	D20		DG
1	Pit filled with	1	acid
1	Pit filled with	1 2	
			nothing
		3	sludge
		4	spikes
		5 6	venomous creatures
2	Dracoura plata releases	_	water
2	Pressure plate releases	1	a rolling boulder blades
		2	
		3	crushing walls darts
		4 5	flames
		6	
3	The floor	0	poison gas collapses
3	The hoor	2	is a creature
		2	
		3 4	is frictionless is invisible, but can be walked on
		5 6	is spring-loaded tilts into another room
4	A shelf	1	
4		2	contains a clue or key holds a cursed book
		2	holds a full potion bottle
		4	holds a spell scroll
		4 5	holds poisoned food
		6	
5	Suddonly	0	is a secret passage a gust of wind blows out the torches
5	Suddenly	2	the doors all close and lock
		2	the room begins filling with sand
		4	the statue here animates and attacks
		5	you all become very sleepy
		6	you an become very sleepy you sink into the ground like quicksand
6	A locked chest	1	can't be unlocked but has gold inside
•	Albered ellest	2	contains cursed treasure
		3	holds a potion bottle
		4	holds a spell scroll
		5	is actually a mimic
		6	unlocks with difficulty but is empty
7	A tripwire	1	made of a vine triggers strangling vines
	, copulation of the second sec	2	releases the trapped monster
		3	drops a cage over you
		4	slams the doors shut and locks them
		5	triggers a decrepit and ineffective trap
		6	sounds an alarm alerting the denizens
8	A one-way portal to	1	a random room (splits the party unless holding hands)
		2	a treasure trove
		3	death
		4	the beginning of the dungeon
		5	the stomach of a monster
		6	underwater
9	A door	1	leads to this same room, no way out
		2	that opens to a solid wall
		3	that requires a password
		4	trapped with explosives
		5	with a large keyhole in the center
		6	with a riddle in order to open
10	A peculiar room where	1	gravity is reversed
		2	it is utterly dark and all lights are ineffective
		3	the walls imprison living monsters
		4	time outside does not pass while inside it
		5	you all have strange prophetic visions
		6	you must walk backwards to go forward

11 In this cavern 1 grove prosphorescent multironoms 2 grove phosphorescent multironoms is a douted in large ogs 4 is a douted mine with an overturned cart 5 invas anagical or cursed spring of wate 10 a moretar who is thankuly not home 6 runs a magical or cursed spring of wate 1 a used of wate with an overturned cart 3 A treasure 1 10 indice an ooce or gelatinous cube 4 that animass and attack if fundued 1 that is illusory and conceals a git 3 A lever that if pulled 1 12 change somethys disafter fundued 3 change somethys disafter fundued 4 that sillusory and conceals a git 5 opents a siter door 6 saters a countdown, which rests fundued 1 consets the full treanimates the skeletons on the floor 2 crystaball that view ooter parts of the dungeon 3 fountari with magical or cursed water 4 intern that seastringol cohing, closed boxe, etc.		D20		DG
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