510, HD 5, hp 54, #Att 6, TH ÷ AC/Save DC by 12, dmg 605

Str 35, Dex 43, Con 39, Int 42, Wis 20, Chr 45, 1.5kxp

Has force powers, Flys. Has 2 Wings, 2 talons, and a beak.

Prepared effects:

[Psi6E Major] Spinning Missiles: Small horns break off body and attack

[Psi-3 Major] Dimensional Enhancer: Can teleport or dim door away during combat (x1 Special)

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

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

[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.

Combat effects:

[Pri SL6] Blade Barrier 6: 8d8 dmg wall (shards)

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

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

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

[Pri SL4] Call Lightning 4: (CL+2)d10 lightning dmg (save:½) (halve the die type if not outside)

Dungeon082420 - Dungeon Level 5

Room # 11

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

quill; stand; cold current; clicking

Automatic Door (opens if anyone approaches) on the south wall leading to a 35ft. long x 20ft. wide x 5ft. tall hallway.

Sample Names: Godric Clubthrower the acrid Poison Prime (Elephant); Vence the double-talking Quick Society (Power)

Deeper Vent Trap; DL 5; Search DC 54 (160 damage, no save)

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

[x1] Radiation (Psi9) of RS=1 (doesn't fluctuate)

13,453gp

food scraps

waitress purse, 0gp

Iron-grey Shoe lace: +300 PSP's; 25820gp

Bag of Lavender Tears;; 1V: Reach Around Brand: Brand this Status

Effect to one weapon (no save) ; CL 26; SL 5; 25710gp

DL V Small Ultraplanar/Annihilation Mutants x(62) x[4]

AC 508, HD 13, hullp 2320, #Att 5, TH ÷ AC/Save DC by 12, dmg 404

Str 17, Dex 19, Con 16, Int 21, Wis 23, Chr 24, 1.5kxp

Immune disintegration/annihilation, Immune radiation, has Psi freq divisible by 9

Prepared effects:

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

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

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

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

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

Combat effects:

[Psi12L Major] Discipline: Creature saves: if made it takes caster's level in damage, if missed AL shifts one towards L

[Psi45 Major] Focus: Do SL instances of another Psi45 power you know; you are Spent and Harmed at the end of effect

[Psi-2 minor] Cell Adjustment: max 20*level hp /r; disease=+5 PSPs; Half cost in PSPs

[Pri SL3] Bestow Curse : -6 to an ability; -4 on TH/saves/checks; or 50% lose action

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

Dungeon082420 - Dungeon Level 5

Room # 12

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

ledge; U rack; still; footsteps (ahead)

Ice Door (transparent) on the north wall leading to a 35ft. long x 20ft. wide x 10ft. tall hallway.

Sample Names: Gelebras the perplexing Whirl Star (Katana); Erach the electrifying Sarge Cat (Van)

Ingested Dust Trap; DL 5; Search DC 53 (500 damage, DC 55 Reflex save to negate)

Pool that (causes/has/or is) Directs

[x1] Distance Distortion: Everyone in the room is in the same "group"; "Hole in the Middle" does not function
5,156gp

scroll (nonmagical)

a revealing skin-tight brazziere, +5 AC, 384gp

Crimson Glass: Free Devouk Demon Familiar; 25960gp

Rian's Fibula bone: +3 to ML; 1F: One target is cured 30 hp, or
(1bM action) prevent the next 30 dmg to a target. ; CL 30; SL 5; 26030gp

DL V Colossal Collectiverse/Gooeyverse/etc. Kobolds x(26) x[6]

AC 502, HD 162, hullp 13312, PR 113% #Att 4, TH ÷ AC/Save DC by 60, dmg 105

Str 27, Dex 16, Con 43, Int 20, Wis 17, Chr 42, 1.5kxp

Immune disintegration and annihilation, Can overbear in numbers.

Prepared effects:

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

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

[Psi-15 minor] Increase Touch Damage: CLdCL dmg with unarmed touch (do not add punch or weapon damage)

[Psi14 Major] (no name): Pick LVL unusual materials to be immune to.

[Psi6E minor] Ability Drain: Touch to drain 1d4 from an ability score

Combat effects:

[Psi8 Major] Dispel Technology: Dispels a technological effect

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

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

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

[Psi3½ Major] Ectoplasmic Cocoon: You encapsulate a foe so it can't move.

Dungeon082420 - Dungeon Level 6

Room # 1

Priest's Chamber/Lab - 50ft. long x 5ft. wide x 40ft. tall

paintings/frescoes; wall basin; ringing; buzzing

Mobile Door (door moves around in dungeon) on the north wall leading to a 35ft. long x 25ft. wide x 10ft. tall hallway.

Sample Names: Kyala the bizarre Ninja Paladin (Canoe); Kalf the Hog the friendly, neighborhood Sarge Mist (Tentacles)

Inhaled Fire Trap; DL 6; Search DC 61 (40 Int damage, DC 66 Fortitude save to negate)

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

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

23,015gp

silver fox pelt

a cummerbund, +4 AC, 1500gp

Drum of Dove-Grey Discharge;; 1P: Rusty Trombone PFA: Whenever someone targets you with an effect, they suffer that Status Effect unless they make a save vs. Spell.; CL 30; SL 6; 36990gp

Multi-colored Armor, Heavy [AT+104] +122 AC/+99 Saves; 1P: No Target:

Cannot be directly targetted with effects; CL 30; SL 6; 43975gp

DL VI Small Rogue-classes Intelligent-Trap/Trick/Specials x(82) x[7]

|AC| 722, HD 18, |hp| 608, #Att 9, TH ÷ AC/Save DC by 84, dmg 868

Str 20, Dex 26, Con 32, Int 40, Wis 50, Chr 35, 3kxp

Has Rogue abilities, Incorporeal, Find/Remove Trap/Trick/Special halves hp

Prepared effects:

[Pri SL6] Anti-Animal Shell:

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

[Psi-12T Major] Time Aura: Enemies in your group lose 1 action /s (no save)

[Pri SL5] Extra Group +1: The next spell you cast will affect +1 groups of monsters

[Pri SL4] Resist [E=2 element]: Pick an EE=2 element, you resist it for 1 hour.

[Psi7 Major] (no name): Vampiric Regen (CL-3)*10% of damage you deal

Combat effects:

[Pri SL7] Cureall: Cure all dmg + remove all non-divine ailments

[Wiz SL8] Magic Missile 8: (CL+1)*4 missiles, each does 1d4+1 force dmg (no save)

[Psi3½ minor] Energy Missile: Deal 3d6 energy damage to up to five subjects.

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

[Psi7 Grand] (no name): Summon a DL VII Undead

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

Dungeon082420 - Dungeon Level 6

Room # 2

Heating Room (for warmth) - 35ft. long x 10ft. wide x 20ft. tall

cloth (altar); U rack; laughter; earthy smell

Bone Door (shrieks loudly if opened) on the east wall leading to a 45ft. long x 5ft. wide x 25ft. tall hallway.

Sample Names: Maugrim the diabolical Bat Fire (Broom); Faeryl the congenial Dream Prince (Blade)

Ingested Time / Temporal Trap; DL 6; Search DC 64 (50 Str damage, DC 64 PPD save for 1/3)

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

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Year

3,377gp

dish

an engraved ((+*+)) ring, +3 AC, 1000gp

Rian's Ears: +1 to Chr; 1P: Call Lightning as spell. ; CL 27; SL 6; 36820gp

Wand of Whips, 30240gp

DL VI Colossal Synnibarr Viruss x(56) x[5]

AC 722, HD 202, hullp 20480, IR 123% #Att 2, TH ÷ AC/Save DC by 84, dmg 292

Str 21, Dex 51, Con 33, Int 43, Wis 47, Chr 45, 3kxp

+10^DL (DL tenths!) to dmg, Can infect things. Immune mind-affecting, crits, anything requiring fort/ppd save.

Prepared effects:

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

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

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

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

[Pri SL6] Goodberry 6: Creates 24 goodberries

[Psi10 Major] Mind Block: Can't be mentally targetted; auto make Will/Mental saves; can't be scryed

Combat effects:

[Psi1 Major] Improved Invisibility: Invisibility but can attack and remain Invis.

[Wiz SL8] Power Word Stun 8: Stuns a creature if current hp < 240 (no save)

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

[Psi10 Major] Fire Curtain: Circular wall of fire around caster, 3d6 dmg

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

[Psi6E Major] Wall of Stone: As the 5th level Wizard spell

Dungeon082420 - Dungeon Level 6

Room # 3

Armory - 50ft. long x 40ft. wide x 35ft. tall

Floors of Ice; mortar & pestle; knocking; updraft, strong

Iris Door (seals as a spiral) on the east wall leading to a 20ft. long x 20ft. wide x 5ft. tall hallway.

Sample Names: Colmarr the insidious Do-Gooder Robot (Raised by animals); Gimona the lazy She-- Torch (Catamaran)

Air in room transforms into Elemental Prismatic Trap; DL 6; Search DC 61 (20 Con damage/s, no resistance)(multiple targets)

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

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Round 18,917gp

acorns

Queen's cape, +1 AC, 400gp

Stoneforge Chariot: Equip: Pay 7 Dex and "Equipped creature gets

+10 to hit/dmg and +3 AC/saves and 72 hp".; 36230gp

Reddish Armor Gemlet [AT+17] +11 AC/+49 Saves; 1Z: Immune to poison, non-silver weapons; CL 32; SL 6; 13315gp

DL VI Gargantuan Water Humanoids x(118) x[7]

AC 725, HD 612, hp 61440, #Att 9, TH ÷ AC/Save DC by 84, dmg 146

Str 46, Dex 39, Con 19, Int 18, Wis 46, Chr 34, 3kxp

Resist cold. Double dmg from fire., Has 2 arms, 2 legs, and 1 head.

Prepared effects:

[Pri SL6] Immune [E=3 element]: Pick an E=3 element, you are immune to it for 1 hour. (This immunity does not "spread" into other elements)

[Psi-6G Major] Platinum Angel: Immune to slay and Capital S Slay; do not die at any negative hp total (still unconscious)

[Psi12L Major] Strength of One: Strength of One (TM 71)

[Pri SL4] Dimensional Anchor : Bars extradimensional movement.

[Psi6N Major] Druid Spells, LVL 7: Get a druid progression of level 7 (max = your level)

[Psi3 Major] Power Resistance: You gain power resistance.

Combat effects:

[Psi6E minor] Phantasmal Killer: As the 4th level Wizard spell

[Pri SL8] Remove Curse 8: Cure 5 curse effects (reverse causes that many, save for each)

[Pri SL3] Heal 3: Cure to 25% of max hp (max Heal 3 can cure at once = 250 hp)

[Pri SL6] Fire Storm 6: (CL+2)d5 holy fire dmg, hits 1+1/2 groups (no save)

[Psi29 Grand] Anti-Technology Ray:

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

Dungeon082420 - Dungeon Level 6

Room # 4

Gas Chamber - 10ft. long x 15ft. wide x 25ft. tall

pallet; pool; dank, mouldy smell; still, warm (or hot)

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

Sample Names: Cerelias the smelly Machine Necromancer (Biplane); Philetor the carnivorous Winged Robot (Hydrofoil)

Mimic Trap; DL 6; Search DC 62 (Psionicist CL 12, no save)

Idol that (causes/has/or is) Releases - Map

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Half Segment
19,847gp

bloodstain

a silver dagger, dagger, 2d4 (5), 36gp

Rosethorn Plate Mail: Equip: Pay 4 Str and "Equipped creature gets +13 to

hit/dmg and +19 AC/saves and 200 hp and has Rampage 6 and Intimidate.; 37060gp

Cup of Garnet Ass Juice.; 1M: Rusty Trombone Blast: Do this

Status Effect to one group (no save) ; CL 32; SL 6; 36750gp

DL VI Titanic Joke Animals x(61) x[7]

AC 725, HD 2376, |hp| 40960, #Att 1, TH ÷ AC/Save DC by 14, dmg 580

Str 30, Dex 20, Con 19, Int 43, Wis 23, Chr 37, 3kxp

Has Punomancy, Overwrite INT score to 1 or 2. Usually have arms/legs/head/tail/wings.

Prepared effects:

[Pri SL4] Resist [E=4 element]: Pick an E=4 element, you resist it for 1 hour.

[Psi3½ Major] Freedom of Movement, Psionic: You cannot be held or otherwise rendered immobile.

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

[Psi6E Major] Bodily Restoration III: Troll-like Regeneration 6 hp/r

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

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

Combat effects:

[Wiz SL8] Ray of Enfeeblement 8: -40 physical stat points (randomly distributed in packets of 5) (save per packet)

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

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

[Psi29 Major] Insanity Ray:

[Psi9 Major] Impact Beam: Str-CH check or move CH*10' (& fall dmg)

[Psi10 minor] Enforced Sleep: Sleep 3*CL r (save vs. spell); max HD affected /target = CL

Dungeon082420 - Dungeon Level 6

Room # 5

Observatory - 20ft. long x 35ft. wide x 25ft. tall

door (broken); chest, large; updraft, slight; laughter

Dimension Door (as the spell) on the south wall leading to a 50ft. long x 15ft. wide x 25ft. tall hallway.

Sample Names: Drakar the nefarious Battle Nova (Star); Marallina the miserly Lieutenant Walker (Jet)

Ingested Bark Trap; DL 6; Search DC 64 (20 Cml damage, no save)

Room (Floor) that (causes/has/or is) Magical Pool: Effect of a randomly determined

potion (will repeat same potion effect as last drink 75% of the time)

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

14,654gp

battle axe

A silent stream, 0gp

Dowsing of the Righteous: Equip: Pay 7 Con and "Equipped creature gets

+7 to hit/dmg and +11 AC/saves and 216 hp and has Dethrone.; 37030gp

Rian's Nose: +2 to Dex; 1P: 1S: Target loses his next action. ; CL 32; SL 6; 36720gp

DL VI Colossal Outer-LE Artifacts x(27) x[5]

AC 730, HD 204, hullp 2.0E+4, #Att 4, TH ÷ AC/Save DC by 14, dmg 289

Str 26, Dex 35, Con 39, Int 17, Wis 43, Chr 41, 3kxp

Telepathy, immune fire and poison, resist acid and cold, Ego Score, Can dominate things.

Prepared effects:

[Psi-6G minor] Angelic Wall: DR 40/+CL

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

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

[Psi3½ Major] Truevenom Weapon: Your weapon is horribly poisonous.

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

[Psi4 minor] Money *1.25: How much money you get in dungeon is multiplied by 1.25 (only affects you, not whole party)

Combat effects:

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

[Pri SL3] Hold Person/Monster 3: Hold 5 person or 3 monster targets (save)

[Wiz SL7] Reverse Gravity : Objects and creatures fall upward.

[Psi-17 Major] (no name): Fist of Force (LVLD8 force dmg to one target)

[Psi3 Grand] Astral Construct VIII: Astral construct fights for you.

[Pri SL8] Treat Terrible Wounds: Cure 80% of max hp

Dungeon082420 - Dungeon Level 6

Room # 6

Well - 5ft. long x 15ft. wide x 5ft. tall

keg; thumb screws; urine smell; wind, strong, moaning

Secret Door on the north wall leading to a 20ft. long x 15ft. wide x 10ft. tall hallway.

Sample Names: Zalios the unpleasant Captain Empress (Mind); Tamar Beechsilver the deadly Nuclear Apocalypse (Training)

Improved Fireball Trap; DL 6; Search DC 61 (Psionicist CL 12, DC 63 RSW save to negate)

Fireplace 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.

23,381gp

discarded weapons

a studded leather jacket, +1 AC, 34gp

Brown Doll: Free Miniature Giant Space Hamster Familiar; 36640gp

Wand of Ignition (Psi10 item; 1V, 1 ch: Destroy item (save vs. fire) and 1d3 fire dmg to it's holder), 33510gp

DL VI Small Synnibarr Faeries x(112) x[4]

AC 729, HD 60, hullp 4032, RR 69% #Att 3, TH ÷ AC/Save DC by 84, random stat dmg 869

Str 46, Dex 35, Con 27, Int 33, Wis 36, Chr 32, 3kxp

+10^DL (DL tenths!) to dmg, Overwrite AC to |AC|, Flys, No target.

Prepared effects:

[Pri SL6] Resist Fire/Resist Cold 6: Take -70% dmg vs. fire or cold

[Pri SL4] Resist [E=2 eeement]: Pick an EE=2 eeement, you resist it for 1 hour.

[Pri SL6] Resist [E=3 eeement]: Pick an EE=3 eeement, you resist it for 1 hour.

[Psi12T Grand] Spell Turning: Spell Turning (as spell)

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

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

Combat effects:

[Psi-9 Major] Ultraweakness: -CH Str, -CH more Str for Max.Press (no save)

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

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

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

[Wiz SL5] Cone of Cold 5: CLd10+CL cold dmg to a group (save:½)

[Psi-12C minor] Taunt Blast: One group will attack you on their next action (no save)

Dungeon082420 - Dungeon Level 6

Room # 7

Empty (completely clean) - 5ft. long x 35ft. wide x 20ft. tall

Bridge, Wood; flask; bong; drumming

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

Sample Names: Dellyn the chivalrous Violet Death (Spatula); Danifae the sophisticated Admiral Scarab (Plane)

Falling Trapdoor Trap; DL 6; Search DC 62 (600 damage, no save)

Dome that (causes/has/or is) Treasure hidden under a heap of trash/dung

[x2] Room is permanently/continuously Disjunct (effect)ed, only creatures immune or bubbled against it can function here.

21,341gp

pews

a White couch, 20gp

Amulet of +50% InnateR, 21330gp

Syringe of Off-White Cerebrospinal Fluid;; 1V: Dirty Gas Pump Brand: Brand this

Status Effect to one weapon (no save) ; CL 42; SL 6; 36720gp

DL VI Fine Arctic Beholders x(75) x[6]

AC 729, HD 9, hullp 480, #Att 7, TH ÷ AC/Save DC by 14, dmg 150

Str 31, Dex 19, Con 30, Int 26, Wis 43, Chr 30, 3kxp

Immune cold. Double dmg from fire., Has eye stalks/1 mouth/1 central anti-magic eye. Can cast through eye stalks. Flies

Prepared effects:

[Psi2 minor] Phase: Out of phase; cannot attack; x2 move rate

[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 SL5] Summon Nature's Ally V : Summons a DL V animal (maintained)

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

[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

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

Combat effects:

[Psi81 Major] Dispel 5: Dispel a SL 0-5 effect

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

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

[Psi15 Grand] Hold Person: Hold Person

[Psi19 Grand] Lightning: 1M: Shoots lightning from fingertips, LVLd10 dmg (no save, no PsiR, no immune psi)

[Pri SL3] Heal 3: Cure to 25% of max hp (max Heal 3 can cure at once = 250 hp)

Dungeon082420 - Dungeon Level 6

Room # 8

Wizard's Chamber/Lab - 5ft. long x 25ft. wide x 30ft. tall

chair with straps; prism; salty, wet smell; chiming

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

Sample Names: Azden the socio-pathic Bronze Villain (Canoe); Lenusya the savage Detective Kid (Ionizer)

Air in room transforms into Elemental Holy Water Trap; DL 6; Search DC 62 (50 Con damage/s, no save)(multiple targets)

Painting that (causes/has/or is) Disintegrates

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Segm 28,552gp

iron drill

a demon-faced talisman, Ogp

Rian's Fibula bone: +15 to CL; 1M: 1bM: In your group, weapon damage

does not occur this half-segment and your next half-segment. ; CL 32; SL 6; 36170gp

Flesh Rope [2d10] +49 Th/++3 dmg 16+/x2; 1M: Suffocate one target

(no save, takes 1 cumulative dmg per segment); CL 36; SL 6, 15227gp

DL VI Diminutive Superhero Viruss x(42) x[5]

|AC| 732, HD 12, hullp 152, WR 75% #Att 7, TH ÷ AC/Save DC by 84, dmg 437

Str 22, Dex 25, Con 47, Int 21, Wis 48, Chr 24, 3kxp

Has sidekick spells, Can infect things. Immune mind-affecting, crits, anything requiring fort/ppd save.

Prepared effects:

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

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

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

[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

[Pri SL6] Goodberry 6: Creates 24 goodberries

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

Combat effects:

[Wiz SL2] Wacky Ball 2 / Normal / ½ : Ld4 dmg normal element (save: ½) {1 group}

[Psi45 Grand] Focus: Do SL instances of another Psi45 power you know; you are Spent and Harmed at the end of effect

[Wiz SL5] Magic Jar : Life force change between the caster and someone else

[Psi60 Grand] AEther Bolt: LVL*10 dmg AEther, ignores PsiR

[Psi2 Grand] Alter Reality: Alter Reality or Psi1 major; Double CL effect

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

Dungeon082420 - Dungeon Level 6

Room # 9

Stable - 40ft. long x 20ft. wide x 25ft. tall

stuffed animal; pentacle; wind, strong; breeze, gusting

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

Sample Names: Ellama the repulsive Injustice -jack (Tube); Oderic the awful Tiger Robot (Web)

Suneagle Trap; DL 6; Search DC 62 (Psionicist CL 12, DC 63 Will save for 1/3)

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

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

21,165gp

broken bottle

A Glowing Mist Of Nordic Fury', 200gp

Bottle green Bullets, sling (10) [6d12] +12 Th/+99 dmg 17+/x3; 1V: Target gets SL/2 negative levels (energy drain, no save), you gain CL*SL hp (not above max); CL 27; SL 6, 22380gp

Civic of the Wretched: Equip: Pay 7 Dex and "Equipped creature gets +10 to hit/dmg and +31 AC/saves and 324 hp"; 36470gp

DL VI Fine Lost-Planes/Anguinum-Synod Humanoids x(107) x[8]

AC 721, HD 7, hullp 468, #Att 1, TH ÷ AC/Save DC by 14, dmg 438

Str 40, Dex 41, Con 17, Int 24, Wis 46, Chr 31, 3kxp

Has Miniclass picks, flys, breath E=DL element, Has 2 arms, 2 legs, and 1 head.

Prepared effects:

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

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

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

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

[Psi29 Grand] Symbol:

[Psi14 Grand] (no name): Your gaze causes Charm (no save, IR)

Combat effects:

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

[Psi6G Major] Holy Word: Holy Word (as spell), x7 HD effect, CL = 40

[Psi5 Major] Magic Jar: Magic Jar (as spell), save at -level

[Pri SL6] Remove Curse 6: Cure 3 curse effects (reverse causes that many, save for each)

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

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

Dungeon082420 - Dungeon Level 6

Room # 10

Elevator Room - 10ft. long x 40ft. wide x 50ft. tall

cloth (altar); sconce, wall; sobbing; drumming

Glass Door (transparent) (shatters if opened) on the south wall leading to a 35ft. long x 15ft. wide x 25ft. tall hallway.

Sample Names: Abkii the psychotic Composite Monger (Bulldozer); Gildas Oakclub the arrogant Admiral Protector (Hammer)

Anti-Time Aura Trap; DL 6; Search DC 63 (Psionist CL 12, no resistance)

Vegetation that (causes/has/or is) Magical Thrones: There are two thrones;

If a person sits in each one: they magic jar

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

29,070gp

bale (straw)

a silver Portal, 0gp

Pint of Magenta Blood Serum; 1P: Rusty Trombone Blast: Do this

Status Effect to one group (no save) ; CL 42; SL 6; 36390gp

Indigo Cube [4d12] +65 Th/+9 dmg 16+/x3; 1/3M: [Pick an element] CLd5

dmg of that element (one group, no save); CL 24; SL 6, 15834gp

DL VI Fine Plains Kobolds x(81) x[7]

AC 727, HD 18, hp 492, RR 110% #Att 9, TH ÷ AC/Save DC by 84, random stat dmg 148

Str 17, Dex 35, Con 42, Int 18, Wis 44, Chr 36, 3kxp

Has mtg W spells, Can overbear in numbers.

Prepared effects:

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

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

[Pri SL5] Troll-like Regeneration: You Troll-like Regenerate at CL hp per round

[Psi6N minor] Bard or Sage Abilities, LVL 4: Get bard or sage abilities of level 4 (max = your level)

[Psi-9 Grand] Energy Kinetic: Amplify: Add 3*CH dice to your next energy attack

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

Combat effects:

[Psi81 minor] Energy Blast I: [Pick an element] CLd5 dmg of that element (one group, no save)

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

[Pri SL7] Confusion:

[Wiz SL6] Lightning Bolt 6: CLd12 lightning dmg to a group (save:½)

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

[Psi5 Major] Telekinesis: Telekinesis (weight limit=level+1 tons)

Dungeon082420 - Dungeon Level 6

Room # 11

Privy/Secret - 30ft. long x 20ft. wide x 10ft. tall

spinning wheel; blanket; music; thumping

Plane Shift Door (other side is on another plane) on the east wall leading to a 10ft. long x 25ft. wide x 10ft. tall hallway.

Sample Names: Semyaza the stupendous Blue Prime (Sai); Irmar the impossible Caped Menace (Foam)

Air in room transforms into Elemental Solid Neutronium Trap; DL 6; Search DC 64 (50 Cml damage/s, no resistance)(multiple targ

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

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Half Segment
31,958gp

ring

a midnight black insignia, +3 AC, 500gp

Carnelian Sword, bastard [2d20] +80 Th/+7 dmg 19+/x6; 1/2P: One

group takes PL energy dmg (no save); CL 21; SL 6, 17220gp

Chartreuse Helm [AT+10] +6 AC/+8 Saves; 1attack: How many of an item exists is multiplied
by 1.5 (you need a Grand to duplicate a x2 item); CL 36; SL 6; 6760gp

DL VI Small Cloud Outers x(31) x[4]

AC 727, HD 48, hp 640, WR 67% #Att 12, TH ÷ AC/Save DC by 84, dmg 867

Str 42, Dex 31, Con 21, Int 37, Wis 45, Chr 24, 3kxp

Fly with perfect maneuverability., No soul. Dark vision.

Prepared effects:

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

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

[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

[Psi6E Major] Bodily Restoration III: Troll-like Regeneration 6 hp/r

[Wiz SL3] Displacement : WR 50%

[Psi60 Grand] Luck: Gains +1(+5%)*LVL on 1 action

Combat effects:

[Pri SL5] Call Lightning 5: (CL+2)d12 lightning dmg (save:½) (halve the die type if not outside)

[Psi--2 Major] Put Out of Misery: Put Out of Misery; Really Put Out of Misery

[Psi1 Major] Energy Control: Max.=level in HD damage, must be energy attack

[Psi29 Grand] Mana Bolt LVLd8:

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

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

Dungeon082420 - Dungeon Level 6

Room # 12

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

stuffed animal; candles; metallic smell; splintering

Glass Door (transparent) (shatters if opened) on the east wall leading to a 40ft. long x 10ft. wide x 25ft. tall hallway.

Sample Names: Shidara the battling Wing Apostle (Sonic); Cinnard the idiotic Lion Canary (Folding Chair)

Moving Portcullis Trap; DL 6; Search DC 62 (240 Int damage, DC 65 Breath Weapon save to negate)

Ceiling 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.

23,307gp

round table

a Plate of Cheese Nachos, 5gp

Vial of Taupe Breast Milk;; 1M: Double-Shocker Shield: Whenever someone hits you with a melee attack, they suffer that Status Effect unless they make a save vs. Spell.; CL 21; SL 6; 36630gp

Off-white Wallet: Free Sturdy Feat: Get HD & 1d0 once (you get Con bonus one extra time) (it's once, not every level); 36570gp

DL VI Huge Rogue-classes Hounds x(93) x[8]

AC 732, HD 52, hullp 5120, WR 918% #Att 11, TH ÷ AC/Save DC by 84, dmg 290

Str 50, Dex 36, Con 22, Int 45, Wis 42, Chr 39, 3kxp

Has Rogue abilities, Has 4 legs, and at least 1 head

Prepared effects:

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

[Psi3 Major] Displacement: Attacks miss subject 50% of the time.

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

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

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

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

Combat effects:

[Wiz SL8] Monster Swarm Summoning VIII: Summons CL*1 DL VII monsters

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

[Wiz SL5] Wall of Force: The wall only stops spell effects, hurled objects, and breath weapons. People and psionic effects can pass.

[Psi-6G Major] Angelic Favor †: 1bM: Summon a DL IV Angel/Deva, lasts until destroyed

[Pri SL7] Cure Wounds 7: Cures 28d8 hp (can take offer of 6 per die -> 168 hp)

[Psi-3 Grand] Replace: Put an object into someone's inventory (Reflex save)

Dungeon082420 - Dungeon Level 7

Room # 1

Bath / Bathing Room - 10ft. long x 20ft. wide x 45ft. tall

pallet; cressets; dank, mouldy smell; footsteps (approaching)

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

Sample Names: Braelly the diseased Orange Phantom (Venom); Grindan Hawkseeker the spellbinding Iron Dragon (Chair)

Flooding Vent Trap; DL 7; Search DC 74 (240 damage, DC 75 Breath Weapon save for half)

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

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Day
36,066gp

foodstuffs (spoiled)

the arm of %s, 0gp

Rod of Smiting, 22310gp

Ring of Truth, 15250gp

DL VII Diminutive Shangri-La Reptiles x(57) x[4] x[[2]]

AC 989, HD 16, hp 1568, IR 100% #Att 9, TH ÷ AC/Save DC by 112, dmg 791

Str 59, Dex 38, Con 20, Int 20, Wis 48, Chr 29, 7kxp

Has no truename, Immune Lost, Half AC from AT. Resist Heat. Usually has a tail and claws

Prepared effects:

[Wiz SL3] Third Arm Growth: Grow an extra arm or leg [lose spell slot while running]

[Pri SL6] Protection from Lightning 6: Stop the next CL*20 lightning dmg

[Psi7 Grand] (no name): Immunity to any effect that requires a Fortitude save (unless the effect also works on objects)

[Psi12L Major] Strength of One: Strength of One (TM 71)

[Wiz SL2] Protection from Arrows: -10 dmg /missile attack, unless +L/5+1 or better {Touch, 1 creature}

[Pri SL4] Resist [E=2 element]: Pick an EE=2 element, you resist it for 1 hour.

[Psi9 Major] Plane Phaze: Turn into Ghost incl. Aging touch

Combat effects:

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

[Psi19 Major] Bolt of Hatred: CLd6 force dmg to one target (no save)

[Wiz SL5] Telekinesis : Lifts or moves 25 lb./level at long range.

[Wiz SL8] Power Word Capital S Stun: Capital S Stuns a target with 130 current hp or less (no save)

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

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

[Wiz SL8] Mass Charm : As charm monster, but all within 30 ft.

Dungeon082420 - Dungeon Level 7

Room # 2

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

fetters; bellows; laughter; twanging

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

Sample Names: Oathkeeper the winsome Power King (Lycanthropy); Esha the psychotic Terra- Warlord (Prototype)

Basic Spears Trap; DL 7; Search DC 74 (Attack +35 ranged, 40d20 damage)

Fountain that (causes/has/or is) Poison

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Week
23,240gp

flail

a packet of worm crisps, 1gp

Flask of Black Breast Milk;; 1attack: Camel Toe/Moose Knuckle Bolt-On: Do this

Status Effect to one target (Spell save: 0) ; CL 34; SL 7; 49670gp

Inky Lace: Free Shot on the Run Feat: Move before and after an attack with ranged (max move = speed); 49520gp

DL VII Medium Far-Realm/Ultrablack Weirds x(121) x[7]

AC 988, HD 26, |hp| 1728, IR 81% #Att 7, TH ÷ AC/Save DC by 16, random stat dmg 203

Str 30, Dex 25, Con 52, Int 54, Wis 26, Chr 23, 7kxp

Can damage non-hp totals/scores., Immune critical hits/poison/sleep/paralysis/stunning. Has no soul.

Prepared effects:

[Wiz SL5] Extra Group +1: The next spell you cast will affect +1 groups of monsters

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

[Pri SL5] Troll-like Regeneration: You Troll-like Regenerate at CL hp per round

[Pri SL5] Extra Group +1: The next spell you cast will affect +1 groups of monsters

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

[Pri SL4] Dimensional Anchor : Bars extradimensional movement.

[Pri SL5] Double Resist [E=2 eelement]: Pick an EE=2 eelement, you double resist it (1/4 dmg, 1/10 if make save) for 1 hour.

Combat effects:

[Psi-3 minor] Biodust: 1d4 dust dmg/r to up to 2 cr.

[Wiz SL8] Power Word Capital S Stun: Capital S Stuns a target with 130 current hp or less (no save)

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

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

[Psi1 minor] Telekinetic Blade: Base damage CLdCL, considered +CL/3 weapon, mental weapon

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

[Pri SL5] Remove Coma: Removes the Coma effect

Dungeon082420 - Dungeon Level 7

Room # 3

Refectory (Monestary Dining Room) - 5ft. long x 35ft. wide x 5ft. tall

oubliette (pit); barrel; footsteps (ahead); footsteps (approaching)

Locked Door, Magic/Psi on the south wall leading to a 5ft. long x 5ft. wide x 15ft. tall hallway.

Sample Names: Grex the arrogant Duke Guy (Mystic); Thorog the gelatinous Do-Gooder Flower (Wand)

Tripping Blades Trap; DL 7; Search DC 74 (Attack +49 melee, 50d20 Wis damage)

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

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

32,440gp

hug

a portal to Olympus, 0gp

Maroon Cloak [AT+16] ++4 AC/+100 Saves; 1/2M: Create a "Weapon" type item (see next page) of TechL=CL, each 2 TechL takes 1S action; CL 44; SL 7; 21535gp

Murderer's Trident: Equip: Pay 2 Str and "Equipped creature gets

+21 to hit/dmg and +11 AC/saves and 96 hp".; 49410gp

DL VII Small Synnibarr Goblin/Orcs x(123) x[5]

AC 987, HD 19, hp 896, PR 77% #Att 4, TH ÷ AC/Save DC by 112, dmg 786

Str 30, Dex 37, Con 23, Int 51, Wis 41, Chr 52, 7kxp

+10^DL (DL tenths!) to dmg, Dark Vision, Stay conscious past Ohp. Light Sensitivity

Prepared effects:

[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.

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

[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

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

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

[Psi81 Major] Shape Shift: Polymorph Self

Combat effects:

[Pri SL3] Cure Disease: Cures Disease

[Psi29 minor] Blindness:

[Wiz SL5] Magic Missile 5: (CL+1)*5/2 missiles, each does 1d4+1 force dmg (no save)

[Pri SL8] Creeping Doom 8: (1d5+7)*120 insect dmg

[Psi72 minor] Mind Control: Control V actions (Will save), P actions (Will save at +5), or M actions (Will save at +10)

[Psi-5 Major] Beam of Nothing: CL*CL dmg in a 30' line (no save); they lose next F action (save)

[Psi6E Grand] Gate: As the 9th level Wizard spell

Dungeon082420 - Dungeon Level 7

Room # 4

Creamatorium - 15ft. long x 20ft. wide x 35ft. tall

bunks; drum; rustling; clanking

Phase Door (as the spell) on the east wall leading to a 25ft. long x 20ft. wide x 10ft. tall hallway.

Sample Names: Beorn the charming Freedom Flare (Hook); Layla the devious Mud Rebel (Zip Gun)

Falling Doorknob Trap; DL 7; Search DC 72 (180 Con damage, no save)

Ceiling that (causes/has/or is) Shoots

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

6,558gp

ear spoon

a bottle of Pinotage, 300gp

Drum of Ice Blue Cerebrospinal Fluid;; 1/2V: Prince Albert Blast: Do this

Status Effect to one group (no save) ; CL 35; SL 7; 49190gp

Rian's Mandible bone: +1 to HNCL; 1P: Raise or Lower the PF in the room by up to LVL.; CL 29; SL 7; 49360gp

DL VII Small Outer-CE Intelligent-Trap/Trick/Specials x(112) x[7]

AC 982, HD 19, hp 816, CR 83% #Att 12, TH ÷ AC/Save DC by 16, dmg 393

Str 35, Dex 28, Con 22, Int 45, Wis 32, Chr 21, 7kxp

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

Prepared effects:

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

[Psi7 Major] (no name): Whenever you touch someone, they are aged CLd4 years (PPD save)

[Pri SL7] Symbol : Triggered runes have array of effects.

[Psi45 Major] Power Simulation: The next Psi45 power you use will be resisted using MR instead of PR

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

[Wiz SL5] Animate Dead : Creates undead skeletons and zombies.

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

Combat effects:

[Psi27 Major] Drake: You can breathe an Inner Element once this round equal to your hp in dmg.

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

[Psi3½ Major] Ectoplasmic Cocoon: You encapsulate a foe so it can't move.

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

[Psi-12T minor] Dispel Anti-Magic: Dispel one anti-Magic effect (or) Halve ER (no ER or save)

[Wiz SL9] Mordenkainen's Disjunction 9: Disjunct 1 effect (any type)

[Pri SL7] Cure Wounds 7: Cures 28d8 hp (can take offer of 6 per die -> 168 hp)

Dungeon082420 - Dungeon Level 7

Room # 5

Wardrobe - 20ft. long x 45ft. wide x 10ft. tall

pallet; painting; dank, mouldy smell; wind, strong, moaning

Locked Door, Out of Phase on the east wall leading to a 10ft. long x 20ft. wide x 10ft. tall hallway.

Sample Names: Uzamaer the clever Shining Sidekick (Psi--); Boaz the quarrelsome Mister Intruder (Psi--)

Chaos Storm Trap; DL 7; Search DC 75 (Psionicist CL 14, no save)

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

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Month
23,119gp

markings

hell hound teeth, dagger, 15d10 (82), 750gp

Carpet of Flying, 39550gp

Flesh-coloured Robe [AT+16] +15 AC/+64 Saves; 1M: SL/2 instances of Resist Poison/Drugs; CL 30; SL 7; 15025gp

DL VII Huge Outer-CG Elementals x(40) x[7]

AC 983, HD 58, |hp| 6784, #Att 10, TH ÷ AC/Save DC by 16, dmg 981

Str 30, Dex 56, Con 48, Int 37, Wis 50, Chr 39, 7kxp

Immune acid/cold/petrification. Resist electricity/fire. Pro evil, Has Psi 15. Has no soul. Immune to its own element.

Prepared effects:

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

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

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

[Wiz SL2] Fire Shield 2: Anyone who melees with you takes 25% dmg back

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

[Wiz SL3] Displacement : WR 50%

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

Combat effects:

[Pri SL6] Mass Remove Curse: Remove Curse on 6 targets or 1 group

[Psi54 Major] Air Animation: Summon a DL=SL Air Elemental

[Psi3 Grand] True Domination: Dominated subjects less likely to defy your will.

[Wiz SL8] Wacky Ball 8 / Normal / ½: Ld30, save: ½

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

[Pri SL6] Hold Person/Monster 6: Hold 8 person or 6 monster targets (save)

[Pri SL5] Ice Storm : Hail deals 5d6 damage in cylinder 40 ft. across.

Dungeon082420 - Dungeon Level 7

Room # 6

Robing Room - 15ft. long x 30ft. wide x 50ft. tall

wood billets (shelf beds); box; splashing; clashing

Water Lock Door (holds back a lot of water) on the east wall leading to a 10ft. long x 20ft. wide x 5ft. tall hallway.

Sample Names: Zita the monstrous Bullet Comet (Catamaran); Martek the grim 'n' gritty Water Shogun (Giga-)

Hail of Balls Trap; DL 7; Search DC 72 (Attack +70 melee, 50d20 damage)

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

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

20,254gp

panther pelt

a wicked looking cleaver, axe, 9d8 (40), 50gp

Rian's Small Intestine: +27 to Dex; 1M: Summon a Thicket Elemental: AC 80,

hp 320, #Att 4/1, TH +70, dmg 70 ; CL 29; SL 7; 49130gp

Quart of Violet Urine;; 1M: Aborted/Stillborn Brand: Brand this Status

Effect to one weapon (no save) ; CL 30; SL 7; 49960gp

DL VII Titanic Internet Avian/Birds x(31) x[8]

AC 992, HD 456, hullp 53248, #Att 14, TH ÷ AC/Save DC by 16, random stat dmg 2944

Str 40, Dex 55, Con 42, Int 59, Wis 54, Chr 56, 7kxp

Psilink, Immune Web, Flys. Has 2 Wings, 2 talons, and a beak.

Prepared effects:

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

[Psi12T Major] Psionic Resistance: Level*5% PsiR

[Pri SL6] Protection from Lightning 6: Stop the next CL*20 lightning dmg

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

[Psi1 Grand] Psionic Amplification: Multiplies a power; Max.=level/4+1

[Psi18 Grand] Scty: Flight Blockade: [permanent] No flying in area

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

Combat effects:

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

[Psi81 minor] Energy Blast I: [Pick an element] CLd5 dmg of that element (one group, no save)

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

[Psi29 Grand] Resurrection/Destruction:

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

[Wiz SL6] Power Word Stun 6: Stuns a creature if current hp < 80 (no save)

[Psi18 Major] Telepathic: Control: LVL/3 targets: Domination (save)

Dungeon082420 - Dungeon Level 7

Room # 7

Court - 25ft. long x 30ft. wide x 15ft. tall

straw; winch and pulley; tapping; downdraft, strong

Mobile Door (door moves around in dungeon) on the south wall leading to a 35ft. long x 5ft. wide x 10ft. tall hallway.

Sample Names: Wregan Oaktree the tone-deaf She-- Sailor (-wing); Arkwright the astonishing Frog Wombat (Biotechnology)

Crushing Block Trap; DL 7; Search DC 77 (70 Dex damage, no save)

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

[x2] Ultraplanar beings cannot feel, hear, or sense into this room unless they are actually there; Divine Intervention fails
12,877gp

crystals

tartan tam of MacGregor, +5 AC, 3000gp

Cinnamon Piercing Weapon [1d10] +65 Th/+143 dmg 20+/x7; 1M: Astral construct fights for you.; CL 32; SL 7, 40100gp

Vial of Red Earwax;; 1/2V: Camel Toe/Moose Knuckle Shield: Whenever someone hits you with a melee attack, they suffer that Status Effect unless they make a save vs. Spell.; CL 44; SL 7; 49950gp

DL VII Large Mountain Elementals x(91) x[6]

Stun AC 988, HD 34, hp 3328, IR 889% #Att 8, TH ÷ AC/Save DC by 112, idmg 2945

Str 39, Dex 37, Con 19, Int 58, Wis 30, Chr 37, 7kxp

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

Prepared effects:

[Psi45 Grand] Energy Body: Major: You are made of energy; cannot use P actions; resist physical damage

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

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

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

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

[Psi3 Major] Clairtancy: You can use Far Hand at any distance.

Combat effects:

[Psi81 Major] Summon: Summon a DL V Outer planar creature

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

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

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

[Psi2 minor] Teleport Lock: Target cannot teleport (no save); --

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

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

Dungeon082420 - Dungeon Level 7

Room # 8

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

carafe (decanter); stool; steamy near floor; cold current

Zombie Door (made of zombies) on the east wall leading to a 25ft. long x 15ft. wide x 25ft. tall hallway.

Sample Names: Cinnard the carnivorous Sea Wonder (Psi--); lolana the spiteful Time Freak (Raised by animals)

Ingested Acid Trap; DL 7; Search DC 73 (30 Con damage, no resistance)

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

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

4,417gp

herb tea

a Kratasian Halberd, polearm, 16d31 (256), 10883gp

Bag of Reddish Feces;; 1M: Minivan Beam: Do this Status Effect to one target (no save) ; CL 39; SL 7; 50080gp

Bag of Jet-Black Vomit;; 1P: Glass Bottom Boat Balls: Do this Status

Effect to one group (Spell save: 0) ; CL 34; SL 7; 49790gp

DL VII Fine Outer-LG Animals x(34) x[8]

Stun AC 981, HD 9, stunp 102, #Att 5, TH ÷ AC/Save DC by 16, dmg 1963

Str 42, Dex 32, Con 39, Int 25, Wis 40, Chr 44, 7kxp

Immune acid/cold/petrification. Resist electricity/fire. Pro evil, Overwrite INT score to 1 or 2. Usually have arms/legs/head/tail/w

Prepared effects:

[Psi6N minor] Thief Abilities, LVL 4: Get thief abilities of level 4 (max = your level)

[Psi12T Major] Favorable Die Rolls: All your non-permanent die rolls of NdS instead are rolled as (2*N)dS, choose N best dice

[Psi--2 minor] Endurance of the Land: +5 max hp; +3 AC; +3 saves; IR 25%; Lasts 5r after maint.

[Psi-12L minor] Anti-Psionic Resistance: +5*CL% AntiPsiR

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

[Psi23 Major] Conjuraton Cloud: Cloud/Radiance elemental to do service

[Wiz SL6] Contingency: Each creature can only have 1 Contingency spell on him. If the contingency spell is dispelled, the effect ir

Combat effects:

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

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

[Psi18 minor] Psi: Spray: LVL targets:1d10 telekinetic dmg(save:½)

[Psi-6G Grand] Summon Angel: Summons a DL VIII Angel (good aligned Outer-planar creature)

[Pri SL6] Feeblemind:

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

[Wiz SL5] Wall of Force: The wall only stops spell effects, hurled objects, and breath weapons. People and psionic effects can pa

Dungeon082420 - Dungeon Level 7

Room # 9

Heating Room (for warmth) - 10ft. long x 25ft. wide x 35ft. tall

bowl; candelabra; grating; breeze, gusting

Automatic Door (opens if anyone approaches) on the east wall leading to a 45ft. long x 20ft. wide x 20ft. tall hallway.

Sample Names: Irid the boisterous Violet Freak (Mystic); Jingsa the evil She-- Victory (Nano-)

Pit transforms into Elemental Colorpool Trap; DL 7; Search DC 72 (180 Chr damage/s, no resistance)

Dome 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/Year 21,193gp

tapestry

a comfortable couch, 0gp

Needle of Magenta Saliva; 1V: Camel Toe/Moose Knuckle Balls: Do this Status

Effect to one group (Spell save: 0) ; CL 32; SL 7; 49790gp

Amulet of Far-Reaching, 6230gp

DL VII Colossal Nightmare-Dimension Giants x(88) x[6]

Stun AC 984, HD 234, hullp 28160, RR 80% #Att 4, TH ÷ AC/Save DC by 112, random stat dmg 201

Str 56, Dex 31, Con 19, Int 24, Wis 47, Chr 41, 7kxp

Sleep Aura, ER DL*5%, Minimum size category Large.

Prepared effects:

[Psi-12L Major] Globe of Low Resistance: Immune to SL 0-2 (all types), Resist SL 3-4 (all types)

[Psi54 Grand] Invulnerability: -CL*SL/2 dmg per attack

[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 SL7] Regenerate 7: Regenerates 1 hp /s

[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.

[Psi5 Major] No Target: Cannot be directly targetted with effects

[Psi12T Grand] Luck: +1 Luck point (as per Luckstone)

Combat effects:

[Wiz SL7] Limited Wish: Will duplicate any Wizard or Priest spell of levels 0-6.

[Wiz SL9] Meteor Swarm: 80d4 Eldritch Earth and Fire (no save, 4 groups)

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

[Psi10 minor] Feather Fall *: Feather Fall

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

[Psi-9 Major] AntiBio Force:Vulnerability: -CH AC,+½CH dmg per attack (incl.spells) (no save)

[Psi-6G Major] Apocalypse: Pick a 350' radius area, next segment, all in area take CL^3 vile dmg (no resistance)

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Room # 10

Library - 25ft. long x 5ft. wide x 10ft. tall

mosaic; magic circle; foggy; misted

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

Sample Names: Alatos the altruistic Micro- Zero (Mystic); Miralidon the extraordinary Platypus Wing (Unobtainium)

Plane Shift Trap; DL 7; Search DC 73 (Wizard CL 14, no resistance)

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

[x2] Room is permanently/continuously Disjunct (effect)ed, only creatures immune or bubbled against it can function here.

27,779gp

charcoal

a manual of healing arts, 'cure light' 'cure light' 'cure light' ", 80gp

Rian's Urethra: +25 to Con; 1M: Consume Xgp: Heal X^2hp and don't have to eat today. ; CL 35; SL 7; 49360gp

Quart of Aqua Ass Juice;; 1P: Minivan Balls: Do this Status

Effect to one group (Spell save: 0) ; CL 29; SL 7; 49950gp

DL VII Colossal Demi-Planes Oozes x(58) x[8]

|AC| 985, HD 230, hp 182784, MR 98% #Att 14, TH ÷ AC/Save DC by 112, dmg 202

Str 53, Dex 43, Con 53, Int 48, Wis 49, Chr 36, 7kxp

Immune hostile environments, Bars extradimensional travel, No INT. Immune mind-affecting, crits, anything requiring fort/ppd s

Prepared effects:

[Psi2 minor] Gird: Maintain powers w/o conc.; Maintain in sleep

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

[Pri SL5] Immune [E=2 element]: Pick an E=2 element, you are immune to it for 1 hour. (This immunity does not "spread" into ot

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

[Psi2 minor] Time/Space Anchor: Cannot be teleported; --

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

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

Combat effects:

[Psi3½ Major] Ectoplasmic Cocoon: You encapsulate a foe so it can't move.

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

[Psi29 Grand] Eridor's Ebony Bolt: 4 perm. hp loss/lvl, no MR, cannot be resisted:

[Psi12C Grand] Summon Chaotic Creature: Gate (as spell) for Chaotic creature or for an Earth or Fire Elemental

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

[Psi-12T Grand] Anti-Time Aura: Enemies in your room takes CL*2 anti-time dmg /s (no save)

[Psi6N Major] Banish to Home Plane: +50 CPPs to give no save; +50 CPPs to Sever Cord

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Room # 11

Dressing Room - 35ft. long x 20ft. wide x 25ft. tall

bladder; pillar; foggy; whistling

Automatic Door (opens if anyone approaches) on the south wall leading to a 35ft. long x 5ft. wide x 5ft. tall hallway.

Sample Names: Merranyth the heroic General Ant (Tube); Zoltan the clueless Grim -ion (Vortex)

Fusillade of Spears Trap; DL 7; Search DC 73 (Attack +105 ranged, 70d2 damage)

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

[x2] Ultraplanar beings cannot feel, smell, or sense into this room unless they are actually there; Divine Intervention fails
6,234gp

apron

a holstered belt, 10gp

Shield Morningstar: Equip: Pay 153 hp(s) and "Equipped creature gets

+31 to hit/dmg and +3 AC/saves and 160 hp".; 49390gp

Drums of Deafening, 6110gp

DL VII Macro-Fine Outer-LN Outers x(46) x[7]

Stun AC 987, HD 910, stunp 1.1E+5, WR 81% #Att 13, TH ÷ AC/Save DC by 112, dmg 1966

Str 51, Dex 40, Con 30, Int 29, Wis 51, Chr 53, 7kxp

Dark vision, immune mine-affecting, resist acid/cold., No soul. Dark vision.

Prepared effects:

[Pri SL5] Summon Nature's Ally V : Summons a DL V animal (maintained)

[Psi-2 Major] Energy Release: +CL to CL on your next damaging power; --

[Psi100 Major] Controlled Blinking: Blink CL' each segment

[Wiz SL7] Anti-Magic Shell 7: Anti-Magic of SL 0 to 6

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

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

[Psi6G Major] Barbarian's Club of Might: Auto roll 20 to hit and double base damage with one weapon strike per segment

Combat effects:

[Psi3 Major] Dismissal: Forces a creature to return to a native plane.

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

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

[Psi-12C Major] Strip Down (Nude Bomb): Choose 1 target; he removes/drops 1 item /s (no save)

[Wiz SL7] Cone of Cold 7: CLd14+CL cold dmg to a group (save:½)

[Wiz SL9] Dispel Exhaustion 9: Restore 96% of dmg taken, get an Original Haste 9 for 1 round

[Pri SL7] Command 7: Target makes 7 saves, each missed save allows 1 word for a command to be given

Dungeon082420 - Dungeon Level 7

Room # 12

Dressing Room - 35ft. long x 5ft. wide x 10ft. tall

fountain; pedestal; breeze, slight; scream(ing)

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

Sample Names: Tholqra the diseased Battle Hamster (Flute); Soretyo the vile Ant Wind (Sling)

Fusillade of Spears Trap; DL 7; Search DC 71 (Attack +112 melee, 70d8 Chr damage)

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

[x2] Immortals cannot see, hear, or sense into this room unless they are actually there; Divine Intervention fails
3,808gp

bones (nonhumanoid)

a jug kettle, 200gp

Rian's Toe Nails: +1 to ML; 1V: DT 100-CL and DR 10/-.; CL 34; SL 7; 49180gp

General's Wings: Equip: Pay 2 Chr and "Equipped creature gets

+31 to hit/dmg and +26 AC/saves and 175 hp".; 49550gp

DL VII Medium Kara-Tur Golems x(67) x[6]

AC 985, HD 196, stunp 11200, MR 114% #Att 12, TH ÷ AC/Save DC by 16, random stat dmg 1962

Str 44, Dex 38, Con 53, Int 33, Wis 47, Chr 40, 7kxp

Has Martial Arts, Has Psi 16. Construct traits from PHB3

Prepared effects:

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

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

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

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

[Pri SL7] Phoenix Sanctuary: You take half damage from any source (duration 1 turn, cannot be made permanent)

[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

[Psi8 Major] Construct Weapon Item 2: Create a "Weapon" type item (see next page) of TechL=CL, each 2 TechL takes 1S action

Combat effects:

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

[Wiz SL6] Death Spell 6: Slay 6d12 HD of creatures (save)

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

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

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

[Pri SL4] Summon Monster IV : Summons a DL IV monster (1 turn)

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

Dungeon082420 - Dungeon Level 8

Room # 1

Privy/Secret - 15ft. long x 20ft. wide x 35ft. tall

table (small); stall or pen; breeze, gusting; updraft, strong

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

Sample Names: Krangath the invulnerable Gamma Fire (Javelin); Tasien the perverted Snow Midget (Warhorse)

Air in room transforms into Elemental Loop / Looporal Trap; DL 8; Search DC 85 (180 Chr damage/s, DC 84 PPD save for 1/3)(mul

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

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

42,033gp

flour

a wand, 'cause critical', 90gp

Rian's Hyoid bone: +18 to HD; 1P: Brand this Status Effect to one weapon (no save) ; CL 48; SL 8; 64110gp

Alabaster Sandal: +1 Level(s) in a Custom Group Class; 64500gp

DL VIII Titanic Psionic Giants x(157) x[5] x[[2]]

AC 1292, HD 528, stunp 548864, IR 896% #Att 2, TH ÷ AC/Save DC by 18, dmg 2563

Str 52, Dex 24, Con 29, Int 56, Wis 31, Chr 23, 15kxp

Has a psionic frequency, Minimum size category Large.

Prepared effects:

[Wiz SL3] Blink (DM): 0, 1/r: Blink; The location is not random (caster has control). If you blink away after meleeing with a creati

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

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

[Wiz SL6] Tenser's Transformation 6: +100% of max hp to current hp, +2 TH melee

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

[Pri SL4] Resist [E=4 element]: Pick an E=4 element, you resist it for 1 hour.

[Psi-3 Major] Dimensional Enhancer: Can teleport or dim door away during combat (x1 Special)

[Pri SL5] Spell Resistance : Subject gains +12 +1/level SR.

Combat effects:

[Psi12L Grand] Order Reality: Alter Reality, but effect must be Lawful intent

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

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

[Psi5 Grand] Destroy Matter: Disintegrate (save), if save made takes half max hp

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

[Psi-3 Major] Drop: Target cannot fly (no save)

[Psi-12L Major] Domination Blast: One group is dominated (Will save), *does* affect undead etc.

[Psi10 Major] Lightning Bolt: Lightning Bolt, CLd6 dmg (save:½)

Dungeon082420 - Dungeon Level 8

Room # 2

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

stuffed beast; bucket; downdraft, slight; sneezing

Stone Door, Normal on the east wall leading to a 15ft. long x 5ft. wide x 10ft. tall hallway.

Sample Names: Carniel the handsome Pubescent Prowler (Extra-terrestrial); Nahung the superlative Teenage America (Foam)

Chaos Storm Trap; DL 8; Search DC 85 (Psionist CL 16, no save)

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

[x2] Ultraplanar beings cannot feel, taste, or sense into this room unless they are actually there; Divine Intervention fails
15,192gp

adder stomach

the Mind of Wisdom, +8 AC, 1043gp

Blue Watch: +700 Rogue Points; 64450gp

Claret Shield [AT+14] +8 AC/+13 Saves; 1M: Immune to spell

level 0 to SL-1 enchantment/charm effects; CL 40; SL 8; 8695gp

DL VIII Diminutive Water Immortals x(69) x[8]

[AC] 1292, HD 6, hp 264, #Att 12, TH ÷ AC/Save DC by 144, idmg 1537

Str 25, Dex 61, Con 36, Int 26, Wis 25, Chr 38, 15kxp

Resist cold. Double dmg from fire., Unaging, Legend Lore halves hp

Prepared effects:

[Psi45 Grand] Force Field vs. Emotion: Immune to spell level 0 to SL-1 enchantment/charm effects

[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:

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

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

[Pri SL4] 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 SL5] Spell Resistance : Subject gains +12 +1/level SR.

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

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

Combat effects:

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

[Psi30 Major] Death Touch: Necromantic damage

[Psi6E minor] Animate Dead: Similar to priest spell "Animate Dead"

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

[Psi6E Major] Wall of Stone: As the 5th level Wizard spell

[Psi15 Major] Color Spray: Color Spray

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

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

Dungeon082420 - Dungeon Level 8

Room # 3

Chantry (Shrine) - 5ft. long x 35ft. wide x 15ft. tall

tube (container); pallet; horn/trumpet sounding; "Bleah!" (off in the distance)

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

Sample Names: Melishander the bombastic Albino Centurion (Revolver); Cressen the socio-pathic Admiral Tarantula (Paddleboat

Fear VI (Fear Contagion) Trap; DL 8; Search DC 82 (Psionicist CL 16, no save)

Tapestry that (causes/has/or is) Shifting

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

58,380gp

engraving

Demon Plate, +3 AC, 1367gp

Dagger Lens: Equip: Pay 6 Dex and "Equipped creature gets +21 to hit/dmg

and +37 AC/saves and 490 hp and has Last Strike and Melee .; 64300gp

Tan Rope [6d20] +15 Th/+11 dmg 19+/x3; 1F: CL*(SL+2) acid dmg to one target (no save); CL 32; SL 8, 9647gp

DL VIII Tiny Joke Outers x(74) x[7] x[[2]]

iAC 1282, HD 14, hp 560, #Att 15, TH ÷ AC/Save DC by 18, dmg 3841

Str 66, Dex 27, Con 23, Int 56, Wis 39, Chr 46, 15kxp

Has Punomancy, No soul. Dark vision.

Prepared effects:

[Pri SL5] Spell Immunity 5: Be immune to 2 spells by name

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

[Psi6E Major] Imbue with Special Damage: Electric Aura, Acid Sting, others?

[Psi3½ Major] Vampiric Blade: You heal half of your base weapon damage.

[Pri SL7] Phoenix Sanctuary: You take half damage from any source (duration 1 turn, cannot be made permanent)

[Psi45 Grand] True Invulnerability: SL instances of Resist distributed as you like (medium categories: a school, an element, etc.)

[Psi23 minor] Storm Cloud: Rain/thunder, mini 1-pt. lightning bolts

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

Combat effects:

[Wiz SL9] Death Spell 9: Slay 9d12 HD of creatures (save)

[Pri SL5] Remove Coma: Removes the Coma effect

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

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

[Psi10 Major] Heat Ray: Line, all in area CLd6 heat dmg (save:½), immunity to non-magical heat works

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

[Psi3 Grand] Plane Shift: Up to eight subjects travel to another plane.

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

Dungeon082420 - Dungeon Level 8

Room # 4

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

bowl; sofa; downdraft, strong; smoky smell

Brass Door, Normal on the south wall leading to a 50ft. long x 10ft. wide x 15ft. tall hallway.

Sample Names: Trueaxe the weird Obsidian Apostle (Spatula); Sendes the loony Lightning Super-Heroe (ATV)

Hell Pit Trap; DL 8; Search DC 84 (Psionicist CL 16, DC 88 PPD save for 1/10)

Door, Secret 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] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Half Segment 49,565gp

dung

an incandescent blue stone, 55gp

Weapon (base 6d12/6d20 melee or 2d12/2d20 ranged) +18/+18; Ignores Ironskins, Stoneskins, Pro. Weapons effects, WR; Pick one of: Vorpal, Energy Drain 1 level /hit, Vampiric Regen, 365430gp

Bottle green Eyes [5d4] +10 Th/+13 dmg 17+/x5; 1M: Suggestion (as spell) in

90'r area, but all commands must be the same; CL 41; SL 8, 10767gp

DL VIII Small Lost-Planes/Anguinium-Synod Faeries x(63) x[4]

AC 1284, HD 10, ihp 1120, #Att 3, TH ÷ AC/Save DC by 144, iidmg 259

Str 44, Dex 55, Con 28, Int 66, Wis 19, Chr 25, 15kxp

Has Miniclass picks, flies, breath E=DL element, Overwrite AC to |AC|, Flies, No target.

Prepared effects:

[Pri SL4] Spell Immunity : Subject is immune to one spell per four levels

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

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

[Psi6G Major] Aid Mortals: Super bless effect (+8 saves,+40% MR/CR) on target

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

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

[Wiz SL5] Globe of Invulnerability 5: Immune to spells with SL=0 to 4

[Wiz SL6] No Save: The next spell you cast does not have a saving throw

Combat effects:

[Psi10 Major] Charm Person: Charm Person (make CL saves)

[Pri SL4] Dispel Psionics: Cancels psionic effects

[Psi10 Major] Control: Control target's P actions (save); Caster cannot use M actions

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

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

[Wiz SL9] Gate: Connects two planes for travel or summoning.

[Wiz SL10] Meteor Swarm 10: 5 meteors each dealing 12d5 earth dmg & same fire dmg (save:½ for fire)

[Psi-9 Grand] Hyperkinetic:Hyper Inaction: -CH V actions, -CH AC (no save)

Dungeon082420 - Dungeon Level 8

Room # 5

Meditation - 10ft. long x 10ft. wide x 35ft. tall

sheet; workbench; bang, slam; salty, wet smell

Revolving/Swinging Door on the east wall leading to a 20ft. long x 25ft. wide x 15ft. tall hallway.

Sample Names: Olys the poisonous B'Wana Trooper (Zebra); Xambria the jolly Voodoo Bureau (Sceptre)

Astral Construct IX Trap; DL 8; Search DC 88 (Psionicist CL 16, no resistance)

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

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

43,798gp

silver cutlery

a floating disc, 0gp

Dragon Bracers: Equip: Pay 2 Dex and "Equipped creature gets

+25 to hit/dmg and +31 AC/saves and 144 hp"; 64620gp

Boots, Winged: (Feet) Fly, 3/day. Each activation lasts 5 minutes., 19510gp

DL VIII Gargantuan Warrior-classes Elemental x(121) x[8] x[[2]]

AC 1290, HD 134, stunp 16640, #Att 7, TH ÷ AC/Save DC by 144, iidmg 1026

Str 20, Dex 52, Con 22, Int 46, Wis 34, Chr 64, 15kxp

Has warrior picks, Has Psi -15. Has no soul. Immune to its own element.

Prepared effects:

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

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

[Pri SL6] Anti-Animal Shell:

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

[Pri SL8] Extra Group +2: The next spell you cast will affect +2 groups of monsters

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

[Psi-6E minor] Demonfire: Spend the Q points from non-Psi(-6) frequencies. Your next attack is at +Q to hit.

[Psi54 Major] Flame Being: Fire Shield (SL*10% damage back to attacker); Deal +SL fire dmg with melee attacks

Combat effects:

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

[Wiz SL7] Monster Swarm Summoning VII: Summons CL*1.5 (round down) DL VI monsters

[Wiz SL7] Insanity : Subject suffers continuous confusion.

[Psi30 Major] Power Touch: Astral damage

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

[Wiz SL5] Cloudkill : Kills 3 HD or less; 4-6 HD save or die.

[Pri SL10] Death's Door 10: Target (currently at negative hp) goes to 64 hp (can't go above max)

[Psi2 minor] Sensory Suppression: Blindness and Deafness; Loses all 5 senses

Dungeon082420 - Dungeon Level 8

Room # 6

Throne Room - 45ft. long x 35ft. wide x 50ft. tall

incense burner(s); stool, high; whining; chanting

Wood Door, Normal on the east wall leading to a 5ft. long x 10ft. wide x 25ft. tall hallway.

Sample Names: Eloysia the naughty Blood Robot (Dark); Melsany the zealous Onyx Cult (Ornithopter)

Aura of Non-Sentience Trap; DL 8; Search DC 83 (Psionicist CL 16, no resistance)

Stairway that (causes/has/or is) Treasure hidden in secret compartment in container

[x2] Gods cannot feel, hear, or sense into this room unless they are actually there; Divine Intervention fails
35,560gp

pole

carbonadium tentacles, whip, 6d10 (33), 10gp

Rian's Abdominal external oblique muscle: +2 to ML; 1V: Damaging shield (--1 to all die rolls
per hit) of type *Curse*. You Resist *Curse* while running this. ; CL 51; SL 8; 64330gp

Mask Suit: Equip: Pay 47 hp(s) and "Equipped creature gets +37 to hit/dmg and +49

AC/saves and 225 hp and has Myriad, Fear, Rampage 2 and Protection from die rolls.; 64170gp

DL VIII Diminutive Forest Lycanthropes x(119) x[5]

|AC| 1286, HD 6, |hp| 288, CR 728% #Att 1, TH ÷ AC/Save DC by 144, iidmg 520

Str 62, Dex 34, Con 58, Int 51, Wis 19, Chr 62, 15kxp

Has mtg G spells, Can polymorph to alternate form.

Prepared effects:

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

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

[Psi19 Major] Hibernation Trance: Resist damage, need not breathe/eat/drink/sleep, cannot use any actions

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

[Psi29 Major] Inertial Beam (Barrier):

[Wiz SL5] Tenser's Transformation 5: +75% of max hp to current hp, +1 TH melee

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

[Psi23 Grand] Chaos Cloud: Does random effects every round

Combat effects:

[Psi29 Grand] Maze:

[Psi10 Major] Wall of Fire: Wall of Fire, 3d6 dmg

[Psi7 Major] (no name): Magic Jar / Possession (Will save)

[Psi7 Major] (no name): Wither limbs (like a Sharpness effect) (CL-3 PP saves, each missed save is one lost limb)

[Psi18 Grand] Scty: Metamorph Blockade: [permanent] Force Shapechange, no polymorph

[Psi29 minor] Lightning Bolt:

[Psi-12C minor] Wild Invocation II: Random 2nd (60%) or 3rd (40%) SL Wizard Invocation spell

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

Dungeon082420 - Dungeon Level 8

Room # 7

Sitting Room - 15ft. long x 10ft. wide x 15ft. tall

divan; boots (iron); thumping; foggy

Time Door (goes to another time) on the north wall leading to a 30ft. long x 10ft. wide x 25ft. tall hallway.

Sample Names: Olynthos the mad Captain Tyrant (Vibro-); Thorbjorn Ingisen the monstrous Fatal Dervish (Pig)

Inhaled Slag / Tar Trap; DL 8; Search DC 86 (240 Cml damage, no resistance)

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

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

58,348gp

nutshells

an owl ring, 556gp

Bone Cleaver: Equip: Pay 171 hp(s) and "Equipped creature gets

+43 to hit/dmg and +41 AC/saves and 90 hp"; 64300gp

Garnet Newspaper: All your Wizard classes use the "set XP table"(3kxp

at 2nd, doubles til 9th,600kxp at 10th,+300kxp per level afterward).; 64390gp

DL VIII Medium Rakshasa-World Artifacts x(78) x[6]

AC 1286, HD 32, hp 2240, PR 137% #Att 11, TH ÷ AC/Save DC by 144, dmg 1542

Str 37, Dex 64, Con 34, Int 64, Wis 58, Chr 28, 15kxp

Immune slain, Resist Slain, Vulnerable enchanted items., Ego Score, Can dominate things.

Prepared effects:

[Wiz SL8] Prismatic Sphere 8: 6 Prismatic colors or 4 MultiPrismatic colors (may repeat colors in either mode)

[Psi54 minor] Flame Immunity: SL/2 instances of Resist Fire

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

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

[Pri SL8] Regenerate 8: Regenerates 2 hp /s

[Pri SL6] Forbiddance : Denies area to creatures of another alignment.

[Psi14 Grand] (no name): You have a breath weapon, half hp (pick acid, poison, skunk; pick 3/d or 1/3r)

[Psi9 Major] Plane Phaze: Turn into Ghost incl. Aging touch

Combat effects:

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

[Psi6G Grand] Summon Greater Deva: Summons a x2 Angel or Greater Deva

[Psi16 minor] Turn (Command) Golems: Turn (Command) Golems (need to make a turning roll as usual)

[Pri SL6] Dispel Magic 6: Dispel 4 magic effects

[Psi6G minor] Preservation: Restores N hp to target (range touch)

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

[Pri SL6] Command 6: Target makes 6 saves, each missed save allows 1 word for a command to be given

[Pri SL7] Summon Monster VII : Calls outsider to fight for you.

Dungeon082420 - Dungeon Level 8

Room # 8

Garbage Room - 15ft. long x 15ft. wide x 5ft. tall

Bridge, Log; catwalk; wind, strong, moaning; clear

False Door on the west wall leading to a 35ft. long x 25ft. wide x 25ft. tall hallway.

Sample Names: Bladecrusher the holy Rat Giant (Demonic); Kentira the criminal Dawn Two (Gravi-)

Deeper Chute Trap; DL 8; Search DC 85 (60 Chr damage, DC 83 Reflex save for 1/3)

Passage that (causes/has/or is) Gravity - Varying

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

51,311gp

crow bar

a figurine of a white dragon, 'frost breath', 1760gp

Gallon of Iridescent Mucus;; 1M: Tony Danza PFA: Whenever someone targets you with an effect, they suffer that Status Effect unless they make a save vs. Spell.; CL 51; SL 8; 64460gp

Aquamarine Armor Gemlet [AT+19] +196 AC/+64 Saves; 1M: Resist Fire; CL 56; SL 8; 41945gp

DL VIII Titanic City/Town Giants x(76) x[6]

AC 1291, HD 518, ihp 71680, RR 124% #Att 14, TH ÷ AC/Save DC by 144, iidmg 771

Str 41, Dex 63, Con 38, Int 38, Wis 32, Chr 45, 15kxp

Has hirelings, Minimum size category Large.

Prepared effects:

[Pri SL7] Goodberry 7: Creates 28 goodberries

[Psi4 Major] Money *1.5: How much money you get in dungeon is multiplied by 1.5 (only affects you, not whole party)

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

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

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

[Wiz SL8] Second Level Magic-User Spells (DM2): Can cast one 2nd Level Wizard spell per round as Z action

[Psi45 minor] Force Field: Immune to spell level 0 to SL-2 effects; -(SL-1) per physical attack; ER 5*SL%

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

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

[Psi-12C Major] Wild Invocation IV: Random 6th (80%) or 7th (20%) SL Wizard Invocation spell

[Psi10 Major] Kinetic Dome: Kinetic Wall (see above) but is a hemisphere

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

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

[Psi30 Grand] Mob Scene: Control Actions Blast

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

[Psi54 minor] Matter Manipulation: CL*(SL+2) explosion dmg to one target (no save)

Dungeon082420 - Dungeon Level 8

Room # 9

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

shelf; chair, padded; bong; tapping

Tricked Door on the north wall leading to a 5ft. long x 20ft. wide x 20ft. tall hallway.

Sample Names: Ravana the iridescent Animal Sailor (Spinach); Imrian the abusive Aristocratic Dude (Rollerblades)

Air in room transforms into Elemental Thorns/Thicket Trap; DL 8; Search DC 88 (240 Cml damage/s, no save)(multiple targets)

Well 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] Room is permanently/continuously Disjunct (effect)ed, only creatures immune or bubbled against it can function here.

14,514gp

tankard

a T'cchallan Battle Axe, axe, 1d2 (1), 14gp

Garnet Cube [1d20] +145 Th/+168 dmg 20+/x5; 1M: Paralysis; CL 34; SL 8, 57624gp

Trusty Hook: Equip: Pay 9 Str and "Equipped creature gets +25 to hit/dmg and

+7 AC/saves and 490 hp and has Intimidate, Protection from die rolls and Fear.; 65030gp

DL VIII Gargantuan Wizard-classes Elementals x(115) x[7]

|AC| 1284, HD 1120, stunp 16896, TR 149% #Att 16, TH ÷ AC/Save DC by 18, dmg 773

Str 52, Dex 58, Con 57, Int 45, Wis 31, Chr 38, 15kxp

Knows Wizard spells, Has Psi 15. Has no soul. Immune to its own element.

Prepared effects:

[Psi45 Major] Body Coating: 5*SL hp Armor spell, self only, stacks with the (Wizard) Armor spell

[Wiz SL8] Prismatic Sphere 8: 6 Prismatic colors or 4 MultiPrismatic colors (may repeat colors in either mode)

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

[Psi3½ Major] Evade Burst: You take no damage from a burst on a successful Reflex save.

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

[Pri SL8] Extra Group +2: The next spell you cast will affect +2 groups of monsters

[Pri SL7] Symbol : Triggered runes have array of effects.

[Pri SL4] Resist [E=4 element]: Pick an E=4 element, you resist it for 1 hour.

Combat effects:

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

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

[Wiz SL7] Summon Monster VII : Calls outsider to fight for you.

[Psi29 minor] Charm Person:

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

[Psi30 Major] Stun Bolt: Astral stunning

[Wiz SL7] Lightning Bolt 7: CLd14 lightning dmg to a group (save:½)

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

Dungeon082420 - Dungeon Level 8

Room # 10

Dressing Room - 25ft. long x 15ft. wide x 10ft. tall

rushes (herbs); Bridge, Rope; chiming; sobbing

Plant Door (as the spell) on the east wall leading to a 40ft. long x 20ft. wide x 15ft. tall hallway.

Sample Names: Uskura the winsome Space Yak (Mutant); Imran the repulsive He-- Skier (Gravity)

Air in room transforms into Elemental Blood Trap; DL 8; Search DC 87 (240 Wis damage/s, DC 86 Fortitude save for half)(multiple

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

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

26,702gp

rock

the Titanic Bracelet of Virgo, 260gp

Mortarclamp: Equip: Pay 2 Chr and "Equipped creature gets +11 to

hit/dmg and +31 AC/saves and 128 hp and has Menace.; 64860gp

Rian's Tarsus bone: +17 to CL; 1P: Summon a DL IX or less Dragon (same group). Storm (When you cast this spell, fork it for each spell cast before it this segment.); CL 51; SL 8; 64680gp

DL VIII Small Buffverse Eelements x(40) x[7]

Stun AC 1296, HD 20, |hp| 1040, MR 106% #Att 9, TH ÷ AC/Save DC by 144, dmg 2563

Str 27, Dex 44, Con 27, Int 62, Wis 61, Chr 51, 15kxp

Has 50th Edition abilities, Has Psi -15. Has no soul. Immune to its own element.

Prepared effects:

[Psi29 Major] Anti-Magic Ray:

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

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

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

[Pri SL2] Goodberry 2: Creates 8 goodberries

[Psi6N minor] Null Field 10: All spells of SL 10 or higher don't work in 100'r

[Psi2 Major] Nerve Manipulation: Touch: Pain 1d3 r; Stun 1d2 r

[Psi29 Grand] Duplicate Mechanism (x1):

Combat effects:

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

[Psi27 Grand] Dark Light: 30' radius: Emotion, Darkness, Weird (as spells)

[Wiz SL8] Feeblemind 8: -40 mental stat points (randomly distributed in packets of 5) (save per packet)

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

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

[Psi7 Major] (no name): Summon a DL IV Undead

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

[Wiz SL8] Incurse (Rewrite Out of Time): Target being or object is Rewritten out of time (i.e. Incursed) (RSW save)

Dungeon082420 - Dungeon Level 8

Room # 11

Pantry - 40ft. long x 25ft. wide x 35ft. tall

offertory container; offertory container; foggy; moaning

Time Door (goes to another time) on the east wall leading to a 5ft. long x 15ft. wide x 25ft. tall hallway.

Sample Names: Wregan Oakring the astonishing Voodoo Panther (Fire); Gellana the attractive Whirl Flare (Bulldozer)

Water-Filled Wall Trap; DL 8; Search DC 85 (40 damage, DC 87 Breath Weapon save to negate)

Door, Secret that (causes/has/or is) Changes - Sex

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

44,217gp

vampire dust

a pair of silk slippers, +1 AC, 20gp

Bright Bludgeoning Weapon [8d12] +169 Th/+13 dmg 16+/x6; 1Z: One evil target "Capital S"

Slain (no resistance, except he can use GR), x7 effect; CL 40; SL 8, 36870gp

Drab Staff [1d4] +170 Th/+143 dmg 15+/x2; 1M: Natural Protection: (Z action) Natural Effect damage resistance 75% for 1s; CL 28; SL 8, 56444gp

DL VIII Macro-Diminutive Island Immortals x(62) x[4]

Stun AC 1290, HD 2050, stunp 2.9E+5, #Att 11, TH ÷ AC/Save DC by 144, random stat dmg 1026

Str 52, Dex 36, Con 62, Int 48, Wis 24, Chr 63, 15kxp

Has mtg U spells, Unaging, Legend Lore halves hp

Prepared effects:

[Wiz SL8] Clone: Clone

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

[Psi16 minor] Golem Form: Stone Guardian: Double Resist edged weapons; Resist cold, fire, lightning; Halve your move rate

[Psi-3 Major] Shards Touch: Your shards touch deals 7d6 acid damage.

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

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

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

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

Combat effects:

[Wiz SL10] Immediate Monster Summoning X: Summons a DL VIII monster without summoning sickness

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

[Wiz SL9] Energy Drain: Subject gains 2d4 negative levels.

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

[Psi6G Grand] Limited Wish: Limited Wish (as spell), CL = 25

[Wiz SL6] Wacky Ball 6 / Normal / ½: Ld12, save: ½

[Psi-3 Major] Summon Monster II: Summons a DL II monster, can be in addition to astral destruct

[Pri SL4] Lesser Planar Ally : Summons a DL IV outer-planar (payment determines duration)

Dungeon082420 - Dungeon Level 8

Room # 12

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

sconce; hooks; clanking; footsteps (ahead)

Energy/Elemental Door on the north wall leading to a 10ft. long x 20ft. wide x 15ft. tall hallway.

Sample Names: Magnil the intangible Mad Marvel (Gravity); Zel'va the manipulative Moon Gang (Fungal)

Fireball 8 Trap; DL 8; Search DC 82 (Cleric CL 16, no save)

Room (Floor) that (causes/has/or is) Moves/Rolls

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

22,670gp

bloodstain

a golden flute, 'charm person', 100gp

Golden Amulet [AT+19] +10 AC/+99 Saves; 1/2Z: Immune to spell level 0 to

SL-2 effects; -(SL-1) per physical attack; ER 5*SL%; CL 46; SL 8; 21610gp

Jug of Ebony Urine; 1M: Flushed Brand: Brand this Status Effect to one weapon (no save) ; CL 44; SL 8; 64390gp

DL VIII Huge Space Illusionarys x(125) x[5]

AC 1289, HD 74, |hp| 8320, TR 89% #Att 4, TH ÷ AC/Save DC by 144, random stat dmg 1538

Str 50, Dex 38, Con 23, Int 60, Wis 64, Chr 30, 15kxp

Immune hostile environments, Incorporeal, Successful disbelief check halves hp

Prepared effects:

[Psi-12T Major] Heal Self: 1/d (automatic): If you go below 0 hp, you are Healed

[Psi54 Major] Mystic Shield: SR SL*CL

[Pri SL6] Protection from Fire 6: Stop the next CL*20 fire dmg

[Wiz SL7] Armor 7: +CL*14 current hp

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

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

[Psi2 minor] Ectoplasmic Form: Pass through solid objects; Maintenance 3/r

[Psi45 Grand] Energy Body: Major: You are made of energy; cannot use P actions; resist physical damage

Combat effects:

[Psi3 Grand] Astral Construct VII: Astral construct fights for you.

[Psi45 Major] Sleep-Induced: Sleep (SL/2 saves)

[Wiz SL7] Limited Wish: Will duplicate any Wizard or Priest spell of levels 0-6.

[Wiz SL5] Prismatic Bolt: Prismatic Spray on one target

[Psi2 Major] Detonate: (level)d6 damage (save:½); (2*level)d6 damage

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

[Psi1 minor] Domination: Save; Psionic gets control of all actions

[Pri SL7] Gate: Connects two planes for travel or summoning.

Dungeon082420 - Dungeon Level 9

Room # 1

Cell - 35ft. long x 50ft. wide x 40ft. tall

curtain/tapestry; holy/unholy symbol(s); still, very chill; grunting

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

Sample Names: Agan the uncaring Gamma Fly (Water); Gelaine the daring Psychic Quartet (Glider)

Energy Drain Trap; DL 9; Search DC 92 (Wizard CL 18, no save)

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

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

35,201gp

wood billets

a Four Sisters Special, 10gp

Ring, The One Ring (+20,+20) [+20]; +5 to All stats, Speed; Immunity to Acid, Lightning, Fire, Cold; Sustain All

stats; See Invisible; Regeneration; Drains Experience; Aggravates; Cursed; Heavily Cursed; Permanently Cursed; Activates for biza

Sigil Emblem: Equip: Pay 10 Cml and "Equipped creature gets +29 to hit/dmg and +16

AC/saves and 8 hp and has Dethrone, Last Strike, Afterlife 2, Outlast and Rampage 8.; 81440gp

DL IX Large Outer-CE Cthulhoid-Horrors x(137) x[6]

Stun AC 1634, HD 54, |hp| 5696, MR 129% #Att 18, TH ÷ AC/Save DC by 180, idmg 973

Str 59, Dex 71, Con 28, Int 46, Wis 53, Chr 23, 24kxp

Telepathy, immune electricity/poison, Resist acid/cold/fire, Immune called shots and crits, can high freq samp, mind blank

Prepared effects:

[Psi81 Grand] Density Increase 8: x256 mass; +8 Str; -8/attack (physical or energy)

[Psi--2 Grand] Endurance of the World: +9 TH; +9 dmg; IECNR +25% ; Lasts 5r after maint.

[Psi9 Grand] Control Earth: Armor: +CH AC, Armor has 10*CH hp

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

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

[Psi45 minor] True Invulnerability: SL instances of Resist distributed as you like (medium categories: a school, an element, etc.)

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

[Wiz SL7] First Level Magic-User Spells (DM2): Can cast one 1st Level Wizard spell per round as Z action

[Psi-12T Major] Globe of Mid Resistance: Immune to SL 2-4 (all types), Resist SL 1 & 3 (all types)

Combat effects:

[Psi30 Grand] Water Bolt: Ele.Water damage,Str resist

[Psi-3 Major] Cone of Earthquake: Earthquake inflicts 5d4 sonic damage (group)

[Wiz SL7] Monster Swarm Summoning VII: Summons CL*1.5 (round down) DL VI monsters

[Pri SL1] Command 1: Target makes 1 save, each missed save allows 1 word for a command to be given

[Psi10 minor] Confuse: Confusion (save)

[Wiz SL8] Magic Missile 8: (CL+1)*4 missiles, each does 1d4+1 force dmg (no save)

[Pri SL7] Dispel Magic 7: Dispel 5 magic effects

[Wiz SL8] As You Will Be: +1 ML for 1 turn, you will Twilight at end of effect (no resistance)

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

Dungeon082420 - Dungeon Level 9

Room # 2

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

wall basin; stool; giggling (faint); foggy

Plant Door (as the spell) on the west wall leading to a 50ft. long x 5ft. wide x 20ft. tall hallway.

Sample Names: Jeresian the diseased New Jackal (Scooter); Sagan the abhorrent Mad Protector (Nanotechnology)

Swinging Lock Trap; DL 9; Search DC 92 (240 idamage, no resistance)

Idol that (causes/has/or is) Changes - Sex

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

3,649gp

cracks

a Giant well, Ogp

Cinnamon Sword, short [9d10] +257 Th/+224 dmg 14+/x3; 1P: Blink (controlled); CL 36; SL 9, 86127gp

Leaden Gloves [AT++4] +13 AC/+121 Saves; 1M: Immune to spell level 0 to

SL-2 effects; -(SL-1) per physical attack; ER 5*SL%; CL 39; SL 9; 22675gp

DL IX Medium Kara-Tur Reptiles x(99) x[5]

AC 1637, HD 24, ihp 24768, CR 149% #Att 9, TH ÷ AC/Save DC by 180, dmg 1298

Str 21, Dex 61, Con 53, Int 36, Wis 47, Chr 25, 24kxp

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

Prepared effects:

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

[Psi72 minor] Force Field: +PL current hp

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

[Wiz SL9] Extra Group +2: The next spell you cast will affect +2 groups of monsters

[Psi7 Grand] (no name): Immunity to Turn Undead

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

[Psi16 minor] Golem Form: Caryatid Column: +4 saves; Weapons have 25% chance to shatter when hitting you; 1M: Feign Death

[Wiz SL5] Extra Group +1: The next spell you cast will affect +1 groups of monsters

[Psi30 Major] Anti-Missile Barrier: Ranged:+½ AC,-1dmg per hit/succ

Combat effects:

[Psi3 Major] Dismissal: Forces a creature to return to a native plane.

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

[Pri SL7] Remove Curse 7: Cure 4 curse effects (reverse causes that many, save for each)

[Psi29 minor] Cause Serious Wounds:

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

[Pri SL5] Fire Storm 5: (CL+2)d2 holy fire dmg, hits 1 group (no save)

[Psi6G Grand] Summon Greater Deva: Summons a x2 Angel or Greater Deva

[Wiz SL10] Eridor's Ebony Bolt: 4 perm. hp loss/lvl, no MR, cannot be resisted

[Wiz SL6] Power Word Blind 6: Blinds & stuns a creature if current hp < 40 (no save)

Dungeon082420 - Dungeon Level 9

Room # 3

Barracks / Quarters - 30ft. long x 30ft. wide x 50ft. tall

hourglass; Floors of Insects; scream(ing); chiming

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

Sample Names: Trymman Wreganson the quarrelsome Hour Squadron (Super-goobers); Lukela the dreadful Lightning Heroes (Sy

Camouflaged Spears Trap; DL 9; Search DC 96 (Attack +63 melee, 50d20 Con damage)

Vegetation that (causes/has/or is) Releases - Gem/Jewelry

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Segm 60,083gp

chair

Leggings of the Jester, 650gp

Jet-black Eyes [3d8] +290 Th/+195 dmg 14+/x5; 1M: Everyone that

deva wills (including self) can Escape home; CL 48; SL 9, 88484gp

Hazel Slashing Weapon [6d10] +18 Th/+15 dmg 14+/x4; 1M: Command (as spell) using

LVL words, up to LVL creatures within LVL*10' range; CL 42; SL 9, 12380gp

DL IX Medium Black-Ice Elementals x(91) x[4]

||AC|| 1638, HD 24, ihp 2848, BlahR 168% #Att 3, TH ÷ AC/Save DC by 180, random stat dmg 4864

Str 43, Dex 67, Con 61, Int 42, Wis 31, Chr 52, 24kxp

Knows Bug/Brass Gnat spells, Has Psi 15. Has no soul. Immune to its own element.

Prepared effects:

[Pri SL9] Goodberry 9: Creates 36 goodberries

[Psi-9 Major] Molecular Maintainer: Resist Disruption; Immune Disintegration

[Psi-3 Grand] Rebound: MPaPReflection CL*15%

[Pri SL9] Duplicate Mechanism: duplicate a technology item

[Wiz SL4] Dimensional Anchor : Bars extradimensional movement.

[Psi81 minor] Knockback Resistance: Take -10*CL' less from TK/Push effects

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

[Wiz SL5] Original Stoneskin 5: Block the next 2 P actions of attacks

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

Combat effects:

[Wiz SL9] Wish: Will duplicate any Wizard spell of levels 0-8 or any other spell of levels 0-7.

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

[Pri SL8] Undead Plague: Summon 1000 skeletons

[Psi-3 Major] Dimension Trade: Switch places with anyone you see (unwilling gets save)

[Psi-6E Major] Evil Eye 2: As Evil Eye, but no save

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

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

[Psi27 minor] Grace: Target stops fighting and will not attack again unless attacked (save)

[Psi6E Major] Feeblemind: Similar to wizard spell "Feeblemind"

Dungeon082420 - Dungeon Level 9

Room # 4

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

wall basin and font; relief; slithering; acrid smell

Glass Door (transparent) (shatters if opened) on the west wall leading to a 20ft. long x 15ft. wide x 20ft. tall hallway.

Sample Names: Keffiya the repulsive Animal -noid (Plasma); Shieldsplitter the manipulative Iron Infantry (-O-matic)

Ceiling transforms into Elemental Fog Trap; DL 9; Search DC 93 (150 Con damage/s, no resistance)

Pillar or Column that (causes/has/or is) Releases - Gem/Jewelry

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Mont 40,198gp

pipes (musical)

an emerald stud, +2 AC, 110gp

Rian's Clavicle bone: +27 to Con; 1M: Whenever you enter a new room, choose one>Create a

DL I Kor Ally or All your subordinates get +1 DL this segment.; CL 54; SL 9; 81390gp

Rian's Rectus abdominis muscle: +5 to LVL; 1M: Extract a memory from target.; CL 58; SL 9; 81260gp

DL IX Tiny Ultraplanar/Annihilation Faeries x(89) x[6]

Stun AC 1627, HD 21, ihp 712, PR 171% #Att 1, TH ÷ AC/Save DC by 180, iidmg 8109

Str 23, Dex 54, Con 47, Int 45, Wis 25, Chr 41, 24kxp

Immune disintegration/annihilation, Overwrite AC to |AC|, Flies, No target.

Prepared effects:

[Pri SL9] Rift: all undead within 360 yards have x10 hp; duration 3 d

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

[Pri SL4] Protection from Lightning 4: Stop the next CL*12 lightning dmg

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

[Wiz SL7] First Level Magic-User Spells (DM2): Can cast one 1st Level Wizard spell per round as Z action

[Wiz SL8] Tenser's Transformation 8: +150% of max hp to current hp, +4 TH melee

[Pri SL6] Anti-Animal Shell:

[Wiz SL5] Animate Dead : Creates undead skeletons and zombies.

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

Combat effects:

[Wiz SL10] Meteor Swarm 10: 5 meteors each dealing 12d5 earth dmg & same fire dmg (save:½ for fire)

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

[Wiz SL7] Power Word Kill 7: Kills a creature if current hp < 60 (no save)

[Pri SL3] Heal 3: Cure to 25% of max hp (max Heal 3 can cure at once = 250 hp)

[Pri SL6] Dispel Evil 6: Dispel 2 evil targets (can target the same thing more than once) (save)

[Pri SL10] Dispel Magic 10: Dispel 8 magic effects

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

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

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

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Room # 5

Bedroom/Boudior - 40ft. long x 25ft. wide x 5ft. tall

pegs; Stalactites (some might fall); buzzing; stale, fetid smell

Iron Door, Normal on the north wall leading to a 45ft. long x 25ft. wide x 15ft. tall hallway.

Sample Names: Briniel the infernal Mister Albino (Nanotechnology); Jamina the deviant Robo- Super-Heroe (Adamantium)

Duplication Trap; DL 9; Search DC 94 (Psionicist CL 18, DC 99 PPD save for 1/3)

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

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Segm 14,977gp

bitumen

a black jumpsuit, +6 AC, 1370gp

Plummy Age Cat. 7 Electrum Dragon Armor [AT+260] +225 AC/+12 Saves; 1V: 1P or

1M: Target gains +3 AC/saves/TH/dmg and Troll-like regen CL hp/r; CL 54; SL 9; 68335gp

Gallon of Vermilion Blood Serum;; 1M: Rusty Venture Bolt-On: Do this Status

Effect to one target (Spell save: 0) ; CL 48; SL 9; 81180gp

DL IX Small Inner-Planar Spirit-of-the-Lands x(122) x[8]

Stun AC 1633, HD 11, ihp 1344, MR 157% #Att 7, TH ÷ AC/Save DC by 180, idmg 8107

Str 26, Dex 28, Con 41, Int 56, Wis 37, Chr 57, 24kxp

Immune all E=DL elements, Incorporeal, can be turned as undead

Prepared effects:

[Pri SL6] Protection from Lightning 6: Stop the next CL*20 lightning dmg

[Psi18 Grand] Scty: Peripheral Defender: -7*LVL dmg on all physical & energy attacks

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

[Psi0 Grand] Acid Breath: Breathe Acid (as per dragon)

[Pri SL6] Spell Immunity 6: Be immune to 3 spells by name

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

[Wiz SL9] Fire Shield 9: Anyone who melees with you takes 200% dmg back

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

[Wiz SL8] Armor 8: +CL*16 current hp

Combat effects:

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

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

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

[Pri SL6] Remove *Curse*: Removes *Curse*, Capital C Curse (but not Ancient Foul Curse)

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

[Psi14 Major] (no name): Group gets a disease (PPD save)

[Psi54 Major] Damage Transference: Cell Adjustment CL*SL*2 hp

[Psi-12C minor] Chromatic Blast: Area effect Chromatic (50%) / Metallic (50%) Orb; CL=1d12

[Pri SL6] Flame Strike 6: CLd10 holy fire dmg (save:½)

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Room # 6

Animal Pens - 40ft. long x 5ft. wide x 35ft. tall

skull; skull; clicking; clanking

Zombie Door (made of zombies) on the south wall leading to a 5ft. long x 20ft. wide x 10ft. tall hallway.

Sample Names: Moktar the antagonistic Sand Dozen (Bullets); Tadrond the psychotic Blackbelt Team (Kryptonite)

Dropping Stairs Trap; DL 9; Search DC 98 (1200 idamage, no resistance)

Illusion that (causes/has/or is) Monster Generator: Elemental (summons an Elemental every segment)

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Year
30,558gp

sheet

a cape, +1 AC, 100gp

Sky-blue Age Cat. 7 Multi-hued Dragon Armor [AT+14] +144 AC/+14

Saves; 1/3M: Stops Astral Psi./Proj., Dim.Doors; CL 63; SL 9; 29155gp

Chartreuse Medallion [AT+16] +15 AC/+196 Saves; 1attack: Dispel Evil 1/r; CL 36; SL 9; 32645gp

DL IX Fine Outer-LG Golems x(100) x[8]

||AC|| 1622, HD 12, ihp 164, CR 109% #Att 5, TH ÷ AC/Save DC by 180, iidmg 4868

Str 21, Dex 33, Con 48, Int 41, Wis 58, Chr 43, 24kxp

Immune acid/cold/petrification. Resist electricity/fire. Pro evil, Has Psi 16. Construct traits from PHB3

Prepared effects:

[Wiz SL8] Tenser's Transformation 8: +150% of max hp to current hp, +4 TH melee

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

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

[Psi29 minor] Missile Deflection:

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

[Psi6N minor] Null Field 10: All spells of SL 10 or higher don't work in 100'r

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

[Psi10 Major] Pain Block: Target heals 50% of damage taken; Take only 50% of damage received

[Wiz SL7] Fire Shield 7: Anyone who melees with you takes 150% dmg back

Combat effects:

[Psi29 Major] Rainbow Silver effect:

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

[Psi54 Grand] Damage Transference: Cell Adjustment CL*SL*2 hp

[Pri SL4] Hold Person/Monster 4: Hold 6 person or 4 monster targets (save)

[Psi10 minor] Light: Light

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

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

[Pri SL6] Blade Barrier : Blades encircling you deal 1d6 damage/level.

[Psi6N minor] Mental Ball 2: 20'r; take 2*level*(# of freq.) damage; no save

Dungeon082420 - Dungeon Level 9

Room # 7

Strongroom/Vault - 30ft. long x 40ft. wide x 20ft. tall

box (large); bell (huge); rotting vegetation smell; footsteps (behind)

Locked Door, Magic/Psi on the south wall leading to a 45ft. long x 15ft. wide x 10ft. tall hallway.

Sample Names: Meilum the hideous Mister Trooper (Nunchucks); Hegira the jovial Ninja Barbarian (Zip-line)

Erase Truename Trap; DL 9; Search DC 97 (Wizard CL 18, no save)

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

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

52,533gp

net

a fine chain belt, +2 AC, 410gp

Rian's Lungs: +12 to Con; 1P: Charm target and change its alignment.; CL 48; SL 9; 81120gp

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 to the wearer.

DL IX Macro-Tiny Outer-NG Cthulhoid-Horrors x(74) x[8]

[AC] 1631, HD 4614, hullp 6.7E+5, TR 120% #Att 3, TH ÷ AC/Save DC by 180, iidmg 1624

Str 35, Dex 58, Con 34, Int 61, Wis 72, Chr 29, 24kxp

Immune acid/cold/petrification. Resist electricity/fire. Pro evil, Immune called shots and crits, can high freq samp, mind blank

Prepared effects:

[Psi-12L minor] Anti-Psionic Resistance: +5*CL% AntiPsiR

[Wiz SL5] Anti-Radioactive Shell:

[Psi7 Major] (no name): Immunity to paralysis and stun

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

[Psi6E Super] Know Truename: As the 9th level Diviner spell

[Psi3½ Major] Intellect Fortress: Those inside fortress take only half damage from all powers and psi-like abilities until your next turn.

[Psi7 Grand] (no name): Immunity to death or slay effects

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

[Wiz SL6] Tenser's Transformation 6: +100% of max hp to current hp, +2 TH melee

Combat effects:

[Pri SL5] Remove Coma: Removes the Coma effect

[Pri SL3] Hold Person/Monster 3: Hold 5 person or 3 monster targets (save)

[Psi29 Major] Reverse Magic (cast reverse at effect):

[Pri SL5] Command 5: Target makes 5 saves, each missed save allows 1 word for a command to be given

[Wiz SL10] Magic Missile 10: (CL+1)*5 missiles, each does 1d4+1 force dmg (no save)

[Psi5 Major] Magic Jar: Magic Jar (as spell), save at -level

[Psi--2 Major] Immediate Healing: Heal, can have no more Heals this day; this hour instead

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

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

Dungeon082420 - Dungeon Level 9

Room # 8

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

robes; couch; grunting; poor oxygen

Locked Door, Magic/Psi on the north wall leading to a 45ft. long x 5ft. wide x 25ft. tall hallway.

Sample Names: Rath the devilish Shrinking Flight (Jet Pack); Ritiik the sepulchral Brother Angel (Dragon)

Flooding Portcullis Trap; DL 9; Search DC 95 (1800 idamage, DC 98 RSW save for 1/3)

Pit that (causes/has/or is) Combination lock

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Round 49,227gp

live crickets

a scroll of enhancement, 'haste' 'giant strength' 'refresh' ", 50gp

Cathar's Bracers: Equip: Pay 9 Con and "Equipped creature gets +17 to

hit/dmg and +37 AC/saves and 9 hp and has Protection from watermarks.; 81890gp

Thimble of Green Breast Milk.; 1P: Triple-shocker PFA: Whenever someone targets you with an effect, they suffer that Status Effect unless they make a save vs. Spell.; CL 39; SL 9; 81770gp

DL IX Large Outer-CG Spirit-of-the-Lands x(109) x[8]

|AC| 1630, HD 396, |hp| 48960, WR 178% #Att 11, TH ÷ AC/Save DC by 180, iidmg 4863

Str 73, Dex 37, Con 33, Int 48, Wis 37, Chr 39, 24kxp

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

Prepared effects:

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

[Wiz SL4] Dimensional Anchor : Bars extradimensional movement.

[Pri SL5] Antiplant Shell: Keeps out plants

[Wiz SL7] Globe of Invulnerability 7: Immune to spells with SL=0 to 6

[Psi3 Major] Claws of the Vampire: Your base unarmed attack does 1d8 damage. You heal the same amount.

[Wiz SL7] Anti-Psionic Shell:

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

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

[Psi45 Major] Force Field: Immune to spell level 0 to SL-2 effects; -(SL-1) per physical attack; ER 5*SL%

Combat effects:

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

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

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

[Wiz SL10] Power Word Blind 10: Blinds & stuns a creature if current hp < 200 (no save)

[Psi6E Major] Quasit/Imp Servant: Transform a larva into an imp or quasit

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

[Psi29 minor] Chromatic Orb:

[Psi2 Major] Energy Containment: Absorb max 1 die/lvl;glow:-2AC; 0 dmg from energy

[Psi19 Major] Bolt of Hatred: CLd6 force dmg to one target (no save)

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Room # 9

Entry/Vestibule - 25ft. long x 20ft. wide x 10ft. tall

barrel; box; buzzing; "Bleah!" (off in the distance)

Time Door (goes to another time) on the east wall leading to a 35ft. long x 20ft. wide x 25ft. tall hallway.

Sample Names: Yilan the lazy Seagoing Sentinel (Abnormal brain function); Forak the ignoble Cat Titan (Fork)

Scything Arrows Trap; DL 9; Search DC 96 (Attack +27 ranged, 90d50 Int damage)

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

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

1,621gp

globes

a suspicious looking packet, 'heal' 'poison' " ", 5000gp

Brilliant Armor Gemlet [AT+175] ++16 AC/+82 Saves; 1P: Create a "Weapon" type item (see next page) of TechL=CL, each 2 TechL takes 1S action; CL 46; SL 9; 65545gp

Spruce Tweezers: Free Greater [Familiar] Familiar; 81140gp

DL IX Medium Dead-Timeline/Looporal Leeches x(76) x[8]

AC 1633, HD 20, stunp 2688, MR 142% #Att 1, TH ÷ AC/Save DC by 180, idmg 16207

Str 28, Dex 44, Con 68, Int 54, Wis 73, Chr 47, 24kxp

Reality/Loop stable., 0, 1/half segment: Remove a SEL=DL status effect.

Prepared effects:

[Wiz SL3] Displacement : WR 50%

[Pri SL6] Spell Immunity 6: Be immune to 3 spells by name

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

[Wiz SL6] Contingency: Each creature can only have 1 Contingency spell on him. If the contingency spell is dispelled, the effect ir

[Wiz SL6] Anti-Magic Shell 6: Anti-Magic of SL 0 to 5

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

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

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

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

Combat effects:

[Psi6E minor] Fear II (Horror): Target saves or loses all P/M actions

[Psi-17 Grand] (no name): Create a random special (only enemies trigger it)

[Pri SL3] Call Lightning 3: (CL+2)d8 lightning dmg (save:½) (halve the die type if not outside)

[Psi1 Major] Improved Cell Adj.: Cell Adj. but range=10'*level, Max.hp=10'*level/r

[Psi10 Major] Agony: -3 Int, -4 Wis, -3 saves, -3 TH, -3 dmg, can't use magic/psi, slow (save each)

[Psi9 Major] Nova Bolt: CHd12 Fire damage, Heats Metal (save:½)

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

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

[Psi29 minor] Blindness:

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Room # 10

Chapel - 45ft. long x 50ft. wide x 5ft. tall

arch; recess; updraft, slight; coughing

Mobile Door (door moves around in dungeon) on the north wall leading to a 40ft. long x 15ft. wide x 5ft. tall hallway.

Sample Names: Sambril the unkind Dream Torch (Missiles); Molkar the insidious Raccoon Pain (Ornithopter)

Lowering Ceiling Trap; DL 9; Search DC 99 (30 Int damage, no resistance)

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

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

41,214gp

tube

an enormous axe, axe, 7d5 (21), 250gp

Cup of Pea Green Sweat;; 1F: Triple-shocker Blast: Do this Status

Effect to one group (no save) ; CL 46; SL 9; 81760gp

Phial of Cobalt Female Squirt;; 1/2M: Rusty Venture Balls: Do this Status

Effect to one group (Spell save: 0) ; CL 38; SL 9; 81180gp

DL IX Gargantuan Sea-of-Dust/Colorless Spirit-of-the-Lands x(132) x[6]

|AC| 1638, HD 146, ihp 21248, MR 129% #Att 3, TH ÷ AC/Save DC by 180, iidmg 16203

Str 21, Dex 38, Con 40, Int 44, Wis 52, Chr 42, 24kxp

Immune alignment based/color based effects, Incorporeal, can be turned as undead

Prepared effects:

[Pri SL6] Goodberry 6: Creates 24 goodberries

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

[Wiz SL8] Clone: Clone

[Psi-12L Major] Duplicate Tech Item: Duplicate a x0 or x1 Technology Item

[Wiz SL5] Animate Dead : Creates undead skeletons and zombies.

[Psi15 Grand] Dial-a-Breath Element (\leq): You can use any element with E factor equal to or less than your normal breath.

[Psi12T Major] Damage Resistance: -1/die damage (from any source)

[Psi4 minor] Money *1.25: How much money you get in dungeon is multiplied by 1.25 (only affects you, not whole party)

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

Combat effects:

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

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

[Pri SL10] Command 10: Target makes 10 saves, each missed save allows 1 word for a command to be given

[Psi-12T Major] Wall of Element: Wall of a normal/para/quasi element. Dmg is CLxCL.

[Psi29 minor] Telekinesis:

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

[Wiz SL8] Monster Swarm Summoning VIII: Summons CL*1 DL VII monsters

[Psi2 Major] Telekinetic Barrier: Wall of Force; Free maintain 3r

[Psi14 Major] (no name): [0 action to use] Change form immediately

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Room # 11

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

knives; Floors of Bone; wind, strong; downdraft, strong

Time Door (goes to another time) on the east wall leading to a 35ft. long x 10ft. wide x 20ft. tall hallway.

Sample Names: Milran the greedy Bionic Droid (Magno-); Klazarr the homicidal Professor Condor (Vampirism)

Secret Spring Trap; DL 9; Search DC 94 (300 idamage, DC 97 PP save for 1/10)

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

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

5,361gp

sword blade

The Wand of Strength, 'giant strength', 325gp

Needle of Pearly Vomit:: 1P: Triple-shocker PFA: Whenever someone targets you with an effect, they

suffer that Status Effect unless they make a save vs. Spell.; CL 43; SL 9; 81130gp

Flesh-coloured Wand [7d10] +196 Th/+13 dmg 17+/x7; 1/2M: Insanity Ray; CL 43; SL 9, 41160gp

DL IX Medium Cloud Immortals x(77) x[4]

|AC| 1626, HD 34, stunp 23904, WR 97% #Att 13, TH ÷ AC/Save DC by 180, iidmg 654

Str 34, Dex 49, Con 23, Int 44, Wis 23, Chr 23, 24kxp

Fly with perfect maneuverability., Unaging, Legend Lore halves hp

Prepared effects:

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

[Wiz SL7] Prismatic Sphere 7: 5 Prismatic colors or 3 MultiPrismatic colors (may repeat colors in either mode)

[Psi-12T Major] Improved Inallability: Improved Invisibility (sight/sound/smell), can't be touched

[Psi7 Major] (no name): Whenever you touch someone, they are energy drained (CL+3)/6 levels (no save)

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

[Pri SL9] Rift: all undead within 360 yards have x10 hp; duration 3 d

[Wiz SL9] Third Level Magic-User Spells (DM1): Cast any four 3rd level Wizard spells simultaneously when it is cast.

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

[Wiz SL6] Planar Displace: Planar Displacement for 1 turn

Combat effects:

[Psi29 minor] Sleep:

[Psi-6G Grand] Summon Angel: Summons a DL VIII Angel (good aligned Outer-planar creature)

[Pri SL2] Treat Moderate Wounds: Cure 20% of max hp {Touch, 1 creature}

[Psi6G Major] Zoroaster's Noonsblaze: 10*CL' cone: Blindness (no save); (2*CL)d6 dmg vs. creatures vulnerable to light

[Wiz SL10] Power Word Blind 10: Blinds & stuns a creature if current hp < 200 (no save)

[Psi3 Grand] Reddopsi: Foe's power rebounds on her.

[Wiz SL7] Dispel Magic 7: Dispel 5 magic effects

[Pri SL10] Death's Door 10: Target (currently at negative hp) goes to 64 hp (can't go above max)

[Psi45 Grand] Combustion: An object explodes (item save), the person carrying it takes CL*SL/2 damage (save)

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Room # 12

Temple - 5ft. long x 50ft. wide x 30ft. tall

armchair; skin; footsteps (receding); foggy near floor

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

Sample Names: Tharag the anarchic Scarlet Punisher (Blunderbuss); Vechor the tasteless Rainbow Apostle (Mace)

Power Word Stun 9 Trap; DL 9; Search DC 94 (Cleric CL 18, no resistance)

Furnishings that (causes/has/or is) Talks - Spell Casting

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Day
70,383gp

club, splintered

an Everburning Joint, 350gp

Tawny Helm [AT+201] +9 AC/+15 Saves; 1M: Immune to poison, non-silver weapons; CL 54; SL 9; 34255gp

Obsidian Shoe lace: +2 Familiar Slots; 81340gp

DL IX Macro-Tiny Ultraplanar/Annihilation Kobolds x(117) x[5]

iAC 1625, HD 4616, stunp 6.0E+6, MR 182% #Att 6, TH ÷ AC/Save DC by 20, iidmg 326

Str 39, Dex 26, Con 37, Int 56, Wis 26, Chr 38, 24kxp

Immune disintegration/annihilation, Can overbear in numbers.

Prepared effects:

[Pri SL9] Shapechange : Transforms you into any creature, and change forms once per round.

[Psi9 Grand] Energy Kinetic: Shield: Stops CH dice per Energy attack

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

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

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

[Wiz SL7] Prismatic Sphere 7: 5 Prismatic colors or 3 MultiPrismatic colors (may repeat colors in either mode)

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

[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.

[Wiz SL8] Fire Shield 8: Anyone who melees with you takes 175% dmg back

Combat effects:

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

[Psi54 Major] Hypnotism: Hypnosis (SL saves)

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

[Psi-6G Grand] Summon Angel: Summons a DL VIII Angel (good aligned Outer-planar creature)

[Psi9 Grand] Transferer: Steal one power from target (save)

[Wiz SL8] Feeblemind 8: -40 mental stat points (randomly distributed in packets of 5) (save per packet)

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

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

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

Dungeon082420 - Dungeon Level 10

Room # 1

Sitting Room - 15ft. long x 35ft. wide x 10ft. tall

chandelier; bench; breeze, slight, damp; earthy smell

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

Sample Names: Achar the belligerent Micro- Mouse (Pogo Stick); Kuhn the dumbfounding Mademoiselle Sword (Hang Glider)

Burning Vent Trap; DL 10; Search DC 102 (200 Dex damage, no save)

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

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

5,660gp

horn

the kilt of Braveheart, +3 AC, 6500gp

Cup of Rose-Coloured Tears: 1M: Double-Fisted Shield: Whenever someone hits you with a melee attack, they suffer that Status Effect unless they make a save vs. Spell.; CL 56; SL 10; 100680gp

Rod of Smiting, 23120gp

DL X Fine NPC Mutants x(127) x[5]

AC 2009, HD 20, hp 220, CR 114% #Att 14, TH ÷ AC/Save DC by 220, iidmg 1601

Str 26, Dex 53, Con 39, Int 65, Wis 40, Chr 73, 40kxp

Has FMCTP classed members w/sometimes Cus/Mon, Immune radiation, has Psi freq divisible by 9

Prepared effects:

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

[Pri SL8] Goodberry 8: Creates 32 goodberries

[Wiz SL4] Prismatic Sphere 4: 2 Prismatic colors

[Pri SL10] Resist Fire/Resist Cold 10: Take -90% dmg vs. fire or cold

[Psi-6G Grand] Armageddon †: 1bM: Can use +1M/s this round; Immune Cold; Immune Shadow

[Psi-5 minor] Immune to Charm: Target is immune to charm & hypnosis

[Psi15 Super] Hypnotism: Hypnotism, up to CL targets

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

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

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

Combat effects:

[Psi-6N Major] Force of Nature III: Summon a Root Elemental: AC 60, hp 180, #Att 3/1, TH +50, dmg 50

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

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

[Wiz SL11] Dispel Magic 11: Dispel 9 magic effects

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

[Psi-9 Major] Degenerator: Remove all regeneration sources on target (no save)

[Wiz SL4] Wall of Fire : Passing through wall deals 2d6+CL dmg fire

[Psi29 Major] Suggestion:

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

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

Dungeon082420 - Dungeon Level 10

Room # 2

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

Walls of Glass; robes; scratching/scrabbling; knocking

Plant Door (as the spell) on the east wall leading to a 35ft. long x 10ft. wide x 25ft. tall hallway.

Sample Names: Sargasso the base Mud Syndicate (Chariot); Kelmaran the philanthropic Scarab Assassin (Screwdriver)

Contact Tempest Trap; DL 10; Search DC 104 (400 Int damage, DC 108 PP save to negate)

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

[x2] Ultraplanar beings cannot feel, taste, or sense into this room unless they are actually there; Divine Intervention fails
48,972gp

garlic

a jade necklace, +3 AC, 450gp

Rian's Sweat: +5 to LVL; 1M: 1S: 1d8+LVL light dmg and expended.; CL 56; SL 10; 100370gp

Flask of Magenta Female Squirt.; 1M: Double-Fisted Bolt-On: Do this Status

Effect to one target (Spell save: 0) ; CL 60; SL 10; 100330gp

DL X Small Henchmen Spirit-of-the-Lands x(119) x[5]

Stun AC 2004, HD 28, stunp 1728, BlahR 1650% #Att 6, TH ÷ AC/Save DC by 220, iidmg 807

Str 57, Dex 55, Con 66, Int 76, Wis 65, Chr 31, 40kxp

Has henchmen spells, Incorporeal, can be turned as undead

Prepared effects:

[Wiz SL9] Extra Group +2: The next spell you cast will affect +2 groups of monsters

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

[Pri SL10] Goodberry 10: Creates 40 goodberries

[Pri SL7] Phoenix Sanctuary: You take half damage from any source (duration 1 turn, cannot be made permanent)

[Psi12C Super] Chaos Storm: All in 120'r area are affected by Weird, Maze, and Chaos (as spells) every round

[Wiz SL10] Nazzer's Nullification: Creates a DMZ (Dispel Magic Zone)

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

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

[Wiz SL3] Displacement : WR 50%

[Wiz SL3] Prismatic Sphere 3: 1 Prismatic color

Combat effects:

[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

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

[Pri SL7] Escape: You Escape from current situation

[Psi2 Grand] Megakinesis: TK, X=(lbs.)*(speed in ")/lvl^2; PSP cost halved

[Psi54 minor] Air Control: Gust of Wind / Wall of Air

[Wiz SL9] Power Word Stun 9: Stuns a creature if current hp < 320 (no save)

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

[Pri SL5] Dispel Evil: Unsummons evil creatures (Outer-planar/summoned no save). If cast against 1 creature of the appropriate 1

[Psi72 minor] Mind Control: Control V actions (Will save), P actions (Will save at +5), or M actions (Will save at +10)

[Pri SL8] Wolf Spirits: Summon 2*lvl6 wolf spirits (AC-18,hp76,+2 wpn to hit,undead)

Dungeon082420 - Dungeon Level 10

Room # 3

Dormitory - 10ft. long x 10ft. wide x 35ft. tall

sconce; vice; chlorine smell; shuffling

False Door on the south wall leading to a 50ft. long x 25ft. wide x 20ft. tall hallway.

Sample Names: Amusis the smelly Duke Gods (Gadgets); Zakath the avaricious Soviet Dancer (Starship)

Well-Camouflaged Pendulums Trap; DL 10; Search DC 101 (Attack +110 melee, 100d20 Wis damage)

Fireplace that (causes/has/or is) Enlarge/reduces

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

48,842gp

glue

a scroll of recall, " " " ", 290gp

Coppery Robe [AT+25] ++4 AC/+18 Saves; 1attack: SL/3 (round down) instances

of Resist necromancy, energy and stat drains; CL 50; SL 10; 12370gp

Wingsbinder: Equip: Pay 2 Str and "Equipped creature gets +7 to hit/dmg and +43 AC/saves and

8 hp and has Melee , Protection from two-word names and Protection from colored spells.; 100140gp

DL X Tiny City/Town Avian/Birds x(152) x[6]

AC 2017, HD 15, |hp| 8240, RR 144% #Att 5, TH ÷ AC/Save DC by 220, iiiidmg 4006

Str 38, Dex 78, Con 23, Int 45, Wis 46, Chr 26, 40kxp

Has hirelings, Flys. Has 2 Wings, 2 talons, and a beak.

Prepared effects:

[Pri SL6] Immune [E=3 element]: Pick an E=3 element, you are immune to it for 1 hour. (This immunity does not "spread" into ot

[Psi-12T Major] Effect Familiarity: Pick any spell/power. You resist it; and at +50% when using it.

[Psi45 Major] Power Simulation: The next Psi45 power you use will be resisted using MR instead of PR

[Pri SL8] Extra Group +2: The next spell you cast will affect +2 groups of monsters

[Pri SL8] Spell Immunity 8: Be immune to 5 spells by name

[Psi15 minor] Alter Resistances: Alter two resistances (or one immunity) to be of different element(s) (Pick an E factor ≤ original

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

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

[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.

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

Combat effects:

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

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

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

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

[Wiz SL5] Monster Swarm Summoning V: Summons CL*2.5 (round down) DL IV monsters

[Psi9 Grand] Energy Kinetic: Manipulate: +-CH dice to existing energy effect

[Wiz SL5] Dismissal : Send a creature back to it's own plane

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

[Psi-9 Grand] Hyperkinetic: Decr.Attacks: -CH P actions (yuck!) (no save)

[Psi-12T Major] Bring Animals V: Summon CL*2 Animals using ML V chart, you pick the result

Dungeon082420 - Dungeon Level 10

Room # 4

Creamatorium - 30ft. long x 20ft. wide x 45ft. tall

furnace; well; clanking; footsteps (side)

Flesh Door on the south wall leading to a 40ft. long x 10ft. wide x 20ft. tall hallway.

Sample Names: Ellister the beautiful Micro- Lightning (Gateway); Soraya the subterranean Thunder Infantry (Willpower)

Wide-Mouth Drawer Trap; DL 10; Search DC 102 (1080 idamage, no resistance)

Room (Floor) that (causes/has/or is) Treasure hidden in secret compartment in container

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Year
8,693gp

iron chain

bloody shackles, +3 AC, 0gp

Disintegration Chamber, 51250gp

Golden Wand [9d6] ++4 dmg 20+/x3; 1P: 1bV, can use while stunned:

Immune to pain, stun (not capital "S"), torture; CL 41; SL 10, 10714gp

DL X Tiny Kara-Tur Hounds x(81) x[6]

|AC| 2006, HD 230, hullp 8240, RR 170% #Att 17, TH ÷ AC/Save DC by 220, iiiidmg 10004

Str 21, Dex 27, Con 40, Int 31, Wis 34, Chr 48, 40kxp

Has Martial Arts, Has 4 legs, and at least 1 head

Prepared effects:

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

[Pri SL7] Spell Immunity 7: Be immune to 4 spells by name

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

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

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

[Pri SL5] Protection from Fire 5: Stop the next CL*16 fire dmg

[Psi81 Grand] Damage Reduction, Physical, 75%: Take x0.25 damage from physical attacks

[Wiz SL3] Displacement : WR 50%

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

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

Combat effects:

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

[Wiz SL7] Time Stop 7: Stops time for 1d2 rounds

[Wiz SL5] Monster Swarm Summoning V: Summons CL*2.5 (round down) DL IV monsters

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

[Psi29 Grand] Time Stop:

[Psi45 Major] Sleep-Induced: Sleep (SL/2 saves)

[Psi54 Major] Ice Production: CL*(SL+2) ice dmg to one target (no save)

[Psi0 Grand] Storm Hammer: One attack: Target takes KiL*10' falling damage

[Wiz SL8] Lightning Bolt 8: CLd16 lightning dmg to a group (save:½)

[Wiz SL9] Power Word Blind 9: Blinds & stuns a creature if current hp < 160 (no save)

Dungeon082420 - Dungeon Level 10

Room # 5

Harem/Seraglio - 10ft. long x 5ft. wide x 15ft. tall

dung heap; arch; clear; squeaking

Mobile Door (door moves around in dungeon) on the south wall leading to a 35ft. long x 25ft. wide x 25ft. tall hallway.

Sample Names: Riathenor the caustic Cosmic Whatsit (Van); Tark the puerile Invisible Jackal (Flute)

Ingested Magnetism Trap; DL 10; Search DC 105 (3000 idamage, DC 101 RSW save to negate), (multiple targets)

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

Monster Generator: Weird (summons a Weird every segment)

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Turn

13,874gp

mold

a stack, 0gp

Bracers/Blinding Strike AC 4, 12540gp

Onyx Helmet: +2 Level(s) in a Custom Group Class; 101040gp

DL X Macro-Fine Psionist-classes Dragons x(181) x[5]

||AC|| 2013, HD 1282, |hp| 2.1E+5, ER 113% #Att 13, TH ÷ AC/Save DC by 220, iiiidmg 2006

Str 22, Dex 48, Con 24, Int 57, Wis 80, Chr 71, 40kxp

Know a Psi frequency, Flys, Breath weapon, dark vision, immune sleep and paralysis.

Prepared effects:

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

[Wiz SL8] Armor 8: +CL*16 current hp

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

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

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

[Wiz SL7] Fire Shield 7: Anyone who melees with you takes 150% dmg back

[Wiz SL2] Protection from Arrows: -10 dmg /missile attack, unless +L/5+1 or better {Touch, 1 creature}

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

[Wiz SL4] Improved Invisibility : As invisibility, but subject can attack and stay invisible.

[Psi8 minor] Technological Armor: +CL AC, +CL*2 current hp (like an Armor spell), can stack w/ Armor spell

Combat effects:

[Pri SL2] Treat Moderate Wounds: Cure 20% of max hp {Touch, 1 creature}

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

[Pri SL4] Dispel Psionics: Cancels psionic effects

[Psi54 Major] Hypnotism: Hypnosis (SL saves)

[Pri SL7] Fire Storm 7: (CL+2)d8 holy fire dmg, hits 2 groups (no save)

[Wiz SL8] Time Stop 8: Stops time for 1d3 rounds

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

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

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

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

Dungeon082420 - Dungeon Level 10

Room # 6

Torture Chamber - 40ft. long x 30ft. wide x 15ft. tall

Walls of Plants; pit (shallow); grating; humming

Dimension Door (as the spell) on the south wall leading to a 35ft. long x 15ft. wide x 20ft. tall hallway.

Sample Names: Vassi of Krom the abhorrent Living Shogun (Adamantium); Ebra the nefarious Commodore Manhunter (Llama)

Change Reality Trap; DL 10; Search DC 106 (Psionicist CL 20, DC 110 PPD save for half)

Passage 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/Segment 86,702gp

feather mattress

glass of milk, 20gp

Obsidian Wand [1d20] x8 Th/xx5 dmg 12+/x4; 1/2P: CL*(SL+2) acid dmg to one target (no save); CL 50; SL 10, 77364gp

Jet-black Necklace [AT+328] +11 AC/+12 Saves; 1attack: Have an extra

Silver Cord (can raise multiple times); CL 60; SL 10; 51065gp

DL X Macro-Diminutive Inner-Planar Familiars x(134) x[6]

iAC 2002, HD 25640, hullp 4.1E+5, AllR 144% #Att 8, TH ÷ AC/Save DC by 220, random stat dmg 2005

Str 41, Dex 76, Con 39, Int 36, Wis 39, Chr 67, 40kxp

Immune all E=DL elements, Familiar Immunity until offensive

Prepared effects:

[Psi29 Grand] Duplicate Mechanism (x1):

[Psi6N Major] Thief Abilities, LVL 7: Get thief abilities of level 7 (max = your level)

[Psi4 Major] AC *1.5: Your new AC = (old AC - 10) * 1.5 + 10

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

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

[Wiz SL10] Armor 10: +CL*20 current hp

[Psi8 Major] Unusual Mix: May construct your tech items using "Unusual Materials" chart, this may have odd effects

[Psi54 Grand] Aura of Fear: Fear by sight (SL saves)

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

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

Combat effects:

[Wiz SL10] Change Reality: Will duplicate any Wizard spell of levels 0-9 or any other spell of levels 0-8.

[Psi54 Grand] Ice Control: Wall of Ice

[Psi19 Major] Health: 1M, 1V, touch: Heal hp of damage and/or restore Con; C=number of Con restored

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

[Psi54 Major] Ice Production: CL*(SL+2) ice dmg to one target (no save)

[Wiz SL9] Mordenkainen's Disjunction 9: Disjunct 1 effect (any type)

[Wiz SL6] Death Spell 6: Slay 6d12 HD of creatures (save)

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

[Pri SL10] Hold Person/Monster 10: Hold 12 person or 10 monster targets (save)

[Psi60 Grand] Insanity: Cause Insanity (save)

Dungeon082420 - Dungeon Level 10

Room # 7

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

rail; tank (container); chirping; humming

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

Sample Names: Tappho the sensational Count Victory (Divine intervention); Mitheus the psychotic Scarab Raiders (Wings)

Ceiling transforms into Elemental Mithril Trap; DL 10; Search DC 105 (1000 Str damage/s, no resistance)

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

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

91,387gp

cracks, wall

a stethoscope, +2 AC, 150gp

Nightmare of the Realm: Equip: Pay 6 Int and "Equipped creature gets +37 to

hit/dmg and +81 AC/saves and 405 hp and has Trample, Skulk and Horsemanship.; 100930gp

Brownish Spring: Free Pest Controller Kit: # Attacks = LVL

vs. Size T or smaller creatures, Free bonus Running proficiency; 100810gp

DL X Macro-Tiny Custom-classes Weirds x(82) x[6]

iAC 2008, HD 5140, |hp| 8.5E+5, IR 127% #Att 2, TH ÷ AC/Save DC by 220, random stat dmg 804

Str 37, Dex 77, Con 54, Int 78, Wis 51, Chr 49, 40kxp

Has Custom abilities, Immune critical hits/poison/sleep/paralysis/stunning. Has no soul.

Prepared effects:

[Psi4 minor] Money *1.25: How much money you get in dungeon is multiplied by 1.25 (only affects you, not whole party)

[Wiz SL9] Globe of Invulnerability 9: Immune to spells with SL=0 to 8

[Wiz SL4] Improved Invisibility : As invisibility, but subject can attack and stay invisible.

[Psi6N minor] True Seeing: True Seeing As spell

[Wiz SL9] Armor 9: +CL*18 current hp

[Psi81 minor] Damage Reduction, Physical, 25%: Take x0.75 damage from physical attacks

[Psi81 Major] Damage Reduction, Physical, 50%: Take x0.5 damage from physical attacks

[Wiz SL7] Spell Turning (2): Turns a spell back to it's caster

[Pri SL4] Goodberry 4: Creates 16 goodberries

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

Combat effects:

[Wiz SL12] Reset (Self or Other):

[Psi54 Major] Air Control: Gust of Wind / Wall of Air

[Psi29 minor] Cause Serious Wounds:

[Psi45 Grand] Weakness Creation: Add SL/2 instances of a Vulnerability to something (medium scale: a school, an element, etc.)

[Psi30 Grand] Stun Blast /Sleep: Astral stunning

[Psi10 Major] Kinetic Dome: Kinetic Wall (see above) but is a hemisphere

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

[Pri SL7] Cureall: Cure all dmg + remove all non-divine ailments

[Pri SL10] Blade Barrier 10: 12d12 dmg wall (shards)

[Psi-17 Major] (no name): Teleport Other Away

Dungeon082420 - Dungeon Level 10

Room # 8

Banquet - 45ft. long x 10ft. wide x 30ft. tall

idol(s); Walls of Plants; bang, slam; "Bleah!" (off in the distance)

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

Sample Names: Jael the illustrious Laser Mafia (Skateboard); Genubath the tone-deaf Android Star (Truck)

Inhaled Napalm Trap; DL 10; Search DC 107 (1400 idamage, no resistance)

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

[x2] Ultraplanar beings cannot taste, feel, or sense into this room unless they are actually there; Divine Intervention fails
32,541gp

ropes

a Titan grown orange, 10gp

Chocolate Scarab [AT+365] ++16 AC/+324 Saves; 1attack: Contingency for 1

psi power (still need points); CL 55; SL 10; 124285gp

Amber Chalk: Free Peasant Hero Kit: Give and receive shelter (see Knight class); 0, 1/d: +/- (5+level)% to 1 roll, Free bonus Agriculture proficiency; 100520gp

DL X Small Kara-Tur Kobolds x(133) x[7] x[[4]]

|AC| 2012, HD 16, stunp 1632, WR 176% #Att 20, TH ÷ AC/Save DC by 220, idmg 20001

Str 68, Dex 59, Con 25, Int 78, Wis 24, Chr 41, 40kxp

Has Martial Arts, Can overbear in numbers.

Prepared effects:

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

[Psi10 Major] Detect Invisible Creatures: Detect Life; Detect Invisibility; Detect Dust of Disappearance

[Psi4 Grand] hp *2: Multiply hp by 2

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

[Pri SL8] Regenerate 8: Regenerates 2 hp /s

[Psi-12T Major] Time Aura: Enemies in your group lose 1 action /s (no save)

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

[Psi1 Major] Wards: Pro.Evil&Scrying, no one can enter, break=150pts

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

[Wiz SL9] Extra Group +2: The next spell you cast will affect +2 groups of monsters

Combat effects:

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

[Psi10 Major] Fire Stream: Choose 1 target within 120' per segment, it takes 6d6 fire dmg (save:½)

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

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

[Psi54 Grand] Damage Transference: Cell Adjustment CL*SL*2 hp

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

[Pri SL9] Remove Curse 9: Cure 6 curse effects (reverse causes that many, save for each)

[Psi3 Grand] Astral Construct VIII: Astral construct fights for you.

[Wiz SL11] Reset Self:

[Psi-5 Grand] Cone of Nothing: CL*CL*CL dmg in a 30' cone (no save); they lose next Opp action (save)

Dungeon082420 - Dungeon Level 10

Room # 9

Antechamber (Entry room into larger room) - 25ft. long x 25ft. wide x 20ft. tall

cauldron; knives; urine smell; ringing

Mimic (the monster) on the west wall leading to a 25ft. long x 5ft. wide x 5ft. tall hallway.

Sample Names: Donatien Slickstep the devious Platypus Doomsday (Secret Decoder); Diriya the maleficent Raccoon Knight (Ancie

Tripping Spears Trap; DL 10; Search DC 103 (Attack +170 ranged, 30d100 Con damage)

Furnishings that (causes/has/or is) Monster Generator: Lycanthrope (summons a Lycanthrope every segment)

[x2] Ultraplanar beings cannot hear, see, or sense into this room unless they are actually there; Divine Intervention fails

44,919gp

nutshells

a ring of protection, +1 AC, 64gp

Rian's Gastrocnemius muscle: +20 to HNCL; 1attack: Summon a DL VII Dragon that dominates all Dragons in the room (no save). Dragons you control are unaffected by summoning sickness.; CL 50; SL 10; 100360gp

Amethyst Eyes [4d20] ++21 dmg 15+/x8; 1/2P: Remotely "wake up" or

alert a friendly group on same DL; CL 52; SL 10, 98554gp

DL X Macro-Diminutive Priest-classes Familiars x(76) x[4] x[[2]]

|iAC| 2006, HD 2564, lifep 4.4E+5, AIIR 183% #Att 4, TH ÷ AC/Save DC by 220, iidmg 10007

Str 80, Dex 80, Con 59, Int 54, Wis 78, Chr 72, 40kxp

Knows Priest spells, Familiar Immunity until offensive

Prepared effects:

[Wiz SL9] Armor 9: +CL*18 current hp

[Psi-1 Grand] Anti-Psionic Disruption: No Anti-Psi powers (any freq.) can be used in 50' r

[Psi-15 minor] Add Tentacle: Tentacle does 1d(CL*2) damage

[Psi81 Major] Growth 5: +2 size; +4 Str; +4*CL max hp

[Pri SL8] Extra Group +2: The next spell you cast will affect +2 groups of monsters

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

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

[Psi4 Major] Item *1.5: How many of an item exists is multiplied by 1.5 (you need a Grand to duplicate a x2 item)

[Pri SL5] Double Resist [E=4 element]: Pick an E=4 element, you double resist it (1/4 dmg, 1/10 if make save) for 1 hour.

[Wiz SL8] Second Level Magic-User Spells (DM1): Cast any four 2nd level Wizard spells simultaneously when it is cast.

Combat effects:

[Wiz SL7] Dispel Magic 7: Dispel 5 magic effects

[Wiz SL6] DNA Scamble Blast: Area DNA Scamble (PP save)

[Wiz SL4] Confusion : Confuses targets, who can wander away, attack friend or do nothing

[Wiz SL7] Magic Missile 7: (CL+1)*7/2 missiles, each does 1d4+1 force dmg (no save)

[Psi10 Major] Heat Ray: Line, all in area CLd6 heat dmg (save:½), immunity to non-magical heat works

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

[Psi81 Grand] Mind Control: Control M actions (Will save)

[Psi29 Grand] Grand Detonate (Psi2):

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

[Pri SL6] Neutralize Poison 6: Cure 3 poison effects (reverse causes that many, save for each)

Dungeon082420 - Dungeon Level 10

Room # 10

Meeting Room - 35ft. long x 45ft. wide x 30ft. tall

coat rack; columns/pillars; clear; slithering

Brass Door, Normal on the south wall leading to a 30ft. long x 25ft. wide x 5ft. tall hallway.

Sample Names: Ellesmere the repulsive Fire Six (Motorhome); Korek the indescribable Screaming Hitman (Rapier)

Mind Control Trap; DL 10; Search DC 102 (Psionicist CL 20, no save)

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

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Day
96,181gp

harp

a Glowing Scroll, 'earthquake' 'earthquake' 'earthquake' 'earthquake', 532gp

Fleetfeather Pinions: Equip: Pay 141 hp(s) and "Equipped creature gets +4

to hit/dmg and +5 AC/saves and 125 hp and has Evolve.; 100140gp

Rian's Saliva: +5 to Dex; 1M: Cast a 1st level Lich spell. You go

to 0 max and current hp for 1 turn. ; CL 45; SL 10; 100360gp

DL X Large Outer-LG Spirit-of-the-Lands x(43) x[7]

|iAC| 2020, HD 50, stunp 67840, CR 181% #Att 10, TH ÷ AC/Save DC by 220, iiiidmg 10002

Str 43, Dex 52, Con 47, Int 36, Wis 24, Chr 63, 40kxp

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

Prepared effects:

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

[Psi24 minor] Caster Level Increase 2: +2 Caster Level (this can be taken multiple times)

[Pri SL6] Protection from Lightning 6: Stop the next CL*20 lightning dmg

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

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

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

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

[Psi72 minor] Incorporeal: Cannot harm or be harmed by physical objects for 1 turn

[Psi-12L minor] Hold Life: Immune to XP/Stat Drain; Immune Aging

[Psi54 Grand] Flame Immunity: SL/2 instances of Resist Fire

Combat effects:

[Psi10 Major] Mindreave: Target gets Int set to 3; Insanity; lose all spells; lose all PSPs (save for each)

[Pri SL6] Command 6: Target makes 6 saves, each missed save allows 1 word for a command to be given

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

[Psi6E Major] Wall of Fire: As the 4th level Wizard spell

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

[Psi27 minor] Wipeout: Assassination 10*LVL% (as Rogue ability), lasts for 1 attack

[Psi10 minor] Feather Fall *: Feather Fall

[Wiz SL10] Neja's Irresistible Plea: Suggestion (no save)

[Psi-1 Major] Mental Paralysis Bolt: Save -6; 1 creature cannot use M actions for CL rounds; Max HD = 2*level

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

Dungeon082420 - Dungeon Level 10

Room # 11

Rogue's Chamber/Lab - 40ft. long x 5ft. wide x 15ft. tall

mosaics; statue (toppled); metallic smell; clanking

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

Sample Names: Jeresian the dumbfounding Bronze Jet (Flaming); Vilvisurr the deadly Demolition Ten (Bombs)

Pit transforms into Elemental Alcohol Trap; DL 10; Search DC 107 (70 Wis damage/s, no save)

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

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Half S
80,704gp

decanter

heather whip, flail, 8d15 (64), 300gp

Phial of Magenta Saliva.; 1P: Hacked(intrude) Shield: Whenever someone hits you with a melee attack, they suffer that Status Effect unless they make a save vs. Spell.; CL 48; SL 10; 100820gp

Tawny Clock: Free Sturdy Feat: Get HD & 1d0 once (you get Con bonus one extra time) (it's once, not every level); 100980gp

DL X Macro-Fine Water Golems x(181) x[7]

AC 2008, HD 1298, ihp 2.1E+5, CR 153% #Att 18, TH ÷ AC/Save DC by 220, idmg 807

Str 33, Dex 73, Con 55, Int 57, Wis 65, Chr 41, 40kxp

Resist cold. Double dmg from fire., Has Psi 16. Construct traits from PHB3

Prepared effects:

[Psi-12C Super] Anti-Commotion Resist.: +CL*5% aaAllR (Anti-Anti R vs. everything)

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

[Psi6E Super] Hell Pit: 2 saves:fail 1=goto hell, fail 2=impris

[Psi14 Major] (no name): Pick LVL unusual materials to be immune to.

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

[Wiz SL8] Prismatic Sphere 8: 6 Prismatic colors or 4 MultiPrismatic colors (may repeat colors in either mode)

[Psi3 Major] Metamorphosis: You take the form of creatures and objects.

[Psi2 minor] Biofeedback: -2 dmg/att;+level/3 AC bonus; +level AC bonus

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

[Wiz SL8] Clone: Clone

Combat effects:

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

[Psi1 Major] Improved Invisibility: Invisibility but can attack and remain Invis.

[Pri SL7] Dispel Evil 7: Dispel 3 evil targets (can target the same thing more than once) (save)

[Wiz SL8] Fireball 8: CLd16 fire dmg to a group (save:½)

[Pri SL4] Treat Critical Wounds: Cure 40% of max

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

[Wiz SL12] Monster Swarm Summoning XII: Summons CL/16 (round down) DL XI monsters

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

[Psi29 Major] Drain Magic Items:

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

Dungeon082420 - Dungeon Level 10

Room # 12

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

loose masonry; pentagram; clashing; humming

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

Sample Names: Ossam the merciless Mister Women (Divine intervention); Ironguts the grotesque Human Mist (Spitballs)

Fusillade of Pendulums Trap; DL 10; Search DC 106 (Attack +70 ranged, 50d30 Str damage)

Container (Barrel, Jar, Vase, etc.) 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] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Week
55,988gp

lantern

easter goodies, 'cure critical' 'bless' 'shield' 'haste', 0gp

White Armor of the Griff Mountains [AT +6] +3/+3; Resist Cold, 139530gp

Rian's Gastrocnemius muscle: +5 to LVL; 1attack: Deal CLd10 Eldritch Earth
dmg to one target (no save) ; CL 52; SL 10; 100670gp

DL X Medium Tarrasque-World Goblin/Orcs x(191) x[6]

iAC 2006, HD 32, stunp 32320, ER 184% #Att 11, TH ÷ AC/Save DC by 220, iidmg 805

Str 35, Dex 56, Con 75, Int 42, Wis 49, Chr 49, 40kxp

Mreflection DL*10%, Dark Vision, Stay conscious past 0hp. Light Sensitivity

Prepared effects:

[Wiz SL7] Armor 7: +CL*14 current hp

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

[Psi18 minor] Telekinesis: Shield: 10*LVL hp shield vs. physical,energy,TK

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

[Psi1 Grand] Shade: Creates a ghost/shade of person who died here, half powers

[Psi-9 Major] Molecular Maintainer: Resist Disruption; Immune Disintegration

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

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

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

[Pri SL4] Goodberry 4: Creates 16 goodberries

Combat effects:

[Wiz SL8] Wacky Ball 8 / Normal / ½: Ld30, save: ½

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

[Wiz SL9] Power Word Blind 9: Blinds & stuns a creature if current hp < 160 (no save)

[Wiz SL8] Power Word Blind 8: Blinds & stuns a creature if current hp < 120 (no save)

[Psi-6G minor] Possess: Target dominated (Will save); takes (CL+3)^2 dmg/s; you can't use actions while this runs

[Pri SL7] Summon Monster VII : Calls outsider to fight for you.

[Pri SL8] Treat Terrible Wounds: Cure 80% of max hp

[Psi9 Grand] Energy Kinetic: Blast: 4*CH' rad, 2*(CHd10) Energy dmg (save:½)

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

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

Dungeon082420 - Dungeon Level 11 (Jeeze)

Room # 1

Music Room - 25ft. long x 25ft. wide x 40ft. tall

kiln; Walls of Air; earthy smell; stale, fetid smell

Trapped Door, Out of Phase on the east wall leading to a 50ft. long x 15ft. wide x 25ft. tall hallway.

Sample Names: Otrygg the Pike the mad Iron Foursome (Ornithopter); Alrus the perverted New Duke (Skates)

Tripping Spears Trap; DL 11; Search DC 120 (Attack +165 ranged, 50d4 idamage)

Room (Floor) that (causes/has/or is) illusory wall

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

15,207gp

scroll (nonmagical)

studded freedom vest of Braveheart, +7 AC, 5500gp

Cobalt Money: Free Alertness Feat: +2 bonus on all Listen checks and Spot checks.; 121220gp

Bottle green Shield [AT+16] +225 AC/+12 Saves; 1M: You can use any element

with EE factor less than your normal breath.; CL 58; SL 11; 38825gp

DL XI Titanic Flesh Sandwichs x(46) x[7]

[AC] 2427, HD 714, ihp 1.3E+5, TR 198% #Att 10, TH ÷ AC/Save DC by 264, random stat dmg 24201

Str 67, Dex 80, Con 50, Int 42, Wis 25, Chr 67, 6.1E+1kxp

Thanks, I Hate It (A being of your choice is Capital M Mauled (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Psi24 Major] Level: other out of group: Get a "Level:" ability (your level or less) in class in any group (can take multiple times)

[Psi12T Grand] Spell Turning: Spell Turning (as spell)

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

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

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

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

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

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

[Wiz SL8] Tenser's Transformation 8: +150% of max hp to current hp, +4 TH melee

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

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

Combat effects:

[Psi-2 Grand] Alter Reality: Alter Reality or Psi-1 major; Double CL effect

[Wiz SL2] Magic Missile 2: (CL+1) missiles, each does 1d4+1 force dmg (no save)

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

[Psi45 Major] Focus: Do SL instances of another Psi45 power you know; you are Spent and Harmed at the end of effect

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

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

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

[Pri SL8] Dispel Magic 8: Dispel 6 magic effects

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

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

[Pri SL7] Creeping Doom 7: (1d4+6)*100 insect dmg

Dungeon082420 - Dungeon Level 11 (Not On My Life)

Room # 2

Game Room - 10ft. long x 45ft. wide x 25ft. tall

throne; chair, padded, arm; gong; putrid smell

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

Sample Names: Shanya the tone-deaf Dream Bird (Metahuman); Zacharia the incredible Android Crystal (Revolver)

Wall transforms into Elemental Conduit Trap; DL 11; Search DC 120 (250 Str damage/s, DC 112 RSW save for 1/3)

Monster that (causes/has/or is) Spinning

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

33,051gp

couch

the black demon blade, sword, 3d4 (7), 94gp

Long Sword of the Dawn (3d5) (+20,+20); +3 to CHR, Infravision; Slay Evil, Undead, Demon, Dragon; Flame Tongue; Very sharp; R

Fear, Light, Blindness, Disenchantment; Sustain CHR; Free Action; Regeneration; Permanent Light(1); Activates for summon the L

Bag of Flesh-Coloured Tears;; 1attack: Suffocated(unaware) Beam: Do this Status

Effect to one target (no save) ; CL 55; SL 11; 122050gp

DL XI Diminutive Iridescent Disadvantages x(215) x[6]

|iAC| 2439, HD 231, ihp 504, MR 202% #Att 13, TH ÷ AC/Save DC by 264, iidmg 12106

Str 40, Dex 74, Con 61, Int 73, Wis 39, Chr 63, 6.1E+1kxp

Duh (A being of your choice is Condemned(cursed) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Psi-6G Grand] Armageddon +: 1bM: Can use +1M/s this round; Immune Cold; Immune Shadow

[Psi4 Grand] Ability Score *2: Choose one ability score. New score = (old score - 10) * 2 + 10

[Psi9 Grand] Energy Kinetic: Shield: Stops CH dice per Energy attack

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

[Psi3½ Super] Timeless Body: Ignore all harmful, and helpful, effects for 1 round.

[Psi18 Grand] Scty: MagnificentDefender: No magic & psi of SL 7 or lower in area

[Pri SL6] Anti-Animal Shell:

[Psi3½ minor] Thought Shield: Gain PR 13 against mind-affecting powers.

[Psi14 Major] (no name): Pick LVL unusual materials to be immune to.

[Wiz SL9] Third Level Magic-User Spells (DM2): Can cast one 3rd Level Wizard spell per round as Z action

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

Combat effects:

[Wiz SL12] Wacky Ball 12 / Normal / ½ : Ld100000, save: ½

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

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

[Psi10 Major] Mindreave: Target gets Int set to 3; Insanity; lose all spells; lose all PSPs (save for each)

[Wiz SL9] Temporal Stasis: Puts subject into suspended animation.

[Psi0 Major] Shockwave: Earthquake KiL' r (as spell)

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

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

[Wiz SL5] Wall of Force: The wall only stops spell effects, hurled objects, and breath weapons. People and psionic effects can pa

[Wiz SL7] Steal Enchantment : Transfer the enchantment of one spell to an another

[Psi72 minor] Snare: Target can't move (Reflex save)

Dungeon082420 - Dungeon Level 11 (Darn Tootin')

Room # 3

Court - 10ft. long x 40ft. wide x 30ft. tall

chest, large; statue(s); foggy near ceiling; scream(ing)

Void Door (cannot see through doorway) on the east wall leading to a 15ft. long x 10ft. wide x 10ft. tall hallway.

Sample Names: Gandolar the greedy Giant Hulk (4x4); Ragnar the merciless Karate Dinosaur (Magnetic)

Camouflaged Balls Trap; DL 11; Search DC 113 (Attack +154 melee, 30d12 idamage)

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

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

80,246gp

iron bar bent

Pandora's Box, 0gp

Extended Sack (extra-dim space), 41340gp

Copper Eyes [7d4] +325 Th/+14 dmg 16+/x6; 1Z: Minor: Target takes CL*SL disruption damage (no save); Grand: The damage given plus a Disintegrate effect (save); CL 49; SL 11, 64037gp

DL XI Fine Reddish Banjos x(48) x[7]

Stun AC 2438, HD 14, lifep 254, RR 194% #Att 22, TH ÷ AC/Save DC by 264, i^4 dmg 1462

Str 25, Dex 23, Con 72, Int 51, Wis 53, Chr 31, 6.1E+1kxp

Cool Bananas (A being of your choice is Despair(gloom) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Psi24 Major] Rogue points 20: This class gives an extra +20 Rogue points per level.

[Psi3 Major] Dissolving Touch: Your acid touch deals 7d6 acid damage.

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

[Psi2 minor] Displacement: As per Displacer Beast; AC bonus is +4

[Pri SL4] Resist [E=4 element]: Pick an E=4 element, you resist it for 1 hour.

[Psi23 Grand] Chaos Cloud: Does random effects every round

[Psi18 Grand] Scty: MagnificentDefender: No magic & psi of SL 7 or lower in area

[Psi18 minor] Invisibility: Invisibility; immune to Light/Radiance

[Pri SL10] Goodberry 10: Creates 40 goodberries

[Psi100 Major] Mind Bar: Ench/Charm, Magic Jar, Domination, Invis. can't be used in room (x1 Special)

[Pri SL6] Immune [E=3 element]: Pick an E=3 element, you are immune to it for 1 hour. (This immunity does not "spread" into ot
Combat effects:

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

[Wiz SL8] Dispel Magic 8: Dispel 6 magic effects

[Psi30 Major] Stun Bolt: Astral stunning

[Psi10 minor] Feather Fall *: Feather Fall

[Psi18 Grand] Scty: Metamorph Blockade: [permanent] Force Shapechange, no polymorph

[Psi3 Grand] Mass Domination: Many targets subject to your will.

[Psi-17 Grand] (no name): Create a random special (only enemies trigger it)

[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

[Psi2 Major] Mindflame: <=8 HD Stun 2d6 r; >8 HD Dazed 1d3 r; <=16 HD; >16 HD

[Pri SL9] Conjure Elemental 9: Conjure a DL=8 elemental

[Pri SL8] Conjure Greater Elemental: Conjures a 36 HD Elemental Lord (x2 being)

Dungeon082420 - Dungeon Level 11 (Wtf)

Room # 4

Museum - 15ft. long x 20ft. wide x 40ft. tall

mound of rubble; altar; sneezing; wind, strong

Intelligent Door, might have ego score on the west wall leading to a 5ft. long x 15ft. wide x 15ft. tall hallway.

Sample Names: Suzerain the noble Evil -oid (Juggernaut); Methven the damnable Nuclear Canary (Kite)

Collapsing Statue Trap; DL 11; Search DC 118 (270 Dex damage, no save)

Fountain that (causes/has/or is) Asks

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

113,624gp

rug

a dwarven golden ring, 46gp

Flask of Silvery Earwax;; 1M: Smashed(destroyed) PFA: Whenever someone targets you with an effect, they suffer that Status Effect unless they make a save vs. Spell.; CL 55; SL 11; 121580gp

Phial of Leaden Earwax;; 1M: Cracked(destructed) Bolt-On: Do this Status Effect to one target (Spell save: 0) ; CL 50; SL 11; 121940gp

DL XI Small Prismatic Freighters x(165) x[8]

iiAC 2431, HD 15, ihp 1984, ER 132% #Att 15, TH ÷ AC/Save DC by 264, iiddmg 1461

Str 33, Dex 79, Con 60, Int 61, Wis 78, Chr 26, 6.1E+1kxp

Herp Derp (A being of your choice is Violated(intrude) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

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

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

[Psi45 Major] Illusory Duplication: Mirror Image (SL images)

[Wiz SL8] Clone: Clone

[Psi-12L Major] Hold All: Immune to XP/Stat/Multiplier/Action Drain, Aging, As You Are

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

[Psi-3 Major] Shards Touch: Your shards touch deals 7d6 acid damage.

[Psi2 Major] Subjective Reality: Immune to 1 specific type of effect; Can change /r

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

[Wiz SL6] Tenser's Transformation 6: +100% of max hp to current hp, +2 TH melee

[Psi29 minor] Animate Dead:

Combat effects:

[Pri SL10] Hold Person/Monster 10: Hold 12 person or 10 monster targets (save)

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

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

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

[Pri SL9] Energy Drain : Subject gains 2d4 negative levels.

[Psi29 Grand] Death Bolt (save or dead):

[Psi54 Major] Ice Animation: Summon a DL=SL Ice Elemental

[Psi10 Grand] Energy Quench: Death Spell 4d20 HD (save vs. Death Magic), works on undead and golems

[Wiz SL10] Ship In A Bottle: area iron flask (imprisonment) effect

[Psi81 Major] Telekinesis: TK CL*20' (assuming a Size M creature)

[Pri SL8] Animal Horde: Summon your choice of 10*level HD of animals

Dungeon082420 - Dungeon Level 11 (La Di Da)

Room # 5

Water Closet/Toilet - 45ft. long x 25ft. wide x 50ft. tall

pentacle; Bridge, Chain; laughter; bang, slam

Ice Door (transparent) on the west wall leading to a 15ft. long x 10ft. wide x 25ft. tall hallway.

Sample Names: Thalantyr the noxious Bee Warrior (Solar); Langarlia the unkind White Crusader (Golden)

Crushing Vent Trap; DL 11; Search DC 114 (2000 Wis damage, DC 113 Breath Weapon save to negate)

Machine 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 113,458gp

padded armchair

Molson Beer, 8gp

Bag of Rusty Earwax;; 1F: Exposed(intrude) PFA: Whenever someone targets you with an effect, they suffer that Status Effect unless they make a save vs. Spell.; CL 58; SL 11; 121440gp

Wand of Lightning, 24250gp

DL XI Tiny Steely Radars x(173) x[8]

|AC| 2431, HD 8, stunp 1008, IR 141% #Att 20, TH ÷ AC/Save DC by 264, iidmg 24209

Str 78, Dex 45, Con 55, Int 67, Wis 74, Chr 33, 6.1E+1kxp

For Fuck'S Sake (PCs can't affect you (can't be dispelled).)

Prepared effects:

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

[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 SL5] Animate Dead : Creates undead skeletons and zombies.

[Pri SL6] No Save: The next spell you cast does not have a saving throw

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

[Wiz SL10] Anti-Magic Shell 10: Anti-Magic of SL 0 to 9

[Wiz SL9] Third Level Magic-User Spells (DM2): Can cast one 3rd Level Wizard spell per round as Z action

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

[Psi23 minor] Muffling Cloud: Muffles sound, 30% spell failure

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

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

Combat effects:

[Psi-1 Major] Physical Surgery: Pick 1: Halve hp & slow (N=1), Ray/Enfeeblement (N=5), Insanity (N=6); all have save

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

[Psi18 Major] Binding: Forcecage (as spell)

[Pri SL4] Restoration (3): Restores level and ability score drains.

[Psi-6G minor] Angelic Heal Other †: 1bM: Cure N total hp to any number of targets, you lose N hp (max N = $10+2*CL^2$)

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

[Psi10 Major] Hypnotism: Hypnosis (make CL saves)

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

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

[Psi-2 Major] Acidify: (level)d6 acid dmg (save:½); $(2*\text{level})d6$ acid damage

[Psi45 Grand] Vibration: $SL*CL$ Vibration damage (1 group, no save)

Dungeon082420 - Dungeon Level 11 (Puhleeze)

Room # 6

Temple - 10ft. long x 5ft. wide x 10ft. tall

rushes (herbs); oubliette (pit); metallic smell; steamy near ceiling

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

Sample Names: Lenodus the courteous Brain Reaper (Glue); Guenele the astonishing Sir Five (Rattan Cane)

Poisoned Blades Trap; DL 11; Search DC 119 (Attack +77 melee, 30d30 idamage)

Door that (causes/has/or is) Releases - Map

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

83,313gp

bear pelt

the guardian's key, 0gp

Rian's Liver: +25 to Int; 1Z: You are immune to this status. Double Resist is SEL-1 and Resist

is SEL-2. So Double Resist Charm (SEL=3) is a 2nd level spell (SL=SEL-1=3-1). ; CL 46; SL 11; 121210gp

Iron-grey Age Cat. 8 Sapphire Dragon Armor [AT+150] +20 AC/+11 Saves; 1Z: You can use

any element with E factor less than your normal breath.; CL 46; SL 11; 28475gp

DL XI Colossal Pearl Mandolins x(209) x[5]

iiAC 2438, HD 366, stunp 62464, BlahR 157% #Att 18, TH ÷ AC/Save DC by 264, idmg 1937

Str 51, Dex 48, Con 47, Int 41, Wis 28, Chr 31, 6.1E+1kxp

Yessum (Reflect a being of your choice's segment of actions (can't be dispelled).)

Prepared effects:

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

[Pri SL5] Goodberry 5: Creates 20 goodberries

[Psi9 Major] Regenerator: [Regeneration CH hp/r, Restores Memory]

[Pri SL5] Ironskin: Does not stop falling damage. Does not leak like Stoneskin. Any attack (hit or miss) knocks off an Ironskin, unl

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

[Psi-12T Super] Bring Animals VIII: Summon CL*5 Animals using ML VIII chart, you pick the result

[Pri SL5] Protection from Fire 5: Stop the next CL*16 fire dmg

[Pri SL7] Symbol : Triggered runes have array of effects.

[Psi19 Grand] Greater Force Shield: AT +CL*3 source; -CL/attack (physical or energy)

[Wiz SL9] Elemental Aura : Element Protect from one element, it's plane, and it's creatures

[Psi6E Major] Bodily Restoration III: Troll-like Regeneration 6 hp/r

Combat effects:

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

[Psi18 Major] Pyrokinetic: Spont.Comb.: Spontaneously Combusts 1 target (save)

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

[Psi2 Major] Energy Containment: Absorb max 1 die/lvl;glow:-2AC; 0 dmg from energy

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

[Wiz SL9] Temporal Stasis: Puts subject into suspended animation.

[Psi45 Grand] Vibration: SL*CL Vibration damage (1 group, no save)

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

[Pri SL4] Cure Wounds 4: Cures 10d8 hp (can take offer of 6 per die -> 60 hp)

[Pri SL10] Creeping Doom 10: (1d7+11)*160 insect dmg

[Psi2 Grand] Grand Detonate: CLd20 shards damage; Use d30's

Dungeon082420 - Dungeon Level 11 (Yer)

Room # 7

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

table, large; tapestry; steamy; clanking

Revolving/Swinging Door on the west wall leading to a 15ft. long x 5ft. wide x 25ft. tall hallway.

Sample Names: Marl the impossible Gaseous Smasher (Paranormal); Dreluk the psychotic Shadow Pack (Ice)

Charm Reptiles Trap; DL 11; Search DC 120 (Psionicist CL 22, no save)

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

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

28,150gp

razor

a glass bowl, 50gp

Beige Chalk: +110 Proficiency Slots; 121530gp

Dull Cube [11d8] +11 Th/++4 dmg 13+/x3; 1Z: Air Bolt LVLd12; CL 62; SL 11, 13794gp

DL XI Small Shocking Pink Nuts x(70) x[5]

||AC|| 2430, HD 27, iihp 1952, TR 176% #Att 13, TH ÷ AC/Save DC by 264, iiiidmg 4850

Str 62, Dex 82, Con 71, Int 71, Wis 28, Chr 71, 6.1E+1kxp

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

Prepared effects:

[Psi24 Grand] HD type: Add +1d+2: Add 1 to number of HD and 2 to the HD type per level

[Psi-12T Major] Tenser's Transformation: Tenser's Transformation

[Psi18 minor] Telekinesis: Shield: 10*LVL hp shield vs. physical,energy,TK

[Pri SL5] Golem: Makes a golem (you need raw materials)

[Psi-12C minor] Know Next Dice Rolls: 0,1/r: Roll dice ahead of time before action, can choose not to

[Psi3½ Major] Metamorphosis: Assume shape of creature or object.

[Pri SL8] Protection from Lightning 8: Stop the next CL*28 lightning dmg

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

[Psi23 Major] Swirling Cloud: Damages and confuses those in area

[Psi9 Major] Bio Force: Invulnerability: +CH AC,-½CH dmg per attack (incl.spells)

[Psi7 Grand] (no name): Immunity to any effect that requires a Fortitude save (unless the effect also works on objects)

Combat effects:

[Wiz SL9] Feeblemind 9: -45 mental stat points (randomly distributed in packets of 5) (save per packet)

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

[Wiz SL7] Alter Reality (1): Will duplicate any Wizard or Priest spell of levels 0-6.

[Psi12C Major] Random Telekinetics: All objects in 60'r area randomly telekinese around, creatures in area take 1d6*1d10 dmg/r

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

[Wiz SL6] DNA Scamble Blast: Area DNA Scamble (PP save)

[Psi100 Grand] Severance: Save; stops use of any 1 ability in creature; affects 2+CL/9 groups

[Wiz SL8] Time Stop 8: Stops time for 1d3 rounds

[Psi72 minor] Plant Control: Entangle

[Pri SL8] Remove Curse 8: Cure 5 curse effects (reverse causes that many, save for each)

[Pri SL9] Blade Barrier 9: 11d11 dmg wall (shards)

Dungeon082420 - Dungeon Level 11 (Get The Fuck Out Of Here)

Room # 8

Observatory - 10ft. long x 20ft. wide x 15ft. tall

scroll; bladder; splintering; stale, fetid smell

Locked Door, Mechanical on the west wall leading to a 40ft. long x 5ft. wide x 10ft. tall hallway.

Sample Names: Lobee the poisonous Battle Pirate (Lucky Rabbit's Foot); Aldrich the wretched Emerald Clan (Bulldozer)

Injected Positive Energy / Life Trap; DL 11; Search DC 118 (210 Int damage, no resistance)

Force Field that (causes/has/or is) Magical Thrones: There are two
thrones; If a person sits in each one: they magic jar

[x2] Room is permanently/continuously Disjunct (effect)ed, only creatures immune or bubbled against it can function here.

115,488gp

alum

silver boots, +1 AC, 290gp

Dowsingrender: Equip: Pay 58 PSP(s) and "Equipped creature gets

+37 to hit/dmg and +28 AC/saves and 600 hp"; 121160gp

Tenza, of Kaldra: Equip: Pay 2 Dex and "Equipped creature gets +45 to hit/dmg

and +49 AC/saves and 700 hp and has Double Strike, Menace, Wither and Plainswalk.; 121560gp

DL XI Medium Carnelian Basements x(102) x[5]

Stun AC 2438, HD 38, lifep 3936, ER 180% #Att 4, TH ÷ AC/Save DC by 264, iiiidmg 24205

Str 47, Dex 83, Con 82, Int 40, Wis 83, Chr 69, 6.1E+1kxp

Mmm (A being of your choice is Temporally Incursed / Rewritten Out of Time (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Psi6E Major] Sinuous Horrors: Transforms arms to poisonous/acid snakes

[Psi45 minor] Resist: Mental: SL/2 (round down) instances of Resist mental attacks

[Wiz SL5] Fire Shield 5: Anyone who melees with you takes 100% dmg back

[Psi6N Major] Druid Spells, LVL 7: Get a druid progression of level 7 (max = your level)

[Pri SL6] Antilife Shell : 10-ft. field hedges out living creatures.

[Psi45 minor] Illusory Duplication: Mirror Image (SL images)

[Psi6E minor] Bodily Restoration II: Regeneration 3 hp/round, replace limbs

[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.

[Psi6N minor] Bard or Sage Abilities, LVL 4: Get bard or sage abilities of level 4 (max = your level)

[Psi29 Major] Anti-Magic Ray:

Combat effects:

[Wiz SL7] Immediate Monster Summoning VII: Summons a DL V monster without summoning sickness

[Pri SL4] Remove Capital S Stun: Removes Capital S Stun

[Wiz SL8] Feeblemind 8: -40 mental stat points (randomly distributed in packets of 5) (save per packet)

[Psi18 minor] Intellect: Annihilation: 1 target: -3d6 Int (save)& insane (save)

[Pri SL9] Conjure Elemental 9: Conjure a DL=8 elemental

[Pri SL8] Fire Storm 8: (CL+2)d11 holy fire dmg, hits 3 groups (no save)

[Wiz SL9] Ray of Enfeeblement 9: -45 physical stat points (randomly distributed in packets of 5) (save per packet)

[Psi10 minor] Feeblemind: Feeblemind (save)

[Wiz SL8] Wacky Ball 8 / Normal / ½: Ld30, save: ½

[Pri SL1] Entwine: As Entangle, 1 target, -4 to save

[Psi29 minor] Beam (Cone) of Cold:

Dungeon082420 - Dungeon Level 11 (Ok)

Room # 9

Harem/Seraglio - 15ft. long x 40ft. wide x 45ft. tall

mortar & pestle; fireplace & wood; scratching/scrabbling; whispering

Locked Door, Mechanical on the west wall leading to a 15ft. long x 20ft. wide x 5ft. tall hallway.

Sample Names: Nurion the friendly, neighborhood Gorilla Squid (Machine Gun); Stronmaus the subterranean Commander Raide

Air in room transforms into Elemental Imprisonment Trap; DL 11; Search DC 112 (1250 Con damage/s, DC 113 Breath Weapon s

Ceiling that (causes/has/or is) Changes - Sex

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Month

93,120gp

morning star

a motion sickness pill, 'slow' 'calm' 'sleep' ", 1gp

Bronze Rapier [9d8] ++5 dmg 19+/x3; 1M: Deflect a missile; CL 62; SL 11, 17427gp

Jug of Azur Saliva; 1M: Deformed(broken) Blast: Do this Status

Effect to one group (no save) ; CL 66; SL 11; 122080gp

DL XI Titanic Cobalt Saxophones x(160) x[8] x[[3]]

iAC 2442, HD 708, ihp 1.4E+5, XR 116% #Att 7, TH ÷ AC/Save DC by 264, idmg 12109

Str 29, Dex 23, Con 81, Int 74, Wis 80, Chr 48, 6.1E+1kxp

Forizzle (A being of your choice is Fatalitied(humiliate) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Wiz SL2] Magic Resistance: MR 50+CL*5% [duration 2 hours]

[Wiz SL8] Armor 8: +CL*16 current hp

[Wiz SL7] Original Stoneskin 7: Block the next 4 P actions of attacks

[Psi24 Major] Level: other out of group: Get a "Level:" ability (your level or less) in class in any group (can take multiple times)

[Psi45 Major] Resist: Magic: SL/4 (round down) instances of Resist magic

[Psi54 minor] Acrobatics: Any Acrobat SL-1 pick; 5*CL Rogue points in it

[Psi-1 Major] Hand-to-Hand Resistance: +level*5% aWR; others you target -level*5% aWR; no selective targetting penalties

[Psi54 Grand] Invulnerability: -CL*SL/2 dmg per attack

[Psi18 minor] Innate Shield: 20*CL hp shield vs. Innate abilities

[Wiz SL7] First Level Magic-User Spells (DM2): Can cast one 1st Level Wizard spell per round as Z action

[Psi18 Major] Psi: Amplification: x2 effect on next Psi (any freq.) power

Combat effects:

[Wiz SL7] Power Word Stun 7: Stuns a creature if current hp < 160 (no save)

[Wiz SL4] Sharp: Target is Sharped (loses a limb at random) (PP save)

[Wiz SL9] Dispel Magic 9: Dispel 7 magic effects

[Pri SL6] Create Undead : Ghouls, shadows, ghosts, wights, or wraiths.

[Pri SL4] Command 4: Target makes 4 saves, each missed save allows 1 word for a command to be given

[Wiz SL10] Immediate Monster Summoning X: Summons a DL VIII monster without summoning sickness

[Psi45 Major] Summoning: Summon a DL=SL Outer

[Wiz SL6] Mass Suggestion : Suggestion to one creature per level

[Pri SL6] Blade Barrier : Blades encircling you deal 1d6 damage/level.

[Pri SL6] Really Put of Misery: Target being that is slain is Capital S Slain (no save)

[Psi-6G Major] Resurrect/Destruct: Resurrection or Destruction

Dungeon082420 - Dungeon Level 11 (Eww)

Room # 10

Divination - 45ft. long x 45ft. wide x 10ft. tall

iron bars; mosaics; laughter; cold current

Mobile Door (door moves around in dungeon) on the north wall leading to a 25ft. long x 20ft. wide x 20ft. tall hallway.

Sample Names: Valdemar Darkbird the heartless Doc Wasp (Unicorn); Saleas the puerile Doc -wave (Scissors)

Brick transforms into Elemental Gravity Trap; DL 11; Search DC 118 (90 Cml damage/s, DC 115 Will save for 1/3)

Painting that (causes/has/or is) Resisting - Specific

[x2] Room is permanently/continuously Charmed, only creatures immune or bubbled against it can function here.

63,284gp

club, splintered

a silver elven shield, +4 AC, 1000gp

Rian's Spinal Cord: +42 to Dex; 1F: Immune to NPC status. 1M or

1T: Dust of Disappearance or Dust of Appearance. ; CL 46; SL 11; 121560gp

Dark Cube [6d4] +399 Th/+257 dmg 13+/x8; 1attack: 20*level hp:1r;disease=+5 PSPs; CL 58; SL 11, 118580gp

DL XI Colossal Golden Gyms x(73) x[8]

Stun AC 2426, HD 370, ihp 62976, MR 148% #Att 1, TH ÷ AC/Save DC by 264, i^4 dmg 7265

Str 86, Dex 40, Con 44, Int 55, Wis 63, Chr 75, 6.1E+1kxp

Bam (A being of your choice is Temporally Incursed / Rewritten Out of Time (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Wiz SL3] Armor 3: +CL*6 current hp

[Pri SL5] Protection from Lightning 5: Stop the next CL*16 lightning dmg

[Wiz SL1] Shield (1): Immune Force; AC2 source; +1 saves {self only}

[Pri SL3] Double Resist [E=2 element]: Pick an E=2 element, you double resist it (1/4 dmg, 1/10 if make save) for 1 hour.

[Wiz SL8] Tenser's Transformation 8: +150% of max hp to current hp, +4 TH melee

[Pri SL8] Protection from Fire 8: Stop the next CL*28 fire dmg

[Psi45 Grand] Force Field vs. Emotion: Immune to spell level 0 to SL-1 enchantment/charm effects

[Pri SL8] Sphere Of Security: Friends get +2 AC,+2 saves, +50% MR, 4 Pro.scroll effects 1h

[Psi4 Grand] AC *2: Your new AC = (old AC - 10) * 2 + 10

[Psi6E Super] Dark Storm: 6 Dark Thunderbolts (pay DPP cost once)

[Psi--2 Grand] UltraArmor [--X]: iunPaPaaPaaaPR CL*2%; CL*4 instead

Combat effects:

[Psi12T Major] Dispel Psionics: Dispel Psionic effect (50% adj. by levels)

[Psi29 Major] Suggestion:

[Wiz SL1] Taunt: One or more creatures of 1 type taunted (save) {1 group}

[Psi54 minor] Spiritual Drain: Target loses CL*SL hp (necromantic, no save), you gain CL*SL hp (not above max)

[Psi2 minor] Invincible Foes: Next hit drops target 1t; --

[Wiz SL3] Death Spell 3: Slay 3d12 HD of creatures (save)

[Psi45 Major] Disruption: Minor: Target takes CL*SL disruption damage (no save); Grand: The damage given plus a Disintegrate e

[Wiz SL11] Negation Blast: all x1 items within 30 yards turn off for 1t

[Pri SL4] Hold Person/Monster 4: Hold 6 person or 4 monster targets (save)

[Psi6G Major] Holy Word: Holy Word (as spell), x7 HD effect, CL = 40

[Psi29 Major] Control Gravity:

Dungeon082420 - Dungeon Level 11 (Hot Diggety)

Room # 11

Garbage Room - 15ft. long x 40ft. wide x 5ft. tall

prism; Walls of Magma; poor oxygen; twanging

Locked Door, Mechanical on the east wall leading to a 35ft. long x 20ft. wide x 15ft. tall hallway.

Sample Names: Cendran the bombastic Compu- Clan (Pig); Philana the valiant Robot Savage (Scimitar)

Immediate Monster Summoning XI Trap; DL 11; Search DC 112 (Wizard CL 22, no resistance)

Door, Secret that (causes/has/or is) Treasure hidden under a heap of trash/dung

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Turn 20,139gp

tweezers

a silken maroon dress, +2 AC, 10gp

Bottle green Helmet: +300 PSP's; 121750gp

Crystalline Sword, short [4d20] +197 Th/+14 dmg 13+/x6; 1M: CLxCL mental

dmg in line (Reflex:½); C-align x2 dmg; CL 72; SL 11, 46737gp

DL XI Macro-Medium Yellowish Journeys x(207) x[8]

|iAC| 2432, HD 22538, |hp| 4.2E+6, AllR 205% #Att 14, TH ÷ AC/Save DC by 264, iidmg 4843

Str 68, Dex 54, Con 77, Int 50, Wis 34, Chr 82, 6.1E+1kxp

Christmas On A Cracker (A being of your choice is Ego-Dominated (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Psi27 Grand] Diversify: Your next Psi27 power that has one target has LVL targets instead

[Pri SL10] Resist Fire/Resist Cold 10: Take -90% dmg vs. fire or cold

[Psi-5 minor] Immune to Charm: Target is immune to charm & hypnosis

[Pri SL4] Resist [E=2 eeement]: Pick an EE=2 eeement, you resist it for 1 hour.

[Wiz SL5] Anti-Radioactive Shell:

[Psi6G Grand] Astral Eyes: Can see through alterations/illusions/possession; Astral Perception

[Psi45 minor] Force Field vs. Emotion: Immune to spell level 0 to SL-1 enchantment/charm effects

[Psi7 Major] (no name): Whenever you touch someone, they are aged CLd4 years (PPD save)

[Wiz SL10] Original Stoneskin 10: Block the next 7 P actions of attacks

[Psi3½ Major] Metamorphosis: Assume shape of creature or object.

[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

Combat effects:

[Psi45 Major] Domination: Dominate all actions (SL/5 saves)

[Psi10 Major] Burn: Target takes (4+CL/3)d6 fire dmg (save:½)

[Pri SL8] Undead Plague: Summon 1000 skeletons

[Pri SL9] Blade Barrier 9: 11d11 dmg wall (shards)

[Wiz SL7] Prismatic Spray : Seven multicolored ray flash from the caster hand, each causing different damage and other effects

[Wiz SL3] Summon Monster III : Calls outsider (DL 3) to fight for you.

[Psi0 Grand] Musical Accomplishment: Allies can reroll (choose one:) missed to hit, missed saves, missed BlahR rolls (for 1m)

[Wiz SL9] Temporal Stasis: Puts subject into suspended animation.

[Pri SL2] Death Knell: Slain if <0 hp (save); you +1d8 hp, +2 Str, +1 CL {Touch, 1 creature}

[Pri SL7] Conjure/Dismiss Quasi Elemental: Summons or dismisses a Quasi Elemental

[Wiz SL9] Fireball 9: CLd18 fire dmg to a group (save:½)

Dungeon082420 - Dungeon Level 11 (Bejesus)

Room # 12

Chantry (Shrine) - 30ft. long x 15ft. wide x 30ft. tall

hole (blasted); jug; humming; tinkling

Intelligent Door, might have ego score on the west wall leading to a 45ft. long x 5ft. wide x 25ft. tall hallway.

Sample Names: Thazar the noble Air Mist (Tube); Daymar the malevolent Terrible Avalanche (Pickup Truck)

Inhaled Firestorm Trap; DL 11; Search DC 112 (1000 idamage, no save)

Pillar or Column that (causes/has/or is) Treasure disguised to appear as something else

[x2] Room is permanently/continuously Annihilated, only creatures immune or bubbled against it can function here.

42,413gp

fungus

a flame lance, staff, 2d15 (16), 22gp

Main Gauche 'Jehovah's Wrath' (1d5) (+11,+10); +2 to WIS; Resist Light, Dark;

ESP; Activates for blinding ball of light (50+10) every 250 turns, 429540gp

Olive drab Teddy bear: +700 PSP's; 121570gp

DL XI Diminutive Carnelian Births x(140) x[4]

iAC 2425, HD 5, ihp 5456, CR 157% #Att 15, TH ÷ AC/Save DC by 264, iidmg 974

Str 74, Dex 75, Con 30, Int 63, Wis 39, Chr 58, 6.1E+1kxp

Woot (A being of your choice is Capital M Mauled (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Psi1 Grand] Psionic Amplification: Multiplies a power; Max.=level/4+1

[Psi45 minor] Ionization: Lightning shield (xSL/10 damage back)

[Wiz SL9] Tenser's Transformation 9: +175% of max hp to current hp, +5 TH melee

[Psi6G Super] MassTelepathicCommand: Suggestion (no save) up to CL targets

[Psi60 Grand] Luck: Gains +1(+5%)*LVL on 1 action

[Psi45 minor] Reality Alteration: + or - SL to your next die roll

[Psi8 minor] Create Technological Monster I: Create a DL I Technological Monster (AC=4*CL, hp=8*CL, Str=2*CL)

[Wiz SL4] Globe of Invulnerability 4: Immune to spells with SL=0 to 3

[Pri SL5] Spell Resistance : Subject gains +12 +1/level SR.

[Wiz SL6] Armor 6: +CL*12 current hp

[Psi45 Major] Resist: Energy: SL/3 (round down) instances of Resist energy attacks

Combat effects:

[Pri SL6] Feeblemind:

[Psi6G Grand] Fourth Level Priest Spell: Cast one 4th level Priest spell at CL = 60

[Psi12C Major] Miscast Magic: Miscast Magic (TM 69), also works on psionics

[Psi27 minor] Grace: Target stops fighting and will not attack again unless attacked (save)

[Pri SL3] Summon Monster III : Calls DL 3 outsider to fight for you.

[Psi12C Major] Random Telekinetics: All objects in 60'r area randomly telekinese around, creatures in area take 1d6*1d10 dmg/r

[Pri SL6] Neutralize Poison 6: Cure 3 poison effects (reverse causes that many, save for each)

[Psi-6E Major] Phase: (between rounds borrow 1M) "phased out" this r, pass through obj, no affecting real things

[Psi72 minor] Paralysis: Paralyze one target (PPD save)

[Psi45 Grand] Kinetic Bolt: SL*CL/2 Telekinesis dmg and knock back SL*10' (1 target, no save, Str-SL*2 check to avoid knock back

[Psi1 minor] Lights: Faerie Fire, Dancing Lights, Light

Dungeon082420 - Dungeon Level 12 (Sugar Honey Ice Tea)

Room # 1

Priest's Chamber/Lab - 20ft. long x 20ft. wide x 50ft. tall

Bridge, Stone; winch and pulley; breeze, slight; still, warm (or hot)

Sliding Door (slides left/right into wall) on the south wall leading to a 45ft. long x 15ft. wide x 10ft. tall hallway.

Sample Names: Akim Amare the criminal Vector Horror (Gun); Samira the clueless Suicide Fire (Tube)

Charm Reptiles Trap; DL 12; Search DC 123 (Psionicist CL 24, DC 124 Will save for 1/3)

Room (Floor) that (causes/has/or is) Treasure hidden under a loose stone in the floor

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Round 113,122gp

box

The Shield of Auras, +2 AC, 10gp

Gallon of Chrome Vomit; 1/2M: Shut Off(slowed) PFA: Whenever someone targets you with an effect, they suffer that Status Effect unless they make a save vs. Spell.; CL 74; SL 12; 144600gp

Rian's Liver: +30 to Int; 1/2Z: Summon a DL II Merfolk Wizard, he can give someone Water Breathing, and can counter one effect. ; CL 48; SL 12; 144220gp

DL XII Titanic Violet Peas x(147) x[7]

[AC] 2891, HD 778, iihp 1.5E+5, BlahR 212% #Att 19, TH ÷ AC/Save DC by 312, iidmg 5764

Str 85, Dex 77, Con 58, Int 87, Wis 85, Chr 49, 9.0E+1kxp

No Shit (A being of your choice is Unaware (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Wiz SL9] Armor 9: +CL*18 current hp

[Psi7 Grand] (no name): Immunity to energy drain and negative levels

[Psi72 minor] Shapeshift: Polymorph Self, max difference in weight = PL^2 lbs.

[Wiz SL5] Tenser's Transformation 5: +75% of max hp to current hp, +1 TH melee

[Wiz SL10] Prismatic Solid: Add a "Special" to entire room of Prismatic-ness (1 prismatic effect per person per segment)

[Psi8 Ultra] Construct Control Item 8: Create a "Control" type item (see next page) of TechL=CL, each 8 TechL takes 1S action

[Psi6N Ultra] Bard or Sage Abilities, LVL 12: Get bard or sage abilities of level 11 (max = your level)

[Pri SL8] Protection from Lightning 8: Stop the next CL*28 lightning dmg

[Wiz SL7] Tenser's Transformation 7: +125% of max hp to current hp, +3 TH melee

[Psi45 Major] Force Field vs. Emotion: Immune to spell level 0 to SL-1 enchantment/charm effects

[Pri SL3] Double Resist [E=2 element]: Pick an E=2 element, you double resist it (1/4 dmg, 1/10 if make save) for 1 hour.

[Psi6G Major] Barbarian's Club of Might: Auto roll 20 to hit and double base damage with one weapon strike per segment

Combat effects:

[Psi27 Major] Smite: Target is Paralyzed and cannot use any M actions next round (save)

[Psi29 minor] Wrench:

[Pri SL4] Death's Door 4: Target (currently at negative hp) goes to 1 hp

[Psi54 Major] Mimic: 1bM: Fork a spell level 0 to SL effect

[Wiz SL5] Dismissal : Send a creature back to it's own plane

[Psi45 minor] Fire Generation: SL*CL Fire damage (1 group, no save)

[Psi54 Ultra] Flame Animation: Summon a DL=SL Fire Elemental

[Psi3½ Grand] Crystallize: Turn subject permanently to crystal.

[Wiz SL4] Phantasmal Killer : Fearsome illusion kills subject or deals 3d6 damage.

[Psi12C Major] Charm Chaotic Creature: Charm (no save) only vs. Chaotic creatures

[Wiz SL5] Cloudkill : Kills 3 HD or less; 4-6 HD save or die.

[Wiz SL12] Pixelate: Pixelate target (no save)

Dungeon082420 - Dungeon Level 12 (Goddamn)

Room # 2

Psionicist's Chamber/Lab - 25ft. long x 15ft. wide x 50ft. tall

boots (iron); cassocks (robes); clear; ozone smell

Automatic Door (opens if anyone approaches) on the east wall leading to a 35ft. long x 25ft. wide x 20ft. tall hallway.

Sample Names: Ironbeard the carnivorous Suicide Sadists (Vortex); Reluhartis the repulsive Time-traveling Conqueror (Whip)

Ceiling transforms into Elemental Anti-Godly Trap; DL 12; Search DC 123 (320 Str damage/s, no resistance)

Well that (causes/has/or is) Elevator room, descends 1 level and will not ascend for 30 turns.

[x2] Gods cannot smell, feel, or sense into this room unless they are actually there; Divine Intervention fails

19,545gp

foodstuffs (edible)

some green tarmack leaves, 'haste' 'giant strength' 'detect invis' 'detect hidden', 1000gp

Captain's Morningstar: Equip: Pay 13 Int and "Equipped creature gets

+36 to hit/dmg and +6 AC/saves and 160 hp"; 145070gp

Aqua Teddy bear: +400 Skill Points; 144290gp

DL XII Macro-Small Greenish Samurais x(132) x[5]

|iAC| 2885, HD 12294, ihp 2.5E+6, IR 157% #Att 7, TH ÷ AC/Save DC by 312, iiddmg 28810

Str 91, Dex 89, Con 55, Int 53, Wis 84, Chr 71, 9.0E+1kxp

Fo' Sho' (A being of your choice is Twilight (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Psi1 Ultra] Energy Dampen: Permanent Energy Cancel on self or 100'cu area

[Psi9 Ultra] Thought: Incr.Wisdom: +CH Wis, all rolls are 2 dice (choose)

[Psi3½ Major] Truevenom: Your natural weapons are covered in horrible poison.

[Wiz SL4] Dimensional Anchor : Bars extradimensional movement.

[Psi18 Grand] Scty: Confined Defender: Shield vs. magic/psionics 1000*LVL hp

[Psi6N Major] Thief Abilities, LVL 7: Get thief abilities of level 7 (max = your level)

[Psi81 minor] Density Increase 2: x2 mass; +2 Str; -2/attack (physical or energy)

[Wiz SL4] Tenser's Transformation 4: +50% of max hp to current hp

[Wiz SL2] Protection from Paralysis: Immune to paralysis, slow, hold {Touch, 1 creature}

[Pri SL6] Resist Fire/Resist Cold 6: Take -70% dmg vs. fire or cold

[Psi-3 Super] Pawn: Pawn someone (gets a Will and a Spell save, making either is a make)

[Pri SL2] Resist Fire/Resist Cold 2: Take -50% dmg vs. fire or cold

Combat effects:

[Psi54 Ultra] Water Control: Wall of Water / Part Water / Lower Water

[Psi1 Ultra] Counterspell: [0 action to use] Counters a Magic/Psi/Innate

[Pri SL3] Command 3: Target makes 3 saves, each missed save allows 1 word for a command to be given

[Wiz SL4] Time Stop 4: Stops time for 1d5 segments

[Psi3½ Major] Dismissal, Psionic: Forces a creature to return to its native plane.

[Pri SL6] Mass Remove Paralysis:

[Wiz SL10] Power Word Fragment: 1 body part of target is removed

[Pri SL8] Fire Storm 8: (CL+2)d11 holy fire dmg, hits 3 groups (no save)

[Psi19 Major] Energy Absorption: 1bM: Absorb up to CL HD of an energy attack, affects everyone in your group

[Wiz SL9] Power Word Crap: Target with 250 or less current hp is crapped (no save)

[Pri SL2] Death Knell: Slain if <0 hp (save); you +1d8 hp, +2 Str, +1 CL {Touch, 1 creature}

[Psi3½ Major] Energy Current: Deal 9d6 damage to one foe and half to another foe as long as you concentrate.

Dungeon082420 - Dungeon Level 12 (Out Fucking Standing)

Room # 3

Nest (animal) - 30ft. long x 45ft. wide x 10ft. tall

whips; ladder; footsteps (ahead); scream(ing)

Plant Door (a door made of plants) on the south wall leading to a 40ft. long x 20ft. wide x 15ft. tall hallway.

Sample Names: Podarces the unloved Cosmic Woman (Stilts); Andreion the super-intelligent Water Carrot (Hovercraft)

Annihilation Bolt Trap; DL 12; Search DC 122 (Psionicist CL 24, no resistance)

Force Field that (causes/has/or is) Monster Generator: Insect (summons an Insect every segment)

[x2] Room is permanently/continuously Berserked, only creatures immune or bubbled against it can function here.

48,968gp

pellets

the Jaws of Cessation, exotic, 10d11 (60), 0gp

Jet-black Flail, dire [7d8] x6 Th/+21 dmg 11+/x8; 1M: Minor: Target takes CL*SL disruption damage

(no save); Grand: The damage given plus a Disintegrate effect (save); CL 60; SL 12, 37427gp

Coppery Flag: +600 Rogue Points; 144610gp

DL XII Titanic Umber Tobaccos x(122) x[7]

Stun AC 2885, HD 780, lifep 1.5E+5, ER 138% #Att 20, TH ÷ AC/Save DC by 312, i^5 dmg 5761

Str 32, Dex 90, Con 40, Int 42, Wis 35, Chr 34, 9.0E+1kxp

Balls (A being of your choice is Capital B Blasted (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Psi14 Grand] (no name): Your gaze causes Charm (no save, IR)

[Psi7 Major] (no name): Immunity to all mind-affecting effects

[Wiz SL10] Ward Dweomer: Become immune to one type of attack/element

[Psi7 Ultra] (no name): Your unarmed attacks are Vile damage and hard to heal (healing effects are divided by CL-16)

[Psi14 Major] (no name): Pick LVL unusual materials to be immune to.

[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).

[Wiz SL6] Anti-Magic Shell 6: Anti-Magic of SL 0 to 5

[Psi45 minor] Kinetic Control: SL/2 (round down) instances of Resist telekinesis; +SL*10% damage with telekinesis effects

[Wiz SL4] Improved Invisibility : As invisibility, but subject can attack and stay invisible.

[Wiz SL1] Blink Wounding: Caster "blinks" randomly if struck by weapon

[Psi81 Ultra] Magic Defense: Resist magic

[Psi6N Grand] Thief Abilities, LVL 9: Get thief abilities of level 9 (max = your level)

Combat effects:

[Wiz SL4] Sharp: Target is Sharped (loses a limb at random) (PP save)

[Wiz SL6] Fireball 6: CLd12 fire dmg to a group (save:½)

[Pri SL4] Command 4: Target makes 4 saves, each missed save allows 1 word for a command to be given

[Psi-6E Major] Lurking Evil 2 N: ½M, -16 current hp: Summon CL Horrors: AC 60, hp 600, Att 6, TH+60, dmg 60; sac Horror: 6 dmg

[Wiz SL11] Reset Self:

[Psi54 Major] Magic Blast: CL*SL force dmg to one group (no save)

[Psi8 minor] Hack into Technological Object: Hack (gain control) of a technological object with TechL<=CL (monsters get save)

[Psi-12C Major] Dancing Chaos: Every segment, a random SL=1d10 effect hits a random target

[Wiz SL10] Monster Swarm Summoning X: Summons CL/4 (round down) DL IX monsters

[Psi6G Grand] Limited Wish: Limited Wish (as spell), CL = 25

[Psi19 Grand] Petrify: Target is held (no save)

[Psi12T minor] Mass Blindness: Blindness (as spell) but 90'r area

Dungeon082420 - Dungeon Level 12 (Hells)

Room # 4

Library - 50ft. long x 25ft. wide x 5ft. tall

Bridge, Conjured (magical); horn; thud; buzzing

Iris Door (seals as a spiral) on the south wall leading to a 15ft. long x 5ft. wide x 5ft. tall hallway.

Sample Names: Fyren the immoral Beta Cronie (Electrocution); Atlatl the hideous Supreme Crystal (Anti-matter)

Air in room transforms into Elemental Cold Trap; DL 12; Search DC 128 (210 Dex damage/s, no resistance)(multiple targets)

Vegetation that (causes/has/or is) Greed-Producing

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Half S
27,494gp

coal

a potion of divine protection, 'sanctuary' 'stone skin' 'armor' ', 180gp

Chestnut Armor Gemlet [AT+405] +12 AC/++19 Saves; 1V: Create a

DL VII Golem (AC=12*CL, hp=10*(CL^3), Str=6*CL); CL 45; SL 12; 98245gp

Sorcerer's Collar: Equip: Pay 6 Int and "Equipped creature gets +91 to hit/dmg and

+28 AC/saves and 512 hp and has Renown, Wither, Exploit, Dethrone and Defender.; 144470gp

DL XII Huge Pearly Ethernets x(73) x[7]

|iAC| 2890, HD 120, lifep 19712, TR 160% #Att 11, TH ÷ AC/Save DC by 312, iidmg 1153

Str 90, Dex 52, Con 64, Int 56, Wis 26, Chr 72, 9.0E+1kxp

God Damn (A being of your choice is Vitrify(unaware) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Wiz SL3] Fire Shield 3: Anyone who melees with you takes 50% dmg back

[Psi14 Grand] (no name): Remove a vulnerability on yourself (reduce Severe Allergy -> Vulnerable)

[Psi7 Ultra] (no name): You do not go unconscious and stay offensive at any negative hp total (but will still die)

[Pri SL1] Resist Fire/Resist Cold 1: Take -45% dmg vs. fire or cold

[Psi54 Grand] Animate Objects: Animate Objects as if they were a DL=SL Golem summon

[Pri SL2] Protection from Lightning 2: Stop the next CL*4 lightning dmg

[Psi45 minor] Power Simulation: The next Psi45 power you use will be resisted using MR instead of PR

[Pri SL2] Double Resist [E=1 element]: Pick an E=1 element, you double resist it (1/4 dmg, 1/10 if make save) for 1 hour.

[Pri SL8] Duplicate Monster: Duplicate a x1 monster (not incl. classes)

[Wiz SL2] Armor 2: +CL*4 current 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

[Pri SL3] Protection From Fire: Immune normal fire; Absorb 12*CL dmg fire (or) Resist Fire

Combat effects:

[Wiz SL8] Magic Missile 8: (CL+1)*4 missiles, each does 1d4+1 force dmg (no save)

[Psi2 minor] Control Body: Control all P,V actions; Auto. win Contest

[Wiz SL8] Dispel Exhaustion 8: Restore 95% of dmg taken, get an Original Haste 8 for 1 round

[Psi6G minor] Dispel Phantasm: Phantasms (non-corporeal undead of all types) are destroyed (no save)

[Psi45 Ultra] Fire Generation: SL*CL Fire damage (1 group, no save)

[Psi72 minor] Regeneration: Regenerate PL hp/r

[Wiz SL2] Death Spell 2: Slay 2d12 HD of creatures (save)

[Pri SL7] Fire Storm 7: (CL+2)d8 holy fire dmg, hits 2 groups (no save)

[Psi30 Major] Blackout: Blast:Cause Blindness(as spell)

[Psi81 Grand] Dispel 8: Dispel a SL 0-8 effect

[Wiz SL4] Alley Summoning IV: Summons a DL VIII alley monster, under your control, 4% chance per segment of losing control

[Psi12L Grand] Summon Lawful Creature: Gate (as spell) for Lawful creature or for a Water or Air Elemental

Dungeon082420 - Dungeon Level 12 (Yaaaa, About That)

Room # 5

Study - 25ft. long x 30ft. wide x 30ft. tall

skin; Floors of Ooze; still, very chill; twanging

Loop Door (goes to another timeline) on the east wall leading to a 20ft. long x 15ft. wide x 25ft. tall hallway.

Sample Names: Zerdali the strange Mighty Eagle (Rifle); Khantal the disgusting Hyper- Five (Secret Decoder)

Poisoned Arrows Trap; DL 12; Search DC 128 (Attack +120 melee, 60d50 idamage)

Well that (causes/has/or is) Monster Generator: Undead (summons an Undead every segment)

[x2] Room is permanently/continuously Capital F Folded, only creatures immune or bubbled against it can function here.

14,582gp

pottery shards

Gate Guards Plate Mail, +3 AC, 90gp

Pearl Armor, Light [AT+261] +20 AC/++18 Saves; 1P: Multiply hp by 2.5; CL 54; SL 12; 77535gp

Rian's Extensor digitorum longus muscle: +16 to HNCL; 1P: 1bM:

One target teleported CL miles away.; CL 84; SL 12; 144130gp

DL XII Huge Sapphire Crys x(231) x[8]

|iAC| 2897, HD 104, stunp 233472, BlahR 182% #Att 9, TH ÷ AC/Save DC by 312, i^5 dmg 5766

Str 90, Dex 60, Con 27, Int 48, Wis 26, Chr 59, 9.0E+1kxp

Jeebus (A being of your choice is Vulnerable Innates (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Psi-6G Major] Platinum Angel: Immune to slay and Capital S Slay; do not die at any negative hp total (still unconscious)

[Wiz SL5] Tenser's Transformation 5: +75% of max hp to current hp, +1 TH melee

[Psi54 Ultra] Thief: Any Thief SL-1 pick; 5*CL Rogue points in it

[Psi54 minor] Gravity Increase: Decrease gravity in room or object/person by SL G's (x1 Special)

[Psi45 minor] Resist: Emotion: SL/2 (round down) instances of Resist enchantment/charm

[Psi-12L Major] Effect Immunity: Pick any spell or power. You are immune to that effect.

[Psi7 Major] (no name): Immunity to paralysis and stun

[Psi27 minor] Night Company: Improved Invis.; +LVL% Rogue abilities; +4/-4 pro.; vulnerable to Light and Fire

[Psi18 minor] Ego Shield: Immune to Mental Attacks; Undetect. Lie

[Psi81 minor] Knockback Resistance: Take -10*CL' less from TK/Push effects

[Psi81 Major] Life Support, Immune Disease: Immune Disease

[Wiz SL11] Continuous (one spell is continuous):

Combat effects:

[Wiz SL9] Wail of the Banshee: Kills one creature/level.

[Psi6G Major] Zoroaster's Noonsblaze: 10*CL' cone: Blindness (no save); (2*CL)d6 dmg vs. creatures vulnerable to light

[Psi2 Major] Telekinetic Barrier: Wall of Force; Free maintain 3r

[Pri SL9] Miracle : Requests a deity's intercession.

[Pri SL2] Lesser Restoration: Restores temporary lowering of 1 ability score {Touch, 1 creature}

[Wiz SL9] Wish: Will duplicate any Wizard spell of levels 0-8 or any other spell of levels 0-7.

[Psi54 Major] Cell Rot: Cell Adjustment (reversed) CL*SL*2 dmg (no save)

[Psi3 Grand] Reddopsi: Foe's power rebounds on her.

[Psi2 Grand] Time Shift Other: Time Shift other S r (no save); -CL*5% to PsiR roll

[Wiz SL8] As You Will Be: +1 ML for 1 turn, you will Twilight at end of effect (no resistance)

[Psi54 Grand] Water Control: Wall of Water / Part Water / Lower Water

[Psi27 Major] Smite: Target is Paralyzed and cannot use any M actions next round (save)

Dungeon082420 - Dungeon Level 12 (Poop)

Room # 6

Hallway - 10ft. long x 20ft. wide x 20ft. tall

steps; bottle; bong; chirping

Intelligent Door, might have ego score on the north wall leading to a 50ft. long x 25ft. wide x 15ft. tall hallway.

Sample Names: Ocymos the vile Metal Elephant (Claws); Cellarius the damnable Astro- Rider (Gas)

Injected Disintegration Trap; DL 12; Search DC 126 (960 idamage, no save)

Room (Floor) that (causes/has/or is) Greed-Producing

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Week

44,561gp

tinderbox

Svirfneblin Leggings, +1 AC, 321gp

Quart of Brilliant Saliva; 1Z: Bugged Up(insane) Balls: Do this Status

Effect to one group (Spell save: 0) ; CL 42; SL 12; 145030gp

Medallion: [x2] of Hero Wizardry (double 2nd,4th)., 265450gp

DL XII Macro-Medium Cinnamon Crows x(50) x[6] x[[3]]

||iAC|| 2889, HD 24580, ihp 5.1E+6, ER 219% #Att 21, TH ÷ AC/Save DC by 312, i^4 dmg 14410

Str 52, Dex 86, Con 24, Int 26, Wis 86, Chr 66, 9.0E+1kxp

Woo (A being of your choice is Exterminated(gloom) (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

[Wiz SL7] Fire Shield 7: Anyone who melees with you takes 150% dmg back

[Psi-2 Major] Energy Release: +CL to CL on your next damaging power; --

[Psi8 minor] Technological Shield: DR (CL*2)/(+CL/2) (or) WR 10*CL% (or) Others need a +CL-1 weapon to hit you

[Psi-12L Super] Spirit Resistance: +5*CL% XR

[Wiz SL11] Duplicate Mechanism: duplicate a technology item

[Wiz SL4] Armor 4: +CL*8 current hp

[Psi10 Major] Ground *: Immune Lightning, must be touching the ground

[Wiz SL2] Magic Resistance: MR 50+CL*5% [duration 2 hours]

[Psi29 Major] Serten's Spell Immunity:

[Psi-5 minor] Immune to Hold: Target is immune to hold & stop

[Psi45 Grand] Vibration Control: SL/2 (round down) instances of Resist vibration; +SL*10% damage with vibration effects

Combat effects:

[Wiz SL1] Fireball 1: CLd2 fire dmg to a group (save:½)

[Psi-5 minor] Aging: Target is aged CL*CL years (no save)

[Psi5 Major] Irrestible Charm: Charm Monster, no save

[Wiz SL6] Monster Swarm Summoning VI: Summons CL*2 DL V monsters

[Psi-12L minor] Choose Summoning I: Monster Summoning using ML I chart, you pick the result

[Psi29 Ultra] Solid Stun Bolt (-LVL all actions):

[Psi1 Major] Mental Surgery: 1=Dispel Exhaustion,5=Feeblemind,6=Cure Insanity

[Wiz SL9] Temporal Stasis: Puts subject into suspended animation.

[Psi6E minor] Produce Fire/Frost: Produces fire or frost (6 dmg, save:½)

[Psi2 minor] Aging: (level)d4 years aged; (level)d10 years

[Psi54 Grand] Sonic Beam: CL*(SL+2) sound dmg to one target (no save)

[Psi10 Grand] Disintegrate: Disintegrate (save)

Dungeon082420 - Dungeon Level 12 (Oh Snap)

Room # 7

Library - 30ft. long x 10ft. wide x 35ft. tall

Floors of Glass; pool; squealing; wind, strong

Loop Door (goes to another timeline) on the east wall leading to a 30ft. long x 20ft. wide x 15ft. tall hallway.

Sample Names: Rudra the self-righteous Steel Punisher (Helicopter); Sibervas the kewl Doc Women (Fire)

Compacting Lock Trap; DL 12; Search DC 121 (80 idamage, no resistance)

Machine that (causes/has/or is) illusory wall

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Round 5,433gp

spoon

a silver dagger, dagger, 2d4 (5), 43gp

Scythewing: Equip: Pay 235 Rogue Point(s) and "Equipped creature gets +37 to hit/dmg

and +31 AC/saves and 245 hp and has Reach and Bushido 12.; 144980gp

Rian's Bone Marrow: +2 to ML; 1M: Choose target's next die roll (can't be self); CL 56; SL 12; 144500gp

DL XII Gargantuan Aqua Helmets x(68) x[6]

||iAC|| 2881, HD 204, stunp 38144, GR 127% #Att 3, TH ÷ AC/Save DC by 312, i^5 dmg 14403

Str 83, Dex 43, Con 75, Int 35, Wis 48, Chr 52, 9.0E+1kxp

No Way (A being of your choice is Twilight (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Psi9 minor] Poison Fangs: CHd6 damage poison in mouth (save)

[Wiz SL3] Protection from Normal Missiles: Duration CL turns

[Pri SL9] Duplicate Item: duplicate a x1 magic or psi item that uses charges

[Wiz SL1] Shield (1): Immune Force; AC2 source; +1 saves {self only}

[Wiz SL6] No Save: The next spell you cast does not have a saving throw

[Psi6E minor] Bodily Restoration II: Regeneration 3 hp/round, replace limbs

[Pri SL9] Protection from Lightning 9: Stop the next CL*32 lightning dmg

[Psi2 Major] Subjective Reality: Immune to 1 specific type of effect; Can change /r

[Psi54 Ultra] Flame Immunity: SL/2 instances of Resist Fire

[Wiz SL7] Tenser's Transformation 7: +125% of max hp to current hp, +3 TH melee

[Wiz SL2] Magic Resistance: MR 50+CL*5% [duration 2 hours]

[Psi45 Ultra] Energy Doppelganger: Mirror Image (1 image), it has SL^3 hp; it flies at SL*3"; you can cast Psi45 effects through it

Combat effects:

[Psi54 Grand] Animal Summoning: Summon a DL=SL-1 Animal

[Psi6G Grand] Suneagle: Summons a Phoenix (see Monstrous Compendium)

[Psi-6N minor] Gaea's Blessing: Reconstruct up to three effects which were dispelled/twisted within the last turn

[Psi45 Ultra] Summoning: Summon a DL=SL Outer

[Psi45 Ultra] Missile Creation: Do SL missile attacks, must roll to hit, each hit does 10 dmg (no save) and a stun (save)

[Psi81 Ultra] Dispel 11: Dispel a SL 0-11 effect

[Wiz SL11] Time Stop 11: Stops time for 1d6 rounds

[Wiz SL6] Cone of Cold 6: CLd12+CL cold dmg to a group (save:½)

[Psi9 Major] Suspension: Temporal Stasis (save)

[Psi45 Major] Spray: SL choking dmg to a group per segment (can leave the area)

[Psi-9 Ultra] DeShielder: DeShield: 1000 dmg

[Pri SL5] Insect Plague : Insect horde limits vision, inflicts damage, creatures flee.

Dungeon082420 - Dungeon Level 12 (Piss)

Room # 8

Meditation - 40ft. long x 50ft. wide x 15ft. tall

prism; retort (glass jug with long neck for alchemy); laughter; foggy

Tricked Door on the south wall leading to a 25ft. long x 20ft. wide x 15ft. tall hallway.

Sample Names: Ari the Axe the furious Voodoo Intruder (Shield); Harrowdale the radioactive Master Nimbus (Astral)

Built-to-Collapse Statue Trap; DL 12; Search DC 127 (20 Wis damage, DC 130 Fortitude save for 1/10)

Passage that (causes/has/or is) Elevator room (with lever to select DL)

[x2] Room is permanently/continuously Annihilated, only creatures immune or bubbled against it can function here.

121,558gp

waterskin

a cloak, +1 AC, 100gp

Tenza,walker: Equip: Pay 466 Skill Point(s) and "Equipped creature gets

+91 to hit/dmg and +13 AC/saves and 648 hp"; 144460gp

Blue Bottle cap: +7 Martial Arts Slots; 144230gp

DL XII Small Maroon Jewels x(69) x[8] x[[4]]

|iAC| 2896, HD 30, ihp 28992, PR 147% #Att 8, TH ÷ AC/Save DC by 312, iiiidmg 582

Str 39, Dex 55, Con 93, Int 48, Wis 74, Chr 36, 9.0E+1kxp

For Shizzle (A being of your choice is Terminated w/ Extreme Prejudice(humiliate) (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

[Psi45 minor] Fire Control: SL/2 (round down) instances of Resist fire; +SL*10% damage with fire effects

[Psi45 Major] Electrical Control: SL/2 (round down) instances of Resist lightning; +SL*10% damage with lightning effects

[Psi100 Major] Mind Bar: Ench/Charm, Magic Jar, Domination, Invis. can't be used in room (x1 Special)

[Pri SL5] Troll-like Regeneration: You Troll-like Regenerate at CL hp per round

[Psi16 Ultra] Golem Form: Diamond: Immune lightning, acid; iNR 75%; 1M: Diamond wacky ball (LVLd8, no save); 1M: Sunray

[Pri SL4] Free Action: Immune stun, hold, paralysis, summoning sickness

[Wiz SL8] Fire Shield 8: Anyone who melees with you takes 175% dmg back

[Psi81 Grand] Density Increase 8: x256 mass; +8 Str; -8/attack (physical or energy)

[Wiz SL12] Sixth Level Magic-User Spells (DM1): Cast any four 6th level Wizard spells simultaneously when it is cast.

[Wiz SL3] Tenser's Transformation 3: +25% of max hp to current hp, -1 TH melee

[Psi45 Major] Mental Invisibility: Improved Invis.: it's +SL AC instead of +4

Combat effects:

[Wiz SL8] Solid Wall of Force: Stops spell effects, hurled objects, breath weapons, people, and psionic effects.

[Wiz SL7] Dispel Exhaustion 7: Restore 90% of dmg taken, get an Original Haste 7 for 1 round

[Pri SL5] Cure Wounds 5: Cures 15d8 hp (can take offer of 6 per die -> 90 hp)

[Psi12T Grand] Mass Suggestion: Suggestion (as spell) in 90'r area, but all commands must be the same

[Psi-12T minor] Bring Animals I: Summon CL Animals using ML I chart, you pick the result

[Psi30 Grand] Ice Bolt: Ice damage, Con resists

[Psi54 Ultra] Animal Summoning: Summon a DL=SL-1 Animal

[Wiz SL6] Feeblemind 6: -30 mental stat points (randomly distributed in packets of 5) (save per packet)

[Psi0 Grand] Stunning Shout: Target must save vs. PP or stunned 1d(KiL) segments

[Pri SL5] Flame Strike 5: CLd8 holy fire dmg (save:½)

[Wiz SL2] Prismatic Wall 2: 2 Prismatic colors

[Pri SL2] Death Knell: Slain if <0 hp (save); you +1d8 hp, +2 Str, +1 CL {Touch, 1 creature}

Dungeon082420 - Dungeon Level 12 (Nice One)

Room # 9

Music Room - 35ft. long x 25ft. wide x 30ft. tall

Floors of Ooze; dish; dusty; whispering

Double Door on the north wall leading to a 20ft. long x 5ft. wide x 25ft. tall hallway.

Sample Names: Tiboneus the stupendous Silent Terror (Celestial); Darvian the mind-numbing Water Dwarf (Psychic)

Get it on! Trap; DL 12; Search DC 125 (Psionicist CL 24, no save)

Passage that (causes/has/or is) Symbiotic

[x2] Room is permanently/continuously *Cursed*ed, only creatures immune or bubbled against it can function here.

64,633gp

chains

a crowbar, sword, 6d15 (48), 125gp

Shadow Cloak 'Moondancer' [7,+10]; +2 to Stealth,

Mana; Resist Disenchantment; Invisibility; Ignores Disenchantment, 703130gp

Browny Wand [4d4] xx3 Th/+226 dmg 12+/x5; 1/3M: Willing subjects hop forward in time.; CL 60; SL 12, 50540gp

DL XII Gargantuan Pinkish Swimmings x(215) x[4]

||AC|| 2891, HD 204, lifep 37888, AIIR 217% #Att 19, TH ÷ AC/Save DC by 312, iidmg 5769

Str 66, Dex 42, Con 51, Int 74, Wis 70, Chr 57, 9.0E+1kxp

Jeebus (A being of your choice is Doomed(gloom) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Wiz SL7] Tenser's Transformation 7: +125% of max hp to current hp, +3 TH melee

[Wiz SL2] Protection from Paralysis: Immune to paralysis, slow, hold {Touch, 1 creature}

[Pri SL1] Cantrip: Can cast 1 orison (Pri 0) per round as a Z action

[Psi19 minor] Control Disease: Immune to disease

[Wiz SL6] Globe of Invulnerability 6: Immune to spells with SL=0 to 5

[Pri SL3] Double Resist [E=2 element]: Pick an E=2 element, you double resist it (1/4 dmg, 1/10 if make save) for 1 hour.

[Wiz SL10] Psionic Shield: class VI/esper-blind but can still use psi for 1t

[Psi3½ Super] Assimilate: Incorporate creature into your own body.

[Wiz SL4] Stoneskin (2): 4+CL/2 stoneskins; they "leak"

[Psi45 Grand] Prehensile Hair: Your hair has controlled movement; can do a "Hair attack" (using your hair's P action) for 1dSL dm

[Psi14 Grand] (no name): Your gaze causes Charm (no save, IR)

[Psi19 Major] Cloud Judgment: You cannot be detected/located using psionics, magic, or innates (incl. anti-versions)

Combat effects:

[Psi6E Major] Telekinesis: Maintenance cost=Initial/10 per round

[Psi-6G Major] Locusts: Creeping doom with CL^3 insects (each having 1 hp and doing 1 dmg)

[Psi54 minor] Hypnotism: Hypnosis (SL saves)

[Pri SL8] Mass Heal : As heal, but with several subjects.

[Psi54 Major] Hypnotism: Hypnosis (SL saves)

[Pri SL6] Remove *Curse*: Removes *Curse*, Capital C Curse (but not Ancient Foul Curse)

[Psi6G Ultra] Stasis: Touch: Target is Temporal Stasised (no save); you control the duration with DPPs

[Psi0 Grand] Musical Accomplishment: Allies can reroll (choose one:) missed to hit, missed saves, missed BlahR rolls (for 1m)

[Wiz SL6] Cone of Cold 6: CLd12+CL cold dmg to a group (save:½)

[Wiz SL1] Wacky Ball 1 / Normal / ½ : Ld2 dmg normal element (save: ½) {1 group}

[Wiz SL5] Conjure Elemental : Conjures a 8 HD elemental

[Pri SL4] Dispel Magic 4: Dispel 2 magic effects

Dungeon082420 - Dungeon Level 12 (Fooley)

Room # 10

Library - 30ft. long x 40ft. wide x 50ft. tall

columns/pillars; Walls of Flesh; moaning; clicking

Iron Door, Normal on the west wall leading to a 10ft. long x 5ft. wide x 15ft. tall hallway.

Sample Names: Ziven the handsome Spider Tyrant (Griffon); Grigori of Vasilsursk the odious Insect Machine (Boomerang)

Deeper Container Trap; DL 12; Search DC 125 (60 Wis damage, no resistance)

Idol that (causes/has/or is) Points

[x2] Immortals cannot feel, hear, or sense into this room unless they are actually there; Divine Intervention fails

23,981gp

grinder

a Long Silver Lance, exotic, 12d14 (90), 328gp

Alabaster Bolts (10) [4d4] x6 Th/+323 dmg 19+/x9; 1M: Destroy Matter: Disintegrate

(save), if save made takes half max hp; CL 68; SL 12, 97747gp

Blackened Cat: +2 Level(s) in a Psionicist Group Class; 144550gp

DL XII Macro-Fine Sandy Oranges x(138) x[5]

Stun AC 2886, HD 1558, ihp 3.1E+5, AllR 157% #Att 5, TH ÷ AC/Save DC by 312, iidmg 14411

Str 63, Dex 61, Con 48, Int 90, Wis 61, Chr 94, 9.0E+1kxp

Jeezum (A being of your choice is Slaughtered(destructed) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Psi7 Major] (no name): Whenever you touch someone, they are paralyzed (PP save)

[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.

[Wiz SL12] Sixth Level Magic-User Spells (DM1): Cast any four 6th level Wizard spells simultaneously when it is cast.

[Psi100 Grand] Preservation: 1=Preserve,2=Trap Soul,5=Permanency,7=Stasis; affects 2+CL/9 groups

[Psi54 minor] Split: You are two beings (two places at once); it costs 3 actions to have each body do 1 action

[Pri SL5] Resist [E=5 element]: Pick an E=5 element, you resist it for 1 hour.

[Wiz SL2] Protection from Arrows: -10 dmg /missile attack, unless +L/5+1 or better {Touch, 1 creature}

[Wiz SL4] Original Stoneskin 4: Block the next 1 P action of attacks

[Pri SL8] Protection from Lightning 8: Stop the next CL*28 lightning dmg

[Psi45 Ultra] Body Coating: 5*SL hp Armor spell, self only, stacks with the (Wizard) Armor spell

[Wiz SL5] Animal Growth : One animal/two levels doubles in size, HD.

[Wiz SL11] Duplicate Item: duplicate a x1 magic or psi item that uses charges

Combat effects:

[Psi45 minor] Plasma Generation: SL*CL Plasma damage (1 group, no save)

[Psi3 minor] Astral Construct I: Creates astral construct to fight for you.

[Wiz SL5] Magic Missile 5: (CL+1)*5/2 missiles, each does 1d4+1 force dmg (no save)

[Wiz SL6] Semi-Imprisonment: Target is Imprisoned for CL segments (no save)

[Wiz SL3] Prismatic Wall 3: 3 Prismatic colors or 1 MultiPrismatic colors (may repeat colors in either mode)

[Psi-2 Major] Degenerate: Degenerate (LVL /s); 2*LVL /s

[Wiz SL9] Mordenkainen's Disjunction 9: Disjunct 1 effect (any type)

[Wiz SL7] Delayed Blast Fireball : A fireball with +1 bonus to any dice, and can be delayed for up to 5 rounds

[Psi1 minor] Cell Adjustment: Max.# hp = level*5, Cure Disease=20/70

[Psi29 Grand] Temporal Stasis:

[Psi45 Major] Radiowave Generation: SL*CL/2 Radiowave damage (1 group, no save, the effect can go through a SL' wall)

[Psi45 Major] Plague Carrier: Disease (SL saves)

Dungeon082420 - Dungeon Level 12 (Cheese And Rice)

Room # 11

Armory - 45ft. long x 40ft. wide x 45ft. tall

collapsed wall; offertory container; tapping; bang, slam

Archway (open) on the east wall leading to a 25ft. long x 25ft. wide x 5ft. tall hallway.

Sample Names: Harith the bombastic Cobalt Savage (Analyzer); Fiera the unlucky Obsidian Vermin (Javelin)

Tripping Arrows Trap; DL 12; Search DC 125 (Attack +120 melee, 100d12 idamage)

Pool that (causes/has/or is) Asks

[x2] Room is permanently/continuously Annihilateded, only creatures immune or bubbled against it can function here.

86,361gp

boots

a Prisoner's Striped-Suit, +2 AC, 720gp

Rose Flag: +11 Feat Slots; 144830gp

Heavy Hoversail: Equip: Pay 12 Con and "Equipped creature gets

+7 to hit/dmg and +25 AC/saves and 225 hp".; 144490gp

DL XII Macro-Medium Ruddy Foams x(130) x[6]

||AC|| 2886, HD 24594, ihp 5.0E+6, GR 158% #Att 15, TH ÷ AC/Save DC by 312, i^5 dmg 8648

Str 31, Dex 69, Con 77, Int 69, Wis 58, Chr 54, 9.0E+1kxp

Yer (A being of your choice is Multilated(destructed) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Pri SL8] Regenerate 8: Regenerates 2 hp /s

[Psi54 Major] Thief: Any Thief SL-1 pick; 5*CL Rogue points in it

[Pri SL10] Protection from Fire 10: Stop the next CL*36 fire dmg

[Psi54 Ultra] Energy Absorption: CL*SL*3 hp ablative Force Field (vs. energy attacks)

[Psi-12T Major] Resurrect Self: Teleport Away when killed, Resurrect Self 1 round later

[Psi3½ Major] Intellect Fortress: Those inside fortress take only half damage from all powers and psi-like abilities until your next :

[Psi9 Grand] Control Earth: Armor: +CH AC, Armor has 10*CH hp

[Wiz SL9] Shape Change : Changes the caster to someone else, he adopt it powers and vulnerabilities save that depends upon int

[Pri SL8] Goodberry 8: Creates 32 goodberries

[Psi16 Major] Golem Form: Amber: Tracking/Trailing prof.; Clairnasience; Detect Invis. cont.

[Wiz SL8] Dust of Disappearance: Dust of Disappearance for 1 turn

[Pri SL6] Resist Fire/Resist Cold 6: Take -70% dmg vs. fire or cold

Combat effects:

[Wiz SL4] Charm Monster : Makes monster believe it is your ally.

[Wiz SL9] Dispel Exhaustion 9: Restore 96% of dmg taken, get an Original Haste 9 for 1 round

[Wiz SL12] Power Word Blind 12: Blinds & stuns a creature if current hp < 280 (no save)

[Wiz SL10] Control Gravity: +- 1 G gravity per level in large area for 1t

[Psi29 Grand] Sporacle-ize (random [C8] section effect):

[Pri SL7] Call Lightning 7: (CL+2)d16 lightning dmg (save:½) (halve the die type if not outside)

[Psi10 Major] Insanity: Target gets Int set to 3; Insanity (save for each)

[Wiz SL5] Dismissal : Send a creature back to it's own plane

[Psi81 Grand] Suppress: Target cannot use a particular power (no save)

[Psi81 minor] Drain: Target loses -CL to a stat

[Psi30 Grand] Psi Sword: Roll TH (+succ), dmg=ä(succ)

[Psi9 Major] Incendiary Blast: Con-CH check or CHd12 damage

Dungeon082420 - Dungeon Level 12 (Fuck Me Freddy)

Room # 12

Aviary - 20ft. long x 40ft. wide x 25ft. tall

arch; bag; tinkling; bang, slam

Iron Door, Normal on the north wall leading to a 25ft. long x 25ft. wide x 15ft. tall hallway.

Sample Names: Tesidus the noxious Tomorrow Child (Revolver); Valygar the annoying Terrible Plague (Spatula)

Lowering Spring Trap; DL 12; Search DC 129 (250 Cml damage, no resistance)

Ceiling that (causes/has/or is) Flesh To Stone

[x2] Room is permanently/continuously Alley Effected, only creatures immune or bubbled against it can function here.

7,139gp

vase

a bronze bracer, +1 AC, 76gp

Ring of Lower Resistances -60%, Lower Irreducible Resistances -10%, 404340gp

Rose-coloured Helmet: +6 level(s) of exceptional Int; 144870gp

DL XII Diminutive Ice Blue Alligators x(98) x[6]

iiAC 2895, HD 19, ihp 7152, IR 168% #Att 20, TH ÷ AC/Save DC by 312, i^5 dmg 14406

Str 55, Dex 50, Con 57, Int 43, Wis 82, Chr 72, 9.0E+1kxp

God (Make irrelevant an entire segment's worth of actions (can't be dispelled).)

Prepared effects:

[Pri SL7] Protection from Fire 7: Stop the next CL*24 fire dmg

[Psi7 Grand] (no name): Immunity to death or slay effects

[Pri SL5] Double Resist [E=2 eelement]: Pick an EE=2 eelement, you double resist it (1/4 dmg, 1/10 if make save) for 1 hour.

[Psi4 minor] Actions *1.25: Pick one action type (M, P, V). Your number of actions of that type is multiplied by 1.25

[Psi54 Ultra] Invisibility: Minor: Invisibility; Major: Improved Invisibility; Grand: Dust of Disappearance

[Psi-6G Major] Deflect: iRMaMPaPIWR 3*N%; iXR 2*N%; iGR N%; cannot move while using; max N = 30

[Pri SL9] Duplicate Item: duplicate a x1 magic or psi item that uses charges

[Wiz SL5] Tenser's Transformation 5: +75% of max hp to current hp, +1 TH melee

[Wiz SL1] Find Familiar: See [S4], or finds your familiar {1 creature}

[Wiz SL8] Armor 8: +CL*16 current hp

[Psi54 minor] Poison Touch: Your next attack is poisonous (Death or (SL-1)*10 dmg if they make the save)

[Psi7 minor] (no name): Immunity to sleep, fatigue, and exhaustion

Combat effects:

[Psi45 Major] Mind Transferral: Minor: Empathy (save); Major: Magic Jar (SL/3 saves)

[Psi30 Ultra] Treat Deadly Wounds: Heals 100% max hp (4 succ)

[Psi81 Major] Dispel 5: Dispel a SL 0-5 effect

[Psi3½ minor] Dimension Swap: You and ally or two allies switch positions.

[Psi6G minor] Repair: Repairs an object (as per Mend spell); works on devices up to TechL = CL

[Psi3½ Major] Dominate, Psionic: Control target telepathically.

[Psi54 Ultra] Damage Transference: Cell Adjustment CL*SL*2 hp

[Psi54 Grand] Phobia: Fear (SL saves)

[Psi54 minor] Water Animation: Summon a DL=SL Water Elemental

[Wiz SL3] Monster Swarm Summoning III: Summons CL*3.5 (round down) DL II monsters

[Psi-12T Major] Bring Animals IV: Summon CL Animals using ML IV chart, you pick the result

[Psi-9 minor] Loss of Limbs: Target is sharpened (save)

Dungeon082420 - Dungeon Level 13 (Smurf This)

Room # 1

Sitting Room - 20ft. long x 50ft. wide x 25ft. tall

pedestal; recess; breeze, slight, damp; ringing

Specialed Door on the south wall leading to a 50ft. long x 25ft. wide x 5ft. tall hallway.

Sample Names: Gaspard Shadowmover the extraordinary Air Scout (Bullets); Kasia the rancorous Raccoon Squid (BBs)

Contact Helliron Trap; DL 13; Search DC 131 (200 Con damage, DC 135 Reflex save for 1/3)

Tapestry that (causes/has/or is) Talks - Nonsense

[x2] Gods cannot smell, taste, or sense into this room unless they are actually there; Divine Intervention fails

80,879gp

leather boot

a Potion of Basic Protection, 'bless' 'armor' 'shield' 'haste', 300gp

Headband: Versatility (sleaze), 30330gp

Rope of Constriction, 3120gp

DL XIII Macro-Medium Dark States x(229) x[7]

Stun AC 1702, HD 2.7E+4, iihp 2.9E+6, PR 223% #Att 17, TH ÷ AC/Save DC by 182, i^6 dmg 5076

Str 46, Dex 96, Con 48, Int 54, Wis 58, Chr 36, 6.4E+1kxp

Whoopsie (A being of your choice is Erased Forwards and Backwards in Time (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Wiz SL5] Anti-Radioactive Shell:

[Psi-12T Major] Duplicate Natural Item: Duplicate a x0 or x1 Natural or Anti-Magical Item

[Psi6E Grand] Immunity III: Immune:lightning/acid, +2 weapon to hit

[Psi45 Grand] Power Simulation: The next Psi45 power you use will be resisted using MR instead of PR

[Wiz SL3] Armor 3: +CL*6 current hp

[Psi15 minor] Flame Walk: Flame Walk (self)

[Psi10 minor] Resistance to Sleep: Immune Sleep

[Pri SL3] Resist [E=3 element]: Pick an E=3 element, you resist it for 1 hour.

[Pri SL6] Goodberry 6: Creates 24 goodberries

[Psi3½ Grand] True Metabolism: You regenerate 10 hit points/round.

[Psi3 Super] Shapechange: You become any creature, change one/round.

[Pri SL5] Summon Monster V : Summons a DL V monster (1 turn)

Combat effects:

[Psi6G Major] Mass Preservation: All good creatures in sight healed N hp

[Pri SL3] Death's Door: Puts target (at negative hp) to 0 hp (1 hp if material comp.)

[Pri SL7] Summon Monster VII : Calls outsider to fight for you.

[Psi30 Grand] Death Bolt: Necromantic damage

[Pri SL10] Command 10: Target makes 10 saves, each missed save allows 1 word for a command to be given

[Pri SL6] Mass Remove Curse: Remove Curse on 6 targets or 1 group

[Psi0 Major] Ear Pop: (The 2att from seperate limbs) One attack: Target stunned and deaf (each save vs. PP)

[Pri SL4] Heal 4: Cure to 50% of max hp (max Heal 4 can cure at once = 500 hp)

[Wiz SL6] Ray of Enfeeblement 6: -30 physical stat points (randomly distributed in packets of 5) (save per packet)

[Psi-17 minor] (no name): Chaos Ball your group (incl. yourself) for LVLd6 dmg

[Psi45 minor] Serial Immortality: 0, 1/d: Resurrection, self only, there is a delay of (11-SL) rounds

[Psi54 Grand] Phobia: Fear (SL saves)

Dungeon082420 - Dungeon Level 13 (Go Crazy)

Room # 2

Audience - 20ft. long x 50ft. wide x 25ft. tall

shelf; ledge; wind, strong; updraft, strong

Time Door (goes to another time) on the south wall leading to a 10ft. long x 15ft. wide x 20ft. tall hallway.

Sample Names: Newel the loony Dare- Bullet (Lunar); Mhaorathil the sensational Shark Criminal (Omni-)

Swinging Block Trap; DL 13; Search DC 139 (80 idamage, DC 142 Fortitude save for 1/10)

Furnishings that (causes/has/or is) Treasure disguised to appear as something else

[x2] Room is permanently/continuously Disjunct (effect)ed, only creatures immune or bubbled against it can function here.

153,950gp

rubble

a tempering hammer, mace, 6d7 (24), 0gp

Scroll of Spell Research, Priest (1/d: A new spell

(randomly researched) of levels 1-8 appears on the scroll.), 84210gp

Weapon: x2/x2, 31240gp

DL XIII Large White Beers x(209) x[4]

iiAC 1700, HD 59, iihp 5696, GR 132% #Att 6, TH ÷ AC/Save DC by 182, iidmg 16907

Str 84, Dex 51, Con 100, Int 85, Wis 99, Chr 46, 6.4E+1kxp

Right On (Reflect a being of your choice's segment of actions (can't be dispelled).)

Prepared effects:

[Psi1 minor] Automaton: Animate Object (as spell)

[Wiz SL12] Sixth Level Magic-User Spells (DM1): Cast any four 6th level Wizard spells simultaneously when it is cast.

[Pri SL5] Spell Immunity 5: Be immune to 2 spells by name

[Wiz SL11] Globe of Invulnerability 11: Immune to spells with SL=0 to 10

[Psi45 Major] Magnetic Manipulation: SL/2 (round down) instances of Resist magnetism; +SL*10% damage with magnetism effect

[Wiz SL3] Armor 3: +CL*6 current hp

[Wiz SL9] Chain Contingency : Like the contingency, but holds more spell

[Psi8 Grand] Create Technological Monster III: Create a DL VIII Technological Monster (AC=16*CL, hp=8*(CL^3), Str=6*CL)

[Wiz SL4] Evard's Black Tentacles : 1d4 +1/level tentacles grapple randomly within 15 ft.

[Pri SL9] Goodberry 9: Creates 36 goodberries

[Pri SL1] Resist Cold (1): All creatures in area get resist cold {1 group}

[Psi3 Major] Displacement: Attacks miss subject 50% of the time.

Combat effects:

[Pri SL8] Undead Plague: Summon 1000 skeletons

[Pri SL9] Fire Storm 9: (CL+2)d14 holy fire dmg, hits 4 groups (no save)

[Psi54 Grand] Spiritual Drain: Target loses CL*SL hp (necromantic, no save), you gain CL*SL hp (not above max)

[Wiz SL6] Really Put of Misery: Target being that is slain is Capital S Slain (no save)

[Psi9 Major] Incendiary Blast: Con-CH check or CHd12 damage

[Psi9 Grand] Temporal: Stop Time: CH*3' radius Time Stop

[Psi6N minor] Self-Preservation: Cure N*4 hp of damage

[Psi14 Major] (no name): Force Shapechange or Wrench

[Psi1 Major] Energy Control: Max.=level in HD damage, must be energy attack

[Psi-6N minor] Earth Storm: Deal Nd12 Eldritch Earth dmg 40' radius (no save); max N = CL

[Psi7 Grand] (no name): Death Spell a group (total CL*CL HD, max HD affected = CL)

[Pri SL7] Hold Person/Monster 7: Hold 9 person or 7 monster targets (save)

Dungeon082420 - Dungeon Level 13 (No Diggity)

Room # 3

Game Room - 30ft. long x 15ft. wide x 35ft. tall

fetters; lamp; downdraft, strong; wind, strong, gusting

Plane Shift Door (other side is on another plane) on the south wall leading to a 25ft. long x 5ft. wide x 10ft. tall hallway.

Sample Names: Cerdic the Glassblower the fearless Moon Doom (Neutralizer); Mantaz the altruistic Robo- Infantry (Bow)

Camouflaged Jaws Trap; DL 13; Search DC 136 (Attack +156 melee, 100d6 idamage)

Altar that (causes/has/or is) Releases - Counterfeit Coins

[x2] Room is permanently/continuously Capital F Foldeded, only creatures immune or bubbled against it can function here.

72,546gp

horn

a miniature flag of Tolchalla, 150gp

Barbut of Nurast [4,+16]; Resist Fire, Blindness; Feather Falling; Permanent Light; ESP, 452410gp

Amulet of +50% RR, 10610gp

DL XIII Titanic Garnet Pains x(185) x[8]

Stun AC 1704, HD 840, iiihp 90624, BlahR 159% #Att 22, TH ÷ AC/Save DC by 182, i^5 dmg 2041

Str 45, Dex 84, Con 40, Int 82, Wis 57, Chr 77, 6.4E+1kxp

Yea (A being of your choice is Flattened (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Psi9 Major] Energy Cocoon: Field CH'diam.,fly:7*CH" rate,7*CH% PsiR

[Psi4 Major] AC *1.5: Your new AC = (old AC - 10) * 1.5 + 10

[Wiz SL9] Globe of Invulnerability 9: Immune to spells with SL=0 to 8

[Wiz SL5] Animal Growth : One animal/two levels doubles in size, HD.

[Psi2 Major] Superior Invisibility: No sound,smell; attack breaks; Improved Invisibility

[Psi-15 Grand] Add Global Resistance: Resist all EE=1 eelements, this can be taken twice for EE=2 (doesn't include EE=1), thrice f

[Pri SL5] Protection from Lightning 5: Stop the next CL*16 lightning dmg

[Psi45 Major] Energy Sheath: SL^2 hp Armor spell, self only, stacks with the (Wizard) Armor spell

[Psi81 minor] Damage Reduction, Physical, 25%: Take x0.75 damage from physical attacks

[Psi45 minor] Vibration Control: SL/2 (round down) instances of Resist vibration; +SL*10% damage with vibration effects

[Psi-6N Major] Dual Nature ~: 1P or 1M: Whenever you summon or create creatures, you get twice as many of them

[Pri SL4] Protection from Lightning 4: Stop the next CL*12 lightning dmg

Combat effects:

[Psi81 Grand] Mind Control: Control M actions (Will save)

[Pri SL9] Hold Person/Monster 9: Hold 11 person or 9 monster targets (save)

[Psi54 Major] Water Control: Wall of Water / Part Water / Lower Water

[Psi-9 Grand] Hyperkinetic:Hyper Inaction: -CH V actions, -CH AC (no save)

[Pri SL8] Blade Barrier 8: 10d10 dmg wall (shards)

[Psi2 minor] Deflect: Deflect a missile; --

[Psi-1 Major] Physical Surgery: Pick 1: Halve hp & slow (N=1), Ray/Enfeeblement (N=5), Insanity (N=6); all have save

[Psi45 Grand] Heat: Target takes SL*CL Fire damage per segment for 1 round (no save)

[Wiz SL5] Lightning Bolt 5: CLd10 lightning dmg to a group (save:½)

[Psi-9 Major] AntiBio Force: No Flight: Target cannot Fly/Levitate (no save)

[Psi10 Major] Static Charge: Target takes (2+CL/3)d4 lightning dmg, this effect can be Delayed Blasted

[Pri SL8] Call Lightning 8: (CL+2)d18 lightning dmg (save:½) (halve the die type if not outside)

Dungeon082420 - Dungeon Level 13 (Oh Man)

Room # 4

Strongroom/Vault - 25ft. long x 40ft. wide x 35ft. tall

mosaic; columns/pillars; clashing; urine smell

Revolving/Swinging Door on the north wall leading to a 15ft. long x 5ft. wide x 20ft. tall hallway.

Sample Names: Zheol the bothersome Doc Avenger (Ancient lore); Gunnlaug the Raven the manipulative Martian Kid (Extra-terr

Well-Camouflaged Jaws Trap; DL 13; Search DC 135 (Attack +78 ranged, 120d30 idamage)

Well that (causes/has/or is) Asks

[x2] Immortals cannot see, taste, or sense into this room unless they are actually there; Divine Intervention fails

100,851gp

padded armchair

the Skull of the Damned, +1 AC, 0gp

Rian's Sacrum bone: +12 to HNCL; 1/2M: You breath Prismatic

Steam (dmg=hp+prismatic spray, save for half).; CL 65; SL 13; 169460gp

Jug of Transparent Feces.; 1P: Trashed(destructed) Brand: Brand this Status

Effect to one weapon (no save) ; CL 66; SL 13; 169720gp

DL XIII Macro-Huge Topaz Climbs x(239) x[6]

iiiAC 1709, HD 1.1E+5, stunp 1.1E+7, WR 166% #Att 9, TH ÷ AC/Save DC by 182, i^6 dmg 1355

Str 101, Dex 39, Con 35, Int 46, Wis 40, Chr 100, 6.4E+1kxp

Safety First (A being of your choice is Suffocated(unaware) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Wiz SL8] Original Stoneskin 8: Block the next 5 P actions of attacks

[Wiz SL5] Fire Shield 5: Anyone who melees with you takes 100% dmg back

[Wiz SL11] Fifth Level Magic-User Spells (DM1): Cast any four 5th level Wizard spells simultaneously when it is cast.

[Pri SL9] Goodberry 9: Creates 36 goodberries

[Psi16 Major] Golem-mind: Class VI/Esper-blind to all frequencies non-divisible by 8

[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

[Psi6G Major] Forsake Material Form: Deva can use other object as body

[Wiz SL3] Prismatic Sphere 3: 1 Prismatic color

[Psi-12C minor] Know Next Dice Rolls: 0,1/r: Roll dice ahead of time before action, can choose not to

[Psi81 Grand] Density Increase 8: x256 mass; +8 Str; -8/attack (physical or energy)

[Pri SL5] Protection from Lightning 5: Stop the next CL*16 lightning dmg

[Wiz SL10] Globe of Invulnerability 10: Immune to spells with SL=0 to 9

Combat effects:

[Pri SL3] Put Out of Misery: Target being at negative hp that would die if unattended is slain (no save)

[Pri SL8] Elemental Swarm: Summons (level) 36 HD elementals of chosen type (not semi-)

[Wiz SL6] Semi-Imprisonment: Target is Imprisoned for CL segments (no save)

[Psi-12L Major] Law Double Beam: CLxCL mental dmg in 2 lines (Reflex:½); C-align x2 dmg

[Psi30 Grand] Control Actions: Caster controls ½P action/succ

[Psi9 minor] Hypnosis: One creature hypnotized (save)

[Psi54 minor] Water Animation: Summon a DL=SL Water Elemental

[Psi2 minor] Cause Decay: Item falls apart(save vs.acid); No save allowed

[Wiz SL9] Heal:

[Psi3½ Major] Dominate, Psionic: Control target telepathically.

[Psi2 minor] Inflict Pain: -4 TH; no spells (save); unc. 1d10r (save)

[Wiz SL7] Reverse Gravity : Objects and creatures fall upward.

Dungeon082420 - Dungeon Level 13 (Out Fucking Standing)

Room # 5

Cistern (holds water) - 40ft. long x 40ft. wide x 15ft. tall

crucible; spinning wheel; scratching/scrabbling; whistling

Void Door (cannot see through doorway) on the north wall leading to a 20ft. long x 15ft. wide x 15ft. tall hallway.

Sample Names: Gorken the ignoble Silver Mime (Slingshot); Jierdan the marvelous Teenage Sorceress (Chakram)

Time Stop 12 Trap; DL 13; Search DC 132 (Cleric CL 26, DC 141 PP save for 1/3)

Altar that (causes/has/or is) Shifting

[x2] Ultraplanar beings cannot feel, taste, or sense into this room unless they are actually there; Divine Intervention fails

78,305gp

club

The Chain of the Lensman, +1 AC, 120gp

Unscythe of Valor: Equip: Pay 13 Con and "Equipped creature gets +73 to

hit/dmg and +91 AC/saves and 1352 hp and has Haste and Super haste.; 169790gp

Chrome Longsword [4d8] +255 Th/+19 dmg 19+/x7; 1P: Maintenance cost=Initial/10 per round; CL 61; SL 13, 55274gp

DL XIII Fine Dove-Grey Statistics x(150) x[8]

||iAC|| 1702, HD 7, ihp 2366, IR 221% #Att 20, TH ÷ AC/Save DC by 182, i^6 dmg 340

Str 69, Dex 89, Con 27, Int 37, Wis 81, Chr 82, 6.4E+1kxp

Jeez (A being of your choice is As You Are (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Psi--2 Major] Regen: Troll-like regen CL hp/r; 2*CL instead

[Wiz SL12] Original Stoneskin 12: Block the next 9 P actions of attacks

[Psi45 minor] Body Resistance: Physical attacks that do less than SL*2 dmg to you do nothing

[Wiz SL1] Cantrip: Can cast 1 cantrip (Wiz 0) per round as Z action

[Psi54 Major] Gravity Increase: Decrease gravity in room or object/person by SL G's (x1 Special)

[Psi-9 minor] Resistance to Anti-Magic: CH*5% aMR (adjust @ 12th casting level)

[Psi16 minor] Golem Form: Necrophidius: 1V: Hypnosis (1 target, Will save); Bite is paralysis branded (PPD save)

[Pri SL5] Resist [E=5 element]: Pick an E=5 element, you resist it for 1 hour.

[Pri SL7] Protection from Death: Immune to slain and Slain

[Wiz SL9] Globe of Invulnerability 9: Immune to spells with SL=0 to 8

[Psi45 Major] Force Field vs. Emotion: Immune to spell level 0 to SL-1 enchantment/charm effects

[Psi81 minor] Damage Reduction, Energy, 25%: Take x0.75 damage from energy

Combat effects:

[Pri SL8] Storm Of Vengeance: No spellcasting, lvld6 acid, 48d8 lightning, 3*lvld10 ice

[Wiz SL8] Fireball 8: CLd16 fire dmg to a group (save:½)

[Psi-5 minor] Bolt of Nothing: CL dmg to one target (no save); that targets loses next M action (save)

[Psi9 Major] Suspension: Temporal Stasis (save)

[Wiz SL7] Reverse Gravity : Objects and creatures fall upward.

[Psi18 Grand] Mass Telekinesis: LVL tons, each lb. can do 1 dmg

[Psi-6G Major] To Salt: Petrify one target (save vs. petrif at extra -CL), if save take CL^2 holy salt dmg

[Psi29 minor] Hold Person:

[Psi45 minor] Disintegration: Major: Disintegrate (save)

[Pri SL1] Hold Person/Monster 1: Hold 3 person or 1 monster targets (save)

[Wiz SL9] Gate: Connects two planes for travel or summoning.

[Psi-2 Grand] Grand Acidify: CLd20 acid damage; Use d30's

Dungeon082420 - Dungeon Level 13 (Giggity)

Room # 6

Bestiary - 5ft. long x 45ft. wide x 20ft. tall

pentacle; balance & weights; splintering; still, very chill

Double Door on the west wall leading to a 40ft. long x 20ft. wide x 15ft. tall hallway.

Sample Names: Qasim Kivi the attractive Human Ghost (Motorhome); Ornulf the clever Air Wizard (Golden)

Contact Mithril Trap; DL 13; Search DC 139 (300 Con damage, DC 132 Breath Weapon save for half)

Door that (causes/has/or is) Directs

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Turn
65,961gp

bellows

a floating disc, 0gp

Rian's Gluteus medius muscle: +34 to HD; 1P: When you cast your first spell each rd,

cast another spell from this class at random of SL=(SL of first spell-1); CL 56; SL 13; 169220gp

Ring Warclub: Equip: Pay 9 Wis and "Equipped creature gets

+33 to hit/dmg and +49 AC/saves and 1183 hp".; 169230gp

DL XIII Colossal Topaz Bacons x(99) x[5]

||AC|| 1714, HD 427, iiihp 44800, GR 145% #Att 16, TH ÷ AC/Save DC by 182, i^6 dmg 1016

Str 52, Dex 30, Con 43, Int 75, Wis 34, Chr 56, 6.4E+1kxp

Patootie (A being of your choice is Technicolored(high) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Psi6G Major] Assume Ethereal Form: Dual existence (Prime / Border Ethereal); +1 more needed to hit you

[Pri SL5] Extra Group +1: The next spell you cast will affect +1 groups of monsters

[Wiz SL6] Fire Shield 6: Anyone who melees with you takes 125% dmg back

[Pri SL3] Animate Dead : Creates undead skeletons and zombies.

[Psi1 Grand] Amplify Power: +N to CL (or) +N*10% effect to next Psi1 power (max N=CL)

[Psi45 Major] Resist: Mental: SL/2 (round down) instances of Resist mental attacks

[Psi72 Major] Absorption - Energy: -PL dmg per energy attack

[Psi54 Grand] Absorption Field: Stops SL/2 mental attacks or mental-affecting powers on you

[Wiz SL4] Evard's Black Tentacles : 1d4 +1/level tentacles grapple randomly within 15 ft.

[Psi6G Major] Champion Lore: Paladin's abilities of level = ½*CL

[Psi-6N Major] Gaea's Herald ~: 1P or 1M: When your summoned creatures go below -10 hp, they don't disappear (you can cure)

[Psi54 Major] Mystic Shield: SR SL*CL

Combat effects:

[Wiz SL2] Wacky Ball 2 / Normal / ½ : Ld4 dmg normal element (save: ½) {1 group}

[Wiz SL3] Dispel Magic 3: Dispel 1 magic effect

[Wiz SL10] Create Dweomer: Wall of any element, dmg = (2*CL)d8+(CL) (no save)

[Pri SL10] Command 10: Target makes 10 saves, each missed save allows 1 word for a command to be given

[Psi29 minor] Darkness:

[Psi2 minor] Opposite Reaction: Missile returns at attacker; Breaks missile

[Psi2 minor] Inflict Pain: -4 TH; no spells (save); unc. 1d10r (save)

[Wiz SL4] Wall of Ice : Passing through wall deals 2*CL or 3d10 dmg ice

[Pri SL2] Blade Barrier 2: 4d4 dmg wall (shards)

[Wiz SL11] Lightning Bolt 11: CLd22 lightning dmg to a group (save:½)

[Psi19 Major] Health: 1M, 1V, touch: Heal hp of damage and/or restore Con; C=number of Con restored

[Wiz SL9] Dispel Exhaustion 9: Restore 96% of dmg taken, get an Original Haste 9 for 1 round

Dungeon082420 - Dungeon Level 13 (Drats)

Room # 7

Trophy Room - 15ft. long x 15ft. wide x 15ft. tall

Chimney; U rack; smoky smell; foggy near ceiling

Wood Door, Normal on the east wall leading to a 40ft. long x 25ft. wide x 25ft. tall hallway.

Sample Names: Korrigan the greedy Gamma Girl (Derringer); Saugli the conspiratorial Gold Rage (Biotechnology)

Get it on! Trap; DL 13; Search DC 139 (Psionicist CL 26, no resistance)

Furnishings that (causes/has/or is) Illusionary wall concealing a chamber with monster and treasure

[x2] Room is permanently/continuously Charmed, only creatures immune or bubbled against it can function here.

107,388gp

belt

blade of the trustworthy sword, sword, 10d17 (90), 0gp

Sigil of the Gods: Equip: Pay 14 Con and "Equipped creature

gets +46 to hit/dmg and +57 AC/saves and 490 hp"; 169510gp

Halberd of the Guardian (4d4) (+14,+16) [+10]; +3 to STR, Attacks; Slay

Evil; Very sharp; Resist Chaos; Sustain STR; Device Mastery; Blessed Blade, 475190gp

DL XIII Macro-Large Garnet Respects x(111) x[7]

||iAC|| 1710, HD 53258, ihp 6.0E+6, ER 135% #Att 9, TH ÷ AC/Save DC by 182, i^5 dmg 5071

Str 96, Dex 26, Con 29, Int 70, Wis 78, Chr 101, 6.4E+1kxp

Peeyew (Immune to an entire segment's worth 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.

[Psi45 minor] Electrical Control: SL/2 (round down) instances of Resist lightning; +SL*10% damage with lightning effects

[Psi8 minor] Technological Armor: +CL AC, +CL*2 current hp (like an Armor spell), can stack w/ Armor spell

[Psi4 Major] Move Rate *1.5: Multiply Move Rate by 1.5

[Psi-15 minor] Add Breath Weapon [2nd]: Breath weapon is once per 3 rounds. Choose a normal (EE=1) element. Breath = (CL-

[Wiz SL11] Psionic Reflection: any undesired psionic effect is reflected for 1t

[Wiz SL5] Animal Growth : One animal/two levels doubles in size, HD.

[Pri SL5] Golem: Makes a golem (you need raw materials)

[Pri SL3] Double Resist [E=2 element]: Pick an E=2 element, you double resist it (1/4 dmg, 1/10 if make save) for 1 hour.

[Psi45 Major] Force Field vs. Power Manipulation: ER 10*SL%

[Pri SL5] Extra Group +1: The next spell you cast will affect +1 groups of monsters

[Psi45 minor] Force Field: Immune to spell level 0 to SL-2 effects; -(SL-1) per physical attack; ER 5*SL%

Combat effects:

[Pri SL5] Command 5: Target makes 5 saves, each missed save allows 1 word for a command to be given

[Psi45 Grand] Zombie Animation: Animate a dead body as a Zombie with DL=SL

[Psi29 minor] Drain Magic Item Charges:

[Psi15 Grand] Hold Person: Hold Person

[Psi2 Major] Telekinetic Barrier: Wall of Force; Free maintain 3r

[Pri SL5] MultiCure Critical Wounds: Cure Critical (3 targets) (r=sight)

[Psi12L Major] Discipline: Creature saves: if made it takes caster's level in damage, if missed AL shifts one towards L

[Wiz SL4] Wall of Ice : Passing through wall deals 2*CL or 3d10 dmg ice

[Pri SL1] Summon Nature's Ally I: Summons a DL 1 animal to fight for you {1 creature}

[Wiz SL12] Feeblemind 12: -60 mental stat points (randomly distributed in packets of 5) (save per packet)

[Psi16 Major] Dispel Golem: Dispel a Golem (it is "turned off" for 1 turn) (no save)

[Pri SL9] Energy Drain : Subject gains 2d4 negative levels.

Dungeon082420 - Dungeon Level 13 (What In The Hell)

Room # 8

Cistern (holds water) - 30ft. long x 15ft. wide x 20ft. tall

Walls of Flesh; wardrobe; footsteps (approaching); breeze, slight, damp

Double Door on the east wall leading to a 5ft. long x 10ft. wide x 5ft. tall hallway.

Sample Names: Cibant the jovial Suicide Gal (Droid); Ngona the mordant Freedom Devil (Shield)

Block transforms into Elemental Slag / Tar Trap; DL 13; Search DC 138 (120 Int damage/s, DC 136 RSW save for half)

Container (Barrel, Jar, Vase, etc.) that (causes/has/or is) Treasure hidden in secret compartment in container

[x2] Ultraplanar beings cannot smell, taste, or sense into this room unless they are actually there; Divine Intervention fails
51,450gp

scissors

the pit of the Werewolf Clan, 0gp

Jug of Roseate Discharge;; 1M: Hampered(slowed) Shield: Whenever someone hits you with a melee attack, they suffer that Status Effect unless they make a save vs. Spell.; CL 81; SL 13; 169300gp

Crimson Longsword [13d8] +169 Th/+19 dmg 15+/x8; 1M: Monster Summoning using

ML V chart, you pick the result; CL 50; SL 13, 39277gp

DL XIII Macro-Small Aqua Forces x(166) x[8]

iAC 1707, HD 13317, iiihp 1.4E+6, ER 192% #Att 14, TH ÷ AC/Save DC by 182, iiidmg 1696

Str 92, Dex 67, Con 69, Int 63, Wis 78, Chr 69, 6.4E+1kxp

La Di Da (A being of your choice is Ego-Dominated (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Pri SL8] Spell Immunity 8: Be immune to 5 spells by name

[Psi54 minor] Systematic Antidote: SL/2 instances of Resist Poison/Drugs

[Wiz SL7] Original Stoneskin 7: Block the next 4 P actions of attacks

[Wiz SL7] Armor 7: +CL*14 current hp

[Psi45 Grand] Plasma Control: SL/2 (round down) instances of Resist plasma; +SL*10% damage with plasma effects

[Wiz SL8] Permanency: ANY spell in the game can be made permanent.

[Psi2 minor] Time/Space Anchor: Cannot be teleported; --

[Wiz SL11] Globe of Invulnerability 11: Immune to spells with SL=0 to 10

[Psi100 Major] Controlled Blinking: Blink CL' each segment

[Wiz SL7] Prismatic Sphere 7: 5 Prismatic colors or 3 MultiPrismatic colors (may repeat colors in either mode)

[Psi6N Major] Druid Spells, LVL 7: Get a druid progression of level 7 (max = your level)

[Wiz SL11] Anti-Magic Shell 11: Anti-Magic of SL 0 to 10

Combat effects:

[Pri SL5] Blade Barrier 5: 7d7 dmg wall (shards)

[Psi54 Major] Psychic Will: Wall of Force

[Wiz SL7] Power Word Blind 7: Blinds & stuns a creature if current hp < 80 (no save)

[Wiz SL6] Dispel Exhaustion 6: Restore 85% of dmg taken, get an Original Haste 6 for 1 round

[Wiz SL7] Steal Enchantment : Transfer the enchantment of one spell to an another

[Psi-12L minor] Charm Blast: One group is charmed (Will save), doesn't affect undead etc.

[Psi9 minor] Electricity Generator: 4d10'long, CHd6 dmg (save:½)

[Psi3 Grand] Reddopsi: Foe's power rebounds on her.

[Pri SL2] Command 2: Target makes 2 saves, each missed save allows 1 word for a command to be given

[Wiz SL11] Wacky Ball 11 / Normal / ½: Ld10000, save: ½

[Psi6G Major] First Level Priest Spells: Cast one 1st level Priest spell at CL = 30

[Pri SL4] Dismissal : Forces a creature to return to native plane. (save)

Dungeon082420 - Dungeon Level 13 (Phew)

Room # 9

Wine Cellar - 45ft. long x 25ft. wide x 45ft. tall

balance & weights; candelabrum; coughing; metallic smell

Plant Door (as the spell) on the north wall leading to a 35ft. long x 15ft. wide x 20ft. tall hallway.

Sample Names: Mikhail Jashaski the dewy-eyed Arduous Ranger (Sail); Walvis the excessive Detective Fox (Tractor)

Fusillade of Balls Trap; DL 13; Search DC 134 (Attack +65 melee, 40d30 idamage)

Tapestry that (causes/has/or is) Changes - Class

[x2] Gods cannot smell, feel, or sense into this room unless they are actually there; Divine Intervention fails

5,996gp

holy water

a Jewelled Dagger named 'Amargaddeon', dagger, +1 AC, 5d11 (30), 2540gp

Clear Bottle: +2 Level(s) in a Custom Group Class; 169450gp

Peregrine Jitte: Equip: Pay 14 Con and "Equipped creature gets +2 to hit/dmg and +7 AC/saves and 90 hp and has Annihilator 3, Rampage 7, Fabricate, Super haste and Protection from watermarks.; 169970gp

DL XIII Fine Tawny Lutes x(97) x[7]

||AC|| 1708, HD 8, ihp 182, CR 199% #Att 20, TH ÷ AC/Save DC by 182, i^4 dmg 682

Str 25, Dex 35, Con 46, Int 24, Wis 82, Chr 65, 6.4E+1kxp

Pfft (A being of your choice is Incapacitated(unaware) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Psi6N minor] Null Field 10: All spells of SL 10 or higher don't work in 100'r

[Psi6G minor] Fortitude: Target cannot lose sanity for the day; +7 mental saves for the day

[Psi8 Grand] Construct Weapon Item 4: Create a "Weapon" type item (see next page) of TechL=CL, each 4 TechL takes 1S action

[Psi45 Major] Chemical Mimicry: Change your body to be of an TechL=SL chemical

[Psi3½ Major] Power Resistance: Grant PR equal to 12 + level.

[Psi6E Super] Astral Form Blockade Field: Stops Astral Psi./Proj., Dim.Doors

[Wiz SL8] Armor 8: +CL*16 current hp

[Psi54 Grand] Gadgetry: 1M, 1/d: Build a TechL=SL Psi8 item

[Wiz SL10] Original Stoneskin 10: Block the next 7 P actions of attacks

[Psi15 minor] Flame Walk: Flame Walk (self)

[Wiz SL7] Anti-Magic Shell 7: Anti-Magic of SL 0 to 6

[Pri SL5] Golem: Makes a golem (you need raw materials)

Combat effects:

[Psi54 Grand] Control: Domination one target (SL/2 saves)

[Pri SL5] MultiCure Critical Wounds: Cure Critical (3 targets) (r=sight)

[Psi72 minor] Plant Control: Entangle

[Psi-2 minor] Reduced Strength: Strength dmg, Max=level; Max=2*level

[Pri SL4] Remove Curse 4: Cure 1 curse effect (reverse causes that many, save)

[Psi6E minor] Taunt: Similar to wizard spell "Taunt"

[Pri SL2] Hold Person/Monster 2: Hold 4 person or 2 monster targets (save)

[Psi45 minor] Mechanical Creation: Summon a DL=SL-2 Golem or Technological monster

[Psi29 minor] Confusion:

[Psi19 Major] Bolt of Hatred: CLd6 force dmg to one target (no save)

[Psi100 Major] Improved Cell Adj.: Cure/cause N hp, hits 3+CL/9 groups, max N = CL*4

[Psi2 Major] Summon Planar Creature: Choice of plane but not exact; Creature not angry

Dungeon082420 - Dungeon Level 13 (Bam)

Room # 10

Cell - 35ft. long x 20ft. wide x 50ft. tall

pipes (musical); bellows; ringing; updraft, slight

Phase Door (phases in/out every so often) on the west wall leading to a 10ft. long x 25ft. wide x 15ft. tall hallway.

Sample Names: Dagorlad the unbeatable Fire Wizard (Solar); Haythien the ignorant Rainbow Vulture (Zepplin)

Lightning Bolt 12 Trap; DL 13; Search DC 141 (Wizard CL 26, DC 137 Breath Weapon save for 1/3)

Pedestal that (causes/has/or is) Gravity - Greater

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Week
63,401gp

slime

the immortal Mask, +111 AC, 0gp

Rian's Urine: +46 to Dex; 1M: You can remove this status. Double Resist is SEL-1 and Resist
is SEL-2. So Double Resist Charm (SEL=3) is a 2nd level spell (SL=SEL-1=3-1). ; CL 78; SL 13; 169840gp

Godslicer: Equip: Pay 280 PSP(s) and "Equipped creature gets +11 to hit/dmg and +33 AC/saves
and 250 hp and has Infect, Protection from green, Bushido 13, Dethrone and Myriad.; 169840gp

DL XIII Macro-Huge Flesh States x(164) x[6]

iiiAC 1713, HD 1.1E+5, iiihp 1.5E+8, GR 159% #Att 15, TH ÷ AC/Save DC by 182, i^6 dmg 1693

Str 68, Dex 67, Con 87, Int 76, Wis 57, Chr 68, 6.4E+1kxp

Bad News Bears (A being of your choice is Clusterfucked(broken) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Psi16 minor] Create Golem I: Create a DL I Golem (AC=3*CL, hp=10*CL, Str=2*CL)

[Psi45 minor] Body Resistance: Physical attacks that do less than SL*2 dmg to you do nothing

[Psi-6N Major] Nature's Cloak: +CL*10 Rogue points; Any Level=CL/2 (or less) Rogue pick

[Pri SL6] Goodberry 6: Creates 24 goodberries

[Psi18 Grand] Scty: Flight Blockade: [permanent] No flying in area

[Psi18 Major] Telepathy: Psych. Lockpick: -LVL*10% reducible PsiR, +LVL Chr:Presence

[Wiz SL7] Anti-Magic Shell 7: Anti-Magic of SL 0 to 6

[Psi6E Major] Assassin Lore: Assassin's abilities of ½ level

[Wiz SL5] Armor 5: +CL*10 current hp

[Psi54 Grand] Truesight: Minor: Detect Invis./Illusion; Major: True Seeing; Grand: Cosmic Awareness

[Pri SL10] Spell Immunity 10: Be immune to 7 spells by name

[Psi7 minor] (no name): Doesn't cost an additional action to use, just your eye's P or M action: Gaze to Charm (save)

Combat effects:

[Psi15 Grand] Suggestion: Suggestion (up to CL targets)

[Psi54 Major] Lightning: CL*SL lightning dmg to one group (no save)

[Pri SL4] Remove Capital S Stun: Removes Capital S Stun

[Psi29 Major] Disintegrate:

[Psi10 minor] Dispel Exhaustion: Target heals 25% of damage taken

[Psi14 Major] (no name): Group gets a disease (PPD save)

[Pri SL1] Command 1: Target makes 1 save, each missed save allows 1 word for a command to be given

[Psi-12C minor] Wild Invocation I: Random 0th (50%) or 1st (50%) SL Wizard Invocation spell

[Psi-6N Major] Force of Nature III: Summon a Root Elemental: AC 60, hp 180, #Att 3/1, TH +50, dmg 50

[Wiz SL9] Wacky Ball 9 / Normal / ½: Ld100, save: ½

[Wiz SL8] Cone of Cold 8: CLd16+CL cold dmg to a group (save:½)

[Psi6N minor] Self-Preservation: Cure N*4 hp of damage

Dungeon082420 - Dungeon Level 13 (Smurf This)

Room # 11

Stable - 25ft. long x 20ft. wide x 25ft. tall

table, trestle; prayer rug; whistling; footsteps (behind)

Phase Door (phases in/out every so often) on the north wall leading to a 30ft. long x 25ft. wide x 15ft. tall hallway.

Sample Names: Olwyn the superlative Mighty Walker (Gas); Pylindra the greedy Blue Blade (Derringer)

Whirling Arrows Trap; DL 13; Search DC 138 (Attack +117 melee, 40d2 idamage)

Furnishings that (causes/has/or is) Distorted - Height/Depth

[x2] Mortals cannot smell, feel, or sense into this room unless they are actually there; Divine Intervention fails

50,985gp

glass cone

an apron, +2 AC, 10gp

Carmine Armor, Heavy [AT+31] +257 AC/+440 Saves; 1M: Immune lightning, acid; iNR 75%;

1M: Diamond wacky ball (LVLd8, no save); 1M: Sunray; CL 58; SL 13; 97850gp

Stitcher's Warclub: Equip: Pay 410 PSP(s) and "Equipped creature gets +51 to hit/dmg and +36 AC/saves and 45 hp and has Last Strike.; 169880gp

DL XIII Fine Garnet Sings x(66) x[5]

iiAC 1712, HD 15, iihp 173, WR 2795% #Att 5, TH ÷ AC/Save DC by 182, iidmg 1357

Str 26, Dex 86, Con 67, Int 40, Wis 91, Chr 83, 6.4E+1kxp

Peace Out (Deflect an entire segment's worth of actions (can't be dispelled).)

Prepared effects:

[Pri SL9] Goodberry 9: Creates 36 goodberries

[Psi6E Super] Bodily Restoration IV: Troll-like Regeneration – of max hp/r

[Psi16 Major] Golem Form: Rock: Resist earth; Any weapon that hits you saves vs. crushing blow or destroyed

[Psi14 minor] (no name): Can turn into one additional form; DM rolls DL=LVL/3 Lycanthrope or Animal

[Wiz SL10] Armor 10: +CL*20 current hp

[Pri SL7] Symbol : Triggered runes have array of effects.

[Psi45 Grand] Magic Control: +SL/2 (round down) to SL of next Psi45 power

[Wiz SL6] Original Stoneskin 6: Block the next 3 P actions of attacks

[Pri SL7] Immune [E=4 element]: Pick an E=4 element, you are immune to it for 1 hour. (This immunity does not "spread" into ot

[Wiz SL7] Spell Turning (2): Turns a spell back to it's caster

[Psi3½ minor] Vigor: Gain 5 temporary hit points.

[Wiz SL12] Sixth Level Magic-User Spells (DM2): Can cast one 6th Level Wizard spell per round as Z action

Combat effects:

[Psi29 Major] Insanity Ray:

[Psi1 Major] Mass Domination: Save-4; Max.=5 creatures of level HD

[Psi2 Major] Summon Planar Creature: Choice of plane but not exact; Creature not angry

[Wiz SL9] Wacky Ball 9 / Normal / ½: Ld100, save: ½

[Pri SL4] Remove Capital S Stun: Removes Capital S Stun

[Wiz SL2] Wacky Ball 2 / Normal / ½ : Ld4 dmg normal element (save: ½) {1 group}

[Wiz SL4] Confusion : Confuses targets, who can wander away, attack friend or do nothing

[Wiz SL4] Lightning Bolt 4: CLd8 lightning dmg to a group (save:½)

[Psi-12T minor] Dust Aura: Enemies in your group takes CL dust dmg /s (no save)

[Pri SL9] Down a Hole: Target is put Down a Hole (no save)

[Wiz SL1] Charming I: Charms a monster, gets a new save every round

[Wiz SL9] Magic Missile 9: (CL+1)*9/2 missiles, each does 1d4+1 force dmg (no save)

Dungeon082420 - Dungeon Level 13 (Spank)

Room # 12

Temple - 5ft. long x 50ft. wide x 50ft. tall

Floors of Souls; balance & weights; jingling; grating

Water Lock Door (holds back a lot of water) on the north wall leading to a 5ft. long x 15ft. wide x 10ft. tall hallway.

Sample Names: Yakin the self-righteous Blue Robot (Arrows); Thaodus the omnivorous Sergeant Bat (Garrote)

Flooding Ceiling Trap; DL 13; Search DC 141 (200 idamage, no resistance)

Machine that (causes/has/or is) illusory wall

[x2] Mortals cannot hear, taste, or sense into this room unless they are actually there; Divine Intervention fails

99,714gp

pews

a T'cchallan Hammer, exotic, 1d2 (1), 14gp

Orange Helm [AT+580] +625 AC/++4 Saves; 1P: +CL*5% aaAllR (Anti-Anti R vs. everything); CL 91; SL 13; 163785gp

Rian's Gastrocnemius muscle: +8 to Con; 1attack: Use the

quivering palm attack once per round; CL 54; SL 13; 169260gp

DL XIII Macro-Small Translucent Harmonys x(90) x[8]

iiAC 1700, HD 13320, iiihp 1.4E+6, XR 2613% #Att 15, TH ÷ AC/Save DC by 182, idmg 687

Str 66, Dex 88, Con 95, Int 79, Wis 26, Chr 76, 6.4E+1kxp

For Fuck'S Sake (A being of your choice is Multilated(destructed) (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}

[Pri SL4] Goodberry 4: Creates 16 goodberries

[Psi45 Major] Force Field vs. Energy: Immune to spell level 0 to SL-1 energy attacks

[Psi3½ Major] Power Resistance: Grant PR equal to 12 + level.

[Psi9 minor] Minormorph: Polymorph Self (as spell)

[Psi14 minor] (no name): 0, when changing form: Cure (1d6)*10% of damage taken

[Psi16 Major] Golem Form: Amber: Tracking/Trailing prof.; Clairnasience; Detect Invis. cont.

[Psi6N Major] Druid Spells, LVL 7: Get a druid progression of level 7 (max = your level)

[Pri SL8] Extra Group +2: The next spell you cast will affect +2 groups of monsters

[Pri SL5] Golem: Makes a golem (you need raw materials)

[Psi-12T Major] Improved Inallability: Improved Invisibility (sight/sound/smell), can't be touched

[Wiz SL11] Bestow Save: get saves vs effects with no save 1t/lvl

Combat effects:

[Wiz SL1] Taunt: One or more creatures of 1 type taunted (save) {1 group}

[Psi6E Major] Wall of Ice: As the 4th level Wizard spell

[Wiz SL4] Magic Missile 4: (CL+1)*2 missiles, each does 1d4+1 force dmg (no save)

[Psi29 Major] Disintegrate:

[Psi45 Grand] Light Emission: SL*CL/2 Light damage (no save) and SL/2 instances of blindness (save)

[Pri SL6] Mass Remove Paralysis:

[Wiz SL9] Magic Missile 9: (CL+1)*9/2 missiles, each does 1d4+1 force dmg (no save)

[Pri SL3] Command 3: Target makes 3 saves, each missed save allows 1 word for a command to be given

[Wiz SL10] Fire Maze: maze spell on lvl creatures, each takes 10 fire dmg/r

[Psi6N Major] Reverse Magic: Casts reverse of spell, N=SL of spell (max = your level/2)

[Psi3 minor] Brain Lock: Subject cannot move or take any mental actions.

[Wiz SL6] Power Word Stun 6: Stuns a creature if current hp < 80 (no save)

Dungeon082420 - Dungeon Level 14 (Bam)

Room # 1

Workshop - 35ft. long x 30ft. wide x 35ft. tall

pool; scone; thud; breeze, gusting

Golem Door (it's a Golem creature) on the south wall leading to a 5ft. long x 5ft. wide x 15ft. tall hallway.

Sample Names: Merredin the mesmerizing Lion Tribe (-tron); Rivalin the weird Arduous Prodigy (Evolved artificially)

Burning Doorknob Trap; DL 14; Search DC 141 (280 idamage, DC 148 Fortitude save for half)

Furnishings that (causes/has/or is) behind tapestry

[x2] Room is permanently/continuously *Cursed*ed, only creatures immune or bubbled against it can function here.

115,649gp

morning star

a skull key, 10gp

Potion of Giant Strength *, 8110gp

Chartreuse Stone [11d8] +784 Th/+528 dmg 14+/x3; 1P: Suggestion (as spell) in

90'r area, but all commands must be the same; CL 60; SL 14, 228327gp

DL XIV Macro-Tiny Chestnut Foams x(205) x[5]

iiAC 1984, HD 100548, lifep 8.6E+5, ER 206% #Att 14, TH ÷ AC/Save DC by 210, i^4 dmg 1973

Str 28, Dex 73, Con 107, Int 97, Wis 36, Chr 57, 8.7E+1kxp

Shitballs (A being of your choice is Unconscious (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Psi7 Major] (no name): Immunity to poison

[Psi9 Ultra] Environ.: Familiar Locale: CH mile r, atmosphere same as home

[Pri SL6] Spell Immunity 6: Be immune to 3 spells by name

[Wiz SL9] Armor 9: +CL*18 current hp

[Wiz SL3] Protection from Normal Missiles: Duration CL turns

[Wiz SL8] Fire Shield 8: Anyone who melees with you takes 175% dmg back

[Pri SL3] Protection from Elements : Absorb 12 damage/level from one kind of energy.

[Psi-12T Grand] Bring Animals VII: Summon CL*4 Animals using ML VII chart, you pick the result

[Wiz SL1] Blink Wounding: Caster "blinks" randomly if struck by weapon

[Pri SL1] Protection from Fire 1: Stop the next CL*2 fire dmg

[Psi6G minor] Mage's Staff of Light: Dispel Evil 1/r

[Psi3½ Major] Evade Burst: You take no damage from a burst on a successful Reflex save.

Combat effects:

[Psi45 Grand] Combustion: An object explodes (item save), the person carrying it takes CL*SL/2 damage (save)

[Psi81 Ultra] Dispel 11: Dispel a SL 0-11 effect

[Psi29 Grand] Water Bolt LVLd12:

[Wiz SL7] Wacky Ball 7 / Normal / ½: Ld20, save: ½

[Psi18 Major] Magnetic Ctrl: Disruption: Blast: Unconscious (save),no electronics

[Psi45 minor] Mind Transferral: Minor: Empathy (save); Major: Magic Jar (SL/3 saves)

[Psi54 Major] Animate Image: Summon a DL=SL creature based on an picture/painting you have (the image is consumed)

[Psi29 Grand] Meteor Swarm:

[Psi3½ Major] Dismissal, Psionic: Forces a creature to return to its native plane.

[Psi19 minor] Telekinesis: TK, weight W*10 lbs., max W=LVL^2, move rate=W ", throw does W dmg (roll TH)

[Psi3½ Major] Energy Current: Deal 9d6 damage to one foe and half to another foe as long as you concentrate.

[Psi54 minor] Phobia: Fear (SL saves)

Dungeon082420 - Dungeon Level 14 (Damn It)

Room # 2

Map Room / Cartography - 30ft. long x 50ft. wide x 40ft. tall

buffet; trash (pile); thumping; bang, slam

Plane Shift Door (other side is on another plane) on the east wall leading to a 45ft. long x 25ft. wide x 10ft. tall hallway.

Sample Names: Havea the virtuous Techni- Hulk (Extra-dimensional); Scythia the daring Winged Stalker (Cow)

Ingested Disintegration Trap; DL 14; Search DC 142 (120 idamage, no resistance)

Monster that (causes/has/or is) Treasure hidden in secret compartment in container

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Week
155,559gp

fungus

Shield Of Tyson, +2 AC, 1000gp

Pint of Rusty Female Squirt:: 1V: Exterminated(gloom) Shield: Whenever someone hits you with a melee attack, they suffer that Status Effect unless they make a save vs. Spell.; CL 76; SL 14; 197100gp

Pale Armor, Medium [AT+295] +28 AC/+226 Saves; 1F: Choose result on next die roll on enemy; CL 67; SL 14; 76230gp

DL XIV Fine Olive Drab Icebreakers x(59) x[7]

iAC 1977, HD 10, iiiihp 202, AllR 198% #Att 20, TH ÷ AC/Save DC by 210, i^6 dmg 2359

Str 57, Dex 43, Con 64, Int 27, Wis 52, Chr 50, 8.7E+1kxp

Damn Skippy (A being of your choice is Immune (can't drop) Hastes (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Pri SL10] Protection from Fire 10: Stop the next CL*36 fire dmg

[Psi3½ Major] Dimensional Anchor, Psionic: Bars extra dimensional movement.

[Wiz SL2] Fire Shield 2: Anyone who melees with you takes 25% dmg back

[Wiz SL8] Globe of Invulnerability 8: Immune to spells with SL=0 to 7

[Psi-12C Super] Anti-Commotion Resist.: +CL*5% aaAllR (Anti-Anti R vs. everything)

[Wiz SL4] Prismatic Sphere 4: 2 Prismatic colors

[Pri SL3] Resist [E=3 element]: Pick an E=3 element, you resist it for 1 hour.

[Psi45 Grand] Force Field vs. Physical: -SL per physical attack

[Psi9 Major] Become Energy: Move at light speed, immune phys.attack

[Wiz SL8] Prismatic Sphere 8: 6 Prismatic colors or 4 MultiPrismatic colors (may repeat colors in either mode)

[Psi19 Grand] Assassin Lore: Abilities as per an Assassin of half level (round up)

[Psi6G minor] Disease Immunity: Immunity to magical/nonmagical disease

Combat effects:

[Psi54 Major] Ice Production: CL*(SL+2) ice dmg to one target (no save)

[Psi3 Grand] Astral Construct VII: Astral construct fights for you.

[Psi-12L minor] Charm Blast: One group is charmed (Will save), doesn't affect undead etc.

[Psi54 minor] Matter Manipulation: CL*(SL+2) explosion dmg to one target (no save)

[Psi10 Major] Hypnotism: Hypnosis (make CL saves)

[Psi54 Grand] Flame Animation: Summon a DL=SL Fire Elemental

[Wiz SL11] Dispel Magic 11: Dispel 9 magic effects

[Wiz SL5] Confusion No Save: Confusion one target (no save)

[Wiz SL4] Cone of Cold 4: CLd8+CL cold dmg to a group (save:½)

[Psi5 Ultra] Change Reality (greater): As the 10th level spell, non-phys.things

[Wiz SL5] Lower Resistance : Lowers one's magic resistance

[Psi60 Grand] Nether Bolt: LVL*10 dmg Nether, vile damage

Dungeon082420 - Dungeon Level 14 (Bleeding)

Room # 3

Closet - 50ft. long x 50ft. wide x 35ft. tall

Bridge, Chain; pegs; laughter; steamy near floor

Time Door (goes to another time) on the east wall leading to a 30ft. long x 15ft. wide x 15ft. tall hallway.

Sample Names: Nashala the majestic Scarab -ette (BBs); Bandor the horrible Colossal Sword (Teleporter)

Air in room transforms into Elemental Composite Trap; DL 14; Search DC 143 (330 Cml damage/s, DC 152 Breath Weapon save for
Stairway that (causes/has/or is) Talks - Yells/Screams

[x2] Room is permanently/continuously ****Cursed**** (Ancient Foul Cursed)ed, only creatures immune or bubbled against it can fu
32,168gp

sword blade, broken

carved chattan chest, 0gp

Weapon: 4 half-plusses, 14130gp

Quart of Purplish Ass Juice;; 1M: Ill(sick) Blast: Do this Status

Effect to one group (no save) ; CL 58; SL 14; 196940gp

DL XIV Large Slate Sheets x(240) x[8]

|iiAC| 1967, HD 57, ihp 6656, MR 218% #Att 21, TH ÷ AC/Save DC by 210, iidmg 1190

Str 27, Dex 48, Con 103, Int 108, Wis 26, Chr 61, 8.7E+1kxp

Yiiks (A being of your choice is Blasphemy(cursed) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Wiz SL6] Globe of Invulnerability 6: Immune to spells with SL=0 to 5

[Pri SL4] Rusting Grasp : Your touch corrodes iron and alloys.

[Psi6N Ultra] Thief Abilities, LVL 12: Get thief abilities of level 12 (max = your level)

[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 SL9] Tenser's Transformation 9: +175% of max hp to current hp, +5 TH melee

[Psi18 minor] Invisibility: Invisibility; immune to Light/Radiance

[Wiz SL8] Tenser's Transformation 8: +150% of max hp to current hp, +4 TH melee

[Wiz SL11] Fifth Level Magic-User Spells (DM1): Cast any four 5th level Wizard spells simultaneously when it is cast.

[Psi19 minor] Control Disease: Immune to disease

[Psi8 minor] Hard Resistance to Radiation: Double resist radiation (1/4, save for 1/10), Ignore gaining Psi9/18/27 powers due to f

[Psi54 minor] Flame Being: Fire Shield (SL*10% damage back to attacker); Deal +SL fire dmg with melee attacks

[Pri SL1] Cantrip: Can cast 1 orison (Pri 0) per round as a Z action

Combat effects:

[Psi-2 minor] Weakness of the Land: 25 dmg, -3 TH, -3 dmg, -25% MR; Lasts 5r after maint.

[Psi10 minor] Fear: Fear (save vs. spell at -CL/3); Fumble (save vs. spell)

[Pri SL5] MultiCure Critical Wounds: Cure Critical (3 targets) (r=sight)

[Psi54 Grand] Damage Transference: Cell Adjustment CL*SL*2 hp

[Wiz SL6] Flesh to Stone : Makes living thing to become stone

[Psi-6E Major] Phase: (between rounds borrow 1M) "phased out" this r, pass through obj, no affecting real things

[Psi-17 Ultra] (no name): Word of Destruction: Room shape is rearranged, everyone in room (incl. PCs) take a slay (save) and a bl

[Pri SL10] Dispel Magic 10: Dispel 8 magic effects

[Psi6E Major] Charm or Hold Monster: Similar to respective wizard spells

[Psi6E Major] Gaze of Ice: Save (for damage) or petrified to ice

[Psi3½ minor] Cloud Mind: You erase knowledge of your presence from target's mind.

[Psi5 Major] Irresistible Charm: Charm Monster, no save

Dungeon082420 - Dungeon Level 14 (Smurf This)

Room # 4

Court - 20ft. long x 15ft. wide x 5ft. tall

idol(s); robes; foggy; poor oxygen

Dimension Door (as the spell) on the north wall leading to a 20ft. long x 10ft. wide x 5ft. tall hallway.

Sample Names: Askam the magnificent Baroness Fly (Motorhome); Silussa the atrocious Green Shogun (Inertron)

Air in room transforms into Elemental Helliron Trap; DL 14; Search DC 153 (90 Con damage/s, DC 149 Spell save for 1/10)(multip

Door, Secret that (causes/has/or is) Aging

[x2] Gods cannot feel, taste, or sense into this room unless they are actually there; Divine Intervention fails

175,320gp

pipe

a slice of dark Chocolate Suicide, 3gp

Whispersilk of the Bloodchief: Equip: Pay 277 Rogue Point(s) and "Equipped creature gets +31

to hit/dmg and +37 AC/saves and 441 hp and has Evolve, Skulk and Flying.; 196540gp

Cup of Bronze Mucus; 1/3P: Burninated(burned) Blast: Do this Status

Effect to one group (no save) ; CL 70; SL 14; 196530gp

DL XIV Macro-Small Carnelian Chains x(208) x[4]

Stun AC 1980, HD 14343, ihp 1.6E+6, CR 161% #Att 15, TH ÷ AC/Save DC by 210, i^6 dmg 2361

Str 34, Dex 38, Con 43, Int 25, Wis 81, Chr 72, 8.7E+1kxp

Pat Myself On The Back (A being of your choice is Capital S Slain (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Psi7 Grand] (no name): Immunity to energy drain and negative levels

[Psi72 minor] Luck: +/- PL to one die roll

[Wiz SL9] Anti-Magic Shell 9: Anti-Magic of SL 0 to 8

[Psi--2 Grand] Endurance of the World: +9 TH; +9 dmg; IECNR +25% ; Lasts 5r after maint.

[Pri SL6] Resist [E=6 element]: Pick an E=6 element, you resist it for 1 hour.

[Wiz SL2] Resist Elements: -12 dmg/r from 1 of: acid/cold/lightning/fire/sound {Touch, 1 creature}

[Wiz SL5] Anti-Radioactive Shell:

[Psi2 Ultra] Magic Inertial Barrier: Spell delayed 1 s if hitting you; Delayed 2 s

[Wiz SL12] Eighth & Ninth Level Magic-User Spells:

[Psi18 Ultra] Psi: Trap: Chain Contingency, up to LVL powers any type

[Pri SL4] Goodberry 4: Creates 16 goodberries

[Wiz SL11] Psionic Reflection: any undesired psionic effect is reflected for 1t

Combat effects:

[Pri SL2] Lesser Restoration: Restores temporary lowering of 1 ability score {Touch, 1 creature}

[Wiz SL4] Wall of Ice : Passing through wall deals 2*CL or 3d10 dmg ice

[Psi45 Grand] Energy Conversion: 0, SL/t: Convert an element in an effect to another element (max E factor = SL/2, round down)

[Wiz SL11] As You Were: Target's experience levels halve (round up) (no save)

[Pri SL7] Confusion:

[Psi6N minor] Dismiss Elemental, E=1-2: N=1 for normal, 2 for para, 3 for quasi, 4 for semi

[Pri SL7] Creeping Doom 7: (1d4+6)*100 insect dmg

[Psi30 Grand] Mana Beam: Astral damage

[Psi3½ Grand] Crystallize: Turn subject permanently to crystal.

[Psi6G minor] Remove Demon Influence: Removes possession, domination, charm, etc.; Does not have to be evil source

[Psi-9 Grand] Hyperkinetic:Hyper Inaction: -CH V actions, -CH AC (no save)

[Pri SL4] Command 4: Target makes 4 saves, each missed save allows 1 word for a command to be given

Dungeon082420 - Dungeon Level 14 (Yeah)

Room # 5

Salon - 10ft. long x 5ft. wide x 20ft. tall

charcoal bin; vice; thud; smoky smell

Trapped Door, Magic/Psi on the south wall leading to a 15ft. long x 10ft. wide x 5ft. tall hallway.

Sample Names: Finn Solmundssen the discourteous Omega Beetle (Celestial); Arvan the dewy-eyed Emerald Prodigy (-wing)

Air in room transforms into Elemental Silverglade Trap; DL 14; Search DC 142 (4000 Con damage/s, DC 143 PPD save for 1/3)(mu

Dome that (causes/has/or is) Attacks

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Round 142,328gp

leather boot

a Scroll of Cancellation, 'cancellation' 'reserved' 'reserved' 'reserved', 125gp

Magenta Stone [4d20] x3 Th/+325 dmg 12+/x3; 1P: SL*CL/2 Light damage

(no save) and SL/2 instances of blindness (save); CL 76; SL 14, 69517gp

Indigo Flag: +7 level(s) of exceptional Dex; 197090gp

DL XIV Gargantuan Sky-Blue Bells x(134) x[5]

|iAC| 1970, HD 234, lifep 25472, CR 221% #Att 26, TH ÷ AC/Save DC by 210, i^4 dmg 3930

Str 92, Dex 74, Con 50, Int 102, Wis 105, Chr 31, 8.7E+1kxp

Aight (Enemy Subordinates can't affect you (can't be dispelled).)

Prepared effects:

[Wiz SL12] Tenser's Transformation 12: +250% of max hp to current hp, +8 TH melee

[Wiz SL6] Tenser's Transformation 6: +100% of max hp to current hp, +2 TH melee

[Pri SL4] Resist Fire/Resist Cold 4: Take -60% dmg vs. fire or cold

[Psi18 Grand] Psi: Web: 100'r, any flying creature is Imprisoned

[Psi6N Major] Bard or Sage Abilities, LVL 7: Get bard or sage abilities of level 7 (max = your level)

[Psi9 Grand] Null Void: Null Field: Caster immune to and cannot use magic

[Psi4 Grand] Spell *2: One spell that you know has it's effect multiplied by 2, or costs only 1/(2*2-1) of a spell slot

[Psi9 Major] Hyperflight: +CH AC, Fly at 100*CH" rate, Pro.Vacuum

[Psi8 Ultra] Construct Weapon Item 8: Create a "Weapon" type item (see next page) of TechL=CL, each 8 TechL takes 1S action

[Wiz SL12] Eighth & Ninth Level Magic-User Spells:

[Psi9 minor] Extra Limbs: [+1d4 limbs] Can use them normally

[Wiz SL9] Extra Group +2: The next spell you cast will affect +2 groups of monsters

Combat effects:

[Wiz SL3] Hold Person: Holds up to 4 people

[Psi2 Major] Mindflame: <=8 HD Stun 2d6 r; >8 HD Dazed 1d3 r; <=16 HD; >16 HD

[Psi29 Major] Paralysis:

[Psi72 minor] Paralysis: Paralyze one target (PPD save)

[Psi54 Ultra] Lightning: CL*SL lightning dmg to one group (no save)

[Pri SL6] Create Undead : Ghouls, shadows, ghosts, wights, or wraiths.

[Wiz SL11] Step Out of It: see section [C] for effects

[Pri SL8] Conjure Greater Elemental: Conjures a 36 HD Elemental Lord (x2 being)

[Psi81 Ultra] Energy Blast IV: [Pick an element] CLd30 dmg of that element (one group, no save)

[Wiz SL11] Mental Loss: target loses 1M action for 1t

[Wiz SL2] Prismatic Wall 2: 2 Prismatic colors

[Pri SL10] Dispel Evil 10: Dispel 6 evil targets (can target the same thing more than once) (save)

Dungeon082420 - Dungeon Level 14 (Yiss)

Room # 6

Refectory (Monestary Dining Room) - 10ft. long x 25ft. wide x 20ft. tall

Floors of Plants; Floors of Water; footsteps (approaching); thumping

Locked Door, Out of Phase on the south wall leading to a 25ft. long x 25ft. wide x 5ft. tall hallway.

Sample Names: Calathangas the brazen War Shark (Truck); Karesh the base Dark Nimbus (Chair)

Rolling Pendulums Trap; DL 14; Search DC 153 (Attack +14 ranged, 70d4 Wis damage)

Room (Floor) that (causes/has/or is) Attacks

[x2] Immortals cannot taste, see, or sense into this room unless they are actually there; Divine Intervention fails

11,144gp

dishes

some tiger skin leggings, +2 AC, 10gp

Ring: All your fingers may be used as Ring fingers, 82550gp

Sharpened Blade: Equip: Pay 460 Rogue Point(s) and "Equipped creature gets +50 to hit/dmg and +49 AC/saves and 486 hp"; 196840gp

DL XIV Small Pale Roadways x(192) x[5]

||iAC|| 1966, HD 26, stunp 1640, GR 223% #Att 13, TH ÷ AC/Save DC by 210, i^5 dmg 2358

Str 107, Dex 43, Con 54, Int 46, Wis 33, Chr 29, 8.7E+1kxp

For Real (A being of your choice is Vexed(sick) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Psi54 Major] Gravity Increase: Decrease gravity in room or object/person by SL G's (x1 Special)

[Psi3½ minor] Energy Adaptation, Specified: Gain resistance 10 against one energy type.

[Psi-9 Major] Self-Transformer: Polymorph Self

[Pri SL1] Protection from Fire 1: Stop the next CL*2 fire dmg

[Psi45 Major] Resist: Physical: SL/4 (round down) instances of Resist physical attacks

[Psi6N Major] Null Field 7: All spells of SL 7 or higher don't work in 100'r

[Pri SL2] Resist Fire/Resist Cold 2: Take -50% dmg vs. fire or cold

[Wiz SL3] Psionic Resistance: PsiR 40+CL*5% [duration 3 hours]

[Pri SL3] Negative Plane Protection: Stops one negative energy attack

[Psi-12C Major] Effect Amplification: Pick any spell/power. You have double effect with that power.

[Psi6G Super] Reduplication: Duplicates one (non-magical, non-psionic) item; max TechL = CL

[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:

[Psi9 Grand] Energy Kinetic: Drain: Absorb 3*CH dice as per Energy Control

[Psi-12L Major] Law Triple Beam: CLxCL mental dmg in 3 lines (Reflex:½); C-align x2 dmg

[Wiz SL10] Tap Dweomer: Move CLdCL current hp from one target to another (no save)

[Wiz SL7] Wacky Ball 7 / Normal / ½: Ld20, save: ½

[Wiz SL7] Dispel Magic 7: Dispel 5 magic effects

[Psi-9 Ultra] Nightmare: Physical Blast: CHxCH'r,lose CHd4 physical stats (save:½)

[Psi-6N Major] Force of Nature IV: Summon a Thicket Elemental: AC 80, hp 320, #Att 4/1, TH +70, dmg 70

[Wiz SL9] Gate: Connects two planes for travel or summoning.

[Psi-17 minor] (no name): Chaos Ball your group (incl. yourself) for LVLd6 dmg

[Psi54 Ultra] Personality Transfer: Magic Jar (SL/2 saves)

[Psi45 Grand] Heat: Target takes SL*CL Fire damage per segment for 1 round (no save)

[Psi29 minor] Ray of Enfeeblement:

Dungeon082420 - Dungeon Level 14 (Kthanksbye)

Room # 7

Priest's Chamber/Lab - 25ft. long x 25ft. wide x 35ft. tall

peephole; chair; twanging; murmuring

Bone Door (shrieks loudly if opened) on the north wall leading to a 35ft. long x 20ft. wide x 25ft. tall hallway.

Sample Names: Panther Aartson the gallant Omega Shrike (Water); Alcolen the superlative Obsidian -lock (Atomic)

Inhaled Tempest Trap; DL 14; Search DC 145 (400 idamage, DC 147 PP save for half)

Pit that (causes/has/or is) magic word trigger

[x2] Gods cannot feel, taste, or sense into this room unless they are actually there; Divine Intervention fails

64,999gp

mud

a tub of LJ, special brand, chocolate, 5gp

Iridescent Shovel: Free Dodge Feat: +1 AC vs. one opponent (change on each of your actions); 196590gp

Iron-grey Medallion [AT+631] +290 AC/+484 Saves; 1M: Your unarmed attacks

are Permanent hp of damage; CL 60; SL 14; 183175gp

DL XIV Macro-Huge Opaque Innocents x(199) x[4]

iiiAC 1987, HD 1.1E+5, i^5 hp 1.4E+7, TR 198% #Att 21, TH ÷ AC/Save DC by 210, iidmg 1581

Str 25, Dex 61, Con 49, Int 56, Wis 52, Chr 37, 8.7E+1kxp

Alley Oop (A being of your choice is Dominated (Mentally) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Pri SL5] Resist Vulnerability: Target gains a Resist to something which can only be used to counter a Vulnerability (Duration 1 hr)

[Pri SL2] Protection from Fire 2: Stop the next CL*4 fire dmg

[Wiz SL11] Tenser's Transformation 11: +225% of max hp to current hp, +7 TH melee

[Wiz SL12] Anti-Magic Shell 12: Anti-Magic of SL 0 to 11

[Wiz SL11] Duplicate Mechanism: duplicate a technology item

[Pri SL4] Resist [E=2 element]: Pick an EE=2 element, you resist it for 1 hour.

[Psi-3 Major] Outcarnate: One anti-psionic effect is permanent.

[Psi81 minor] Armor: -CL dmg distributed among /energy or /physical attacks

[Wiz SL2] Notched Blast: Your next spell is "held" (release as 0), no spells until released

[Wiz SL8] Time/Reality Stability: Time/Reality Stability (duration 1 day), reverse removes it (Spell save)

[Psi54 Ultra] Animate Objects: Animate Objects as if they were a DL=SL Golem summon

[Psi3½ Major] Claws of the Vampire: Heal half of your claw's base damage.

Combat effects:

[Psi29 Major] Flesh to Stone:

[Pri SL4] Limited Heal: Heal, target must Fort save vs. # hp down (+10 per other effect)

[Wiz SL9] Energy Drain: Subject gains 2d4 negative levels.

[Wiz SL9] Death Spell 9: Slay 9d12 HD of creatures (save)

[Wiz SL6] Mass Suggestion : Suggestion to one creature per level

[Psi9 minor] Hypnosis: One creature hypnotized (save)

[Psi-12C minor] High-Frequency Sample: Generate a High-Frequency Sampler minor effect

[Pri SL8] Animal Horde: Summon your choice of 10*level HD of animals

[Psi81 Major] Dispel 5: Dispel a SL 0-5 effect

[Pri SL5] Limited Wish: 5th level spell: will duplicate any Wizard spell of levels 0-3 or Priest spell of levels 0-4.

[Psi-6E Major] Stench of Evil N: ½M, -9 current hp: 30'r: CL^3 stench dmg (save:½), they can use X PSP (any freq/spells, use Q11)

[Psi45 minor] Radiowave Generation: SL*CL/2 Radiowave damage (1 group, no save, the effect can go through a SL' wall)

Dungeon082420 - Dungeon Level 14 (Tittie Christ)

Room # 8

Guardroom - 5ft. long x 35ft. wide x 25ft. tall

stool; Priest/Religious Furnishings; urine smell; whistling

Double Door on the south wall leading to a 5ft. long x 10ft. wide x 25ft. tall hallway.

Sample Names: Dagmir the cowardly Time Eight (Hook); Gemshev the amoral Golden Ant (Discs)

Well-Camouflaged Javelins Trap; DL 14; Search DC 148 (Attack +84 ranged, 20d10 idamage)

Pool that (causes/has/or is) up-sliding

[x2] Gods cannot see, taste, or sense into this room unless they are actually there; Divine Intervention fails

153,600gp

desk

a spiked bracer, +3 AC, 1400gp

Trident of Wrath (3d8) (+16,+18); +2 to STR, DEX, Attacks; Slay

Evil, Undead; Blessed Blade; Venom Brand; Resist Light, Dark; See Invisible, 904510gp

Inky Cyber/Bio-ware: +60 Spell Slots; 196560gp

DL XIV Diminutive Rosy Bones x(156) x[7]

|iiAC| 1970, HD 140, iihp 410, RR 192% #Att 18, TH ÷ AC/Save DC by 210, i^6 dmg 9805

Str 37, Dex 54, Con 51, Int 73, Wis 37, Chr 40, 8.7E+1kxp

What In The Heck (A being of your choice is Fucking Insane Krazy(insane) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Psi16 Major] Golem Form: Clay: Unarmed damage you deal can be cured only by a CL=17+ Heal spell (or better)

[Psi81 Grand] Killing Attack, Hand-to-Hand: +CL*2 dmg and +CL Con dmg with unarmed attack

[Wiz SL4] Fire Shield 4: Anyone who melees with you takes 75% dmg back

[Psi9 minor] Resistance to Radiation: CH*5% RR

[Wiz SL6] Planar Displace: Planar Displacement for 1 turn

[Psi45 minor] Force Field vs. Power Manipulation: ER 10*SL%

[Psi2 Ultra] Magic Inertial Barrier: Spell delayed 1 s if hitting you; Delayed 2 s

[Psi-12C minor] Anti-Technological Armor: +5*CL% TechR (or) Resist Technology

[Psi3 Super] Astral Construct IX: Astral construct fights for you.

[Wiz SL8] Second Level Magic-User Spells (DM1): Cast any four 2nd level Wizard spells simultaneously when it is cast.

[Wiz SL6] Globe of Invulnerability 6: Immune to spells with SL=0 to 5

[Psi4 Ultra] Money *2.5: How much money you get in dungeon is multiplied by 2.5 (only affects you, not whole party)

Combat effects:

[Wiz SL11] Power Word Blind 11: Blinds & stuns a creature if current hp < 240 (no save)

[Pri SL7] Cureall: Cure all dmg + remove all non-divine ailments

[Pri SL3] Summon Insects: Summons DL 3 insects

[Psi-17 Grand] (no name): Earthquake your group (incl. yourself) for LVLd20 dmg, flying doesn't help

[Psi-3 minor] Spirit Adjustment: You heal 3d6 hp, +3 to next PP save, or restore 2 negative levels.

[Pri SL4] Limited Heal: Heal, target must Fort save vs. # hp down (+10 per other effect)

[Wiz SL3] Death Spell 3: Slay 3d12 HD of creatures (save)

[Psi29 Major] Control Body (Psi2):

[Psi-2 minor] Cell Adjustment: max 20*level hp /r; disease=+5 PSPs; Half cost in PSPs

[Pri SL7] Confusion:

[Pri SL5] Wall of Stone : 20 hp/four levels; can be shaped.

[Psi-2 minor] Decelerate: Target loses next action (save); next 2 actions

Dungeon082420 - Dungeon Level 14 (Holy Smokes)

Room # 9

Dressing Room - 15ft. long x 35ft. wide x 40ft. tall

Floors of Webs; crucible; squeaking; earthy smell

Trapped Door, Out of Phase on the east wall leading to a 45ft. long x 5ft. wide x 20ft. tall hallway.

Sample Names: Guerin Tracethoughts the winsome Crime -ion (Knife); Halvard Greenbird the illustrious Royal Masochist (Javelin

Spring transforms into Elemental Radiance Trap; DL 14; Search DC 154 (600 Dex damage/s, DC 143 Spell save for half), (multiple

Well that (causes/has/or is) Monster Generator: Golem (summons a Golem every segment)

[x2] Ultraplanar beings cannot see, feel, or sense into this room unless they are actually there; Divine Intervention fails

162,674gp

spices

Blaine's hammer, exotic, 11d12 (71), 120gp

Rian's Urethra: +10 to LVL; 1Z: Target's current hp becomes 200.; CL 98; SL 14; 196830gp

Iron-grey Staff [3d10] ++25 dmg 13+/x6; 1/2P: Cancels psionic powers and effects.; CL 67; SL 14, 118807gp

DL XIV Macro-Medium Blue Wishes x(72) x[5]

|iiAC| 1962, HD 2.9E+4, ihp 3.4E+6, WR 195% #Att 28, TH ÷ AC/Save DC by 210, i^5 dmg 1178

Str 100, Dex 95, Con 90, Int 98, Wis 84, Chr 32, 8.7E+1kxp

Wowie Zowie (A being of your choice is Cooked in own Juices(burned) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Wiz SL11] Continuous (one spell is continuous):

[Pri SL10] Regenerate 10: Regenerates 8 hp /s

[Wiz SL7] First Level Magic-User Spells (DM2): Can cast one 1st Level Wizard spell per round as Z action

[Psi-12C Major] Effect Amplification: Pick any spell/power. You have double effect with that power.

[Wiz SL7] Original Stoneskin 7: Block the next 4 P actions of attacks

[Psi45 Grand] Warding: Create a Trap (x1 Psionic) for SL/2 Psi45 powers

[Pri SL3] Protection from Lightning 3: Stop the next CL*8 lightning dmg

[Psi14 Major] (no name): Immune disease and poison

[Psi29 Major] Inertial Beam (Barrier):

[Psi18 Major] Metamorph: Shapechange (as spell), +LVL Dex:Balance

[Wiz SL10] Ward Dweomer: Become immune to one type of attack/element

[Psi-1 Major] Effects Resistance: +level*5% ER; others you target -level*5% ER; no selective targetting penalties

Combat effects:

[Psi6E Major] Howling Thunder: Randomly summons 6d20 abyssal spirits

[Psi15 minor] Charm Person: Charm Person

[Psi45 Ultra] Focus: Do SL instances of another Psi45 power you know; you are Spent and Harmed at the end of effect

[Pri SL3] Put Out of Misery: Target being at negative hp that would die if unattended is slain (no save)

[Psi10 Major] Crush: Crush an item (item save vs. crushing blow)

[Wiz SL5] Wall of Iron : 30 hp/four levels; can topple onto foes.

[Psi54 Grand] Mind Blast: SL Int dmg to one target (no save)

[Psi-17 Ultra] (no name): Invoke Logrus: 66*LVL Vile Eldritch Chaos to a group (no save)

[Pri SL9] Call Lightning 9: (CL+2)d20 lightning dmg (save:½) (halve the die type if not outside)

[Wiz SL7] Steal Enchantment : Transfer the enchantment of one spell to an another

[Wiz SL8] Magic Missile 8: (CL+1)*4 missiles, each does 1d4+1 force dmg (no save)

[Psi-9 Ultra] DeAmplification: (can borrow 1M) ÷CH effect on any effect

Dungeon082420 - Dungeon Level 14 (Motherfucker)

Room # 10

Creamatorium - 30ft. long x 45ft. wide x 5ft. tall

rod, mixing/stirring; trunk; clicking; rotting vegetation smell

Golem Door (it's a Golem creature) on the east wall leading to a 45ft. long x 25ft. wide x 15ft. tall hallway.

Sample Names: Felsur the loony Suicide Kid (Talons); Senna the indescribable Power -noid (Extra-terrestrial)

Charm Reptiles Trap; DL 14; Search DC 141 (Psionicist CL 28, no resistance)

Pedestal that (causes/has/or is) Treasure hidden under a heap of trash/dung

[x2] Ultraplanar beings cannot hear, see, or sense into this room unless they are actually there; Divine Intervention fails
10,018gp

mushroom spores

a bottle of Chablis Wine, 13gp

Rian's Adrenal Gland: +27 to Dex; 1P: One group of touched creatures gains 1 temporary hero point

and may use one of your level abilities of their level or less.; CL 88; SL 14; 196660gp

Chestnut Knife: +3hhhJQQQX Action(s); 196240gp

DL XIV Small Glassy Coals x(175) x[5]

Stun AC 1977, HD 17, ihp 1592, IR 194% #Att 21, TH ÷ AC/Save DC by 210, i^5 dmg 788

Str 67, Dex 104, Con 53, Int 51, Wis 88, Chr 97, 8.7E+1kxp

Kthnxbai (A being of your choice is Terminated w/ Extreme Prejudice(humiliate) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Pri SL7] Time/Reality Stability: Time/Reality Stability (duration 1 day), reverse removes it (Spell save)

[Psi54 Grand] Energy Absorption: CL*SL*3 hp ablative Force Field (vs. energy attacks)

[Psi12T Major] Damage Resistance: -1/die damage (from any source)

[Psi2 minor] Blink: Blink; Blink Wounding 1/r

[Pri SL4] Resist Fire/Resist Cold 4: Take -60% dmg vs. fire or cold

[Psi81 minor] Knockback Resistance: Take -10*CL' less from TK/Push effects

[Psi45 minor] Regeneration: Regenerate SL hp/s

[Pri SL9] Protection from Fire 9: Stop the next CL*32 fire dmg

[Pri SL8] Regenerate 8: Regenerates 2 hp /s

[Wiz SL11] Tenser's Transformation 11: +225% of max hp to current hp, +7 TH melee

[Wiz SL5] Globe of Invulnerability 5: Immune to spells with SL=0 to 4

[Psi23 minor] Fart Cloud: Very smelly, sickening cloud

Combat effects:

[Psi14 Grand] (no name): Alter your Lycanthrope form, DM rolls on LVL/2 Lycanthrope or Animal table

[Pri SL6] Feeblemind:

[Pri SL9] Hold Person/Monster 9: Hold 11 person or 9 monster targets (save)

[Pri SL7] Earthquake: Intense tremor shakes 5-ft./level radius.

[Pri SL9] Summon Nature's Ally IX : Calls creature to fight.

[Psi10 Major] Fire Blast: One group takes (8+CL/5)d6 fire dmg (save:½)

[Wiz SL9] Lightning Bolt 9: CLd18 lightning dmg to a group (save:½)

[Psi-17 Ultra] (no name): Invoke Logrus: 66*LVL Vile Eldritch Chaos to a group (no save)

[Wiz SL7] Dispel Exhaustion 7: Restore 90% of dmg taken, get an Original Haste 7 for 1 round

[Psi-5 minor] Aging: Target is aged CL*CL years (no save)

[Pri SL3] Remove Paralysis (2): Removes paralysis. This spell will also remove stun and summoning sickness effects. This spell als

[Wiz SL11] Ray of Enfeeblement 11: -55 physical stat points (randomly distributed in packets of 5) (save per packet)

Dungeon082420 - Dungeon Level 14 (Freaking Hell)

Room # 11

Well - 20ft. long x 50ft. wide x 20ft. tall

stocks; grill; snapping; dusty

Concealed (Hidden) Door on the north wall leading to a 20ft. long x 25ft. wide x 15ft. tall hallway.

Sample Names: Naek the gelatinous Beta Monger (Tube); Credia the ugly Suicide Prince (Flame)

Statue transforms into Elemental Slag / Tar Trap; DL 14; Search DC 143 (20 Chr damage/s, no save)

Door that (causes/has/or is) pressure-plate trigger

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Segment 142,450gp

flask, cracked

a black cummerbund, +1 AC, 25gp

Bright Gauntlets [AT+733] +28 AC/+224 Saves; 1M: Mirror Image (1 image), it has SL^3 hp;

it flies at SL*3"; you can cast Psi45 effects through it; CL 60; SL 14; 130625gp

Skull Mattock: Equip: Pay 113 Skill Point(s) and "Equipped creature gets +31 to hit/dmg and

+37 AC/saves and 45 hp and has Mentor, Defender, Squirrellink and Protection from two-word names.; 196220gp

DL XIV Large Ruby Quarts x(156) x[8]

Stun AC 1973, HD 62, ihp 6656, ER 209% #Att 12, TH ÷ AC/Save DC by 210, iiiidmg 9812

Str 27, Dex 94, Con 44, Int 107, Wis 49, Chr 41, 8.7E+1kxp

Screw It (A being of your choice is Pulverized(destroyed) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Pri SL1] Endure Elements: -5 dmg/r from 1 of: acid/cold/lightning/fire/sound {Touch, 1 creature}

[Psi6G Grand] Wand of the Mind: All your effects from one class are at double CL (for effect and BlahR adj.)

[Psi81 Major] Damage Reduction, Physical, 50%: Take x0.5 damage from physical attacks

[Psi3½ Super] Assimilate: Incorporate creature into your own body.

[Psi27 Ultra] Prince: Your "caster level" (CL) for all purposes (even non-Psi27) is raised by LVL

[Wiz SL9] Globe of Invulnerability 9: Immune to spells with SL=0 to 8

[Psi45 minor] Reflection: MPIWReflection 5*SL%

[Wiz SL4] Anti-Magic Shell 4: Anti-Magic of SL 0 to 3

[Psi45 Grand] Prehensile Hair: Your hair has controlled movement; can do a "Hair attack" (using your hair's P action) for 1dSL dm

[Pri SL6] Antilife Shell : 10-ft. field hedges out living creatures.

[Wiz SL5] Animal Growth : One animal/two levels doubles in size, HD.

[Psi8 minor] Technological Armor: +CL AC, +CL*2 current hp (like an Armor spell), can stack w/ Armor spell

Combat effects:

[Pri SL4] Command 4: Target makes 4 saves, each missed save allows 1 word for a command to be given

[Wiz SL6] Magic Missile 6: (CL+1)*3 missiles, each does 1d4+1 force dmg (no save)

[Psi54 Ultra] Darkness: Darkness (can blind a person, make SL saves)

[Pri SL8] Spiral Of Degeneration: All x1 items within 50' turn off, all lose 1 spell/r, 1h

[Pri SL5] Blade Barrier 5: 7d7 dmg wall (shards)

[Pri SL7] Neutralize Poison 7: Cure 4 poison effects (reverse causes that many, save for each)

[Pri SL8] Summon Monster VIII : Calls outsider to fight for you.

[Psi6E Major] Gaze of Ice: Save (for damage) or petrified to ice

[Wiz SL3] Magic Missile 3: (CL+1)*3/2 missiles, each does 1d4+1 force dmg (no save)

[Wiz SL10] Afflict Dweomer: Target cannot make saving throws (no save)

[Psi30 Grand] Death Bolt: Necromantic damage

[Psi30 Major] Clout: TK punch:roll TH, dmg=½*ä(succ)

Dungeon082420 - Dungeon Level 14 (Over My Dead Body)

Room # 12

Hall, Great - 35ft. long x 40ft. wide x 35ft. tall

ledge; dome; dusty; bellow (ing)

Zombie Door (made of zombies) on the east wall leading to a 50ft. long x 20ft. wide x 25ft. tall hallway.

Sample Names: Shoikan the raving Martian Fox (Bike); Sandrine the sophisticated Comet Friend (Sling)

Charm Reptiles Trap; DL 14; Search DC 149 (Psionicist CL 28, DC 146 Will save to negate)

Fireplace that (causes/has/or is) Animated

[x2] Mortals cannot see, taste, or sense into this room unless they are actually there; Divine Intervention fails

79,095gp

waterskin

a green key, 0gp

Bag of Tawny Saliva; 1/2P: Fucking Insane Krazy(insane) Brand: Brand this

Status Effect to one weapon (no save) ; CL 64; SL 14; 196130gp

Flask of Aquamarine Vomit; 1/3Z: Ill(sick) Balls: Do this Status Effect

to one group (Spell save: 0) ; CL 78; SL 14; 196870gp

DL XIV Fine White Knowledges x(264) x[6]

iiAC 1965, HD 14, ihp 201, BlahR 153% #Att 28, TH ÷ AC/Save DC by 210, i^4 dmg 5891

Str 77, Dex 71, Con 76, Int 94, Wis 59, Chr 69, 8.7E+1kxp

God Damn (A being of your choice is Atomized(destroyed) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Pri SL6] Protection from Fire 6: Stop the next CL*20 fire dmg

[Psi45 minor] Reflection: MPIWRReflection 5*SL%

[Wiz SL11] Fifth Level Magic-User Spells (DM2): Can cast one 5th Level Wizard spell per round as Z action

[Wiz SL7] Armor 7: +CL*14 current hp

[Psi54 minor] Invulnerability: -CL*SL/2 dmg per attack

[Psi6E Grand] Immunity III: Immune:lightning/acid, +2 weapon to hit

[Psi45 Grand] Body Transformation: Change your body to be of an E=SL/2 element

[Wiz SL4] Improved Invisibility : As invisibility, but subject can attack and stay invisible.

[Pri SL3] Protection from Elements : Absorb 12 damage/level from one kind of energy.

[Wiz SL9] Fire Shield 9: Anyone who melees with you takes 200% dmg back

[Psi30 Grand] Resist Allergy: Remove -1 penalty/succ

[Psi-12T Major] Improved Inallability: Improved Invisibility (sight/sound/smell), can't be touched

Combat effects:

[Psi30 Ultra] Decrease Constitution: -1 Con/succ

[Pri SL6] Remove *Curse*: Removes *Curse*, Capital C Curse (but not Ancient Foul Curse)

[Wiz SL10] Dispel Magic 10: Dispel 8 magic effects

[Psi30 Grand] Control Actions: Caster controls ½P action/succ

[Wiz SL7] Finger of Death : 60 yard Slay one victim, there is saving throw vs. death

[Psi10 minor] Feather Fall *: Feather Fall

[Psi6G Ultra] Reset: Resets one target in sight (max = 1 reset per real reset)

[Pri SL10] Flame Strike 10: CLd18 holy fire dmg (save:½)

[Psi3½ Major] Energy Wall: Create wall of your chosen energy type.

[Psi27 minor] Innocents: You cannot physically attack this segment. You are healed LVL^2 hp.

[Psi-17 Ultra] (no name): Invoke Logrus: 66*LVL Vile Eldritch Chaos to a group (no save)

[Psi6E Grand] Dark Thunderbolt: 1 dmg/DPP (darkness & sound) (no save)

Dungeon082420 - Dungeon Level 15 (Bugger)

Room # 1

Dining / Feast Hall - 15ft. long x 30ft. wide x 30ft. tall

holy/unholy writings; Chimney; chirping; chanting

Teleport Door (other side is far away) on the east wall leading to a 30ft. long x 15ft. wide x 15ft. tall hallway.

Sample Names: Kolbein Elephantslayer the deadly Forgotten Justice (Engine); Tosti the Jaguar the heroic Patchwork Legion (Mac

Cone of Cold 12 Trap; DL 15; Search DC 165 (Wizard CL 30, no save)

Fountain that (causes/has/or is) Pivots Two Possible Ways

[x2] Gods cannot hear, smell, or sense into this room unless they are actually there; Divine Intervention fails

147,085gp

dagger

some dates, 1gp

Multi-prismatic Bookmark: +8 level(s) of exceptional Dex; 225120gp

Drum of Alabaster Semen;; 1P: Debilitated(sick) Bolt-On: Do this Status Effect

to one target (Spell save: 0) ; CL 74; SL 15; 225900gp

DL XV Macro-Diminutive Chrome Turns x(292) x[8]

||AC|| 2251, HD 3853, ihp 4.9E+5, TR 224% #Att 18, TH ÷ AC/Save DC by 240, iiiidmg 4513

Str 81, Dex 68, Con 55, Int 64, Wis 115, Chr 46, 1.2E+2kxp

Bugger (A being of your choice is Institutionalized(unaware) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Pri SL4] Goodberry 4: Creates 16 goodberries

[Wiz SL9] Armor 9: +CL*18 current hp

[Wiz SL11] Original Stoneskin 11: Block the next 8 P actions of attacks

[Psi27 Grand] The Call: Choose a creature type: summons (LVL-DL)^2 of them. (DL is creature's DL).

[Psi6G Ultra] Sentinel Lore: You gain x2 multiplier; Sentinel's powers of level = (CL-21)/7

[Psi6E Super] Dark Storm: 6 Dark Thunderbolts (pay DPP cost once)

[Wiz SL9] Third Level Magic-User Spells (DM1): Cast any four 3rd level Wizard spells simultaneously when it is cast.

[Pri SL8] Goodberry 8: Creates 32 goodberries

[Pri SL5] Improved Free Action: Immune Capital S Stun, Stop, Hold, Paralysis, Summoning Sickness; Hold P,V actions

[Wiz SL2] Invisibility: Invisibility; attacking ends spell {Touch, 1 target}

[Psi54 minor] Thief: Any Thief SL-1 pick; 5*CL Rogue points in it

[Pri SL4] Dimensional Anchor : Bars extradimensional movement.

Combat effects:

[Wiz SL11] Unlimited Wish:

[Wiz SL3] Hold Person: Holds up to 4 people

[Pri SL8] Create Greater Undead : Mummies, spectres, vampires, or ghosts.

[Pri SL9] Cure Wounds 9: Cures 45d8 hp (can take offer of 6 per die -> 270 hp)

[Wiz SL10] Wulf's Rectification: Sends 1d4+1 targets to home plane (no save, -20% MR/iMR)

[Pri SL3] Remove Disease : Cures all diseases affecting subject.

[Pri SL7] Command 7: Target makes 7 saves, each missed save allows 1 word for a command to be given

[Wiz SL12] Monster Swarm Summoning XII: Summons CL/16 (round down) DL XI monsters

[Psi29 Major] Monster Summoning IV:

[Psi29 Grand] Grease Bolt LVLd8:

[Psi45 Major] Focus: Do SL instances of another Psi45 power you know; you are Spent and Harmed at the end of effect

[Psi30 Grand] Control Actions: Caster controls ½P action/succ

Dungeon082420 - Dungeon Level 15 (Hells To The No)

Room # 2

Divination - 50ft. long x 30ft. wide x 15ft. tall

pincers; sunken area; drumming; rotting vegetation smell

Glass Door (transparent) (shatters if opened) on the east wall leading to a 45ft. long x 25ft. wide x 20ft. tall hallway.

Sample Names: Merdecia the furious Azure Crew (Flute); Igraine the mind-numbing Dawn Savage (Surfboard)

Hail of Caltrops Trap; DL 15; Search DC 163 (Attack +300 melee, 60d4 idamage)

Well that (causes/has/or is) Gravity - Greater

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Month

66,903gp

magic circle

a misty potion, 'pass door' 'faerie fire' " " ", 92gp

Staff-Mace, 9130gp

Rose-coloured Armor Gemlet [AT+906] +783 AC/++24 Saves; 1P: Bard or Sage Abilities, LVL 12; CL 62; SL 15; 284985gp

DL XV Fine Chrome Mattocks x(167) x[5]

|...^∞|AC|...^∞| 2273, HD 5, ihp 235, RR 157% #Att 30, TH ÷ AC/Save DC by 240, i^8 dmg 11263

Str 83, Dex 34, Con 35, Int 31, Wis 48, Chr 93, 1.2E+2kxp

Nice One (A being of your choice is Vaped(high) (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

[Pri SL1] Cantrip: Can cast 1 orison (Pri 0) per round as a Z action

[Pri SL1] Protection from Lightning 1: Stop the next CL*2 lightning dmg

[Psi54 Major] Split: You are two beings (two places at once); it costs 3 actions to have each body do 1 action

[Wiz SL11] Prismatic Sphere 11: 9 Prismatic colors or 7 MultiPrismatic colors (may repeat colors in either mode)

[Wiz SL6] Fire Shield 6: Anyone who melees with you takes 125% dmg back

[Wiz SL10] Original Stoneskin 10: Block the next 7 P actions of attacks

[Psi7 Major] (no name): Whenever you touch someone, they are aged CLd4 years (PPD save)

[Psi45 Major] Force Field vs. Physical: -SL per physical attack

[Psi-12L Major] See Through: See through Dust of Disappearance & Mirage Arcana effects

[Psi7 minor] (no name): Pick a stat. Whenever you touch someone, they take (CL+1)/2 ability damage to that stat (PPD save)

[Psi-1 Major] Inverse Magic Jar: Another being can use your body

Combat effects:

[Wiz SL7] Power Word Kill 7: Kills a creature if current hp < 60 (no save)

[Psi1 Grand] Death Stare: Save-6; Death; Stun 2d4r if over 2*level HD

[Psi-9 Ultra] AntiBio Force: Lose Health: -CH Con, degen all hit points each r (no save)

[Pri SL5] Death's Door 5: Target (currently at negative hp) goes to 2 hp (can't go above max)

[Psi3 Grand] Insanity: Subject is permanently wacky.

[Psi12C Major] Destroy Clone: Kills a Clone, Simulacrum, or Shapechanger

[Psi45 Major] Missile Creation: Do SL missile attacks, must roll to hit, each hit does 10 dmg (no save) and a stun (save)

[Wiz SL9] Summon Monster IX: Calls outsider to fight for you

[Psi5 minor] Natural Protection: (Z action) Natural Effect damage resistance 75% for 1s

[Psi10 minor] Pillar of Fire: Makes a column of fire (10' wide by 10*CL' high), 1d10 dmg

[Psi45 Major] Control: 1bM: Redirect an effect (caster makes SL/4 saves)

[Wiz SL8] Feeblemind 8: -40 mental stat points (randomly distributed in packets of 5) (save per packet)

Dungeon082420 - Dungeon Level 15 (Sugar Honey Ice Tea)

Room # 3

Office - 40ft. long x 5ft. wide x 40ft. tall

collapsed wall; lectern; moaning; clanking

False Door on the west wall leading to a 30ft. long x 20ft. wide x 20ft. tall hallway.

Sample Names: Scur the Scholar the tone-deaf Animal Rider (Tractor); Wildcat Awiergansson the damnable American Scout (Flail

Death Spell 12 Trap; DL 15; Search DC 151 (Wizard CL 30, no save)

Passage that (causes/has/or is) Polymorphing

[x2] Immortals cannot hear, feel, or sense into this room unless they are actually there; Divine Intervention fails

182,772gp

ash

A blade of shadows, sword, 12d30 (186), 0gp

Pale Necklace [AT+33] +29 AC/++5 Saves; 1M: Immune to spell

level 0 to SL-1 enchantment/charm effects; CL 54; SL 15; 15985gp

Pint of Multi-Colored Ass Juice;; 1V: Debilitated(sick) Bolt-On: Do this Status

Effect to one target (Spell save: 0) ; CL 105; SL 15; 226020gp

DL XV Medium Slate Revolvers x(183) x[5]

||iAC|| 2259, HD 36, ihp 57360, XR 170% #Att 27, TH ÷ AC/Save DC by 240, i^5 dmg 11251

Str 54, Dex 27, Con 108, Int 30, Wis 26, Chr 45, 1.2E+2kxp

La Di Da (A being of your choice is Invigorated(positive) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Wiz SL11] Anti-Magic Shell 11: Anti-Magic of SL 0 to 10

[Pri SL2] Resist Elements: -12 dmg/r from 1 of: acid/cold/lightning/fire/sound {Touch, 1 creature}

[Psi4 Grand] Ability Score *2: Choose one ability score. New score = (old score - 10) * 2 + 10

[Wiz SL9] Shape Change : Changes the caster to someone else, he adopt it powers and vulnerabilities save that depends upon int

[Psi12T Super] Aura of Non-Sentience: All creatures within 120' of caster (incl. the caster) lose all levels of experience, have a cor

[Wiz SL2] Anti-Magic Shell 2: Anti-Magic of SL 0 to 1

[Wiz SL1] Find Familiar: See [S4], or finds your familiar {1 creature}

[Wiz SL1] Cantrip: Can cast 1 cantrip (Wiz 0) per round as Z action

[Psi45 Grand] Energy Body: Major: You are made of energy; cannot use P actions; resist physical damage

[Psi2 Major] Nerve Manipulation: Touch: Pain 1d3 r; Stun 1d2 r

[Psi23 Major] Swirling Cloud: Damages and confuses those in area

[Psi24 Ultra] Level: early 25: Get a "Level:" ability in your class 25 levels early (this can be taken multiple times)

Combat effects:

[Wiz SL1] Lightning Bolt 1: CLd2 lightning dmg to a group (save:½)

[Pri SL9] Remove Curse 9: Cure 6 curse effects (reverse causes that many, save for each)

[Psi6N Grand] Gate: Gate As spell

[Pri SL7] Escape: You Escape from current situation

[Psi29 Ultra] Shielder: Bolt (Psi 9): CHxCHd8 Force damage, ignores defenses:

[Wiz SL11] Ray of Enfeeblement 11: -55 physical stat points (randomly distributed in packets of 5) (save per packet)

[Pri SL6] Treat Harmful Wounds: Cure 60% of max hp

[Wiz SL10] Death Spell 10: Slay 10d12 HD of creatures (save)

[Pri SL7] Call Lightning 7: (CL+2)d16 lightning dmg (save:½) (halve the die type if not outside)

[Psi45 Major] Plasma Generation: SL*CL Plasma damage (1 group, no save)

[Pri SL3] Cure Disease: Cures Disease

[Psi45 Major] Sleep-Induced: Sleep (SL/2 saves)

Dungeon082420 - Dungeon Level 15 (Ok)

Room # 4

Gardens - 35ft. long x 50ft. wide x 40ft. tall

offertory container; wall basin; groaning; ozone smell

Secret Door on the south wall leading to a 35ft. long x 5ft. wide x 20ft. tall hallway.

Sample Names: Morthin the cowardly Fantastic Jet (Discs); Dei of the Evening Heart the naughty Mother Gathering (Cosmic)

Inhaled Anti-Loop Trap; DL 15; Search DC 152 (6500 idamage, no save)

Dome that (causes/has/or is) Magical Pool/Throne: Turns gold into platinum (50%) or lead (50%)

[x2] Immortals cannot smell, taste, or sense into this room unless they are actually there; Divine Intervention fails

32,235gp

pole, broken (5')

a hard leather cap, +1 AC, 22gp

Flesh Amulet [AT+32] +17 AC/+485 Saves; 1M: Physical Independence: You do not die

as a result of being at negative hp; CL 66; SL 15; 74130gp

Quart of Flesh-Coloured Breast Milk;; 1F: Frelled(broken) Balls: Do this Status

Effect to one group (Spell save: 0) ; CL 66; SL 15; 225290gp

DL XV Macro-Fine Ochre Carpenters x(241) x[7]

||AC|| 2255, HD 1923, i^6 hp 2.4E+5, TR 236% #Att 25, TH ÷ AC/Save DC by 240, iidmg 2264

Str 94, Dex 85, Con 88, Int 46, Wis 30, Chr 108, 1.2E+2kxp

Yeah, No (A being of your choice is Immune (can't drop) Hastes (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Psi4 Grand] Money *2: How much money you get in dungeon is multiplied by 2 (only affects you, not whole party)

[Psi6E Super] Know Truename: As the 9th level Diviner spell

[Psi29 minor] Anti-Radiation Ray:

[Psi45 Major] Force Field vs. Energy: Immune to spell level 0 to SL-1 energy attacks

[Wiz SL6] Tenser's Transformation 6: +100% of max hp to current hp, +2 TH melee

[Pri SL6] Spell Immunity 6: Be immune to 3 spells by name

[Psi27 Ultra] Prince: Your "caster level" (CL) for all purposes (even non-Psi27) is raised by LVL

[Psi1 Ultra] Shotokan Spirit: Know and can use all Psi0 minor/major/grand powers

[Pri SL1] Protection from Fire 1: Stop the next CL*2 fire dmg

[Wiz SL11] Armor 11: +CL*22 current hp

[Psi24 Grand] Memorization Level Increase 3: +1 Memorization Level (this is next level of picks for rogues)

[Wiz SL3] Nondetection : Hides subject from divination, scrying.

Combat effects:

[Psi45 Grand] Fire Generation: SL*CL Fire damage (1 group, no save)

[Pri SL7] Confusion:

[Psi45 Grand] Self-Revival: 0, (SL-1)/d: Heal self

[Pri SL2] Cure Moderate Wounds (3): Cure 4d8+L (choose 2 dice) (or) 12+L hp {Touch, 1 creature}

[Pri SL8] Heal 8: Cure to 150% of max hp (max Heal 8 can cure at once = 1500 hp)

[Psi3 minor] Cell Adjustment: You heal 3d6 dmg, bonus to next poison/disease save, or heal 2 ability pts.

[Psi9 Major] Tricancellation: Dispel Magic,Psionics,Energy (1 target)

[Psi45 minor] Radiowave Generation: SL*CL/2 Radiowave damage (1 group, no save, the effect can go through a SL' wall)

[Pri SL5] Ice Storm : Hail deals 5d6 damage in cylinder 40 ft. across.

[Wiz SL10] Strike Dweomer: (30*CL)d8 dmg to one target, any type of dmg, no save

[Psi6E Major] Blackfire: Polymorph Any Object to Ashes (6d10 Hp)

[Psi3 Major] Greater Concussion: Pummel foe for 5d6 damage.

Dungeon082420 - Dungeon Level 15 (Poo)

Room # 5

Salon - 10ft. long x 45ft. wide x 10ft. tall

skin; arch; clear; whistling

Sliding Door (slides left/right into wall) on the east wall leading to a 15ft. long x 15ft. wide x 5ft. tall hallway.

Sample Names: Vix the uncaring Scarlet Collector (Air); Mawen the dreadful Karate Four (Gyro-)

Air in room transforms into Elemental Rot Trap; DL 15; Search DC 160 (350 Wis damage/s, no save)(multiple targets)

Pit that (causes/has/or is) Changes - Class

[x2] Room is permanently/continuously Blinded, only creatures immune or bubbled against it can function here.

165,123gp

cushion

shilk sheets, +12 AC, 600gp

Bright Magnet: +2slowJQQG Action(s); 225510gp

Ice blue Armor, Light [AT+24] +323 AC/+288 Saves; 1M: Spend the Q points from non-Psi(-6) frequencies. Your next attack is at +Q to hit.; CL 105; SL 15; 91870gp

DL XV Tiny Rust Dedications x(118) x[7]

iiiAC 2257, HD 300, iiiihp 924, IR 222% #Att 11, TH ÷ AC/Save DC by 240, i^4 dmg 2714

Str 74, Dex 78, Con 38, Int 109, Wis 101, Chr 43, 1.2E+2kxp

Ugh (Immune to a being of your choice's segment of actions (can't be dispelled).)

Prepared effects:

[Psi-15 Major] Dial-a-Breath Eelement (<): You can use any eelement with EE factor less than your normal breath.

[Psi16 Major] Golem Form: Rock: Resist earth; Any weapon that hits you saves vs. crushing blow or destroyed

[Pri SL2] Resist [E=2 element]: Pick an E=2 element, you resist it for 1 hour.

[Wiz SL8] Tenser's Transformation 8: +150% of max hp to current hp, +4 TH melee

[Psi54 minor] Invisibility: Minor: Invisibility; Major: Improved Invisibility; Grand: Dust of Disappearance

[Wiz SL11] Bestow Save: get saves vs effects with no save 1t/lvl

[Pri SL6] Anti-Animal Shell:

[Pri SL9] Petition: auto make next divine intervention roll

[Psi-9 Grand] Control Air: Armor: +CH Saves, Armor has 10*CH hp

[Pri SL5] Improved Free Action: Immune Capital S Stun, Stop, Hold, Paralysis, Summoning Sickness; Hold P,V actions

[Psi18 Major] Magnetic Ctrl: Shield: Shield vs. Energy/Physical, 100*LVL hp

[Psi8 minor] Construct Power/Defensive Item 1: Create a "Power" type item (see next page) of TechL=CL, each TechL takes 1S ac

Combat effects:

[Wiz SL10] Banish Dweomer: Sends target to its home plane (no save, half MR/iMR)

[Wiz SL7] Banishment : Force a creature or creatures back to its own plane.

[Psi30 Ultra] Decrease Dexterity: -1 Dex/succ

[Psi-2 minor] Half Pain: Take half damage from one person for 1t; --

[Psi72 minor] Regeneration: Regenerate PL hp/r

[Wiz SL3] Hold Person: Holds up to 4 people

[Psi-12C minor] Cthulhoid Swarm II: Summon CL Monsters using ML II "Weird" chart (random)

[Psi10 minor] Dispel Exhaustion: Target heals 25% of damage taken

[Psi9 Grand] Energy Kinetic: Blast: 4*CH' rad, 2*(CHd10) Energy dmg (save:½)

[Wiz SL10] Wacky Ball 10 / Normal / ½: Ld1000, save: ½

[Wiz SL5] Dismissal : Send a creature back to it's own plane

[Psi30 Major] Ram Touch: 1 hull point damage/succ

Dungeon082420 - Dungeon Level 15 (Zounds)

Room # 6

Bedroom/Boudior - 5ft. long x 20ft. wide x 25ft. tall

branding irons; chair, padded, arm; ozone smell; clashing

Secret Door on the west wall leading to a 30ft. long x 10ft. wide x 5ft. tall hallway.

Sample Names: Sharlee the miserly Invisible Hornet (Motorhome); Jhessail the amazing Wild Harrier (Curse)

Annihilation Bolt Trap; DL 15; Search DC 162 (Psionicist CL 30, no save)

Pit that (causes/has/or is) Sloping

[x2] Immortals cannot smell, see, or sense into this room unless they are actually there; Divine Intervention fails

22,758gp

hard high boots

a Pack of Rations, 5gp

Ruby Gloves [AT+20] +24 AC/+15 Saves; 1M: SL/2 (round down) instances of

Resist light; +SL*10% damage with light effects; CL 70; SL 15; 15745gp

Bag of Tricks – Gray: Summon up to 10 creatures per

week, chosen randomly from bat, rat, cat, weasel, & badger., 4220gp

DL XV Huge Spruce Snakes x(249) x[8] x[[4]]

|iiAC| 2269, HD 129, iiiihp 15104, IR 204% #Att 25, TH ÷ AC/Save DC by 240, i^7 dmg 2254

Str 88, Dex 65, Con 75, Int 42, Wis 95, Chr 60, 1.2E+2kxp

Whoopsie (Make irrelevant an entire segment's worth of actions (can't be dispelled).)

Prepared effects:

[Wiz SL9] Anti-Magic Shell 9: Anti-Magic of SL 0 to 8

[Wiz SL2] Protection from Paralysis: Immune to paralysis, slow, hold {Touch, 1 creature}

[Pri SL1] Combine: -4 AC; no Dex adj.; Add Pri CLs for effects {Touch, 1+ creatures}

[Psi29 Major] Anti-Anti-Magic Ray:

[Psi16 Ultra] Golem Form: Brain: +1QM action; 1M: Psi1 Psionic Blast; iPR +70%

[Psi-3 Major] Dimensional Enhancer: Can teleport or dim door away during combat (x1 Special)

[Psi8 Major] Create Technological Monster II: Create a DL IV Technological Monster (AC=8*CL, hp=8*(CL^2), Str=4*CL)

[Wiz SL9] Chain Contingency : Like the contingency, but holds more spell

[Wiz SL10] Anti-Magic Shell 10: Anti-Magic of SL 0 to 9

[Wiz SL6] No Save: The next spell you cast does not have a saving throw

[Wiz SL2] Armor 2: +CL*4 current hp

[Psi45 minor] Reflection: MPIWReflection 5*SL%

Combat effects:

[Wiz SL2] Shatter: Object(s) destroyed (save vs. crushing blow) {1 group}

[Psi3½ minor] Body Adjustment: You heal 1d12 damage.

[Wiz SL7] Limited Wish: Will duplicate any Wizard or Priest spell of levels 0-6.

[Psi-6G minor] Renewal †: 1bM: One target at negative hp is cured to 0 hp

[Psi1 Major] Improved Invisibility: Invisibility but can attack and remain Invis.

[Pri SL9] Summon Nature's Ally IX : Calls creature to fight.

[Pri SL4] Flame Strike 4: CLd6 holy fire dmg (save:½)

[Wiz SL6] Capital S Stun Ball: Area effect Capital S Stun (PPD save)

[Pri SL3] Treat Serious Wounds: Cure 30% of max

[Psi-2 minor] Time Halve: Lose one instance of "Q" on all action types; -4 AC/save; -2 TH

[Wiz SL3] Enslave Person: As Charm Person, except the effect cannot be thrown off by being damaged, and there is no daily save

[Psi-12L Grand] Law Quadruple Beam: CLxCLx2 mental dmg in 4 lines (no save); C-align x3 dmg

Dungeon082420 - Dungeon Level 15 (Jeez)

Room # 7

Training/Exercise/Practice - 45ft. long x 15ft. wide x 40ft. tall

coat rack; Walls of Magma; horn/trumpet sounding; clear

Golem Door (it's a Golem creature) on the west wall leading to a 35ft. long x 5ft. wide x 20ft. tall hallway.

Sample Names: Melastirth the impossible Blue Avenger (Unicorn); Herron the bizarre Silent Glider (Submarine)

Solid Stun Blast Trap; DL 15; Search DC 155 (Psionist CL 30, DC 161 Will save for 1/3)

Fireplace that (causes/has/or is) Geas/Quest

[x2] Room is permanently/continuously Disjunct (effect)ed, only creatures immune or bubbled against it can function here.

113,988gp

magic circle

a pot of boiling oil, 490gp

Chrome Potion: +4 Class Slots; 225160gp

Iron Stone, Don, +1/5 of a Swing action, 13140gp

DL XV Huge Dull Innocents x(130) x[4] x[[2]]

iiiAC 2273, HD 131, iihp 15232, XR 2865% #Att 9, TH ÷ AC/Save DC by 240, i^6 dmg 4508

Str 47, Dex 36, Con 96, Int 96, Wis 57, Chr 52, 1.2E+2kxp

For God's Sake (A being of your choice is Crippled(broken) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Wiz SL11] Original Stoneskin 11: Block the next 8 P actions of attacks

[Wiz SL12] Sixth Level Magic-User Spells (DM2): Can cast one 6th Level Wizard spell per round as Z action

[Wiz SL3] Fire Shield 3: Anyone who melees with you takes 50% dmg back

[Psi54 minor] Magic Shield: Stops SL/2 magical attacks on you

[Wiz SL12] Fire Shield 12: Anyone who melees with you takes 275% dmg back

[Psi-6G Major] Fury †: 1bM: Troll regen 1/10 of max hp (round down) /s; Immune to Put Out of Misery / Coup de Grace

[Wiz SL2] Armor 2: +CL*4 current hp

[Psi9 Ultra] Contingency: Contingency for one Psi9 power

[Wiz SL10] Anti-Magic Shell 10: Anti-Magic of SL 0 to 9

[Psi15 Grand] Dial-a-Breath Element (≤): You can use any element with E factor equal to or less than your normal breath.

[Wiz SL5] Anti-Radioactive Shell:

[Psi-12C minor] Anti-Technological Armor: +5*CL% TechR (or) Resist Technology

Combat effects:

[Psi-3 minor] Spirit Adjustment: You heal 3d6 hp, +3 to next PP save, or restore 2 negative levels.

[Wiz SL10] Change Reality: Will duplicate any Wizard spell of levels 0-9 or any other spell of levels 0-8.

[Pri SL9] Conjure Elemental 9: Conjure a DL=8 elemental

[Pri SL9] Hold Person/Monster 9: Hold 11 person or 9 monster targets (save)

[Psi72 minor] Disintegration: Disintegrate one nonliving object

[Wiz SL7] Ray of Enfeeblement 7: -35 physical stat points (randomly distributed in packets of 5) (save per packet)

[Wiz SL5] Death Spell 5: Slay 5d12 HD of creatures (save)

[Psi3½ Major] Psionic Blast: Stun creatures in 30-ft. cone for 1 round.

[Psi-3 Major] Hold Monster: Hold Monster

[Psi29 Ultra] In the Eye of Chaos (Psi 11R) (target needs double actions to do things):

[Wiz SL3] Hold Person: Holds up to 4 people

[Psi45 Major] Light Emission: SL*CL/2 Light damage (no save) and SL/2 instances of blindness (save)

Dungeon082420 - Dungeon Level 15 (No Diggity)

Room # 8

Creamatorium - 30ft. long x 10ft. wide x 20ft. tall

cushion; bench; breeze, slight; dank, mouldy smell

Glass Door (transparent) (shatters if opened) on the west wall leading to a 20ft. long x 10ft. wide x 5ft. tall hallway.

Sample Names: Izzali the charming Quick Flight (Silver); Gethrad the conspiratorial Rocket Quasar (Axe)

Block transforms into Elemental Fog Trap; DL 15; Search DC 162 (720 Wis damage/s, DC 158 PPD save for half)

Room (Floor) that (causes/has/or is) Poison

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Week
162,383gp

hourglass

Clyde's claw, exotic, 12d12 (78), 100gp

Spidersilk of Valkas: Equip: Pay 346 PSP(s) and "Equipped creature gets +19 to hit/dmg and +37

AC/saves and 45 hp and has Dethrone, Protection from two-word names and Protection from wordy.; 225610gp

Brownish Scroll: All your Psionicist classes use the "set XP table"(3kxp

at 2nd, doubles til 9th,600kxp at 10th,+300kxp per level afterward).; 225140gp

DL XV Huge Rose Apologys x(239) x[4]

iiAC 2252, HD 130, ihp 14912, CR 222% #Att 7, TH ÷ AC/Save DC by 240, iiiidmg 11258

Str 43, Dex 107, Con 82, Int 101, Wis 86, Chr 95, 1.2E+2kxp

What In Hell (Enemy Subordinates can't affect you (can't be dispelled).)

Prepared effects:

[Pri SL7] Protection from Fire 7: Stop the next CL*24 fire dmg

[Wiz SL6] Tenser's Transformation 6: +100% of max hp to current hp, +2 TH melee

[Wiz SL3] Tenser's Transformation 3: +25% of max hp to current hp, -1 TH melee

[Wiz SL11] Prismatic Sphere 11: 9 Prismatic colors or 7 MultiPrismatic colors (may repeat colors in either mode)

[Psi14 Ultra] (no name): Your unarmed attacks are Permanent hp of damage

[Psi24 Ultra] Rogue points 40: This class gives an extra +40 Rogue points per level.

[Wiz SL11] Fire Shield 11: Anyone who melees with you takes 250% dmg back

[Pri SL6] No Save: The next spell you cast does not have a saving throw

[Pri SL2] Resist [E=1 eeement]: Pick an EE=1 eeement, you resist it for 1 hour.

[Psi45 Major] Force Field: Immune to spell level 0 to SL-2 effects; -(SL-1) per physical attack; ER 5*SL%

[Psi6N minor] Thief Abilities, LVL 4: Get thief abilities of level 4 (max = your level)

[Pri SL9] Protection from Fire 9: Stop the next CL*32 fire dmg

Combat effects:

[Psi45 Major] Mind Blast: SL*CL Mental damage (1 group, no save)

[Psi-12L minor] Blind/Unblind: Cure or Cause Blindness (RSW save)

[Psi45 minor] Iron Will: 1bM: One effect that's hitting you is delayed for SL segments (it will still resolve even if the caster is drop

[Wiz SL11] Step Out of It: see section [C] for effects

[Psi-5 minor] Aging: Target is aged CL*CL years (no save)

[Psi10 Grand] Energy Quench: Death Spell 4d20 HD (save vs. Death Magic), works on undead and golems

[Psi12T Major] Mass Sleep: Sleep all creatures (save) in 90'r area

[Wiz SL9] Fireball 9: CLd18 fire dmg to a group (save:½)

[Psi29 Grand] Resurrection/Destruction:

[Psi54 Grand] Personality Transfer: Magic Jar (SL/2 saves)

[Psi19 minor] Acrobatics: 1bV: Emulate a Acrobat ability of level = CL/2; P=your number of Rogue points in it

[Psi3 minor] Cell Adjustment: You heal 3d6 dmg, bonus to next poison/disease save, or heal 2 ability pts.

Dungeon082420 - Dungeon Level 15 (Hells)

Room # 9

Office - 5ft. long x 35ft. wide x 5ft. tall

oven; cauldron; dank, mouldy smell; rotting vegetation smell

Golem Door (it's a Golem creature) on the west wall leading to a 35ft. long x 20ft. wide x 15ft. tall hallway.

Sample Names: Olphaunt the \$6 million Master -noid (Fungal); Atrina the uncanny Lion Raccoon (Pillow)

Injected Creation Trap; DL 15; Search DC 164 (150 Dex damage, no resistance)

Fireplace 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/Month
117,219gp

keg

a shortsword named "Nightbringer", sword, 6d48 (147), 350gp

Quart of Multi-Prismatic Feces;; 1P: Felled(broken) Beam: Do this Status

Effect to one target (no save) ; CL 63; SL 15; 225750gp

Rian's Pituitary Gland: +2 to HNCL; 1Z: Summon a DL I Kithkin with "Spend 1SL: It becomes a DL II Kithkin Spirit, Spend 3SL's: It b
a DL IV Kithkin Spirit Warrior, Spend 6SLs: It becomes a DL VIII Kithkin Spirit Warrior Avatar that flys and has +1QP."; CL 62; SL 15
DL XV Large Aqua Representatives x(156) x[5]

||iAC|| 2256, HD 62, i^6 hp 7552, IR 248% #Att 27, TH ÷ AC/Save DC by 240, i^6 dmg 6756

Str 32, Dex 101, Con 75, Int 36, Wis 99, Chr 73, 1.2E+2kxp

Eww (PCs can't affect you (can't be dispelled).)

Prepared effects:

[Pri SL6] No Save: The next spell you cast does not have a saving throw

[Pri SL2] Frisky Chest: Object will move away from non-Caster. If (after moving for 6 rounds) what it is moving away from is keep

[Wiz SL9] Third Level Magic-User Spells (DM1): Cast any four 3rd level Wizard spells simultaneously when it is cast.

[Wiz SL10] Anti-Dispel Magic Shell: your effects are non-dispellable (inc.shell)

[Psi6E minor] Bodily Restoration II: Regeneration 3 hp/round, replace limbs

[Wiz SL10] Anti-Magic Shell 10: Anti-Magic of SL 0 to 9

[Psi45 minor] Body Resistance: Physical attacks that do less than SL*2 dmg to you do nothing

[Pri SL6] Goodberry 6: Creates 24 goodberries

[Psi0 Major] Focus: Stay Conscious: Stay Conscious at negative hp; X = -(current hp)/2, round up

[Pri SL6] Resist Fire/Resist Cold 6: Take -70% dmg vs. fire or cold

[Psi-3 Grand] Rebound: MPaPReflection CL*15%

[Wiz SL8] Permanency: ANY spell in the game can be made permanent.

Combat effects:

[Psi19 minor] Control Pain: 1bV, can use while stunned: Immune to pain, stun (not capital "S"), torture

[Pri SL8] Shooting Stars: All enemies within 120' take 6d10+192 (no save) (fire+lightning)

[Psi45 Ultra] Serial Immortality: 0, 1/d: Resurrection, self only, there is a delay of (11-SL) rounds

[Psi7 Major] (no name): Slay Living (save)

[Psi-6G minor] Avenge: Choose a target, you deal double weapon damage to that target this combat

[Psi72 Major] Mental Blast: Stun one target (Will save)

[Wiz SL4] Phantasmal Killer : Fearsome illusion kills subject or deals 3d6 damage.

[Psi6E Major] Vapors of Weakness: 2 saves:fail 1=Str 1, fail 2=unc.6d4r

[Psi6N Major] Dispel Non-Balance: Dispel Evil but vs. non-Neutral creatures

[Pri SL3] Cure Wounds 3: Cures 6d8 hp (can take offer of 6 per die -> 36 hp)

[Wiz SL5] Telekinesis : Lifts or moves 25 lb./level at long range.

[Wiz SL11] Magic Missile 11: (CL+1)*11/2 missiles, each does 1d4+1 force dmg (no save)

Dungeon082420 - Dungeon Level 15 (What In The Heck)

Room # 10

Class - 35ft. long x 30ft. wide x 40ft. tall

partially collapsed ceiling; candle; thumping; foggy near ceiling

Bone Door (shrieks loudly if opened) on the east wall leading to a 35ft. long x 20ft. wide x 20ft. tall hallway.

Sample Names: Oxa Darkberry the philanthropic Phantom Conglomerate (Zip Gun); Shehariah the foul Poison Friend (Dragon)

Fusillade of Caltrops Trap; DL 15; Search DC 160 (Attack +135 melee, 20d8 Int damage)

Pedestal that (causes/has/or is) Treasure hidden behind a loose stone in the wall

[x2] Mortals cannot taste, see, or sense into this room unless they are actually there; Divine Intervention fails

112,773gp

double bed

a wet noodle, whip, 9d21 (99), 67gp

Flesh Cube [15d4] +257 Th/+16 dmg 18+/x2; 1Z: Fist of Force (LVld8 force dmg to one target); CL 90; SL 15, 60150gp

Rian's Hamstring muscle: +32 to Chr; 1attack: DT 100-CL and DR 10/-.; CL 90; SL 15; 225800gp

DL XV Macro-Medium Dove-Grey Politicians x(120) x[7] x[[2]]

|iiAC| 2261, HD 30726, iiihp 3.8E+6, GR 213% #Att 7, TH ÷ AC/Save DC by 240, i^8 dmg 11265

Str 53, Dex 61, Con 113, Int 103, Wis 95, Chr 100, 1.2E+2kxp

Poop (A being of your choice is Apple Sauced(unique) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Pri SL6] Antilife Shell : 10-ft. field hedges out living creatures.

[Psi54 Grand] Force Shield: CL*SL*3 hp ablative Force Field (vs. physical or energy attacks, only one enemy /s)

[Wiz SL8] Armor 8: +CL*16 current hp

[Psi6G Ultra] Angelic Lore: You gain x2 multiplier; Angel's powers of level = (CL-21)/7

[Wiz SL1] Cantrip: Can cast 1 cantrip (Wiz 0) per round as Z action

[Psi29 minor] Animate Dead:

[Wiz SL9] Third Level Magic-User Spells (DM1): Cast any four 3rd level Wizard spells simultaneously when it is cast.

[Wiz SL2] Invisibility: Invisibility; attacking ends spell {Touch, 1 target}

[Wiz SL9] Shape Change : Changes the caster to someone else, he adopt it powers and vulnerabilities save that depends upon int

[Wiz SL11] Bestow Save: get saves vs effects with no save 1t/lvl

[Psi45 minor] Magnetic Manipulation: SL/2 (round down) instances of Resist magnetism; +SL*10% damage with magnetism effect

[Psi6E Grand] Shape Change: As the 9th level Wizard spell

Combat effects:

[Pri SL6] Cure Wounds 6: Cures 21d8 hp (can take offer of 6 per die -> 126 hp)

[Pri SL3] Dispel Magic 3: Dispel 1 magic effect

[Psi3½ Major] Dismiss Ectoplasm: Dissipates ectoplasmic targets and effects.

[Psi9 Major] Incendiary Blast: Con-CH check or CHd12 damage

[Psi15 minor] Blink: Blink

[Wiz SL4] Death Spell 4: Slay 4d12 HD of creatures (save)

[Wiz SL12] Meteor Swarm 12: 7 meteors each dealing 16d7 earth dmg & same fire dmg (save:½ for fire)

[Pri SL8] Remove Curse 8: Cure 5 curse effects (reverse causes that many, save for each)

[Psi3½ minor] Energy Missile: Deal 3d6 energy damage to up to five subjects.

[Psi9 Ultra] Nightmare: Mental Blast: CHxCH'r, lose CHd4 mental stats (save:½)

[Psi1 Ultra] Cellular Heal/Harm: up to X targets: Heal or Harm X% of max hp

[Pri SL5] Hold Person/Monster 5: Hold 7 person or 5 monster targets (save)

Dungeon082420 - Dungeon Level 15 (Pat Yourself On The Back)

Room # 11

Gallery - 5ft. long x 10ft. wide x 10ft. tall

oubliette (pit); furniture (broken); foggy near floor; footsteps (side)

Mimic (the monster) on the south wall leading to a 10ft. long x 25ft. wide x 5ft. tall hallway.

Sample Names: Dynos the unlucky Insect Swarm (Net); Kostchtchie the unloved Light Hive (Neutralizer)

Scything Balls Trap; DL 15; Search DC 152 (Attack +105 ranged, 130d2 idamage)

Stairway that (causes/has/or is) magic word trigger

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Half Segment
185,111gp

fur hat

a portal to the High Tower of Sorcery, Ogp

Scroll: 6th level spell, 7330gp

Rian's Radius bone: +1 to CL; 1V: Sacrifice a summon: Target is slain (PPD save) ; CL 75; SL 15; 225830gp

DL XV Gargantuan Cordovan Sodas x(165) x[6]

||iAC|| 2253, HD 243, ihp 30464, XR 216% #Att 30, TH ÷ AC/Save DC by 240, i^8 dmg 6763

Str 39, Dex 75, Con 112, Int 106, Wis 105, Chr 83, 1.2E+2kxp

Hello, Nurse (A being of your choice is Clone-Insane (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Psi45 minor] Plasma Control: SL/2 (round down) instances of Resist plasma; +SL*10% damage with plasma effects

[Psi-3 Major] Spell Barrier: SR 10+2*CL

[Wiz SL10] Psionic Shield: class VI/esper-blind but can still use psi for 1t

[Psi16 minor] Golem Form: Necrophidius: 1V: Hypnosis (1 target, Will save); Bite is paralysis branded (PPD save)

[Pri SL6] No Save: The next spell you cast does not have a saving throw

[Psi4 Grand] Damage *2: Damage with one physical weapon is multiplied by 2

[Psi6N Ultra] Thief Abilities, LVL 12: Get thief abilities of level 12 (max = your level)

[Pri SL3] Double Resist [E=2 element]: Pick an E=2 element, you double resist it (1/4 dmg, 1/10 if make save) for 1 hour.

[Wiz SL1] Cantrip: Can cast 1 cantrip (Wiz 0) per round as Z action

[Wiz SL7] Anti-Psionic Shell:

[Psi6N minor] Null Field 10: All spells of SL 10 or higher don't work in 100'r

[Psi45 Grand] Force Field vs. Energy: Immune to spell level 0 to SL-1 energy attacks

Combat effects:

[Wiz SL12] Dispel Exhaustion 12: Restore 99% of dmg taken, get an Original Haste 12 for 1 round

[Pri SL7] Earthquake: Intense tremor shakes 5-ft./level radius.

[Psi100 Major] Mass Domination: Domination (Will save at -CL), hits 3+CL/9 groups

[Wiz SL9] Cone of Cold 9: CLd18+CL cold dmg to a group (save:½)

[Psi1 minor] Invisibility: Mental Invisibility, affects ä(level) in HD

[Psi-6E Major] Multi-Twist N: ½M, -16 current hp: Twist (dispel) CL effects

[Psi-6E minor] Chilling Darkness: Target gets -1 all #Att (PP save); x½ save bonus (PPD save); lose next M act. (BW save)

[Psi81 Major] Summon: Summon a DL V Outer planar creature

[Pri SL1] Treat Light Wounds: Cure 10% of max hp {Touch, 1 creature}

[Wiz SL6] Prismatic Wall 6: 6 Prismatic colors or 4 MultiPrismatic colors (may repeat colors in either mode)

[Wiz SL10] Power Word Stun 10: Stuns a creature if current hp < 400 (no save)

[Pri SL2] Lesser Restoration: Restores temporary lowering of 1 ability score {Touch, 1 creature}

Dungeon082420 - Dungeon Level 15 (Holy Mother Of God)

Room # 12

Training/Exercise/Practice - 40ft. long x 45ft. wide x 20ft. tall

cupboard; whips; scratching/scrabbling; steamy near ceiling

Dimension Door (as the spell) on the north wall leading to a 25ft. long x 10ft. wide x 25ft. tall hallway.

Sample Names: Nain the repugnant Shrinking Terror (Raft); Avar the terrible Omega Tyrant (Mutagen)

Doorknob transforms into Elemental Mithril Trap; DL 15; Search DC 159 (500 Int damage/s, no resistance), (multiple targets)

Arch that (causes/has/or is) Wish Fulfillment, Reversal

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Turn

185,291gp

louse

a shining holy symbol of Xevior, +1 AC, 1756gp

Ice blue Eye liner: +2 Level(s) in a Custom Group Class; 225910gp

Rian's Blood Vessels: +24 to CL; 1attack: CL/3 groups each take

40 eldritch fire dmg (no save) ; CL 66; SL 15; 225110gp

DL XV Colossal Indigo Selections x(175) x[8]

|...^∞|AC|...^∞| 2255, HD 488, iiihp 61184, XR 192% #Att 28, TH ÷ AC/Save DC by 240, i^7 dmg 11251

Str 89, Dex 86, Con 28, Int 69, Wis 62, Chr 64, 1.2E+2kxp

Rock And Roll (A being of your choice is Slaughtered(destructed) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Psi54 minor] Mind Over Matter: Stay conscious (and offensive) for up to SL segments after being reduced below -10 hp

[Psi14 Grand] (no name): You have a breath weapon, half hp (pick acid, poison, skunk; pick 3/d or 1/3r)

[Psi-12L minor] Hold Life: Immune to XP/Stat Drain; Immune Aging

[Wiz SL1] Armor : AC6 until 8+1/level points of damage had been sustained by subject

[Psi45 Ultra] Invisibility: Improved Invis.

[Wiz SL8] Tenser's Transformation 8: +150% of max hp to current hp, +4 TH melee

[Wiz SL11] Psionic Reflection: any undesired psionic effect is reflected for 1t

[Psi72 minor] Energy Control: -10% dmg to Cold, Darkness, Electricity, Fire, Gravity, Kinetic, Light, Magnetic, Radiation, Sonic, or '

[Pri SL3] Animate Dead : Creates undead skeletons and zombies.

[Psi54 minor] Gravity Decrease: Increase gravity in room or object/person by SL G's (x1 Special)

[Pri SL5] Immune [E=2 element]: Pick an E=2 element, you are immune to it for 1 hour. (This immunity does not "spread" into ot

[Pri SL5] Summon Monster V : Summons a DL V monster (1 turn)

Combat effects:

[Pri SL5] Dispel Magic 5: Dispel 3 magic effects

[Psi29 Major] Flesh to Stone:

[Pri SL7] MultiHeal : Cure all dmg + disease,blind,insanity,feeblemind (6 targets)

[Psi2 minor] Time Shift: Move into future;Max=(level)r; Add 1r to Max

[Wiz SL8] Magic Missile 8: (CL+1)*4 missiles, each does 1d4+1 force dmg (no save)

[Psi30 Grand] Ram Beam /Wrecker: 1 hull point damage/succ

[Pri SL5] Dispel Innates: Dispels Innates

[Psi-6G Grand] Summon Angel: Summons a DL VIII Angel (good aligned Outer-planar creature)

[Psi6G Ultra] Reset: Resets one target in sight (max = 1 reset per real reset)

[Psi-9 minor] You'll Shoot Your Eye Out!: Target loses 1 eye (no save)

[Wiz SL3] Alley Summoning III: Summons a DL VI alley monster, under your control, 3% chance per segment of losing control

[Psi6N Grand] Gate: Gate As spell

Dungeon082420 - Dungeon Level 16 (Balls)

Room # 1

Rogue's Chamber/Lab - 5ft. long x 50ft. wide x 40ft. tall

pot; statue; still; still, very chill

Loop Door (goes to another timeline) on the west wall leading to a 50ft. long x 20ft. wide x 25ft. tall hallway.

Sample Names: Anitra the extraordinary Machine Friend (Mutant); Philix the noble Shadow Woman (Super-goobers)

Lock transforms into Elemental Mithril Trap; DL 16; Search DC 173 (80 Wis damage/s, no save)

Illusion 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.

229,913gp

razor

the pitch-black flaming longsword, sword, 2d12 (13), 220gp

Rian's Finger Nails: +9 to Str; 1/2Z: Target consumes a crap to Heal.; CL 71; SL 16; 256790gp

Mauve Wand [11d20] +362 Th/+21 dmg 16+/x2; 1M: Paralysis (Fort save), hits 3+CL/9 groups; CL 88; SL 16, 78100gp

DL XVI Macro-Medium Royal Blue Backbones x(179) x[6]

iiiAC 2576, HD 32778, iihp 4.4E+6, XR 179% #Att 27, TH ÷ AC/Save DC by 272, i^8 dmg 25609

Str 32, Dex 86, Con 122, Int 100, Wis 114, Chr 39, 1.5E+2kxp

What In The Heck (A being of your choice is Frelled(broken) (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

[Psi81 Grand] Damage Reduction, Energy, 75%: Take x0.25 damage from energy

[Wiz SL5] Armor 5: +CL*10 current hp

[Psi8 minor] Construct Weapon Item 1: Create a "Weapon" type item (see next page) of TechL=CL, each TechL takes 1S action

[Pri SL6] Protection from Fire 6: Stop the next CL*20 fire dmg

[Psi12C Super] Grand Chaos: All die rolls by all creatures within 240' of caster become either minimum (50%) or maximum (50%)

[Psi1 Major] Mind Bar: Immune to Ench/Cha,Magic Jar,Domination,Invis.

[Pri SL5] Protection from Fire 5: Stop the next CL*16 fire dmg

[Pri SL10] Goodberry 10: Creates 40 goodberries

[Wiz SL11] Psionic Reflection: any undesired psionic effect is reflected for 1t

[Psi3½ Grand] Form of Doom: You transform into a frightening tentacled beast.

[Psi45 Major] Force Field vs. Magic: Immune to spell level 0 to SL-1 magic

Combat effects:

[Pri SL6] Summon Monster VI : Calls outsider to fight for you.

[Wiz SL5] Lightning Bolt 5: CLd10 lightning dmg to a group (save:½)

[Psi3½ Major] Ectoplasmic Cocoon: You encapsulate a foe so it can't move.

[Wiz SL12] Power Word Stun 12: Stuns a creature if current hp < 560 (no save)

[Wiz SL9] Energy Drain: Subject gains 2d4 negative levels.

[Pri SL7] MultiHeal : Cure all dmg + disease,blind,insanity,feeblemind (6 targets)

[Pri SL7] Confusion:

[Pri SL7] Restoration (1): Removes all lost levels, not just one. Also restores ability score drains. Does not age caster or target.

[Wiz SL12] Time Stop 12: Stops time for 1d7 rounds

[Pri SL6] Fire Storm 6: (CL+2)d5 holy fire dmg, hits 1+1/2 groups (no save)

[Pri SL9] Creeping Doom 9: (1d6+8)*140 insect dmg

[Psi45 Major] Zombie Animation: Animate a dead body as a Zombie with DL=SL

Dungeon082420 - Dungeon Level 16 (Hot Damn)

Room # 2

Waiting Room - 35ft. long x 5ft. wide x 5ft. tall

shrine; furnace; bang, slam; breeze, gusting

Concealed (Hidden) Door on the west wall leading to a 45ft. long x 20ft. wide x 10ft. tall hallway.

Sample Names: Yeddikadar the wretched Evil Golem (Raised by animals); Helbrea the radioactive Alien Conundrum (Foam)

Whirling Balls Trap; DL 16; Search DC 169 (Attack +160 melee, 60d8 Int damage)

Tapestry that (causes/has/or is) Asks

[x2] Room is permanently/continuously Disjunct (effect)ed, only creatures immune or bubbled against it can function here.

208,725gp

magnet

a huge log, sword, 6d15 (48), 125gp

Drum of Off-White Cerebrospinal Fluid;; 1attack: Vitalized(positive) Beam: Do this Status

Effect to one target (no save) ; CL 64; SL 16; 256840gp

Carnelian Wand [12d4] +841 Th/+257 dmg 20+/x7; 1M: Similar to wizard spell "Taunt"; CL 65; SL 16, 193784gp

DL XVI Macro-Large Flesh Twilights x(309) x[4]

||AC|| 2561, HD 6.6E+4, i^7 hp 8.8E+6, GR 170% #Att 22, TH ÷ AC/Save DC by 272, i^5 dmg 12808

Str 68, Dex 93, Con 48, Int 65, Wis 100, Chr 63, 1.5E+2kxp

Shitballs (A being of your choice is Wasted(high) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Psi81 minor] Missile Deflection: Deflect 1 missile per P attack

[Wiz SL6] No Save: The next spell you cast does not have a saving throw

[Wiz SL3] Psionic Resistance: PsiR 40+CL*5% [duration 3 hours]

[Psi3½ Major] Intellect Fortress: Those inside fortress take only half damage from all powers and psi-like abilities until your next :

[Psi6E minor] Bodily Restoration II: Regeneration 3 hp/round, replace limbs

[Psi45 Grand] Resist: Magic: SL/4 (round down) instances of Resist magic

[Wiz SL12] Anti-Magic Shell 12: Anti-Magic of SL 0 to 11

[Pri SL5] Spell Resistance : Subject gains +12 +1/level SR.

[Psi6N minor] Bard or Sage Abilities, LVL 4: Get bard or sage abilities of level 4 (max = your level)

[Pri SL2] Aid: Bless; +2d8 (choose 1 die) hp (can above max) {Touch, 1 creature}

[Pri SL7] Immune [E=4 element]: Pick an E=4 element, you are immune to it for 1 hour. (This immunity does not "spread" into ot

[Psi19 minor] Accelerate Healing: Double your healing and hp regeneration rates

Combat effects:

[Psi60 Grand] Insanity: Cause Insanity (save)

[Wiz SL11] Meteor Swarm 11: 6 meteors each dealing 14d6 earth dmg & same fire dmg (save:½ for fire)

[Wiz SL9] Magic Missile 9: (CL+1)*9/2 missiles, each does 1d4+1 force dmg (no save)

[Wiz SL1] Prismatic Wall 1: 1 Prismatic color

[Pri SL6] Really Put of Misery: Target being that is slain is Capital S Slain (no save)

[Wiz SL2] Cone of Cold 2: CLd4+CL cold dmg to a group (save:½)

[Psi45 Grand] Heat: Target takes SL*CL Fire damage per segment for 1 round (no save)

[Pri SL6] Summon Monster VI : Calls outsider to fight for you.

[Psi54 Ultra] Water Control: Wall of Water / Part Water / Lower Water

[Pri SL2] Charm Person or Mammal: Charm one humanoid or mammal {1 creature}

[Psi18 Ultra] Possession: Magic Jar (no save) (no PsiR) (no immunity)

[Psi7 minor] (no name): Summon a DL I Undead

Dungeon082420 - Dungeon Level 16 (Kthxbai)

Room # 3

Court - 35ft. long x 10ft. wide x 35ft. tall

candelabra; rail; slithering; steamy

Revolving/Swinging Door on the west wall leading to a 50ft. long x 15ft. wide x 10ft. tall hallway.

Sample Names: Draskilion the handsome Millennium Lord (Pig); Sandirathue the charismatic Mighty Marauder (Analyzer)

Seventh Level Priest Spell Trap; DL 16; Search DC 170 (Psionicist CL 32, DC 164 Fortitude save to negate)

Dome that (causes/has/or is) Illusionary wall concealing a chamber with monster and treasure

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Week
70,356gp

robe

an imperial war banner, +1 AC, 144gp

Bright Lotion: +3 Race Slots; 256280gp

Drab Fake flowers: +16hhIRRM Action(s); 256620gp

DL XVI Small Claret Melodys x(99) x[4]

|iiAC| 2589, HD 18, lifep 2056, PR 161% #Att 21, TH ÷ AC/Save DC by 272, iidmg 5127

Str 77, Dex 82, Con 112, Int 68, Wis 64, Chr 57, 1.5E+2kxp

What In The Fuck (PCs can't affect you (can't be dispelled).)

Prepared effects:

[Pri SL1] Resist [E=1 element]: Pick an E=1 element, you resist it for 1 hour.

[Psi45 Major] Mental Invisibility: Improved Invis.: it's +SL AC instead of +4

[Psi7 Ultra] (no name): You do not go unconscious and stay offensive at any negative hp total (but will still die)

[Psi9 Major] Plane Phaze: Turn into Ghost incl. Aging touch

[Psi54 Major] Poison Touch: Your next attack is poisonous (Death or (SL-1)*10 dmg if they make the save)

[Pri SL1] Protection from Fire 1: Stop the next CL*2 fire dmg

[Psi45 Ultra] Hyper-Invention: (12-SL)M: Create a TechL=SL*2-3 object (see [Q8], can have at most LVL of these objects)

[Psi--2 Major] Energy Command: Pick an element, you resist it; You double resist it

[Pri SL3] Goodberry 3: Creates 12 goodberries

[Pri SL9] Spell Immunity 9: Be immune to 6 spells by name

[Psi7 Major] (no name): Whenever you touch someone, they are paralyzed (PP save)

[Psi54 Major] Gravity Decrease: Increase gravity in room or object/person by SL G's (x1 Special)

Combat effects:

[Psi9 Major] Heal/Cause Pain: Target healed or harmed CH*10 hp (save)

[Wiz SL11] Planet Swarm: target struck by 4 gas giants or 8 small planets (?!)

[Psi5 Major] Disjoin Magic: Mordenkainen's Disjunction (as spell)

[Psi9 Ultra] Photon Kin.: Phaser Beam: 100*(CHd20) Light damage (no save/PsiR)

[Psi-1 minor] Reverse ESP: 0, 1/r: Target hears your thoughts and must save or insane.

[Psi45 Major] Magic Domination: Control M Actions (SL/2 saves)

[Psi3 minor] Lesser Cell Adjustment: You heal 1d8 hp, +1 to next poison/disease save, or heal 1 ability point.

[Psi7 Ultra] (no name): As You Are

[Psi30 Major] Treat Moderate Wounds: Heals 30% max hp (2 succ)

[Wiz SL11] Prismatic Wall 11: 11 Prismatic colors or 9 MultiPrismatic colors (may repeat colors in either mode)

[Wiz SL7] Dispel Magic 7: Dispel 5 magic effects

[Pri SL6] Blade Barrier : Blades encircling you deal 1d6 damage/level.

Dungeon082420 - Dungeon Level 16 (Yaaaa, About That)

Room # 4

Trophy Room - 25ft. long x 40ft. wide x 5ft. tall

sanctuary; dome; steamy near floor; laughter

Flesh Door on the south wall leading to a 45ft. long x 20ft. wide x 15ft. tall hallway.

Sample Names: Daeos the super-intelligent Moon Bee (Ship); Halig the infernal Laser Sailor (Nano-)

Contact Chromatic Trap; DL 16; Search DC 166 (300 idamage, DC 172 PPD save for 1/3)

Fire that (causes/has/or is) False

[x2] Room is permanently/continuously *Cursed*ed, only creatures immune or bubbled against it can function here.

157,110gp

pottery shards

an adamantite kris, dagger, 12d8 (54), 500gp

Grappling Banner: Equip: Pay 15 Wis and "Equipped creature gets

+16 to hit/dmg and +118 AC/saves and 343 hp".; 256810gp

Garnet Eyes [3d12] +323 Th/++6 dmg 14+/x9; 1V: As Energy Control,

can throw affect yourself once for 1M; CL 72; SL 16, 69914gp

DL XVI Macro-Medium Amethyst Motions x(144) x[4]

iAC 2585, HD 32778, iiiihp 4.4E+6, AllR 184% #Att 5, TH ÷ AC/Save DC by 272, iiidmg 5124

Str 32, Dex 119, Con 92, Int 80, Wis 53, Chr 92, 1.5E+2kxp

Right On (A being of your choice is Unaware (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Wiz SL6] No Save: The next spell you cast does not have a saving throw

[Psi-12L Super] Spirit Resistance: +5*CL% XR

[Psi24 Major] Memorization Level Increase 2: +1 Memorization Level (this is next level of picks for rogues)

[Psi3½ Grand] Mind Blank, Personal: You are immune to scrying and mental effects.

[Wiz SL5] Extra Group +1: The next spell you cast will affect +1 groups of monsters

[Pri SL9] Spell Immunity 9: Be immune to 6 spells by name

[Wiz SL7] Spell Turning (2): Turns a spell back to it's caster

[Psi72 minor] Luck: +/- PL to one die roll

[Psi81 Major] Life Support, Resist Radiation: Resist Radiation

[Psi72 Major] Absorption - Energy: -PL dmg per energy attack

[Pri SL9] Resist Fire/Resist Cold 9: Take -85% dmg vs. fire or cold

[Wiz SL9] Anti-Magic Shell 9: Anti-Magic of SL 0 to 8

Combat effects:

[Psi29 minor] Domination:

[Pri SL7] Summon Monster VII : Calls outsider to fight for you.

[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)

[Psi2 minor] Aging: (level)d4 years aged; (level)d10 years

[Pri SL7] Heal 7: Cure to 125% of max hp (max Heal 7 can cure at once = 1250 hp)

[Psi-12C Major] Cthulhoid Swarm IV: Summon CL Monsters using ML IV "Weird" chart (random)

[Wiz SL5] Dispel Magic 5: Dispel 3 magic effects

[Pri SL5] Flame Strike 5: CLd8 holy fire dmg (save:½)

[Psi-2 minor] Sound Less: Deafness (save); Blindness (save)

[Psi2 Major] Telekinetic Barrier: Wall of Force; Free maintain 3r

[Wiz SL10] Immediate Monster Summoning X: Summons a DL VIII monster without summoning sickness

[Psi45 Grand] Plasma Generation: SL*CL Plasma damage (1 group, no save)

Dungeon082420 - Dungeon Level 16 (Film At 11)

Room # 5

Water Closet/Toilet - 35ft. long x 5ft. wide x 15ft. tall

bastinadoes; torches; sobbing; breeze, slight, damp

Automatic Door (opens if anyone approaches) on the west wall leading to a 10ft. long x 10ft. wide x 10ft. tall hallway.

Sample Names: Turon the double-talking Teen Scarab (Strobe); Cailynn the carnivorous Bronze Eagle (Bubble)

Well-Camouflaged Arrows Trap; DL 16; Search DC 173 (Attack +32 melee, 80d50 Dex damage), (multiple targets)

Painting 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] Mortals cannot taste, see, or sense into this room unless they are actually there; Divine Intervention fails

22,920gp

spy glass

some rotting flesh, +4 AC, 390gp

Rian's Semitendinosus muscle: +12 to ML; 1M: Prismatic Sphere as spell. ; CL 68; SL 16; 256370gp

Pearl Scroll: +2 Level(s) in a Priest Group Class; 256400gp

DL XVI Macro-Medium Orangey Notifys x(150) x[5]

||AC|| 2572, HD 32772, iihp 4.3E+6, CR 214% #Att 3, TH ÷ AC/Save DC by 272, iidmg 25601

Str 95, Dex 122, Con 57, Int 87, Wis 56, Chr 60, 1.5E+2kxp

Jeez (A being of your choice is Schooled(humiliate) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Pri SL5] Spell Immunity 5: Be immune to 2 spells by name

[Psi54 Major] Gravity Increase: Decrease gravity in room or object/person by SL G's (x1 Special)

[Psi-12T Major] Globe of Mid Resistance: Immune to SL 2-4 (all types), Resist SL 1 & 3 (all types)

[Pri SL5] Troll-like Regeneration: You Troll-like Regenerate at CL hp per round

[Psi27 minor] Graver Company: Negative Plane Protection; Immune to Str/Dex/Con loss; vulnerable to Holy

[Psi54 Major] Animate Objects: Animate Objects as if they were a DL=SL Golem summon

[Wiz SL10] Anti-Dispel Magic Shell: your effects are non-dispellable (inc.shell)

[Psi54 minor] Invulnerability: -CL*SL/2 dmg per attack

[Psi0 minor] Catfall: Land on feet, get a Dex check versus each die of the falling damage

[Psi15 minor] Add Resistance: Resist one normal (E=1) element, this can be taken twice for an E=2, thrice for an E=3, etc.

[Wiz SL3] Blink (DM): 0, 1/r: Blink; The location is not random (caster has control). If you blink away after meleeing with a creature

[Wiz SL10] Prismatic Sphere 10: 8 Prismatic colors or 6 MultiPrismatic colors (may repeat colors in either mode)

Combat effects:

[Psi3½ Grand] Recall Death: Subject dies or takes 5d6 damage.

[Pri SL9] Dispel Evil 9: Dispel 5 evil targets (can target the same thing more than once) (save)

[Pri SL5] Wall of Fire : Passing through wall deals 2d6 +1/level.

[Psi29 Major] Rust Metal:

[Psi6E minor] Cause Moderate Wounds: Does 2d8+1 damage by touch (no save)

[Psi45 Major] Plasma Generation: SL*CL Plasma damage (1 group, no save)

[Pri SL6] Death's Door 6: Target (currently at negative hp) goes to 4 hp (can't go above max)

[Wiz SL6] Power Word Stun 6: Stuns a creature if current hp < 80 (no save)

[Psi30 Ultra] Decrease Wisdom: -1 Wis/succ

[Psi6G Major] Second Level Priest Spell: Cast one 2nd level Priest spell at CL = 40

[Psi-12T Major] Feeblemind Blast: One group is feebleminded (Will save)

[Pri SL7] Confusion:

Dungeon082420 - Dungeon Level 16 (Darn Tootin')

Room # 6

Shrine - 10ft. long x 10ft. wide x 10ft. tall

Walls of Glass; coat rack; smoky smell; urine smell

Membrane Portal on the west wall leading to a 20ft. long x 5ft. wide x 25ft. tall hallway.

Sample Names: Lesya the indescribable Hyper- Demon (Battleaxe); Veth the unbeatable Crimson Robot (Bubble)

Power Word Stun 12 Trap; DL 16; Search DC 169 (Wizard CL 32, no save)

Pool that (causes/has/or is) Changes - Class

[x2] Room is permanently/continuously Charmed, only creatures immune or bubbled against it can function here.

110,725gp

animal hoof

an anti-gravity transporter, +3 AC, 50gp

Rian's Small Intestine: +43 to Chr; 1M: 1M or 1T: Duplicate a Psi8 major or Psi16 minor ability. (This is resisted using TechR, not PsiR). Picking this twice lets you duplicate Psi16 majors. ; CL 56; SL 16; 256740gp

Ochre Necklace [AT+31] +626 AC/+25 Saves; 1M: CL*SL*3 hp ablative Force Field (vs.

physical or energy attacks, only one enemy /s); CL 72; SL 16; 94150gp

DL XVI Large Aqua Apartments x(157) x[5]

iiiAC 2580, HD 1152, lifep 133632, MR 240% #Att 7, TH ÷ AC/Save DC by 272, i^8 dmg 3079

Str 58, Dex 73, Con 79, Int 97, Wis 55, Chr 120, 1.5E+2kxp

Yeah (A being of your choice is Twilight (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Psi54 Grand] Flame Being: Fire Shield (SL*10% damage back to attacker); Deal +SL fire dmg with melee attacks

[Psi5 Major] No Target: Cannot be directly targetted with effects

[Wiz SL12] Original Stoneskin 12: Block the next 9 P actions of attacks

[Psi-9 minor] No Poison For Me: Resist Poison ("death" becomes ½ max hp)

[Pri SL2] Protection from Fire 2: Stop the next CL*4 fire dmg

[Pri SL8] Extra Group +2: The next spell you cast will affect +2 groups of monsters

[Psi54 minor] Gravity Decrease: Increase gravity in room or object/person by SL G's (x1 Special)

[Psi6E Major] Avenger Lore: Anti-Paladin's abilities of ½ level

[Psi10 Major] Ground *: Immune Lightning, must be touching the ground

[Wiz SL5] Armor 5: +CL*10 current hp

[Psi3½ Major] Vampiric Blade: You heal half of your base weapon damage.

[Pri SL5] Spell Immunity 5: Be immune to 2 spells by name

Combat effects:

[Pri SL6] Summon Monster VI : Calls outsider to fight for you.

[Psi54 Grand] Telekinesis: Telekinesis CL*SL*10 lbs.

[Pri SL4] Remove Capital S Stun: Removes Capital S Stun

[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--2 Ultra] Planetary Demolish: 1 idmg in any E=CL/6 element; 2 idmg; CL/3 instead

[Psi-5 minor] Aging: Target is aged CL*CL years (no save)

[Psi12L Grand] Order Reality: Alter Reality, but effect must be Lawful intent

[Wiz SL6] DNA Scamble Blast: Area DNA Scamble (PP save)

[Psi6N minor] Sleep Bolt: +20 CPPs to give no save; affects one target

[Psi6E minor] Larva Life: Consume 1 larva to Cureall (incl. DPPs)

[Psi54 Major] Super Breath: CL*SL air dmg to one group (no save)

[Wiz SL8] Incurse (Rewrite Out of Time): Target being or object is Rewritten out of time (i.e. Incursed) (RSW save)

Dungeon082420 - Dungeon Level 16 (Not On My Life)

Room # 7

Office - 20ft. long x 40ft. wide x 20ft. tall

bowl; candelabra; shuffling; breeze, slight, damp

Mimic (the monster) on the west wall leading to a 5ft. long x 15ft. wide x 25ft. tall hallway.

Sample Names: Siriendra the discourteous He-- Duke (Paranormal); Miska the vile Shambling Savage (Metahuman)

Contact Dust Trap; DL 16; Search DC 176 (5000 idamage, no save)

Well that (causes/has/or is) Asks

[x2] Gods cannot see, smell, or sense into this room unless they are actually there; Divine Intervention fails

224,802gp

mica

nordic Fury's Donation Pit, 0gp

Rian's Coccyx bone: +55 to Int; 1/3Z: Summon CL DL=LVL/2 Shoggoths.; CL 87; SL 16; 256800gp

Slab of the Gods: Equip: Pay 149 Skill Point(s) and "Equipped creature gets +5 to hit/dmg and

+101 AC/saves and 726 hp and has Myriad, Protection from die rolls, Vigilance, Horsemanship and Dethrone.; 257090gp

DL XVI Macro-Gargantuan Russet Step-Mothers x(133) x[6]

|iAC| 2584, HD 2.6E+5, iiiihp 3.5E+7, IR 174% #Att 5, TH ÷ AC/Save DC by 272, iiddmg 25606

Str 59, Dex 64, Con 36, Int 27, Wis 60, Chr 105, 1.5E+2kxp

Motherfucker (A being of your choice is Multilated(destructed) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Pri SL5] Protection from Fire 5: Stop the next CL*16 fire dmg

[Psi4 minor] Actions *1.25: Pick one action type (M, P, V). Your number of actions of that type is multiplied by 1.25

[Psi54 Major] Stretching: Can melee up to SL people per round that aren't in your group

[Wiz SL8] Second Level Magic-User Spells (DM2): Can cast one 2nd Level Wizard spell per round as Z action

[Psi-1 Ultra] Villain Element: Casts any one 1st level Villain spell

[Wiz SL1] Armor : AC6 until 8+1/level points of damage had been sustained by subject

[Psi45 minor] Resist: Physical: SL/4 (round down) instances of Resist physical attacks

[Wiz SL3] Prismatic Sphere 3: 1 Prismatic color

[Wiz SL4] Prismatic Sphere 4: 2 Prismatic colors

[Psi6N Ultra] Bard or Sage Abilities, LVL 12: Get bard or sage abilities of level 11 (max = your level)

[Wiz SL12] Fire Shield 12: Anyone who melees with you takes 275% dmg back

[Wiz SL8] Armor 8: +CL*16 current hp

Combat effects:

[Pri SL8] Blade Barrier 8: 10d10 dmg wall (shards)

[Psi6G minor] Silver Spears: Shoot CL missiles, each auto hits and does 1d6+1 dmg holy wood (no save)

[Wiz SL7] Magic Missile 7: (CL+1)*7/2 missiles, each does 1d4+1 force dmg (no save)

[Wiz SL4] Prismatic Wall 4: 4 Prismatic colors or 2 MultiPrismatic colors (may repeat colors in either mode)

[Psi-6E minor] Drain Life N: ½M, -1 current hp: Target takes N unholy negative vile grave dmg (no save); gain N hp (can go above

[Psi45 minor] Zombie Animation: Animate a dead body as a Zombie with DL=SL

[Psi45 Ultra] Spray: SL choking dmg to a group per segment (can leave the area)

[Psi-6G minor] Brimstone: Three 35' radius areas: CL^2 holy fire dmg (no save)

[Psi45 Major] Iron Will: 1bM: One effect that's hitting you is delayed for SL segments (it will still resolve even if the caster is drop

[Wiz SL9] Summon Monster IX: Calls outsider to fight for you

[Pri SL8] Cure Wounds 8: Cures 36d8 hp (can take offer of 6 per die -> 216 hp)

[Psi-12C minor] Dispel Radiation/Tech: Dispers one Radioactive, Wild/Chaos, or Technological effect

Dungeon082420 - Dungeon Level 16 (Holy Mother Of God)

Room # 8

Cell - 25ft. long x 40ft. wide x 5ft. tall

Floors of Webs; Chimney; hazy; foggy near ceiling

Plane Shift Door (other side is on another plane) on the south wall leading to a 50ft. long x 15ft. wide x 25ft. tall hallway.

Sample Names: Zandir the dazzling Sky Gladiator (Battleaxe); Marek the deceitful Ultra Fire (Axe)

Tripping Deathblades Trap; DL 16; Search DC 170 (Attack +144 ranged, 70d30 idamage)

Ceiling that (causes/has/or is) Monster Generator: Weird (summons a Weird every segment)

[x2] Ultraplanar beings cannot taste, see, or sense into this room unless they are actually there; Divine Intervention fails
198,709gp

oar

a demonskin, +5 AC, 1000gp

Forebear's Staff: Equip: Pay 15 Str and "Equipped creature gets

+31 to hit/dmg and +61 AC/saves and 1089 hp"; 256420gp

Cup of Pearl Earwax; 1M: Screwed Over(slowed) Blast: Do this Status

Effect to one group (no save) ; CL 77; SL 16; 256430gp

DL XVI Large Sapphire Textures x(202) x[6]

|...^∞|AC|...^∞| 2563, HD 70, iihp 8608, TR 3568% #Att 15, TH ÷ AC/Save DC by 272, i^8 dmg 5122

Str 75, Dex 67, Con 67, Int 87, Wis 113, Chr 58, 1.5E+2kxp

Wowie Zowie (A being of your choice is Gibbed(unique) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Psi3½ Major] Evade Burst: You take no damage from a burst on a successful Reflex save.

[Psi--2 Major] Regen: Troll-like regen CL hp/r; 2*CL instead

[Psi15 minor] Flame Walk: Flame Walk (self)

[Psi3½ Super] Assimilate: Incorporate creature into your own body.

[Pri SL3] Goodberry 3: Creates 12 goodberries

[Pri SL9] Goodberry 9: Creates 36 goodberries

[Psi-12C minor] Know Next Dice Rolls: 0,1/r: Roll dice ahead of time before action, can choose not to

[Pri SL5] Golem: Makes a golem (you need raw materials)

[Psi45 Major] Force Field vs. Physical: -SL per physical attack

[Psi45 Major] Force Field vs. Power Manipulation: ER 10*SL%

[Wiz SL8] Second Level Magic-User Spells (DM1): Cast any four 2nd level Wizard spells simultaneously when it is cast.

[Pri SL5] Antiplant Shell: Keeps out plants

Combat effects:

[Wiz SL5] Wall of Iron : 30 hp/four levels; can topple onto foes.

[Psi45 minor] Serial Immortality: 0, 1/d: Resurrection, self only, there is a delay of (11-SL) rounds

[Wiz SL10] Prismatic Wall 10: 10 Prismatic colors or 8 MultiPrismatic colors (may repeat colors in either mode)

[Psi54 Grand] Ice Control: Wall of Ice

[Wiz SL4] Monster Swarm Summoning IV: Summons CL*3 DL III monsters

[Psi45 Major] Plague Carrier: Disease (SL saves)

[Wiz SL9] Power Word Blind 9: Blinds & stuns a creature if current hp < 160 (no save)

[Psi100 Ultra] Telekinetic Crush: X*X*X telekinetic damage (no save); affects 1+CL/9 groups

[Pri SL6] Mass Remove Curse: Remove Curse on 6 targets or 1 group

[Wiz SL8] Feeblemind 8: -40 mental stat points (randomly distributed in packets of 5) (save per packet)

[Psi3 Major] Lesser Domination: Forces subject to obey your will.

[Pri SL6] Blade Barrier 6: 8d8 dmg wall (shards)

Dungeon082420 - Dungeon Level 16 (No Shit)

Room # 9

Cell - 20ft. long x 50ft. wide x 30ft. tall

robes; beaker; hazy; downdraft, strong

Revolving/Swinging Door on the north wall leading to a 50ft. long x 10ft. wide x 25ft. tall hallway.

Sample Names: Kohl the avaricious Frog Avenger (Sai); Salino the smelly Wild Avenger (Cycle)

Doorknob transforms into Elemental Fire Trap; DL 16; Search DC 175 (1400 Int damage/s, no resistance)

Pool that (causes/has/or is) Moves/Rolls

[x2] Mortals cannot taste, see, or sense into this room unless they are actually there; Divine Intervention fails

252,832gp

insects

sacrificial robes, +4 AC, 230gp

Flesh-coloured Piercing Weapon [16d6] +24 Th/+20 dmg 14+/x7; 1 attack: You teleport

to your hand an item you can see.; CL 82; SL 16, 20530gp

Echo Bracers: Equip: Pay 335 PSP(s) and "Equipped creature gets

+43 to hit/dmg and +43 AC/saves and 1575 hp".; 256630gp

DL XVI Macro-Diminutive Charcoal Smokes x(156) x[4]

||iAC|| 2576, HD 4106, i^6 hp 5.4E+5, RR 174% #Att 19, TH ÷ AC/Save DC by 272, i^7 dmg 7686

Str 61, Dex 30, Con 116, Int 47, Wis 106, Chr 38, 1.5E+2kxp

Jesus H. Christ (A being of your choice is Set (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Wiz SL10] Fire Shield 10: Anyone who melees with you takes 225% dmg back

[Psi--2 minor] Biosaveback: -2 dmg/energy att; +CL/3 saves; +CL saves instead

[Pri SL4] Resist [E=4 element]: Pick an E=4 element, you resist it for 1 hour.

[Psi29 minor] Animate Object:

[Pri SL1] Resist Cold (1): All creatures in area get resist cold {1 group}

[Wiz SL2] Invisibility: Invisibility; attacking ends spell {Touch, 1 target}

[Psi29 minor] Gaze Reflection:

[Psi8 Major] Construct Weapon Item 2: Create a "Weapon" type item (see next page) of TechL=CL, each 2 TechL takes 1S action

[Psi3½ Grand] True Metabolism: You regenerate 10 hit points/round.

[Wiz SL12] Tenser's Transformation 12: +250% of max hp to current hp, +8 TH melee

[Pri SL4] Immune [E=1 element]: Pick an E=1 element, you are immune to it for 1 hour. (This immunity does not "spread" into ot

[Wiz SL3] Prismatic Sphere 3: 1 Prismatic color

Combat effects:

[Psi-17 Grand] (no name): Create a random special (only enemies trigger it)

[Pri SL6] Creeping Doom 6: (1d3+5)*80 insect dmg

[Psi3½ Grand] Fate of One: Reroll any roll you just failed.

[Psi30 Major] Petrify/Reverse Petrify: Flesh to Stone, Con resists

[Wiz SL5] Lightning Bolt 5: CLd10 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)

[Psi30 Ultra] Air Blast: Ele.Air damage, Dex resists

[Psi10 Grand] Dream of Death: Death Spell 5d20 HD (save vs. Death Magic), sleeping targets get no save

[Psi-3 minor] Astral Destruct I: Creates astral destruct to fight for you.

[Wiz SL5] Cone of Cold 5: CLd10+CL cold dmg to a group (save:½)

[Wiz SL9] Power Word Crap: Target with 250 or less current hp is crapped (no save)

[Psi54 Ultra] Damage Transference: Cell Adjustment CL*SL*2 hp

Dungeon082420 - Dungeon Level 16 (PheW)

Room # 10

Psionicist's Chamber/Lab - 50ft. long x 10ft. wide x 10ft. tall

Floors of Flesh; pliers; splashing; earthy smell

Golem Door (it's a Golem creature) on the south wall leading to a 20ft. long x 25ft. wide x 25ft. tall hallway.

Sample Names: Slean Godricsson the perplexing Jet Pirate (Blade); Kiath the invulnerable Blonde Centurion (Spores)

Swinging Door Trap; DL 16; Search DC 170 (280 Str damage, no save)

Altar that (causes/has/or is) Releases - Gem/Jewelry

[x2] Ultraplanar beings cannot see, feel, or sense into this room unless they are actually there; Divine Intervention fails

142,845gp

wool

a red livery, +2 AC, 5gp

Scythe Soup: Equip: Pay 747 PSP(s) and "Equipped creature gets +97 to hit/dmg and

+31 AC/saves and 288 hp and has Exploit and Protection from die rolls.; 256770gp

Sword Shield: Equip: Pay 17 Int and "Equipped creature gets

+9 to hit/dmg and +15 AC/saves and 2025 hp".; 256890gp

DL XVI Macro-Fine Amber Communitys x(291) x[8]

|iAC| 2568, HD 2055, i^5 hp 2.7E+5, BlahR 184% #Att 1, TH ÷ AC/Save DC by 272, iiiidmg 25614

Str 101, Dex 115, Con 51, Int 41, Wis 109, Chr 73, 1.5E+2kxp

Holy Mary Mother Of God (A being of your choice is Blackballed(slowed) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Wiz SL6] Prismatic Sphere 6: 4 Prismatic colors or 2 MultiPrismatic colors (may repeat colors in either mode)

[Psi14 minor] (no name): 0, when biting: Cause Lycanthropy (PPD save, if they fail, they are your slave)

[Wiz SL5] Original Stoneskin 5: Block the next 2 P actions of attacks

[Psi45 minor] Kinetic Control: SL/2 (round down) instances of Resist telekinesis; +SL*10% damage with telekinesis effects

[Pri SL7] Goodberry 7: Creates 28 goodberries

[Wiz SL6] Globe of Invulnerability 6: Immune to spells with SL=0 to 5

[Psi3 Super] Thrall: Target is your slave forever.

[Wiz SL11] Prismatic Sphere 11: 9 Prismatic colors or 7 MultiPrismatic colors (may repeat colors in either mode)

[Wiz SL5] Improved Free Action: Immune Capital S Stun, Stop, Hold, Paralysis, Summoning Sickness; Hold P,V actions

[Wiz SL12] Sixth Level Magic-User Spells (DM2): Can cast one 6th Level Wizard spell per round as Z action

[Wiz SL9] Extra Group +2: The next spell you cast will affect +2 groups of monsters

[Psi18 minor] Telekineses: Tactile: Can touch up to LVL*100'; incl. T spells

Combat effects:

[Pri SL5] Treat Deadly Wounds: Cure 50% of max hp

[Psi-12C Grand] Cthulhoid Swarm VII: Summon CL*6 Monsters using ML VII "Weird" chart (random)

[Wiz SL4] Phantasmal Killer : Fearsome illusion kills subject or deals 3d6 damage.

[Psi3½ Major] Second Chance: Gain a reroll.

[Psi8 minor] Repair Light Damage: Cures 10 hp (1 Hull point) to a technological item

[Psi45 Ultra] Self-Revival: 0, (SL-1)/d: Heal self

[Psi-17 Grand] (no name): Call Chaos: LVL random groups take 75 Chaos dmg (include PC in possibilities)

[Psi0 Grand] Fireball: KiLd6 dmg, KiL' radius (fire damage) (save:½, if made save again for 0)

[Wiz SL8] Power Word Kill 8: Kills a creature if current hp < 90 (no save)

[Wiz SL9] Monster Swarm Summoning IX: Summons CL/2 (round down) DL VIII monsters

[Psi54 minor] Heat Vision: 1M to start: Every segment for 1 round, as a 0 action, deal SL heat dmg to one target (no save)

[Pri SL3] Summon Monster III : Calls DL 3 outsider to fight for you.

Dungeon082420 - Dungeon Level 16 (Gor Blimey)

Room # 11

Warrior's Chamber/Lab - 20ft. long x 50ft. wide x 25ft. tall

pillow; scroll; downdraft, slight; ozone smell

Locked Door, Out of Phase on the east wall leading to a 5ft. long x 20ft. wide x 10ft. tall hallway.

Sample Names: Clibania the zealous Ring Chimp (Dirigible); Shattados the mischievous Atomic Albino (Orb)

Rolling Javelins Trap; DL 16; Search DC 173 (Attack +160 melee, 100d30 idamage)

Dome that (causes/has/or is) Treasure hidden under a loose stone in the floor

[x2] Immortals cannot feel, smell, or sense into this room unless they are actually there; Divine Intervention fails

109,069gp

skull

shiny pile of gold, 0gp

Kite of Valor: Equip: Pay 87 PSP(s) and "Equipped creature gets +11 to

hit/dmg and +19 AC/saves and 490 hp and has Shadow and Annihilator 4.; 256490gp

Necro of the Host: Equip: Pay 688 Rogue Point(s) and "Equipped creature gets +113 to

hit/dmg and +40 AC/saves and 405 hp and has Afterlife 4, Flying, Trample and Mentor.; 256580gp

DL XVI Diminutive Olive Viscoscs x(210) x[7]

iiiAC 2563, HD 5, iihp 524, IR 178% #Att 8, TH ÷ AC/Save DC by 272, iiidmg 1541

Str 101, Dex 71, Con 74, Int 76, Wis 90, Chr 93, 1.5E+2kxp

Fuck A Duck (A being of your choice is Funied(positive) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Psi45 Ultra] Force Field vs. Power Manipulation: ER 10*SL%

[Psi3 Major] Metamorphosis: You take the form of creatures and objects.

[Psi45 Ultra] Illusory Duplication: Mirror Image (SL images)

[Wiz SL6] Planar Displace: Planar Displacement for 1 turn

[Psi6E Major] Imbue with Special Damage: Electric Aura, Acid Sting, others?

[Wiz SL7] Tenser's Transformation 7: +125% of max hp to current hp, +3 TH melee

[Pri SL9] Goodberry 9: Creates 36 goodberries

[Wiz SL9] Prismatic Sphere 9: 7 Prismatic colors or 5 MultiPrismatic colors (may repeat colors in either mode)

[Wiz SL1] Shield (1): Immune Force; AC2 source; +1 saves {self only}

[Wiz SL3] Armor 3: +CL*6 current hp

[Psi72 Major] Alternate Form - Semisolid: Elasticity; Resist piercing weapons; Attack at half damage

[Wiz SL12] Globe of Invulnerability 12: Immune to spells with SL=0 to 11

Combat effects:

[Pri SL10] Blade Barrier 10: 12d12 dmg wall (shards)

[Pri SL7] Resist Fire/Resist Cold 7: Take -75% dmg vs. fire or cold

[Pri SL3] Creeping Doom 3: 40 insect dmg

[Psi45 minor] Missile Creation: Do SL missile attacks, must roll to hit, each hit does 10 dmg (no save) and a stun (save)

[Wiz SL9] Cone of Cold 9: CLd18+CL cold dmg to a group (save:½)

[Wiz SL5] Hold Monster : 1d4 creature Paralyzes creatures unless save is made

[Psi-12L Grand] Law Quadruple Beam: CLxCLx2 mental dmg in 4 lines (no save); C-align x3 dmg

[Psi-5 minor] Bolt of Nothing: CL dmg to one target (no save); that targets loses next M action (save)

[Psi3 Grand] Mass Suggestion: Many targets follow suggested action.

[Wiz SL12] Prismatic Wall 12: 12 Prismatic colors or 10 MultiPrismatic colors (may repeat colors in either mode)

[Psi12L Major] Charm Lawful Creature: Charm (no save) only vs. Lawful creatures

[Psi29 Major] Stun:

Dungeon082420 - Dungeon Level 16 (Spank You)

Room # 12

Meeting Room - 35ft. long x 35ft. wide x 15ft. tall

brazier & charcoal; idol(s); clanking; hissing

Brass Door, Normal on the north wall leading to a 50ft. long x 10ft. wide x 15ft. tall hallway.

Sample Names: Aylara the zealous She-- Tyrant (Psycho-); Zepheria the tone-deaf Fly Bull (Rattan Cane)

Trapdoor transforms into Elemental Rainbow Trap; DL 16; Search DC 161 (600 Str damage/s, no resistance)

Container (Barrel, Jar, Vase, etc.) that (causes/has/or is) Talks - Yells/Screams

[x2] Room is permanently/continuously Berserked, only creatures immune or bubbled against it can function here.

174,554gp

dais

a mining pick, mace, 2d3 (4), 24gp

Thimble of Sooty Tears; 1P: Decayed(sick) PFA: Whenever someone targets you with an effect, they suffer that Status Effect unless they make a save vs. Spell.; CL 97; SL 16; 257050gp

Dove-grey Talisman [AT+682] +28 AC/+442 Saves; 1M: 1bM: Troll regen 1/10 of max hp (round down) /s; Immune to Put Out of Misery / Coup de Grace; CL 97; SL 16; 155395gp

DL XVI Macro-Colossal Greenish Lions x(143) x[5]

||iAC|| 2575, HD 5.2E+5, i^6 hp 6.8E+7, GR 172% #Att 23, TH ÷ AC/Save DC by 272, iidmg 5135

Str 41, Dex 108, Con 31, Int 101, Wis 112, Chr 80, 1.5E+2kxp

What The Deuce (A being of your choice is Suffocated(unaware) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Psi14 minor] (no name): Can turn into one additional form; DM rolls DL=LVL/3 Lycanthrope or Animal

[Psi45 Ultra] Force Field vs. Energy: Immune to spell level 0 to SL-1 energy attacks

[Psi16 minor] Golem Form: Caryatid Column: +4 saves; Weapons have 25% chance to shatter when hitting you; 1M: Feign Death

[Psi0 Grand] Yoga Flame: Breathe Fire (as per dragon)

[Psi15 Grand] Dial-a-Breath Element (≤): You can use any element with E factor equal to or less than your normal breath.

[Psi-12T Grand] Bring Animals VII: Summon CL*4 Animals using ML VII chart, you pick the result

[Pri SL5] Protection from Fire 5: Stop the next CL*16 fire dmg

[Psi45 minor] Force Field vs. Physical: -SL per physical attack

[Pri SL8] Robe Of Healing: Get 20 1d4+4 healing effects (self or other) every round for 1h

[Wiz SL10] Anti-Dispel Magic Shell: your effects are non-dispellable (inc.shell)

[Psi3½ Major] Tower of Iron Will: Grant PR 19 against mind-affecting powers to all creatures within 10 ft. until your next turn.

[Psi-3 Major] Metaphysical Armor: Enemies need a +3 weapon to hit you.

Combat effects:

[Psi3½ Major] Psionic Revivify: Return the dead to life before the psyche leaves the corpse.

[Wiz SL12] Immediate Monster Summoning XII: Summons a DL X monster without summoning sickness

[Pri SL9] Cure Wounds 9: Cures 45d8 hp (can take offer of 6 per die -> 270 hp)

[Psi29 Ultra] Planetary Detonate (Psi2):

[Pri SL8] Spiral Of Degeneration: All x1 items within 50' turn off, all lose 1 spell/r, 1h

[Psi3½ Major] Second Chance: Gain a reroll.

[Psi12C Major] Destroy Clone: Kills a Clone, Simulacrum, or Shapechanger

[Pri SL4] Remove Curse 4: Cure 1 curse effect (reverse causes that many, save)

[Psi30 Ultra] Decrease Dexterity: -1 Dex/succ

[Pri SL3] Treat Serious Wounds: Cure 30% of max

[Wiz SL6] Death Spell 6: Slay 6d12 HD of creatures (save)

[Psi45 Ultra] Fire Generation: SL*CL Fire damage (1 group, no save)

Dungeon082420 - Dungeon Level 17 (Straight)

Room # 1

Crypt / Burial Chamber - 25ft. long x 50ft. wide x 25ft. tall

scroll tube; loose masonry; grating; steamy near floor

Bronze Door, Normal on the north wall leading to a 30ft. long x 10ft. wide x 5ft. tall hallway.

Sample Names: Arundel the rebellious Vibro Jack (Cloud); Aamarus the foul Blackbelt Speedster (Stallion)

Ingested Water Trap; DL 17; Search DC 182 (70 Str damage, DC 174 PP save for 1/3)

Pillar or Column that (causes/has/or is) Sliding

[x2] Room is permanently/continuously Alley Effected, only creatures immune or bubbled against it can function here.

231,196gp

large table

A Bullet proof Vest, 500gp

Ring of Contrariness, 3330gp

Leaden Longbow [9d10] +1024 Th/+288 dmg 9+/x5; 1attack: One

attack: Target takes $KiL * 10'$ falling damage; CL 114; SL 17, 237277gp

DL XVII Large Carmine Sausages x(228) x[8]

iiiAC 2919, HD 1428, iiihp 9280, IR 216% #Att 12, TH ÷ AC/Save DC by 306, iiiidmg 1750

Str 63, Dex 114, Con 36, Int 72, Wis 111, Chr 58, 2.0E+2kxp

Yikes (Ignore a being of your choice's segment of actions (can't be dispelled).)

Prepared effects:

[Pri SL8] Extra Group +2: The next spell you cast will affect +2 groups of monsters

[Psi15 Major] Dial-a-Breath Element (<): You can use any element with E factor less than your normal breath.

[Psi9 Major] Energy Cocoon: Field CH'diam.,fly:7*CH" rate,7*CH% PsiR

[Wiz SL7] Prismatic Sphere 7: 5 Prismatic colors or 3 MultiPrismatic colors (may repeat colors in either mode)

[Psi45 Ultra] Force Field vs. Vampirism: aNR 10*SL% (including energy and stat drains)

[Pri SL4] Resist Fire/Resist Cold 4: Take -60% dmg vs. fire or cold

[Psi8 Major] Hard Resistance to Chemicals: Double resist chemical elements (1/4, save for 1/10), Immune to gas & poison

[Psi-5 minor] Immune to Sleep: Target is immune to sleep & exhaustion

[Psi16 minor] Construct Psi16 Item 1: Create a Psi16 item (see next page) of TechL=CL, each TechL takes 1S action

[Psi54 Major] Animate Objects: Animate Objects as if they were a DL=SL Golem summon

[Wiz SL10] Prismatic Solid: Add a "Special" to entire room of Prismatic-ness (1 prismatic effect per person per segment)

[Psi45 Ultra] Reality Alteration: + or - SL to your next die roll

Combat effects:

[Wiz SL3] Put Out of Misery: Target being at negative hp that would die if unattended is slain (no save)

[Psi10 Major] Heat Ray: Line, all in area CLd6 heat dmg (save:½), immunity to non-magical heat works

[Psi45 minor] Missile Creation: Do SL missile attacks, must roll to hit, each hit does 10 dmg (no save) and a stun (save)

[Wiz SL4] Confusion : Confuses targets, who can wander away, attack friend or do nothing

[Pri SL7] Remove Curse 7: Cure 4 curse effects (reverse causes that many, save for each)

[Wiz SL3] Prismatic Wall 3: 3 Prismatic colors or 1 MultiPrismatic colors (may repeat colors in either mode)

[Wiz SL5] Lower Resistance : Lowers one's magic resistance

[Psi18 Ultra] Resurrection: [0 action, even when dead]: Resurrection

[Wiz SL11] Power Word Kill 11: Kills a creature if current hp < 180 (no save)

[Pri SL10] Remove Curse 10: Cure 7 curse effects (reverse causes that many, save for each)

[Psi54 Major] Ice Production: CL*(SL+2) ice dmg to one target (no save)

[Psi-12L Grand] Choose Summoning VI: Monster Summoning using ML VI chart, you pick the result

Dungeon082420 - Dungeon Level 17 (What In The Heck)

Room # 2

Pen/Prison - 20ft. long x 5ft. wide x 10ft. tall

pentacle; cushion; foggy near floor; metallic 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: Nagada the unlucky Wing Pharaoh (Mist); Pharaxes the devious Flaming Photon (Revolver)

Magic Missile 12 Trap; DL 17; Search DC 171 (Cleric CL 34, no resistance)

Fireplace that (causes/has/or is) Spinning

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Turn
97,926gp

slimy coating, wall

a banana, 0gp

Charcoal Net [12d10] +1157 Th/+1024 dmg 15+/x7; 1M: 1bM: Redirect

an effect (caster makes SL/4 saves); CL 64; SL 17, 373317gp

metal Boomerang of Beor (4d5) (+8,+12); +4 to DEX, Speed; Resist

Acid, Lightning, Fire, Cold; It provides light (radius 0) when fueled., 405310gp

DL XVII Titanic Violet Tulips x(230) x[8]

||iAC|| 2907, HD 1100, ihp 1.6E+5, TR 175% #Att 16, TH ÷ AC/Save DC by 306, i^10 dmg 1744

Str 56, Dex 80, Con 70, Int 76, Wis 117, Chr 63, 2.0E+2kxp

Not On Your Life (A being of your choice is Fraggged(humiliate) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Pri SL9] Shapechange : Transforms you into any creature, and change forms once per round.

[Psi54 minor] Systematic Antidote: SL/2 instances of Resist Poison/Drugs

[Pri SL5] Resist Vulnerability: Target gains a Resist to something which can only be used to counter a Vulnerability (Duration 1 hr)

[Wiz SL8] Second Level Magic-User Spells (DM2): Can cast one 2nd Level Wizard spell per round as Z action

[Wiz SL9] Shape Change : Changes the caster to someone else, he adopt it powers and vulnerabilities save that depends upon int

[Psi-12T Major] Resurrect Self: Teleport Away when killed, Resurrect Self 1 round later

[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] Mental Invisibility: Improved Invis.: it's +SL AC instead of +4

[Wiz SL3] Haste: +1 P, +1V to one group

[Psi-12C Major] Duplicate Radio. Item: Duplicate a x0 or x1 Radioactive Item

[Pri SL5] Extra Group +1: The next spell you cast will affect +1 groups of monsters

[Psi81 minor] Damage Reduction, Energy, 25%: Take x0.75 damage from energy

Combat effects:

[Wiz SL5] Telekinesis : Lifts or moves 25 lb./level at long range.

[Pri SL5] Greater Command : As command, but affects one subject/level.

[Wiz SL7] Monster Swarm Summoning VII: Summons CL*1.5 (round down) DL VI monsters

[Psi-3 minor] Astral Destruct I: Creates astral destruct to fight for you.

[Psi45 Grand] Undead Control: Turn Undead at CL=(SL-2)*2

[Psi6E minor] Continual Darkness: As the wizard spell "Continual Darkness"

[Psi-6G Grand] Counterspell †: 1bM: Counter an effect

[Wiz SL10] Dispel Exhaustion 10: Restore 97% of dmg taken, get an Original Haste 10 for 1 round

[Psi29 Ultra] Planet Swarm:

[Psi0 Grand] Musical Accomplishment: Allies can reroll (choose one:) missed to hit, missed saves, missed BlahR rolls (for 1m)

[Pri SL6] Flame Strike 6: CLd10 holy fire dmg (save:½)

[Wiz SL7] Forcecage : Hold creatures in cube of force.

Dungeon082420 - Dungeon Level 17 (What In Hell)

Room # 3

Rogue's Chamber/Lab - 25ft. long x 40ft. wide x 15ft. tall

chute; pan; breeze, gusting; bang, slam

Dimension Door (as the spell) on the north wall leading to a 35ft. long x 10ft. wide x 15ft. tall hallway.

Sample Names: Dagmir the unloved Dream Victory (Blaster); Milana the idiotic Sovereign Five (Motorhome)

Razor-Wire Block Trap; DL 17; Search DC 178 (210 Chr damage, no save)

Idol that (causes/has/or is) Gravity - Greater

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Half Segment
58,126gp

padded armchair

some decaying bodyparts, 0gp

Flesh-coloured Shield [AT++6] +17 AC/+22 Saves; 1M: SL/2 instances of Resist Cold/Ice; CL 114; SL 17; 22915gp

Leaden Clay pot: Free Pacifist Priest Kit: +2 Chr; halve your

number of weapon proficiencies (round loss up), Free bonus Meditation proficiency; 289690gp

DL XVII Fine Dove-Grey Hockeys x(103) x[8]

iiAC 2894, HD 7, lifep 305, XR 247% #Att 3, TH ÷ AC/Save DC by 306, i^6 dmg 583

Str 91, Dex 78, Con 111, Int 75, Wis 87, Chr 117, 2.0E+2kxp

Kthanksbye (A being of your choice is Deformed(broken) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Psi45 Grand] Force Field vs. Hostiles: Enemies must make SL/2 saves to attack you

[Wiz SL11] Anti-Magic Shell 11: Anti-Magic of SL 0 to 10

[Psi10 Major] Mental Guard: Imm. Charm,Confusion,Fear,Feeblemind,Possession,Soul Trap,Suggestion

[Wiz SL8] Prismatic Sphere 8: 6 Prismatic colors or 4 MultiPrismatic colors (may repeat colors in either mode)

[Wiz SL5] Extra Group +1: The next spell you cast will affect +1 groups of monsters

[Psi45 Ultra] Body Coating: 5*SL hp Armor spell, self only, stacks with the (Wizard) Armor spell

[Pri SL4] Resist Fire/Resist Cold 4: Take -60% dmg vs. fire or cold

[Wiz SL11] Original Stoneskin 11: Block the next 8 P actions of attacks

[Psi3½ minor] Dissolving Touch: Your touch deals 4d6 acid damage.

[Psi8 Ultra] Hard Resistance to Time: Double resist time (1/4, save for 1/10), Immune to Time Stop / Temporal Stasis

[Pri SL7] Symbol : Triggered runes have array of effects.

[Psi6E Super] Bodily Restoration IV: Troll-like Regeneration - of max hp/r

Combat effects:

[Pri SL9] Implosion : Kills one creature/round.

[Pri SL1] Summon Monster I: Summons a DL 1 creature to fight for you {1 creature}

[Wiz SL11] Mental Loss: target loses 1M action for 1t

[Psi54 minor] Lightning: CL*SL lightning dmg to one group (no save)

[Wiz SL10] Power Word Fragment: 1 body part of target is removed

[Psi45 Ultra] Kinetic Bolt: SL*CL/2 Telekinesis dmg and knock back SL*10' (1 target, no save, Str-SL*2 check to avoid knock back)

[Psi30 Grand] Mob Rush: Control Movement Blast

[Psi45 Major] Vibration: SL*CL Vibration damage (1 group, no save)

[Psi7 Grand] (no name): Summon a DL VII Undead

[Psi100 Ultra] Wish: Wish (as spell), or any Psi200 Dev/Sci/High Sci

[Psi45 Ultra] Mind Blast: SL*CL Mental damage (1 group, no save)

[Wiz SL9] Monster Swarm Summoning IX: Summons CL/2 (round down) DL VIII monsters

Dungeon082420 - Dungeon Level 17 (Puhleeze)

Room # 4

Garbage Room - 10ft. long x 25ft. wide x 10ft. tall

retort (glass jug with long neck for alchemy); Walls of Air; breeze, slight, damp; downdraft, slight

Flesh Door on the south wall leading to a 15ft. long x 10ft. wide x 5ft. tall hallway.

Sample Names: Donoagi the winsome Baroness Eight (Light); Nygon the impolite Bronze -wing (Bubble)

Well-Camouflaged Jaws Trap; DL 17; Search DC 185 (Attack +136 melee, 130d50 idamage)

Statue that (causes/has/or is) pressure-plate trigger

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Segment 207,944gp

bones

A Grey Leather Cloak, +3 AC, 96gp

Rian's Sphenoid bone: +65 to Con; 1V: Charm a group

(Will save, ignores immunity to Charm effects).; CL 102; SL 17; 289130gp

Rian's Bronchi: +46 to Dex; 1P: Cast a CSL=1 Villain spell.; CL 70; SL 17; 289240gp

DL XVII Macro-Huge Rosy Searchs x(101) x[7]

|...^∞|AC|...^∞| 2909, HD 1.4E+5, iiiihp 1.9E+7, AllR 231% #Att 18, TH ÷ AC/Save DC by 306, i^10 dmg 8679

Str 49, Dex 47, Con 116, Int 90, Wis 73, Chr 43, 2.0E+2kxp

Smurf This (A being of your choice is Jinxed(cursed) (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

[Psi3½ Major] Teleport Trigger: Predetermined event triggers teleport.

[Psi9 Ultra] Environ.: Familiar Locale: CH mile r, atmosphere same as home

[Psi4 minor] Saves *1.25: Multiply your save rolls by 1.25, you automake saves on natural 21-1.25 or better (Minor is 19).

[Pri SL6] Resist [E=6 element]: Pick an E=6 element, you resist it for 1 hour.

[Pri SL4] Resist [E=2 eelement]: Pick an EE=2 eelement, you resist it for 1 hour.

[Psi8 Ultra] Construct Control Item 8: Create a "Control" type item (see next page) of TechL=CL, each 8 TechL takes 1S action

[Psi6E Super] Dark Storm: 6 Dark Thunderbolts (pay DPP cost once)

[Psi2 Major] Kinetic Control: Take only 2+leak vs. physical attacks; Reflect 1d10 dmg

[Psi18 Ultra] Null Void: Null Bolt: Targets gets 5*LVL% offensive MR,PsiR,InnateR

[Psi--2 Ultra] Psi Inertial Improver: Psi gives no save in your group; --

[Psi6G Ultra] Expanded Spectrum: You are affected by up to CL Priest or Wizard Divination spells of spell level 1-7

Combat effects:

[Psi2 Ultra] Cellular Heal/Harm: X targets: Heal/Harm X% of max; X*2% of max

[Pri SL1] Entwine: As Entangle, 1 target, -4 to save

[Wiz SL3] Wacky Ball 3 / Normal / ½ : Area CLd6 dmg normal element (save: ½)

[Psi9 Ultra] Shielder: Bolt: CHxCHd8 Force damage, ignores defenses

[Wiz SL6] Disintegrate : Disintegrates a single victim

[Psi3½ Major] Energy Wall: Create wall of your chosen energy type.

[Pri SL3] Heal 3: Cure to 25% of max hp (max Heal 3 can cure at once = 250 hp)

[Psi-3 Grand] Mass Confusion: Confusion a group (Will save)

[Psi45 Ultra] Plague Carrier: Disease (SL saves)

[Pri SL2] Blade Barrier 2: 4d4 dmg wall (shards)

[Pri SL7] Treat Caused Wounds: Cure 70% of max hp

[Psi-3 Major] Astral Destruct IV: Astral destruct fights for you.

Dungeon082420 - Dungeon Level 17 (Stank You)

Room # 5

Robing Room - 15ft. long x 10ft. wide x 10ft. tall

U rack; trough; rustling; smoky smell

Iron Door, Normal on the east wall leading to a 45ft. long x 10ft. wide x 25ft. tall hallway.

Sample Names: Jagan the famous Duke Bullet (Broom); Vesryn the sepulchral Dragon Finger (Particle)

Meteor Swarm 12 Trap; DL 17; Search DC 171 (Wizard CL 34, no resistance)

Monster that (causes/has/or is) Sliding

[x2] Room is permanently/continuously Berserked, only creatures immune or bubbled against it can function here.

98,279gp

pews

an Alligator skin hip pack, 120gp

Dove-grey Wand [16d20] +26 Th/++6 dmg 20+/x8; 1M: Fear II (Horror):

Target saves or loses all P/M actions; CL 73; SL 17, 21074gp

Jug of Orangey Discharge;; 1M: Vitrify(unaware) Bolt-On: Do this Status Effect

to one target (Spell save: 0) ; CL 70; SL 17; 289920gp

DL XVII Tiny Rosy Sundials x(68) x[4] x[[3]]

|...^∞|AC|...^∞| 2906, HD 23, i^6 hp 1172, BlahR 224% #Att 30, TH ÷ AC/Save DC by 306, i^8 dmg 592

Str 78, Dex 46, Con 46, Int 95, Wis 85, Chr 108, 2.0E+2kxp

Yikes (A being of your choice is Ego-Dominated (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Pri SL2] Resist Acid and Corrosion: Resist acid {Touch, 1 target}

[Pri SL6] Resist Fire/Resist Cold 6: Take -70% dmg vs. fire or cold

[Psi12L Super] Imprisonment: Imprisonment (as spell)

[Psi23 Grand] Snow Cloud: Multicolored snow (can damage/heal)

[Psi1 Major] Deflection: Energy (non-Physical) Reflection, max=level*10%

[Psi60 V] Super Unluck: Choose result on next die roll on enemy

[Psi15 Super] Luckscale: (Must have scales to use) Luckstone effect for 1 day

[Wiz SL9] Third Level Magic-User Spells (DM2): Can cast one 3rd Level Wizard spell per round as Z action

[Wiz SL6] Original Stoneskin 6: Block the next 3 P actions of attacks

[Psi18 minor] Psi: Shield: Pick Phys,Magic,Psi: 10*LVL hp shield

[Psi-5 minor] Immune to Sleep: Target is immune to sleep & exhaustion

[Pri SL6] Protection from Lightning 6: Stop the next CL*20 lightning dmg

Combat effects:

[Psi54 minor] Ice Control: Wall of Ice

[Psi18 minor] Telekinesis: Lift & Move: 100*LVL lbs.; object moves at 10*LVL"

[Wiz SL2] Wacky Ball 2 / Normal / ½ : Ld4 dmg normal element (save: ½) {1 group}

[Wiz SL8] Solid Wall of Force: Stops spell effects, hurled objects, breath weapons, people, and psionic effects.

[Psi30 minor] Treat Light Wounds: Heals 10% max hp (1 succ)

[Pri SL10] Fire Storm 10: (CL+2)d17 holy fire dmg, hits 5 groups (no save)

[Pri SL2] Flame Strike 2: CLd2 holy fire dmg (save:½)

[Wiz SL8] Power Word Kill 8: Kills a creature if current hp < 90 (no save)

[Psi54 minor] Personality Transfer: Magic Jar (SL/2 saves)

[Wiz SL1] Charming I: Charms a monster, gets a new save every round

[Psi45 Major] Domination: Dominate all actions (SL/5 saves)

[Wiz SL4] Wall of Ice : Passing through wall deals 2*CL or 3d10 dmg ice

Dungeon082420 - Dungeon Level 17 (Hot Dog)

Room # 6

Psionicist's Chamber/Lab - 30ft. long x 50ft. wide x 5ft. tall

chandelier; couch; steamy; humming

Iron Door, Normal on the east wall leading to a 30ft. long x 15ft. wide x 15ft. tall hallway.

Sample Names: Sykerylor the manipulative Dynamo Kid (Bow); Arthegal the jolly Squirrel Women (Pellets)

Dispel Magic 12 Trap; DL 17; Search DC 175 (Cleric CL 34, no save)

Room (Floor) that (causes/has/or is) Electrical Shock

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Day
75,584gp

rams horn

a roc egg, 10gp

Pint of Hazel Saliva; 1/3P: Totaled(destroyed) Bolt-On: Do this Status Effect

to one target (Spell save: 0) ; CL 76; SL 17; 290000gp

Sword the Dragon's Fang: Equip: Pay 455 Skill Point(s) and "Equipped creature gets +103 to hit/dmg and +61 AC/saves and 1014 hp".; 289720gp

DL XVII Macro-Titanic Burgundy Step-Sisters x(91) x[8]

|iAC| 2924, HD 1.1E+6, ihp 1.6E+8, RR 234% #Att 7, TH ÷ AC/Save DC by 306, i^5 dmg 5795

Str 94, Dex 32, Con 123, Int 109, Wis 76, Chr 49, 2.0E+2kxp

Give Yourself A Big Round Of Applause (PCs can't affect you (can't be dispelled).)

Prepared effects:

[Pri SL6] Goodberry 6: Creates 24 goodberries

[Psi18 minor] Psi: Shield: Pick Phys,Magic,Psi: 10*LVL hp shield

[Psi-6G Grand] Armageddon †: 1bM: Can use +1M/s this round; Immune Cold; Immune Shadow

[Pri SL7] Protection from Fire 7: Stop the next CL*24 fire dmg

[Pri SL8] Antimagic Field : Negates magic within 10 ft.

[Psi45 Ultra] Power Simulation: The next Psi45 power you use will be resisted using MR instead of PR

[Pri SL8] Extra Group +2: The next spell you cast will affect +2 groups of monsters

[Psi45 Grand] Resist: Magic: SL/4 (round down) instances of Resist magic

[Psi30 Major] [creature type] Form: Polymorph Self (as spell)

[Psi3½ Grand] Mind Blank, Psionic: Subject immune to mental/emotional effects, scrying, and remote viewing.

[Pri SL5] Ironskin: Does not stop falling damage. Does not leak like Stoneskin. Any attack (hit or miss) knocks off an Ironskin, unl

[Wiz SL7] Tenser's Transformation 7: +125% of max hp to current hp, +3 TH melee

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)

[Pri SL6] Fire Storm 6: (CL+2)d5 holy fire dmg, hits 1+1/2 groups (no save)

[Wiz SL3] Dispel Magic 3: Dispel 1 magic effect

[Psi45 Ultra] Missile Creation: Do SL missile attacks, must roll to hit, each hit does 10 dmg (no save) and a stun (save)

[Psi29 Grand] Death Bolt (save or dead):

[Psi0 Grand] Iceblast: KiLd4 dmg in a KiL*5' line (ice damage) (save:½)

[Psi0 Ultra] Thunderclap: KiLd12 dmg, KiL' radius (sound damage) (save:½, if made save again for 0)

[Psi6N Major] Reverse Psionics: Casts reverse of psi, N=SL of effect (max = your level/2)

[Pri SL10] Dispel Magic 10: Dispel 8 magic effects

[Psi29 Ultra] Annihilation Bolt LVLd20:

[Psi30 Ultra] Chaotic World: Chaos Blast

[Wiz SL10] Fire Maze: maze spell on lvl creatures, each takes 10 fire dmg/r

Dungeon082420 - Dungeon Level 17 (Peeyoo)

Room # 7

Bestiary - 30ft. long x 25ft. wide x 35ft. tall

prayer rug; stool; misted; coughing

Plant Door (a door made of plants) on the west wall leading to a 40ft. long x 10ft. wide x 20ft. tall hallway.

Sample Names: Zyra the vicious Insect Ape (Shotgun); Alditha the cowardly Fatal Fang (Slime)

Unchangeable Reality Trap; DL 17; Search DC 180 (Psionicist CL 34, no save)

Monster that (causes/has/or is) Fruit

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Half Segment
206,359gp

skin

the holy grail, 1gp

Book of +4 weapon prof., 21240gp

Jug of Sea-Green Vomit;; 1V: Vitrify(unaware) Beam: Do this Status

Effect to one target (no save) ; CL 114; SL 17; 290100gp

DL XVII Huge Navy Vinyls x(339) x[8] x[[3]]

||iAC|| 2908, HD 151, iihp 19584, GR 243% #Att 11, TH ÷ AC/Save DC by 306, i^10 dmg 3475

Str 71, Dex 75, Con 44, Int 94, Wis 128, Chr 63, 2.0E+2kxp

Hell To The No (A being of your choice is Pixelated (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Wiz SL4] Original Stoneskin 4: Block the next 1 P action of attacks

[Psi3 Super] Apopsi: You delete the psionic power of another.

[Pri SL8] Lady's Smile: Can choose result of 1 die roll within 2r

[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-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

[Psi54 minor] Flame Immunity: SL/2 instances of Resist Fire

[Wiz SL4] Prismatic Sphere 4: 2 Prismatic colors

[Wiz SL11] Armor 11: +CL*22 current hp

[Wiz SL2] Protection from Paralysis: Immune to paralysis, slow, hold {Touch, 1 creature}

[Psi4 Ultra] Ability Score *2.5: Choose one ability score. New score = (old score - 10) * 2.5 + 10

[Psi45 Ultra] Force Field vs. Energy: Immune to spell level 0 to SL-1 energy attacks

[Psi54 Grand] Systematic Antidote: SL/2 instances of Resist Poison/Drugs

Combat effects:

[Psi2 Ultra] Change Reality: Change Reality or Psi1 grand; Double CL effect

[Psi19 minor] Telekinesis: TK, weight W*10 lbs., max W=LVL^2, move rate=W ", throw does W dmg (roll TH)

[Wiz SL6] Lightning Bolt 6: CLd12 lightning dmg to a group (save:½)

[Wiz SL1] Charming I: Charms a monster, gets a new save every round

[Psi81 Grand] Suppress: Target cannot use a particular power (no save)

[Wiz SL9] Really Really Put of Misery: Target being that is Capital S Slain is removed from the timeline (no save)

[Psi10 Major] Fire Stream: Choose 1 target within 120' per segment, it takes 6d6 fire dmg (save:½)

[Wiz SL12] Lightning Bolt 12: CLd24 lightning dmg to a group (save:½)

[Pri SL6] Dispel Evil 6: Dispel 2 evil targets (can target the same thing more than once) (save)

[Psi45 Ultra] Missile Creation: Do SL missile attacks, must roll to hit, each hit does 10 dmg (no save) and a stun (save)

[Psi-12L Major] Law Double Beam: CLxCL mental dmg in 2 lines (Reflex:½); C-align x2 dmg

[Psi10 Grand] Animate Fire: Turn fire into 2^(X+1) HD fire elemental, where X is the # sizes beyond size T

Dungeon082420 - Dungeon Level 17 (W00T)

Room # 8

Kitchen - 20ft. long x 20ft. wide x 45ft. tall

pentagram; stool, normal; updraft, strong; roar(ing)

Glass Door (transparent) (shatters if opened) on the north wall leading to a 35ft. long x 15ft. wide x 10ft. tall hallway.

Sample Names: Khalid the deceitful Chameleon Pachyderm (Talons); Nemphre the sarcastic Platypus Wolf (Helicopter)

Rolling Blades Trap; DL 17; Search DC 187 (Attack +85 melee, 50d4 Int damage)

Monster that (causes/has/or is) Electrical Shock

[x2] Room is permanently/continuously Alley Effected, only creatures immune or bubbled against it can function here.

212,633gp

tapestry

a wicked looking cleaver, axe, 9d8 (40), 50gp

Pants (Str +2, Wis +2, Resist Cold, Resist Disease, +1 size), 58230gp

Rian's Thyroid: +4 to ML; 1attack: You and target share the same truenam.; CL 114; SL 17; 289850gp

DL XVII Macro-Large Ice Blue Hydrants x(241) x[6] x[[3]]

||iAC|| 2900, HD 69648, lifep 1.0E+7, BlahR 186% #Att 28, TH ÷ AC/Save DC by 306, i^10 dmg 3477

Str 40, Dex 118, Con 68, Int 33, Wis 107, Chr 69, 2.0E+2kxp

Yeah, No (A being of your choice is Blackballed(slowed) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Psi54 Major] Invisibility: Minor: Invisibility; Major: Improved Invisibility; Grand: Dust of Disappearance

[Pri SL4] Protection from Fire 4: Stop the next CL*12 fire dmg

[Psi54 Major] Acrobatics: Any Acrobat SL-1 pick; 5*CL Rogue points in it

[Pri SL8] Extra Group +2: The next spell you cast will affect +2 groups of monsters

[Wiz SL8] Clone: Clone

[Wiz SL1] Armor 1: +CL*2 current hp

[Wiz SL3] Fire Shield 3: Anyone who melees with you takes 50% dmg back

[Psi-12T Major] Globe of Mid Resistance: Immune to SL 2-4 (all types), Resist SL 1 & 3 (all types)

[Psi--2 Grand] UltraArmor [--X]: iunPaPaaPaaaPR CL*2%; CL*4 instead

[Psi54 Major] Flame Immunity: SL/2 instances of Resist Fire

[Psi6G Super] MassTelepathicCommand: Suggestion (no save) up to CL targets

[Psi45 minor] Resist: Vampirism: SL/3 (round down) instances of Resist necromancy, energy and stat drains

Combat effects:

[Psi14 Major] (no name): Group gets a disease (PPD save)

[Psi3 minor] Lesser Cell Adjustment: You heal 1d8 hp, +1 to next poison/disease save, or heal 1 ability point.

[Wiz SL7] Delayed Blast Fireball : A fireball with +1 bonus to any dice, and can be delayed for up to 5 rounds

[Psi9 Ultra] Nightmare: Mental Blast: CHxCH'r,lose CHd4 mental stats (save:½)

[Wiz SL6] Magic Missile 6: (CL+1)*3 missiles, each does 1d4+1 force dmg (no save)

[Psi45 Grand] Sleep-Induced: Sleep (SL/2 saves)

[Psi3½ minor] Catfall: Instantly save yourself from a fall.

[Wiz SL6] Mass Suggestion : Suggestion to one creature per level

[Psi54 Major] Ice Animation: Summon a DL=SL Ice Elemental

[Wiz SL5] Prismatic Wall 5: 5 Prismatic colors or 3 MultiPrismatic colors (may repeat colors in either mode)

[Wiz SL10] Dispel Exhaustion 10: Restore 97% of dmg taken, get an Original Haste 10 for 1 round

[Psi81 Grand] Energy Blast III: [Pick an element] CLd20 dmg of that element (one group, no save)

Dungeon082420 - Dungeon Level 17 (Wtf)

Room # 9

Dressing Room - 5ft. long x 25ft. wide x 25ft. tall

tub; candelabrum; footsteps (behind); tapping

Phase Door (as the spell) on the north wall leading to a 10ft. long x 5ft. wide x 20ft. tall hallway.

Sample Names: Cormyra the mischievous Fantastic Cult (Force); Enlil the mighty Dynamo Hamster (Trident)

Unchangeable Reality Trap; DL 17; Search DC 181 (Cleric CL 34, no save)

Painting that (causes/has/or is) Collapsing

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Turn 156,134gp

caldron

the avalanche, exotic, 1d25 (13), 300gp

Beanie: [x1] If SL of effect you do \leq (your highest level)/4 and that

effect uses 1M, that effect uses only $\frac{1}{2}$ M for that part of the cost., 79220gp

Copper Amulet [AT+847] +900 AC/+840 Saves; 1Z: 5*SL hp Armor spell, self only, stacks with the (Wizard) Armor spell; CL 76; SL 17; 332645gp

DL XVII Small Sea-Green Skills x(211) x[8]

iiiiAC 2907, HD 19, iihp 2360, WR 225% #Att 25, TH \div AC/Save DC by 306, i⁵ dmg 28908

Str 75, Dex 99, Con 65, Int 93, Wis 78, Chr 67, 2.0E+2kxp

Yeah, No (A being of your choice is Crushed(destroyed) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Wiz SL12] Original Stoneskin 12: Block the next 9 P actions of attacks

[Pri SL1] Endure Elements: -5 dmg/r from 1 of: acid/cold/lightning/fire/sound {Touch, 1 creature}

[Wiz SL6] Original Stoneskin 6: Block the next 3 P actions of attacks

[Psi24 minor] Rogue points 10: This class gives an extra +10 Rogue points per level.

[Wiz SL11] Psionic Reflection: any undesired psionic effect is reflected for 1t

[Pri SL8] Extra Group +2: The next spell you cast will affect +2 groups of monsters

[Psi7 Major] (no name): Whenever you touch someone, they are energy drained (CL+3)/6 levels (no save)

[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.

[Wiz SL3] Prismatic Sphere 3: 1 Prismatic color

[Psi9 Ultra] True Invulnerability: CH*2% irreducible RR,MR,PsiR,InnateR

[Wiz SL5] Globe of Invulnerability 5: Immune to spells with SL=0 to 4

[Wiz SL9] Original Stoneskin 9: Block the next 6 P actions of attacks

Combat effects:

[Pri SL6] Blade Barrier 6: 8d8 dmg wall (shards)

[Psi3½ minor] Energy Missile: Deal 3d6 energy damage to up to five subjects.

[Pri SL4] Heal 4: Cure to 50% of max hp (max Heal 4 can cure at once = 500 hp)

[Psi6G minor] Preservation: Restores N hp to target (range touch)

[Psi-3 Major] Blackice: Deals 5d4 black ice damage in 20 ft. radius.

[Wiz SL6] Prismatic Wall 6: 6 Prismatic colors or 4 MultiPrismatic colors (may repeat colors in either mode)

[Wiz SL12] Power Word Stun 12: Stuns a creature if current hp \leq 560 (no save)

[Pri SL2] Treat Moderate Wounds: Cure 20% of max hp {Touch, 1 creature}

[Wiz SL10] Prismatic Wall 10: 10 Prismatic colors or 8 MultiPrismatic colors (may repeat colors in either mode)

[Wiz SL7] Reverse Gravity : Objects and creatures fall upward.

[Pri SL1] Treat Light Wounds: Cure 10% of max hp {Touch, 1 creature}

[Wiz SL5] Monster Swarm Summoning V: Summons CL*2.5 (round down) DL IV monsters

Dungeon082420 - Dungeon Level 17 (Forget It)

Room # 10

Crypt / Burial Chamber - 25ft. long x 5ft. wide x 15ft. tall

ladle; pallet; dank, mouldy smell; ozone smell

Undead Door (has a trapped spirit/ghost) on the west wall leading to a 15ft. long x 10ft. wide x 10ft. tall hallway.

Sample Names: Mirdle the electrifying Liberty Lion (Bubble); Gendas the lazy Cobalt Work (Slime)

Basic Blades Trap; DL 17; Search DC 176 (Attack +289 melee, 20d12 Dex damage)

Furnishings that (causes/has/or is) Monster Generator: Undead (summons an Undead every segment)

[x2] Mortals cannot hear, taste, or sense into this room unless they are actually there; Divine Intervention fails

181,447gp

carpet

a pair of demonic horns, +4 AC, 456gp

Pair of Soft Leather Boots of Wormtongue (-10,-10) [2,+10]; +3 to INT, DEX, CHR, Stealth,

Searching, Speed; Resist Light, Dark; Free Action; Levitation; It provides light (radius 0) when fueled., 504240gp

Throne of the Gods [x9 artifact], 20004240gp

DL XVII Macro-Titanic Lily-White Agendas x(338) x[6]

|iAC| 2906, HD 1.1E+6, i^6 hp 1.5E+8, RR 250% #Att 30, TH ÷ AC/Save DC by 306, i^9 dmg 5790

Str 125, Dex 46, Con 116, Int 56, Wis 55, Chr 92, 2.0E+2kxp

What A Mess (A being of your choice is Debilitated(sick) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Wiz SL11] Armor 11: +CL*22 current hp

[Psi-12C Major] Mirror Mislead: Does a Mislead spell, a Mirror Image, and a Displacement

[Psi54 minor] Invisibility: Minor: Invisibility; Major: Improved Invisibility; Grand: Dust of Disappearance

[Pri SL2] Resist [E=2 element]: Pick an E=2 element, you resist it for 1 hour.

[Psi19 minor] Control Disease: Immune to disease

[Psi54 minor] Mystic Shield: SR SL*CL

[Psi6G Super] MassTelepathicCommand: Suggestion (no save) up to CL targets

[Pri SL3] Protection from Lightning 3: Stop the next CL*8 lightning dmg

[Pri SL1] Goodberry: 8 berries can cure 1 hp or act as 1 full meal. 8 berries are always created.

[Wiz SL8] Permanency: ANY spell in the game can be made permanent.

[Wiz SL10] Transform Dweomer: Shapechange permanently, to creature or object

[Wiz SL2] Magic Resistance: MR 50+CL*5% [duration 2 hours]

Combat effects:

[Wiz SL7] Monster Swarm Summoning VII: Summons CL*1.5 (round down) DL VI monsters

[Psi29 Grand] Raise Dead Fully/Slay Living Fully:

[Wiz SL2] Cone of Cold 2: CLd4+CL cold dmg to a group (save:½)

[Wiz SL10] Mass Magic Jar: You Magic Jar into a whole group of targets (Magic Jar save), can use P/V actions through all of them

[Wiz SL10] Fireball 10: CLd20 fire dmg to a group (save:½)

[Psi-9 Major] AntiBio Force:Vulnerability: -CH AC,+½CH dmg per attack (incl.spells) (no save)

[Pri SL8] Undead Plague: Summon 1000 skeletons

[Psi-6G minor] Guardian †: 1bM: Prevent N of the damage being done to one target

[Psi3½ Major] Eradicate Invisibility: Negate invisibility in 50-ft. burst.

[Psi54 minor] Flame Project: CL*(SL+2) fire dmg to one target (no save)

[Psi1 Major] Magic Jar: Magic Jar (as spell), save penalty -1/level

[Psi10 Major] Scare: Fear 1d3+CL/2 r, target must save every round (even if made previous saves)

Dungeon082420 - Dungeon Level 17 (Hells Yes)

Room # 11

Cell - 10ft. long x 50ft. wide x 45ft. tall

cage; holy/unholy writings; updraft, strong; laughter

Plant Door (as the spell) on the north wall leading to a 40ft. long x 15ft. wide x 25ft. tall hallway.

Sample Names: Eraelathil the heartless Adolescent Squid (Slingshot); Donnelar the extraordinary Aristocratic Villain (Kayak)

Injected Magic Trap; DL 17; Search DC 177 (300 Wis damage, no save)

Furnishings that (causes/has/or is) Aging

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Segm 150,162gp

round table

a Huge Piece of Bread, 4gp

Rian's Bronchi: +30 to CL; 1Z: Your max hp is CL^3 (and/or) Your TH

bonus is $+CL^2$ (no other adj. can be added) ; CL 89; SL 17; 289950gp

Potion of Undead Control *, 8210gp

DL XVII Macro-Titanic Ochre Archaeologys x(137) x[6]

|iAC| 2917, HD $1.1E+6$, i^7 hp $2.7E+9$, TR 243% #Att 13, TH \div AC/Save DC by 306, iiiidmg 2318

Str 47, Dex 51, Con 32, Int 52, Wis 119, Chr 34, $2.0E+2$ kxp

Yo (A being of your choice is Temporally Incursed / Rewritten Out of Time (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Wiz SL11] Anti-Magic Shell 11: Anti-Magic of SL 0 to 10

[Psi4 Ultra] Item *2.5: How many of an item exists is multiplied by 2.5 (you need a Grand to duplicate a x2 item)

[Wiz SL3] Nondetection : Hides subject from divination, scrying.

[Pri SL2] Goodberry 2: Creates 8 goodberries

[Psi54 Major] Molecular Chameleon: Polymorph your body into an unusual material that you're touching (max S factor = SL)

[Pri SL10] Spell Immunity 10: Be immune to 7 spells by name

[Pri SL4] Resist [E=2 element]: Pick an EE=2 element, you resist it for 1 hour.

[Wiz SL3] Globe of Invulnerability 3: Immune to spells with SL=0 to 2

[Psi16 Major] Golem Form: Rock: Resist earth; Any weapon that hits you saves vs. crushing blow or destroyed

[Psi3½ Major] Metamorphosis: Assume shape of creature or object.

[Psi45 Ultra] Force Field vs. Vampirism: aNR $10*SL\%$ (including energy and stat drains)

[Pri SL1] Resist Cold (1): All creatures in area get resist cold {1 group}

Combat effects:

[Psi3½ minor] Strength of My Enemy: Siphon away your enemy's strength and grow stronger.

[Wiz SL9] Gate: Connects two planes for travel or summoning.

[Wiz SL9] Immediate Monster Summoning IX: Summons a DL VII monster without summoning sickness

[Wiz SL12] Cone of Cold 12: CLd24+CL cold dmg to a group (save:½)

[Wiz SL7] Banishment : Force a creature or creatures back to its own plane.

[Psi29 Grand] Imprisonment:

[Psi81 Major] Dispel 5: Dispel a SL 0-5 effect

[Pri SL2] Hold Person/Monster 2: Hold 4 person or 2 monster targets (save)

[Wiz SL2] Charming II: Charms up to 2 monsters, gets a new save every turn

[Psi6N Ultra] Mental Ball 11: $110'r$; take $11*level*(\# \text{ of freq.})$ damage; no save

[Pri SL4] Cure Wounds 4: Cures 10d8 hp (can take offer of 6 per die -> 60 hp)

[Wiz SL5] Conjure Elemental : Conjures a 8 HD elemental

Dungeon082420 - Dungeon Level 17 (Pfft)

Room # 12

Aviary - 25ft. long x 45ft. wide x 20ft. tall

butt (large barrel); blanket; grunting; dusty

Mobile Door (door moves around in dungeon) on the north wall leading to a 30ft. long x 25ft. wide x 20ft. tall hallway.

Sample Names: Moiragh the infamous Wing Platoon (Dagger); Grolshar the illustrious Hawk Savage (Starship)

Inhaled Dust Trap; DL 17; Search DC 174 (300 Dex damage, DC 186 Spell save for half)

Well that (causes/has/or is) Pivots Two Possible Ways

[x2] Ultraplanar beings cannot feel, smell, or sense into this room unless they are actually there; Divine Intervention fails

36,324gp

needles

a leather handcuff, 500gp

Syringe of Orangey Ass Juice;; 1V: Vitrify(unaware) Bolt-On: Do this Status

Effect to one target (Spell save: 0) ; CL 114; SL 17; 289300gp

Chocolate Stone [7d10] +842 Th/+528 dmg 15+/x5; 1V: Natural Protection: (Z

action) Natural Effect damage resistance 75% for 1s; CL 109; SL 17, 245860gp

DL XVII Large Ice Blue Wines x(177) x[8]

|iiAC| 2911, HD 79, i^6 hp 9696, CR 174% #Att 28, TH ÷ AC/Save DC by 306, iidmg 2320

Str 35, Dex 58, Con 32, Int 90, Wis 88, Chr 67, 2.0E+2kxp

Jeez Louise (A being of your choice is Wiped Out(destructed) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Wiz SL10] Prismatic Solid: Add a "Special" to entire room of Prismatic-ness (1 prismatic effect per person per segment)

[Pri SL4] Resist [E=4 element]: Pick an E=4 element, you resist it for 1 hour.

[Wiz SL12] Sixth Level Magic-User Spells (DM1): Cast any four 6th level Wizard spells simultaneously when it is cast.

[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

[Pri SL9] Duplicate Mechanism: duplicate a technology item

[Psi45 minor] Resist: Physical: SL/4 (round down) instances of Resist physical attacks

[Pri SL7] Protection from Death: Immune to slain and Slain

[Psi2 Major] Kinetic Control: Take only 2+leak vs. physical attacks; Reflect 1d10 dmg

[Psi18 Ultra] Null Void: Null Bolt: Targets gets 5*LVL% offensive MR,PsiR,InnateR

[Psi-12L minor] Anti-Psionic Resistance: +5*CL% AntiPsiR

[Psi23 minor] Acid Cloud: 1 point acid damage per round in area

[Wiz SL2] Invisibility: Invisibility; attacking ends spell {Touch, 1 target}

Combat effects:

[Psi54 minor] Super Breath: CL*SL air dmg to one group (no save)

[Psi6G minor] Remove Demon Influence: Removes possession, domination, charm, etc.; Does not have to be evil source

[Wiz SL1] Shock Bolt {reverse: Grave Bolt}: CLd4 lightning {grave} damage, area 30' line, no save

[Wiz SL2] Prismatic Wall 2: 2 Prismatic colors

[Psi-12C Grand] Cthulhoid Swarm VI: Summon CL*4 Monsters using ML VI "Weird" chart (random)

[Wiz SL8] Time Stop 8: Stops time for 1d3 rounds

[Pri SL3] Cure Blindness or Deafness: Cures Blindness or Deafness

[Wiz SL10] Cone of Cold 10: CLd20+CL cold dmg to a group (save:½)

[Pri SL7] Resist Fire/Resist Cold 7: Take -75% dmg vs. fire or cold

[Pri SL8] Animal Horde: Summon your choice of 10*level HD of animals

[Wiz SL11] Reset Self:

[Wiz SL5] Hold Monster : 1d4 creature Paralyzes creatures unless save is made

Dungeon082420 - Dungeon Level 18 (Dookie Salad)

Room # 1

Game Room - 15ft. long x 45ft. wide x 5ft. tall

torches; mosaics; footsteps (ahead); buzzing

Revolving/Swinging Door on the north wall leading to a 40ft. long x 20ft. wide x 20ft. tall hallway.

Sample Names: Kylira the deceitful Mistress Rider (Force); Olys the sophisticated Scarlet Victory (Ship)

Get it on! Trap; DL 18; Search DC 194 (Psionicist CL 36, DC 194 Reflex save to negate)

Door, Secret that (causes/has/or is) Magical Pool: Effect of a randomly determined

potion (will repeat same potion effect as last drink 75% of the time)

[x2] Room is permanently/continuously Berserked, only creatures immune or bubbled against it can function here.

106,483gp

metal bracers

bracelet of night, +2 AC, 330gp

Emerald Robe [ATx3] +676 AC/+26 Saves; 1M: You gain 3 temporary hit points.; CL 84; SL 18; 101165gp

Black Kukri [18d4] +676 Th/+675 dmg 12+/x8; 1V: Astral stunning; CL 88; SL 18, 239314gp

DL XVIII Macro-Small Flesh-Coloured Grams x(253) x[5]

|iiAC| 3269, HD 18445, iiihp 2.7E+6, GR 269% #Att 24, TH ÷ AC/Save DC by 342, iidmg 32405

Str 68, Dex 30, Con 123, Int 60, Wis 126, Chr 30, 2.5E+2kxp

Damn Skippy (A being of your choice is Atomized(destroyed) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Wiz SL8] Fire Shield 8: Anyone who melees with you takes 175% dmg back

[Wiz SL9] Original Stoneskin 9: Block the next 6 P actions of attacks

[Psi45 Grand] Cosmic Awareness: Grand: Cosmic Awareness

[Wiz SL6] Contingency: Each creature can only have 1 Contingency spell on him. If the contingency spell is dispelled, the effect is

[Psi54 Major] Truesight: Minor: Detect Invis./Illusion; Major: True Seeing; Grand: Cosmic Awareness

[Wiz SL7] First Level Magic-User Spells (DM2): Can cast one 1st Level Wizard spell per round as Z action

[Wiz SL4] Fire Shield 4: Anyone who melees with you takes 75% dmg back

[Psi29 minor] Animate Dead:

[Psi6G V] Ultimate Lore: You gain x3 multiplier but are noticeable to other deities on same plane

[Psi1 Major] Body Control: Water Breathing, Resist environment 1 HD/level

[Wiz SL5] Anti-Magic Shell 5: Anti-Magic of SL 0 to 4

[Psi54 Major] Flame Immunity: SL/2 instances of Resist Fire

Combat effects:

[Wiz SL6] Cone of Cold 6: CLd12+CL cold dmg to a group (save:½)

[Psi60 V] Creation Bolt: (Str+Int) resists, Creation

[Pri SL2] Withdraw: Get 1r of actions per 1s; only cure self & Div {self only}

[Wiz SL10] Down a Hole: Target is put Down a Hole (no save)

[Wiz SL12] Feeblemind 12: -60 mental stat points (randomly distributed in packets of 5) (save per packet)

[Psi-6N Major] Call of the Wild: Summon any real-world animal (your choice), you get CL/ML of them (round up)

[Pri SL7] Cure Wounds 7: Cures 28d8 hp (can take offer of 6 per die -> 168 hp)

[Wiz SL6] Lightning Bolt 6: CLd12 lightning dmg to a group (save:½)

[Psi45 Ultra] Weakness Creation: Add SL/2 instances of a Vulnerability to something (medium scale: a school, an element, etc.) o

[Pri SL8] Wolf Spirits: Summon 2*lvld6 wolf spirits (AC-18, hp76, +2 wpn to hit, undead)

[Wiz SL8] As You Will Be: +1 ML for 1 turn, you will Twilight at end of effect (no resistance)

[Psi3 Grand] Plane Shift: Up to eight subjects travel to another plane.

Dungeon082420 - Dungeon Level 18 (Please)

Room # 2

Music Room - 45ft. long x 45ft. wide x 25ft. tall

tun; wardrobe; shuffling; grating

Iris Door (seals as a spiral) on the south wall leading to a 30ft. long x 15ft. wide x 15ft. tall hallway.

Sample Names: Zacharia the friendly, neighborhood Psychic Wing (Van); Buleath the cowardly Vector Sorceress (Barge)

Basic Pendulums Trap; DL 18; Search DC 181 (Attack +360 melee, 70d8 idamage)

Furnishings that (causes/has/or is) One-Way

[x2] Mortals cannot see, smell, or sense into this room unless they are actually there; Divine Intervention fails

242,218gp

sling

silver boots, +1 AC, 290gp

Bottle green Talisman [AT+1028] +962 AC/+400 Saves; 1/3M: Immune Sleep; CL 96; SL 18; 310800gp

Carnelian Tweezers: Free Camel [1] Familiar; 324760gp

DL XVIII Macro-Huge Dove-Grey Voices x(316) x[8] x[[4]]

|| iAC || 3256, HD 1.5E+5, i^6 hp 2.1E+7, PR 265% #Att 12, TH ÷ AC/Save DC by 342, i^7 dmg 1305

Str 132, Dex 89, Con 97, Int 86, Wis 37, Chr 45, 2.5E+2kxp

Bleeding (A being of your choice is Debilitated(sick) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Psi-3 Major] Physical Barrier: -CL dmg per physical attack

[Pri SL4] Spell Immunity : Subject is immune to one spell per four levels

[Pri SL10] Protection from Fire 10: Stop the next CL*36 fire dmg

[Psi16 Grand] Golem Form: Magic: MArmor LVL*10; Disenchant any magical effect you touch; 1M: Wild Surge

[Pri SL5] Golem: Makes a golem (you need raw materials)

[Pri SL3] Protection from Elements : Absorb 12 damage/level from one kind of energy.

[Psi18 Major] Magnetic Ctrl: Force Bolt: 1 target: LVLd100 dmg (save:0)

[Wiz SL7] First Level Magic-User Spells (DM2): Can cast one 1st Level Wizard spell per round as Z action

[Psi45 Ultra] Energy Sheath: SL^2 hp Armor spell, self only, stacks with the (Wizard) Armor spell

[Psi-6N Major] Gaea's Herald ~: 1P or 1M: When your summoned creatures go below -10 hp, they don't disappear (you can cure)

[Psi18 Grand] Scty: Flight Blockade: [permanent] No flying in area

[Wiz SL7] Spell Turning (2): Turns a spell back to it's caster

Combat effects:

[Pri SL9] Fire Storm 9: (CL+2)d14 holy fire dmg, hits 4 groups (no save)

[Psi30 Grand] Power Beam: Astral damage

[Psi100 Grand] Limited Wish: Limited Wish (as spell)

[Wiz SL12] Ray of Enfeeblement 12: -60 physical stat points (randomly distributed in packets of 5) (save per packet)

[Pri SL9] Flame Strike 9: CLd16 holy fire dmg (save:½)

[Psi-12T minor] Bring Animals II: Summon CL Animals using ML II chart, you pick the result

[Wiz SL10] Eridor's Emerald Wall: anything touching wall is temporal stasised

[Wiz SL5] Alley Summoning V: Summons a DL X alley monster, under your control, 5% chance per segment of losing control

[Psi5 Ultra] Godly Protection: (Z action) iGR = CL% for 1s, works on up to xCL beings

[Wiz SL1] Wacky Ball 1 / Normal / ½ : Ld2 dmg normal element (save: ½) {1 group}

[Pri SL10] Cure Wounds 10: Cures 55d8 hp (can take offer of 6 per die -> 330 hp)

[Psi54 Grand] Flame Animation: Summon a DL=SL Fire Elemental

Dungeon082420 - Dungeon Level 18 (Kthx)

Room # 3

Pool - 35ft. long x 5ft. wide x 40ft. tall

evil symbol; Chimney; snapping; clashing

Ice Door (transparent) on the south wall leading to a 25ft. long x 25ft. wide x 5ft. tall hallway.

Sample Names: Raevich the heartless Tattered Sword (Zip Gun); Marou the abusive Pubescent Ninjas (Motorcycle)

Contact Metal Trap; DL 18; Search DC 185 (1400 Con damage, DC 187 PP save for 1/3)

Well that (causes/has/or is) Suggests

[x2] Gods cannot feel, see, or sense into this room unless they are actually there; Divine Intervention fails

7,408gp

mud

bloody shackles, +3 AC, 0gp

Purplish Chocolate: Free Rogue Pick Feat: Get an "Any Rogue 1" pick; 324130gp

Vial of Bluish Urine.; 1M: Clusterfucked(broken) Bolt-On: Do this Status Effect

to one target (Spell save: 0) ; CL 104; SL 18; 324570gp

DL XVIII Macro-Gargantuan Garnet Chains x(313) x[7]

iiAC 3275, HD 2.9E+5, ihp 4.5E+7, BlahR 226% #Att 25, TH ÷ AC/Save DC by 342, i^11 dmg 32412

Str 89, Dex 76, Con 43, Int 132, Wis 48, Chr 49, 2.5E+2kxp

Herp Derp (A being of your choice is Cremated(burned) (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

[Pri SL2] Resist Acid and Corrosion: Resist acid {Touch, 1 target}

[Wiz SL5] Anti-Magic Shell 5: Anti-Magic of SL 0 to 4

[Wiz SL2] Armor 2: +CL*4 current hp

[Psi7 Ultra] (no name): Your unarmed attacks are Vile damage and hard to heal (healing effects are divided by CL-16)

[Psi60 minor] Armor: Melee:+LVL AC, -LVL/2 dmg per hit

[Psi3½ Major] Evade Burst: You take no damage from a burst on a successful Reflex save.

[Psi-12T Major] Duplicate Natural Item: Duplicate a x0 or x1 Natural or Anti-Magical Item

[Pri SL1] Endure Elements: -5 dmg/r from 1 of: acid/cold/lightning/fire/sound {Touch, 1 creature}

[Pri SL5] Troll-like Regeneration: You Troll-like Regenerate at CL hp per round

[Psi54 Ultra] Acrobatics: Any Acrobat SL-1 pick; 5*CL Rogue points in it

[Wiz SL12] Fire Shield 12: Anyone who melees with you takes 275% dmg back

Combat effects:

[Pri SL8] Finger of Death : Kills one subject.

[Psi3½ Major] Dismiss Ectoplasm: Dissipates ectoplasmic targets and effects.

[Psi81 minor] Drain: Target loses -CL to a stat

[Pri SL7] Heal 7: Cure to 125% of max hp (max Heal 7 can cure at once = 1250 hp)

[Psi1 Major] Improved Cell Adj.: Cell Adj. but range=10'*level, Max.hp=10*level/r

[Psi45 Major] Domination: Dominate all actions (SL/5 saves)

[Pri SL2] Command 2: Target makes 2 saves, each missed save allows 1 word for a command to be given

[Psi45 Major] Summoning: Summon a DL=SL Outer

[Pri SL5] Creeping Doom 5: (1d2+4)*60 insect dmg

[Psi0 minor] Disarm: One attack: Target is disarmed (no save)

[Psi-6E minor] Simulacrum: (borrow 1M from future to use) Redirect an effect targetting you to one of your summons

[Psi-9 Ultra] True Vulnerability: -CH*2% irreducible RR,MR,PsiR,InnateR,aPsiR (no ER)

Dungeon082420 - Dungeon Level 18 (Shitballs)

Room # 4

Cistern (holds water) - 5ft. long x 40ft. wide x 40ft. tall

kettle; overhang; breeze, slight, damp; steamy near floor

Plant Door (as the spell) on the west wall leading to a 30ft. long x 20ft. wide x 10ft. tall hallway.

Sample Names: Siddal the athletic Commodore Claw (Thunder); Hedeon Vladikski the famous Wombat Detective (Sling)

Contact Radiance Trap; DL 18; Search DC 181 (60 Int damage, no save)

Pedestal that (causes/has/or is) Magical Pool/Throne: Teleports (roll 1d4): (1) Back to surface,

(2) Elsewhere on this DL, (3) 1 DL down, (4) 100 miles away outside

[x2] Ultraplanoar beings cannot hear, feel, or sense into this room unless they are actually there; Divine Intervention fails

62,911gp

fire pit

a silver lining, +3 AC, 10gp

Scarab of Immunity to Confusion, 23520gp

Hammer of Iroas: Equip: Pay 3 Luck and "Equipped creature gets +13 to hit/dmg and +81 AC/saves and 320 hp".; 324410gp

DL XVIII Macro-Titanic Roseate Mothers x(351) x[4]

iiiAC 3268, HD 1.2E+6, lifep 1.7E+8, PR 215% #Att 4, TH ÷ AC/Save DC by 342, i^7 dmg 3255

Str 58, Dex 30, Con 68, Int 107, Wis 60, Chr 49, 2.5E+2kxp

Hot Diggety (PCs can't affect you (can't be dispelled).)

Prepared effects:

[Psi12T Grand] Luck: +1 Luck point (as per Luckstone)

[Psi3½ Major] Inertial Barrier: Gain DR 5/-.

[Pri SL8] Forever Minions: All dead in area raise as zombies in 1r; spell is permanent

[Wiz SL10] Prismatic Sphere 10: 8 Prismatic colors or 6 MultiPrismatic colors (may repeat colors in either mode)

[Pri SL7] Goodberry 7: Creates 28 goodberries

[Psi-12C Major] Mirror Mismatch: Does a Mismatch spell, a Mirror Image, and a Displacement

[Psi45 Ultra] Force Field: Immune to spell level 0 to SL-2 effects; -(SL-1) per physical attack; ER 5*SL%

[Wiz SL8] Tenser's Transformation 8: +150% of max hp to current hp, +4 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)

[Psi19 Grand] Greater Force Shield: AT +CL*3 source; -CL/attack (physical or energy)

[Psi45 Ultra] Light Control: SL/2 (round down) instances of Resist light; +SL*10% damage with light effects

[Wiz SL5] Improved Free Action: Immune Capital S Stun, Stop, Hold, Paralysis, Summoning Sickness; Hold P,V actions

Combat effects:

[Psi30 Ultra] Ice Blast: Ice damage, Con resists

[Psi45 Ultra] Iron Will: 1bM: One effect that's hitting you is delayed for SL segments (it will still resolve even if the caster is dropped)

[Wiz SL5] Lightning Bolt 5: CLd10 lightning dmg to a group (save:½)

[Wiz SL7] Lightning Bolt 7: CLd14 lightning dmg to a group (save:½)

[Psi6E Grand] Gate: As the 9th level Wizard spell

[Wiz SL8] Force Field:

[Pri SL4] Cure Wounds 4: Cures 10d8 hp (can take offer of 6 per die -> 60 hp)

[Psi29 Grand] Mordenkainen's Disjunction:

[Wiz SL11] Step Out of It: see section [C] for effects

[Psi29 Major] Drain Magic Items:

[Wiz SL8] Cone of Cold 8: CLd16+CL cold dmg to a group (save:½)

[Wiz SL4] Dispel Magic 4: Dispel 2 magic effects

Dungeon082420 - Dungeon Level 18 (Poo)

Room # 5

Study - 45ft. long x 50ft. wide x 40ft. tall

brazier; pail; steamy near ceiling; tapping

Trapped Door, Out of Phase on the south wall leading to a 5ft. long x 25ft. wide x 5ft. tall hallway.

Sample Names: Sakkrad the maniacal Samurai Worm (Plane); Cardolan the beautiful Shark Conglomerate (Gel)

Unchangeable Reality Trap; DL 18; Search DC 190 (Psionicist CL 36, no resistance)

Tapestry that (causes/has/or is) down-sliding

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Half S
312,320gp

hug

a dead rat carcass, 5gp

Great Greaves: Equip: Pay 687 Skill Point(s) and "Equipped creature gets +27

to hit/dmg and +13 AC/saves and 80 hp and has Swampwalk.; 324140gp

Chestnut Wand [11d20] +1224 Th/+19 dmg 15+/x6; 1attack: As the 9th level Wizard spell; CL 80; SL 18, 220440gp

DL XVIII Macro-Colossal Translucent Radars x(105) x[5]

iiiAC 3256, HD 5.9E+5, i^5 hp 8.6E+7, ER 203% #Att 5, TH ÷ AC/Save DC by 342, i^5 dmg 3906

Str 136, Dex 47, Con 52, Int 36, Wis 85, Chr 85, 2.5E+2kxp

God Damn (A being of your choice is Dismantled(destroyed) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Psi-12L Major] Duplicate Tech Item: Duplicate a x0 or x1 Technology Item

[Psi45 Major] Force Field vs. Power Manipulation: ER 10*SL%

[Pri SL10] Goodberry 10: Creates 40 goodberries

[Pri SL3] Resist [E=3 element]: Pick an E=3 element, you resist it for 1 hour.

[Pri SL1] Protection from Fire 1: Stop the next CL*2 fire dmg

[Wiz SL11] Loop/Reality Stability: Loop/Reality Stability (duration 1 day), reverse removes it (no save)

[Wiz SL5] Tenser's Transformation 5: +75% of max hp to current hp, +1 TH melee

[Wiz SL6] Tenser's Transformation 6: +100% of max hp to current hp, +2 TH melee

[Psi45 Grand] Force Field vs. Vampirism: aNR 10*SL% (including energy and stat drains)

[Wiz SL8] Anti-Magic Shell 8: Anti-Magic of SL 0 to 7

[Psi45 minor] Force Field vs. Vampirism: aNR 10*SL% (including energy and stat drains)

[Wiz SL12] Anti-Magic Shell 12: Anti-Magic of SL 0 to 11

Combat effects:

[Pri SL6] Dispel Evil 6: Dispel 2 evil targets (can target the same thing more than once) (save)

[Pri SL7] Wish: Duplicate any Wizard or Priest spell of levels 0-6.

[Psi54 Major] Ice Production: CL*(SL+2) ice dmg to one target (no save)

[Psi3 Grand] Mass Suggestion: Many targets follow suggested action.

[Psi100 Ultra] Wish: Wish (as spell), or any Psi200 Dev/Sci/High Sci

[Pri SL7] Escape: You Escape from current situation

[Psi5 Ultra] Change Reality (greater): As the 10th level spell, non-phys. things

[Wiz SL11] Lightning Bolt 11: CLd22 lightning dmg to a group (save:½)

[Pri SL7] Raise Dead Fully: What you get is the full character at full hit points, but with no spells or psionic points. He loses 1 Con

[Wiz SL3] Hold Person: Holds up to 4 people

[Wiz SL8] Maze : Victim trapped inside some maze, getting out depends on intelligence

[Wiz SL1] Alley Summoning I: Summons a DL II alley monster, under your control, 1% chance per segment of losing control

Dungeon082420 - Dungeon Level 18 (Cool Bananas)

Room # 6

Treasure Room - 25ft. long x 50ft. wide x 20ft. tall

Chute, Sand/Quicksand; cushion; manure smell; rattling

Zombie Door (made of zombies) on the north wall leading to a 40ft. long x 20ft. wide x 25ft. tall hallway.

Sample Names: Holnbe the abhorrent Bat -teer (Bazooka); Dalena the insidious Power -meister (Terra)

Unchangeable Reality Trap; DL 18; Search DC 197 (Psionicist CL 36, no resistance)

Pit that (causes/has/or is) Wish Fulfillment, Reversal

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Round 137,230gp

words (scrawled)

a pure red rose, 'charm person', 10gp

Multi-prismatic Newspaper: +1 Character Slots; 324790gp

Potion of Luck (Choose 1 die roll), 14510gp

DL XVIII Fine Primrose Tellers x(176) x[7]

iiAC 3276, HD 8, i^9 hp 328, MR 4230% #Att 16, TH ÷ AC/Save DC by 342, i^10 dmg 16204

Str 92, Dex 111, Con 39, Int 126, Wis 67, Chr 74, 2.5E+2kxp

Cheese And Crackers Got All Muddy (A being of your choice is Anti-stats (CLd6 stat dmg) (doesn't target, no resist, can't be dispe

Prepared effects:

[Wiz SL2] Blur (3): 20% WR vs. creatures without True Sight {self only}

[Pri SL4] Resist [E=2 element]: Pick an EE=2 element, you resist it for 1 hour.

[Wiz SL2] Magic Resistance: MR 50+CL*5% [duration 2 hours]

[Wiz SL6] Prismatic Sphere 6: 4 Prismatic colors or 2 MultiPrismatic colors (may repeat colors in either mode)

[Psi54 Ultra] Force Shield: CL*SL*3 hp ablative Force Field (vs. physical or energy attacks, only one enemy /s)

[Pri SL7] Protection from Lightning 7: Stop the next CL*24 lightning dmg

[Pri SL8] Extra Group +2: The next spell you cast will affect +2 groups of monsters

[Psi--2 minor] Endurance of the Land: +5 max hp; +3 AC; +3 saves; IR 25%; Lasts 5r after maint.

[Psi54 Grand] Invisibility: Minor: Invisibility; Major: Improved Invisibility; Grand: Dust of Disappearance

[Psi54 minor] Acrobatics: Any Acrobat SL-1 pick; 5*CL Rogue points in it

[Wiz SL12] Armor 12: +CL*24 current hp

[Psi54 Ultra] Flame Being: Fire Shield (SL*10% damage back to attacker); Deal +SL fire dmg with melee attacks

Combat effects:

[Psi-1 minor] Object Writing: Item must make item saving throw or destroyed

[Pri SL8] Call Lightning 8: (CL+2)d18 lightning dmg (save:½) (halve the die type if not outside)

[Psi45 Ultra] Disintegration: Major: Disintegrate (save)

[Wiz SL6] Power Word Blind 6: Blinds & stuns a creature if current hp < 40 (no save)

[Wiz SL6] Mass Suggestion : Suggestion to one creature per level

[Wiz SL5] Death Spell 5: Slay 5d12 HD of creatures (save)

[Wiz SL12] Feeblemind 12: -60 mental stat points (randomly distributed in packets of 5) (save per packet)

[Wiz SL5] Twilight: Target is Twilit for CL segments (Will save)

[Wiz SL9] Death Spell 9: Slay 9d12 HD of creatures (save)

[Wiz SL6] Time Stop 6: Stops time for 1 round

[Psi7 Ultra] (no name): As You Are

[Psi-17 Major] (no name): Create a random trick (only enemies trigger it)

Dungeon082420 - Dungeon Level 18 (Ack)

Room # 7

Divination - 50ft. long x 35ft. wide x 20ft. tall

spatula; font; breeze, gusting; smoky smell

Mimic (the monster) on the east wall leading to a 25ft. long x 15ft. wide x 25ft. tall hallway.

Sample Names: Garrick the majestic Turbo- Arrow (Pellets); Attor Lancethrower the winsome Manga Miracle (Holy)

Room transforms into Elemental Negative Energy / Death Trap; DL 18; Search DC 195 (550 Con damage/s, no resistance)

Passage that (causes/has/or is) Aging

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Half S
25,730gp

skull

a goblin wrist guard, +2 AC, 1200gp

Cinnamon Deck: +800 Skill Points; 324920gp

Brownish Pipes: All your Custom classes use the "set XP table"(3kxp

at 2nd, doubles til 9th,600kxp at 10th,+300kxp per level afterward).; 324680gp

DL XVIII Mega-Fine Sea-Green Leathers x(156) x[4]

|iAC| 3247, HD 2.4E+6, iiiihp 3.4E+8, XR 227% #Att 27, TH ÷ AC/Save DC by 342, i^5 dmg 6492

Str 84, Dex 131, Con 132, Int 52, Wis 106, Chr 52, 2.5E+2kxp

Piss (A being of your choice is Wasted(high) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Psi-3 Grand] Rebound: MPaPReflection CL*15%

[Psi72 minor] Force Field: +PL current hp

[Psi9 minor] Tail with Poison Stinger: [+1 tail] Can use tail (as Poison Fangs)

[Psi54 minor] Energy Absorption: CL*SL*3 hp ablative Force Field (vs. energy attacks)

[Wiz SL8] Dust of Disappearance: Dust of Disappearance for 1 turn

[Psi16 Major] Golem Form: Rock: Resist earth; Any weapon that hits you saves vs. crushing blow or destroyed

[Pri SL5] Resist Vulnerability: Target gains a Resist to something which can only be used to counter a Vulnerability (Duration 1 hr)

[Pri SL8] Goodberry 8: Creates 32 goodberries

[Pri SL3] Protection from Elements : Absorb 12 damage/level from one kind of energy.

[Pri SL9] Spell Immunity 9: Be immune to 6 spells by name

[Psi81 minor] Missile Deflection: Deflect 1 missile per P attack

[Wiz SL4] Armor 4: +CL*8 current hp

Combat effects:

[Psi2 Major] Metamorphosis: Polymorph Self(even to object); Max 3*caster's mass

[Wiz SL9] Magic Missile 9: (CL+1)*9/2 missiles, each does 1d4+1 force dmg (no save)

[Wiz SL5] Fireball 5: CLd10 fire dmg to a group (save:½)

[Psi54 Ultra] Super Breath: CL*SL air dmg to one group (no save)

[Psi15 Grand] Suggestion: Suggestion

[Psi12L Grand] Summon Lawful Creature: Gate (as spell) for Lawful creature or for a Water or Air Elemental

[Psi9 Major] Amphibian: [Water Breathing] Sonic Blast:CH*10 dmg

[Wiz SL9] Wish: Will duplicate any Wizard spell of levels 0-8 or any other spell of levels 0-7.

[Wiz SL9] Power Word Kill 9: Kills a creature if current hp < 120 (no save)

[Pri SL8] Dispel Magic 8: Dispel 6 magic effects

[Psi1 Major] Improved Invisibility: Invisibility but can attack and remain Invis.

[Psi54 minor] Spiritual Drain: Target loses CL*SL hp (necromantic, no save), you gain CL*SL hp (not above max)

Dungeon082420 - Dungeon Level 18 (Pfft)

Room # 8

Hall, Great - 20ft. long x 25ft. wide x 20ft. tall

bell(s); statue; scream(ing); foggy

Locked Door, Out of Phase on the east wall leading to a 40ft. long x 10ft. wide x 15ft. tall hallway.

Sample Names: Zasheir the violent Cat Glider (Elephant); Thelonn the iridescent Doc Canary (Blaster)

Hail of Pendulums Trap; DL 18; Search DC 188 (Attack +162 ranged, 60d50 idamage)

Well that (causes/has/or is) Talks - Singing

[x2] Mortals cannot taste, smell, or sense into this room unless they are actually there; Divine Intervention fails
144,505gp

horn

a shiny lance, exotic, 8d12 (52), 500gp

Hammer of the Shinobi: Equip: Pay 417 Rogue Point(s) and "Equipped
creature gets +10 to hit/dmg and +8 AC/saves and 1690 hp"; 325000gp

Syringe of Ivory Blood Serum.; 1F: Blown Away(destroyed) Brand: Brand this

Status Effect to one weapon (no save) ; CL 80; SL 18; 324530gp

DL XVIII Small Amber Partners x(349) x[7]

iiiiAC 3261, HD 36, i^8 hp 2664, BlahR 246% #Att 23, TH ÷ AC/Save DC by 342, i^11 dmg 1311

Str 101, Dex 38, Con 44, Int 123, Wis 61, Chr 36, 2.5E+2kxp

Not On My Life (A being of your choice is Set (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Psi-12T minor] Touch Reflection: Touch effects are reflected back to opponent

[Wiz SL9] Shape Change : Changes the caster to someone else, he adopt it powers and vulnerabilities save that depends upon int

[Wiz SL11] Fifth Level Magic-User Spells (DM2): Can cast one 5th Level Wizard spell per round as Z action

[Pri SL5] Goodberry 5: Creates 20 goodberries

[Wiz SL10] Prismatic Sphere 10: 8 Prismatic colors or 6 MultiPrismatic colors (may repeat colors in either mode)

[Psi-5 minor] Immune to Fear: Target is immune to fear & beguiling

[Psi-12L minor] Hold Life: Immune to XP/Stat Drain; Immune Aging

[Psi-17 Major] (no name): Confusion shield (whoever hits you saves or is Confused)

[Wiz SL10] Transform Dweomer: Shapechange permanently, to creature or object

[Pri SL8] Lady's Smile: Can choose result of 1 die roll within 2r

[Psi16 Major] Golem Form: Ruby: set Str 20+LVL; Immune Priest magic

[Psi16 minor] Construct Psi16 Item 1: Create a Psi16 item (see next page) of TechL=CL, each TechL takes 1S action

Combat effects:

[Psi29 Major] Death Ray:

[Psi6G Ultra] Temporal Distortion: Target gains another half-segment of actions after the current half-segment

[Wiz SL7] Forcecage : Hold creatures in cube of force.

[Psi30 Grand] Treat Serious Wounds: Heals 60% max hp (3 succ)

[Pri SL7] Confusion:

[Psi-1 minor] Premature Trigger: Set off someone else's trigger prematurely (no save, ER resists)

[Psi45 minor] Energy Solidification: Minor: Web; Major: Iron Bands of Bilarro; Grand: Solid Wall of Force; Super: Forcecage

[Wiz SL9] Power Word Kill 9: Kills a creature if current hp < 120 (no save)

[Wiz SL5] Prismatic Wall 5: 5 Prismatic colors or 3 MultiPrismatic colors (may repeat colors in either mode)

[Wiz SL6] Death Spell 6: Slay 6d12 HD of creatures (save)

[Psi29 minor] Lightning Bolt:

[Wiz SL6] Lightning Bolt 6: CLd12 lightning dmg to a group (save:½)

Dungeon082420 - Dungeon Level 18 (Somebody Get A Mop & Bucket)

Room # 9

Reception - 25ft. long x 35ft. wide x 20ft. tall

quill; drum; clear; tinkling

Iris Door (seals as a spiral) on the south wall leading to a 35ft. long x 20ft. wide x 20ft. tall hallway.

Sample Names: Novine the imbecilic Shining Vermin (Bazooka); Eldath the non-politically correct Air Tarantula (Musket)

Fireball 12 Trap; DL 18; Search DC 184 (Cleric CL 36, no resistance)

Door that (causes/has/or is) Wish Fulfillment

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Mont
69,947gp

shelf

leather couch, 0gp

Illusionist's Chariot: Equip: Pay 7 Luck and "Equipped creature gets

+136 to hit/dmg and +73 AC/saves and 80 hp".; 324650gp

Staff of the Ninja (1 charge, whatever actions the power takes: Can use a 1st tier martial arts maneuver)., 24210gp

DL XVIII Titanic Yellowy Dragonflys x(257) x[7]

||iAC|| 3252, HD 1167, iihp 1.7E+5, PR 273% #Att 7, TH ÷ AC/Save DC by 342, i^7 dmg 1313

Str 30, Dex 66, Con 50, Int 98, Wis 78, Chr 95, 2.5E+2kxp

Sweetness (A being of your choice is Invigorated(positive) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Wiz SL5] Animal Growth : One animal/two levels doubles in size, HD.

[Psi6N minor] True Seeing: True Seeing As spell

[Psi1 Ultra] Sinanju Spirit: Know and can use all Martial Arts powers

[Pri SL8] Regenerate 8: Regenerates 2 hp /s

[Pri SL9] Petition: auto make next divine intervention roll

[Psi16 Major] Golem-mind: Class VI/Esper-blind to all frequencies non-divisible by 8

[Wiz SL10] Fourth & Fifth Level Magic-User Spells:

[Wiz SL7] Globe of Invulnerability 7: Immune to spells with SL=0 to 6

[Pri SL3] Goodberry 3: Creates 12 goodberries

[Psi45 Major] Regeneration: Regenerate SL hp/s

[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

[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
Combat effects:

[Wiz SL8] Force Field:

[Wiz SL11] Power Word Stun 11: Stuns a creature if current hp < 480 (no save)

[Psi-2 minor] Taste Less: Cannot taste, drink potions, eat pills (save); Target cannot smell

[Psi54 Major] Air Control: Gust of Wind / Wall of Air

[Pri SL8] Heal 8: Cure to 150% of max hp (max Heal 8 can cure at once = 1500 hp)

[Wiz SL11] Negation Blast: all x1 items within 30 yards turn off for 1t

[Wiz SL4] Cone of Cold 4: CLd8+CL cold dmg to a group (save:½)

[Wiz SL4] Phantasmal Killer : Fearsome illusion kills subject or deals 3d6 damage.

[Psi-6E minor] Chilling Darkness: Target gets -1 all #Att (PP save); x½ save bonus (PPD save); lose next M act. (BW save)

[Pri SL3] Death's Door: Puts target (at negative hp) to 0 hp (1 hp if material comp.)

[Pri SL2] Command 2: Target makes 2 saves, each missed save allows 1 word for a command to be given

[Psi45 Grand] Disruption: Minor: Target takes CL*SL disruption damage (no save); Grand: The damage given plus a Disintegrate e

Dungeon082420 - Dungeon Level 18 (Yeah Right)

Room # 10

Rogue's Chamber/Lab - 40ft. long x 45ft. wide x 40ft. tall

drum; Floors of Ice; foggy near ceiling; bang, slam

Time Door (goes to another time) on the south wall leading to a 10ft. long x 25ft. wide x 20ft. tall hallway.

Sample Names: Haila the artistic Arch- Shrike (Saw); Ilmarë the irresistible Fly Skier (Strobe)

Basic Balls Trap; DL 18; Search DC 196 (Attack +108 ranged, 150d20 Con damage)

Force Field that (causes/has/or is) Collapsing

[x2] Room is permanently/continuously ****Cursed**** (Ancient Foul Cursed)ed, only creatures immune or bubbled against it can fu
219,455gp

torch (stub)

a magical emergency wafer, 'teleport' 'teleport' 'teleport' 'teleport', 100gp

Rian's Trachea: +3 to HD; 1/2V: x2 dmg from all sources in the room this rd.; CL 72; SL 18; 324690gp

Carmin Stone [9d10] +841 Th/+528 dmg 10+/x9; 1P: CL*SL lightning

dmg to one group (no save); CL 81; SL 18, 240977gp

DL XVIII Tiny Primrose Births x(120) x[6]

|...^∞|AC|...^∞| 3272, HD 18, i^9 hp 1344, TR 269% #Att 1, TH ÷ AC/Save DC by 342, i^9 dmg 32410

Str 125, Dex 122, Con 125, Int 61, Wis 117, Chr 76, 2.5E+2kxp

Cool (A being of your choice is Fubar(broken) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Pri SL9] Protection from Fire 9: Stop the next CL*32 fire dmg

[Psi4 Major] To Hit *1.5: Multiply your to hit rolls by 1.5, you autohit on natural 21-1.5 or better (Minor is 19).

[Psi4 minor] Multiplier *1.25: Add 1.25-1 to your multiplier (see [X]). Using a Minor does nothing. Using a Major: +1 mult. in off

[Psi16 Ultra] Golem Form: Adamantite: Immune magic; 1V: Trample for 8d10+(Str bonus) dmg

[Psi100 Major] Controlled Blinking: Blink CL' each segment

[Pri SL7] Protection from Lightning 7: Stop the next CL*24 lightning dmg

[Wiz SL10] Psionic Shield: class VI/esper-blind but can still use psi for 1t

[Psi45 Grand] Resist: Emotion: SL/2 (round down) instances of Resist enchantment/charm

[Psi4 Major] AC *1.5: Your new AC = (old AC - 10) * 1.5 + 10

[Psi3½ Major] Immovability: You are almost impossible to move and gain DR 15/-.

[Psi81 minor] Absorption, Energy: -CL dmg /energy attack; gain that amount in next damaging energy attack

[Psi-6G Major] Iridescence †: 1bM: Immune Fire (all variants), Positive, Prismatic, Chromatic, Light, Radiance, Blindness

Combat effects:

[Pri SL3] Treat Serious Wounds: Cure 30% of max

[Psi54 Grand] Ice Control: Wall of Ice

[Psi14 Ultra] (no name): 1V, while attacking: Your natural attacks Cascade Rams one group

[Wiz SL5] Wall of Iron : 30 hp/four levels; can topple onto foes.

[Psi9 Grand] Temporal: Stop Time: CH*3' radius Time Stop

[Psi-5 Major] Beam of Nothing: CL*CL dmg in a 30' line (no save); they lose next F action (save)

[Psi81 Ultra] Energy Blast IV: [Pick an element] CLd30 dmg of that element (one group, no save)

[Psi54 Grand] Ice Animation: Summon a DL=SL Ice Elemental

[Wiz SL10] Fireball 10: CLd20 fire dmg to a group (save:½)

[Psi8 minor] Repair Light Damage: Cures 10 hp (1 Hull point) to a technological item

[Psi-12C Major] Cthulhoid Swarm V: Summon CL*2 Monsters using ML V "Weird" chart (random)

[Wiz SL7] Power Word Kill 7: Kills a creature if current hp < 60 (no save)

Dungeon082420 - Dungeon Level 18 (Hell Fucking Yeah)

Room # 11

Kennel - 40ft. long x 40ft. wide x 5ft. tall

loom; chair, padded; splintering; steamy

Tricked Door on the north wall leading to a 30ft. long x 15ft. wide x 10ft. tall hallway.

Sample Names: Vephar the wonderful Psychic Hillbilly (Skis); Vashaak the unkind Dynamo -wave (Chronal)

Ingested Darkness, Light Trap; DL 18; Search DC 192 (500 idamage, no save)

Pedestal that (causes/has/or is) Monster Generator: Elemental (summons an Elemental every segment)

[x2] Immortals cannot hear, smell, or sense into this room unless they are actually there; Divine Intervention fails

139,120gp

pellets

Shield Of Tyson, +2 AC, 1000gp

Thimble of Maroon Feces;; 1M: Maimed(destructed) Bolt-On: Do this Status Effect

to one target (Spell save: 0) ; CL 116; SL 18; 324780gp

Cup of Lavender Tears;; 1P: Blown Away(destroyed) Balls: Do this Status

Effect to one group (Spell save: 0) ; CL 100; SL 18; 324320gp

DL XVIII Macro-Colossal Lavender Scents x(227) x[6]

||AC|| 3276, HD 5.9E+5, i^5 hp 8.7E+7, IR 217% #Att 36, TH ÷ AC/Save DC by 342, i^9 dmg 3897

Str 93, Dex 86, Con 47, Int 38, Wis 118, Chr 123, 2.5E+2kxp

Sweetness (A being of your choice is Blown Away(destroyed) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Wiz SL9] Anti-Magic Shell 9: Anti-Magic of SL 0 to 8

[Psi16 Ultra] Golem Form: Iron: set Str 24+LVL; Cured by fire dmg; Mouth's P: Breathe poison (group, half hp, BW save:1/2)

[Pri SL6] Antilife Shell : 10-ft. field hedges out living creatures.

[Psi10 Major] Power Shift *: Your psionic powers appear to be a different form of energy (magic, innate, etc.) to Detection effect

[Wiz SL10] Reflect Dweomer: One action or effect is reflected to caster (no save)

[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

[Psi3½ Major] Truevenom: Your natural weapons are covered in horrible poison.

[Psi8 minor] Technological Armor: +CL AC, +CL*2 current hp (like an Armor spell), can stack w/ Armor spell

[Wiz SL7] Tenser's Transformation 7: +125% of max hp to current hp, +3 TH melee

[Pri SL9] Anti-Dispel Magic Shell: your effects are non-dispellable (inc.shell)

[Pri SL1] Protection from Fire 1: Stop the next CL*2 fire dmg

[Psi-1 minor] Steadiness: Immune Telekinisis, Falling Damage, Teleport Away, Gates/DimDoors

Combat effects:

[Psi-6N minor] Natural Healing ~: 1P or 1M: Target is cured equal to his Con score in hp

[Psi18 minor] Psi: Bolt: 1 target: LVLd10 telekinetic dmg(save:½)

[Psi-6N Major] Force of Nature V: Summon a Fungus Elemental: AC 100, hp 500, #Att 5/1, TH +90, dmg 90

[Psi54 minor] Flash: Light (can blind a person, make SL saves)

[Wiz SL5] Wall of Force: The wall only stops spell effects, hurled objects, and breath weapons. People and psionic effects can pa

[Psi30 Ultra] Decrease Dexterity: -1 Dex/succ

[Wiz SL5] Ray of Enfeeblement 5: -25 physical stat points (randomly distributed in packets of 5) (save per packet)

[Wiz SL6] Flesh to Stone : Makes living thing to become stone

[Psi-6G Major] Luminescence: 70' radius: Holy Fireball CLd6, Prismatic Spray effect, Chromatic Orb effect, Blind (save)

[Wiz SL11] Magic Missile 11: (CL+1)*11/2 missiles, each does 1d4+1 force dmg (no save)

[Psi16 minor] Turn (Command) Golems: Turn (Command) Golems (need to make a turning roll as usual)

[Psi30 Ultra] Air Blast: Ele.Air damage, Dex resists

Dungeon082420 - Dungeon Level 18 (Hell'S Bells)

Room # 12

Gas Chamber - 15ft. long x 30ft. wide x 25ft. tall

pit (shallow); rack; grunting; clear

Flesh Door on the east wall leading to a 35ft. long x 5ft. wide x 5ft. tall hallway.

Sample Names: Ejnar the charismatic Alien Flash (Kinetic); Palmyra the gallant Commodore Widow (Hydrofoil)

Injected Chaos, Law Trap; DL 18; Search DC 184 (700 Int damage, no save)

Stairway that (causes/has/or is) Invisible

[x2] Mortals cannot hear, smell, or sense into this room unless they are actually there; Divine Intervention fails

222,421gp

scroll (nonmagical)

Action Comics #1 mint condition, 'heal', 15400gp

Rian's Patella bone: +6 to CL; 1P: Target's next melee attack is at -50 TH ; CL 90; SL 18; 324520gp

Rian's Parathyroid: +6 to CL; 1M: This spell gets -1SL for each of your knight subordinates. All your subordinates get +1 DL. When a [x2] Concordant spell, Create a DL II Knight with Vigilance. 1M, Spend 4 SL's: Create a DL II Knight with Vigilance.; CL 84; SL 18; : DL XVIII Macro-Small Topaz Pajamas x(107) x[7]

|iAC| 3248, HD 18441, ihp 2.7E+6, MR 217% #Att 19, TH ÷ AC/Save DC by 342, i^11 dmg 3256

Str 41, Dex 62, Con 57, Int 97, Wis 58, Chr 129, 2.5E+2kxp

Tittie Christ (A being of your choice is Time Stop/Temporal Stasis (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Psi10 minor] Resistance to Sleep: Immune Sleep

[Wiz SL5] Tenser's Transformation 5: +75% of max hp to current hp, +1 TH melee

[Wiz SL12] Globe of Invulnerability 12: Immune to spells with SL=0 to 11

[Psi-12T minor] Touch Reflection: Touch effects are reflected back to opponent

[Psi0 Grand] Extendable Limbs: Your limbs can extend an extra Kil'

[Wiz SL10] Fourth & Fifth Level Magic-User Spells:

[Wiz SL11] Armor 11: +CL*22 current hp

[Pri SL5] Resist [E=5 element]: Pick an E=5 element, you resist it for 1 hour.

[Pri SL5] Resist Fire/Resist Cold 5: Take -65% dmg vs. fire or cold

[Psi2 minor] Strength of the Land: +25 hp,+3 TH,+3 dmg,25% MR; Lasts 5r after maint.

[Pri SL9] Goodberry 9: Creates 36 goodberries

[Psi6G minor] Field of Stillness: 70' x 70' Stun field (save vs. RSW -level); lasts for 7 rounds

Combat effects:

[Pri SL8] Call Lightning 8: (CL+2)d18 lightning dmg (save:½) (halve the die type if not outside)

[Psi6E Major] Gaze of Ice: Save (for damage) or petrified to ice

[Psi54 Ultra] Damage Transference: Cell Adjustment CL*SL*2 hp

[Psi45 Major] Gestalt: Major: 1M: Do 2 Minor powers that you know; Grand: 1M: Do 2 Major powers that you know; etc.

[Wiz SL9] Temporal Stasis: Puts subject into suspended animation.

[Pri SL9] Conjure Elemental 9: Conjure a DL=8 elemental

[Pri SL1] Panic: Target is Panicked (50% flee, 50% taunted towards you) (Will save)

[Psi54 Ultra] Flame Project: CL*(SL+2) fire dmg to one target (no save)

[Psi29 Ultra] Annihilation Bolt LVLd20:

[Wiz SL8] Solid Wall of Force: Stops spell effects, hurled objects, breath weapons, people, and psionic effects.

[Psi3 Grand] True Domination: Dominated subjects less likely to defy your will.

[Wiz SL8] Mass Charm : As charm monster, but all within 30 ft.

Dungeon082420 - Dungeon Level 19 (Who'S Your Daddy)

Room # 1

Guardroom - 50ft. long x 30ft. wide x 10ft. tall

pillory; Floors of Flesh; coughing; still, very chill

Double Door on the south wall leading to a 45ft. long x 10ft. wide x 25ft. tall hallway.

Sample Names: Delzoun the clueless Doom Girl (Raised by animals); Fanette the repulsive Battle Lantern (Sceptre)

Contact Time / Temporal Trap; DL 19; Search DC 192 (9000 idamage, no resistance)

Container (Barrel, Jar, Vase, etc.) that (causes/has/or is) Wish Fulfillment

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Turn 312,131gp

metal file

a seashell necklace, +1 AC, 50gp

Rian's Heart: +47 to HD; 1Z: 0, 1/s: Summon 10 DL1 Soldiers. 0, 1/s: Target creature gains +30 TH, dmg,

AC, Saves and can fly 3" (A). 0, 1/r: Your items and spell effects are indestructible/undispellable.; CL 108; SL 19; 361240gp

Hazel Weapon Gemlet: Free Devouk Demon Familiar; 361940gp

DL XIX Macro-Diminutive Ruddy Sisters x(138) x[6]

|iiAC| 3627, HD 4879, i^10 hp 7.8E+5, XR 281% #Att 16, TH ÷ AC/Save DC by 380, i^11 dmg 2185

Str 64, Dex 32, Con 78, Int 112, Wis 127, Chr 70, 3.2E+2kxp

Pfft (A being of your choice is Temporally Incurred / Rewritten Out of Time (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Psi29 minor] Mirror Image:

[Psi6N Ultra] Bard or Sage Abilities, LVL 12: Get bard or sage abilities of level 11 (max = your level)

[Psi5 Ultra] Psionic Permanency: (freq.5/other)Perm.psi power,no maint.cost

[Psi7 Major] (no name): Whenever you touch someone, they are aged CLd4 years (PPD save)

[Wiz SL7] Original Stoneskin 7: Block the next 4 P actions of attacks

[Psi3½ Major] Claws of the Vampire: Heal half of your claw's base damage.

[Pri SL9] Duplicate Mechanism: duplicate a technology item

[Psi-12T Major] Effect Familiarity: Pick any spell/power. You resist it; and at +50% when using it.

[Psi--2 Ultra] Z Acceleration: +CL Q^{∞}0 actions /r (self); Cast Psi using 0 actions

[Psi81 minor] Knockback Resistance: Take -10*CL' less from TK/Push effects

[Wiz SL2] Notched Blast: Your next spell is "held" (release as 0), no spells until released

[Wiz SL7] First Level Magic-User Spells (DM2): Can cast one 1st Level Wizard spell per round as Z action

Combat effects:

[Wiz SL3] Dispel Illusion : Dispels illusions in area

[Wiz SL10] Afflict Dweomer: Target cannot make saving throws (no save)

[Psi60 Major] Cure Moderate Wounds: Cure 3d8+3*LVL hp

[Psi45 minor] Summoning: Summon a DL=SL Outer

[Psi3 Grand] Astral Construct VII: Astral construct fights for you.

[Psi2 Grand] Time Shift Other: Time Shift other S r (no save); -CL*5% to PsiR roll

[Psi30 Grand] Mana Beam: Astral damage

[Wiz SL11] Power Word Blind 11: Blinds & stuns a creature if current hp < 240 (no save)

[Psi30 Ultra] Thunderclap: Blast:Sound damage, Con resists

[Wiz SL6] Lightning Bolt 6: CLd12 lightning dmg to a group (save:½)

[Wiz SL12] Prismatic Wall 12: 12 Prismatic colors or 10 MultiPrismatic colors (may repeat colors in either mode)

[Pri SL8] Holy Bolt: Dispels undead, evil, outer-planar & 20 dmg/lvl

Dungeon082420 - Dungeon Level 19 (Fuck Me In The Ass With No Vaseline)

Room # 2

Game Room - 15ft. long x 25ft. wide x 5ft. tall

trough; Chimney, Fire (for fireplace); scuttling; steamy near floor

Mimic (the monster) on the north wall leading to a 45ft. long x 15ft. wide x 20ft. tall hallway.

Sample Names: Raissa the irresistible Frog Terror (Electro-); Dethas the extraordinary White Avenger (Rapier)

Immediate Monster Summoning XII Trap; DL 19; Search DC 193 (Wizard CL 38, DC 204 Fortitude save for half)

Tapestry 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/Reset
147,540gp

bloodstain

a dagger of fortitude, dagger, 10d16 (85), 0gp

Scrounged Blade: Equip: Pay 18 SL(s) and "Equipped creature gets +64 to hit/dmg and +163 AC/saves
and 600 hp and has Skulk, Protection from die rolls, Super haste, Forestwalk and Infect.; 361550gp

Burgundy Cloak [AT+39] +1089 AC/+962 Saves; 1F: Immune to spell level 0 to

SL-2 effects; -(SL-1) per physical attack; ER 5*SL%; CL 118; SL 19; 275790gp

DL XIX Macro-Titanic Drab Woods x(270) x[4]

i^5 AC 3635, HD 1.2E+6, i^8 hp 1.9E+8, GR 250% #Att 30, TH ÷ AC/Save DC by 380, i^11 dmg 7224

Str 82, Dex 96, Con 121, Int 65, Wis 119, Chr 73, 3.2E+2kxp

For Reals (A being of your choice is Full of Win(positive) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Wiz SL7] Armor 7: +CL*14 current hp

[Psi45 Grand] Energy Sheath: SL^2 hp Armor spell, self only, stacks with the (Wizard) Armor spell

[Psi-9 Major] Molecular Maintainer: Resist Disruption; Immune Disintegration

[Psi72 minor] Duplication: Create 1 Mirror Image (max = PL)

[Psi45 Grand] Magnetic Manipulation: SL/2 (round down) instances of Resist magnetism; +SL*10% damage with magnetism effect

[Psi81 Major] Power Defense: Resist stat damage, Incantatrix effects, Polymorph effects

[Pri SL8] Extra Group +2: The next spell you cast will affect +2 groups of monsters

[Psi3½ Grand] Contingency, Psionic: Sets trigger condition for another power.

[Psi45 Ultra] Chemical Mimicry: Change your body to be of an TechL=SL chemical

[Psi100 Ultra] Wrestling Spirit: Know and can use all Professional Wrestling powers

[Psi3½ Grand] Reddopsi: Powers targeting you rebound on manifester.

[Psi54 Ultra] Animate Objects: Animate Objects as if they were a DL=SL Golem summon

Combat effects:

[Psi6E minor] Phantasmal Killer: As the 4th level Wizard spell

[Psi6N minor] Telekinesis: N=(weight lifted)*(move rate in inches)/100

[Psi2 Major] Telekinesis: Object move rate 6; Can move 2nd object

[Wiz SL9] Dispel Exhaustion 9: Restore 96% of dmg taken, get an Original Haste 9 for 1 round

[Psi72 Major] Healing: Cure PL hp; Can use 5 to cure Nausea, 10 to cure Stun

[Psi54 Grand] Vampirism: Target gets SL/2 negative levels (energy drain, no save), you gain CL*SL hp (not above max)

[Psi-12L Major] Choose Summoning III: Monster Summoning using ML III chart, you pick the result

[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)

[Wiz SL1] Taunt: One or more creatures of 1 type taunted (save) {1 group}

[Pri SL9] Dispel Magic 9: Dispel 7 magic effects

[Wiz SL9] Create Any Monster:

[Wiz SL6] Dispel Exhaustion 6: Restore 85% of dmg taken, get an Original Haste 6 for 1 round

Dungeon082420 - Dungeon Level 19 (Cool)

Room # 3

Museum - 50ft. long x 5ft. wide x 10ft. tall

cushion; crystal ball; shuffling; wind, strong, gusting

Loop Door (goes to another timeline) on the south wall leading to a 10ft. long x 10ft. wide x 15ft. tall hallway.

Sample Names: Dranzorg the furious Yak Blade (Magnetic); Taelin the aggressive Wind Wolf (Bow)

Burning Container Trap; DL 19; Search DC 201 (3000 Str damage, no save)

Pit that (causes/has/or is) Monster Generator: Outer (summons an Outer every segment)

[x2] Room is permanently/continuously Annihilated, only creatures immune or bubbled against it can function here.

275,517gp

box

marvin the Martian's Spaceship, 0gp

Phial of Crimson Discharge;; 1F: Terminated w/ Extreme Prejudice(humiliate) PFA: Whenever someone targets you with an effect, they suffer that Status Effect unless they make a save vs. Spell.; CL 77; SL 19; 361790gp

Flesh-coloured Gauntlets [ATx11] +21 AC/++33 Saves; 1Z: No magic & psi

of SL 7 or lower in area; CL 123; SL 19; 291125gp

DL XIX Mega-Diminutive Flesh-Coloured Volleyballs x(83) x[8]

|iAC| 3622, HD 5.0E+6, i^6 hp 7.9E+8, WR 251% #Att 15, TH ÷ AC/Save DC by 380, i^12 dmg 36109

Str 70, Dex 116, Con 133, Int 57, Wis 108, Chr 103, 3.2E+2kxp

Darn Tootin' (A being of your choice is Cremated(burned) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Psi45 Ultra] Power Simulation: The next Psi45 power you use will be resisted using MR instead of PR

[Psi-3 Grand] Spiritual Body: Planar Displaced, Immune Matter, you can't physically attack

[Psi3½ Super] Affinity Field: Effects that affect you also affect others.

[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 SL11] Globe of Invulnerability 11: Immune to spells with SL=0 to 10

[Wiz SL10] Prismatic Sphere 10: 8 Prismatic colors or 6 MultiPrismatic colors (may repeat colors in either mode)

[Wiz SL8] Armor 8: +CL*16 current hp

[Pri SL5] Double Resist [E=4 element]: Pick an E=4 element, you double resist it (1/4 dmg, 1/10 if make save) for 1 hour.

[Pri SL4] Immune [E=1 element]: Pick an E=1 element, you are immune to it for 1 hour. (This immunity does not "spread" into ot

[Psi2 minor] Time/Space Anchor: Cannot be teleported; --

[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.

[Pri SL1] Resist Fire/Resist Cold 1: Take -45% dmg vs. fire or cold

Combat effects:

[Psi100 Major] Paralysis Bolt: Paralysis (Fort save), hits 3+CL/9 groups

[Psi1 Major] Improved Cell Adj.: Cell Adj. but range=10'*level, Max.hp=10*level/r

[Psi54 Ultra] Lightning: CL*SL lightning dmg to one group (no save)

[Psi8 minor] Repair Light Damage: Cures 10 hp (1 Hull point) to a technological item

[Psi3 Grand] Mass Domination: Many targets subject to your will.

[Psi--2 Major] Demolish: CLd6 normal ele. dmg (group, save:½); (2*CL)d6 instead

[Pri SL7] Cure Wounds 7: Cures 28d8 hp (can take offer of 6 per die -> 168 hp)

[Psi72 minor] Plant Control: Entangle

[Wiz SL5] Confusion No Save: Confusion one target (no save)

[Wiz SL5] Feeblemind 5: -25 mental stat points (randomly distributed in packets of 5) (save per packet)

[Wiz SL3] Wacky Ball 3 / Normal / ½ : Area CLd6 dmg normal element (save: ½)

[Psi45 Grand] Undead Control: Turn Undead at CL=(SL-2)*2

Dungeon082420 - Dungeon Level 19 (Fuck Me In The Ass With No Vaseline)

Room # 4

Laboratory - 15ft. long x 40ft. wide x 50ft. tall

well; idol (largish); metallic smell; scratching/scrabbling

Iron Door, Normal on the north wall leading to a 40ft. long x 20ft. wide x 25ft. tall hallway.

Sample Names: Evithyan the egotistical Dog King (Buggy); Khalli the winsome B'Wana Vision (Chronal)

Ray of Enfeeblement 12 Trap; DL 19; Search DC 206 (Cleric CL 38, no save)

Door that (causes/has/or is) Animated

[x2] Room is permanently/continuously Disjunct (effect)ed, only creatures immune or bubbled against it can function here.

311,293gp

demon ichor

dwarven gloves, +1 AC, 200gp

Balance Dragon Scale Mail 'Mediator' (-4) [30,+25]; Resist Confusion, Sound, Shards, Nexus, Chaos, Disenchantment;

Slow Digestion; Regeneration; Free Action; Aggravates; Activates for star ball (150) every 50 turns, 4003510gp

Roseate Longbow [8d4] +25 Th/+29 dmg 10+/x4; 1M: Break an object (item

save); S = Str score desired (max = Int); CL 108; SL 19, 26240gp

DL XIX Mega-Fine Tawny Plays x(120) x[8]

iiiAC 3642, HD 4.7E+7, i^10 hp 4.0E+8, GR 270% #Att 10, TH ÷ AC/Save DC by 380, i^6 dmg 729

Str 67, Dex 77, Con 37, Int 115, Wis 33, Chr 50, 3.2E+2kxp

Fosheezy (Make irrelevant a being of your choice's segment of actions (can't be dispelled).)

Prepared effects:

[Wiz SL10] Fourth & Fifth Level Magic-User Spells:

[Psi-12C minor] Know Next Dice Rolls: 0,1/r: Roll dice ahead of time before action, can choose not to

[Psi6G minor] Knight Sword of Crushing: Sword of Force; attacks by itself, does 1d10 vs. evil /r

[Pri SL2] Resist [E=1 eelement]: Pick an EE=1 eelement, you resist it for 1 hour.

[Pri SL10] Goodberry 10: Creates 40 goodberries

[Psi3½ Super] Metamorphosis, Greater: Assume shape of any nonunique creature or object each round.

[Psi1 Major] Body Control: Water Breathing, Resist environment 1 HD/level

[Wiz SL7] Anti-Psionic Shell:

[Psi6G Grand] Aid Deva: You lose 1 multiplier, target gains 1 multiplier

[Wiz SL5] Original Stoneskin 5: Block the next 2 P actions of attacks

[Psi6G Major] Forbiddance: Set up or remove a Forbiddance zone

[Psi15 Super] Summon Insects: Summon Insects

Combat effects:

[Wiz SL9] Time Stop 9: Stops time for 1d4 rounds

[Psi6G Ultra] Stasis: Touch: Target is Temporal Stasised (no save); you control the duration with DPPs

[Psi54 Grand] Starbolt: CL*(SL+2) plasma dmg to one target (no save)

[Wiz SL9] Death Spell 9: Slay 9d12 HD of creatures (save)

[Pri SL6] Heal: Cure all dmg + disease,blind,insanity,feeblemind

[Wiz SL5] Summon Monster V : Calls outsider to fight for you.

[Psi29 Grand] Temporal Stasis:

[Psi10 Major] Burn: Target takes (4+CL/3)d6 fire dmg (save:½)

[Psi18 Grand] Worm: 1 target: Mental & Physical Domination (save)

[Psi-6G minor] Possess: Target dominated (Will save); takes (CL+3)^2 dmg/s; you can't use actions while this runs

[Wiz SL9] Wish: Will duplicate any Wizard spell of levels 0-8 or any other spell of levels 0-7.

[Wiz SL10] Immediate Monster Summoning X: Summons a DL VIII monster without summoning sickness

Dungeon082420 - Dungeon Level 19 (Uhuh)

Room # 5

Dressing Room - 20ft. long x 45ft. wide x 10ft. tall

trough; workbench; thumping; twanging

Phase Door (phases in/out every so often) on the west wall leading to a 20ft. long x 25ft. wide x 25ft. tall hallway.

Sample Names: Korem the anarchic Beta Walker (Wind); Folcoerr the repulsive Hyper- Arrow (Giga-)

Air in room transforms into Elemental Annihilation Trap; DL 19; Search DC 195 (5500 Wis damage/s, no resistance)(multiple targ

Stairway that (causes/has/or is) false wall

[x2] Room is permanently/continuously Disjunct (effect)ed, only creatures immune or bubbled against it can function here.

66,470gp

stand

a platinum wand, 'magic missile', 99gp

Coppery Bottle: +19bbbIRRV Action(s); 361820gp

Viridian Mask: Equip: Pay 8 Chr and "Equipped creature gets +25 to hit/dmg and +26 AC/saves

and 1183 hp and has Protection from black borders, Battle Cry, Triple Strike and Frenzy .; 361830gp

DL XIX Large Obsidian Step-Grandfathers x(180) x[8]

i^6 AC 3643, HD 79, lifep 12096, XR 194% #Att 34, TH ÷ AC/Save DC by 380, i^8 dmg 10840

Str 49, Dex 142, Con 76, Int 138, Wis 49, Chr 32, 3.2E+2kxp

Pat Myself On The Back (A being of your choice is Exterminated(gloom) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Wiz SL4] Anti-Magic Shell 4: Anti-Magic of SL 0 to 3

[Psi45 minor] Magic Control: +SL/2 (round down) to SL of next Psi45 power

[Wiz SL5] Improved Free Action: Immune Capital S Stun, Stop, Hold, Paralysis, Summoning Sickness; Hold P,V actions

[Wiz SL11] Prismatic Sphere 11: 9 Prismatic colors or 7 MultiPrismatic colors (may repeat colors in either mode)

[Psi81 Grand] Desolidification: You pass through objects as if they weren't there

[Psi3½ Grand] Form of Doom: You transform into a frightening tentacled beast.

[Wiz SL9] Anti-Magic Shell 9: Anti-Magic of SL 0 to 8

[Pri SL4] Free Action: Immune stun, hold, paralysis, summoning sickness

[Wiz SL4] Original Stoneskin 4: Block the next 1 P action of attacks

[Psi6E Super] Immunity IV: Globe/Invuln., Immune:1st-2nd Dominions

[Pri SL9] Petition: auto make next divine intervention roll

[Psi3 Super] Affinity Field: Effects that affect you also affect others.

Combat effects:

[Psi29 minor] Beam (Cone) of Cold:

[Psi0 Ultra] Repeating Fireball: Throw X Fireballs (see above)

[Wiz SL9] Death Spell 9: Slay 9d12 HD of creatures (save)

[Pri SL6] Really Put of Misery: Target being that is slain is Capital S Slain (no save)

[Psi5 minor] Natural Protection: (Z action) Natural Effect damage resistance 75% for 1s

[Psi10 Major] Charm Person: Charm Person (make CL saves)

[Pri SL6] Conjure/Dismiss Para Elemental: Summons or dismisses a Para Elemental

[Psi6E Major] Blackfire: Polymorph Any Object to Ashes (6d10 Hp)

[Psi45 Ultra] Weakness Creation: Add SL/2 instances of a Vulnerability to something (medium scale: a school, an element, etc.) o

[Pri SL1] Blade Barrier 1: 3d3 dmg wall (shards)

[Psi6G Grand] Limited Wish: Limited Wish (as spell), CL = 25

[Psi18 Major] Pyrokinetic: Melt& Aflame: 30'r, LVLd20 fire damage (save:½)

Dungeon082420 - Dungeon Level 19 (Fuck A Duck)

Room # 6

Meditation - 5ft. long x 30ft. wide x 50ft. tall

votive light/candle; couch; squealing; squealing

Plant Door (a door made of plants) on the west wall leading to a 25ft. long x 25ft. wide x 15ft. tall hallway.

Sample Names: Arlena the adjectiveless Flaming Monkey (Meditation); Sirdan the idiotic Shatter Blaze (Crossbow)

Passage transforms into Elemental Anti-Godly Trap; DL 19; Search DC 209 (2850 Str damage/s, DC 191 Will save for 1/3)

Container (Barrel, Jar, Vase, etc.) that (causes/has/or is) magic word trigger

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Year
208,382gp

dust

Ebony Nunchuks, exotic, 25d50 (637), 1gp

Rod of Security, 15450gp

Rian's Liver: +38 to HD; 1M: 1M: *Destroy* (or Capital S Slay)

an item, effect, or creature (TechR to resist).; CL 98; SL 19; 361690gp

DL XIX Macro-Colossal Navy Tongues x(196) x[5]

|iiAC| 3625, HD 6.2E+5, iihp 9.6E+7, WR 255% #Att 25, TH ÷ AC/Save DC by 380, i^7 dmg 10841

Str 36, Dex 63, Con 52, Int 49, Wis 115, Chr 122, 3.2E+2kxp

Crap (A being of your choice is Wrecked(destroyed) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Pri SL7] Symbol : Triggered runes have array of effects.

[Wiz SL6] No Save: The next spell you cast does not have a saving throw

[Psi54 minor] Icing: SL/2 instances of Resist Cold/Ice

[Pri SL4] Resist Fire/Resist Cold 4: Take -60% dmg vs. fire or cold

[Psi45 Grand] True Invulnerability: SL instances of Resist distributed as you like (medium categories: a school, an element, etc.)

[Psi100 Grand] Psionic Disruption: No psi powers (any freq.) can be used in 50'r

[Psi54 Ultra] Truesight: Minor: Detect Invis./Illusion; Major: True Seeing; Grand: Cosmic Awareness

[Wiz SL1] Blink Wounding: Caster "blinks" randomly if struck by weapon

[Psi0 Major] Focus: Stay Conscious: Stay Conscious at negative hp; X = -(current hp)/2, round up

[Wiz SL5] Extra Group +1: The next spell you cast will affect +1 groups of monsters

[Wiz SL6] Contingency: Each creature can only have 1 Contingency spell on him. If the contingency spell is dispelled, the effect ir

[Wiz SL5] Prismatic Sphere 5: 3 Prismatic colors or 1 MultiPrismatic colors (may repeat colors in either mode)

Combat effects:

[Psi29 Major] Feeblemind:

[Psi6G Ultra] Empyreal Guards: Summons CL Pers or Astral Devas ("Per" is described in Monstrous Compendium)

[Psi18 minor] Psi: Spray: LVL targets:1d10 telekinetic dmg(save:½)

[Psi-6G minor] Lightning: Target takes (CL+2)d6 holy lightning dmg (save: ½)

[Wiz SL12] Time Stop 12: Stops time for 1d7 rounds

[Wiz SL10] Feeblemind 10: -50 mental stat points (randomly distributed in packets of 5) (save per packet)

[Wiz SL9] Prismatic Wall 9: 9 Prismatic colors or 7 MultiPrismatic colors (may repeat colors in either mode)

[Psi-12C minor] Cthulhoid Swarm II: Summon CL Monsters using ML II "Weird" chart (random)

[Wiz SL6] Time Stop 6: Stops time for 1 round

[Wiz SL5] Dismissal : Send a creature back to it's own plane

[Psi-3 Major] Drop: Target cannot fly (no save)

[Pri SL5] Insect Plague : Insect horde limits vision, inflicts damage, creatures flee.

Dungeon082420 - Dungeon Level 19 (Forget It)

Room # 7

Divination - 15ft. long x 25ft. wide x 10ft. tall

Walls of Bone; staff, normal; putrid smell; poor oxygen

Unusual Material Door on the east wall leading to a 10ft. long x 25ft. wide x 10ft. tall hallway.

Sample Names: Kemen of the Lightning Colony the monstrous Shark Scavenger (Scooter); Steinthor the Possum the tasteless Nui

Inhaled Ooze / Mud Trap; DL 19; Search DC 199 (16000 idamage, no resistance)

Door, Secret that (causes/has/or is) Intelligent

[x2] Room is permanently/continuously Capital F Folded, only creatures immune or bubbled against it can function here.

172,307gp

altar

a long elven dagger, dagger, 4d5 (12), 70gp

Claret Watch: Free Assassin Kit: Detect Poison 5*level% cont.; Backstab x2;

1 Healing slot; 1 Herbalism slot, Free bonus Poison Use proficiency; 361400gp

Blazing Slayer: Equip: Pay 5 SL(s) and "Equipped creature gets +85

to hit/dmg and +121 AC/saves and 1089 hp and has Evolve.; 362090gp

DL XIX Small Magenta Formats x(355) x[5]

iiiAC 3627, HD 37, i^5 hp 2992, GR 4142% #Att 10, TH ÷ AC/Save DC by 380, i^8 dmg 7226

Str 84, Dex 91, Con 94, Int 71, Wis 95, Chr 44, 3.2E+2kxp

Yuck (A being of your choice is Jinxed(cursed) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Psi2 minor] Ectoplasmic Form: Pass through solid objects; Maintenance 3/r

[Psi54 Grand] Force Field: CL*SL*2 hp ablative Force Field (vs. physical or energy attacks)

[Wiz SL8] Clone: Clone

[Psi18 Grand] Scty: Spell Trap: Contingency for any 1 power (Magic/Psi/Innate)

[Psi12T Super] Mass Energy Drain: Energy Drain (as spell) in 90'r area

[Wiz SL6] Tenser's Transformation 6: +100% of max hp to current hp, +2 TH melee

[Wiz SL9] Elemental Aura : Element Protect from one element, it's plane, and it's creatures

[Pri SL9] Petition: auto make next divine intervention roll

[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)

[Psi45 minor] Resist: Physical: SL/4 (round down) instances of Resist physical attacks

[Wiz SL4] Fire Shield 4: Anyone who melees with you takes 75% dmg back

[Psi-6N Major] Gaea's Embrace ~: 1P or 1M: Target gains +3 AC/saves/TH/dmg and Troll-like regen CL hp/r

Combat effects:

[Wiz SL12] Monster Swarm Summoning XII: Summons CL/16 (round down) DL XI monsters

[Pri SL3] Summon Nature's Ally III : Calls DL 3 creature to fight.

[Pri SL6] Fire Storm 6: (CL+2)d5 holy fire dmg, hits 1+1/2 groups (no save)

[Pri SL4] Summon Nature's Ally IV : Summons a DL IV animal (maintained)

[Wiz SL1] Nahal's Reckless Dweomer: L% desired spell you know; else Wild Surge

[Pri SL4] Neutralize Poison 4: Cure 1 poison effect (reverse causes that many, save)

[Wiz SL10] Strike Dweomer: (30*CL)d8 dmg to one target, any type of dmg, no save

[Wiz SL10] Power Word Kill 10: Kills a creature if current hp < 150 (no save)

[Wiz SL11] Power Word Blind 11: Blinds & stuns a creature if current hp < 240 (no save)

[Psi72 minor] Mind Control: Control V actions (Will save), P actions (Will save at +5), or M actions (Will save at +10)

[Wiz SL11] Dispel Exhaustion 11: Restore 98% of dmg taken, get an Original Haste 11 for 1 round

[Wiz SL9] Power Word Stun 9: Stuns a creature if current hp < 320 (no save)

Dungeon082420 - Dungeon Level 19 (Tittie Christ)

Room # 8

Garbage Room - 40ft. long x 25ft. wide x 5ft. tall

ramp; ledge; gong; thud

Wood Door, Normal on the west wall leading to a 25ft. long x 25ft. wide x 15ft. tall hallway.

Sample Names: Drekkon the acrobatic Cobalt Dwarf (Nunchucks); Masheth the altruistic Speed Specter (Scooter)

Time Stop 12 Trap; DL 19; Search DC 194 (Cleric CL 38, no save)

Monster that (causes/has/or is) Collapsing

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Day
125,934gp

parchment

an aquamarine potion, 'bless' 'bless' 'giant strength' ", 500gp

Brownish Gloves [AT+42] ++26 AC/+31 Saves; 1M: Double resist radiation (1/4, save for 1/10), Ignore gaining Psi9/18/27 powers due to RS; CL 86; SL 19; 104290gp

Staff of Suffering (, 35440gp

DL XIX Macro-Tiny Violet Vises x(242) x[6]

iiiAC 3622, HD 9739, iiiihp 1.5E+6, MR 265% #Att 31, TH ÷ AC/Save DC by 380, iiidmg 738

Str 107, Dex 93, Con 106, Int 118, Wis 59, Chr 40, 3.2E+2kxp

Foey (A being of your choice is **Cursed** (Ancient Foul Cursed) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Psi8 Ultra] Construct Power/Defensive Item 8: Create a "Power" type item (see next page) of TechL=CL, each 8 TechL takes 1S a
[Wiz SL3] Protection from Elements : Absorb 12 damage/level from one kind of energy.

[Psi45 minor] Energy Doppelganger: Mirror Image (1 image), it has SL^3 hp; it flies at SL*3"; you can cast Psi45 effects through it

[Psi3½ Super] Assimilate: Incorporate creature into your own body.

[Wiz SL7] Prismatic Sphere 7: 5 Prismatic colors or 3 MultiPrismatic colors (may repeat colors in either mode)

[Pri SL4] Free Action: Immune stun, hold, paralysis, summoning sickness

[Wiz SL10] Armor 10: +CL*20 current hp

[Pri SL1] Animal Companion: Make an animal your companion (not familiar) {1 creature}

[Wiz SL2] Protection from Paralysis: Immune to paralysis, slow, hold {Touch, 1 creature}

[Psi14 minor] (no name): 0, when biting: Cause Lycanthropy (PPD save, if they fail, they are your slave)

[Psi45 Ultra] Force Field vs. Mental: Immune to spell level 0 to SL-1 mental attacks

[Psi45 Ultra] Force Field: Immune to spell level 0 to SL-2 effects; -(SL-1) per physical attack; ER 5*SL%

Combat effects:

[Psi-12C minor] Cthulhoid Swarm I: Summon CL Monsters using ML I "Weird" chart (random)

[Psi12T Major] Dispel Psionics: Dispel Psionic effect (50% adj. by levels)

[Psi45 minor] Disintegration: Major: Disintegrate (save)

[Wiz SL11] Power Word Stun 11: Stuns a creature if current hp < 480 (no save)

[Psi6N Major] Banish to Home Plane: +50 CPPs to give no save; +50 CPPs to Sever Cord

[Pri SL1] Hold Person/Monster 1: Hold 3 person or 1 monster targets (save)

[Psi0 Grand] Musical Accomplishment: Allies can reroll (choose one:) missed to hit, missed saves, missed BlahR rolls (for 1m)

[Pri SL7] Restoration (1): Removes all lost levels, not just one. Also restores ability score drains. Does not age caster or target.

[Psi3½ Major] Control Body: Take rudimentary control of your foe's limbs.

[Wiz SL7] Steal Enchantment : Transfer the enchantment of one spell to an another

[Psi-12L Major] Law Triple Beam: CLxCL mental dmg in 3 lines (Reflex:½); C-align x2 dmg

[Psi-9 Ultra] Reverse Contingency: Dispel a Contingency and everything in it

Dungeon082420 - Dungeon Level 19 (Hell'S Bells)

Room # 9

Museum - 20ft. long x 5ft. wide x 25ft. tall

statue; votive light/candle; tapping; bellow (ing)

Phase Door (as the spell) on the east wall leading to a 45ft. long x 20ft. wide x 10ft. tall hallway.

Sample Names: Soma the dreadful Animal Light (Astral); Leuko the indescribable Hour Gal (Spitballs)

Ingested Thorns/Thicket Trap; DL 19; Search DC 196 (13000 idamage, no save)

Stairway that (causes/has/or is) Suggests

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Segment

81,104gp

hair/fur bits

the Cook's Hat, +2 AC, 840gp

Cup of Opaque Earwax;; 1M: Obliterated(destroyed) Blast: Do this Status

Effect to one group (no save) ; CL 80; SL 19; 361330gp

Robe of Protection, AC 1, 55430gp

DL XIX Titanic Dove-Grey Applications x(340) x[6]

iiiiAC 3616, HD 1219, i^6 hp 1.9E+5, PR 250% #Att 12, TH ÷ AC/Save DC by 380, i^11 dmg 3612

Str 77, Dex 52, Con 59, Int 84, Wis 32, Chr 78, 3.2E+2kxp

Bugger (PCs can't affect you (can't be dispelled).)

Prepared effects:

[Wiz SL10] Anti-Dispel Magic Shell: your effects are non-dispellable (inc.shell)

[Psi54 Major] Mystic Shield: SR SL*CL

[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.

[Psi16 Grand] Create Golem III: Create a DL VII Golem (AC=12*CL, hp=10*(CL^3), Str=6*CL)

[Psi30 Major] Anti-Missile Barrier: Ranged:+½ AC,-1dmg per hit/succ

[Psi81 Grand] Desolidification: You pass through objects as if they weren't there

[Psi45 Major] True Invulnerability: SL instances of Resist distributed as you like (medium categories: a school, an element, etc.)

[Psi14 Grand] (no name): You have a breath weapon, half hp (pick acid, poison, skunk; pick 3/d or 1/3r)

[Psi8 Major] Unusual Mix: May construct your tech items using "Unusual Materials" chart, this may have odd effects

[Wiz SL8] Tenser's Transformation 8: +150% of max hp to current hp, +4 TH melee

[Psi54 Ultra] Flame Being: Fire Shield (SL*10% damage back to attacker); Deal +SL fire dmg with melee attacks

[Psi8 Ultra] Construct Generic Item 8: Create a "Generic" type item (see next page) of TechL=CL, each 8 TechL takes 1S action

Combat effects:

[Psi81 Major] Ego Attack: CLd10 mental dmg (one target, no save)

[Pri SL10] Conjure Elemental 10: Conjure a DL=9 elemental

[Wiz SL12] Unchangeable Reality:

[Wiz SL1] Chromatic Orb: 1=Pearly (1d4; light in area; save or blinded for L r or until leaves area), 2=Ruby (1d6, save or -1 Str and

[Wiz SL6] Dispel Exhaustion 6: Restore 85% of dmg taken, get an Original Haste 6 for 1 round

[Psi10 minor] Lift: TK up/down only; w = ln(weight in lbs.); S = ln(speed in ")

[Pri SL2] Lesser Restoration: Restores temporary lowering of 1 ability score {Touch, 1 creature}

[Wiz SL11] Planet Swarm: target struck by 4 gas giants or 8 small planets (?!)

[Psi45 minor] Duplication: 1bM: Fork an effect (caster makes SL/3 saves)

[Wiz SL8] Dispel Magic 8: Dispel 6 magic effects

[Wiz SL9] Energy Drain: Subject gains 2d4 negative levels.

[Psi18 Ultra] Mass Mind Control: 250'r, all are Hypnotised (no save)

Dungeon082420 - Dungeon Level 19 (No Duh)

Room # 10

Animal Pens - 20ft. long x 5ft. wide x 40ft. tall

robes; Chasm, Constructed (purposely built); ringing; laughter

Secret Door on the east wall leading to a 25ft. long x 20ft. wide x 15ft. tall hallway.

Sample Names: Shelwen the deceitful Rainbow Ricochet (Stallion); Draupnir the clueless Robo- Ray (Spinach)

Ceiling transforms into Elemental Poison Trap; DL 19; Search DC 203 (4500 Cml damage/s, DC 209 Spell save to negate)

Monster that (causes/has/or is) side-sliding

[x2] Room is permanently/continuously Alley Effected, only creatures immune or bubbled against it can function here.

150,893gp

pot

a shroud of shadows, +6 AC, 0gp

Rian's Blood: +21 to HD; 1/2M: 1bM: Immune to a P attack from someone; CL 95; SL 19; 361390gp

Nut-brown Bracers [AT++7] +1224 AC/+26 Saves; 1Z: CL*10' x CL*10' x CL*10' area

is considered to be a different plane (your choice); CL 93; SL 19; 173365gp

DL XIX Macro-Tiny Whitish Males x(366) x[6]

i^5 AC 3632, HD 1.9E+5, iiiihp 1.6E+6, MR 233% #Att 37, TH ÷ AC/Save DC by 380, i^5 dmg 10838

Str 94, Dex 67, Con 92, Int 62, Wis 93, Chr 106, 3.2E+2kxp

Cheese And Crackers Got All Muddy (Reflect an entire segment's worth of actions (can't be dispelled).)

Prepared effects:

[Psi2 minor] Displacement: As per Displacer Beast; AC bonus is +4

[Psi81 minor] Knockback Resistance: Take -10*CL' less from TK/Push effects

[Pri SL8] Duplicate Monster: Duplicate a x1 monster (not incl. classes)

[Psi54 Grand] Icing: SL/2 instances of Resist Cold/Ice

[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

[Psi27 minor] People's Bless: One die roll within 1 round is adjusted as you wish (max of ±LVL%).

[Psi3 Grand] Contingency: Sets trigger condition for another power.

[Pri SL5] Protection from Lightning 5: Stop the next CL*16 lightning dmg

[Psi6E Major] Avenger Lore: Anti-Paladin's abilities of ½ level

[Psi100 Grand] Suppression: Cannot use or be affected by psionics, all psi effects drop

[Psi45 Ultra] Force Field vs. Emotion: Immune to spell level 0 to SL-1 enchantment/charm effects

[Psi6G V] Celestial Chorus: CL*10' x CL*10' x CL*10' area is considered to be a different plane (your choice)

Combat effects:

[Wiz SL2] Summon Monster II: 1 DL 2 or 1d3 DL 1 creatures to fight for you {1 creature}

[Psi-12L minor] Dispel Anti-Psi: Dispels one anti-Psi effect

[Wiz SL7] Magic Missile 7: (CL+1)*7/2 missiles, each does 1d4+1 force dmg (no save)

[Psi6E Major] Voices: 2 saves:fail 1=insan., fail 2=ultrablast

[Psi9 Grand] Temporal: Stop Time: CH*3' radius Time Stop

[Pri SL4] Hold Person/Monster 4: Hold 6 person or 4 monster targets (save)

[Psi29 minor] Domination:

[Pri SL6] Hold Person/Monster 6: Hold 8 person or 6 monster targets (save)

[Wiz SL8] Incurse (Rewrite Out of Time): Target being or object is Rewritten out of time (i.e. Incursed) (RSW save)

[Wiz SL11] Death Spell 11: Slay 11d12 HD of creatures (save)

[Psi6E Major] Quasit/Imp Servant: Transform a larva into an imp or quasit

[Psi15 Major] Hypnotism: Hypnotism

Dungeon082420 - Dungeon Level 19 (Give Yourself A Big Round Of Applause)

Room # 11

Cistern (holds water) - 5ft. long x 20ft. wide x 50ft. tall

Walls of Water; table (small); acrid smell; coughing

Time Door (goes to another time) on the north wall leading to a 40ft. long x 25ft. wide x 5ft. tall hallway.

Sample Names: Helbrea the tasteless Insect Samurai (Training); Darvian the loathsome Underground Swarm (Gravity)

Get it on! Trap; DL 19; Search DC 197 (Psionicist CL 38, no resistance)

Pillar or Column that (causes/has/or is) Magical Pool/Throne: Turns gold into platinum (50%) or lead (50%)

[x2] Room is permanently/continuously ****Cursed**** (Ancient Foul Cursed)ed, only creatures immune or bubbled against it can fu
330,005gp

coal

a trendy striped sweater, +7 AC, 900gp

Jug of Yellowish Ass Juice;; 1V: Multilated(destructed) Beam: Do this Status

Effect to one target (no save) ; CL 93; SL 19; 361710gp

Stormrider Hauberk: Equip: Pay 13 Wis and "Equipped creature gets

+115 to hit/dmg and +65 AC/saves and 6 hp"; 361760gp

DL XIX Huge Blackened Cereals x(110) x[4] x[[2]]

|...^∞|AC|...^∞| 3628, HD 153, lifep 449920, AllR 277% #Att 24, TH ÷ AC/Save DC by 380, i^6 dmg 1450

Str 134, Dex 87, Con 128, Int 99, Wis 39, Chr 48, 3.2E+2kxp

Jebus (A being of your choice is Immune (can't drop) Healing (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Psi-9 Major] Molecular Maintainer: Resist Disruption; Immune Disintegration

[Psi23 Major] Conjunction Cloud: Cloud/Radiance elemental to do service

[Psi6G minor] Mage's Staff of Light: Dispel Evil 1/r

[Psi18 Ultra] Null Void: Null Dome: 3*LVL% irreducible PsiR

[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).

[Psi-2 minor] NoBlink: Blinking does not function within 100'; within 1000'

[Wiz SL4] Globe of Invulnerability 4: Immune to spells with SL=0 to 3

[Pri SL2] Resist Elements: -12 dmg/r from 1 of: acid/cold/lightning/fire/sound {Touch, 1 creature}

[Psi54 Grand] Flame Being: Fire Shield (SL*10% damage back to attacker); Deal +SL fire dmg with melee attacks

[Psi54 minor] Gravity Decrease: Increase gravity in room or object/person by SL G's (x1 Special)

[Psi-3 Major] Replacement: Dispel displacement effect, or you ignore displacement for 1 turn

[Psi8 Major] Unusual Mix: May construct your tech items using "Unusual Materials" chart, this may have odd effects

Combat effects:

[Psi29 Major] Deflection:

[Pri SL6] Summon Nature's Ally VI : Calls creature to fight.

[Wiz SL9] Temporal Stasis: Puts subject into suspended animation.

[Wiz SL5] Fireball 5: CLd10 fire dmg to a group (save:½)

[Psi3½ Major] Psionic Revivify: Return the dead to life before the psyche leaves the corpse.

[Psi9 minor] Hypnosis: One creature hypnotized (save)

[Psi81 Ultra] Energy Blast IV: [Pick an element] CLd30 dmg of that element (one group, no save)

[Pri SL1] Entwine: As Entangle, 1 target, -4 to save

[Psi54 minor] Mimic: 1bM: Fork a spell level 0 to SL effect

[Psi45 Major] Gestalt: Major: 1M: Do 2 Minor powers that you know; Grand: 1M: Do 2 Major powers that you know; etc.

[Wiz SL12] Ray of Enfeeblement 12: -60 physical stat points (randomly distributed in packets of 5) (save per packet)

[Psi54 minor] Mind Blast: SL Int dmg to one target (no save)

Dungeon082420 - Dungeon Level 19 (Good To Go)

Room # 12

Waiting Room - 25ft. long x 10ft. wide x 50ft. tall

rod, mixing/stirring; pulpit; grating; rotting vegetation smell

Sliding Door (slides left/right into wall) on the east wall leading to a 10ft. long x 25ft. wide x 15ft. tall hallway.

Sample Names: Zinder the discourteous Shatter Avalanche (Knife); Marozia the base American Photon (Zip-line)

Reset (Self or Other) Trap; DL 19; Search DC 193 (Wizard CL 38, no save)

Fountain that (causes/has/or is) Wish Fulfillment

[x2] Immortals cannot feel, hear, or sense into this room unless they are actually there; Divine Intervention fails
18,787gp

tripod

vial of mucous, 'remove curse' 'know alignment' 'poison' ", 65gp

Olive drab Rope [14d12] +1088 Th/+22 dmg 16+/x6; 1M: SL*CL/2 Light damage

(no save) and SL/2 instances of blindness (save); CL 123; SL 19, 205340gp

Jug of Chrome Cerebrospinal Fluid;; 1M: Obliterated(destroyed) Bolt-On: Do this Status

Effect to one target (Spell save: 0) ; CL 78; SL 19; 361280gp

DL XIX Colossal Sepia Eggplants x(319) x[4]

iiAC 3617, HD 609, i^10 hp 97024, XR 250% #Att 7, TH ÷ AC/Save DC by 380, i^4 dmg 10845

Str 30, Dex 37, Con 97, Int 123, Wis 73, Chr 44, 3.2E+2kxp

Fuck (A being of your choice is Ego-Dominated (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Pri SL1] Sanctuary (1): Opponents must make save to attack target {Touch, 1 creature}

[Psi-6E minor] Demonfire: Spend the Q points from non-Psi(-6) frequencies. Your next attack is at +Q to hit.

[Psi45 Grand] Energy Doppelganger: Mirror Image (1 image), it has SL^3 hp; it flies at SL*3"; you can cast Psi45 effects through it

[Wiz SL7] Globe of Invulnerability 7: Immune to spells with SL=0 to 6

[Wiz SL7] Fire Shield 7: Anyone who melees with you takes 150% dmg back

[Psi6E Major] Cloak of Darkness: Imp.Invis., Immune to Detection/Location

[Psi-3 Super] Armageddon: Destroy a demiplane (will probably get Objected to unless it's empty)

[Pri SL9] Protection from Fire 9: Stop the next CL*32 fire dmg

[Psi3½ Major] Claws of the Vampire: Heal half of your claw's base damage.

[Pri SL2] Resist Acid and Corrosion: Resist acid {Touch, 1 target}

[Wiz SL2] Anti-Magic Shell 2: Anti-Magic of SL 0 to 1

[Wiz SL12] Eighth & Ninth Level Magic-User Spells:

Combat effects:

[Wiz SL10] Mordenkainen's Disjunction 10: Disjunct 2 effects (any type)

[Pri SL8] Fire Storm 8: (CL+2)d11 holy fire dmg, hits 3 groups (no save)

[Pri SL6] Neutralize Poison 6: Cure 3 poison effects (reverse causes that many, save for each)

[Pri SL9] Cure Wounds 9: Cures 45d8 hp (can take offer of 6 per die -> 270 hp)

[Wiz SL3] Cone of Cold 3: CLd6+CL cold dmg to a group (save:½)

[Psi8 Ultra] Steal Attunement: Allow another to have & use one of the technological objects *anyone* made using Psi8

[Psi30 Ultra] Acid Blast /Toxic Wave: Acid damage, Con resists

[Psi54 minor] Starbolt: CL*(SL+2) plasma dmg to one target (no save)

[Psi72 minor] Disintegration: Disintegrate one nonliving object

[Psi45 minor] Mind Control: Minor: Command (save); Major: Domination (SL/3 saves)

[Wiz SL1] Taunt: One or more creatures of 1 type taunted (save) {1 group}

[Psi6E Major] Hex Bolt: 1 dmg/DPP (Save:½), Curse/Blight

Dungeon082420 - Dungeon Level 20 (No Way)

Room # 1

Antechamber (Entry room into larger room) - 50ft. long x 15ft. wide x 30ft. tall

ledge; hole; murmuring; giggling (faint)

Locked Door, Out of Phase on the east wall leading to a 30ft. long x 25ft. wide x 20ft. tall hallway.

Sample Names: Scur Staffthruster the unloved Wonder Wind (Cannon); Aliiza the hypocritical Scarlet -noid (Screwdriver)

Air in room transforms into Elemental Thorns/Thicket Trap; DL 20; Search DC 212 (10000 Int damage/s, no resistance)(multiple t

Fountain that (causes/has/or is) Anti-Magic

[x2] Room is permanently/continuously *Cursed*ed, only creatures immune or bubbled against it can function here.

350,636gp

brazier/coal

The Arbiter Shoes, 500gp

Cyan Talisman [AT+404] +29 AC/+39 Saves; 1P: Minor: Invisibility; Major:

Improved Invisibility; Grand: Dust of Disappearance; CL 110; SL 20; 72560gp

Bloodforged Eye: Equip: Pay 9 Chr and "Equipped creature gets +121 to hit/dmg and +89

AC/saves and 3200 hp and has Rampage 2, Protection from two-word names and Dethrone.; 401080gp

DL XX Mega-Fine Bluish Sales x(222) x[8]

|iAC| 4020, HD 2.6E+6, i^7 hp 4.4E+8, MR 270% #Att 5, TH ÷ AC/Save DC by 420, i^7 dmg 820

Str 50, Dex 142, Con 67, Int 60, Wis 131, Chr 84, 3.9E+2kxp

Damn Skippy (A being of your choice is Wiped Out(destructed) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Psi45 minor] Illusory Duplication: Mirror Image (SL images)

[Psi29 Grand] Spell Reflection:

[Wiz SL9] Anti-Magic Shell 9: Anti-Magic of SL 0 to 8

[Pri SL5] Summon Monster V : Summons a DL V monster (1 turn)

[Psi45 Ultra] Magnetic Manipulation: SL/2 (round down) instances of Resist magnetism; +SL*10% damage with magnetism effect

[Psi3 Grand] Contingency: Sets trigger condition for another power.

[Psi4 Ultra] Multiplier *2.5: Add 2.5-1 to your multiplier (see [X]). Using a Minor does nothing. Using a Major: +1 mult. in offense

[Psi45 minor] Body Resistance: Physical attacks that do less than SL*2 dmg to you do nothing

[Pri SL7] Regenerate 7: Regenerates 1 hp /s

[Psi16 Grand] Golem Form: Spiderstone: Resist magic; Mouth's P: Web (1 group); FRT LVL*10%

[Psi16 minor] Golem Form: Scarecrow: 1M, gaze: Fascinate (1 target, Will save); Punches are Fascinate branded

[Psi14 Grand] (no name): Your gaze causes Charm (no save, IR)

Combat effects:

[Psi29 Ultra] Nightmare: Removal Beam (Psi 9): -CH/6 to being's multiplier (save:½):

[Pri SL5] Wall of Thorns : Thorns damage anyone who tries to pass.

[Wiz SL2] Web: Save & Str check: Miss 1 = Slow; Miss 2 = Held {1 group}

[Psi54 Major] Animate Image: Summon a DL=SL creature based on an picture/painting you have (the image is consumed)

[Pri SL5] Neutralize Poison 5: Cure 2 poison effects (reverse causes that many, save for each)

[Psi54 Ultra] Magic Blast: CL*SL force dmg to one group (no save)

[Psi9 Grand] Transferer: Steal one power from target (save)

[Pri SL3] Bestow Curse : -6 to an ability; -4 on TH/saves/checks; or 50% lose action

[Wiz SL4] Time Stop 4: Stops time for 1d5 segments

[Wiz SL8] Lightning Bolt 8: CLd16 lightning dmg to a group (save:½)

[Wiz SL9] Wacky Ball 9 / Normal / ½: Ld100, save: ½

[Wiz SL5] Prismatic Wall 5: 5 Prismatic colors or 3 MultiPrismatic colors (may repeat colors in either mode)

Dungeon082420 - Dungeon Level 20 (Shit Snacking Crackers)

Room # 2

Priest's Chamber/Lab - 45ft. long x 10ft. wide x 45ft. tall

decanter; keg; music; steamy near ceiling

Trapped Door, Magic/Psi on the east wall leading to a 40ft. long x 20ft. wide x 10ft. tall hallway.

Sample Names: Goffar the anarchic Countess Thirteen (Pony); Drekkon the dewy-eyed Dragon Imp (Flight Ring)

Sit Down Already! Trap; DL 20; Search DC 211 (Psionicist CL 40, no save)

Illusion that (causes/has/or is) Monster Generator: Animal (summons an Animal every segment)

[x2] Room is permanently/continuously Capital F Folded, only creatures immune or bubbled against it can function here.

140,852gp

water, large puddle

Phoenix RolePlaying Guide, 'charm person' 'charm person' 'sleep' 'weaken', 5gp

Carmine Staff [5d10] ++5 dmg 10+/x6; 1/2P: Return the dead to

life before the psyche leaves the corpse.; CL 100; SL 20, 25364gp

Crystalline Slashing Weapon [16d12] +36 Th/++6 dmg 8+/x5; 1M: As the 5th level Wizard spell; CL 84; SL 20, 25384gp

DL XX Fine Flesh Captions x(333) x[4]

iiiiAC 4001, HD 16, i^10 hp 411, MR 247% #Att 30, TH ÷ AC/Save DC by 420, i^9 dmg 8004

Str 94, Dex 42, Con 148, Int 87, Wis 79, Chr 137, 3.9E+2kxp

Shit (A being of your choice is Incoherent(unaware) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Psi-12C minor] Cthulhoid Aura: You look like a cthulhoid beast, gaze to fear (save vs. Will)

[Psi-12L Major] Effect Immunity: Pick any spell or power. You are immune to that effect.

[Pri SL8] Protection from Fire 8: Stop the next CL*28 fire dmg

[Psi4 Grand] Spell *2: One spell that you know has it's effect multiplied by 2, or costs only 1/(2*2-1) of a spell slot

[Wiz SL11] Fifth Level Magic-User Spells (DM2): Can cast one 5th Level Wizard spell per round as Z action

[Psi45 Ultra] Force Field vs. Physical: -SL per physical attack

[Psi1 Ultra] Shotokan Spirit: Know and can use all Psi0 minor/major/grand powers

[Pri SL2] Resist [E=1 eelement]: Pick an EE=1 eelement, you resist it for 1 hour.

[Wiz SL11] Continuous (one spell is continuous):

[Wiz SL10] Fourth & Fifth Level Magic-User Spells:

[Wiz SL1] Blink Wounding: Caster "blinks" randomly if struck by weapon

[Pri SL5] Protection from Fire 5: Stop the next CL*16 fire dmg

Combat effects:

[Psi-5 Major] Beam of Nothing: CL*CL dmg in a 30' line (no save); they lose next F action (save)

[Psi54 Grand] Starbolt: CL*(SL+2) plasma dmg to one target (no save)

[Wiz SL3] Summon Monster III : Calls outsider (DL 3) to fight for you.

[Wiz SL7] Cone of Cold 7: CLd14+CL cold dmg to a group (save:½)

[Pri SL5] Insect Plague : Insect horde limits vision, inflicts damage, creatures flee.

[Psi72 minor] Snare: Target can't move (Reflex save)

[Psi45 Major] Hard Radiation: SL*CL/2 Radiation damage and SL Con damage (1 group, no save)

[Wiz SL11] Negation Blast: all x1 items within 30 yards turn off for 1t

[Psi5 Major] Disjoin Magic: Mordenkainen's Disjunction (as spell)

[Pri SL6] Hold Person/Monster 6: Hold 8 person or 6 monster targets (save)

[Psi10 Major] Crush: Crush an item (item save vs. crushing blow)

[Wiz SL4] Time Stop 4: Stops time for 1d5 segments

Dungeon082420 - Dungeon Level 20 (Fo' Sho')

Room # 3

Wine Cellar - 25ft. long x 25ft. wide x 35ft. tall

pipes (musical); Floors of Souls; bang, slam; footsteps (side)

Teleport Door (other side is far away) on the north wall leading to a 25ft. long x 10ft. wide x 5ft. tall hallway.

Sample Names: Haroistem the smelly Monsieur -iac (Spores); Heredel the rebellious Jade Brotherhood (Armor)

Power Word Blind 12 Trap; DL 20; Search DC 210 (Wizard CL 40, no save)

Door, Secret that (causes/has/or is) Magical Pool/Throne: Turns gold into platinum (50%) or lead (50%)

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Year
50,179gp

morning star

the bush and appear unscathed the othe, 0gp

Robe of Useful Items, 10150gp

Aquamarine Shoes: +3 Level(s) in a Psionicist Group Class; 400150gp

DL XX Mega-Diminutive Plummy Basins x(175) x[5] x[[4]]

i^8 AC 4004, HD 5.2E+6, i^10 hp 8.5E+8, TR 289% #Att 27, TH ÷ AC/Save DC by 420, i^8 dmg 3209

Str 116, Dex 45, Con 84, Int 128, Wis 78, Chr 120, 3.9E+2kxp

Ugh (A being of your choice is Decayed(sick) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Psi54 Grand] Mystic Shield: SR SL*CL

[Psi6G Ultra] Inconvenience Immunity: Immune to Set, Truename, Crapped, Slain, As You Are

[Wiz SL7] Armor 7: +CL*14 current hp

[Psi27 Grand] The Sorting: Shapechange, but can merge and assume qualities of LVL creature types.

[Wiz SL7] Anti-Magic Shell 7: Anti-Magic of SL 0 to 6

[Wiz SL7] First Level Magic-User Spells (DM2): Can cast one 1st Level Wizard spell per round as Z action

[Psi12T Major] Magic Resistance: Level*5% MR

[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

[Psi54 minor] Stretching: Can melee up to SL people per round that aren't in your group

[Psi45 Major] Hyper-Invention: (12-SL)M: Create a TechL=SL*2-3 object (see [Q8], can have at most LVL of these objects)

[Wiz SL10] Fourth & Fifth Level Magic-User Spells:

[Psi-12L Major] Globe of Low Resistance: Immune to SL 0-2 (all types), Resist SL 3-4 (all types)

Combat effects:

[Pri SL6] Mass Remove Curse: Remove Curse on 6 targets or 1 group

[Pri SL10] Creeping Doom 10: (1d7+11)*160 insect dmg

[Psi-12L minor] Law Bolt: CLxCL mental dmg to 1 target (Reflex:½); C-align x2 dmg

[Wiz SL5] Twilight: Target is Twilighted for CL segments (Will save)

[Psi3½ Major] Baleful Teleport: Destructive teleport deals 9d6 damage.

[Pri SL2] Withdraw: Get 1r of actions per 1s; only cure self & Div {self only}

[Psi6E minor] Cause Moderate Wounds: Does 2d8+1 damage by touch (no save)

[Wiz SL7] Time Stop 7: Stops time for 1d2 rounds

[Psi3½ Major] Dismiss Ectoplasm: Dissipates ectoplasmic targets and effects.

[Pri SL5] Creeping Doom 5: (1d2+4)*60 insect dmg

[Wiz SL10] Control Gravity: +- 1 G gravity per level in large area for 1t

[Pri SL2] Treat Moderate Wounds: Cure 20% of max hp {Touch, 1 creature}

Dungeon082420 - Dungeon Level 20 (For Shizzle)

Room # 4

Warrior's Chamber/Lab - 40ft. long x 10ft. wide x 50ft. tall

hamper; pentagram; steamy; manure smell

Energy/Elemental Door on the south wall leading to a 50ft. long x 5ft. wide x 10ft. tall hallway.

Sample Names: Kavindra the brave Masked Dinosaur (Paranormal); Massah the attractive Wind Racer (Power)

Mordenkainen's Disjunction 12 Trap; DL 20; Search DC 214 (Wizard CL 40, no resistance), (multiple targets)

Force Field that (causes/has/or is) Monster Generator: Elemental (summons an Elemental every segment)

[x2] Ultraplanar beings cannot taste, see, or sense into this room unless they are actually there; Divine Intervention fails
258,578gp

dish

a comfortable leather couch, 0gp

Smoky Scarab [AT+38] x4 AC/+28 Saves; 1M: x32 mass; +5 Str; -5/attack (physical or energy); CL 96; SL 20; 23655gp

Strata Cloak: Equip: Pay 21 Luck and "Equipped creature gets

+13 to hit/dmg and +9 AC/saves and 900 hp"; 400650gp

DL XX Macro-Small Rust Beeches x(209) x[6]

iiiAC 4029, HD 20482, i^5 hp 3.3E+6, RR 222% #Att 29, TH ÷ AC/Save DC by 420, i^13 dmg 3207

Str 77, Dex 145, Con 96, Int 96, Wis 129, Chr 123, 3.9E+2kxp

Right On (A being of your choice is *Cursed* (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Pri SL4] Immune [E=1 element]: Pick an E=1 element, you are immune to it for 1 hour. (This immunity does not "spread" into ot

[Psi54 Major] Animate Objects: Animate Objects as if they were a DL=SL Golem summon

[Wiz SL6] Armor 6: +CL*12 current hp

[Pri SL8] Regenerate 8: Regenerates 2 hp /s

[Wiz SL11] Anti-Magic Shell 11: Anti-Magic of SL 0 to 10

[Psi-2 Grand] Elemental Composition: Can be any Normal/Para/Quasi Eele ; Can be Semi Eele

[Pri SL10] Resist Fire/Resist Cold 10: Take -90% dmg vs. fire or cold

[Wiz SL12] Fire Shield 12: Anyone who melees with you takes 275% dmg back

[Psi3½ Major] Truevenom: Your natural weapons are covered in horrible poison.

[Psi100 Grand] Psionic Disruption: No psi powers (any freq.) can be used in 50'r

[Pri SL3] Protection From Fire: Immune normal fire; Absorb 12*CL dmg fire (or) Resist Fire

[Psi24 Ultra] Rogue points 40: This class gives an extra +40 Rogue points per level.

Combat effects:

[Psi29 Grand] Grand Detonate (Psi2):

[Wiz SL7] Ray of Enfeeblement 7: -35 physical stat points (randomly distributed in packets of 5) (save per packet)

[Wiz SL7] Delayed Blast Fireball : A fireball with +1 bonus to any dice, and can be delayed for up to 5 rounds

[Wiz SL9] Power Word Blind 9: Blinds & stuns a creature if current hp < 160 (no save)

[Psi-9 minor] You'll Shoot Your Eye Out!: Target loses 1 eye (no save)

[Psi30 Grand] Power Beam: Astral damage

[Pri SL5] Greater Command : As command, but affects one subject/level.

[Psi1 Ultra] Wish: Wish (as spell), or any Psi2 Dev/Sci/High Sci

[Psi3½ Grand] Co-opt Concentration: Take control of foe's concentration power.

[Psi2 minor] Sensory Suppression: Blindness and Deafness; Loses all 5 senses

[Wiz SL11] Immediate Monster Summoning XI: Summons a DL IX monster without summoning sickness

[Wiz SL5] Summon Monster V : Calls outsider to fight for you.

Dungeon082420 - Dungeon Level 20 (Yer)

Room # 5

Crypt / Burial Chamber - 50ft. long x 40ft. wide x 25ft. tall

votive light/candle; cloth (altar); wind, strong, gusting; chanting

Plant Door (as the spell) on the north wall leading to a 45ft. long x 15ft. wide x 5ft. tall hallway.

Sample Names: Ekialde of the Evening Eye the beautiful Mind Corp (Analyzer); Orban the foul Seagoing Engineer (Shield)

Ingested Blizzard Trap; DL 20; Search DC 219 (3000 idamage, no save)

Vegetation that (causes/has/or is) False

[x2] Immortals cannot taste, see, or sense into this room unless they are actually there; Divine Intervention fails

212,748gp

bones

the waterbed, 5000gp

Blue Hanger: +3uncJQ"Any" Action(s); 400480gp

Dagger Arrows: Equip: Pay 17 Chr and "Equipped creature gets

+13 to hit/dmg and +73 AC/saves and 2916 hp".; 400730gp

DL XX Colossal Chestnut Voyages x(258) x[8]

||iAC|| 4002, HD 655, i^5 hp 1.1E+5, ER 256% #Att 33, TH ÷ AC/Save DC by 420, i^10 dmg 805

Str 104, Dex 109, Con 41, Int 91, Wis 100, Chr 42, 3.9E+2kxp

Right (A being of your choice is Immune (can't drop) Hastes (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Psi45 Grand] Force Field vs. Power Manipulation: ER 10*SL%

[Psi9 Major] Control Body Molecules: Shapechange (as spell), even to objects

[Wiz SL8] Anti-Magic Shell 8: Anti-Magic of SL 0 to 7

[Pri SL8] Sphere Of Security: Friends get +2 AC,+2 saves, +50% MR, 4 Pro.scroll effects 1h

[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.

[Psi24 minor] Rogue points 10: This class gives an extra +10 Rogue points per level.

[Psi14 minor] (no name): Hit only by +LVL or better weapons

[Psi3½ Major] Inertial Barrier: Gain DR 5/-.

[Wiz SL3] Haste: +1 P, +1V to one group

[Psi6N Super] Create/Destroy Conduit: Creates or Destroys 1 Conduit, Wormhole, Gate, Color Pool

[Pri SL6] Resist [E=6 element]: Pick an E=6 element, you resist it for 1 hour.

[Psi4 minor] Money *1.25: How much money you get in dungeon is multiplied by 1.25 (only affects you, not whole party)

Combat effects:

[Psi-6E minor] Evil Eye: Target's AC becomes 66-CL^2 (Petrif save at -CL); "/cr" means "per complete round"

[Wiz SL4] Magic Missile 4: (CL+1)*2 missiles, each does 1d4+1 force dmg (no save)

[Psi6E Major] Vapors of Weakness: 2 saves:fail 1=Str 1, fail 2=unc.6d4r

[Psi-17 Grand] (no name): Call Chaos: LVL random groups take 75 Chaos dmg (include PC in possibilities)

[Psi6E Major] Mass Telekinesis: Maintenance cost=Initial/10 per round

[Psi6E minor] Taunt: Similar to wizard spell "Taunt"

[Pri SL6] Cure Wounds 6: Cures 21d8 hp (can take offer of 6 per die -> 126 hp)

[Pri SL1] Call Lightning 1: (CL+2)d4 lightning dmg (save:½) (halve the die type if not outside)

[Pri SL5] Limited Cureall: Cureall, target must Fort save vs. # hp down (+10 per other effect)

[Psi45 minor] Geoforce: 1bM: Stop or Create an Earthquake, Landslide, etc. Damage would be CL*SL Earth to a group (save for 0

[Wiz SL2] Death Spell 2: Slay 2d12 HD of creatures (save)

[Wiz SL7] Dispel Exhaustion 7: Restore 90% of dmg taken, get an Original Haste 7 for 1 round

Dungeon082420 - Dungeon Level 20 (Uhhuh)

Room # 6

Laboratory - 20ft. long x 50ft. wide x 35ft. tall

trough; pot; breeze, slight, damp; bellow (ing)

Iron Door, Normal on the east wall leading to a 10ft. long x 5ft. wide x 10ft. tall hallway.

Sample Names: Rashedralle the righteous Liberty Assassin (Engine); Erobia the battling Winter People (Paranormal)

Secret Portcullis Trap; DL 20; Search DC 209 (800 Wis damage, DC 219 RSW save for 1/3)

Container (Barrel, Jar, Vase, etc.) that (causes/has/or is)

Monster Generator: Water (summons a Water every segment)

[x2] Room is permanently/continuously Annihilated, only creatures immune or bubbled against it can function here.

69,464gp

broken pole

gauntlets of the eye, +1 AC, 1850gp

Cobalt Ring: Free Archer Kit: Bows use the "Dagger"

line for number of attacks., Free bonus Bowyer/Fletcher proficiency; 400280gp

Rian's Ethmoid bone: +14 to Str; 1P: Summon CCL*7 DL 0 Plants or 10 DL III Beasts. ; CL 120; SL 20; 400200gp

DL XX Mega-Tiny Multi-Colored Radios x(325) x[8]

i^7 AC 4008, HD 1.0E+7, lifep 1.8E+9, MR 280% #Att 8, TH ÷ AC/Save DC by 420, i^10 dmg 820

Str 37, Dex 122, Con 71, Int 41, Wis 81, Chr 143, 3.9E+2kxp

For God'S Sake (A being of your choice is Stoned(high) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Pri SL7] Repulsion : Creatures can't approach you.

[Wiz SL2] Resist Elements: -12 dmg/r from 1 of: acid/cold/lightning/fire/sound {Touch, 1 creature}

[Wiz SL8] Time/Reality Stability: Time/Reality Stability (duration 1 day), reverse removes it (Spell save)

[Pri SL7] Spell Immunity 7: Be immune to 4 spells by name

[Psi3 Grand] Breath of the Dragon: Breath fire for 11d4 damage.

[Wiz SL1] Radiation Resistance: RR 60+CL*5% [duration 1 hour]

[Psi7 minor] (no name): Pick a stat. Whenever you touch someone, they take (CL+1)/2 ability damage to that stat (PPD save)

[Wiz SL7] Spell Turning (2): Turns a spell back to it's caster

[Pri SL1] Goodberry: 8 berries can cure 1 hp or act as 1 full meal. 8 berries are always created.

[Psi45 Major] Ionization: Lightning shield (xSL/10 damage back)

[Pri SL4] Free Action: Immune stun, hold, paralysis, summoning sickness

[Psi12T Grand] Spell Turning: Spell Turning (as spell)

Combat effects:

[Pri SL7] MultiHeal : Cure all dmg + disease,blind,insanity,feeblemind (6 targets)

[Psi19 minor] Fear: Fear (Will save)

[Psi29 Grand] Grease Bolt LVLd8:

[Psi54 Major] Hypnotism: Hypnosis (SL saves)

[Wiz SL4] Alley Summoning IV: Summons a DL VIII alley monster, under your control, 4% chance per segment of losing control

[Psi45 minor] Disruption: Minor: Target takes CL*SL disruption damage (no save); Grand: The damage given plus a Disintegrate

[Psi54 Major] Earth Animation: Summon a DL=SL Earth Elemental

[Psi6G V] Vanish: One target disappears from multiverse for CL segments (unwilling may roll vs. GR)

[Wiz SL9] Power Word Kill 9: Kills a creature if current hp < 120 (no save)

[Pri SL2] Heal 2: Cure to 10% of max hp (max Heal 2 can cure at once = 62 hp)

[Psi-2 Major] Acidify: (level)d6 acid dmg (save:½); (2*level)d6 acid damage

[Wiz SL9] Dispel Exhaustion 9: Restore 96% of dmg taken, get an Original Haste 9 for 1 round

Dungeon082420 - Dungeon Level 20 (Shut Up)

Room # 7

Library - 50ft. long x 15ft. wide x 30ft. tall

fireplace; phial; smoky smell; steamy near ceiling

Stone Door, Normal on the north wall leading to a 5ft. long x 25ft. wide x 5ft. tall hallway.

Sample Names: Hatcher the carnivorous Sergeant Infantry (Curse); Krillus the carnivorous Wild Harrier (Ornithopter)

Crushing Door Trap; DL 20; Search DC 217 (210 Wis damage, no resistance)

Room (Floor) that (causes/has/or is) Talks - Nonsense

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Month
4,065gp

paper

Jester's Multicolored Tunic, 500gp

Rian's Fibula bone: +17 to HNCL; 1M: You take half damage

and your ally takes the remainder for 1hr/level.; CL 120; SL 20; 400850gp

Rian's Quadriceps femoris muscle: +51 to Con; 1P: Switch current

hp totals with someone (no save).; CL 73; SL 20; 400190gp

DL XX Medium Prismatic Bulls x(94) x[6]

iiiAC 4006, HD 56, i¹¹ hp 6704, XR 272% #Att 40, TH ÷ AC/Save DC by 420, i⁵ dmg 815

Str 119, Dex 75, Con 100, Int 94, Wis 73, Chr 99, 3.9E+2kxp

Jinkes (A being of your choice is Gibbed(unique) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Psi3½ Grand] Mind Blank, Personal: You are immune to scrying and mental effects.

[Wiz SL3] Psionic Resistance: PsiR 40+CL*5% [duration 3 hours]

[Pri SL8] Sphere Of Security: Friends get +2 AC,+2 saves, +50% MR, 4 Pro.scroll effects 1h

[Pri SL2] Protection from Fire 2: Stop the next CL*4 fire dmg

[Pri SL2] Aid: Bless; +2d8 (choose 1 die) hp (can above max) {Touch, 1 creature}

[Psi54 Major] Poison Touch: Your next attack is poisonous (Death or (SL-1)*10 dmg if they make the save)

[Wiz SL5] Extra Group +1: The next spell you cast will affect +1 groups of monsters

[Pri SL7] Protection from Death: Immune to slain and Slain

[Pri SL1] Sanctuary (1): Opponents must make save to attack target {Touch, 1 creature}

[Psi54 Major] Animate Objects: Animate Objects as if they were a DL=SL Golem summon

[Pri SL8] Extra Group +2: The next spell you cast will affect +2 groups of monsters

[Psi4 Major] Item *1.5: How many of an item exists is multiplied by 1.5 (you need a Grand to duplicate a x2 item)

Combat effects:

[Pri SL6] Dispel Magic 6: Dispel 4 magic effects

[Wiz SL10] Monster Swarm Summoning X: Summons CL/4 (round down) DL IX monsters

[Psi-12T Major] Bring Animals IV: Summon CL Animals using ML IV chart, you pick the result

[Pri SL4] Flame Strike 4: CLd6 holy fire dmg (save:½)

[Pri SL5] Rainbow: Creates a rainbow bridge (or) CL bolts d8 dmg 1 target each

[Psi6G Ultra] Temporal Distortion: Target gains another half-segment of actions after the current half-segment

[Psi6E Major] Howling Thunder: Randomly summons 6d20 abyssal spirits

[Psi-6G minor] Glimmer †: 1bM: Target can't be directly targetted; effects on him (including this) can still be targetted

[Wiz SL3] Hold Person: Holds up to 4 people

[Psi9 Major] Molecular Disrupter: CHd10 Disruption damage (save:½)

[Psi-3 Grand] Replace: Put an object into someone's inventory (Reflex save)

[Pri SL6] MultiCure Deadly Wounds : Cure 8d8+10 or 58 to 6 different targets

Dungeon082420 - Dungeon Level 20 (Damn)

Room # 8

Gardens - 25ft. long x 40ft. wide x 30ft. tall

stuffed animal; peephole; still, warm (or hot); whining

Sliding Door (slides left/right into wall) on the north wall leading to a 20ft. long x 20ft. wide x 20ft. tall hallway.

Sample Names: Zezen the enigmatic Steel Detective (Mist); Cafal the brave Tomorrow Alliance (Electro-)

Prismatic Wall 12 Trap; DL 20; Search DC 218 (Wizard CL 40, no save)

Room (Floor) that (causes/has/or is) Talks - Spell Casting

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Month
184,318gp

stool

a circle of tears, +3 AC, 750gp

Chartreuse Talisman [AT+42] +483 AC/+39 Saves; 1V: You gain x2 multiplier;

Sentinel's powers of level = (CL-21)/7; CL 130; SL 20; 86850gp

Oil of Etherealness, 8420gp

DL XX Mega-Tiny Flesh Straws x(253) x[8]

iiiAC 4009, HD 1.0E+7, i^5 hp 1.7E+9, ER 223% #Att 22, TH ÷ AC/Save DC by 420, i^13 dmg 1602

Str 97, Dex 144, Con 114, Int 131, Wis 113, Chr 138, 3.9E+2kxp

Shitballs (A being of your choice is Jinxed(cursed) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Psi29 Major] Protection (random scroll):

[Pri SL2] Aid: Bless; +2d8 (choose 1 die) hp (can above max) {Touch, 1 creature}

[Psi9 Ultra] Thought: No Body: You no longer have/need a physical body

[Wiz SL11] Duplicate Mechanism: duplicate a technology item

[Psi-2 Major] Insens. to Psychic Imp.: Resist Psionics; Resist Anti-Psionics

[Pri SL8] Extra Group +2: The next spell you cast will affect +2 groups of monsters

[Wiz SL4] Polymorph Self : You assume a new form (no innate abilities)

[Pri SL8] Antimagic Field : Negates magic within 10 ft.

[Pri SL9] Protection from Fire 9: Stop the next CL*32 fire dmg

[Psi6G Major] Spare Silver Cord: Have an extra Silver Cord (can raise multiple times)

[Wiz SL2] Blur (3): 20% WR vs. creatures without True Sight {self only}

[Wiz SL10] Globe of Invulnerability 10: Immune to spells with SL=0 to 9

Combat effects:

[Psi-12L minor] Phantasmal Killer: Phantasmal Killer

[Psi-2 minor] Taste Less: Cannot taste, drink potions, eat pills (save); Target cannot smell

[Wiz SL5] Feeblemind 5: -25 mental stat points (randomly distributed in packets of 5) (save per packet)

[Psi10 Grand] Dream of Death: Death Spell 5d20 HD (save vs. Death Magic), sleeping targets get no save

[Pri SL4] Dispel Psionics: Cancels psionic effects

[Pri SL7] Heal 7: Cure to 125% of max hp (max Heal 7 can cure at once = 1250 hp)

[Wiz SL6] Summon Monster VI : Calls outsider to fight for you.

[Wiz SL7] Magic Missile 7: (CL+1)*7/2 missiles, each does 1d4+1 force dmg (no save)

[Wiz SL11] Cone of Cold 11: CLd22+CL cold dmg to a group (save:½)

[Wiz SL10] Meteor Swarm 10: 5 meteors each dealing 12d5 earth dmg & same fire dmg (save:½ for fire)

[Psi19 Grand] Energy Absorption: 1bM: Absorb up to CL HD of an energy attack, affects everyone in your group

[Psi54 Grand] Bio-Energy Blast: CL*(SL+2) force dmg to one target (no save)

Dungeon082420 - Dungeon Level 20 (No Diggity)

Room # 9

Conjuring - 15ft. long x 15ft. wide x 40ft. tall

knives; Chimney; "Bleah!" (off in the distance); hissing

Archway (open) on the south wall leading to a 10ft. long x 25ft. wide x 25ft. tall hallway.

Sample Names: Zipacna the rabid Brother Three (Orb); Nycanora the wondrous Royal Mafia (Plane)

Deeper Passage Trap; DL 20; Search DC 201 (560 idamage, DC 209 RSW save to negate)

Well that (causes/has/or is) Poison

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Reset

163,098gp

magnet

a spotted handkerchief, 30gp

Vial of Prismatic Discharge;; 1/2M: Atomized(destroyed) Bolt-On: Do this Status Effect

to one target (Spell save: 0) ; CL 94; SL 20; 400490gp

Ruddy Glasses: Free Armor Proficiency (medium) Feat: [Collective

Ruling] No rogue penalties in medium armor; 400870gp

DL XX Macro-Tiny Garnet Violets x(236) x[7]

iiiAC 4039, HD 10243, i^11 hp 1.7E+6, RR 289% #Att 29, TH ÷ AC/Save DC by 420, i^11 dmg 12009

Str 133, Dex 112, Con 103, Int 72, Wis 38, Chr 126, 3.9E+2kxp

Somebody Get A Mop & Bucket (A being of your choice is Rek'd(humiliate) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Psi54 Major] Mystic Shield: SR SL*CL

[Psi16 Ultra] Golem Form: Drolem: [Pick an E=1 to E=3 element] Immune to that element; Mouth's P, 1/3r: Breathe that element

[Psi60 Major] Anti-Missile Barrier: Ranged: +LVL/2 AC, -LVL dmg per hit/succ

[Wiz SL1] Fire Shield 1: Anyone who melees with you takes 10% dmg back

[Pri SL2] Aid: Bless; +2d8 (choose 1 die) hp (can above max) {Touch, 1 creature}

[Psi4 minor] Money *1.25: How much money you get in dungeon is multiplied by 1.25 (only affects you, not whole party)

[Wiz SL4] Stoneskin (2): 4+CL/2 stoneskins; they "leak"

[Psi3 Super] True Telekinesis: Lift or move 500 lb./level at long range.

[Pri SL7] Spell Immunity 7: Be immune to 4 spells by name

[Pri SL7] Protection from Fire 7: Stop the next CL*24 fire dmg

[Wiz SL11] Bestow Save: get saves vs effects with no save 1t/lvl

[Psi45 minor] Kinetic Control: SL/2 (round down) instances of Resist telekinesis; +SL*10% damage with telekinesis effects

Combat effects:

[Wiz SL8] Dispel Magic 8: Dispel 6 magic effects

[Pri SL8] Heal 8: Cure to 150% of max hp (max Heal 8 can cure at once = 1500 hp)

[Wiz SL6] Vorp: Target is Vorpalled (PP save)

[Wiz SL1] Death Spell 1: Slay 1d12 HD of creatures (save)

[Psi54 Grand] Water Animation: Summon a DL=SL Water Elemental

[Psi15 minor] Charm Person: Charm Person

[Psi-6E minor] Darkbolt N: ½M, -1 current hp: Target takes CLd4 darkness dmg (no save) and stun 1 segment (Para save)

[Psi54 Ultra] Telekinesis: Telekinesis CL*SL*10 lbs.

[Wiz SL10] Feeblemind 10: -50 mental stat points (randomly distributed in packets of 5) (save per packet)

[Wiz SL8] Death Spell 8: Slay 8d12 HD of creatures (save)

[Wiz SL5] Dispel Exhaustion 5: Restore 75% of dmg taken, get an Original Haste 5 for 1 round

[Psi14 Major] (no name): Force Shapechange or Wrench

Dungeon082420 - Dungeon Level 20 (Woo)

Room # 10

Class - 15ft. long x 20ft. wide x 20ft. tall

carpet (largish); candlestick; cold current; tapping

Teleport Door (other side is far away) on the east wall leading to a 50ft. long x 5ft. wide x 5ft. tall hallway.

Sample Names: Magda the diseased Platinum Squadron (Stinger); Thorbrand Blackknife the odious Sand Duo (4x4)

Annihilation Bolt Trap; DL 20; Search DC 204 (Psionicist CL 40, DC 220 PPD save for half)

Statue 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] Ultraplanar beings cannot see, feel, or sense into this room unless they are actually there; Divine Intervention fails

20,883gp

armoire

fluffy slippers, +1 AC, 50gp

Iridescent Bottle: +10 level(s) of exceptional Con; 400340gp

Umbral Blade: Equip: Pay 129 PSP(s) and "Equipped creature gets +52 to hit/dmg and

+5 AC/saves and 1734 hp and has Rampage 12, Renown, Vigilance and Myriad.; 401070gp

DL XX Macro-Fine Drab Geographys x(135) x[8]

iiiAC 4015, HD 2577, i⁶ hp 4.1E+5, PR 270% #Att 23, TH ÷ AC/Save DC by 420, i⁸ dmg 817

Str 51, Dex 87, Con 81, Int 61, Wis 126, Chr 112, 3.9E+2kxp

Jinkes (A being of your choice is Enslaved (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Psi3½ Super] Metamorphosis, Greater: Assume shape of any nonunique creature or object each round.

[Psi2 minor] Awe: Won't attack caster (save); No save

[Wiz SL6] Tenser's Transformation 6: +100% of max hp to current hp, +2 TH melee

[Psi45 Major] Magnetic Manipulation: SL/2 (round down) instances of Resist magnetism; +SL*10% damage with magnetism effect

[Pri SL9] Petition: auto make next divine intervention roll

[Psi29 Major] Protection (random scroll):

[Wiz SL3] Prismatic Sphere 3: 1 Prismatic color

[Psi81 Ultra] Damage Reduction, Physical, 90%: Take x0.1 damage from physical attacks

[Psi6N Ultra] Bard or Sage Abilities, LVL 12: Get bard or sage abilities of level 11 (max = your level)

[Psi45 minor] Mental Invisibility: Improved Invis.: it's +SL AC instead of +4

[Wiz SL6] Contingency: Each creature can only have 1 Contingency spell on him. If the contingency spell is dispelled, the effect is

[Wiz SL11] Tenser's Transformation 11: +225% of max hp to current hp, +7 TH melee

Combat effects:

[Wiz SL10] Banish Dweomer: Sends target to its home plane (no save, half MR/iMR)

[Psi45 Grand] Radiowave Generation: SL*CL/2 Radiowave damage (1 group, no save, the effect can go through a SL' wall)

[Pri SL6] Remove *Curse*: Removes *Curse*, Capital C Curse (but not Ancient Foul Curse)

[Pri SL7] Neutralize Poison 7: Cure 4 poison effects (reverse causes that many, save for each)

[Psi10 Major] Hold: Hold Monster (save)

[Psi9 Ultra] Nightmare: Removal Beam: -CH/6 to being's multiplier (save:½)

[Wiz SL9] Fireball 9: CLd18 fire dmg to a group (save:½)

[Pri SL6] Really Put of Misery: Target being that is slain is Capital S Slain (no save)

[Wiz SL2] Summon Monster II: 1 DL 2 or 1d3 DL 1 creatures to fight for you {1 creature}

[Wiz SL10] Change Reality: Will duplicate any Wizard spell of levels 0-9 or any other spell of levels 0-8.

[Wiz SL1] Chromatic Orb: 1=Pearly (1d4; light in area; save or blinded for L r or until leaves area), 2=Ruby (1d6, save or -1 Str and

[Wiz SL1] Cone of Cold 1: CLd2+CL cold dmg to a group (save:½)

Dungeon082420 - Dungeon Level 20 (Holy Mother Of God)

Room # 11

Priest's Chamber/Lab - 40ft. long x 35ft. wide x 20ft. tall

box; columns/pillars; dusty; breeze, gusting

Mimic (the monster) on the south wall leading to a 15ft. long x 10ft. wide x 5ft. tall hallway.

Sample Names: Tebryn the uncaring October Avenger (Flaming); Wylen the gelatinous Yak Gang (Revolver)

Injected Bark Trap; DL 20; Search DC 217 (1500 idamage, no resistance)

Fireplace that (causes/has/or is) Appearing/Disappearing

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Day 79,464gp

cobwebs

smithy's hammer, mace, 25d3 (50), 680gp

Rian's Tarsus bone: +6 to Str; 1/2M: Summon a DL=VII red Elemental with +1idmg melee.; CL 100; SL 20; 400150gp

Ochre Book: Free Armor Proficiency (heavy) Feat: [Collective Ruling] No rogue penalties in heavy armor; 400380gp

DL XX Gargantuan Sky-Blue Learnings x(103) x[5]

iiiiAC 4021, HD 329, i^5 hp 52096, MR 269% #Att 36, TH ÷ AC/Save DC by 420, i^13 dmg 4012

Str 81, Dex 105, Con 88, Int 47, Wis 119, Chr 104, 3.9E+2kxp

What A Mess (A being of your choice is Atomized(destroyed) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Psi54 Grand] Gravity Increase: Decrease gravity in room or object/person by SL G's (x1 Special)

[Wiz SL5] Extra Group +1: The next spell you cast will affect +1 groups of monsters

[Psi23 minor] Storm Cloud: Rain/thunder, mini 1-pt. lightning bolts

[Pri SL5] Summon Monster V : Summons a DL V monster (1 turn)

[Wiz SL1] Find Familiar: See [S4], or finds your familiar {1 creature}

[Psi81 minor] Growth 2: +1 size; +2 Str; +2*CL max hp

[Psi4 Grand] hp *2: Multiply hp by 2

[Psi54 minor] Gravity Decrease: Increase gravity in room or object/person by SL G's (x1 Special)

[Wiz SL11] Tenser's Transformation 11: +225% of max hp to current hp, +7 TH melee

[Psi81 Grand] Damage Reduction, Physical, 75%: Take x0.25 damage from physical attacks

[Wiz SL5] Anti-Magic Shell 5: Anti-Magic of SL 0 to 4

[Psi6G Super] Reduplication: Duplicates one (non-magical, non-psionic) item; max TechL = CL

Combat effects:

[Psi45 minor] Disintegration: Major: Disintegrate (save)

[Psi12L Grand] Order Reality: Alter Reality, but effect must be Lawful intent

[Psi72 minor] Energy Blast - Personal: One target takes PL energy dmg (no save)

[Psi54 Ultra] Earth Animation: Summon a DL=SL Earth Elemental

[Wiz SL8] Extract: Extracts memories and thoughts from target (no save)

[Pri SL1] Treat Light Wounds: Cure 10% of max hp {Touch, 1 creature}

[Psi29 minor] Double Pain (Psi2):

[Pri SL10] Remove Curse 10: Cure 7 curse effects (reverse causes that many, save for each)

[Wiz SL7] Death Spell 7: Slay 7d12 HD of creatures (save)

[Psi0 Major] Flash Kick: One kicking attack at +KiL to hit, ignores stoneskins/ironskins: x10 damage, knockdown

[Pri SL6] Really Put of Misery: Target being that is slain is Capital S Slain (no save)

[Wiz SL8] Incurse (Rewrite Out of Time): Target being or object is Rewritten out of time (i.e. Incursed) (RSW save)

Dungeon082420 - Dungeon Level 20 (Yippee)

Room # 12

Corridor - 50ft. long x 35ft. wide x 40ft. tall

carafe (decanter); Walls of Flesh; steamy near floor; clanking

Revolving/Swinging Door on the north wall leading to a 15ft. long x 25ft. wide x 25ft. tall hallway.

Sample Names: Aisha the charismatic Slime Nova (Nuclear); Zaltec the lucky Sovereign Gathering (Bludgeon)

Contact Metallic Trap; DL 20; Search DC 208 (900 Int damage, no save)

Door that (causes/has/or is) Monster Generator: Outer (summons an Outer every segment)

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Half Segment
214,400gp

stool

a cyan stone, +1 AC, 500gp

Rian's Spleen: +57 to Chr; 1M: Animates CL*4 diminutive, CL*2 tiny,

CL small objects, or CL/2 medium objects, ect.; CL 73; SL 20; 400180gp

Dove-grey Medallion [AT+966] ++40 AC/x9 Saves; 1F: SL/2 (round down) instances of

Resist telekinesis; +SL*10% damage with telekinesis effects; CL 120; SL 20; 407435gp

DL XX Mega-Tiny Greenish Games x(386) x[4]

|iAC| 4039, HD 1.0E+7, i^8 hp 1.7E+9, PR 253% #Att 36, TH ÷ AC/Save DC by 420, i^4 dmg 8003

Str 94, Dex 139, Con 139, Int 33, Wis 117, Chr 93, 3.9E+2kxp

Yo (A being of your choice is Anti-stats (CLd6 stat dmg) (doesn't target, no resist, can't be dispelled).)

Prepared effects:

[Psi54 Major] Force Shield: CL*SL*3 hp ablative Force Field (vs. physical or energy attacks, only one enemy /s)

[Psi-6N Major] Gaea's Herald ~: 1P or 1M: When your summoned creatures go below -10 hp, they don't disappear (you can cure)

[Psi3½ minor] Energy Adaptation, Specified: Gain resistance 10 against one energy type.

[Psi4 Ultra] hp *2.5: Multiply hp by 2.5

[Wiz SL8] Dust of Disappearance: Dust of Disappearance for 1 turn

[Psi3 Grand] Ablating: You are buffered from one Negate Psionics effect.

[Pri SL1] Sanctuary (1): Opponents must make save to attack target {Touch, 1 creature}

[Pri SL4] Resist Fire/Resist Cold 4: Take -60% dmg vs. fire or cold

[Wiz SL5] Extra Group +1: The next spell you cast will affect +1 groups of monsters

[Psi45 Grand] Ionization: Lightning shield (xSL/10 damage back)

[Pri SL8] Antimagic Field : Negates magic within 10 ft.

[Psi23 minor] Obscuring Cloud: Blocks all forms of vision (inf,ult,x-r)

Combat effects:

[Psi54 Grand] Water Animation: Summon a DL=SL Water Elemental

[Pri SL5] Treat Deadly Wounds: Cure 50% of max hp

[Psi10 Major] Charm Person: Charm Person (make CL saves)

[Wiz SL5] Magic Missile 5: (CL+1)*5/2 missiles, each does 1d4+1 force dmg (no save)

[Psi45 minor] Plasma Generation: SL*CL Plasma damage (1 group, no save)

[Wiz SL2] Cone of Eldritch Shards {Acid}: CLd6 eldritch shards {acid} damage, area 40' cone, no save

[Psi29 Ultra] Planetary Detonate (Psi2):

[Psi100 Major] Improved Cell Adj.: Cure/cause N hp, hits 3+CL/9 groups, max N = CL*4

[Pri SL4] Remove Curse 4: Cure 1 curse effect (reverse causes that many, save)

[Psi3 Grand] Astral Construct VI: Astral construct fights for you.

[Wiz SL9] Create Any Monster:

[Psi29 Major] Rust Metal:

Parameter: Dungeon

Date: 8/24/2020

CF: 5

DL: 1

#Rooms: 12

Room#: 1

#Monsters: 10

#Groups: 6

#Legions: 4

Array DL Start: 1

Array DL Finish: 20

Number of PCs: 4

Session Number (SN): 6

Difficulty Factor (DF) for AC/hp: 20

Difficulty Factor (DF) for spell/psi: 12

DL; NumMon; KXP per; DL total; Sum Total; gp

1; 849; 0.02; 16.98; 16.98; 6,849

2; 1779; 0.10; 177.90; 194.88; 29,538

3; 2904; 0.20; 580.80; 775.68; 51,029

4; 3471; 0.50; 1,735.50; 2,511.18; 108,663

5; 4403; 1.50; 6,604.50; 9,115.68; 162,471

6; 5641; 3.00; 16,923.00; 26,038.68; 258,584

7; 5536; 7.00; 38,752.00; 64,790.68; 217,985

8; 6552; 15.00; 98,280.00; 163,070.68; 462,290

9; 7748; 24.00; 185,952.00; 349,022.68; 405,005

10; 8778; 40.00; 351,120.00; 700,142.68; 614,463

11; 10637; 61.14; 650,303.74; 1,350,446.42; 801,493

12; 9080; 89.72; 814,688.09; 2,165,134.51; 577,377

13; 11866; 127.08; 1,507,885.13; 3,673,019.64; 931,426

14; 11775; 174.76; 2,057,855.75; 5,730,875.38; 1,245,004

15; 14077; 234.48; 3,300,821.77; 9,031,697.15; 1,493,641

16; 11964; 308.05; 3,685,495.33; 12,717,192.48; 1,902,560

17; 16307; 397.40; 6,480,426.77; 19,197,619.25; 1,712,114

18; 16842; 504.61; 8,498,563.37; 27,696,182.62; 1,689,748

19; 15131; 631.85; 9,560,480.23; 37,256,662.84; 2,200,363

20; 17280; 781.44; 13,503,238.27; 50,759,901.12; 1,748,685

Sum; 182620; 50,759,901.12; 170,894,411.20; 16,619,288